July 2013

iJOHN

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

Welcome to Volume 4, Issue 7 of iDevices (iPhone, iPod & iPad) SIG Meetings

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TooBigToFale.com/iPhone-to-iPad-free-upgrade.html

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NEWS   NEWS **NEWS**   **NEWS** **NEWS**

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Happy 6th birthday, iPhone!

By Rene Ritchie, Saturday, Jun 29, 2013

Six years ago today I was watching in barely contained rage-jealousy as my friends lined up to buy the original iPhone at Apple Stores across America. It had no third-party apps, no video recording, no MMS, no copy/paste, and nothing approaching the functionality of Treo, Windows Mobile, BlackBerry, or Symbian (Wikipedia it) smartphones at the time, but it had a gorgeous capacitive multitouch interface and better first-party multitasking than had ever been seen in mobile before (it could switch from music to phone and back without crashing!)

The original iPhone was overpriced and under-functional, but it was also glorious and the beginning of a very real revolution in mobile. I got one here in Canada just as soon as it was jailbroken and unlocked, and could run on a local network (with a $200/100MB a month data plan!), and I've never looked back.

It was flawed, but it was the future. It was Steve Jobs' phone. It was Apple's phone. And it changed everything. Again.

If you had an original iPhone, let me know what you thought of it at the time, and how you feel now, on the occasion of it's sixth birthday.

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Apple files for iWatch trademark... in Japan

By Rene Ritchie, Monday, Jul 1, 2013

Apple has filed to trademark the term "iWatch" in Japan. Naoko Fujimura and Takashi Amano of Bloomberg report:

The maker of iPhones is seeking protection for the name which is categorized as being for products including a handheld computer or watch device, according to a June 3 filing with the Japan Patent Office that was made public last week. Takashi Takebayashi, a Tokyo-based spokesman for Apple, didn't respond to a message left at his office seeking comment on the application.

Bloomberg also triples down on their rumor, from February, of 100 product designers at Apple working on the wearable device popularly referred to as "iWatch".

As to the term being filed for in Japan, given how much time, effort, and money Apple's put into securing i-prefaced product names and domains in the past, including ones they never actually used, like the iSlate, it's impossible to draw any conclusions from the process itself.

iMore has previously heard that the iWatch project is indeed moving forward at Apple as well. Like

iMore has previously heard that the iWatch project is indeed moving forward at Apple as well. Like patents, however, it makes sense for Apple to grab anything and everything they can, even if it's only to keep such terms out of the hands of other companies, squatters, and competitors.

As an actual product, an iWatch would be to a watch what an iPhone was to a phone -- something that does far, far more, but packaged in a way that makes it understandable to the mainstream.

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How iOS 7 compares to previous versions [Chart]

By Rene Ritchie, Saturday, Jun 22, 2013

Version	iPhone OS 2	iPhone OS 3	iOS 4	iOS 5	iOS 6	iOS 7	
Codename	Big Bear	Kirkwood	Apex	Telluride	Sundance	Innsbruck	
New APIs	n/a	1000	1500	1500	n/a	1500	
New Features	n/a	100	100	200	200	n/a	
Tentpoles	4	12	7	10	10	10	
	Enterprise enhancements	In app purchase	Multitasking	Notification Center	Apple maps	Control Center	
	Microsoft Exchange	Peer-to-peer connectivity	Folders	Newsstand	Siri enhancements	Notification Center enhancements	
	iPhone SDK	Accessories access	Mail enhancements	Reminders	Facebook integration	Multitasking enhancements	
	App Store	Embedded Maps	iBooks for iPhone	Twitter integration	Shared Photo Streams	Camera enhancements	
		Push notifications (redux)	Enterprise enhancements	Camera enhancements	Passbook	Photos enhancements	
		Cut, copy, and paste	Game Center	Photo enhancements	FaceTime over cellular	Airdrop	
		Landscape	iAd	Safari enhancements	Phone enhancements	Safari enhancements	
		MMS		PC free	Mail enhancements	iTunes Radio	
		Voice Memos		Game Center	Safari enhancements	Siri enhancements	
		Calendar enhancements		iMessage	Accessibility enhancements	iOS in the Car	
		Stocks enhancements		(iCloud)	(Chinese enhancements)		
		Spotlight search					
Additional Features	Contact search	Voice Control	FaceTime	Siri	Panoramas	n/a	
	Quick look enhancements	Video Recording	720p	1080p			
	Mail enhancements						
	Scientific calculator						
	Parental controls						
	Languages						
	MobileMe						
	3G + GPS						

iOS 7, at least as much as we saw of it at WWDC 2013, compared at a glance with previous major releases. We began including version charts in our reviews last year, including our monster iOS 6 review, and we'll be doing more with this come the fall. For now, however, I'll just leave it here so you can check it out, and weigh in where Apple's focus seems to be this year.

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How to save battery life on your iPhone and iPad
by tweaking Notification Center settings

By Allyson Kazmucha, Saturday, Jun 22, 2013

iPhone and iPad battery life is a precious commodity we just can't seem to get enough of. All of our social networks, email accounts, texts, and other apps want to send us notifications, which in turn, consumes more battery life. Sometimes tweaking settings in Notification Center can actually save quite a bit of battery life.

Here's what we recommend trying:

1. Launch the **Settings app** from the Home screen of your iPhone or iPad.
2. Tap on **Notifications**.
3. FInd an app that frequently sends you notifications and tap on its name.
4. Scroll down towards the bottom and you'll see an option for **View in Lock Screen**.
5. Turn this option to **Off** for any apps that aren't important to be displayed on your Lock Screen.

By doing this, you'll still receive push notifications and you'll hear the tones, your screen just will not light up and they won't filter into your actual Lock Screen area. Upon unlocking your iPhone or iPad, checking Notification Center will still show them, they just won't appear in the Lock Screen portion. Basically, your screen doesn't light up every time you receive a notification from these apps any longer when the View on Lock Screen option is turned off. Less screen use equals better battery life. By doing this myself, I gained about an extra 15 to 25% battery life per day.

I've found this to be useful on apps I still want to know I'm receiving notifications for but don't necessarily need them on my Lock Screen such as Twitter and Facebook. I've also only get email notifications set up for VIP when it comes to the Lock Screen.

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iOS 7 preview: Multitasking gets carded

By Rene Ritchie, Monday, Jul 1, 2013

iOS 7 multitasking not only packs an all new card and icon hybrid interface, but a new way for every app to multitask, intelligently, and without a huge hit to battery life or performance.

iOS 7 finally brings multitasking to everyone on the iPhone, iPod, and iPad. And by everyone, I mean every app, at practically any time. Of course, iOS has always had fantastic multitasking. From the very first demo of the very first iPhone by Steve Jobs in 2007, its ability to fade music out, take a phone call, grab a picture and email it, then return to the phone call, hang up, and fade right back into the music seemed miraculous to the crash-prone competition of the time.

Then the App Store happened, and all those third-party apps weren't allowed anywhere near the background. Things changed in 2010 with iOS 4, when streaming music, VoIP, and turn-by-turn navigation were granted persistent access to multitasking, and many other apps were given a few minutes of leeway, and the ability to go to sleep and restart, theoretically, right where they left off. But it wasn't enough.

But it wasn't enough.

Thanks to some system-side smarts, however, it looks like iOS 7, along with a new interface, will make good on the multitasking promise while at the same time protect battery life and performance. If they can do it, they'll be the first to really nail multitasking on mobile.

Here's how Apple describes multitasking in iOS 7:

> Multitasking has always been a smart way to switch between apps. Now it's even smarter. Because iOS 7 learns when you like to use your apps and can update your content before you launch them. So if you tend to check your favorite social app at 9:00 a.m. every day, your feed will be ready and waiting for you. That's multitasking in iOS 7. It knows what you want to do before you do.

And on Apple's developer portal:

> Keep the content of your app up-to-date by adopting the new multitasking APIs in iOS 7. The new services allow your app to update information and download content in the background without draining the battery unnecessarily. The updates can happen at opportunistic times and are intelligently scheduled according to usage, so your app can update content in the background just when your users need it.

Based on what Apple's shown off at WWDC 2013 and on the web to date, here's how the new interface, and the new functionality works:

- Accessing multitasking still requires a double click of the Home button, which is consistent for existing users but probably not as intuitive as the upward swipe seen on some other platforms. (And which Control Center has just taken on iOS.)
- The old Fast App Switcher tray has been replaced with a new card-based interface. It looks a lot like webOS cards, though iOS Safari Pages used that mechanic first. It lacks the Stacks functionality of later versions of webOS, but it does retain the icons of the Fast App Switcher which greatly increases glance-ability.
- Thanks to the new card-based interface, apps can be closed by touching them and tossing them away, again like webOS. Apple hasn't said if multiple cards can be tossed away at once, though iOS is multitouch and up to three cards can appear on the screen at one time...
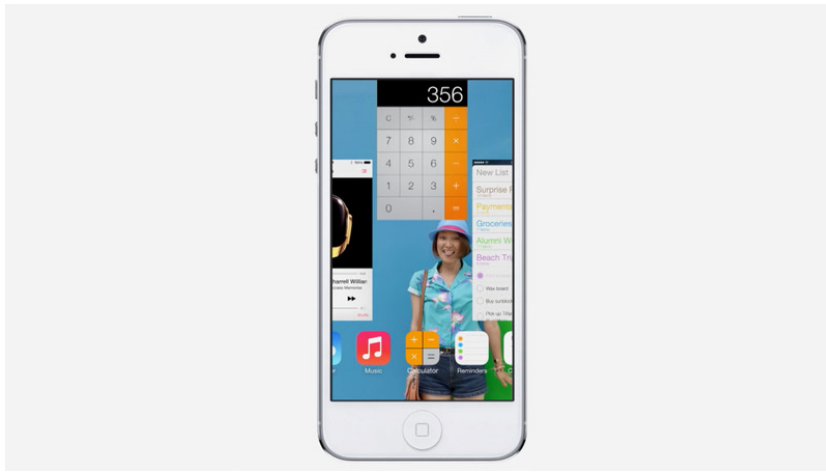
- Intelligent scheduling means that, if you use an app frequently - for example, if you check Facebook or Twitter constantly - iOS 7 will recognize that and allow the app to update frequently so whenever you launch it, it'll have all the latest information already waiting for you. If you use an app regularly but not frequently - for example, if you check the news when you wake up and before you go to sleep - iOS 7 will recognize that as well and allow the app to update just before you usually check it.
- Opportunistic updates takes advantage of the many times a day you unlock your device and power up the system - for any reason - to allow apps to access background cycles.
- Adapting to network conditions means that, whenever a radio signal is strong and power use is at a minimum, iOS 7 will allow updates that need that radio.
- Coalesced updates recognizes that when one app powers up a radio, other apps can tag along and get their background requests done as well.
- Push triggers fixes the years-old problem of getting a notification only to go to the app and not find the data there. Now, in iOS 7, the notification itself will trigger the update, hopefully retrieving data just before you arrive at the app.

Mobile multitasking is all about compromise. You either limit what can be done by apps, or you limit the battery life of the device running them. With iOS 7, Apple is trying to have their background and their battery life too, and they're using a lot of super-smart technology to achieve it. Instead of simply allowing persistent, pre-emptive multitasking like OS X does on the desktop, and like how some competitors do on mobile, Apple is recognizing that they have neither a power cable plugged into the wall, or a desire to offload battery and task management to their users, and they're deploying a just-in-time system to get the best of both worlds.
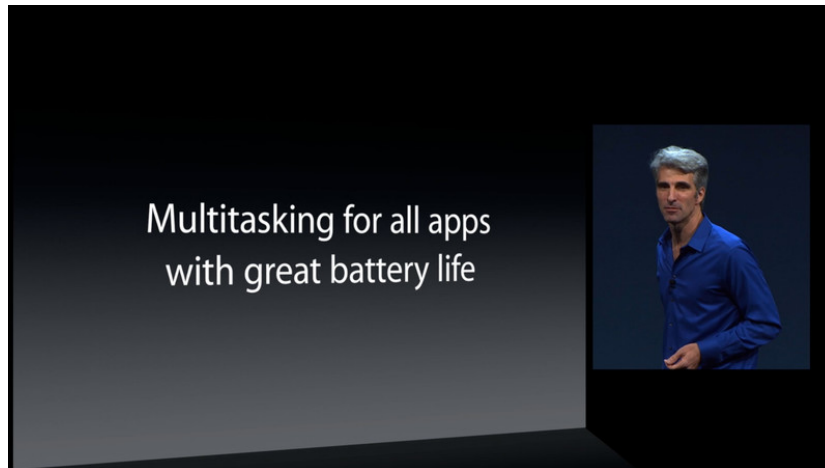
Perception is reality. Until we open an app, we have no way of knowing whether it was updated or not. So, iOS 7 will keep track of when we open apps and try and update them just-in-time so that, when we get there, our data is ready and waiting for us, and not us for it. Intelligent scheduling should make sure that most of the time, most of our apps are updated, however it remains to be seen what will happen when infrequently used apps are opened?

Perhaps the other systems will kick in then. Opportunistic updates, whether they're because we've turned on our iPhone, iPod, or iPad, or the radios have locked onto a good, strong signal, or another app is firing up a radio and letting hitchhikers come along for the ride, there should be plenty of chances for plenty of apps to update when they'll have the least impact on the system but the most on making sure our data is present for when we want and need it.

Likewise, updating on push notification is huge. Many times I've had to go back to Notification Center to try and glean as much as I can from the tiny preview text in an alert because the actual message is taking so long to actually come in. Now, the notification itself will tell the app to update, and hopefully it'll be quick about it.

Whether this applies to content as well as data is unclear. Apple hasn't said anything publicly yet about whether episodic or periodical content can "wake up" the system and cause a download in advance of our going to look for it. Newsstand works that way now, and rumors of Apple's iTunes and Podcasts apps getting the same ability have persisted since iOS 6. Come release, will we see that kind of update functionality everywhere? What exactly developers will be able to do, and what they'll be able to figure out around it, remains to be seen.

The new interface, however, is wicked obvious. The Fast App Switcher was never a great solution. Apple reportedly tested other metaphors for iOS 4 before they settled on it, including

something like OS X Expose, but Safari Pages, not to mention webOS cards, was always the most sensible solution. Cards not only match the physicality of iOS 7 in general, they're something almost everyone is familiar with already.

Not that it looks perfect yet. Making Home a card might help ensure mainstream users aren't confused about how to find Home, but there's a Home button for that. All it does in card view is ruin the metaphor and complicate the mechanics.

In webOS, every instance of an app could have a card. For example, you could have multiple web pages open at the same time in card view, or multiple email message drafts ready and waiting. There's an argument to be made that one app, one card is simpler, but it's also less powerful. webOS used Stacks to even better organize workflows. Again, greater complexity, but greater functionality.

Tossing cards away is also a much better model than iOS 4 - iOS 6 implemented. Holding icons down until they jiggle, and tapping tiny X icons, conflating app deletion on the Home screen, wasn't great for anybody.

The addition of the icons to the card view in iOS 7 is a huge win, however. Cards capture static views from the apps they represent, but those views might not be recognizable. Icons are made to be recognizable, even at a glance. Cards and icons together provide both information and discoverability. Back before iOS 6, I and many others hoped for a better fast app switcher and for the most part, Apple exceeded those hopes.

And it can only get better from here.

The updated multitasking interface and functionality will ship as part of iOS 7 this fall. Check out the resources below for more, and let me know - is iOS 7 multitasking everything you wanted it be? Did Apple strike the right balance, or is something still missing?

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Social Networking: How to get started on your iPhone and iPad!

By Rene Ritchie, Monday, Jul 1, 2013
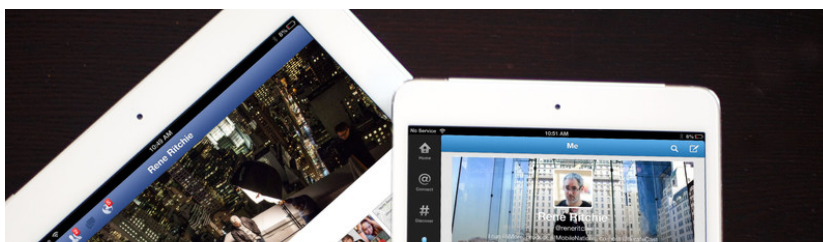
Everything you need to know about getting started with Facebook, Twitter, ADN, Google+, Pinterest, LinkedIn, Instagram, Path, Foursquare, Tumblr, Flipboard, and more!

Today on Talk Mobile we asked if and how you needed to be on social networks. While it might seem everyone is already hip deep in online status and sharing, the truth is, if you're just getting started online or on mobile, social can be more than a little confusing if not downright intimidating.

If you're already a social expert, bookmark this article so you can share it with your friends and family who aren't yet as socially savvy, and jump down to the comments so you can add your experience and advice. If you're all new to networking, keep on reading and we'll help get you started!

Facebook

Facebook is for those who want to connect to friends and family

Facebook is *the* social network. It's the biggest online community in the world, and almost entirely friend-focused. If you have a lot of friends and family already using Facebook, if you want to find the people you went to school with, if you want to share events and photos and videos with the people most important to you, and if you want to stay in touch with relatives and acquaintances around the world, Facebook might be for you.
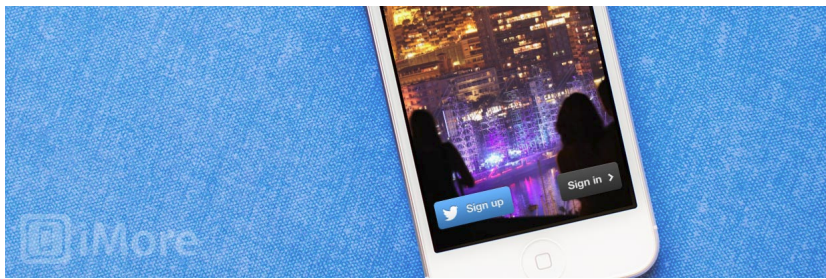
On the downside, Facebook has been pretty bad when it comes to privacy, so make sure you take time to double and triple check your settings so that once you're signed up, you're absolutely sure you're only sharing with the people you want to be sharing with.

- Signup for Facebook
- Download Facebook for iOS
- Like iMore on Facebook

Twitter

Twitter is for following celebrities, and trying to build followings

Twitter is a micro-blog, or a way to share what you're doing in real-time. Think of it as public SMS. You can post general messages that everyone and anyone can see, or you can target them at specific other users by including an @ symbol and their Twitter name in the message. Because of Twitter's more public nature, you can find some of your favorite celebrities, including actors, singers, sports stars, writers, and more. You can also participate in larger discussions via "trending terms" using # hashtags. It's also great for keeping up with your peers. Think of it like a giant, virtual water-cooler.

Because of Twitter's more public nature, it can be harder to amass a group of followers large enough to receive the same kind of engagement and attention you give out to those you follow. That means it can take a lot more work to build up a Twitter network.

- Sign up for Twitter
- Download Twitter for iOS
- Download Twitter for Mac
- Follow iMore on Twitter

App.net
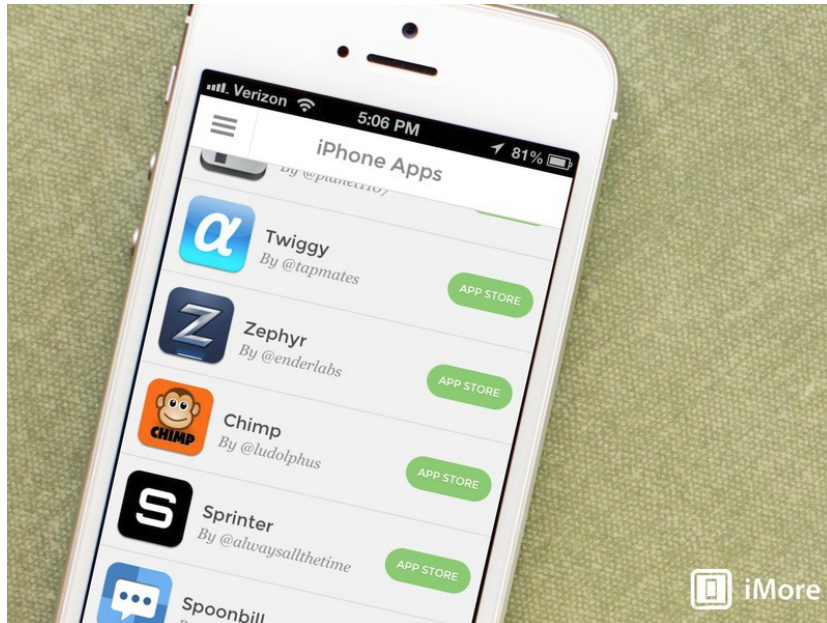
ADN is for nerds with $36 and a shared dream.

App.net (ADN) is platform that, among other things, offers a Twitter-like micro-blogging service. It also offers file storage and robust instant messaging. Full accounts cost $36 a year, while free, limited accounts currently require an invitation. Because of that, it's attracted a lot of nerd engagement, and engendered a lot of nerd dedication. The people behind it also promise to keep their interests aligned with ours, their users'.
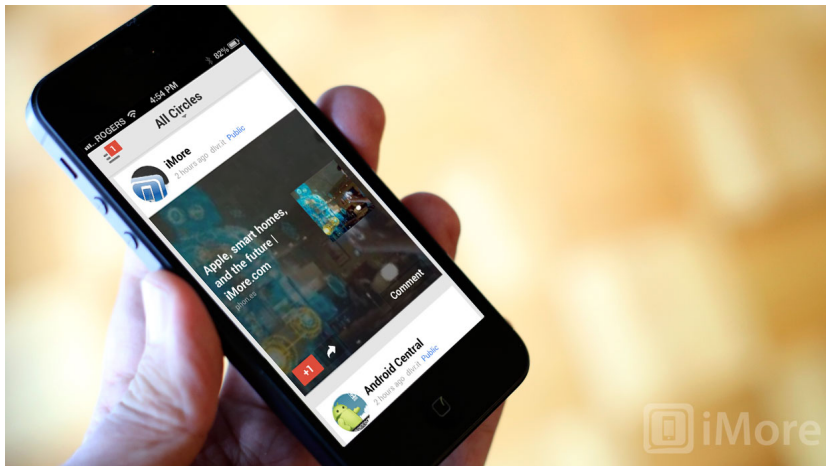
If you're not up for a paid service, or a limited service, or a bunch of nerd conversation, however, you're probably better off with one of the other networks.

There's no official App.net social client, but there is a Passport app to help you choose from the many third party ADN apps.

many third party ADN apps.

- sign up for ADN
- Download ADN Passport
- Follow iMore on ADN

Google+

Google+ is for people who are all-in on Google and Android

Google+ is Google's answer to Facebook. It doesn't quite have all the features, or all the members yet, but it does a lot of stuff really well. It's also integrated into almost everything Google, from Gmail to Android to YouTube and everything in between. In terms of style, it's a mix of Twitter and Facebook, where you can follow (circle) people who don't have to follow you, but you can also write as much as you want, and create albums and events, and even have video conference calls called Hangouts.

On the other hand, Google's being borderline obnoxious in their way they're forcing Google+ on people, and even with all their effort it's mostly hardcore Google and Android users who make up most of their active community.

- Sign up for Google+
- Download Google+ for iOS
- Circle iMore on Google+

Instagram
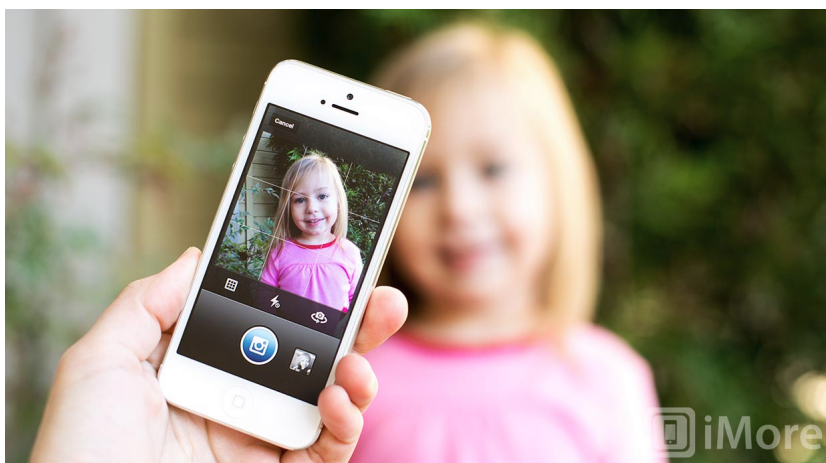
Instagram is for those who love taking and looking and photos

Instagram, now owned by Facebook, is a micro-blogging service geared towards photography (and now video as well). That means, food, fashion, pets, and whatever else interests you and those you follow. Much like Twitter, you can post short messages and include other people in them with an @ sign before their account name. The difference is that everything on Instagram is geared towards taking and sharing moments. Unlike Twitter, however, there's no chatter to scroll through between the pictures. It's all images and video, all the time.

Of course, if you're not into taking, sharing, and commenting on photos (and now videos as well), you probably won't enjoy Instagram.

- Sign up for Instagram via the app
- Download Instagram for iOS
- Follow iMore Instagamers
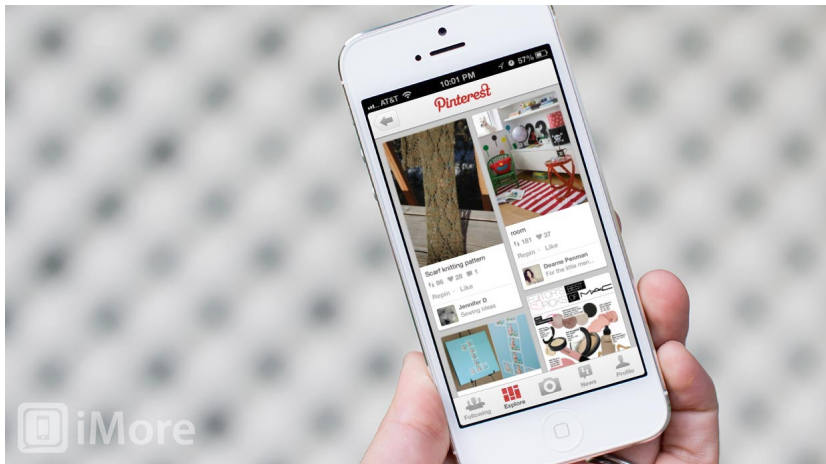
Pinterest

Pinterest is for those who want to share and explore collections

Pinterest is all about collecting and sharing the things that you love. Whether that's fashion or furnishings, kitchenware or footwear, art or heirloom vegetables. Anything that interests, you can pin for others, or find pinned by others. A pin can start with a photo or a video that you either find on the web, or upload yourself. Others can follow or repin your pins, if you allow it, and you can follow or repin theirs.

If you're not into collecting things, or browsing the collections of others, however, Pinterest probably won't appeal to you.

- Sign up for Pinterest
- Download Pinterest for iOS

LinkedIn
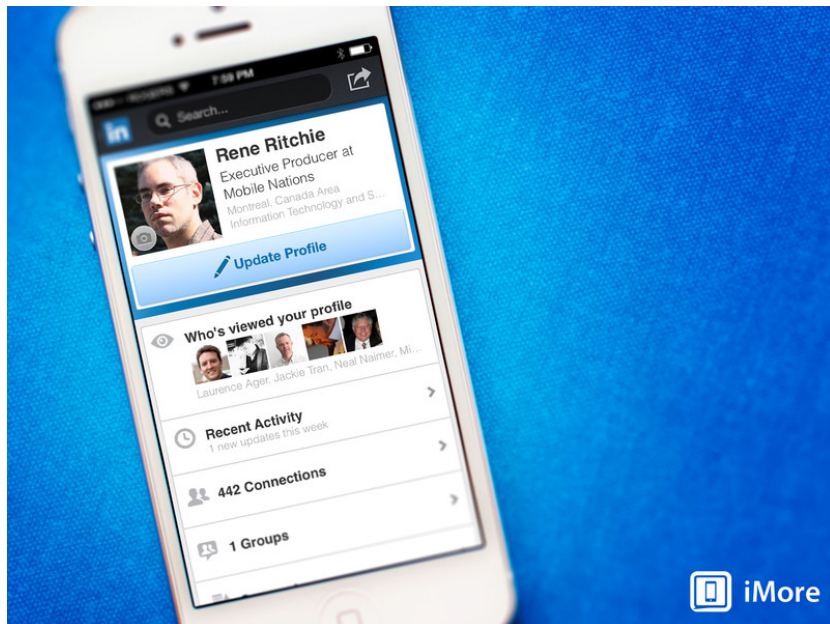
LinkedIn is for finding and making business connections so you can leverage all the synergies!

LinkedIn is classic business networking using modern social technologies. You fill in your profile with your positions and experience, past and present, and you connect to the people you already know. Then you start connecting to the people they know, and the people you meet, and you ask for connections to the people you want to meet. If you're tactically minded, you can find new business options and opportunities, and if you're socially minded, you can share inspiration and insights.

If you're not into wheeling and dealing, and if you don't care about who you know more than what you know, you might find LinkedIn more stressful than it's worth.

- Sign up for LinkedIn
- Download LinkedIn for iOS

Path
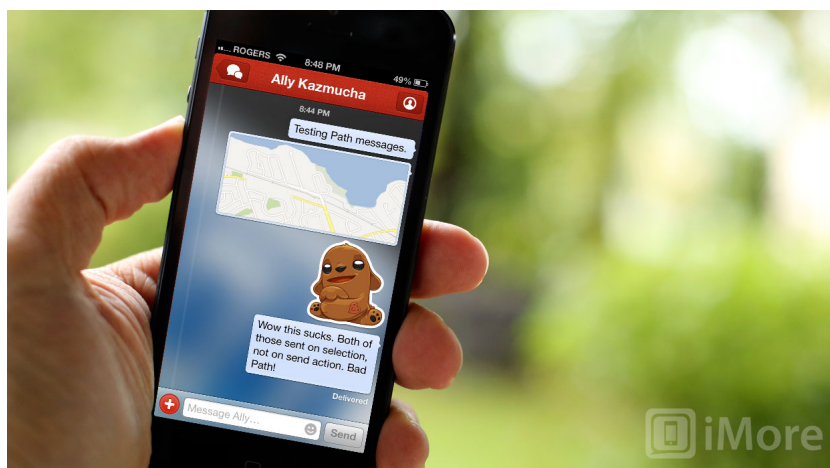
Path is the social network for people who only want to be a little bit social

Path lets you do pretty much what other social networks do -- make connections, share status, and share pictures, but instead of allowing virtually limitless connections, Path keeps them relatively small. It's really meant for only very close friends and family members, and very specific groups of people. You can also push out any and all of your Path updates to other popular social networks you might use, like Facebook, Twitter, etc.

On the downside, it's one more social network to manage that really doesn't provide any benefit to

simply restraining and constraining yourself on Facebook.

- [Sign up for Path](#)
- [Download Path for iOS](#)

Foursquare
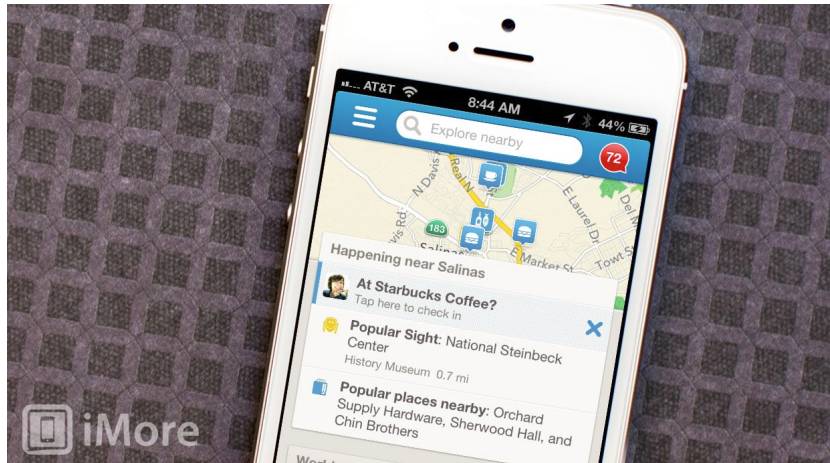
Foursquare is for those who just want to keep track of where they've been

Foursquare is what's referred to as a location-based social network. Other social networks can do location, of course, but Foursquare focuses on it completely. You arrive somewhere, open Foursquare, "check in" to the location, share comments and photos, and see who else is either there at the same time, or has left photos or comments in the past.

Because other social networks also do location, unless you specifically want to only do location, you might want to save yourself the trouble of maintaining a separate Foursquare account for just that.

- [Sign up for Foursquare](#)
- [Download Foursquare now](#)

Tumblr
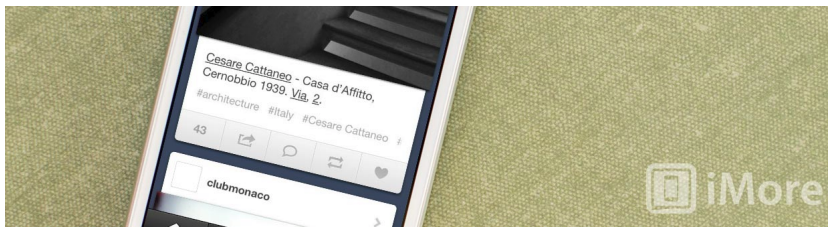
Tumblr is for people who want to easily share or re-share things in a blog-like format

Tumblr lets you quickly and easily text, photos, links, audio, video and more in a format very similar to a blog. Like any social network, you can follow and like what's on Tumblr, but in this case you're following blogs and their content as much as you're following a person. The distinction might be subtle, and the format blurs the line between traditional blog and a micro-blog like Twitter. And that's kind of the point. If you're just looking for an easy way to share stuff online, the multi-purpose nature of Tumblr can be a definite plus.

Conversely, because Tumblr is so well optimized for doing just exactly what it does, there's very little traditional social functionality built in beyond that.

- Sign up for Tumblr
- Download Tumblr for iOS

Flipboard
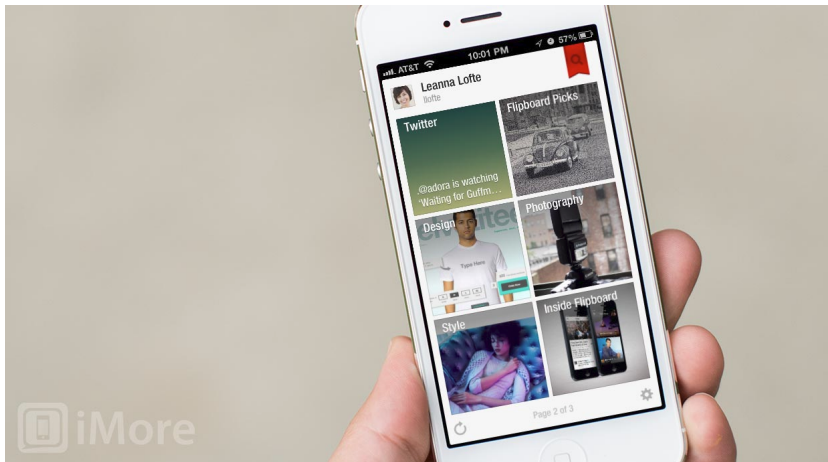
Flipboard is for those who want to read Facebook and Twitter rather than interact with them

Flipboard shows how you don't actually have to be social to benefit from social networking. With Flipboard, you can link your Twitter and Facebook accounts, along with other sources, and simply enjoy them as a more passive, more relaxing reading medium. That way you still get to see everything shared by your friends and the people you follow -- including politicians, celebrities, academics, and more -- but you don't have to deal with the comments and discussion that come with actually being involved on the networks themselves.

Of course, you miss out on the community and connection building aspects of social networks this way, but for some that's still more blessing than curse.

- Download Flipboard for iOS

And more!

Beyond all the social networks and apps listed above, you can find many more still. Some are for

popular niches, like Untappd for beer or Elixr for cocktails or Foodspotting for food. Others take the communications aspect to the extreme, like Whatsapp, Glassboard, or Hipchat. And the list goes on and on. Once you've gotten comfortable with mobile and social, you can find all sorts of social networks, and groups within social networks, to match your particular interests.

Apple marks five years of the App Store with ten free apps, special store section

By [Joseph Keller](#), Monday, Jul 8, 2013

Apple is celebrating five years of the App Store, putting up a special section in the iTunes Store, just like they did earlier this year for the tenth anniversary of the Music Store. "5 Years of the App Store" shows the the ten apps that Apple is giving away for free to mark the occasion.

> From the 500 apps available at launch in 2008 to the more than 900,000 available at your fingertips today, it's been a remarkably prolific five years for the App Store. To celebrate, we're giving everyone five landmark games, and five groundbreaking apps for a limited time. Plus, look back at the key moments that have made the App Store the world's most innovative destination for apps.

It's interesting to think that the App Store wasn't originally a part of what the iPhone was. Back at WWDC 2007, Scott Forstall was telling developers how to use iPhone technologies in web apps. It wasn't until the following March that Apple announced the iPhone SDK, giving developers the tools they needed to create software that has helped, intrigued, and delighted iPhone users for the last five years.

To access "5 Years of the App Store", go to the front page of the App Store section in the iTunes Store on your PC or Mac, or open the App Store on an iOS device.

Free EA games for iOS! Limited Time Offer

By [Peter Cohen](#), Tuesday, Jul 9, 2013

Electronic Arts (EA) has slashed prices on several iOS games, according to Dealmac.com. The discounts are up to $10 their normal prices, and extend to both the iPhone/iPod versions and iPad versions.

- Dead Space - Download now
- Mirror's Edge Download now
- The Sims: Medieval Download now

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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.

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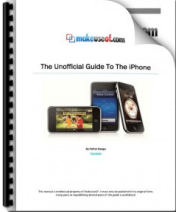
The examples used in the class are based on the iPhone 4, but approximately 90% of the content is germane to the iPad and 80% to the iPod Touch. If you have an iPhone, iPad, or an iPod, you will learn a lot in this class.

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
Click here to download	Click here to download	Click here to download

Apple iPhone User Guide	Apple iPad User guide	Apple Support Pages	Apple iCloud
Click here to view	http://Click here to view	Click here to view	Click here to view

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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:

Shutterfly   GoPaste

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Time for questions, observations and special apps from the audience

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The next meeting is on Wednesday, August 14, 2013

Now!

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