

iPod classic

(80GB/120GB/160GB)



9-2007

80/160 GB - 30-40 Hr Battery
Music - Video - Games - Data
\$249-\$349 US
9-2008 120GB Model \$249 US

Breakthroughs: First hard disk iPod with metal face, new interface, dramatically better audio, battery life and storage capacity for the prices. New interface with Cover Flow.

Pack-Ins: iPod earphones, USB cable, Dock Adapter.

Issues: Screen comparatively outdated. Lost compatibility with all prior video accessories.

eBay Values:

80GB Silver (MB029LL/A)	\$119.33
80GB Black (MB147LL/A)	\$111.91
160GB Silver (MB145LL/A)	\$161.95
160GB Black (MB150LL/A)	\$160.72
120GB Silver (MB562LL/A)	\$140.70
120GB Black (MB565LL/A)	\$151.06

iPod nano

(3G)



9-2007

4/8 GB - 24 Hr Battery
Music - Video - Games - Data
\$149-\$199 US

Breakthroughs: First nano with video and true game abilities, using same resolution screen and UI as classic.

Pack-Ins: USB cable, iPod earphones, Dock Adapter.

Issues: Color limited by price, body shape a little odd.

eBay Values:

4GB Silver (MA978LL/A)	\$47.10
8GB Silver (MA980LL/A)	\$76.75
8GB Blue (MB249LL/A)	\$60.41
8GB Green (MB253LL/A)	\$64.35
8GB Black (MB261LL/A)	\$69.73
8GB Red (MB257LL/A)	\$75.25
8GB Pink (MB453LL/A)	\$74.44

iPod touch

(1G)



9-2007

8/16/32GB - 22 Hr Battery
Music - Video - Games - Internet
\$299-\$499 US

Breakthroughs: First iPod with Wi-Fi, multi-touch, Internet access, and iPhone OS, gaining ability to download music and games, read e-mail, browse web.

Pack-Ins: Earphones, USB cable, stand, dock adapter, cloth.

Issues: Screen quality issues. Higher price, much lower storage capacity, lower battery life, and lower audio quality than iPod classic. Paid \$10-\$20 software updates required to add new system software.

eBay Values:

8GB (MA623LL/A)	\$99.56
16GB (MA627LL/A)	\$122.72
32GB (MB376LL/A)	\$145.55

iPhone 3G



6-2008

8/16GB - 24 Hr Battery
Phone - Music - Video - Internet
\$199-\$299 US, Later \$99 US (8GB)
With 16GB Model Discontinued

Breakthroughs: Faster second-generation update to original iPhone, adding support for third-party apps, dramatically expanding international distribution and compatibility with 3G cellular networks.

Pack-Ins: Stereo Headset with microphone, USB Power Adapter, USB Cable, cleaning cloth, SIM removal tool.

Issues: Cheaper-looking and -feeling plastic casing than prior iPhone, weak battery life for 3G calling and data services. Primarily sold locked to specific carriers for \$199/\$299 prices; unlocked retail prices are considerably higher, reflecting a carrier subsidy of roughly \$400.

eBay Values:

8GB Black (MB702LL/A)	\$200.28
8GB Black, Unlocked (MB702LL/A)	\$272.44
16GB Black (MB704LL/A)	\$220.27
16GB Black, Unlocked (MB704LL/A)	\$278.61
16GB White (MB705LL/A)	\$233.61
16GB White, Unlocked (MB705LL/A)	\$264.16

iPod nano (4G)



9-2008

8/16 GB - 24 Hr Battery
Music - Video - Games - Data
\$149-\$199 US

Note: A limited number of 4GB fourth-generation iPod nanos were manufactured before the product's launch date, when Apple decided at the last minute to sell 8GB and 16GB models instead. These 4GB units were quietly sold off by the company in various non-U.S. territories for roughly \$129 each, and are not included here.

Breakthroughs: Nine colors available for each capacity; first nano to include accelerometer.

Pack-Ins: USB cable, iPod earphones, Dock Adapter.

Issues: Dull knife body shape, incompatible with FireWire.

eBay Values:

8GB Silver (MB598LL/A)	\$72.04
8GB Black (MB754LL/A)	\$73.65
8GB Blue (MB732LL/A)	\$76.78
8GB Purple (MB739LL/A)	\$78.61
8GB Pink (MB735LL/A)	\$65.86
8GB Red (MB751LL/A)	\$73.54
8GB Orange (MB742LL/A)	\$70.44
8GB Yellow (MB748LL/A)	\$70.05
8GB Green (MA745LL/A)	\$71.77
16GB Silver (MB903LL/A)	\$88.24
16GB Black (MB918LL/A)	\$93.88
16GB Blue (MB905LL/A)	\$91.37
16GB Purple (MB909LL/A)	\$89.11
16GB Pink (MB907LL/A)	\$87.44
16GB Red (MB917LL/A)	\$107.42
16GB Orange (MB911LL/A)	\$83.36
16GB Yellow (MB915LL/A)	\$90.29
16GB Green (MA913LL/A)	\$84.25

iPod touch (2G)



9-2008

8/16/32GB - 30 Hr Battery
Music - Video - Games - Internet
\$229-\$499 US, Later \$199 (8GB)
With 16/32GB Discontinued

Breakthroughs: First iPod with integrated speaker, Nike + iPod wireless built-in, free support for third-party apps, new headphone port with microphone support.

Pack-Ins: iPod earphones, USB cable, Dock Adapter, cleaning cloth.

Issues: Still relatively low storage capacity for prices, battery life doesn't yet rival iPod classic. Incompatible with FireWire charging accessories. Requires paid software updates from Apple, ranging from \$5-\$10. Almost indistinguishable from late 2009 32/64GB models.

eBay Values: 8GB (MB528LL/A-MC086LL/A) \$118.05
16GB (MB531LL/A) \$144.07
32GB (MB533LL/A) \$158.05

iPhone 3GS



6-2009

16GB/32GB - 24 Hr Battery
Phone - Music - Video - Internet
\$199-\$299 US + 2010 \$99 US 8GB
With 16/32GB Models Discontinued

Breakthroughs: Faster sequel to iPhone 3G, 3MP autofocus camera, compass, Voice Control, improved 3-D.

Pack-Ins: Earphones with Remote + Mic, USB Power Adapter, USB Cable, SIM removal tool.

Issues: Weak battery, most sold locked to specific carriers.

eBay Values: 16GB Black (MB715LL/A) \$304.67
16GB Black, Unlocked (MB715LL/A) \$379.55
16GB White (MB716LL/A-MC132LL/A) \$305.11
16GB White, Unlocked (MB716LL/A) \$371.11
32GB Black (MB717LL/A) \$354.22
32GB Black, Unlocked (MB717LL/A) \$442.89
32GB White (MB718LL/A-MC138LL/A) \$372.44
32GB White, Unlocked (MB718LL/A) \$425.76

iPod touch (3G)



9-2009

32/64GB - 30 Hr Battery
Music - Video - Games - Internet
\$299-\$399 US

Breakthroughs: First iPod with Voice Control, faster CPU and graphics chip for improved 3-D gaming performance, superior battery life, subsequent iOS 4.2 support.

Pack-Ins: Earphones with Remote + Mic, USB cable, Dock Adapter.

Issues: Still relatively low storage capacity for prices relative to iPod classic. Almost indistinguishable from late 2008 models, as camera was removed at last minute.

eBay Values: 32GB (MC008LL/A) \$179.73
64GB (MC011LL/A) \$234.31

iPod shuffle

(3G)



3-2009

2/4 GB - 10 Hr Battery
Music - Data
\$59-\$99 US

Breakthroughs: Apple's smallest iPod ever, and first to eliminate all buttons in favor of a single switch and remote control headset. First all-stainless steel model.

Pack-Ins: Earphones with Remote, 3.5mm-USB cable.

Issues: Difficult to control, weak battery life, plain design, earphones experienced moisture failures and a recall.

eBay Values:

2GB Silver 9/09 (MC306LL/A)	\$26.22
2GB Blue 9/09 (MC384LL/A)	\$30.20
2GB Green 9/09 (MC381LL/A)	\$29.55
2GB Black 9/09 (MC323LL/A)	\$26.70
2GB Pink 9/09 (MC387LL/A)	\$23.41
4GB Silver 3/09 (MB867LL/A)	\$33.78
4GB Blue 9/09 (MC328LL/A)	\$36.50
4GB Green 9/09 (MC307LL/A)	\$39.09
4GB Pink 9/09 (MC331LL/A)	\$31.75
4GB Black 3/09 (MC164LL/A)	\$38.78
4GB Steel 9/09 (MC303LL/A)	\$54.00

iPod nano

(5G)



9-2009

8/16 GB - 24 Hr Battery
Music - Video - Games - Data
\$149-\$179 US

Breakthroughs: First nano to include video camera, pedometer, and FM radio, new glossy aluminum body.

Pack-Ins: USB cable, iPod earphones, Dock Adapter.

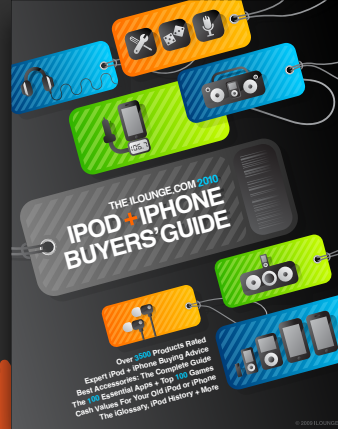
Issues: Mediocre camera quality, weak games, tiny wheel.

eBay Values:

8GB Silver (MC027LL/A)	\$83.14
8GB Black (MC031LL/A)	\$90.13
8GB Blue (MC037LL/A)	\$93.77
8GB Purple (MC034LL/A)	\$85.27
8GB Pink (MC050LL/A)	\$87.21
8GB Red (MC049LL/A)	\$101.31
8GB Orange (MC046LL/A)	\$85.80
8GB Yellow (MC043LL/A)	\$80.65
8GB Green (MC040LL/A)	\$84.63
16GB Silver (MC060LL/A)	\$130.25
16GB Black (MC062LL/A)	\$122.61
16GB Blue (MC066LL/A)	\$120.22
16GB Purple (MC064LL/A)	\$122.60
16GB Pink (MC075LL/A)	\$93.48
16GB Red (MC074LL/A)	\$153.63
16GB Orange (MC072LL/A)	\$112.66
16GB Yellow (MC070LL/A)	\$119.83
16GB Green (MC068LL/A)	\$129.89

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iLounge.com

Evolving Apple Colors

Most new iPod models make at least small changes to colors Apple sold the last year with the same names, so this year's "silver," "green," "pink," and "orange" models are noticeably different than last year's. Our photos and descriptions show you what's stayed the same and changed between models.

White: The First iPod Color

From 2001 through early 2004, the only iPod color was white. The identical-looking first- and second-generation iPods introduced the ultra pure white color under a thick clear plastic layer, which was slimmed for the third-generation iPod, a model that featured touch-sensitive red glowing buttons. Gray was added as a contrasting color for the fourth- and fifth-generation iPods, as well as the first-generation iPod shuffle and iPod nano, the last iPod models to use this color combination. Apple subsequently released the iPhone 3G and 3GS with glossy white plastic backs that had silver Apple logos, differing only in the color of their rear text: the 3G had gray text, the 3GS silver. An iPhone 4 with a white casing was repeatedly delayed after being shown in June 2010.



Silver: Apple's Favorite Color

Apple's iPod mini (top left) was the first iPod to use silver aluminum as an alternative to glossy white plastic, relying on the cheaper material only for controls and accents on its top and bottom. Over time, the silver-white combo became Apple's go-to look for iPod classics, iPod nanos, and iPod shuffles. But the original iPhone marked the beginning of a mix of silver metal and black plastic/glass surfaces that later spread back to the iPod family, and influenced the iPad's design, as well. While Apple has included polished stainless steel backs on many iPods, including all of the original models, today's classics, and iPod touches, it has only made one fully steel iPod: the third-generation iPod shuffle, which was also sold in cheaper silver aluminum. Today's iPod nanos and shuffles use a semi-glossy polished aluminum variant, instead.



Blue + Purple: Boyish Tones

Popular from its earliest days as an iPod mini color, blue has been included in every new colored iPod model rollout since 2004, shifting a little each time from what started as a slightly faded denim color to more intense shades, stopping only for the third-generation iPod nano and second-generation iPod shuffle, where it temporarily faded before returning stronger than ever. The new nano and shuffle are somewhat duller. Apple has offered three purple versions, too, but that color is gone this year.



Green: Perennially Popular

Green was first introduced in the iPod mini and has seen generally modest changes from year to year thereafter: the light original color intensified a little in some versions, going lighter blue-green for the third-generation iPod nano and original second-generation iPod shuffle, then shifting back towards the original hue for later models. The pine-colored fifth-generation iPod nano was a notably darker exception, returning again to the most typical coloration for the new square iPod nano and iPod shuffle.



Pink: Always Girly, Often Tweaked

Apple has played with the pink colors substantially over the years, starting with a pale rose pink for the first iPod mini that has recently been roughly revived in the newly-released sixth-generation iPod nano and fourth-generation iPod shuffle, which are identical to one another in rosy tone. Other models have generally been more intensely colored, with bright hot and lipstick-like colors dominating each year except for the third-generation nano, which had a more muted, wintery blue-influenced tint and soon was replaced by better successors.





Red: Apple's Charitable iPods

Though the combined red and black U2 iPod went away, Apple's 2006 release of the all-red (PRODUCT) RED iPod nano was a surprise, unveiled by U2's Bono and Oprah Winfrey as a charitable Apple Store exclusive with proceeds to benefit the Global Fund's fight against AIDS and other diseases in Africa. For whatever reason, Apple has done a better job of maintaining great tones for red over the years than most others, always picking strong shades, though switching between several variations that go from pure red to blue-tinged takes.



Gold, Yellow + Orange: Wildcards

Gold was unpopular enough for the original iPod mini that it was dropped from the second-generation version, making a semi-comeback with the fourth- and fifth-generation yellow iPod nanos before disappearing in 2010 - one of only two nano colors not to survive this year. Orange was introduced with a single second-generation iPod shuffle, later graduating into two really nice fourth- and fifth-generation iPod nanos before fading into a dull copper tone for the sixth-generation iPod nano and fourth-generation iPod shuffle - now two of our least-favorites.



Black: The Future of iPods + iPhones

Apple brought black into the iPod family with the debut of the original U2 iPod in 2004, using a red Click Wheel alongside a glossy plastic body, but dropped that model after fully black iPods and iPod nanos became popular, giving way to red iPod nanos. Black has become a surprisingly dominant tone since then, becoming the sole offered color for base model iPhone 3G, 3GS, and 4 devices, the primary color on the front of iPod touches, and the most obvious front color for iPads. Rumors have long suggested that black is the most popular color when Apple introduces

different devices, though the company has recently splintered black into both true jet black and dark charcoal/graphite variations, the latter most notably on iPod nanos and shuffles.

Charcoal/Graphite: Evolved From Black

Black iPods split into two categories over time: ones that were actually black, and ones that Apple called "black" despite a marked difference in coloration. Introduced in the first-generation iPod touch's bezel and the face of the second-generation iPod classic, this new tone was closer to pencil lead in looks, and became the color of third, fourth, and fifth-generation iPod nanos, plus second-generation shuffles, while continuing in iPod classics and disappearing from iPod touches. This year's sixth-generation nano noticeably lightened the color, which Apple now calls "graphite," acknowledging that it's not actually black.



Chrome: A Classy Accent Color

Apple uses mirror-finished chrome accents on products that it wants to imbue with a sense of class and extra value despite duller surrounding materials. The original iPhone started the family's still-uninterrupted tradition of including chrome Apple logos, which continued to the iPad. A chrome-like stainless steel bezel was introduced for the second-generation iPod touch in 2008 and has continued - albeit somewhat reduced in size - through the current model, giving the device its only distinctive visual edge relative to iPhones. A premium stainless steel iPod shuffle was offered for one year, as well.



Plastics: White, Gray, or Black

The plastics in Apple's otherwise metal iPods always follow one rule - thus far - whenever it's obvious that they're plastic, they're only white, gray, or black. iPod minis mixed white and gray on their tops and bottoms, but the colored and silver iPod nanos went purely white in plastic; black iPod nanos and iPods eventually went to purely black, too. After the iPhone was introduced, Apple shifted silver iPod nanos to include black plastic parts, as well. The Home buttons on iPhones, iPod touches, and iPads are now always black with the single exception of the unreleased white iPhone 4, which is supposed to have an all-white face. Apple does use faux metallic plastics in some models, but it always matches the plastics so closely to metals that users can't tell the difference between them.



Evolving Apple Textures

iPods and iPhones are best known for varied and changing colors, but Apple has experimented with different textures, as well, swapping the stainless steel and glossy plastics of early iPods for matte or shiny metals and glass. Here are the key ways these devices have evolved over time.



Plastic Versus Glass

The screens and entire front shells of early iPods were made from easily scuffed clear plastic, leading to scratches and a need for both cases and damage repair polishes. Apple started to swap plastic for glass in iPod nano and classic screens, while going to elegant and almost entirely glass faces for iPhones, iPod touches, and iPads - a trend that reached an apex, arguably going too far, with the release of the mostly glass-bodied iPhone 4. While Apple has been testing oil-resistant (oleophobic) glass coatings and strengthened aluminosilicate glass to reduce the impact of smudges and drops, these devices still attract lots of fingerprint marks, and crack or shatter if dropped the wrong way, leaving room for improvement. Apple may continue to use glass, or switch to new plastics in the future.



Anodized Aluminum + Matte Metals

The 2004 iPod mini introduced a new material to the iPod family: anodized aluminum. Early iPod minis were offered in five colors that paled by comparison with later iPod models but looked nice at the time, while offering users a customization option that rivals would imitate with plastic. Though Apple abandoned this matte look for most of its iPods in 2009, it was used heavily for three generations of iPod nanos, two generations of iPod shuffles, the original iPhone, and the first Apple TV. Today, the first-generation iPad, the core of the iPhone 4, and Apple TV's remote still use non-glossy silver metals, which Apple preserves as a prestige material for most of its Macintosh computers.

Glossy Anodized Aluminum

Introduced in 2009 for the fifth-generation iPod nano, Apple's first stab at "polished anodized aluminum" was markedly different from what goes by that phrase today. Nine colors that were previously offered in matte-finished anodized aluminum were given nearly as much surface gloss as new cars, a finish that proved at least as scratch-resistant as the prior colored nanos, possibly more. It matched a chrome video camera on this nano's rear, but the high-gloss finish was replaced for 2010's iPod nano and shuffle.



Polished Anodized Aluminum

Apple's current polished anodized aluminum finish is a little less shiny than the prior version, and now appears in two products: the fourth-generation iPod shuffle and sixth-generation iPod nano. For the first time, this new finish carries over to the engraved Apple logos on the backs of the devices, making them difficult to see (and photograph) on certain angles, and also runs onto their bottoms. We preferred the prior iPod nano's glossier finish and brighter colors, but these aren't too bad, either, and the difference is hard to see sometimes.



Polished Stainless Steel

Original iPods shipped with polished stainless steel backs, which scratched just as easily as their plastic faces. To the chagrin of iPod classic and iPod touch owners - as well as third-generation iPod nano users - these mirror-finished backs persist to this day, necessitating the use of film or cases to prevent scuffs from developing within seconds of removing the iPods from their packages. An all-stainless iPod shuffle was sold from 2009-2010; Apple used polished metal on iPhone 3G and 3GS bezels, too.





Accessories made a comeback this year, particularly for the iPad, but big changes are ahead for speakers in 2011.

Several years ago, the iPod accessory market was booming, but frequent Apple electronic and body changes around the time of the first iPhone's release scared many small developers away. Medium-sized and larger developers stuck around, and having finally mastered the iPhone's special needs, they tackled larger and more powerful iPad accessories this year - the fruits of their labors are now arriving in stores, along with new designs for the latest iPods and iPhones. Our accessory gift guide looks at the best releases for each platform.

Most of the items on the following pages were chosen because they work equally well on iPads, iPhones, and iPods, but there are two caveats: only a few iPad-docking speakers are available, while a new generation of iOS- and iTunes-streaming AirPlay wireless speakers will debut later this year and early next year - compatible with specific iPod touches, iPhones, and iPads, only. If wireless streaming is important to you, hold off until we've had a chance to review them. Otherwise, you'll find plenty of great selections in these pages, including cases, earphones, toys, and luxury items, all wonderful as gifts or personal purchases.



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The Big Accessory Picture

Apple's "ecosystems" of iPod, iPhone, and iPad accessories helped transform devices that once were considered limited and fragile into products with boundless potential for use in unthinkable scenarios. Want to listen to your iPod underwater? Turn your iPad into a phone? Improve your iPhone 4's antenna performance or resistance to drops? The latest accessories can do all these things, and much more.

Why Do Cases and Protective Film Matter?

Apple deliberately chooses attractive but fragile materials for its portable devices, seemingly in an effort to keep people hungry for shiny new versions every couple of years. The metal backs of full-sized iPods are famously scratchable, plastic-bodied iPhones develop cracks, and even the coated glass screens of iPhones and iPads can show marks and smears if not covered. Cases and film keep these devices looking fresh, reduce the need for screen cleaning, and improve their resale value.



How Does iLounge Choose Top Cases, Other Accessories + Applications?

Literally every product selected by iLounge for inclusion in our Buyers' Guides is chosen on pure merit, without any concern for advertising, relationships with developers, or other factors unrelated to the strength of the products themselves. We do not have business ties with any of the companies we cover, and our editors derive no compensation from our coverage of specific products. Our belief is that different accessories may be right for different users and budgets, so we always attempt to consider options at various price levels, with distinctive features.

To date, iLounge has reviewed thousands of iPod, iPhone, and iPad accessories, as well as thousands of applications from small and large developers alike. We are proud of our continued commitment to objectively and honestly assessing thousands of products, full reviews for most of which can be found on the iLounge.com web site. The products we have covered include a mix of items selected and purchased by iLounge, and ones submitted to us for possible editorial consideration by companies from all over the world. Items received and no longer used for follow-up coverage or comparisons are donated annually to worthy local charities.

What Are The "Sweet Spot" Prices For Different Types Of Accessories?

These general guidelines can help you budget for quality options; some top picks are more or less.



Cases

\$30 for iPod/iPhone cases, \$40 for iPad.



Headphones

\$100: Good, \$200: Great, \$500: Wicked.



Batteries

\$60-\$70 for iPhone/iPod. iPad's too new.



Speakers

\$100 for clocks, \$200 to \$300 for tabletops.

What Types Of iPod and iPhone Docking Speakers Should I Consider?

There are so many shapes, sizes, and prices of speakers these days that there's no single correct answer for all users: you'll need to decide first whether you plan to keep your speaker (or speakers) in one place or move them around, then how much you're willing to spend to buy one or more speaker systems for your needs. If bedside listening is your goal, a clock radio may be convenient, while nicer portable speakers may improve sound quality, and tabletop speakers often sound best.



Portables

Generally \$50 to \$200, these speakers can run off of batteries, and offer compromised audio quality in favor of smaller sizes and lighter-weight materials. Great for on-the-go use, less ideal indoors.



Clock Radios

For \$50 to \$150, these boxy systems add alarms, bright clock screens, and AM/FM radios to a set of two or four speakers. They're rarely portable, and made for nightstand charging, listening, and waking up.



Tabletop Audio

Generally \$150 to \$600, these systems combine multiple speakers and an iPod/iPhone dock to produce better sound than typical portables or clock radios. Super high-end versions can be furniture-sized.



Wireless Audio

Undergoing change as a result of Apple's new AirPlay feature of iTunes 10 and iOS 4.2, past \$200-\$400 wireless speakers used Bluetooth and/or special iPod dongles to perform music; new ones will be more expensive.

What's Being Left Out Of This Year's Buyers' Guide?

In addition to the many forgettable products we've covered this year, we've decided not to include items from past years that were designed for older iPod classic and iPhone 3G/3GS devices. Their accessories have been covered amply in our past Buyers' Guides, which remain available for your reading pleasure. What follows are top picks for the most recent iPod, iPhone, and iPad models.

Speakers: The Highlights

There are now thousands of iPod and iPhone speakers from huge and no-name companies scattered all over the globe. Our top picks for the year come from reputable manufacturers, and range from \$50 to \$600. Be aware: new AirPlay wireless speakers and many more iPad-specific models are due soon.

PORTABLES



Logitech S715i Rechargeable Speaker

Currently the best portable iPod and iPhone speaker for the dollar, S715i evolves Logitech's award-winning Pure-Fi Anywhere series with eight speakers: twin half-inch tweeters, two three-inch midrange drivers, and four two-inch bass radiators that fire forwards and backwards. Rich but accurate, full-frequency sound combines with a rechargeable battery, remote, and carrying case.

• \$150

Eton Soulra

Waterproof and ruggedized in ways few iPod/iPhone speakers are, Soulra's most distinctive feature is a flip-up solar panel that can recharge its own battery in 10 hours of direct sun exposure, charging an iPod, too. Though its central device dock is simple - a clear plastic splash guard - and the audio is midrange-heavy, there's nothing else quite like it today.



• \$200



JBL On Stage IV

Featuring a novel body with a white LED-lit crystal dock up top, On Stage IV packs four small speakers, offering sound that's high- and midrange-focused, not bassy. Uses 6 AA batteries; includes a remote.

• \$150



iHome iP46

As a budget take on Logitech's prior Pure-Fi Anywhere, iP46 similarly uses four speakers and a rechargeable battery to provide good sound, dropping the remote and case to save cash. A cheap but solid little pick.

• \$100



XtremeMac Luna Voyager

Sonically limited but highly portable due to its small, boxy body, Luna Voyager has a bright, modern blue clock face, a single alarm, and two side-firing speakers inside.

• \$80



iHome iP88/iP86

Combining twin docks with a full AM/FM radio, good speakers, and dual multi-mode alarms, iP88 - just renamed iP86 - has the best features of iP90 and Octiv Duo, for a higher price.

• \$130



Cambridge i525

Judged on raw audio power, this dual alarm clock is one of the best around - and a better value than when it was released - thanks to superb bass, clarity, and a really nice FM radio tuner, plus settings to optimize the sound to your liking. The wonky remote, amber clock, and simple alarms, however, are all so-so, and i525's also iPod-only, with iPhone nagging.



• \$150

CLOCK RADIOS



iHome iP90

As is frequently the case from year to year, iHome's iPod/iPhone alarm clock iP90 offers the industry's best overall compromise on features and sound for the \$100 price. Two speakers do a good job inside a sharp redesigned casing that ditches dials in favor of buttons, and the multi-setting alarms are highly customizable.

• \$100

Altec Lansing Octiv Duo

Using free iOS apps for alarms and mixing music between its twin iPod/iPhone docks, Octiv Duo includes two decent speakers and a circular remote control. The wedge shape and dual-device charging are advantages for the price; the lack of an integrated radio and screen may restrict its value for nano, classic, and other users.

• \$100

WIRELESS



Boston Acoustics i-DS3 Plus Wireless Speakers

Unique among iPod/iPhone speakers thanks to its large, wireless subwoofer, i-DS3 offers the sort of bass performance rival audio systems could only dream of, requiring only a power cord to keep the cube running. The large docking base contains four very good speakers, and is controlled by an included Infrared remote.

• \$499



Creative ZiiSound D5

Beautifully designed, ZiiSound D5 uses a unique approach to charging and audio: a small dongle attaches if you want to your iPod or iPhone, which then rests on a "floating" dock in back. Pick it up and walk anywhere, and the music keeps playing. Stereo Bluetooth iPod touches, iPads and iPhones don't need to use the dongle.

• \$300



Cignias Neo Symphony Wireless Speaker

Using interesting wireless tricks, Neo Symphony uses two loud speakers to provide either wireless iOS device control of a docked iPod classic, or direct stereo Bluetooth streaming from iOS devices. A little finicky, but neat.

• \$299

Jensen JiMS-260i

Though we're spotlighting one Jensen speaker here - the JiMS-260i, which has two positionable stereo speakers and a CD player alongside an iPod/iPhone dock - the company's entire lineup of Apple audio systems is worth a look based on their low prices. Though they're uniformly lightweight and generally made from inexpensive-feeling black plastics, they all provide solid "budget" value; a unit called JiMS-525i includes a good HD Radio tuner for hundreds of dollars less than competitors. Consider Jensen speakers as options if you're looking for fine one- to two-year speakers that you'll replace later.

BUDGET



• \$100



Coby Vitruvian

Also known for its budget speakers, Coby rarely is cutting edge in components, but Vitruvian's an exception, with a mechanized rotating dock and ambient lighting at the center.

• \$80



iHome iP1 Studio Series

Beautifully built from thick clear and black plastics, the four-driver iP1 was 2009's Speaker of the Year and is still a great option today. While not a bass powerhouse, it features balanced sound and a remote.

•\$300



Bose SoundDock 10

Expensive even before adding its optional \$150 Bluetooth adapter, SoundDock 10 benefits from Bose's neutral cabinet design and loud, clear sound that rivals same-priced peers.

•\$600



Altec Lansing IMT800

Bass fanatics willing to look past IMT800's boxy, retro shell will find an incredibly powerful 5.25" side-firing subwoofer that adds bass other peer-priced systems can't match, plus four front-facing speakers that rival iP1's. An integrated FM radio and novel belt clip-friendly remote control make up for the odd design of the iPod/iPhone dock.



•\$300

DELUXE



Geneva Lab GenevaSound S

A stunning lacquered wood cabinet, disappearing illuminated capacitive touch controls, and an included stand elevate premium speaker maker Geneva Lab's smallest system over same-priced options. Sold in white, black, or red with a detachable FM antenna, it rivals the iP1 but not IMT800 on sound. Frills are key here.

•\$300

Bowers & Wilkins Zeppelin Mini

Now right-priced, the smaller version of B&W's famous Zeppelin uses a distinctive rotating dock and chrome-finished elements on a very classy black fabric and plastic shell, complete with a matching egg-shaped remote. Sonically, it's roughly on par with Bose's \$300 SoundDock II, but blows it away on looks.

•\$300

IPAD-READY



iHome iA100

The best iPad speaker currently on the market is iA100, an alarm clock/radio that fits bare or encased iPads and iPods, offering even more functionality - a full speakerphone - when used with iPhones. Capable of wireless stereo music playback, working with the iHome + Sleep app, and delivering impressive sound quality, this unit covers all the bases well - it's a great value.

• \$200



Jensen Rocker JiPS-250i

Less expensive than iA100 and lacking the integrated clock and radio features, Rocker has two speakers in its base and a large plastic arm that rotates and adjusts its angle for landscape and portrait iPad use. Like iHome, Jensen offers a free app that includes clock, weather, and alarm features, and packs in an Infrared remote control.

• \$100

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SEARCH

Travel Speakers + Gear

Rising fees have made checked luggage a luxury in recent years, so the value of highly compact, useful accessories has increased. These speakers and other items are some of the very best we've seen for travel purposes, adding conveniences that were previously hard to come by in such small packages.



Philips **SBA3000 Baton Speaker**

Bundled with a sharp-looking but soft velour drawstring carrying bag, this pill-shaped speaker has a few nice features, including an audio cable that doubles as a hand strap, relatively bassy sound from its twin 40-millimeter speakers, and 40 hours of battery life from four AA batteries you supply yourself.

• \$50



SoundMatters **foxL V2**

Pricier than other pocket-sized speakers, foxL V2 outperforms small rivals by using three impressive drivers, adding Bluetooth, a 5-hour battery, and a mic for speakerphone use with iPhones.

• \$199

iHome **iHM79**

More compact than SBA3000 and most alternatives, iHM79 puts two lipstick-angled speakers in magnet-linked plastic tubes that expand when separated; cables connect them for audio and USB charging. Unlike Philips, iHome includes a six-hour rechargeable battery; a fine soft carrying bag is also packed in. Consider this over SBA3000 to save half the physical space if you can compromise on sound.



• \$50



Scosche **ReviveLite II**

Handy for travelers who don't want to carry portable alarm clocks, ReviveLite II combines a flip-out charging dock for iPod/iPhone use, a nightlight, and a wall adapter to plug into any outlet at your hotel or home.

• \$25



Matias iRizer

Over a dozen different iPad stands are now available, and many of them are attractive, but none are as easily compacted as iRizer. Matias's set includes two glossy hard plastic pieces that fit together in different ways to change the iPad's angle on a flat surface, plus a soft carrying case so that everything can be safely tossed into a bag. There's also an iPhone and iPod version called Mini Rizer that sells for \$15, made from clear plastic with the same basic features. Other stands do better at home, but these are well-suited for travel.

• \$40



Griffin Cinema Seat

Traveling by car with kids becomes a lot easier when there's an iPad to serve as entertainment, and Griffin's Cinema Seat is an option that's worth considering.

Designed to serve as either a padded leatherette and neoprene case or as a full-time in-car mount, Velcro straps and a large slit on the back make iPad and case removal or attachment easy.



• \$40



Flightstrap PMP Seat Hanger

Capable of working both in cars and airplanes, the PMP Seat Hanger works with iPods, iPhones, and other devices smaller than iPads, using plastic clamps and an elastic strap to hold a small-screened player in place. Flightstrap's full kit includes hooks, earplugs, and an airplane sleep blindfold, packing into a small zippered case.

• \$25



Dots Gloves D217 iPod, iPhone + iPad Gloves

What's most impressive about Dots' new D217 series of gloves is that they don't look in any way like touch-conducting clothing - but they are. Put one of these pairs on and all ten fingers can swipe and tap the screens of iPads, iPhones, iPod touches and new iPod nanos without subjecting you to the cold outdoors.

• \$20

Stands + Docks

The iPad's most widely acknowledged omission is its lack of a stand, which developers have addressed with numerous alternatives. Here are the best of the many we've tested, along with charging options, and top iPhone/iPod-ready add-ons, as well; our past Guides' picks still work for iPhones and iPods.



Luxa2/Thermaltake **H4 iPad Holder**

The most versatile iPad stand around has adjustable arms that accommodate bare and encased devices, a rotating and tilting padded center that puts the iPad on your choice of viewing angles, and an Apple-like aluminum leg with a hole in the center for connecting a charging and syncing cable - not included. Though its spider-like looks are unusual, you'll mostly notice the iPad inside.

• \$60

Jadu **Skadoosh**

Although the price tag will discourage some users, Skadoosh is a surprisingly smart aluminum design for its compact size. Packaged with a carrying bag and actually capable of being toted around, it adjusts to hold iPads on all sorts of angles, using a flip-out kickstand to provide added support for steep reclines. A top pick for travelers.



• \$100



Griffin **A-Frame**

With a modestly adjustable rear leg and just the right amount of padding to hold bare or encased iPads safely, A-Frame is a fairly-priced metal option that works very well for bedside and desktop viewing.

• \$50



Griffin **Loop for iPad**

One of the least expensive dedicated iPad stands around, the plastic and rubber Loop holds iPads in only two positions - angled upright, or down in a keyboard-ready position. Simple but useful.

• \$30



XtremeMac InCharge Duo

With a dock for a bare iPad in back and an iPhone/iPod dock in front, InCharge Duo is the most compact two-device charger around; the rear dock works with iPods/iPhones, too.

• \$60



Thought Out Ped3-U

Designed to hold iPod touches, iPhones, and similarly medium-sized devices on a single, unadjustable angle, the metal Ped3-U has rubber-tipped arms for safety, and a very low price.

• \$23



Apple iPad Dock

Very few iPad docks include audio- and synchronization-ready ports; Apple's official iPad Dock offers both, using a 3.5mm auxiliary audio port and a standard 30-pin Dock Connector port inside a



glossy white plastic base. Unfortunately tailored only for bare iPads, the Dock has been accommodated by some recent cases, including several of Speck's designs.

• \$29



iHome iB969 Charger for iPad, iPhone + iPod

The best overall multi-device charging dock is iB969, which can actually refuel four devices at once - two iPod/iPhone docks are in front of a rear frame that can hold one encased or bare iPad, charged with a self-supplied USB-to-Dock Connector cable. Mini- and Micro-USB cables are included for its fourth port. Good though large.

• \$60

Luxa2/Thermaltake H1-Touch for iPhone/iPod

This smaller iPod touch, iPod classic, and iPhone holder has the same sort of adjustable, rubber-tipped arms and padded center as Luxa2's H4 for iPad, tilting and rotating to your choice of angles. An aluminum leg with cable pass-through is included, with gray rubber underneath to keep it stable on your desk or nightstand.

• \$40

Headphones + Remotes

Thousands of headphones and earphones are compatible with iPods, iPhones, and iPads, many made with the same components inside, differing only in the look and quality of their casings. We look only at distinctive top picks here, as well as some notable wired and wireless remote control options.

What Do These Graphics Mean? →

Headphones are built with one to six miniature speakers per ear, working together to reproduce sound as accurately as possible - or emphasize one part of the spectrum artificially. Virtually all headphones are centered on performing the midrange, where most musical instruments and voices sit, represented by the central line on this meter. Depending on how they're designed, they also perform some highs/treble (think cymbals) and lows/bass (think low thumping beats). The best ones do everything, which we represent with up to three waves on each side; others do less.



Etymotic HF5

Renowned for its "accurate" renditions of audio, HF5 focuses on detailed treble and midrange

performance, with just enough bass not to offend most listeners. Sold in 3 colors, HF5 comes with great isolating eartips and a case.



• \$149



V-Moda Remix Remote

These well-built, fashionable metal earbuds produce good but bassy sound, and have a three-button remote and microphone, plus Kevlar cabling.

• \$100



H2O Audio Surge Contact

H2O's original Surge offered waterproof listening; the follow-up adds a mic and remote button, letting you make calls - with a case - in the ocean, tub or rain.

• \$70



Audio-Technica ATH-ANC7b

Our top pick for active noise cancellation, ATH-ANC7b shields you from ambient sounds when travelling, and sell for as little as \$110.

• \$220



Bose QC15

As the latest sequel to QuietComfort 2, QC15 offers slightly extended treble and bass relative to ATH-ANC7b, but at a steep price premium. QC15 is better for big ears.

• \$299



Ultimate Ears UE700

Last year's Earphone of the Year remains a top pick, with dual drivers in super-small chromed enclosures that fit and look great in any ears. Exciting renditions of songs are tops for the new price.

• \$150



Bowers & Wilkins P5

One of the most beautiful and comfortable pairs of on-ear headphones we've tested, P5 uses lambskin leather and silver metals ideally, offering bass-rich sound, a 3-button remote, and built-in mic.

• \$300



Shure SE530

Though it's on the verge of being replaced, the triple-driver SE530 delivers an unparalleled balance of high, midrange and low clarity relative to lower-priced earphones, and can be found now at a discount.

• \$500



Ultimate Ears UE18 Pro

The new custom fit king, UE18 has six drivers per ear for sonic accuracy with controlled warmth. Every detail, nuance, and mistake in a recording is obvious, brutal for low-fi MP3s, great for high-fi.

• \$1350

Apple-Sanctioned Three-Button Remotes + Mics

In late 2008, Apple introduced a new iPod/iPhone-only three-button remote control and microphone combo that later became compatible with iPads and Macs, shown at right. The top and bottom buttons are for volume, and the center pauses, plays, and changes tracks, as well as answering and ending phone calls. Apple sells the parts to other developers (see V-Moda and Bowers & Wilkins, left and above), so there's a consistent \$20 price premium, and quality is very similar from product to product. Several companies, including Scosche and Belkin, sell mic-less remote adapters for \$20 a pop.



• \$20

• \$20



L5 Technology L5 Universal Remote

L5 is amongst a handful of developers selling Infrared universal remote adapters for the iPod touch, iPhone, and iPad. It has the best overall combination of small hardware and an app, customizable for controlling multiple TV/DVR/AV devices at once.

• \$50

Batteries + Indoor Power

Two types of rechargeable batteries now dominate the iPod and iPhone market: universal, device-agnostic packs, and form-fitting battery cases designed to fit only one model. The iPad has special power demands that benefit from brand-new batteries and chargers, too. Here's what's best today.



Mophie Juice Pack Air for iPhone 4

Designed specifically to fit the iPhone 4, Juice Pack Air adds a curved iPhone 3GS-like back and extra plastic to all sides, switching between gray soft touch rubber and silver metallic coatings. Mophie's 1500mAh battery adds up to 70% more run time to an iPhone 4 for any purpose, and enables its speakers, microphone, camera, and other features to work without encumbrance.

• \$80



Kensington PowerBack

As the only major-brand iPad case with a battery built in, PowerBack adds over 40% extra life for anything, a multi-position rear kickstand, and a shell that covers most of the device's aluminum frame.

• \$130



Kensington PowerGuard

Also for iPhone 4, this 1200mAh battery case uses black soft touch rubber and costs less, with lower run time. It includes a card that can be used as a cheap video stand.

• \$60

Callpod Fultank Duo

Most of the device-agnostic batteries we've tested are content to fuel one iPod or iPhone at a time; Fultank Duo is capable of recharging two. The 4300mAh battery has an interesting, futuristic shape and comes with multiple charging tips and a wall adapter; buyers are entitled to a free second iPod/iPhone tip or any other, using an included voucher.



• \$70



Just Mobile **Gum Plus + Gum Pro**

Sold in multiple versions, including a less expensive, lower-power base model called Gum, Just Mobile's batteries deliver excellent run time for their prices. The \$60 Gum Pro has a plastic exterior and 4400mAh power cell capable of refueling an iPod or iPhone 3-4 times, while the \$70 Gum Plus has an aluminum exterior that matches the looks of Apple's Macs and iPads, with equivalent capacity, a nice soft carrying bag, and faster charge time for iPhones and iPads. You supply the iPod/iPhone/iPad cable yourself, a minor issue.



Griffin **PowerBlock for iPad, iPhone + iPod**

Slightly less expensive than Apple's official 10W USB Power Adapter, Griffin's latest PowerBlock offers the same iPad-ready power capacity, but with only 3 feet of cabling and a larger wall adapter. Prior-generation iPod- and iPhone-only versions sell for less, but recharge the iPad only half or a quarter as fast as this one.



Newer Technology **NuPower Charge & Sync+**

Except for one little thing, we love what NuPower Charge & Sync+ offers: a conveniently designed white wall charging brick with a 1400mAh battery and three different cables - iPod/iPhone, mini-USB, and micro-USB. The only issue is the challenge of wrapping the cables inside the shell, but for the price, we wouldn't complain.



Apple **iPad 10W USB Power Adapter**

With nine feet of cable - capable of being shortened to three if you wish - Apple's official wall adapter for the iPad is, for a change, the best value charger available right now. The iPad demands more power than iPods and iPhones, and recharges in four hours with this cable, versus eight on prior iPhone chargers or sixteen on iPod cables.

In-Car Accessories

After a period of transition that saw some in-car iPod accessories become incompatible with iPhones, most developers released iPhone- and iPod-friendly devices. Then the iPad came along with new requirements and threw everything into confusion again. Here are our top picks for various needs.



Griffin iTrip DualConnect

Designed to work with iPhones and iPods - primarily iPod touches - iTrip DualConnect is a charger and audio-out option with two features: first, the ability to connect to stereos with AUX (auxiliary-in) ports, and second, a screenless FM transmitter that uses a free App Store download called iTrip Controller for station tuning. The charging bulb has backlit controls built-in, as well.

• \$60

Incase Combo Charger

Two very similar versions of this in-car and in-home charger now exist: one with a single iPad-compatible USB port and cable, and another with two USB ports that offer full-speed charging only to iPods or iPhones. Both versions use nice soft touch rubber coating and have wall blades that fold in, making this a good travel pick; it doesn't offer audio-out.



• \$40



Kensington PowerBolt Micro for iPad/iPhone

The smallest iPad-ready car charger available, PowerBolt Micro barely protrudes from a car's cigarette lighter port, bundled with a cable. It works well, but offers no audio-out.

• \$25



Belkin TuneCast Auto Live

This iPhone- and iPod-ready car charger and FM transmitter has its own tuning screen for use with iPod nano and classic models, as well as a free ClearScan Live app for fast tuning.

• \$80



ProClip **Adjustable Holder With Tilt-Swivel**

Still the best iPod/iPhone car holder, this fits devices in cases, and has a cable pass-through to keep a charger connected for easy access. Requires a car-specific mount.

• \$80+



Scosche **motorMouth II**

Handsfree calling becomes a little easier with this novel kit: a Bluetooth mic runs off a 5-hour battery, mounting in the best location in your car while pumping calls right to your car speakers.

• \$80



Kensington **LiquidAUX**

For sheer convenience in cars with auxiliary inputs, LiquidAUX is hard to beat, combining tailored audio and charging cables with a sharp-looking car bulb. Built only for the iPhone and iPod without iPad charging support, it includes a wireless remote control that you can attach easily to your car's steering wheel for track control. It's being discounted now.



• \$60



Scosche **solChat 2**

Winner of our 2009 iPhone Speakerphone of the Year Award, this intelligent car visor-mounted Bluetooth hands-free kit includes voice control - even for old iPhones - plus spoken names or numbers for incoming callers, as well as a solar or USB rechargeable 12-hour battery pack, and very good incoming and outgoing audio.

• \$100

Kensington **Hands-Free Visor Car Kit**

Larger than solChat 2, Kensington's Hands-Free Visor Car Kit includes two 10-hour rechargeable battery packs, so you can charge one while using the other - a way to avoid running out of power while making lots of Bluetooth wireless calls. Three auto-dialing buttons, a USB battery charger, and solid sound quality help, too.

• \$120

Cases: iPod nano + touch

The sixth-generation iPod nano and fourth-generation iPod touch were just released, but already have a number of different case options - far more for the touch than the nano, which has seen cases die off in recent years as prices have fallen. New watch strap nano cases are likely to appear in the near future.



Uncommon Capsule Case for iPod touch

Case developers have tried for years to offer fully photo-customizable iPod cases, but no one has come close to this: Uncommon's web site lets you upload and align a high-res image on the back, sides, top, and bottom of a highly protective slider case, which arrives in days with beautiful detail and a glossy finish. The iPod touch version gets all the details right, at a fair price.

• \$40



H2O Amphibx Grip

Moisture is the iPod nano's secret weakness, so H2O Audio's armband is completely waterproof, touch-through, and capable of being used in the rain or ocean with H2O's separately sold Surge earbuds.

• \$60



Incipio Feather

Slim shells have proved very popular for past iPhones and iPod touches, so Feather doesn't stray from past designs, using soft touch rubber atop a 1 mm hard plastic shell. It's bundled with screen film.

• \$25

Speck Fitted Cases

As follow-ups to Speck's series of popular fabric-backed hard plastic cases for prior iPods and iPhones, the latest Fitted Cases for the new iPod touch offer the same substantial rear and side protection with open faces and bottoms. This season's patterns fall more into the "fun" category than their predecessors, with a camouflage animal cookie fabric, amongst others.



• \$30



Gumdrop **Moto Skin**

The very first case available for the new iPod touch was this tire-treaded, hard rubber design with holes for all buttons, cameras, and ports. Available in three colors with no screen film, it's a neat case.

• \$25



Griffin **FlexGrip Action**

Designed for gamers, FlexGrip Action is a bone-shaped black rubber iPod touch case with a handstrap, designed to make extended game playing easier with a soft, grip-textured enclosure.

• \$30



SwitchEasy **Colors**

Every year, SwitchEasy's Colors provide the sort of high-value, low-price case option we rarely see these days from major brands - a reason they stand out more from the pack. Made from silicone rubber in your choice of nine colors, the touch version comes with twin screen protectors and two covers for each of the bottom connector ports.



• \$15



Speck **CandyShell**

The latest version of the best iPhone 3G/3GS case ever made is nearly as strong, available in a wide variety of interesting color combinations while boasting improvements in thinness and durability. CandyShell has a rubber core with rubber button covers, using glossy hard plastic to cover most of the rest of the iPod touch's body.

• \$35

Incipio **Dotties**

Lines formed at the 2010 CES for Dotties, the first iPhone and iPod touch case that could be customized with included colored discs, changing looks whenever you wanted. The fourth-generation iPod touch version comes with enough of three colors of dots to let each fully or partially fill the case's back, plus screen film.

• \$30

New iPhone 4 Cases

As soon as it leaves its box, a glass-bodied iPhone 4 hints that it needs protection: one iLounge editor accidentally shattered his within the first week of use, and others have babied theirs to avoid scratches, chips, smears, and antenna issues. Here are our top case picks, spanning a variety of looks and feels.



After several generations of development, Incipio's two-piece, optionally two-colored case **Silicrylic** (1, \$30) really came into its own for the iPhone 4, more deftly combining soft and hard plastics than ever before. OtterBox's **Defender** (2, \$50) is more expensive, but provides almost complete, water-resistant protection by combining thicker plastics and a sealed-in screen protector. Speck's **PixelSkin HD** (3, \$30) uses a smart new anti-slip grid on the back, with top and side button coverage, while Incipio's **NGP Matte** (4, \$25) goes for a more austere look that's more angular but still protective, with a flat, paper-like texture. Speck's **Fitted** (5, \$30) is the latest in its series of increasingly cool fabric and plastic shells - ArtsProjekt versions sell for \$40 and have art on their backs. iSkin's **Solo** (6, \$30) is a translucent TPU soft shell we really liked, while Sena Cases' **Magnet Flipper** and **WalletBook** (7, \$52 each) are leather cases doubling as credit card, ID, and cash holders.





8



10



11



9



12



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Belkin's **Verve Cinema** (8, \$30) rethinks the old contrast-stitched faux leather case concept with a microfiber interior and a novel pop-out fabric video stand on the back, neat for fans of soft cases. Philips' **Hand Wrap** (9, \$30) is a workout case with a largely protective front plastic face, neoprene body, and Velcro hand strap, hiding a zippered cash/ID card pocket inside. SwitchEasy has continued its popular **Nude** series of glossy thin plastic shells (10, \$20), and **CapsuleRebel** (13, \$28) family of bone-like iPhone cases, while adding the eye-catching **Glitz** (11, \$25), which uses a grid of differently-shaded rear reflectors; all three include port protectors and screen film. We're not huge fans of iPhone sleeves, but Simplism's **Microfiber Sleeve** (12, \$20) is an exception, with great dual-colored fabrics and an interesting wood applique pull tab. Finally, Incase's **Snap Case** (14, \$35), Elago's **S4 Breathe** (15, \$25), and United SGP's **Genuine Leather Grip** (16, \$32) cover the iPhone's sides and back with clear, perforated, or leather-coated hard plastic, respectively.



14



15

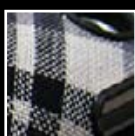


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Other Cases: Top Tips

Literally thousands of different case variations appear for iPods, iPhones, and iPads, and though we focus on the most noteworthy and popular options from top developers, we can't review them all. Here are some of the key factors worth considering when you come across one we haven't covered.

Materials. Most cases are now made from plastic or fabric; very few from metal or wood. Make sure rubber or plastic is thick enough not to rip or crack, leather is either real or a good, thick fake, and metal doesn't hurt wireless strength.



Design. Cases are either "play-through" with full-time screen access, flapped with a pull-back screen protector, or designed as sleeves/bags. Smart play-through cases are the best.



Face + Screen. Most cases cover the device's front edges but not the screen, leaving you to supply film on your own or risk smudges and scratches. Home Button or Click Wheel coverage is rare, but some cases offer it. Look for options that include screen film, which otherwise will cost \$15 (iPod/iPhone) or \$25 (iPad) extra.



Bottom. Most iPods/iPhones/iPads have a Dock Connector and/or speaker grille at the bottom, possibly a headphone port or microphone, too. The best cases offer optional part-time coverage for these items; most just expose all of them.





Back. Virtually every case covers the majority of the back, regardless of model; new iPod nanos and iPod shuffles will be exceptions due to their clips. Almost always left exposed are rear cameras, mics, and flashes. Some cases have Apple logo holes, which often look terrible and might lead to scratches.



Cameras. Uncovered cameras rarely develop scratches unless small sharp objects are capable of fitting in the case's hole. iPhone 4's flash requires a larger hole and a matte ring.



Sides. At least one side of every iDevice can be fully covered. The other may have volume buttons that good cases cover, and a ringer/silent switch that almost every case leaves open.



Top. Few cases cover the headphone port, but some use part-time flaps. It's sadly common for this hole to be too small, so larger plugs don't fit. The best cases cover the top button(s) with flexible plastic.



Pack-Ins. SwitchEasy and a few others include frills such as Dock Adapters, video stands, protective film, port covers, and cleaning cloths, while some sell little more than plastic shells at even higher prices. Look for great total value and be sure to get enough coverage and extras for your needs.

Five Types Of iPad Cases

Case makers and consumers are still experimenting with different types of iPad cases in an effort to see what works best. Five of the six case categories are represented here, since the best thin plastic rear shells were covered in our mid-year iPad Buyers' Guide. These are the latest top picks in other genres.

SIMPLE SLEEVES



SwitchEasy Trig

As an evolution of the classic sleeve, the shiny, puffy Trig holds an iPad inside with a snap-shut flap, but also opens up to become a video stand. A soft microsuede interior and included screen protection film keep the iPad from getting scratched, and your choice of six different colors will be bound to attract attention - all have a solid vinyl gloss that resembles patent leather.

• \$40



Beyzacases Stripe Sleeve for iPad

Made in Turkey from genuine full-grain cowhide, these magnetically sealed envelope-style sleeves come in different color and stripe combinations, each Euro-fabulous.

• £140

Plaid Doctrine iPad Sleeve

Using fabrics made from recycled bottles - something you'd never know from the nice design unless you were told as much - Plaid Doctrine's iPad Sleeve has two big accessory compartments on its face, each capable of holding the equivalent of a small paperback book, plus a generous iPad area under a top flap.



• \$79



CODi Capsule Sleeve

While we've seen lots of neoprene sleeves for the iPad, CODi's take is one of the nicest low-priced options we've tested, with a mesh front to complement the common black neoprene back.

• \$20



OtterBox **Defender**

Ruggedizing the iPad beyond any rival, Defender provides a nearly waterproof hard plastic, rubber, and clear film frame. Port covers, a slide off bottom access panel, and video stand are all built into this case.

• \$90



Speck **See-Thru**

Also available in colored rubber-finished Satin, this clear hard case uses hard plastic and soft rubber to protect almost all but iPad's screen; a flip-open bottom works with Apple's iPad Dock.

• \$50



Marware **SportShell** Convertible for iPad

Like MetroLpad but with added versatility at a higher price, this case has flip-out corners that work as typing and video stands, an optional strap for secure hand-holding, and a combination of clear and opaque plastics that show off the iPad's back. While it's a little hard to remove the iPad, this is otherwise quite nice.



• \$60

PLAYTHROUGH CASES



Macally **MetroLpad**

Our favorite iPad case has remained the same for months: this oddly-named, highly affordable clear and opaque plastic shell mightn't look like much, but Macally got virtually everything right. The back's frosted clear to show off the iPad, while hard rubber covers the sides and bezel, wisely covering buttons and exposing ports.

• \$30

iSkin **Vu**

Deftly using clear and one of seven translucent colored plastics to form a frame that wraps around the entire iPad except for its screen, Vu has a slide-off Dock Connector cover, as well as flip-open port and orientation switch protectors. It also includes more bezel coverage than most iPad cases. Expensive, but cool.

• \$65

FOLIOS



SwitchEasy **Cara**

Virtually every folio-style case for the iPad is made from fabric or leather, so the interestingly hex-textured plastic Cara immediately stands out. The front flap stays closed with a nice plastic side clasp, and SwitchEasy includes port covers, two video stands, and screen film to guarantee the appeal of the total package. Neat.

• \$50

Gumdrop Cases **Surf Convertible**

Though Surf Convertible and its almost identical cousin, Hard Candy Cases' Candy Convertible, are both direct clones of Apple's official iPad Case - \$5 more expensive, no less - their use of faux suede makes them look and feel nicer. Candy Convertible adds a small interior pocket.

• \$45



Targus **Truss**

Superficially similar to many iPad folios, Truss has a leather exterior and microsuede lining, plus an elastic strap to hold closed. It nicely pivots the iPad holder to serve as a video or typing stand, and is well-priced for the quality.

• \$50

Noreve **Tradition**

With a more aggressively and attractively designed interior set of pockets than most of the iPad folios we've seen, the Tradition Leather Case has an exterior that uses either natural or glossy patent leathers, the latter surprisingly compelling here. A flip-out video stand is integrated into the back, while a snap tab is used to hold Tradition closed for travel.

• \$90



BoomWave **Strapz**

Mixing real leather and neoprene in three bright color combos, Strapz interestingly combines a sleeve-like iPad holder with a front flap just for fashion.

• \$43



Tom Bihn **Ristretto**

Rugged and thoughtfully designed, Ristretto interrupts its armstrap with a soft rubber cushion, and has enough space next to its padded iPad holder for a camera and accessories. A bonus: lots of pockets.

• \$110



Chrome **Vega**

Heavy-duty materials make Vega stand out: weatherproof Cordura exterior and truck tarp lining inside, plus a slick strap with chrome accents. Vega holds an iPad plus a couple of big books.

• \$80



Padster **Original Bag**

Think of this leather and ballistic nylon bag as a good example of the "iPad and other stuff" concept - a messenger-style day bag that provides a perfectly-sized iPad holder but also room for books, supplies, and other non-iPad stuff within a series of zippered pockets. Well-made and amply compartmentalized, it feels worthy of the price.

• \$165



BAGS + PURSES



Vaja **Messenger Bag for iPad**

Every year, Vaja releases something drool-worthy; this time, it's this soft, luxuriously leather Messenger Bag with a contrasting canvas strap. Lined with plaid fabric and a different embossed leather on the inside, it has ample room for the iPad, accessories, or other items, plus high-class magnet clasps and a zipper.

• \$280

Booq **Boa Push Bag**

If you're looking to carry the iPad with little else, Boa Push provides a neat solution with a twill-like nylon and embossed leather frame, carried with a durable shoulder strap. There's just enough room for cards, envelopes, and folded paper in front compartments under the snap-shut top flap; its open side corners aren't weatherproof.

• \$90



Sena Collega

As the latest design from fine leather experts Sena, Collega can be used as a side-zippered sleeve, or converted into a collegiate or young professional woman's purse-like bag with handles at the top and a large snap-shut accessory compartment on the side. High class. The company's playthrough cases are nice, too.

• \$150



STM Micro XS

Affordable, durable bags have been Australia-based STM's forte for years, and Micro XS is just one of several laptop shoulder bags that it has downscaled for the iPad. Made from water-resistant materials, it holds the iPad vertically in a padded nook, with a large front accessory compartment, and a pocket on the back.

• \$45



Cocoon Gramercy Messenger Sling

Similarly water-resistant but made from thicker ballistic nylon, Gramercy features a see-through and touch-through iPhone or iPod compartment on its face, and comes with a Grid-It elastic board to safely organize pack-ins.

• \$30

Aquapac Large Whangnui 664

Also known as the "100% Waterproof Case," Aquapac's Large Whangnui 664 is an oversized version of the waterproof bags France's Aquapac has made for iPods, iPhones, and other small devices over the years. You're able to enjoy full access to the iPad's screen, including controls, and wear it with an included strap. The catch here is audio: the iPad's speakers work inside, but its headphone port and microphone are inaccessible, reasonable considering the expense that more device-specific waterproof enclosures will cost if and when they become available.

• \$45



XtremeMac Neoprene Sleeve

Simple but stylish, this soft, hex patterned sleeve has an iPad pocket and an accessory compartment, sealed together by the same Velcro top flap.

• \$40



ModulR Case + Cover Plus Slim Mount

A two-piece plastic shell with separate metal wall mounts and table stands, this case gives you the freedom to hang your iPad wherever you want, or carry it with a full face shield.

• \$88

The Wallee iPad Mounting Set

Developed in and sold from Australia, The Wallee is different from ModulR in using more minimalist pieces: the iPad case is actually just a hard plastic rear and side-covering shell, integrating with X and disc-shaped wall mounts made from metal and plastic. Wallee's design enables you to easily mount the iPad in any orientation you may prefer at a given moment, though the protection offered by the shell falls short of ModulR's, and of the best full-body iPad cases we've seen.



• \$50

MOUNTING OPTIONS



Griffin AirStrap

Though it unveiled its mounting solutions late in the year, Griffin came up with some practical solutions for common needs; AirStrap is a fully rear and side-protective case with an unobtrusive but firm fabric strap on the back, providing support for hand-holding iPads.

• \$50



Griffin Standle

A second Griffin mounting and carrying solution is Standle, which turns the iPad into what looks like a mini-briefcase with two stand orientation options, including one that doubles as a carrying handle. While it has no screen coverage, it's fun to carry, and well-reinforced.

• \$50



Griffin Cabinet Mount for iPad

It's not a case, but it's worth seeing: Cabinet Mount is a novel solution for users who want to keep their iPads bare: a chrome extension pipe and mounting plate that go under a cabinet, connecting to an X-shaped frame that holds an iPad and rotates to a chosen angle.

• \$70

Stickers + Protective Film

We were strong believers in the value of protective and anti-glare screen films even before the release of the iPad, iPhone 4, and new iPod touch, but we're even bigger supporters now - good shields radically reduce smudging and scratching. Device-covering stickers are getting better and better, too.



Power Support **Anti-Glare + Crystal Film**

Still the best of the best at protecting the screens of Apple's devices, Power Support now offers iPad (\$25) options in addition to \$15 ones for iPods and iPhones. The glare and smudging reduced by the Anti-Glare version is so significant that we literally couldn't imagine using the iPad without it; Crystal is so clear that you'll hardly know that it's on your device. Highly recommended.

• \$15+



United SGP **Steinheil + Incredible Shields**

Offering viable high-quality alternatives to Power Support's screen films, SGP also sells full body film kits under the Incredible Shield name, with front film that beats NLU's.

• \$12+

NLU **BodyGuardz Dry Apply**

NLU remains the best maker of full body film protectors for iPods and iPhones, though initial installation with soapy water has been tricky for some users. Dry Apply is its first product without the need for moisture - a boon for fearful users - and offers the same quantity of non-residue coverage, two full sets for the price.



• \$25+



Wrapsol **Scratch Protection iPad/iPhone**

Though its basic film is similar to competitors, Wrapsol sells a second, thicker version called Ultra with dry application and the promise of greater anti-drop protection. Not bad.

• \$30+



GelaSkins **GelaSkins For iPod, iPhone and iPad**

We'll come right out and say it: the idea of putting stickers on our iPods, iPhones, or iPads never really appealed much to us. But the latest collections of GelaSkins have turned a corner, with increasingly impressive licensed artwork that ranges from classic comic book covers to the works of famous modern artists and even better indies. Each has front and rear stickers, plus matching, downloadable Lock Screen and Home Screen wallpaper. While screen protection remains an issue with GelaSkins' stickers, and they don't attempt to cover every millimeter of a device's back, the quality and variety of the art is so strong that we're enamored, anyway.

• \$15+



Oten **DomeSkins for iPod, iPhone + iPad**

Unlike any other stickers for Apple's devices, DomeSkins aren't just flat: they're actually puffy thanks to a thick layer of soft rubber that gives each version a high gloss and - on front - added grips. Using the same residue-free 3M adhesive as the other companies here, Oten's collection of designs is more limited, but the offerings include colors, patterns, and various types of popular art.

• \$15+

MusicSkins **MusicSkins For iPod, iPhone + iPad**

MusicSkins has two things that its rivals don't: some exclusive big-name licenses, and an iPad-ready version that includes a full-face screen protector rather than a visually distracting pattern. Though

you might or might not like the licensed images, which include everything from Beatles covers to Jersey Shore and Justin Bieber photos, the size of the collection has become so huge that you're bound to find art, an artist, a TV show, or something else to appeal to your needs. The stickers are scratch-resistant, but don't always try to fully cover the device's sides.



• \$15+

Special Picks For Kids

Kid-friendly iPod and iPhone accessories have waned a little over the last year in favor of a rising tide of inexpensive iPod touch, iPhone, and iPad apps, but there are still a few distinctive options out there. Here are some of the more noteworthy ones we've discovered or continued to like throughout 2010.



iFrogz EarPollution Headphones

With themes designed to appeal to kids, the EarPollution series of "DJ-style" headphones now includes the smaller \$40 on-ear CS40 (shown in black and silver), the larger \$50 over-ear Ronin (red, black, and blue), and largest \$70 on-ear Mogul (black and chrome). All are made from plastic and faux leather with very bassy, acceptable sound; you can pick from three to nine different color combos.

• \$40+



Griffin Woogie

Younger kids love to hold - and drop - iPhones and iPods, so the "huggable" Woogie case provides tons of padding and a built-in speaker for either device, plus a protective touch-through window.

• \$20

iHome iH15 Color-Changing Stereo

Visually mesmerizing, this inexpensive cube with stereo speakers inside can be flipped into several different modes: one gently shifts through all the colors of the rainbow, fading from blue and purple to red, orange, yellow, and green, while others hold it in place with one color or turn off the lighting. Still an iLounge fave.



• \$60



Breffo SpiderPodium

Unique among stands, this eight-armed wire and rubber invention can be repositioned to hold your iPod or iPhone with full access to the top and bottom ports. An Apple cable pass-through's on back.

• \$20

Luxury + Fashion Picks

Unique designs and pricing make these items less than mainstream, but if you're looking for fancy goodies, few accessories available today have equivalent cachet or use of interesting materials.



V-Moda Crossfade LP

Available in five color variations, each with nice metal accents and differing leathers, these mic/remote-laden over-ear headphones are bass monsters - typically V-Moda - and as fashion-forward as listening gear gets.

• \$200



Bowers & Wilkins Zeppelin for iPod + iPhone

Updated to add iPhone compatibility, and given more firmware updates than any other speaker we've seen, this distinctive-looking, huge fabric and chrome audio system packs five drivers and some of the cleanest, best-balanced sound in any all-in-one we've tested; it also has a distinctive floating front dock. If you can find a place and cash for the Zeppelin, you'll love it.

• \$600



• \$100



• \$235



• \$45

ThinkSound TS02 + Mic, Substrata Wood iPad Box + Pyramid/Motz Speakers

Wood isn't the first material most people associate with Apple's devices, but several companies have been offering wood iPod and iPhone cases for years, and new wood accessories are beginning to appear as well. ThinkSound's TS02 + Mic is a pair of wood- and metal-enclosed, silicone-tipped earbuds, designed to benefit from wood's natural resonant qualities; a one-button remote and microphone are integrated into the cabling. Substrata is the first company with wooden iPad cases, starting with a beautiful striped and latched version called the Hinged Lid Box. Finally, Pyramid Distribution is selling Korea-based Motz's speaker and FM radio combinations called Tiny Wooden Speakers, box- and acorn-shaped systems with far more power than you'd guess from their size.

Grab Bag: Everything Else

From styluses to small gadgets to wireless keyboards, this section of our Buyers' Guide looks at stocking stuffers and novelties alongside highly useful tools - whether one fits your needs is for you to decide. We've tested all of the items below, and found them better than earlier, similar competitors.



Hard Candy Cases **Candy Stylus**

Most of the iPad's styluses look like thin aluminum tubes with chrome accents, so Candy Stylus immediately stands out for its longer, pen-like body that's almost entirely chrome save for a semi-matte grip in the center. Inside one of its two metal caps is a refillable black pen, while the other has a rubber dome stylus as good as the ones we've tested from others. All that's missing: a shirt clip.

• \$20



Just Mobile **AluPen**

Nearly as long as a cap-less Candy Stylus, the rubber-tipped aluminum AluPen looks like an oversized pencil, easy to hold and incapable of accidentally rolling off a desk. It's not sexy, but works well.

• \$20

Moshi Moshi **02 Phone**

Crafted from either black or white soft touch rubber, the MM02 is a wired, telephone-like handset alternative to wearing headphones for making and receiving iPhone calls, or VoIP calls on the iPad/iPod touch. Requiring only one cable to connect to your device and possessing its own minimalist base, it needs no wall power and feels very elegant.



• \$60



Griffin **Stylus**

Nearly indistinguishable in materials from many other styluses we've seen, Griffin's Stylus is a matte black metal tube with chrome frills and a rubber dome. It has a nice shirt clip, though, and is small.

• \$20



Apple iPad Keyboard Dock

Mixing a sync/audio dock with a great keyboard and iPad-specific keys, this sadly requires the iPad to be in portrait mode, bare or in special cases, and not on a desk's keyboard tray.

• \$69



Matias Bluetooth Folding Keyboard

Only a little wider than an iPad when folded up, this full-sized Bluetooth keyboard has good keys and a numeric keypad, missing only iOS-specific controls.

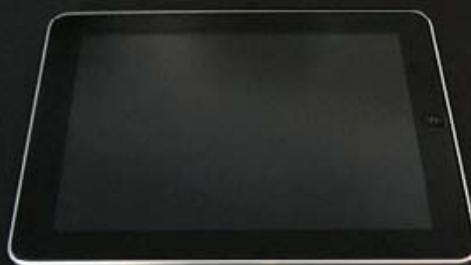
• \$100



Kensington KeyFolio

Some users surely want to turn the iPad into a mini-laptop by adding a real keyboard and hinged case. KeyFolio does that, using a nice leather body and thin keyboard that together provide as close to a laptop experience as has been devised so far. Unfortunately, the keys are rubbery, mushy, and imprecise, detracting from the smart concept.

• \$100



Apple Wireless Keyboard

Though the combined price is higher, the preferred solution for real typing on the iPad is this - Apple's Wireless Keyboard - plus a separate stand to hold the iPad in your preferred orientation. This keyboard's nearly identical to the one on the Dock above, but uses Bluetooth and runs for months on AA cells; it's more portable, too.

• \$69

Pyramid ProMini Wireless Bluetooth Keyboard

As hard as we've tried, we've never adjusted completely to using Apple's virtual keyboards for extended typing, so Pyramid Distribution's pocket-sized ProMini is appealing - larger, tactile, hard plastic keys made typing easier for us, but lacked a command key for copying and pasting. The mini trackpad works with PCs/Macs.

• \$70



Nike/Apple Nike + iPod Sport Kit / Sensor

Sold with (\$29) or without (\$19) the glossy white iPod nano-only receiver, the Nike + iPod Sport Kit remains one of the most popular athletic add-ons, tracking runs with a shoe-mounted sensor and syncing data to Nikeplus.com. iPod touches need only the sensor; new iPhones can use it, or skip it with a Nike+ GPS app for \$2.

• \$29



Wahoo Fisica Wireless Sports Sensors

Based on ANT+ wireless tech that's considerably pricier than the Nike+ gear, Fisica's \$80 iOS-only dongle has bike, heart rate, and stride sensors that sell for \$50 and up, going beyond the run tracking of Nike + iPod. Thirteen apps, some free, some paid, are offered for use with the sensors.

• \$80+



CableJive dualLink Sync Splitter Cable

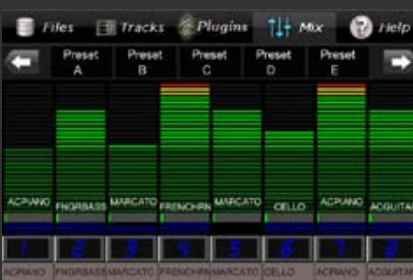
Solely for iPods and iPhones, dualLink turns one USB port into two Dock Connector charging and syncing plugs. While you shouldn't expect full-speed iPhone charging, it offers convenience for travelers with limited ports.

• \$26

Line6 MIDI Mobilizer

Digital musicians will be blown away by the features of MIDI Mobilizer, which can connect up to two MIDI devices - synthesizers, drum machines, and the like - directly to iPhones, iPod touches, and iPads for recording, playback, control, and mixing purposes. Though only three apps are out now, one free, there are more in the offing to enable additional features.

• \$70+



Simplism Nike+ Holder

Want to use the Nike+ Sensor without Nike+ shoes? Attach one of these sturdy, cheap silicone rubber holders to your shoelaces, pop the Sensor inside, and seal. Effortless.

• \$10



Apple iPad Camera Connection Kit

Though the iPad really should have included either an SD Card reader or USB port, Apple's \$29 Kit gives you both, letting you import photos and attach a few other peripherals. Photo importation works best with consumer-grade cameras and low-capacity cards, creating beautiful, sharable images. It's amongst the most useful add-ons of 2010; we'd love to see this for iPhones, too.

• \$29



Magellan Premium Car Kit for iPhone + touch

Capable of adding GPS to iPod touch and modestly boosting some iPhones, the Kit is also a car mount and charger with a speaker and Bluetooth for easier in-car calling. You can buy a GPS unit for the same price, or use this to integrate with your contacts and apps; GPS apps are sold separately.

• \$130

Slide™

The portable playground for iPad



Encore™

The high-design iPad stand

just|mobile®

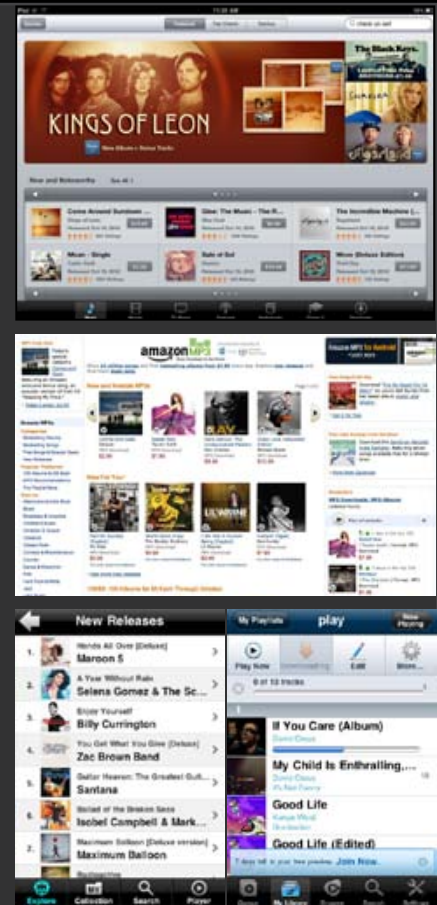
www.just-mobile.com

Shopping Tips: Content

Depending on where you shop, filling your iPod, iPhone, or iPad with music, videos, apps, games, and digital books could break the bank - or come as an all-you-can-consume subscription rental and streaming service. Here's where we recommend you shop; hint: it's not necessarily at the iTunes Store.

MP3/AAC Music

Apple has declared the iTunes Store to be the exclusive direct-to-iOS seller of music - the iTunes application is the only way you can purchase songs directly from an iPhone, iPad, or iPod touch and start listening immediately after the download completes. Sadly, a mid-2009 iTunes pricing change has led to higher prices: despite claims from Apple that \$1.29 pricing would be balanced by 69- and 99-cent offerings, many old catalog titles now sell at the highest price point, even when they're sold for less at Amazon.com and competing international stores. In the U.S., Amazon routinely offers lower prices than Apple's for music that most users will find sonically trouble-free: 256Kbps MP3s, which are very close to CD quality; outside the U.S., users may have fewer legal digital music purchasing choices. Rentals and subscriptions are an option as well in some places: services such as Napster and Rhapsody each provide unlimited streaming and limited on-device storage of tracks as long as you continue to pay \$10 per month. Our full review of these services found reasons for different users to prefer each one, noting that each offers a free trial so you can choose what's best for you. Napster is particularly good at offering quick access to major new releases, saving users the cost of buying entire albums that they might only want to hear a few times.



Digital Books + Magazines

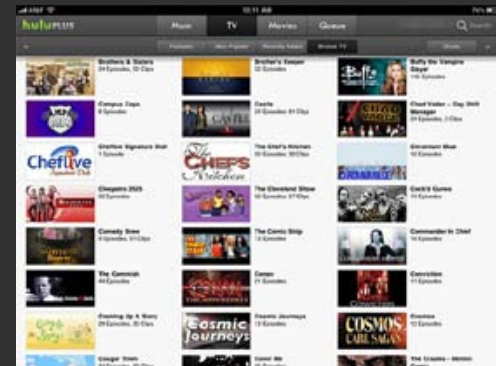
Apple's iBookstore now competes with Amazon's Kindle and Barnes & Noble's Nook digital bookstores, offering somewhere around 100,000 books - fewer than its rivals. The iBookstore generally sells books for \$10 to \$15, and gives away classic books at no charge. For the time being, the iBookstore's selection and pricing are not particularly impressive, but offer a considerably more convenient purchasing experience than the others; Amazon and B&N require you to shop on their web sites, while Apple does not. On the other hand, Amazon's and B&N's books can be read on computers and inexpensive digital book readers. Apple has not announced Mac or PC support for iBooks downloads yet, but we still prefer to buy from the iBookstore due to the superior interface iBooks offers for reading. For the time being, next-gen books and magazines are being offered as apps, not in iBooks.

MP4/H.264 Videos

As with music, Apple's iTunes Store is the exclusive direct-to-iOS seller of videos, including TV shows, movies, and music videos. Although the quality of these videos is high enough to make great use of the latest high-resolution iPhone, iPod, and iPad screens, they are expensive, with TV shows commonly selling for \$2-\$3 each, and movies for \$10-\$15. The sheer quantity of free or low-cost streaming alternatives is dramatically higher, depending on what you're looking for.

In the United States, many brand new TV shows are also available through Hulu Plus, an iOS app with a \$10 monthly all-you-can watch subscription fee. Hulu also offers a number of decent movies, but it's strongest for U.S. network TV. Competitor Netflix offers a \$9 monthly subscription with unlimited iOS streaming access to a huge collection of third-run movies and season-old TV programming, with heavy children's content and documentaries offering the greatest appeal. Netflix's service also works on the new Apple TV.

While Amazon and other companies sell some of the same TV shows and movies as Apple does, the compatibility of the video files varies, and the price differences are rarely as sharp as with music sold through iTunes. Apple also offers its own growing catalog of rentals of major theatrical releases and a limited number of TV shows, with TV prices starting at 99 cents and generally rising to as much as \$5 per film, with exceptions. Rentals and subscriptions have both gathered momentum on Apple devices in 2010, and depending on your needs may now be a better option than buying videos.



iPod/iPhone/iPad Apps + Games

Once again, Apple is the sole official direct-to-iOS provider of applications and games for these devices. While there are competitors to its App Store, they are only available to users who 'jailbreak' iOS devices, and Apple has effectively frozen its rivals out by denying warranty coverage to jailbreakers. For this reason, we do not recommend jailbreaking.

Forgotten and largely irrelevant in recent years due to the growth of the App Store are iPod Click Wheel Games, a collection of roughly 50 early apps and games that were released for the iPod, iPod classic, and iPod nano, then abandoned in 2009. Most of these titles sell for \$5, and though there were a handful of text adventure-like quasi-games and reference books released by other companies outside the Store, they were obscure at best. Don't expect non-iOS iPods to get new games or apps.



2010

Best of the Year Awards



Our Best of the Year awards recognize the people and products that most improved the way users enjoy their iPods, iPhones, and iPads. In addition to iLounge's editorial selections, based on hands-on testing of thousands of products released over the last 12 months, our Readers' Choice Awards enabled readers to vote for the year's best Apple device, as well as top third-party accessory, application, and game developers. For the first time ever, iLounge's readers and editors had the same picks in all four categories. Congratulations to the winners and runners up!

iPod Case of the Year



Uncommon **Capsule Case**

Though there's a lot to like about Uncommon's iPhone cases (inset), the \$40 iPod touch version of Capsule Case is a knockout: fully customizable with whatever photograph you supply, or inked instead with one of the company's pre-made art designs. Capsule provides very substantial coverage, too, including top and side buttons.

Runners Up

Speck
CandyShell
\$35

SwitchEasy
Colors
\$15

iPhone Case of the Year



Speck **PixelSkin HD**

Everyone - even Apple - agrees that the iPhone 4 should be encased, yet there's no single "right" answer as to what's best. We loved soft clear plastic cases, but they're so numerous and similar that none stood out. Speck's \$30 PixelSkin HD was our top opaque pick, with style, grip, and considerable protection at a fair price.

Runners Up

Incipio
Silicrylic
\$30

OtterBox **iPhone 4
Defender**
\$50

iLounge Members of the Year

kornchild2002

This Is Not

Join Date: Feb 2004
Location: Las Cruces
Posts: 8,516

[permalink](#)

Quote:

Originally Posted by **zepper**

I love the iPod touch and it's wonderful screen. I also would like to have it because of the 16:9 video playback (hate those cut off corners on movies).

It isn't 16X9 but rather 3:2. It is still better than 3:4 but 16X9 movies still have small black bars above and below the image (though zooming in is a much better experience on the iPod touch/iPhone than it is on the iPod classic and iPad). The funny thing is that the industry laughed at Apple when they used that aspect ratio for the iPhone and iPod touch. Now everyone and their Mother have released various smartphones over the years that use that same aspect ratio.

CJMNews, Code Monkey, Galley, Kornchild2002, and Rockmyplimsoul

Many readers have made iLounge a better place by posting insightful comments and offering assistance to those in need. These five added the most to our forums and comments in 2010. We truly appreciate their contributions, and the positive feedback we receive from all of our readers. Thank you!

iPad Case of the Year - Tie

Macally **MetroLpad** + SwitchEasy **Cara**

Our editors didn't disagree on the iPad Case of the Year - we all agreed that two companies had come up with equally excellent but very different options. MetroLpad is one of the best play-through cases for any Apple device, attractive, affordable and convenient, while Cara elevates the iPad folio with great design and materials.

Runners Up

Speck
See-Thru Satin
\$50

Tom Bihn
Ristretto Bag
\$110

iPad Accessory of the Year

Apple **iPad Camera Connection Kit**

It's no surprise that Apple's \$29 iPad Camera Connection Kit sold out instantly, and for weeks after its release; this inexpensive SD Card reader and USB adapter set enables the iPad to become a way-station for digital photos on the road, quickly importing images for easy sharing and editing. Here's hoping it's built into 2011's iPads.

Runners Up

JaDu Industries
Skadoosh
\$100

Luxa2
H4 Holder
\$60

Apple Product of the Year - Editors' + Readers' Choice



iPad

It's rare, but it happened: Apple hit a home run with a first-generation product. The iOS-based iPad tablet computer was selected by iLounge's editors and readers as the company's best digital media product of 2010, by a wide margin. Runners Up: **iPhone 4** (\$199-\$299), **iPod touch 4G** (\$229-\$399).

Portable Speaker of the Year



Logitech **Rechargeable S715i**

Unlike many companies, Logitech rarely takes an opportunity to leave a good (or even great) thing alone, and S715i is a prime example: it delivers such sonic improvements over its top-shelf Pure-Fi Anywhere predecessors that nothing rivals it for the \$150 price. It's large, but boy, does it sing.

Runners Up

iHome
iP46
\$100

Philips
SBA3000 Baton
\$50

Clock Radio of the Year



iHome **iA100**

iA100 was award-worthy even before iHome's last-minute change to add iPad compatibility: impressive sound, Bluetooth streaming and speakerphone features, plus app integration for iPhones and iPods. Thanks to the well-executed iPad dock, it's a \$200 speaker anyone can enjoy.

Runners Up

Cambridge
i525
\$150

iHome
iP90
\$100

Innovation of the Year

Parrot **AR.Drone**

Parrot's \$300 AR.Drone combines the fun of controlling a real hovercraft with the amazing ability to watch what it sees as it flies, shattering conceptions of what iPhones, iPod touches, and iPads can do. All it needs is longer battery life. Runners Up: H2O Audio **Surge Contact** (\$70), iHome **iA100** (\$200).

Deluxe Speaker of the Year

Geneva Lab **GenevaSound S**

iPod and iPhone owners have been waiting for Geneva Lab to create something that mere mortals can afford, and this is it: a distillation of the company's high build quality and iconic design elements into a compact and very nice-sounding \$300 speaker and radio, plus a stand.

Runners Up

Bowers & Wilkins
Zeppelin Mini
\$300

Creative
ZiiSound D5
\$300

Car Accessory of the Year

Griffin **iTrip DualConnect**

This was a slow year for in-car accessories, but iTrip DualConnect brought iPod touch and iPhone users welcome financial relief in the form of a \$60 charger, line-out and FM transmitter combo that can be used for both audio and power in virtually any car, tuning with a free app.

Runners Up

Kensington
PowerBolt Micro
\$25

Scosche
motorMouth II
\$80

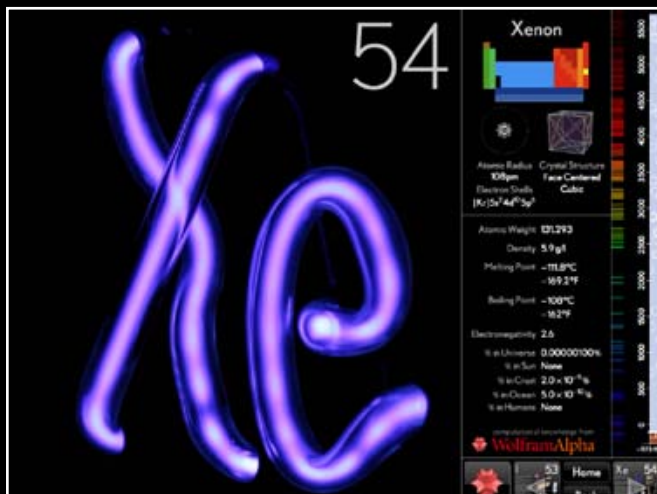
Headphone of the Year



H2O Audio **Surge Contact**

Whether you're concerned about sweat, rain, or the obvious risks involved in swimming with your iPod or iPhone, these innovative \$70 waterproof microphone- and remote-equipped earphones let you listen and talk without moisture fears. Runners Up: B&W **P5 (\$300)**, V-Moda **Remix Remote (\$100)**.

iPad App of the Year



Theodore Gray **The Elements**

Many compelling applications were released in the iPad's first year, but The Elements stood out as a staggering example of how a large touch display and amazing graphics could revolutionize education. Gray brings the staid periodic table to 3-D life in a way that was unthinkable before. Worth \$14, and inspirational.

Runners Up

iTeleport
iTeleport
\$25

Omni Group
OmniGraffle
\$50

iPad Game of the Year



PopCap **Plants vs. Zombies HD**

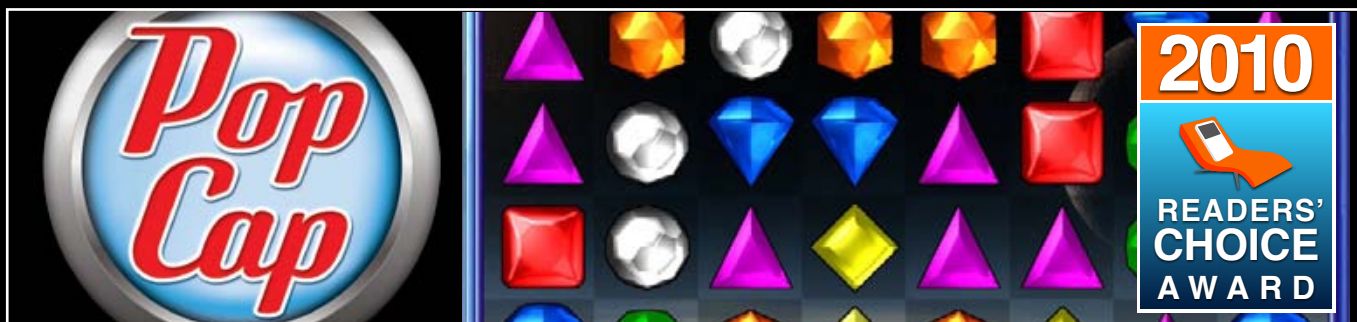
Some games were born to be played on the iPad, and though the \$10 Plants vs. Zombies arrived first for computers, it's best on this platform - and one of the most universally appealing games in years. Girls love flowers, guys love zombies, and PopCap brings them together with depth and humor that transcend the tower defense genre.

Runners Up

Freeverse/Ngmoco
Wargate HD
\$8

Hemisphere
Osmos
\$5

iOS Game Developer of the Year - Editors' + Readers' Choice

**PopCap Games**

Readers and editors agreed: no other company released as many “tell your friends” iOS titles in the last year as PopCap: Bejeweled 2 + Blitz, Plants vs. Zombies, and Peggle Nights were insanely addictive at awesome prices. Updates took its B titles to A levels, too. Runners Up: **Electronic Arts**, **Rovio Mobile**.

iPod/iPhone Game of the Year

**Electronic Arts Madden NFL 11**

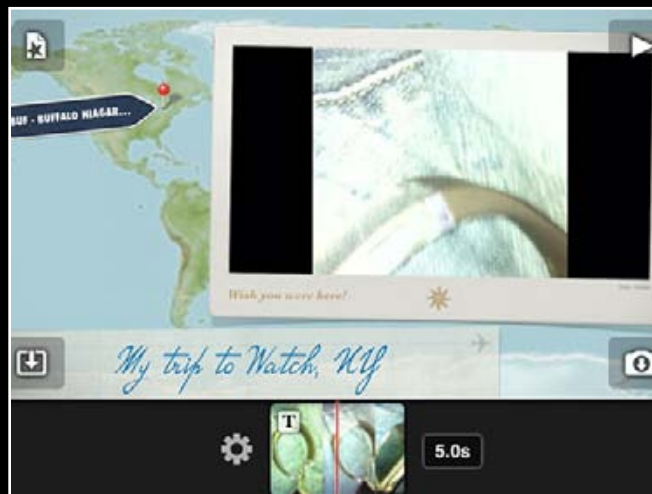
With graphics so detailed and well-animated that you could mistake them for a high-definition television broadcast, the \$8 iPhone and iPod touch version of Madden NFL 11 is even more fluid than the iPad version - such a step forward for pocket gaming that Nintendo and Sony now have no choice but to release new hardware.

Runners Up

Gameloft
Modern Combat 2
\$7

Mind Crew
Mayan Puzzle
\$1

iPod/iPhone App of the Year

**Apple iMovie**

Eliminating the need to rely upon a computer for home movie editing is no easy task, but the \$5 iMovie for iPhone 4 and iPod touch 4G makes it seem simple - adding titles, transitions, music, and photos directly to videos recorded on these devices takes seconds, and rendering to a complete 720p movie only minutes. Elegant.

Runners Up

Silvio Rizzi
Reeder
\$3

Siri/Apples
Siri Assistant
Free

iOS Application Developer of the Year - Editors' and Readers' Choice



Apple

From its iPad-only Keynote, Numbers, and Pages to its iPhone 4/iPod touch 4G version of iMovie, and newly universal MobileMe tools, Apple debuted many useful apps this year - the first time its software merited as much attention as major new hardware releases. Runners Up: **IDEO/Fisher Price, Netflix.**

iPad Kids' App of the Year



Pi'ikea St. Interactive Alphabet

Starting out as a \$3 iPad app before adding free support for Apple's smaller devices, Interactive Alphabet - ABC Flash Cards has the sort of little nuances that impress parents and the big, fun activities that engage kids. Each update takes a great title and makes it better, improving the interactivity and adding more audio. We love it.

Runners Up

Darren Murtha Design
Drawing Pad
\$2

Peapod Labs
ABC Wildlife
\$3

iPod/iPhone Kids' App of the Year



Duck Duck Moose Park Math

As we've said before, Duck Duck Moose's iPhone and iPod touch apps are so consistently great that any one could be the Kids' App of the Year; still, the \$2 Park Math was the best. Combining beautifully drawn art with classical music and gently educational math lessons, it makes great use of small screens, speakers, and students.

Runners Up

Disney
My Baby Einstein
\$4

IDEO/Fisher Price
See 'n Say
\$2

iPad/iPhone/iPod Accessory of the Year



iHome iA100

Of the hundreds of accessories we considered as possible Accessory of the Year award winners, iA100 stood out because it was great in many ways: the best iPad speaker of 2010, one of the best examples of iOS app integration with an accessory due to iHome+Sleep, a great iPhone speakerphone, and amongst the best-sounding clock radios ever to be offered at a \$200 price tag. It attempts and succeeds at so much that most other add-ons released this year seemed comparatively simple, save for these runners up.

Runners Up

Logitech
S715i Speaker
\$150

Parrot
AR.Drone
\$300

Accessory Maker of the Year - Editors' + Readers' Choice



Logitech

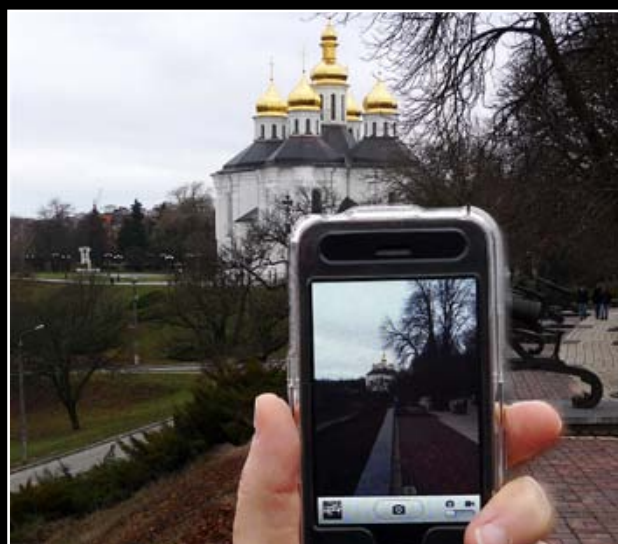
Between its impressive speakers and continued innovations from its Ultimate Ears earphone division, Logitech now offers some of the best audio gear in the world: S715i is now the top portable unit for iPods and iPhones, and its earphones, capped by the deluxe UE18 Pro, just keep getting better. Can it repeat with the iPad?

Runners Up

Belkin
Griffin Technology
iHome

iPads, iPhones, and iPods
Around the World
Photo Galleries

We've been deluged with international iPad photos since the device's release earlier this year, but iPhone and iPod pictures have been flowing in, too. Here are some of our recent favorites.



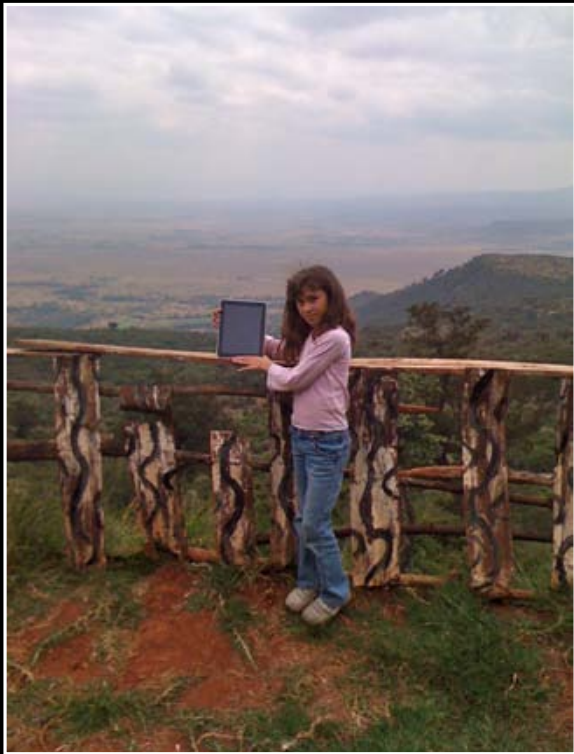
Top: Beach Time for iPhone 3G
Sinemoretz, Bulgaria

Left: iPhone 4 at Yekaterininskaya Church
Chernigov, Ukraine

Right: iPad Surveying Padova
Padua, Italy



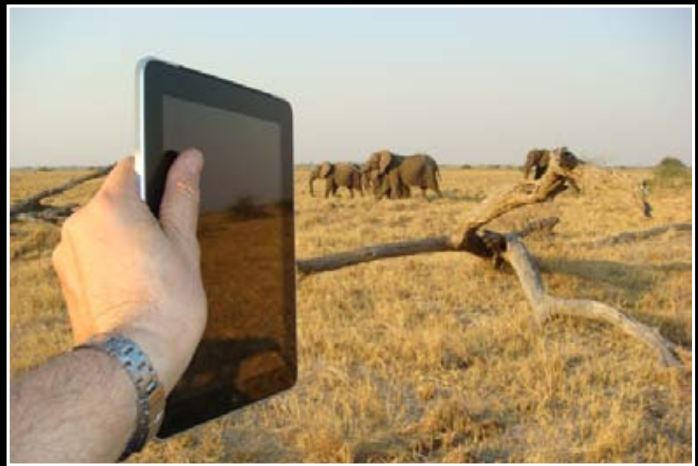
Europe



iPad Over Rift Valley
Kenya, Africa



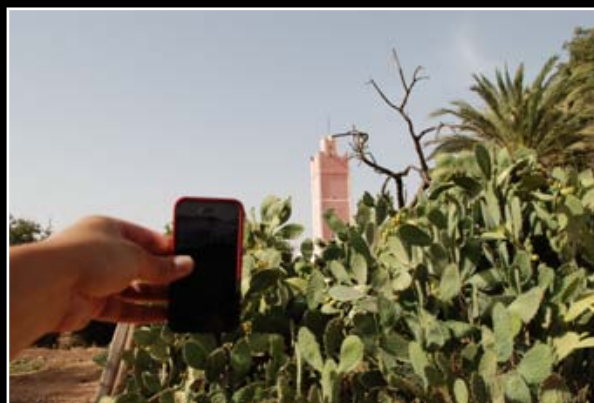
iPhone 3GS and The Lions
N. Botswana, Africa



iPad at Savute National Game Reserve
Botswana, Africa



iPad at Petra's Ampitheatre
Petra, Jordan



iPhone 4 Before the Mosque and Cacti
Tiout, Morocco

Middle East/Africa

Clockwise From Top Right:

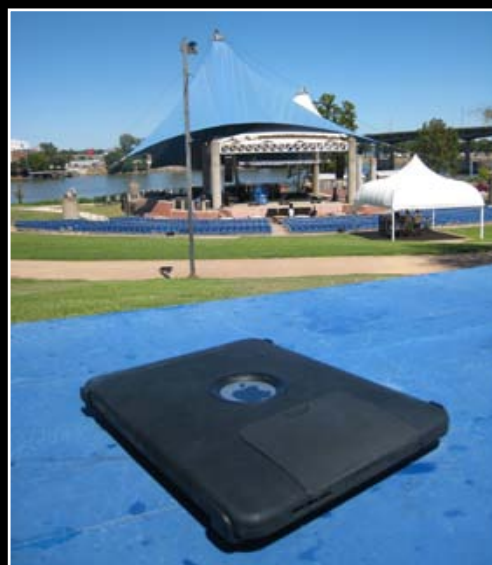
iPhone 4 at Cerro San Cristóbal
Santiago, Chile

iPhone 3GS Fishing at Buzios Beach
Rio de Janeiro, Brazil

iPad at Riverfest Amphitheatre
Little Rock, Arkansas, U.S.A.

iPad Crossing The Arctic Circle
Dalton Highway, Alaska, U.S.A.

Steve Martin's iPad Set List at Bonnaroo
Manchester, Tennessee, U.S.A.



The Americas



Clockwise From Top Left:

Pat Craddock Paints The Bluff With an iPad

Barwon Heads, Australia

Vintage iPad, Engagement Pictorial

Intramuros, Manila, Philippines

iPhone 3GS at Westpac Stadium

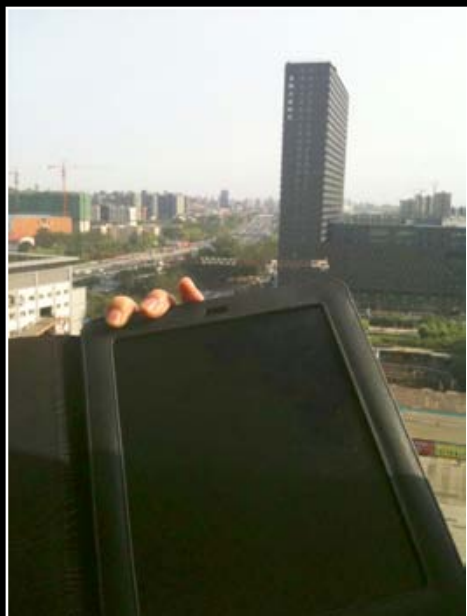
Wellington, New Zealand

iPhones On The Shinkansen Bullet Train

Japan

iPad Next to Beijing's 4th Ring

Beijing, China



Asia/Pacific

iPod, iPhone, iPad + iTunes **History**: 2001-2010

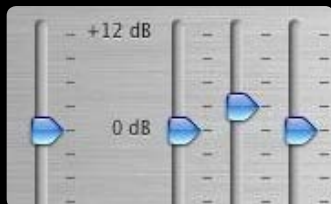
With the tenth anniversaries of iTunes and the original iPod coming up in 2011, we take a look back at the key histories of both of these early Apple digital media products, as well as the successes they subsequently inspired: sales of over 275 million iPods, plus the breakthrough iPhone, two Apple TVs, and the increasingly popular iPad multi-touch tablet computer.

2001

January 9

iTunes 1.0 for Mac

After buying rights to an existing program called SoundJam MP from Casady & Greene, Apple introduces iTunes 1.0 for the Mac, a program that converts audio CDs into compressed digital audio files, organizes digital music libraries, and plays Internet radio. No PC version is planned.



November 2

iTunes 2.0 for Mac

iTunes 2.0 is released for the Mac, adding iPod support, ID3 and metadata support, MP3 CD burning, and sound control features such as an equalizer and crossfading.



Months after iTunes appears, Apple unexpectedly announces the first iPod at a price of \$399. Unlike most (but not all) competing digital audio players available at the time, Apple relies on a 1.8" hard disk for storage instead of flash memory or interchangeable CDs, and uniquely focuses on promoting the small size, power, and ease of use of its device. The first iPod has a 5 Gigabyte storage capacity - enough for over 1,000 songs - and works only on Macs, using iTunes to convert and organize music. According to Apple, iPod development began only six months before its release.

October 23

iPod (5GB) Announced

November 10

The First iPod Ships

December 31, 2001

125,000 iPods Sold

2002

March 20

The 10GB iPod

Now there's a 10GB iPod for \$499. New iPods ship with the ability to display business card-like contacts - will this be an Apple PDA? At this time, the iPod is still a Mac-only product, but programs that let iPods work with PCs begin to trickle out.



July 17

iPod Goes PC, 20GB

Apple releases PC-friendly iPods, replacing the old moving scroll wheel with a touch surface, adding a new \$499 20GB version, and lowering old prices.

**iPod Limited Edition**

Apple unveils "limited edition iPods," featuring the engraved signatures or logos of Madonna, Tony Hawk, Beck, or No Doubt for an additional \$49. Thus, the company's most expensive signed iPods now sell for a total price of \$548.

December

**iTunes 3.0 for Mac, MusicMatch PC**

iTunes 3.0 is released for the Mac, adding support for Audible audio books, ratings, smart playlists and playlist import/export. To provide software for its new PC-ready iPods, released this day, Apple includes MusicMatch, another company's program, which is adequate but not fantastic.

July 17

Big Box Retailers Go iPod

Best Buy, Target, and Dell are all selling iPods, with Dell eventually offering amazing discounts; competitors such as Creative try to squeeze 2.5" hard disks into enclosures more like the iPod's.



October

December 31, 2002

595,000 iPods Sold

2003

March

Microsoft Media2Go

Microsoft announces the Media2Go audio/video concept, which by its late 2004 release is called "Portable Media Center" and deemed an "iPod killer."



April 28

April 28

**Third-Gen iPods**

Apple releases new iPods that are even thinner and smaller than before, feature a bottom Dock Connector port rather than a top-mounted FireWire port, and have entirely touch sensitive controls. The new "third-generation" iPods have

higher capacities than 2G iPods offered for the same prices: now 10GB (2,000 songs) is \$299, 15GB (3,700 songs) is \$399 and 30GB (7,500 songs) is \$499. All the new iPods now work on either Macs or PCs.

Mac iTunes 4.0, iTunes Music Store

iTunes 4.0 is released for the Mac, adding the AAC audio codec, support for DVD burners, networked music library sharing, and album artwork. Apple also launches the iTunes Music Store with 99 cent per track (\$9.99 per album) pricing and a library of 200,000 songs. Unfortunately, neither iTunes nor the music store is available for PC users, who are becoming a larger part of Apple's iPod business. By the end of its first week, the Store has sold 1 million songs.

June 19

iPod Gets USB 2.0

Apple releases USB 2.0 compatible cables and drivers for the new iPods, dramatically expanding the number of PC users who can use them with their FireWire-less machines.

3G iPod Update

Four months after the new iPod's release, a 20GB (5,000 song) model replaces the 15GB version at \$399, and a 40GB (10,000 song) model replaces the 30GB version for \$499. Sales are brisk.

September 8

iTunes 4.1 for Mac/PC

Apple releases both iTunes 4.1 and the iTunes Music Store (iTMS) for U.S.-based PC users, phasing out support for the less popular MusicMatch PC software in the process.

October 16

December 31, 2003

2,046,000 iPods Sold

October 16

Now the iPod Records

Belkin and Apple co-announce the first voice recorder and digital photo transfer add-ons for the third-generation iPod.

January

iPod mini, iPod+hp

Critics question Apple's sanity when it debuts a smaller, 4GB iPod mini for \$249, offering 5 colored aluminum shells, and introduces a 15GB \$299 iPod.

Separately, Hewlett-Packard promises a special blue version of the bigger iPod for a mid-year release.



February-March

iPod mini Ships, Sells Out, Delays

Proving the critics wrong, long lines form for the small, colored iPod minis, which is quickly considered the ideal purse and bag-ready iPod. Sales are so strong and parts are so scarce that Apple delays the international launch until July.

**iPod 4G**

Borrowing the mini's new Click Wheel, Apple debuts the fourth-generation ("4G") Pod at \$299 (20GB) and \$399 (40GB), thinning their bodies and stripping pack-ins from the prior 3G packages.

July 26

July 17-20

Motorola + Apple?

Motorola promises that its next-gen phones will be iTunes-compatible, without specifics.

2004

Introducing iTunes 4.5

Free download for Mac and Windows.

Download now

**iTunes 4.5 + 3M iPods**

Apple adds the Apple Lossless format to iTunes 4.5, as well as a WMA conversion tool for PCs. Within a week, Apple will sell the 3 millionth iPod, only 4 months after selling the 2 millionth, and critics will slowly begin to turn against cheaper, harder-to-use competitors.

April 28

June 15

iTunes 4.6 + EU iTunes Music Stores

Version 4.6 adds AirTunes, for AirPort Express wireless access to iTunes music. Apple launches three European iTunes Music Stores, too: France, Germany, and the United Kingdom collectively sell 800,000 songs in their first week.

July 11

iTMS: 100m Sold

iTunes becomes the first digital music store to sell 100 million songs.

July 26

Real's Harmony

RealNetworks releases Harmony, enabling songs sold by Real to be played on iPods without Apple's permission. Apple blasts Real and implicitly threatens a suit.

2004 continued**Apple Thinks Video**

Apple quietly begins to search for wireless and video experts to join its iPod division.

August 25

August 10

iTMS Catalog hits 1m

One million songs are now available from the iTunes Music Store.

August 27

iPod+hp Ships

Hewlett-Packard starts to ship the "Apple iPod from HP," a repackaged 4G iPod with new manuals and HP-supplied technical



support. It does not, as initially promised, come in blue; it's Apple-identical white. Separately, HP also announces an iPod-compatible printer and "printable tattoos" to cover the bodies of iPods.



September-October

Microsoft Talks

In launching Portable Media Centers, Microsoft execs go on an anti-iPod PR offensive, calling it unsafe and its buyers music thieves.

iPod Photo, U2 iPod

Apple debuts a color-screened 4G iPod called iPod Photo (\$499-\$599) in 40GB and 60GB models for the holidays. It also launches the iPod U2 Special Edition (\$349), a black-bodied version of the black-and-white screened 4G iPod, signed by the four members of the rock band U2. The P in photo is later decapitalized, matching the mini and other models.

October 12-14

iPod, iTunes Rule

Four million songs are being downloaded from iTunes per week, and roughly 6 million iPods have been sold. Apple sells over 80% of all U.S. digital music players.

October 26

October 27

iTunes 4.7

iTunes adds photo syncing support for the iPod Photo, and a search for duplicate songs feature to help clean growing libraries.

November 11

Sony Goes MP3

Having failed to popularize ATRAC-based iPod rivals, Sony announces an MP3-ready Walkman, and plots with Warner to take away the iPod's lead in digital music.



December 31, 2004

10,309,000 iPods Sold

2005

January 11

iPod shuffle

Sold for only \$99 (512MB) or \$149 (1GB), Apple's flash-based iPod shuffle ditches a screen in favor of super-simple button controls. Within four months, Apple controls 58% of the flash player market.



January 25



February 23

iPod Price Drops

Apple kills 40GB black-and-white and color iPods in favor of a \$349 30GB iPod photo and a lower-priced 60GB model (\$449). It also introduces a \$29 Camera Connector so that photo transfers to the color iPods can be done without iTunes.

shuffle Knocked Off, Battery Suit Settled

Clones of the iPod shuffle appear in Taiwan, and Apple settles a massive class action lawsuit over iPod battery defects.

**#1 Brand: Apple**

Apple's U2 Silhouette ad is named smartest ad campaign by Business 2.0. By month's end, the company is named the top global brand in a survey of 2,000 ad professionals.

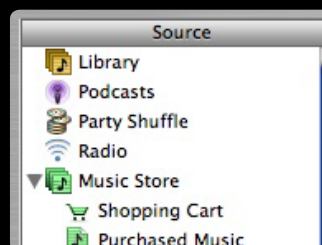
June 2

"iPods" Go Color

Color "iPods" replace "iPod photos" at \$299 (20GB) and \$399 (60GB) prices. Apple also drops the price of the 1GB iPod shuffle to \$129.

**iTunes 4.9, Podcasts**

iTunes 4.9 adds free downloads of radio-like audio "podcasts" to the iTunes Music Store, plus iPod-ready playback.



June 28

June 28

Bush Gets iPod

Following Queen Elizabeth II's purchase of an iPod, U.S. President George Bush receives one as a gift.

July 6

July 29

HP Ends iPod Sales After replacing its CEO, HP abruptly stops iPod sales, claiming that repackaging iPods wasn't a good fit with its future business plans. Retailers sell off stocks of 4G, mini, and shuffle models that were badged with HP logos, some released only weeks earlier.

September 7

mini Killed, nano and ROKR Debut

Apple replaces its "most popular iPod", the mini, with the smaller iPod nano (2GB/\$199, 4GB/\$249), in both black and white color options. The company also announces a special edition engraved Harry Potter iPod, and Motorola's first iTunes phone, ROKR E1.



October 12

iPod (with video)

The 5G iPod debuts, billed as a music player "with video as a bonus." It features a 2.5", 320 x 240 screen and enough battery life to play videos for between 2 or 3 hours, depending on which model (30GB/\$299, 60GB/\$399) you purchase.



December 8-13

Creative, Microsoft, MTV

Creative launches a clone of the new iPod called Zen Vision: M, as Microsoft and MTV work to duplicate iTunes with an URGE music service.

2005 continued

August 10

Apple Can't Patent UI

Failing in its attempt to patent the iPod's UI, Apple finds itself threatened by Creative, which successfully patented a key aspect of library navigation.

September 7

iTunes 5.0

iTunes 5 adds staff reviews of music, a streamlined look, easier search features, and preference menu changes.



October 12

iTunes 6

In iTunes 6, Apple adds videos to the iTunes Music Store, with 5 TV shows and 2,000 music videos sold at \$1.99 each. Videos are 320x240 pixels, and formatted for the iPod's display, rather than a computer or TV. By month's end, 1 million videos have been sold. Gifting and reader reviews are added, as well.

December

42M iPods, shuffles Sold Out

Before the year ends, Apple announces sales of 30 million iPods, and notes that shuffles are sold out through year's end. NBC joins the iTunes Music Store, too. Strong holiday sales propel the iPod sales number up to 42,269,000 units.

2006

January 10

iPod + FM Radio

Responding to user demands, Apple intros the iPod Radio Remote to add FM to iPods and nanos.

February 7

1GB iPod nano, Cheaper shuffles

Via press release, Apple expands the iPod nano's appeal with a \$149 1GB model, and drops the prices of 512MB (\$69) and 1GB (\$99) iPod shuffles.

February 28

iPod Accessory Day

At a "fun new products" press event, Apple unveils the iPod Hi-Fi, a \$349 "audiophile" speaker system, and \$99 leather cases for the iPod and iPod nano. Many users are shocked by the prices and skeptical of the accessories' value, ridiculing them before release.

April 19

PortalPlayer Out, Samsung In iPods

Longtime iPod chip maker PortalPlayer is dumped by Apple for future iPods, and replaced by Samsung, which already supplies iPod flash memory.

May 15

Creative vs. Apple

Creative and Apple sue each other over iPod UI patent violations.

June 6

New U2 iPod

A video-ready version of the U2 iPod debuts, bundled with a U2 video download.



February

Sandisk as #2

The memory chip maker unexpectedly overtakes Sony, Creative, and others as the #2 U.S. MP3 player vendor, distant only to Apple.

February 22

1B iTunes Songs

Apple's iTunes Music Store sells the 1 billionth song to Alex Ostrovsky, who wins an iMac, 10 60GB iPods, a \$10,000 iTunes credit, and his name on a Julliard Music School scholarship.



March 8-14

iTunes Season Pass

TV shows and sports events can now be purchased on discount in advance, with future parts downloading automatically as they're released on iTunes.

May 23

Nike + iPod

The Nike + iPod Sport Kit is announced as a \$29 iPod nano add-on, letting runners track their progress and hear voice prompts. 450,000 are sold in 90 days.

June 12-20

Chinese Trouble

iPod manufacturer Foxconn is exposed in a British tabloid for poor working conditions; the CEO oddly tells shareholders that Apple is working on a "none-touch" iPod, without elaborating.

July 11

**Microsoft's Zune**

Having failed to beat Apple with earlier ideas, Microsoft plans iPod and iTunes clones for late 2006.

August 8

U.S. Carmakers Back In-Car iPod

Ford, GM, and Mazda announce that their 2007 models will offer iPod-ready stereos, radically increasing iPod-in-car options. By year's end, over 70% of cars to be sold in the U.S. are claimed to be iPod-ready in some form or another.

September 5

"Made For Sansa"

SanDisk announces the Made for Sansa accessory program, in conjunction with a handful of iPod accessory developers.

September 12

**iPod 5.5G, nano 2G, shuffle 2G Premiere, iTV/Apple TV Shown**

Apple debuts enhanced video iPods with brighter screens, better prices and capacities (30GB/\$249, 80GB/\$349); new iPod nanos with five colored

aluminum casings, better battery life, and higher capacities (2GB/\$149, 4GB/\$199, 8GB/\$249); and one brand-new, radically smaller, metal-bodied iPod shuffle (1GB/\$79).

The company also offers an advance look at iTV, a device that wirelessly spools iTunes content to a TV.



*Project code name only

2006 continued

August 4-22

Bye, Dell + Napster

iPod and iTunes competitors Dell and Napster falter, with Dell quietly withdrawing from the digital music player market, and Napster publicly mulling a sale.

August 23

Apple + Creative

Apple and Creative settle their suits; Creative becomes an iPod add-on maker and receives \$100 million from Apple, which tersely accepts the Zen patent, but will recoup some money if Creative licenses the patent to others.



September 12

iTunes 7.0; Movies & Games

\$4.99 iPod games and \$9.99-14.99, 640x480 movie downloads are added to the renamed "iTunes Store" as iTunes 7 is released. iTunes additions include Cover Flow, a graphical browser for album and video cover art, and gapless audio playback.

October 13

**PRODUCT (RED) iPod nano**

The PRODUCT (RED) iPod nano is released, with \$10 of every red, \$199 4GB nano purchase going to fight AIDS in Africa.

December 31, 2006

88,701,000 iPods Sold

January

iPhone, Apple TV Feted

Apple announces the "revolutionary" iPhone, mixing a cell phone, Internet communicator, and best-of-class widescreen video iPod. Priced at \$499 (4GB) or \$599 (8GB), and requiring an AT&T two-year contract, iPhone features

an amazing 480x320 3.5" touchscreen display, and is set for a June launch.

The renamed Apple TV (iTV) is set for a February release with a 40GB drive for storing media.



February 21

Cisco + Apple

A fight over the iPhone trademark is resolved, with Cisco and Apple sharing the name.

March 20

Apple TV Ships

Delayed a month, Apple TV launches as the "DVD player for the 21st Century," requiring an extended- or high-definition TV set and the purchase of video

cables. Limited to playing back videos that were converted for or purchased through iTunes, the \$299 device receives mild praise, mostly for its simplicity, but format support, pricing and its ultimate utility are widely questioned.



May 29

iTunes 7.2, DRM-Free

Apple adds \$1.29 iTunes Plus downloads to the iTunes Store, removing DRM and doubling the bitrate of tracks to 256Kbps. It lets users upgrade old tracks for 30 cents each; only certain labels support Plus.

2007

January 30

iPod shuffle colors

Apple adds four new colors (green, blue, pink, and orange) to the existing silver iPod shuffle, without changing prices.

February 6

Jobs Fights DRM

In an open letter on Apple's website, Apple CEO Steve Jobs says that the company is willing to sell DRM-free music through the iTunes Store if labels will supply it, but refuses to license Apple's DRM to competitors, as French lawmakers have been attempting to force the company to do.

March 5

iTunes 7.1

Released before Apple TV, iTunes 7.1 adds support for streaming and synchronizing iTunes-playable media to the TV-ready device, as well as a new full-screen Cover Flow mode and a collection of confusing sorting options.

April 9

100m iPods Sold

Apple breaks the 100 million sales mark for the iPod family.

April 25

Updates Promised

Apple promises frequent feature updates for Apple TV and the iPhone, to surprise and delight users.

May 30

**Apple TV Updates**

Now deemed only a "hobby" by Apple CEO Steve Jobs, Apple TV gets a 160GB version (\$399) and a YouTube browser.

June 29

iPhone Dominates Media, Launches

After utterly dominating news reports for the entire month of June, iPhone is launched to lines all across the United States on the 29th, selling 270,000 units in its first weekend, but not selling out at many locations. AT&T activation problems dog the otherwise happy event, but are mostly resolved two weeks later.



September 5-6

iPhone Mea Culpa, iTunes 7.4

Along with the new iPods, Apple releases iTunes 7.4, with a 99-cent ringtone creator for the iPhone, plus support for a new iTunes Wi-Fi Music Store for iPod touch and iPhone. CEO Steve Jobs apologizes for the shockingly fast iPhone price cut, offering a soothing \$100 Apple Store credit to early adopters.



October 22

119,265,000 iPods sold

The number, tallying total iPod family sales for six years, doesn't include 1,389,000 total iPhones sold through September 2007.

2007 continued

June-July

iTunes 7.3, #3 in U.S., 3B songs

iTunes 7.3 is released with iPhone activation support, and the iTunes Store becomes the #3 vendor of music in the United States, surpassing Amazon.com despite the fact that it only sells digital music - a supposed niche. The store also reaches the 3 billion songs sold mark, unceremoniously.

August 31

NBC Ends iTunes Deal

Shocking TV fans, NBC opts not to renew its iTunes agreement. Apple blames greed, and refuses to carry the network's Fall lineup.

September 5

iPod nano, classic, touch Debut, shuffle Recolored, iPhone price cut

A video nano (\$149/4GB, \$199/8GB), renamed "classic" iPod (\$249/80GB, \$349/160GB), and widescreen flash iPod touch (\$299/8GB, \$399/16GB) debut, while iPhone's price is radically cut by \$200 to spark demand, and the 4GB model is killed. Four new muted iPod shuffle colors replace January's four, matching three from the similarly dimmed nano, plus purple.



October 17-25

iPhone Dev Center opens, SDK?

Mid-month, Apple says it will release a software development kit for the iPhone in February 2008, then opens a site with tips on creating custom iPhone "web apps."



November 9-29

iPhone Hits UK, Germany, France

Following September and October announcements, O2 (UK) and T-Mobile (Germany) become exclusive iPhone service providers on November 9, with France's Orange joining on the 29th. Sales are respectable but not fantastic, and by December, O2's CEO is already talking about a "3G iPhone" for 2008.

December 7

Apple Fights iPhone Unlockers

Despite software updates from Apple, hackers continue to succeed in their "cat and mouse game" of unlocking iPhones for sale overseas, and "jailbreaking" them to run unauthorized applications. Apple threatens overseas importers with legal penalties of up to \$1,000 per phone sold.

January 15

iPhone, iPod touch, Apple TV Software Updated with Major New Features

While both the iPhone and iPod touch receive version 1.1.3 software, adding home screen customization and a location finding ability for Maps, Apple offers touch owners a collection of previously iPhone-only apps such as Mail for \$20. Apple TV software version 2.0 is shown, adding support for iTunes purchasing and movie rentals, while the hardware drops in price to \$229 (40GB) or \$329 (160GB). Version 2.0 is released on February 12.



January 22

Apple Adds Pink 8GB nano

A lighter pink 8GB iPod nano is released as a sixth "Spring" color or Valentine's Day gift for the standard \$199 price.



2007 continued

November 16

Carmack Critizes iGaming Strategy

Following numerous comments from developers skeptical of Apple's still-cloudy plans for iPhone software, famed game programmer John Carmack, maker of Doom and Quake, describes Apple's closed game development strategy for iPods as "horrible," noting that he personally told Steve Jobs not to repeat the mistakes with iPhone gaming, but isn't optimistic.

2008

January 15

iTunes 7.6: Movie Rentals + Copies

Following months of leaks, Apple and all six major movie studios debut a U.S. movie rental service for iTunes, offering \$2.99-\$4.99 pricing depending on the movie's age and DVD or HD quality. It also announces iTunes Digital Copy, which lets buyers of certain Fox movies transfer iTunes-ready, DRM-protected versions.



January 22

141.365m iPods, 3.7m iPhones sold

Apple's strongest quarter in history adds 22.1 million iPods and over 2.3 million iPhones to the tallies. Reports suggest up to 1/3 of iPhones are purchased to be unlocked; Apple cites strong global interest.

February 5

16GB iPhone, 32GB touch Added

Via press release, Apple debuts a \$499 16GB iPhone and a \$499 32GB iPod touch, with the touch selling in Europe at a slightly lower price than the iPhone.

February 20-26

iTunes Store #2 Music Retailer in U.S.

Stunning those who believed physical CD sales to be considerably stronger than digital downloads, the iTunes Store becomes #2 in U.S. music sales, trailing only Wal-Mart. One week earlier, Apple took steps to shut down developers of the Hymn Project, software that stripped DRM off of iTunes-purchased music.



March 14

Ireland, Austria Get iPhone, Supplies Low

As the U.K.'s O2 and Germany's T-Mobile expand iPhone sales to Ireland and Austria, respectively, stocks of 16GB iPhones begin to dry up in other countries, with replacements expected around May.

April 3

iTunes Store #1 U.S. Music Retailer; AT&T Hints 3G iPhone "in Months"

Less than two months after becoming the #2 U.S. vendor of music, the iTunes Store surpasses Wal-Mart to become #1 after less than five years in business. As supplies of 8GB iPhones become scarce, AT&T Mobility's CEO suggests that a 3G iPhone is coming "in months," as sources indicate the iPhone will be replaced rather than kept around. By early May, US and UK stocks have been depleted.

April 23

152m iPods, 5.4m iPhones Sold

Reflecting slowing sales growth, Apple announces sales of 10.6 million iPods and 1.7 million iPhones during the prior quarter.

iPhone Patented

A 371-page filing attempts to cover the entire UI.

May 29

2008 continued

February 19

iPod shuffle 1GB drops, 2GB debuts

Marking a historically low entry point for the iPod family, the 1GB iPod shuffle drops in price to \$49, while a new 2GB model is added for \$69, both in the same five colors. The 2GB model hits stores in early March.

March 6

Apple Holds iPhone SDK Event

Instead of releasing an iPhone software development kit in February, Apple in March debuts a free beta kit and a \$99 developer program, initially for select U.S. applicants only. All iPhone software will be distributed through iTunes, starting in June, with iPhone/iPod touch 2.0 software required. Early games and apps are shown. Developers, including John Carmack, offer praise for the plans, with some reservations; the kit hits 100,000 downloads in 4 days. Eight days later, Apple angers developers by sending out mass rejection letters to program applicants, later blaming high demand.



April

Apple buys chipmaker P.A. Semi

Without explaining its intentions, Apple confirms that it has agreed to purchase a maker of low-power CPUs; later, it says the chips are for future iPods + iPhones.

May 5

Apple Welcomes Int'l Developers

Two months after allowing U.S. developers into its iPhone SDK program, Apple allows select international developers to join, too.

June 9



iPhone 3G, 2.0 Software Finally Dated

After months of leaks, Apple sets a July 11 release for iPhone 3G (8GB/\$199, 16GB/\$299), a faster, plastic-bodied, and GPS-enabled iPhone intended to appeal to new and international customers. Seventy countries - including Japan and Australia - will get the new model, with software version 2.0 and the App Store pushed off to match the 3G's launch date; a "push" notification system for both e-mails and apps is under development. Rate plan announcements anger many potential buyers, leading to petitions for lower prices, some effective.

July 11



iPhone 3G Bows

Starting in Australia and New Zealand, the iPhone 3G begins a weekend of worldwide launches. Lines form at Apple and partner stores, but activation delays, dropped calls, and software problems disappoint buyers. Still, Apple sells 1 million units in three days.

September 9-11

New classic, nano, touch released

Confirming earlier leaks, Apple unveils the fourth-generation iPod nano (8GB/\$149, 16GB/\$199), repackaging the prior model in a taller, more colorful aluminum shell, and the second-gen iPod touch (8GB-32GB/\$229-\$399), with a speaker, volume buttons and Nike + iPod wireless support. A 120GB (\$249) iPod classic replaces the old 80GB and 160GB models, and four iPod shuffle colors are updated to brighter tones.



2008 continued

June 19

iTunes Store Sells 5 Billion Songs

Now with a catalog of over 8 million tracks, the Store also claims to be the world's most popular online movie store, as well.

July 10

iTunes 7.7, App Store, Apple TV 2.1

One day before the release of iPhone 3G, Apple releases iTunes 7.7, adding the App Store and an initial slate of 500 downloadable applications, 25% of them free. The company also releases Apple TV software 2.1, which like iTunes 7.7 lets iPod touches and iPhones serve as remote controls for playback of their libraries.

July 21-30

163m iPods, 6.1m iPhones Sold

September 9

iTunes 8: HD TV Shows + Genius

Apple releases iTunes 8, adding HD TV show downloads - including NBC's - plus a photo-heavy Grid library view, a Genius feature to find music similar to a selected song, and a new visualizer.



September 17

4GB iPod nanos appear

Without warning, new 4GB iPod nanos appear in Europe, suggesting that Apple decided late on the top 16GB capacity.

October 21, 2008

174m iPods, 13m iPhones Sold

iPhone sales beat predictions, due to 30,000 selling locations worldwide.

November 4

**Fadell Out, Papermaster In**

Known as the father of the iPod - the man who pitched the device to Apple - Tony Fadell is abruptly replaced by Mark Papermaster as VP of iPod/iPhone Engineering, quietly leaving Apple in March 2010.

December 2

**In-Ear Headphones with Remote + Mic Ship**

Months after adding wired three-button remote and microphone support to late 2008 iPods, Apple ships a \$79 pair of canalphones as the first remote + mic accessory.

December 15-22

Apple Pushes iPhone As Gaming Device; Developer Complaints Grow

As Apple begins to push the iPhone as a viable and growing gaming platform, developers take to the Internet to complain about lengthy delays and amateurish Apple review processes that see titles rejected for unclear, often specious reasons. The complaints will continue through 2009.

February 3

New iPhone Model Leaks From UAE

Rumors of a new iPhone model launch in June start as the iPhone 3G is announced for sale in the United Arab Emirates, corroborated in March by spy photos of a new but similar-looking iPhone body shell.

March 17

Apple Previews iPhone OS 3.0

With a "Summer" release date, Apple shows off iPhone OS 3.0 beta for iPhone + iPod touch, adding Cut, Copy + Paste, Push Notifications, a Spotlight search feature, a Voice Memo recorder, third-party accessory support, stereo Bluetooth streaming, and a modem tethering capability for iPhones. Video recording, autofocus camera, and compass features are later found hidden inside.

2008 continued

November 19-21

Apple TV 2.1, iPhone OS 2.2

On the 19th, an update to Apple TV adds 3rd party remote control, and lets the device stream audio to other Apple wireless devices. iPhone OS 2.2 launches on the 21st with iPhone-only support for Google Street View and public transport directions, plus direct-to-device podcast downloads.

**2009**

January 6

iTunes To Go DRM-Free, \$0.69-\$1.29

Apple's last and least iPod/iPhone-focused Macworld Expo ever has only one iTunes Store announcement: in April, Apple will drop DRM for all music and let prices range within 30 cents up or down of \$0.99 per song. Very few will ultimately sell for less.

March 11

**iPod shuffle 3G Out**

Via press release, Apple unveils an all-new iPod shuffle, a tiny, slate-like model with no integrated play or volume controls, but 4GB (\$79) of memory and a VoiceOver feature to help users switch playlists. It requires Apple remote-equipped headphones, angering many users.

April 22-23

1 Billion App Downloads, Problems Persist

Nine months after opening the App Store, Apple celebrates the billionth app download ("Bump") by giving away a \$10,000 iTunes card, 17" MacBook Pro, 32GB iPod touch and Time Capsule to 13-year-old Connor Mulcahey of Weston, Connecticut. Hours earlier, Apple was forced to issue an apology for approving a baby shaking application, one of many deemed offensive or problematic by Store visitors.

June 8-19

iPhone 3GS, iPhone OS 3.0

Confirming months of rumors, Apple reveals the "50% faster" iPhone 3GS, which adds a 3.0-MP still camera, 640x480 video camera, compass, and faster chips to a body that looks almost identical to the iPhone 3G. The 16GB model is \$199, with 32GB at \$299. iPhone OS 3.0 ships right before the 3GS's June 19 release date for prior iPods + iPhones.



September 9

New iPod nano, shuffle, classic, touch models; 220m iPods, 30m iPhones

Rumors of a widescreen, camera-enabled iPod nano prove true as Apple also adds a pedometer, FM radio, and polished aluminum bodies to the new 8GB (\$149) and 16GB (\$179) models. Technical glitches are blamed for a missing camera in the new iPod touch (32GB/\$299, 64GB/\$399), which receives a 2X speed boost, Voice Control, and Accessibility features. iPod classic is bumped to 160GB with no other changes, and four new iPod shuffle colors appear, including \$59 2GB models and a \$99 4GB stainless steel special edition. By October, Apple says over 228 million iPods and 33 million iPhones have been sold.



2009 continued

June 8

iPhone 3G 8GB At \$99, 16GB Gone

In announcing the iPhone 3GS, Apple discontinues the 16GB iPhone 3G, lowering the black 8GB model to \$99.



July 7

App Store Hits 50,000 Apps

On its first birthday, the App Store celebrates 50,000 apps, up from 500 at first.

July 28-August 3

Google Voice Rejected; FCC steps in

After Apple refuses to approve a Google app that offers free SMS and cheap long distance calling, the FCC investigates Apple's and AT&T's roles in the rejection.

September 9

iPhone OS 3.1, iTunes 9 Ship

Adding support for the new iPod touch and minor Bluetooth, video editing, and other bug fixes, iPhone OS 3.1 becomes available. iTunes 9 adds CD- and DVD-emulating iTunes LP and iTunes Extras features, app organization, a new iTunes Store design, and a wireless Home Sharing feature to let users transfer copies of music, videos, and apps to five different in-home computers.

September 14

Apple TV 160GB \$229

In September, the 40GB Apple TV is replaced at the same price by its 160GB brother, which was previously \$329.

October 22

Nokia Sues Apple Over Patents

Finnish cell phone maker Nokia claims that iPhones infringe 10 patents.

October 29

Apple TV 3.0 Software Debuts

With little fanfare, Apple announces a redesigned main screen for Apple TV, plus Internet Radio streaming.

December 7

Apple Buys Lala

As rumors swirl that Apple is planning a web-based version of iTunes, it starts a wave of small company acquisitions by buying Lala, which had created a music social network with song sharing features. Apple shuts down the site in April 2010 with plans to use its assets in a future version of iTunes.

January 5

Apple buys Quattro, App Store At 3B

Spurned by AdMob and Google, Apple buys smaller mobile ad company Quattro as it prepares to offer an iPhone OS advertising solution. It also announces the three billionth App Store download, noting a rate of 10 million downloads per day.

January 27

Apple shows iPad, iBookstore, iWork

Confirming rumors that had floated for years and picked up steam over the past several months, Apple unveils iPad with Wi-Fi (\$499-\$699) and iPad with Wi-Fi + 3G (\$629-\$829), multi-touch tablet computers with 9.7" glass-covered screens and iPhone OS 3.2 under the hood. Promised for release in 60-90 days depending on model, iPad will launch with a book reader (iBooks), store (iBookstore), and \$10 iWork apps Pages, Numbers, and Keynote.

2009 continued

November 4

App Store Hits 100,000 Apps

November 11

Google Grabs AdMob From Apple

After getting wind of Apple's interest in acquiring leading mobile phone ad company AdMob, Google snatches it up for \$750 million, beating an Apple bid and furthering the antagonism between the now-frenemies.

December 11

Apple Countersues Nokia

Alleging 13 patent infringements by Nokia, Apple ratchets up fight, which continues into 2010 with further claims by both sides.

2010

January 7

iLounge Pavilion Opens at CES

Following Apple's decision to stop attending Macworld Expo, over 100 iPod, iPhone, and Mac developers join a new Apple-dedicated section of the Consumer Electronics Show, which is warmly received.



February 5-22

Jobs Pitches iPad, Locks Out Sex Apps

Embarking on a personal demo tour of newspaper and magazine editorial offices, Apple's Steve Jobs pushes the iPad as the next platform for publishing, in order to get leading publications to create new apps. The company also starts to tighten content restrictions in the App Store, shutting out overtly sexual apps that were previously allowed to be sold.

March 16

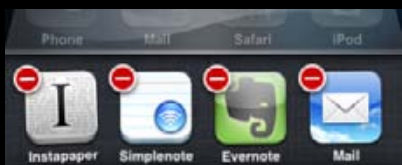
Apple Sued Over iPod shuffle 3G

The remote control-dependent third-generation iPod shuffle generates legal action when users discover that the supposedly workout-ready device's controls fail after moisture exposure. One month later, Apple initiates a free replacement program for faulty earphones.

April 8

iPhone OS 4.0 Announced

One era ends and another begins as Apple announces iPhone OS 4.0, the first version of the operating system that will cut off support for the first-generation iPhone and iPod touch, while powering newer models with features such as multitasking for music, VoIP, and GPS, folders, Home Screen wallpaper, and iAd in-app advertising. iPad support is promised for "fall," with iPhone 3G/3GS and iPod touch 2G/3G releases in June to have different features.



April 30 - May 3

iPad With Wi-Fi + 3G Out in U.S., Apple Sells 1 Millionth iPad

On the day that Apple is announced as the largest cell phone maker in the United States, the cellular data-equipped second iPad goes on sale with \$15-\$30 AT&T data plans - no contract required. Within four days, Apple has sold the millionth iPad.

2010_{continued}

February 24

iTunes Sells 10B Songs

Buying Johnny Cash's "Guess Things Happen That Way" scores Louie Sulcer of Woodstock, GA \$10,000 in iTunes credit.



April 3

iPad With Wi-Fi Launches in U.S.

Following two months of teases, the first iPad version arrives at homes and Apple Stores, going on to sell 450,000 units and 3.5 million iPad apps in only 5 days.

April 12-19

iPhone 4 Prototype Sold, Revealed

A lost prototype of a next-generation iPhone, rumored to be called iPhone HD, is sold by the finder to the blog Gizmodo, which dissects and photographs the device, humiliating the Apple employee who lost it and offering to trade it back to Apple in exchange for a better relationship or a statement that it was real. The device has glass front and back surfaces, a front-facing camera, rear LED flash, and a metal center; police become involved after it's returned. One month later, a white prototype appears in pictures online, as well.



May 25

Zune Execs Gone

Despite an aggressive late 2009 relaunch of Zune with HD features, Microsoft loses the two key heads of the Zune division.



May 29

2M iPads Sold

June 7

iPhone 4 Debuts, iPhone OS Renamed

Confirming multiple prototype leaks, Apple officially announces iPhone 4 at its annual Worldwide Developer Conference, spotlighting its new 960x640 "Retina Display" and "FaceTime" video calling, which along with new front VGA and rear 5-Megapixel cameras constitute huge improvements to the prior model. The unit's black or white glass body and metal central frame-slash-antenna system are both praised on stage by CEO Steve Jobs, who also announces that iPhone OS has been renamed iOS, touting sales of 5 billion apps from a catalog of 225,000; quiet App Store changes bar Google's AdMob from iOS apps. iPhone 4 pre-orders start one week later, crashing Apple's and AT&T's web sites.



June 28

1.7M iPhone 4s Sold First Weekend

Antenna issues aside, Apple hails sales of the iPhone 4 as record-breakingly fast.

2010 continued

May 26

Foxconn Suicides Make Waves

Low wages, long working hours away from families, and little prospect of career advancement lead to clusters of suicides at the chief company responsible for iPod, iPhone, and iPad manufacturing; the company scrambles to improve conditions as media reports publicize the deaths.

June 2

AT&T Changes iPad, iPhone Plans

With only one full month under its belt as the iPad's sole U.S. cellular data provider, AT&T kills its \$30 unlimited data plans in favor of \$25 2GB plans, just ahead of the new iPhone launch. Old customers are offered old terms; new ones are capped.

June 21-23

iOS 4, iPhone 4 Released, iPad at 3M

iOS 4 launches a day before iPhone 4 for earlier iPhones and iPods, running well on 2009 models but



having serious problems with

older ones. iPhone 4 arrives, but only in black, with no explanation for the white model's delay. After announcing sales of 3 million iPads to date, Apple releases the \$5 video editing tool iMovie for the iPhone 4.

June 25

"Antennagate" Begins

Some early iPhone 4 users discover that their cell signals die when holding the phone normally; Apple downplays the issue for days before getting shamed by Consumer Reports, and sued by users.

July 2-July 16

Antennagate Continues

Apple concedes that its antenna strength is reduced when device is held, but says a software patch will show it's not as weak as believed. The patch merely reduces the "normal" number of bars. At a hastily-called event, CEO Jobs claims that other phones suffer the same problem, but offers free cases to iPhone 4 customers for two months, and no-questions returns. Other fixes are promised, too.

July 20

269M iPods, 59M iPhones Sold

August 9

Papermaster Out As iPhone, iPod Chief

Amidst reports suggesting an internal cultural clash and possible responsibility for the iPhone 4 antenna problems, iPod/iPhone Engineering VP Mark Papermaster is fired.

September 7-8

New iPods, iOS 4.1 Arrive

Subtle improvements see the iPod shuffle make unexpected gains in audio performance, while the new nano gets mixed marks for dropping so many past features while keeping the same prices, and the new touch is the family's best member, limited solely by capacity and by sub-iPhone 4-quality screen and camera parts. iOS 4.1 arrives with Game Center matchmaking, high dynamic range photos for iPhone 4, and bug fixes.



September 30

Apple TV 2G Arrives

The new Apple TV appears in stores; Netflix streaming and current-release films are early draws.

**2010** continued

July 9

Mysterious Touchscreens Appear

A miniature Apple-branded touchscreen appears in photos, suggesting that an iPod shuffle-sized iPod touch is coming. A few weeks later, an iPod touch-sized screen is found with a built-in front-facing camera.

July 23

White iPhone Delayed, Free Cases

As Apple unveils its iPhone 4 Case Program, offering each buyer one free case from a small selection of online picks, it again delays the white iPhone 4.

September 1

iPod shuffle, nano, touch Replaced, New Apple TV + iTunes 10 Debut

Ignoring iPod classic, Apple debuts the fourth iPod shuffle (2GB/\$49) with built-in buttons, the sixth iPod nano (8GB/\$149, 16GB/\$179) - audio-only, with a clip and the leaked mini touchscreen - and the thinner fourth iPod touch (8GB/\$229, 32GB/\$299, 64GB/\$399) with twin cameras and a Retina Display. A second-generation Apple TV is unveiled for \$99, made from plastic and without a hard disk, optimized for streaming and video rentals; iTunes 10 with Ping and AirPlay - wireless media streaming to Apple TV and new devices - arrives, too.



October 16-18

278.5M iPods, 73.7M iPhones, 7.46M iPads Sold, 300K Apps

The iGlossary.

iPods and iTunes used to be simple, but now they, the iPhone, and iPad do so many things that even Apple struggles to explain their features efficiently. Our iGlossary cuts through the jargon to help you understand all of today's key terms.

AAC: Advanced Audio Coding is a sequel to MP3 audio compression technology. An AAC audio file offers superior sound quality to an MP3 audio file of the same size. All of Apple's iTunes Store audio files are sold in AAC format.

Accelerometer: A feature of some iPods, all iPhones, and all iPads that enables the device to know how much it is being turned on three axes, or shaken.



Accessibility: Apple's collective term for features designed to help disabled users to use its products. See Spoken Menus and VoiceOver.

Airplane Mode: A feature of the iPad, iPhone and iPod touch that turns off all wireless broadcasting and receiving capabilities at once, rendering the device "safe" for use on airplanes.



AirPlay: Once known as AirTunes, the just-updated technology that streams audio (and sometimes video or photos) from an iOS device, old Apple TVs, or an iTunes computer to other Apple devices or third-party accessories.



AirPort Express: Introduced in 2004, a brick-like Apple wireless device with an audio-out port. Can serve as a Wi-Fi router or receiver, sharing a broadband connection or merely receiving streamed audio from any computer with iTunes, playing

that audio through attached speakers using AirPlay.

AirPort Extreme: Introduced in 2003, Apple's wireless (Wi-Fi) router, compatible with Macs and PCs.

AirPrint: Apple's wireless printing solution for iOS devices, compatible with some wireless printers, as well as printers attached to computers running specific operating systems.

Anodized Aluminum: The matte-finished metal used in most iPods and many Macintosh computers.

Anodized Aluminum, Polished: A glossy version of anodized aluminum, debuted by Apple in the late 2009 iPod nano, then changed in 2010 for the iPod nano and iPod shuffle.

App (Application): Another word for "piece of software," used by Apple to refer to any downloadable software - including games - available for the iPad, iPhone, and iPod touch, soon the Mac as well.

App Store: The exclusive distribution point for all Apple-authorized software for the iPad, iPhone, and iPod touch.

Apple: Founded in 1976, a 34-year-old maker of computers and software that in 2001 branched out into music players, 2007 into cellular phones, and 2010 into tablet devices. Maker of iPhones, iPods, iPads, iTunes, and numerous other products.



Apple A4 Chip: Based upon the ARM Cortex-A8, this customized CPU also includes a PowerVR SGX graphics processor, and is found inside the iPad, iPhone 4, iPod touch 4G, and second-generation Apple TV.

Apple Lossless: An Apple-developed audio format that creates sonically perfect copies of CD audio tracks while consuming less space.

Apple TV: A media player designed solely to be connected to high-definition television sets for the playback of standard- and high-definition video, stereo and 5.1-channel audio, and photos. The first model was effectively a seriously stripped down Macintosh computer without traditional keyboard, mouse, or monitor support, controllable only with various remote controls, and contained a hard disk. It was followed by a

smaller diskless iPod touch-like version that streamed rented, subscription, iTunes, and iOS device content.

Audible: Now owned by Amazon, a leading provider of audiobooks that can be played on iPads, iPods and iPhones.

Audiobook: A spoken version of a printed book, generally separated by chapter markers that can be skipped through like music tracks.

Autocorrect: A feature of the iPad, iPhone, iPod touch, and some software that automatically corrects perceived mistakes in your typing, using a dictionary and your prior key presses to guess what you wanted to type.

Autofocus: The ability of certain cameras to adjust their lenses to focus sharply on objects at different distances. Contrast with "fixed focus," where some close objects become blurry because the lens cannot adjust.



Aux/Auxiliary: Generally refers to a secondary, external source of audio output or input, connected via a standard-sized

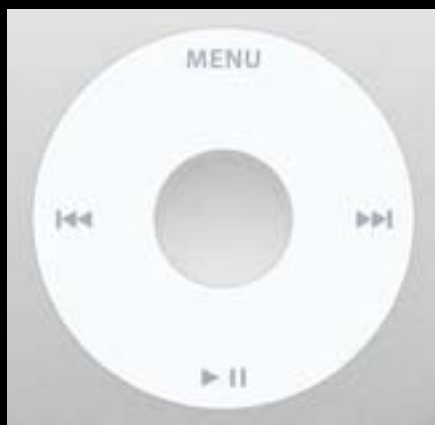
3.5mm (headphone port-sized) audio cable. A device with Aux-In can receive and play sound from a connected sound-generating device; a device with Aux-Out can send sound to a connected sound-amplifying device.

A2DP/AVRCP: Refers to two related standards for stereo Bluetooth wireless audio streaming and remote control. A2DP support was added to iOS 3.0, AVRCP to iOS 4.1, enabling some devices to work fully with stereo wireless speakers and their built-in track controls.

Bitrate: The amount of data used per second to store audio or video content, with higher numbers generally meaning higher-quality audio or video if everything else is held equal. See also Kbps and Mbps.

Bluetooth (Monaural/Stereo): A wireless standard used by all iPads, all iPhones, certain iPod touches, and some accessories to transfer audio and other non-video data from device to device. Monaural Bluetooth is used to let iPhones connect wirelessly with headsets and speakerphones to receive and send telephone audio; Stereo Bluetooth is used by iPads, most iPhones, and most iPod touches to send music to wireless headphones and speakers. Bluetooth can also be used by certain apps to make iPads, iPhones and recent iPod touches synchronize for multi-player gaming.

Cellular/Cell: Refers to the specific wireless networks created by phone companies' towers, capable of broadcasting and receiving telephone calls and data from iPhones and other cellular phones. EDGE, 3G, and 4G towers differ in speed and relative pervasiveness across the world.



Click Wheel: The five-button plus touchable surface circular controller incorporated on most iPods sold until recently, providing scrolling, selection, volume-, and track-changing functionality. Currently used only on the iPod classic.

Cloud: Refers generally to a place on the Internet where data can be stored and retrieved wirelessly regardless of one's geographic location. See MobileMe.

Component AV Cable: A cable that uses five "RCA-style" connectors - three video, two stereo audio - to output standard- or high-definition video to a television set.

Composite AV Cable: A cable that uses three analog connectors - one for video, two for stereo audio - to output standard-definition video to a television set.



Cover Flow: A feature of iTunes, all iPhones, and all current screened iPods that displays album covers in a line, with the currently selected cover in the center and others on angles to its sides. Enables visual, photographic browsing for albums rather than reading a list of text.

Developer (Dev): Refers to anything from a single person to an entire company of people who make products. Third-party developers create products that are dependent on products created by the "first-party," here, Apple.

Digital Compass: Also known as a magnetometer, a sensor that detects the device's orientation relative to the Earth's magnetic poles. Currently found in the iPhone 3GS, 4, and iPads.

Dock Connector: One of two names for Apple's proprietary 30-pin connector, Apple's iPad, iPod, and iPhone plug, found on all models from 2003 to the present except for iPod shuffles. Hides tiny pins for charging, data synchronization, remote control, and audio and video output.

DRM: Digital Rights Management, a technology that locks audio, video, and other files such that they can only be played by one user or a small group of users sharing a single account and password.

EDGE: Refers primarily to the slow cellular data standard used in the United States and elsewhere prior to the growth of 3G. Relied upon by the original 2007 iPhone, and a fallback for the iPhone 3G, 3GS, and 4 when 3G towers cannot be located nearby, dropping their data speeds.

Exchange: Shorthand for Microsoft Exchange, software offered by Microsoft to help large organizations synchronize their e-mail, calendars, contacts, and tasks. Exchange support was added to the iPhone OS in 2008 to help Apple's devices gain inroads in the Microsoft-dominated corporate market.



FaceTime: Apple's name for video calling on iPhone 4, iPod touch, and Macs, the first of what will likely be many devices to support two-person calling, based on H.264 video and AAC audio compression.

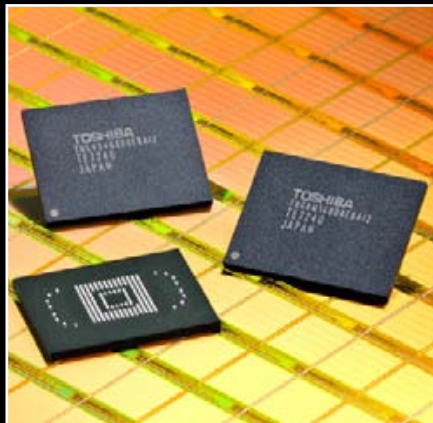
FairPlay: Apple's DRM scheme for iTunes Store content, including movies, TV shows, and apps, but no longer music. Permits multiple devices to share the same content, so long as they are all registered to the same iTunes Store account.



FireWire Charging: The original charging technology found in all iPods before Apple migrated partially (2003) and then almost entirely (2008) to the more common USB standard for charging. Most iPods since

2003 and the original iPhone supported both FireWire and USB charging, but in 2008 the iPhone 3G, iPod nano, and iPod touch dropped support for FireWire charging. Accessories such as speakers previously, without notifying consumers, used either FireWire or USB standards to charge iPods; any accessory that used FireWire can no longer charge newer iPods and iPhones.

Flash: Shorthand for Adobe Flash Player, a web browser plug-in for PCs and Macs that enables the display of animated graphics and video. Support for Adobe Flash was left out of all iOS devices due to stability, memory, and battery issues; HTML5 is offered alternatively.



Flash Drive/Flash Memory: A chip-based replacement for a hard disk, requiring less power and physical space, thus enabling the creation of the iPod nano, shuffle, and touch.

Frames Per Second (FPS): Like a flipbook turning pages in rapid succession, refers to the number of still pictures that can be displayed on a screen in one second to create a smooth

video image. Human beings can barely perceive more than 30 FPS, but gamers will notice a difference between 30 and 60 FPS. Movies are typically shown at 24 FPS, a rate below which video appears to be choppy.

Generation: As in, "second-generation iPod nano." A term used first by iLounge and later by Apple to distinguish between successive versions of iPod and iPhone products, given that Apple continued to use the same product names year after year for different models. Often abbreviated "G," such as "iPod 5G" or "iPod nano 3G," though the abbreviation invites confusion with the iPhone 3G - actually the second iPhone model - and with "GB," or Gigabytes, below.

Gigabyte (GB): The unit of measurement for every iPod's and iPhone's storage capacity. Apple estimates that 125-250 songs or 1 hour of video can fit in each Gigabyte of a device's storage capacity, though the actual numbers will vary based on how the audio and video is encoded, as well as other factors. As distinguished from Generation/G above and 3G below, capacity is listed to show "an iPod 5G with 30GB capacity" or "an iPhone 3G with 32GB capacity."



Genius: Refers variously to the key technical support personnel in Apple Stores, and a feature of iTunes that uses information about your current song library to predict additional songs that you might like.

Genius Mix: An extension of the iTunes Genius feature that uses information about your current song library to create playlists of songs that are similar to one another.

Geotagging: The ability of iPhones and other devices with GPS or Location Services to mark photos, videos, and audio recordings with the map coordinates at which they were recorded.

GPS: Outside the Apple world, refers to mapping devices with satellite antenna-assisted ability to know their locations, and offer turn-by-turn guidance from one street address to another. In Apple's world, refers solely to the presence of a small GPS antenna and chip combination that can roughly estimate location on a map, aiding in geotagging, but lacking turn-by-turn direction

software. AGPS is "Assisted GPS," or a GPS chip with help from cellular tower triangulation.

GSM: Global Standard for Mobile (communications), the cellular telephone standard used by 80% of the world's phones, including the iPhone, iPhone 3G, iPhone 3GS, and iPhone 4. Enables all iPhones to be used - with roaming charges, or unlocked with different SIM cards - almost anywhere in the world.

Gyroscope: Added to the iPhone 4 and iPod touch 4G, this positional sensor enables devices to more accurately know their orientation and track user movements, for both gaming and augmented reality applications.

H.264: Apple's preferred video compression format is a sequel to MPEG-4 technology, resulting in high-quality, comparatively small video files. A challenge for even recent computers to create files in, but no problem for computers, iPods, iPads, iPhones, or Apple TVs to play. One of two key video formats supported by Apple for iPods, iPhones, iPads, iTunes, and Apple TVs; MPEG-4 is the other, less efficient format.

HDCP: An industry-developed copy protection technology for high-definition content, implemented both within televisions and devices that connect to them. Required by the second-generation Apple TV, the iPad, iPhone 4, and iPod touch 4G in order to play back

iTunes Store-sold HD video output at 720p resolutions.

HDMI: A cable standard designed to handle high-definition video and multi-channel audio, plus data transmissions, in a single thick digital connector.

HDR (Photography): High Dynamic Range, referring to the ability of a camera to capture more detail in dark and light areas of an image by taking several quick photos at different exposure levels, comparing the differences, and merging them together into one enhanced "HDR" photo. The iPhone 4 includes HDR support.

Headphone Jack/Port: The primary way to hear audio from an iPod or iPhone, this 3.5-millimeter-wide hole makes low-power electrical connections with headphone plugs and 3.5mm audio cables, splitting outgoing sounds into left- and right-channel stereo. Current iPad, iPod and iPhone headphone ports are also used for one- or three-button remote controls and monaural microphone input, as well.





Home Screen: Known to developers as Springboard, the “Home Screen” of the iPad, iPhone, and iPod touch is where the icons for individual applications reside, and accessible at any time by pressing the circular Home Button on the front of these Apple touchscreen devices.

Hotspot: A public access point for wireless Internet access. Also known as a Wi-Fi Hotspot. Through partnerships with businesses such as Starbucks and Barnes & Noble, AT&T offers free Wi-Fi Hotspot access to iPhone users in the United States. Hotspot Internet access is always provided using Wi-Fi.

HSDPA: One of several 3G cellular standards, “High-Speed Downlink Packet Access.”

HSUPA: One of several 3G cellular standards, “High-Speed Uplink Packet Access,” added solely to the iPhone 4 in 2010.

HTML5: An open standard for next-generation web site development, championed by Apple as an alternative to Adobe’s Flash for animated

graphics and video playback. Increasingly supported by web sites that want their pages to work fully on both iOS devices and modern computers.



iBooks + iBookstore: Once the name of Apple’s low-end laptops, iBooks has become the name for a book- and PDF-reading application for the iPad, iPhone, and iPod touch; iBookstore is the built-in store that sells digital books.

Infrared: Refers to the wireless technology used by most remote controls, using red light that’s invisible to the human eye to broadcast flashing signals. Infrared remotes generally work only from 30- or fewer-foot distances, and must generally be pointed in a direct line of sight towards the receiving device. Superior remote controls use radio frequency (RF), which is not as limited in feet or direction.

Internet Radio: An alternative to AM, FM, and HD Radio that depends solely upon the Internet rather than broadcasting towers in order to transmit music and

talk programming to users, generally in a “streaming” form that is passively heard by the listener rather than controlled. Thousands of stations around the world now offer Internet Radio; traditional AM and FM stations now offer their content in this format as well. iTunes, Apple TVs, and third-party iPhone/iPod touch/iPad apps can stream Internet Radio.

iOS: The most recent (and likely final) name of what was previously called iPhone OS and OS X iPhone, referring to the operating system that powers all iPhones, iPod touches, iPads, and the second-gen Apple TV.



iPad With Wi-Fi: The basic model of Apple’s tablet computer, using a 9.7” touchscreen and an 802.11n wireless chip to offer Internet access at homes, offices, and Wi-Fi hotspots, plus most of the media and app features of iPhones.

iPad With Wi-Fi + 3G: The high-end iPad, adding a 3G cellular data chip to offer Internet access on the road, typically without the need for a multi-month service contract.

iPhone: The family name for Apple's line of cellular phones with integrated iPod media capabilities and Internet functionality built in. Also refers to the original 2007 product of the same name, which was discontinued in mid-2008.

iPhone 3G: The 2008 replacement for the original iPhone, named specifically to reference its 3G cellular compatibility, which offered GPS, superior speeds, and better network compatibility than the first model. Discontinued in 2010 after two years of sales.



iPhone 3GS: The 2009 sequel to the iPhone 3G, with an added "S" to indicate superior speeds achieved through faster chips, more RAM, and better cellular capabilities relative to the iPhone 3G, plus a compass and video camera. Currently available in an 8GB capacity.

iPhone 4: The fourth and latest member of the iPhone family, featuring a "Retina Display" screen, "FaceTime" video calling, and a rear 5-Megapixel camera amongst other improvements. Currently available in 16GB and 32GB capacities.



iPod Click Wheel Games: Refers to a library of roughly 50 pieces of software developed from 2006 through 2009 to be played on the iPod 5G, classic, and nano 3G, 4G, and 5G models. These games sell for \$5 each with the exception of a few \$1 titles, and are incompatible with the iPhone, iPod touch, Apple TV, and other Apple products.

iPod: The family name for Apple's line of digital media players, as well as the iPhone/iPad applications that emulate them. Also refers to the original 2001 product of the same name, renamed in 2006 to "iPod classic." Has traditionally referred to a pocket-sized (or smaller) audio player that may or may not have other capabilities. Original iPods exclusively featured white or black plastic face plates and polished stainless steel rear casings; black and red-faced versions were released from 2004-2006 with the rock band U2.

iPod classic: Apple's sole remaining hard disk-based digital media player, previously known as the iPod. iPod classics have exclusively featured silver

or black anodized aluminum face plates and polished stainless steel rear casings. Currently available new only in a 160GB capacity.

iPod mini: Released in 2004, Apple's first attempt to shrink the iPod into a physically smaller, less expensive, and less capacious version. Pioneered the use of colored anodized aluminum shells as a resilient, eye-catching, and personalizing alternative to the plastic and stainless steel full-sized iPods; established 4GB of storage capacity, size, and colors as key to appealing to mainstream users. Discontinued in 2005.



iPod nano: Released in late 2005 as a replacement for the iPod mini, Apple's first attempt to repackage a color-screened iPod in an "impossibly thin" shell, using flash memory as a replacement for the hard disk. Replaced annually every year since introduction with a new design, adding video capabilities in 2007, evolving from two plastic and stainless steel body colors to nine by 2008, and adding video camera, speaker, microphone, and FM

radio features in 2009. Lost all video and camera features in 2010 when shrinking to size of iPod shuffle, but gained a touchscreen. Currently available in 8GB and 16GB capacities.

iPod photo: Released in 2004, this thick, expensive iPod was Apple's first with a color screen and photo playback, later to be shrunk, price-chopped, and renamed just "iPod."

iPod shuffle: Released in 2005, this screenless iPod was Apple's first to hit a \$99 price point, and the first to use flash memory instead of a hard disk for storage. Pitched as wearable and designed for users who didn't need the complexity of Click Wheel controls, the shuffle shrunk into a matchbox-sized form in 2007, and then smaller in 2009, losing its integrated buttons in favor of a headphone-mounted remote control. It regained buttons and audio quality in 2010.



iPod touch: Released in 2007 after the original iPhone, this was the first widescreen, Wi-Fi, and Internet-ready iPod and, in essence, an iPhone without the

phone, camera, speakers, or microphone. Initially crippled with a deliberately limited subset of the iPhone's features, iPod touch grew with software updates to be extremely similar to the iPhone in applications, adding a speaker and microphone-friendly headphone port in 2008, plus voice controls in 2009, twin cameras and a Retina Display in 2010. Now pitched as the iPod for gamers, every iPod touch runs virtually all the same apps as the iPhone. Apple sells 8GB, 32GB and 64GB models.

iTunes: Released in 2001, Apple's digital music management software has evolved to become the hub for managing and selling music, video, and game content to iPad, iPod and iPhone users, wirelessly sending audio, photo, and video content to Apple TV users, and streaming audio to AirPlay device users.



iTunes Plus: Refers to music sold through the iTunes Store without DRM, and at twice the bitrate/Kbps of prior music sold there.

iTunes Store: The section of iTunes devoted to marketing and selling music, audiobooks, and videos, as well as distributing free and paid podcasts, educational content, applications, and games.

iTunes Tagging: A feature of certain accessories and iPods, enabling the iPods to store "tags" with artist, album, and song data for currently playing radio songs, then synchronize it back to iTunes for location in the iTunes Store.

iTunes U: A section of the iTunes Store devoted to educational content from numerous higher learning institutions, museums, and information providers.

iWork: A collection of three Apple-developed, Mac- and iPad-only alternatives to Microsoft Office programs: Pages replaces Word, Numbers replaces Excel, and Keynote replaces PowerPoint. Documents from iWork programs can be viewed on the iPad, iPod touch and iPhone.

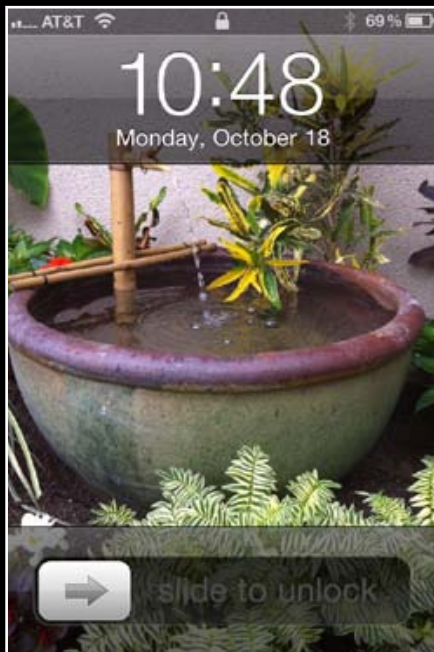
JPEG/JPG: The primary format for photo storage and display on iPads, iPods, iPhones, and Apple TVs, as synchronized through iTunes or viewed via their Internet connections.

Kbps: Kilobits per second. A measure of the amount of data stored in a given second's worth of audio or video. Higher numbers typically mean higher quality. See Bitrate.

Lithium-Ion/Lithium-Polymer Batteries: Rechargeable battery technology used in iPads, iPods, and iPhones that enables them to operate for around two years before requiring new replacement batteries.

Live Pause: Apple's term for the ability to stop a live radio broadcast, then resume it from the point where you stopped. Found in the 2009-2010 iPod nanos' FM Radio feature, likely to be included in future iPhone/iPod touch FM Radio applications.

Location Services: Apple's broad term for GPS and GPS-simulating technologies such as Skyhook, which creates a rough GPS-like approximation of your location by consulting a map of wireless routers. iPad with Wi-Fi + 3G, iPhone 3G, 3GS and 4 models have real GPS, while the iPad with Wi-Fi, iPod touch and original iPhone have no GPS, but can use Location Services.



Lock Screen: Found on the iPad, iPhone, and iPod touch, this screen prevents the device's many apps from being accidentally activated by adding a swipable lock and a photo before you reach the Home Screen of a sleeping iOS unit.

Magnetometer: See Digital Compass.

Mbps: Megabits per second. A measure of the amount of data stored in a given second's worth of video. Higher numbers typically mean higher quality video. See Bitrate.

Megapixel: Each million dots used in a digital photo is referred to as a "Megapixel." The original iPhone and iPhone 3G had 2-Megapixel cameras, while iPhone 3GS has a 3-Megapixel camera, and iPhone 4 has a 5-Megapixel camera. iPod touch 4G has a 0.7-Megapixel rear still camera. As a general rule, more Megapixels in the same-sized space (say, 4" x 6") means more detailed photos, though this isn't always 100% accurate.

Micro-SIM: The smaller version of a SIM card (see SIM Card) used by the iPad and iPhone 4.

MiFi: The brand name of a Novatel Wireless portable Wi-Fi hotspot, sold by Verizon, Rogers, and other cellular providers as a way to access their 3G networks on devices with Wi-Fi antennas.



MobileMe: Apple's \$99/year service that stores emails, photos, videos, music, contacts and calendars in a 20GB "cloud" account, letting you instantly sync email and other info to iPads, iPhones and iPod touches, as well as accessing media and documents stored online.

MP3: Also known as MPEG-3 (more accurately MPEG-2, audio layer 3), the breakthrough audio compression format that eventually led to digital distribution of music, albeit in other, more heavily DRMed audio formats such as protected AAC and Microsoft's WMA.

MPEG-4: Also known as MP4, a breakthrough video compression format that enabled huge movie and television files to be compressed into sizes that could fit on pocket-sized devices. One of two key video formats supported by Apple for iPads, iPods, iPhones, iTunes, and Apple TV; H.264 is a newer, superior format.

MSRP: Industry abbreviation for Manufacturer's Suggested Retail Price. Virtually every product sold in the U.S. has one; SRP and RRP mean the same thing.

Multitasking: Refers generally to the ability of a computer to do several things at the same time, displaying one or more of them on screen at the same time while others work in the "background," invisible to the user but still occupying the computer's processor and memory. Though all iOS devices

multitask, only iOS4 devices allow third-party applications to do so.

Multi-Touch: Apple's trademarked term for the technologies it uses to enable touchscreens and trackpads to recognize more than one finger's movement at a given time, enabling pinch zooming, two-finger scrolling, and other tricks.



Nike + iPod (Sport Kit): The 2006 fruit of a collaboration between Apple and fitness apparel company Nike, combining an iPod-based receiver with a Nike shoe-based sensor to track the distance walked or run by the user. The iPod then synchronizes the workout data with iTunes and a Nikeplus.com web site, providing ongoing performance metrics. Current iPod touch, iPhone 3GS and iPhone 4 models have Nike+ wireless receivers built-in; the accessories are compatible with iPod nanos but not with iPod shuffles, classics, minis, or earlier iPhones.

Office: Refers to Microsoft Office, the dominant productivity suite for word processing (Word), spreadsheet (Excel) and presentation (PowerPoint) creation. iPad, iPhone and iPod touch can display Office documents for reading only.

Oleophobic Coating: A complex way of saying "oil-resistant." Found on the iPhone 3GS and iPhone 4 screens, this coating makes it easier to remove finger and face smudges with a simple wipe of the display.

Optical Audio: Refers to the fiber optic cables used to connect certain AV receivers to components for a digital stereo or multi-channel audio signal. Both Apple TVs, all AirPort Expresses, and most Mac computers are capable of optical audio output.

PDF: Portable Document Format. Created by Adobe, this standardized format enables text, bitmapped graphics, and vector artwork to be assembled into files that look the same from machine to machine, and print in high-resolution on printers. iPads, iPhones and iPod touches can display PDFs, now within Apple's iBooks application.

Pedometer: A piece of hardware that measures the number of footsteps taken by the user, assisting in calculations of calories burned during a given period of time. Found in the 2009-2010 iPod nanos.



Ping: Added to iTunes 10, this music social network is designed to help iTunes Store shoppers get recommendations from friends, as well as follow the activities of artists selected by Apple to receive special accounts.

Pixels: The colored square dots that create images on computer and

portable device screens. If two screens are the same size, and one has more pixels per inch (PPI, aka dots per inch or DPI) than the other, the first screen is capable of displaying pictures with a greater level of detail.

Podcast: Term that describes radio- or TV show-like audio and/or video recordings that are distributed solely over the Internet rather than on radio or TV. Podcasts can be found in the iTunes Store or on individual web sites, and are playable through iTunes, iPads, iPods, iPhones, and Apple TVs.

Predictive Text: A software technique to guess what you're trying to type or about to type from what you've already typed, sometimes enabling you to skip finishing words and just accept the software's guess as correct. Used often in searching.

(PRODUCT) RED: The official brand of the Global Fund to Fight AIDS, Tuberculosis and Malaria, licensed to partners who produce red versions of their products to sell with charitable proceeds given to the Fund. Apple partnered with the Global Fund in 2006 and has released five iPod nanos, two iPod shuffles, and iTunes Cards with the (PRODUCT) RED logo.

Proximity Sensor: Built in to every iPhone, proximity sensors enable the phones to deactivate and activate their

screens when faces are brought close to the controls.

Realtime: Refers to the ability of a user to interact with or edit something as it's happening or with 1-to-1 speed rather than on a delay. Realtime video editing, as one example, means that changes are made without having to wait minutes or hours between edits; "slower than realtime" implies a wait.



Remote and Mic: As used by Apple, a short term to reference the current combination of a microphone with a three-button volume and multifunction track remote control on certain of its iPod, iPhone, and iPad Earphones.

Resolution: The total pixel count of a screen, generally measured horizontally and then vertically. The iPod classic has a resolution of 320x240 pixels, while the old iPod touch and iPhone 3GS have a resolution of 480x320 pixels, and new iPhone 4s and iPod touch 4Gs have resolutions of 960x640 pixels, with iPad at 1024x768 pixels. Higher resolutions make images and videos look more

detailed, when screen size is held constant.

Retina Display: Apple's name for a screen with resolution so high that the human eye cannot perceive individual pixels. Currently used in the iPhone 4 and iPod touch 4G, which feature 326 pixels per inch in their 3.5" displays.

Safari: Apple's web browser, now found on iPads, iPhones, iPods, Macs, and PCs.

Season Pass: The iTunes Store term for a subscription to an entire season of episodes that download one at a time as they're released into the Store.

Shuffle: To randomize the order of audio tracks or videos. The iPod shuffle took its name from this iTunes feature, which Apple started to give greater prominence in earlier iPods in the year leading up to the shuffle's announcement.



SIM Card: A Subscriber Identity Module; a tiny chip-based card that links a cell phone to a specific billing account for access to phone and data

services. Every iPhone and the iPad 3G have a SIM card slot.

Spoken Menus: Apple's accessibility technology for fourth- and fifth-generation iPod nanos, enabling users to hear all of the nano's menu options read through the headphones or integrated speaker. See also VoiceOver.

Spotlight: Apple's name for a system-wide search feature, found first on Macs before coming to iPod touches, iPhones, and iPads.

Stainless Steel: The metal used for the mirror-polished rear housings of original iPods, then original iPod nanos, iPod classics, and iPod touches. Highly scratchable.

Standby Time: A measurement of the number of hours or days a cell phone's battery can last when the phone is turned on but not doing anything else, such as making or receiving calls, or in the iPhone's case, accessing the web, playing games, or performing audio and video.

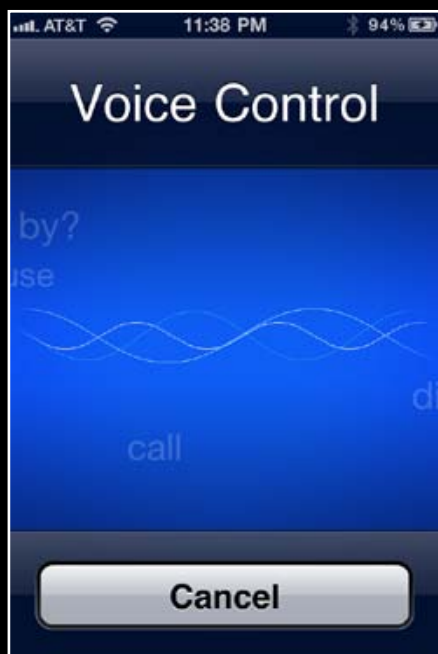
UMTS: Universal Mobile Telecommunications System, or the basis of many 3G and upcoming 4G cellular networks. iPhone 3G and 3GS models support UMTS networks.

USB: Universal Serial Bus, the dominant cable standard for all computers, and the only way to connect iPads, current-model iPhones and most iPods for charging and synchronization.

Uses a rectangular metal box on one end to connect to your computer. Replaced FireWire, the original charging and synchronization technology found in iPods and accessories.

VGA: Short for Video Graphics Array. Refers to 640x480 resolution, which at one point was the maximum resolution for computer screens; VGA-quality resolution is now considered to be lower than what is commonly called high-definition (HD). iPod touch 4G and iPhone 4 have VGA-quality front cameras and HD-quality rear ones.

VGA/Dock Connector Adapter: Originally only for the iPad, this cable also lets iPhone 4 and iPod touch 4G output HD-quality video to TVs and monitors with VGA ports.



Voice Control: Apple's iPhone 3GS, iPhone 4, and 2009-2010 iPod touch application, triggered by holding down the Home button, that uses a

microphone to listen for the user's voice commands to choose music to play back, or in an iPhone's case, make phone calls.

VoiceOver: On iPod nano and iPod shuffle, the term VoiceOver refers to Apple's text-to-speech technology that tells the user the name of a currently playing song, and on the iPod shuffle, the potential names of selectable playlists. On iPhone 3GS, iPhone 4, and the iPod touch 3G + 4G, VoiceOver refers to an accessibility option that lets the user hear text-to-speech for anything on the screen that's touched. See also Spoken Menus.

Wi-Fi: Refers to 802.11b, 802.11g, and 802.11n wireless connectivity standards that enable the iPod touch, all iPhones, and Apple TVs to send data back and forth from computers and the Internet without using cables, or relying on cellular networks. Old iPod touch and iPhone devices support only 802.11b and 802.11g, which are slower and older than 802.11n, a Wi-Fi standard that is supported by all shipping Mac computers, most PCs, iPhone 4, iPod touch 4G, and Apple TV.

Widescreen: Generally refers to a screen that is capable of displaying movies and in some cases TV shows with a 16:9 aspect ratio - wider than the 4:3 aspect ratios of pre-HDTVs.

YouTube: A Google-owned free hosting service for amateur

and professional video content, uploaded by users, and viewable anywhere in the world. iPhone, iPod touch, iPad, and Apple TV have YouTube browsers built in; iPhone 3GS/4 and iPod touch 4G can upload videos directly from their cameras to the service.

3G: Understood in the cell phone context, a broad reference to "third-generation," broadband Internet-approaching cellular data services that are superior to EDGE and earlier analog/digital cellular technologies. The iPhone 3G and 3GS get their names from these networks, as Apple sought to let users know that the new models would support faster Internet connectivity. In the iPod context, refers to third-generation iPods, iPod nanos, iPod shuffles, and iPod touches, which have sometimes been known as "iPod 3G," "iPod nano 3G," "iPod shuffle 3G," or "iPod touch 3G," or alternately called by new defining features or dates of release.

30-Pin Connector: See Dock Connector, above.

802.11b/g: The Wi-Fi standards supported by pre-2010 iPhone and iPod touch models for accessing the Internet through a wireless router or hotspot.

802.11n: The faster, longer-distance, and newer Wi-Fi standard supported by 2010 and newer iPhone, iPod touch, and iPad models for accessing the Internet through a wireless router or hotspot; has been supported by Apple TV since the first model and numerous other Apple products for years.

The iLounge Pavilion.

Last year's iLounge Pavilion was a huge success - an Apple-focused showcase at the world's largest consumer technology tradeshow, the International Consumer Electronics Show (CES) in Las Vegas. This year, the Pavilion's twice as large: over 150 vendors of iPad, iPhone, iPod, and Mac products will show off their latest accessories and software from January 6-9, 2011 at the North Hall of the Las Vegas Convention Center.

As the organizer of the iLounge Pavilion, iLounge will host an even cooler booth than last year - a place where visitors can relax, recharge their iPads, iPhones and iPods, or even grab a drink from an on-site lounge. Here's a preview of what to expect, and a list of just some of the Pavilion's exhibitors.



Decorated in our traditional orange, iLounge's booth will include flat-panel TVs, soft chairs, and a wall dedicated to the history of iPods and iPhones - those are only a few of the attractions. Multiple PowerDock recharging stations will be on tables, with some cool surprises nearby.

Become part of the 2011 International CES! Exhibitors interested in joining the iLounge Pavilion should contact Tira Gordon at tgordon@ce.org for details. iLounge does not in any way profit from or sell space for the iLounge Pavilion; we organized it as a service to the Apple community.



iLounge Pavilion Exhibitors as of November 2010

AAMP of America
Abel Tech
Advance Energy
AE Tech
Allsop
Ampine
Andon Health
ANG Industries
Artwizz
BEKN
Blackhorns Electronic
Bluelounge
Branex Design
Breffo USA
Brenthaven

CableJive
Chill Pill Audio
Cobra Electronics
Creative Concept Electronics
cRemote
Dension Audio Systems
DICE Electronics
DMAC International
Dr. Bott
Dry Corp
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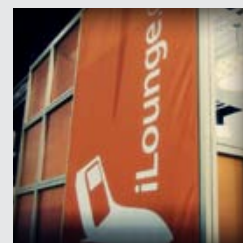
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MSW Wireless
MusicSkins
Native Union
Navjack
NLU Products
Novothink
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Omicron International
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Save the Songs
Scosche Industries

Seidio
Shenzhen Addition Audio Science
& Tech
Shenzhen Dingchengchang
Electronic Tech.
Shenzhen Hali-Power Industrial
Shenzhen Kangchengtai
Industrial
Shenzhen Quanli Leather
Shenzhen QYG Industrial
Shenzhen Snytone Technology
Shenzhen Taiji Opto-elec
Shenzhen Voxtech
Shenzhen WinTop Electronic
Tech.
Skech Marketing
SKM Industries
Skunk Juice
Streaming Networks
SwitchEasy
Tao Machine
Titan HDTV Accessories

Trinity
TRL Bot
TRU Protection
Tune Belt
Tunewear
Umee
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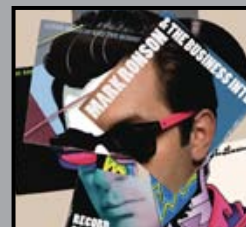
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The 2011 Buyers' Guide was created using Adobe **InDesign CS5** on a new 13" **MacBook Air** and 15" **MacBook Pro**, a 27" **iMac**, and a **Mac Pro** with a 30" Cinema Display. Our music of choice was Mark Ronson & The Business Intl.'s album **Record Collection**, as well as Morcheeba's latest album **Blood Like Lemonade**.



iLounge.com

Since 2001, the world's leading resource for iPod, iPhone & iPad news, reviews, forums, photos, guides, tricks, software, and much more.



Backstage.

When we're not using our iPads, iPhones, and iPods, we're working hard on our Macs. Here's what we've been testing and enjoying in recent days.



Apple MacBook Air

Announced in mid-October and in our hands as quickly as possible thereafter, Apple's new MacBook Air is the laptop we've been waiting a year to buy. The original Air struck us as impressively engineered but impractical, too expensive given the weak components inside and not ready to replace a MacBook Pro for important daily work. Even thinner than the original, the latest version remedies almost all of our concerns: capable of scaling up to 4GB of RAM and 256GB of storage with a 2.13GHz processor - at a steep \$1799 price - the 13" model starts at a more reasonable \$1299 with half the RAM, half the storage, and a 1.86GHz CPU. Each 13" screen now has 1440x900 resolution approximating a 15" MacBook Pro, plus the same Nvidia 320M GPU found in the 13" Pro, two USB ports, and an SD card slot. You lose Firewire 800, the DVD drive, Ethernet, and some CPU power, but also shave off 1/3 of the weight and gain fast flash storage instead of a hard disk. Then there's the 11.6" version, which at a \$999 starting price is going to be a massive hit: it's Apple's smallest and lightest notebook ever, though underpowered: a 1.4GHz processor, 2GB of RAM, and 64GB of storage are iPad-like, though a higher-resolution screen (1366x768), built-in keyboard and trackpad, and the ability to run Mac apps all speak for themselves. We love the low-end 11.6" model, but the Air we grabbed was the highest-end 13" version. The 13" Pro is still a better pick for the dollar, but Air is just plain cool.



Apple Magic Trackpad

Elegant in a way that only an Apple peripheral design could be, the new Magic Trackpad (\$69) combines an aluminum base and battery compartment with a large multi-touch, matte-finished glass surface, offering fans of recent MacBooks' hidden-button trackpads a desktop option. At first, it seems merely equivalent to a mouse, but after a little while, it becomes more than a complete replacement thanks to the convenience of multi-touch gestures and the value of its silent, optional "tap to click" feature. The only major issues: wonky, inaccurately low Mac OS X rechargeable battery life reporting, and the somewhat steep price tag.



Twelve South **BookArc**

Even though we weren't totally won over by the identical but smaller iPad version of this stand, we really liked the MacBook version of BookArc (\$50): Twelve South's sturdy, gracefully shaped silver steel arch is tipped with gray rubber at the four points where it would make contact with a table, plus a ring around the entire central portion where a MacBook or similarly-sized laptop is set down for use with an external monitor. Separate inserts resize the center for any MacBook Pro, MacBook, or even MacBook Air, providing access to the SuperDrive on one side and ports on the other.



Bowers & Wilkins **MM-1**

Computer users looking for high style speakers without the huge footprint of a subwoofer will appreciate the design of Bowers & Wilkins' MM-1 (\$500), an expensive but nonetheless attractive option for iMac and Mac Pro users. Borrowing speaker and remote control components that were introduced in the company's \$600 Zeppelin, MM-1 drops the larger unit's central bass woofer and separates its remaining four drivers into two freestanding, nearly 7" tall cabinets made from fabric, plastic, and a mix of swirled and brushed metals. The result is detailed and balanced treble- and midrange-focused sound with controlled rather than booming bass. It's worthy of the B&W name.

Apple **Battery Charger**

Apple's Battery Charger (\$29) doesn't look like much at first - six rebranded Sanyo Eneloop rechargeable batteries with a new wall adapter - but the charger intelligently manages two AA cells at once to avoid drawing too much current after they're filled. The low-discharge NiMH cells also impressively retain 80% of a charge when left unused for a year. Sanyo's \$20 version bundles four AAs and a four-battery charger together, but you get two extra batteries here, and in addition to looking nice, everything works well.



Closing the Curtain.

Two new iPad designs - one big, one small - are supposedly in the cards for 2011, while at least one new iPhone is also expected to debut well before mid-year.



What's Next For iPad: A Camera

Rumors at the end of 2010 claimed that Apple was so keen on adding FaceTime video calling capabilities to the iPad that a new model was rushed through development for a possible pre-holiday release. Given the sales of the current-generation iPad, which still has yet to roll out in a number of countries due to demand elsewhere, we'd be surprised if Apple launches a camera-equipped model before early 2011. But it's coming: resolution is a question mark, as is the presence of a second, rear-facing camera.



Is A Smaller iPad Coming, Too?

Apple has been testing various tablet screen sizes for years, predating 2007's original iPhone release. Despite a semi-denial from Apple, reliable sources claim that it has finished work on an iPad with a roughly 7" screen, four times the total real estate of an iPod touch or iPhone, most likely with resolution equivalent or close to the original 9.7"-screened iPad. If history repeats, this model (think "iPad mini") won't sell at a tremendous discount relative to the full-sized iPad, and will be pitched as an alternative for users who want something closer to pocket-sized, but not as squint-inducing and cramped as an iPod.



And iPhone 4.5 Or 5 Is Underway

Though Apple has tried to appear unfazed by the controversy over the iPhone 4's antenna performance, the abrupt departure of its Vice President for iPod/iPhone Engineering, repeated delays of the white version, and its Antennagate press conference revealed that it, too, was concerned about the product's future. A reliable source indicates that it has pushed up plans to launch a successor model, perhaps as early as six months ahead of schedule - January 2011. Unknown: is this a modestly tweaked version for Verizon and other CDMA networks, or a redesigned GSM model? We'll know soon enough.

REMEMBER THIS AS THE MOMENT YOU LOOKED FORWARD.



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