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Customization. Looking for something more radical than a case? Even on a budget, there are ways you can seriously change your iPod's or iPhone's looks, including colors, engraving, and more.

Recolor Your iPod or iPhone



Cases are the easiest way to change your iPod or iPhone's looks, but if you really want to turn heads, **ColorWare** (colorwarepc.com) offers a deluxe but expensive solution. Thirty-five colors are available, and if you're buying in bulk, you can add painted-on pieces of art, as well; you can even color add-ons. The iPod classic costs \$125 to paint separately from front to back, including different colors for the Click Wheel and button. Expect to pay \$175 for basic iPhone paint or \$135 for the iPod touch. Sound steep? It's \$400 for iPad.

Add Something Sparkly

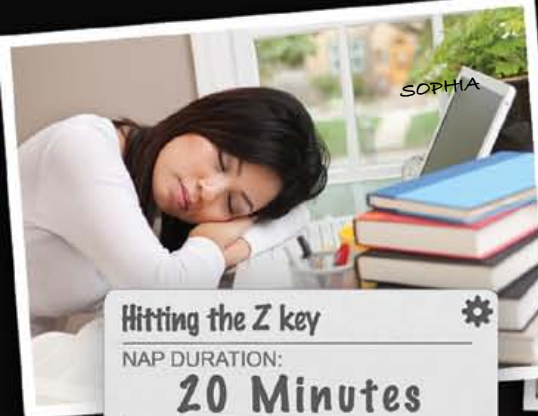


If you want to glam up an iPhone or iPod, **Crystalcoutureinc.com** sells gem kits starting at \$23 - enough to do trim - climbing to \$123 for a full body. **Letscrystalit.com** sells aluminum cases adorned with few Swarovski crystals for \$25, and "fully crystalized" ones for up to \$300. Argentina's **Vaja Cases** sells Swarovskied cases for \$250+, with etched but less crystalline versions for \$220.

Etch Your iPod or iPhone



The best-known iPod/iPhone engraver, **MacMedia** (etchamac.com) does laser etching at roughly \$50 for both text and art, using a web-based tool with 11 fonts; the iPhone 3G/3GS and current nanos aren't etchable. But Apple offers free text engraving on all iPods - not iPhones - when purchased new from their web site. iPod shuffle engraving is microscopic.



SOPHIA

Hitting the Z key ⚙️

NAP DURATION:
20 Minutes

BEDTIME 	WAKEUP
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NOTES:
twitter facebook



ELLIOT

Drool-worthy ⚙️

ALARM TIME:
11:15 AM

BEDTIME 	WAKEUP
-------------	------------

NOTES:
twitter facebook



ALICIA

Beauty sleep anyone? ⚙️

ALARM TIME:
7:15 AM

BEDTIME 	WAKEUP
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NOTES:
twitter facebook

"SOCIAL SLEEPING"



iHome + Sleep

Sleep just became more social with the new iHome+Sleep app. Post updates to your social networks in the morning and at bedtime, and even wake to a summary of what your friends did while you were sleeping. Our free app also lets you check weather, track sleep habits, and sleep & wake to your iPod tunes. One-third of your life just got a lot more fun.

Learn more and download at www.ihomeaudio.com/apps



Apple Store



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iHome

Live Life Loud™

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Expanding Your iPod or iPhone: Electronics. These add-ons can enable some iDevices to perform wireless audio, record stereo or mono sound, tune FM radio, display menus on remotes, and more.

FM Radio Tuners



After years of discounting the value of an FM radio tuner in an iPod, Apple added one to the iPod nano 5G, but not to other iPods. That's where Griffin's **Navigate** (\$60) comes in. Use it with the classic or other Click Wheel iPods; it has its own OLED screen and remote buttons for FM tuning and iPod control. With the iPod touch or iPhones, it does more thanks to the free **iFM Radio Browser**, a Griffin-developed app with a full list of local FM radio stations that can be tuned on-screen, plus info on currently playing songs for the current station and others. If you find something you like, you can click to buy it from iTunes immediately, as well.

Though stereo microphone accessories for the iPod had a heyday five years ago, both Apple and developers have since realized that inexpensive monaural microphones are just fine for most people: the fifth-generation iPod nano and all iPhones have built-in mono mics, while fourth-generation nanos, iPod classics, and iPod touches have accessory options. Incipio's **Lloyd** (\$18, bottom left) was the earliest, and the only one to include a pass-through headphone port for previewing recorded audio; Ozaki's **iPill** (\$13) is shaped like an oversized pill and delivers louder, clearer audio, while SwitchEasy's **ThumbTacks** (\$13) are easier to find but deliver lower-amplitude, lower-gain sound. Those still needing stereo recording can check out Blue's expensive **Mikey** (\$80), which uses higher-quality mics for near-field two-channel audio, and works with iPods, or iPhones in Airplane Mode.



Microphones



Wireless audio capabilities vary between models: iPod nano and classic have none, but can use dongles like the one included with SoundOn's **WHP-i230** headphones (1, \$179) to broadcast music. Current iPod touches and iPhones have stereo Bluetooth capabilities, and can send music or phone calls to headsets such as Kensington's cheaper **Bluetooth Stereo Headphones with Microphone** (2, \$80). Creative's boxy Bluetooth **ZiiSound D5** (3, \$300) is a great soundbar for iPods and iPhones, while Cignias' **Nao Symphony** (4, \$299) is a powerful speaker that can either dock or go into wireless mode.

Wireless Accessories



Universal Remote Controls

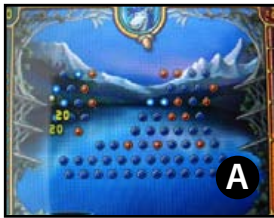
Universal remote control accessories have been a surprising growth area for iPhones and iPod touches over the past six months, spurred on by apps that roughly duplicate the features of dedicated Harmony units - assuming you want to attach an Infrared receiver to your phone or iPod. The least expensive and smallest is the **L5 Remote** from L5 Technology (\$50), which uses an app to let users drag and drop buttons from multiple remotes onto a single new surface. Next is PowerA's **Universal Remote Case** (\$60), which is a full iPhone 3G/3GS case with an IR emitter you can slide on as needed, and a decent app. **Rē** (\$70) from NewKinetix is the full width of the iPhone and has a carrying sleeve, while New Potato Technology's **FLPR** (\$80) is a wedge-shaped add-on with a funky-looking app.



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Playing Around. Toys and games were once a small part of the iPod's appeal, but the popularity of the iPod touch and App Store surged when third-party games appeared. Here's what's fun.

Click Wheel iPod Games



Before the App Store took off, Apple published \$5 games for iPod nanos and iPod classics, but there hasn't been a new release in more than a year. One developer has said that Apple will no longer produce these games, but they're still being sold.

The best of the games is Popcap's **Peggle** (A), which has you fire a ball from the top of the screen into a maze of colored pegs; you win if you eliminate all the red ones. EA's **Mahjong** (B) is a classic tile-matching puzzler, Harmonix and MTV's **Phase** (C) is a rhythm game based on data gathered from your iTunes music library, and Gameloft's **Naval Battle: Mission Commander** (D) is a beautiful update to the classic board game Battleship with more weapons and better effects. Disney's **Pirates of the Caribbean: Aegir's Fire** (E) is another naval-themed game, but with RPG and shooting elements, while Square's **Song Summoner** (F) is a role-playing game with characters whose stats are based on iPod songs. Namco's **Star Trigon** (G) is a surprisingly iPod-friendly conversion of an action-puzzle arcade game, and Gameloft's **Brain Challenge** (H) was a quiz game parrotting Nintendo's Brain Age series, subsequently followed by a superior iPhone and iPod touch game, shown on the next page.

First shown at the 2010 Consumer Electronics Show, Parrot's **AR.Drone** stunned from moment one: it's a flying toy that can be controlled by the iPhone and iPod touch, complete with a camera. Battery-powered, the Drone has a set of four rotor blades that keep it aloft as you pilot it outdoors with your Apple device's touchscreen, and a protective plastic frame can be added for safer use indoors. Apps let you play augmented reality games as you fly. It's due this year, but has no price.

The Future: AR.Drone



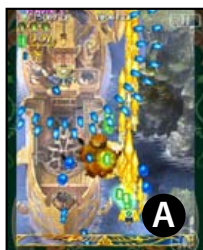
iPhone + iPod touch Games

New games come out literally every day for Apple's 85-million-plus iPod touch and iPhone devices - there are now tens of thousands in the App Store (right) - and we review them in our iPhone Gems column every week. Our top picks of the year are in our 2010 Buyers' Guide; here's what's been released since then.



Console & Arcade Ports

The overhead shooter **Espgaluda II** (A) is so visually intense that it only runs on iPhone 3GS and iPod touch 3G hardware. **Grand Theft Auto: Chinatown Wars** (B) is based on the popular Nintendo DS/Sony PSP driving, RPG, and shooting game, and **Pac Man: Championship Edition** (C) comes from the Xbox 360 update of the arcade classic.



Sports & Racing

X2 Snowboarding (D) is a cel-shaded, stylish snowboarding trick and racing game with fluid graphics and solid controls. **Jet Car Stunts** (E) is a similarly cartoony game that challenges you to drive and jet-glide a car through a series of brief, surreal tracks, and **Raging Thunder II** (F) is a fast-paced, more realistic race game.



RPG & Strategy Games

EA's **The Sims 3** (G) is a surprisingly competent version of the popular PC life simulator game, with 3-D art; **Chaos Rings** (H) is a full-fledged role-playing game developed by Square, maker of the Final Fantasy series, and **Civilization Revolution** (I) is a world-conquering strategy game based on Sid Meier's console and computer games.



Compelling Mini Games

The rockabilly soundtrack and simple "stay alive" gameplay of **Tilt to Live** (J) keep you moving the iPhone or iPod to steer a ship away from killer dots. **Brain Challenge 2** (K) is a sequel to the iPod/iPhone clone of Nintendo's Brain Age, with 38 mini games inside, and **A.D.D.** (L) copies Nintendo's Wario Ware with 90+ funny 3-second action games.



8

Protection. Left bare, iPods and iPhones show scratches and cracks, so protective film and cases are here to help. Our top picks are in the 2010 Buyers' Guide; here are a handful of the most recent releases.



Protective Film

Our recommendations for iPod- and iPhone-protective film haven't changed much: Power Support's **Crystal Film** and **Anti-Glare Film** (\$15) are still top picks for an iPod or iPhone's front, and NLU Products' **BodyGuardz** (\$25) are best for the iPod's back and sides. United SGP's **SGP Shield** (\$26, shown) bundles NLU-like backs and Power Support-like fronts in one set; many other companies are moving towards similar offerings.

iPod Cases



Expensive but highly protective, H2O Audio's **Capture** (\$80, 1) is a waterproof and optically clear hard plastic shell with a panel on the back for the fifth-generation nano's camera - ideal for underwater video recordings. On the other extreme is Incipio's **Dotties** (\$35, 2) for the iPod touch, a rubber case designed purely for fun: you pick the base color and customize the back with included dots. Japanese brand Simplism recently brought the **Leather Carabiner** (\$30, 3) for iPod classic to the U.S., combining a stitched leather body with a metal hook for belt or purse attachment. SwitchEasy's **Torrent** (\$29, 4) is a two-layer plastic case sold in six different colors, each with two Dock Adapters, a video stand, and screen film. The oft-neglected iPod shuffle has cases such as **Sushi 3-Piece Bento** (\$20, 5), three cases in the shape of tuna, salmon, and squid sushi, while QDOS' **Black Ice Crystal Cases** (£15, 6) are crystal-encrusted plastic shells in either silver-white or black.

iPhone Cases



Even with the iPhone 3G and 3GS facing the prospect of near-term replacement, cases for these models have continued to materialize at an astounding rate. And they've also been unusually fertile ground for experimentation, in some cases receiving the coolest new designs before or instead of various iPod models.

Conservative but aggressively priced - and packed with frills - SwitchEasy's **Vulcan** (\$20, 1) uses clear or smoke black hydrocarbon plastic to almost completely cover the iPhone 3G or 3GS, even including headphone port and Dock Connector plugs if you want them, and screen protection. The soft plastic feels and looks really good. Entirely different in approach is Incase's **Perforated Snap Case** (\$30, 2), which makes no attempt to cover the top, bottom, or face of the iPhone, yet includes such a stylish rear shell - a grid of holes, with matte plastic in your choice of four colors - that you mightn't even care. A separate video stand is also included. ZeroChroma's **Projecto** (\$35, 3) also comes in four colors and offers comparable protection, actually more if you consider that its back is solid, but the concept is different: it actually integrates a highly adjustable rear video stand into the back, a slide-out speaker-enhancing scoop at the bottom, and grips into the iPhone's sides; it's one of the smartest shell designs we've seen. Developed by Uncommon, the **Capsule Case** (\$40, 4) uses an amazing online tool to wrap predesigned art or any high-res image you submit around the back, sides, and front bezel of a two-piece shell with a slide-off bottom. The quality's impressive, though the top of the case is a challenge to remove. XtremeMac's **MicroShield Mix** (\$25, 5) is a substantially protective white, black, or pink hard plastic case with rubber hexagonal accents and a clear screen protector, while its cousin **TuffWrap Accent** (\$25, 6) is an all-rubber case with bright two-tone coloring, a screen protector, and a separate video stand. Last but not least is SwitchEasy's **Nude** (\$20, 7) a 0.8mm-thick hard plastic shell that covers the back and sides of an iPhone with your choice of seven different glossy colors. It comes with two clear film screen protectors and a cleaning cloth.



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Cables, Cord Management, and Sharing. iPods, iPhones, and Apple TVs use different sorts of cables, cord managers, and hubs. There are lots of ways to waste money; our top picks are here.

iPod + iPhone

Early iPhones needed special cables - ones with special headphone plugs and thick, shielded wires to stave off EDGE-related audio interference. Today, iPod and iPhone cables are unified, as interference is only an issue for the few iPhones operating on slow EDGE rather than 3G. Getting top-quality audio out of today's iPods and iPhones requires a Dock Connector to line-out audio adapter such as SendStation's **PocketDock Line Out Mini USB** (\$30, 1), but if you're satisfied with the sound from the headphone port, cables from companies such as Gecko Gear (2) are affordable, while Belkin (3) makes

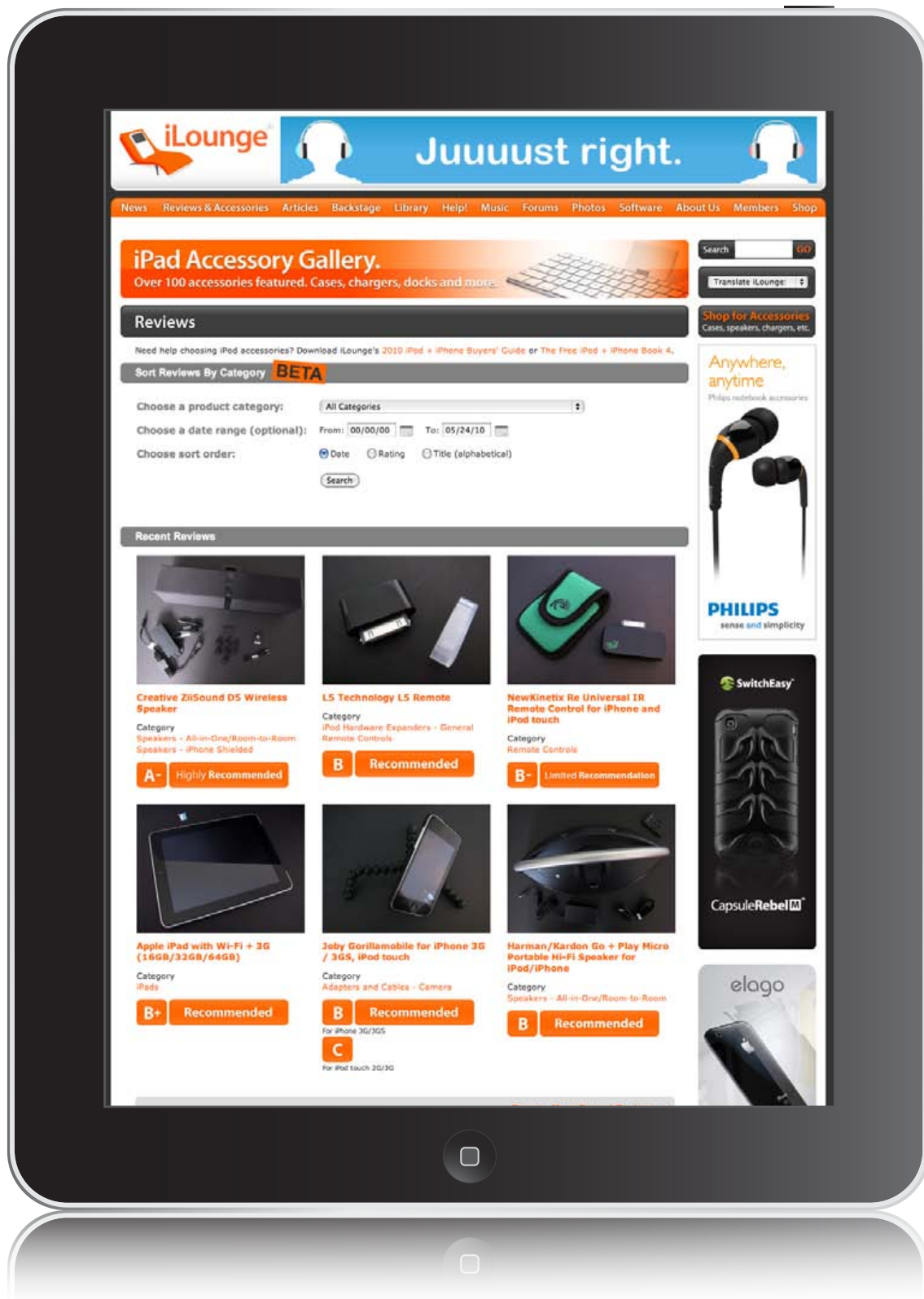
brawnier, flashier options. ezGear is one of several companies offering inexpensive, low-end cables, including a budget **Video Cable for iPod & iPhone** (\$40, 4). CableJive is a newer company, offering Dock Connector data and sync cables like **dualLink** (\$26, 5), which turns one USB port into a two-device charger. Bluelounge's **Cableyoyo** (\$5, 6) manages USB cords on a desk, while Belkin's polished **TuneTie Metal** (\$15, 7) wraps headphone cords, and its **RockStar** (\$20, 8) lets you join up to five iDevices or headphones together to share audio.

**Apple TV**

In addition to its numerous iPod and iPhone cables, Belkin sells **HDMI** and **Component Video Cables** (\$20 each) for connection of an Apple TV to high-definition television sets, but no-name cables work just fine, too. The challenge is ports: many TVs don't have enough HDMI ports, so

companies have released switchers. XtremeMac's **HDMI Switcher** (\$100) matches the Apple TV and lets you share one HDTV's HDMI port with four devices, while Simplism's **HDMI Switcher 4x2** (\$240) handles complex AV switching for a TV and a standalone receiver.





All Things Reviewed.

iLounge.com

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Maintenance and Repair. Treated carefully, your iPod or iPhone will work for a long time, except for its 1-2 year internal battery. Here's how to maintain it, and repair various parts that can go bad.

Keep Your Battery Going



Proper Performance

According to Apple, the numbers below represent **typical music run times** for each iPod and iPhone model. Apple said it came up with these numbers by using factory default settings and playing continuously through a playlist, with both the backlight and equalizer off.

iPod shuffle - 10 hours
iPod nano - 24 hours
iPod classic - 36 hours
iPod touch - 30 hours
iPhone 3G - 24 hours
iPhone 3GS - 30 hours

Apple's Policy

If your iPod's or iPhone's battery falls below 50% of the above level within the first year of ownership - or two years if you have AppleCare - Apple will replace the battery at no charge. Otherwise, batteries are \$59 per iPod, and \$79 for iPhone; AppleCare costs less.

iPod and iPhone batteries are supposed to retain up to 80% of their original capacity after 400 full charge and discharge cycles. Apple offers these tips on keeping your battery in top shape.

First, **use it at room temperature** - near 68° F (20° C). While it can be used between 32° to 95° F (0°-35° C), excess cold or heat adversely affects the lifespan.

Use your iPod on a regular basis. Every iPod's battery requires you to keep the electrons inside moving. If you keep your iPod charging in a dock or speaker all the time, be sure that you still pull it out and run it off battery once in a while.

Update your iPod's software. Apple sometimes adds battery-boosting code to its Software Updates, found via the Update button in iTunes. This won't save dying iPods or iPhones, but you might see a benefit.

Use the Hold switch or Sleep/Wake button. If the screen and audio features of an iPod or iPhone are turned off, keep them off to preserve power. Accidental button presses can eat a battery.

To minimize battery drain, **turn the backlight down, equalizers off, and wireless features off.** These features run down your battery at a rapid pace - the only comparable drain is an iPod classic's hard drive. To cut down hard drive use on the iPod classic, **try to avoid repeatedly changing songs.** Similarly, if you can, **use compressed songs.** Your iPod works best with tracks of file sizes under 9MB, as it doesn't need to keep loading from the hard drive with every song.

Be careful with video, photo, phone and Internet use. Video playback, web browsing, phone calls and photo playback consume much more power than music - 3-4 times as much as playing pure audio.

Repairs: Apple and Others



If you need repairs, you have two choices: contact Apple, or find a reputable third-party repair service. Apple provides 90 days of phone support and a year of repairs, so after the 90 days are up, you can go to a local Apple Store for help. Phone and repair support stretch to two years with the **AppleCare Protection Plan for iPhone** (\$69), **iPod touch/iPod classic** (\$59), or **iPod nano/iPod shuffle** (\$39).

If you're not near an Apple Store, Kansas-based **iResQ.com** offers a \$29 service that will overnight an **iBox** for your iPod or iPhone to you, then back to them, then back to you. They'll diagnose your problem for no additional charge, but parts cost extra; the final total for battery replacement is \$68. **TechRestore.com** has a virtually identical service for the iPhone and iPod touch called **iPodRestore**, available in various forms; it replaces batteries with overnight shipping for a total of \$78, and offers a diagnosis service for \$12-\$39, depending on shipping options.

Need a third opinion? **RapidRepair.com** provides a competing repair service that's quote-based; send in your iPod and they'll either fix it for a fee, buy it from you, or ship it back with your preferred form of shipping.

The smartest way to keep your iPhone or iPod in its original condition is to cover it fully with a case or film. If you need to substantially restore the glossy backs of iPhone 3G/3GS, iPod classic, or iPod touch models, you have a couple of choices. **Radtech's Ice Creme** (\$23) includes two polishing creams and a resurfacing pad that can improve both plastic and metal - don't expect perfect restoration, but deep scratches will transform into less obvious thin, hairline ones. **Applesauce Polish** (\$20) removes most deep and middle-grade scratches from a metal iPod's back, but also leaves smaller, new scratches. Neither of these options should be used on original iPhones, metal iPod classic faces, metal iPod shuffles, or the aluminum iPod nanos. Similarly, due to the glass in most iPod and iPhone models, screen scratching or other damage now requires professional repair - most likely replacement.

Polishes and Creams



Troubleshooting. If your iPod or iPhone is misbehaving, these self-help pointers and diagnostic tricks - including some secret ones - could help you make things right. But expect a formal repair request to be in your future.

Test Modes

If your iPod or iPhone isn't responding to button presses, don't panic: there are some simple tricks that may help you. Start with the **Hold Switch or Top Button**. If the Click Wheel or touchscreen isn't responsive, try flipping the switch on nanos and classics, or pressing the button on touch and iPhone. On the shuffle, holding down Play for a few seconds activates hold, and holding it again releases the hold. Then try the controls again.

Hard Reset. Hold the top (Sleep/Wake) button and Home button of a touch or iPhone for 10 seconds together, or the center (Action) and Menu buttons of a nano or classic to force a reset.

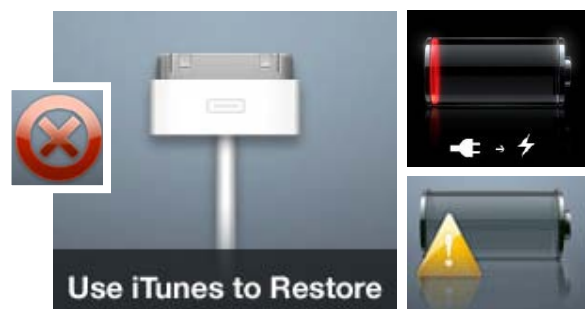
Diagnostics. Only user accessible on the nano and classic, this feature calls up a white or green menu that can be used to test many iPod components. Immediately after a Hard Reset, hold the center (Action) and Previous buttons to start. Diagnostics are not user-accessible on the iPod touch and iPhone, except for iPhone's limited Field Test mode: enter the following on the Phone keypad and hit call: Star(*)-3001-Pound(#)-12345-Pound-Star. You can see statistics on how the phone features are working, not much else.

Disk Scan. Now only found on iPod classic, this mode lets you check the hard disk's SMART status. Under Diagnostics, go to IO > HardDrive > HDSMARTData. A separate **Disk Mode** lets you make iTunes recognize an otherwise crashed nano or classic; do a Hard Reset, then hold Action + Play, and connect the iPod to iTunes.



iPods and iPhones today don't trouble you with the confusing icons of past models: empty battery icons, a big red x, or a cable with words or an iTunes icon are pretty much all you'll see, apart from the screen refusing to turn on. Empty battery aside, you can try a Hard Reset in any of these situations to make a last-ditch attempt at recovering what was on your device - then use a "copy iPod to computer" tool. If that doesn't work, boot up iTunes and either restore or reformat; if that fails, call Apple for a repair.

On-Screen Warnings



My Music Is Missing!

After a reset or crash, an on-screen Apple icon appears, and you may find that some or all of your media has vanished - a problem more common with past models than current ones. If anything is recoverable, a **Hard Reset** (previous page) could bring it back. You can also try an iPod-to-computer copying utility to back up anything not in your iTunes library. Then **use iTunes** to completely erase the device, re-filling it completely with your content.

My Device is Slow!

- (a) Delete and replace all your content,
- (b) use "restore" in iTunes and install new software, or (c) you have a hardware issue to repair. Try (a) and (b) first.

I'm Hearing Weird Noises!

If you start to hear really loud clicking noises from inside a hard drive-equipped iPod, that's most likely a sign of hard drive trouble. Apple will replace drives with this issue under warranty; after warranty, third-party repair shops may offer upgrades or better pricing.

Most Common Problems

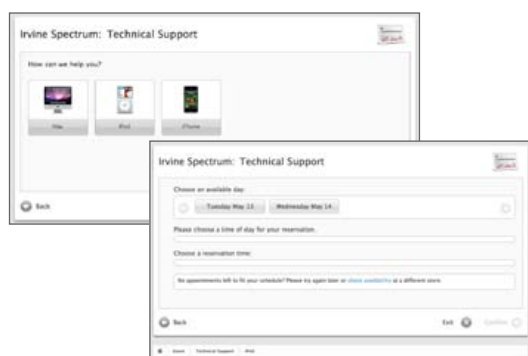
It Won't Turn On!

Most of the time, a **Hard Reset**, **toggling the Hold Switch or Sleep/Wake button**, or **recharging the battery** for a few hours will work, but if nothing appears on screen within 30 minutes, you'll probably need a new battery, screen, or hard drive, depending on what went wrong. One last option for a Click Wheel iPod: press the Play button, then give it 24 hours, and try one last recharge. If that doesn't work, repair or replace the iPod.

My PC Won't Sync!

Flakey USB ports, software conflicts, and iPod/iPhone hardware issues can keep a PC from mounting and syncing. After a **Hard Reset** of the iPod or iPhone, **make sure you're using a powered USB port** and an undamaged sync cable - you can try more than one as a test. No luck? **Uninstall the iTunes software, restart your computer, and reinstall it.** Also **try disconnecting other USB devices.** If your iPod or iPhone won't mount after all of these steps, it's time to call Apple or visit a local Apple Store.

Calling or Visiting Apple



How can you contact Apple for additional assistance? Start at **apple.com/support** on the web. If you need phone-based help, a complete list of **international numbers** can be found at apple.com/support/contact/phone_contacts.html; U.S. customers can call 800-275-2273. **Apple Stores**, which are currently operated by Apple in ten countries, offer help and repair sessions. Schedule an appointment using Apple's **Concierge** system, which can be found on a Apple Store's web page at apple.com/retail/geniusbar/ under Reserve.

11

Selling and Trading. No “All Things” guide would be complete without a look at what used iPods, iPhones, and Apple TVs can fetch when you’re ready to move on to bigger and better models.

We’ve been tracking iPod and iPhone eBay prices for years to determine their long-term value. Here are the average sale prices for used, working iPods, iPhones and Apple TVs as of mid-2010, with only trivial pack-ins. Boxed units fetch a lot more.

Capacity	Average Price	Notes
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Original iPod

1G - 5GB	\$93.90	V. Rare
1G - 10GB	\$52.33	V. Rare
2G- 10GB	\$46.66	N/A
2G - 20GB	\$55.98	N/A
3G - 10GB	\$23.92	N/A
3G - 15GB	\$40.56	N/A
3G - 20GB	\$47.16	N/A
3G - 30GB	\$84.33	N/A
3G - 40GB	\$56.31	V. Rare
4G - 20GB (BW)	\$65.84	U2 -\$5
4G - 40GB (BW)	\$74.61	N/A
4G - 20GB (C)	\$65.82	U2 -\$12
4G - 30GB (P)	\$57.28	N/A
4G - 40GB (P)	\$68.44	N/A
4G - 60GB (P)	\$101.88	N/A
5G - 30GB	\$80.77	Black -\$17
5G - 60GB	\$88.50	Black +\$8
E5G - 30GB	\$84.04	
E5G - 80GB	\$91.75	White +\$9

iPod classic

80GB (2007)	\$109.88	Black +\$5
160GB (2007)	\$110.79	Black +\$30
120GB (2008)	\$126.68	Black +\$23
160GB (2009)	\$188.94	Black +\$8

iPod mini

1G - 4GB	\$33.20	5 Colors, Blue +\$5
2G - 4GB	\$41.27	4 Colors
2G - 6GB	\$44.05	4 Colors

Apple TV

40GB	\$125.86	N/A
160GB	\$180.57	N/A

Selling Prices on eBay

iPod nano

1G - 1GB	\$27.72	2 Colors
1G - 2GB	\$30.27	2 Colors
1G - 4GB	\$34.69	2 Colors
2G - 2GB	\$34.32	1 Color
2G - 4GB	\$45.24	5 Colors
2G - 8GB	\$71.01	2 Colors
3G - 4GB	\$63.98	1 Color
3G - 8GB	\$67.86	6 Colors
4G - 8GB	\$72.67	9 Colors
4G - 16GB	\$98.02	9 Colors
5G - 8GB	\$95.71	9 Colors
5G - 16GB	\$132.98	9 Colors

iPod shuffle

1G - 512MB	\$22.66	N/A
1G - 1GB	\$24.28	N/A
2G - 1GB	\$39.42	8 Colors
2G - 2GB	\$67.55	8 Colors
3G - 2GB	\$36.36	5 colors
3G - 4GB	\$47.40	6 colors

iPod touch

1G - 8GB	\$100.61	N/A
1G - 16GB	\$127.38	N/A
1G - 32GB	\$170.81	N/A
2G - 8GB	\$110.83	N/A
2G - 16GB	\$143.99	N/A
2G - 32GB	\$174.53	N/A
3G - 8GB	\$163.26	N/A
3G - 32GB	\$239.44	N/A
3G - 64GB	\$304.55	N/A

iPhone

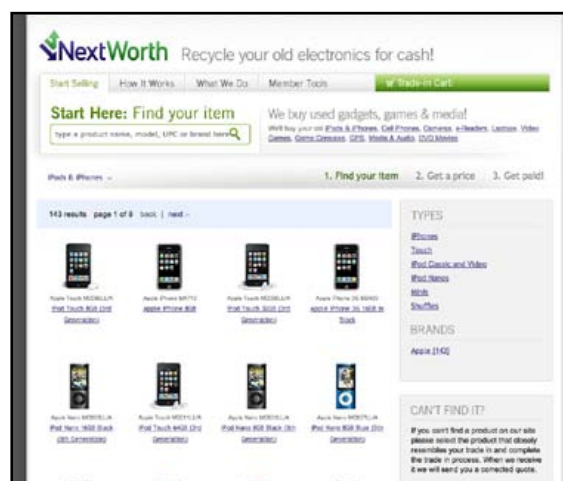
4GB	\$170.39	+ \$25 unlocked
8GB	\$168.73	
16GB	\$249.93	- \$25 unlocked
8GB (3G)	\$242.00	+ \$146 unlocked
16GB (3G)	\$298.78	+ \$100 unlocked
16GB (3GS)	\$405.50	+ \$100 unlocked
32GB (3GS)	\$493.50	+ \$125 unlocked

Stores Buying Used iPods

If you're interested in trading one iPod for another, **Small Dog Electronics** (smalldog.com) currently offers between \$35 and \$120 in trade-in credit for iPod classic and nano models, and \$80-\$250 for iPod touch models, assuming you have all of the original pack-ins, and the iPod is fully working.

Several established stores are willing to buy broken iPods. **RapidRepair.com** typically pays between \$10 and \$130, but possibly more if your iPod's issue is minor. **NextWorth.com** pays between \$15-\$200, rating models based on age, condition, and pack-ins. Be careful about dealing with other merchants: a site called iPodmechanic was the subject of reader complaints before being prosecuted for fraud; there are many small web sites that would tell you to ship your iPod out, then fail to respond to your e-mails. Know who you're dealing with.

Another site, Miami, Florida-based **TuneCycle.com**, also buys iPods and iPhones in various conditions. The company has an online value calculator that will determine its pricing for a specific model based on working and cosmetic condition, battery condition, personalization and included original accessories. Original boxes are not required. The site will provide locked-in quotes for cash or trade-in transactions, and you have five days to take advantage of them; it sells guaranteed used iPods, too, in your choice of conditions. At press time, PodSwap offered in \$15 cash or trade for a poor condition first-generation iPod, with \$83 cash or \$87 trade for an excellent condition 32GB iPod touch; other prices fall within this range. You can do better with eBay, but here, there's no work to do.






Trading In Your iPod to... Apple?

If you're not looking to hunt around for top prices, **Apple** has an option: bring your old non-shuffle iPod or iPhone to a retail Apple Store as a trade-in, and get 10% off a new iPod purchase. That equates to a \$6 to \$40 savings - you can save that much just by shopping somewhere else - so we'd generally pass.



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Buying. Our 2010 Buyers' Guide goes into greater detail on how to pick the right iPod or iPhone for your needs. Here's a quick summary of the key factors you should consider before a purchase.

iPod shuffle	iPod nano	iPod classic	iPod touch	iPhone 3G
				
2-4GB 500-1000 Songs 0 Hours of Video US\$59-\$99	8-16GB 2,000-4,000 Songs 8-16 Hours US\$149-\$179	160GB 40,000 Songs 200 Hours US\$249	8-32-64GB 1,750-14,000 Songs 10-80 Hours US\$199-\$399	8GB 1,750 Songs 10 Hours US\$99*
<p>Stripped from its predecessor in an effort to reduce buttons, iPod shuffle comes in six colors and plays nothing but audio. Requires full-time use of special remote control-equipped headphones with tricky track-skipping buttons that older users may find daunting, athletes will find weak against sweat.</p>	<p>Now with a video camera and radio built in, iPod nano plays audio, video, photos, and old games, has a great battery, and lacks only for apps - including new games. But it's a much smarter buy than the shuffle, comes in 9 colors, and works with all iPod add-ons, such as the Nike + iPod Sport Kit.</p>	<p>With 10 times the capacity, better battery life, and a bigger screen than the top nano, the iPod classic is a lot larger and heavier due to a hard disk inside, and weak in features. It comes in only 2 colors, offering no video camera, radio, Internet, or app functionality. Solely for hard-core music lovers at this point.</p>	<p>iPod touch blows away classic: the 3.5" screen is huge, it runs apps and games, and Wi-Fi enables web/e-mail use. But it offers far less capacity for the price, forcing you to shell out a lot for the faster, higher-capacity models, which include mic-equipped headsets. The budget version is today's top pick.</p>	<p>With all the features of iPod touch plus a cell phone, a still camera, and GPS for mapping, the iPhone 3G has only three key issues: a crackable plastic body, the slower speed/3-D of the \$199 touch, and a battery that may need 2 charges per day. A 2-year cell phone contract is required for the "\$99" price.</p>
C	B+	B	A- B+	B

Which One's Right For Me? Ranging in price from \$59 to \$399, Apple's family grows in power and features as prices go up. You'll pay extra for more storage, then improved screens and controls, then wireless capabilities.

iPhone 3GS



16-32GB
4,000-7,000 Songs
20-40 Hours of Video
US\$199-\$299*

Faster than the iPhone 3G and with a subtly improved casing in your choice of 2 colors, iPhone 3GS adds an improved camera with autofocus and video recording features, Nike+ support, voice control - found in the high-end iPod touch but not the low-end one - and a so-so compass, plus two or four times the storage capacity of the iPhone 3G. Rumors hint that 3GS will be kept around as a low-end model when Apple releases the next iPhone, offering most of the same features but at lower resolutions. Apart from the still weak battery and 2-year contract, we think it's great.

B+

Why would I prefer one device to another?

Color. iPod shuffles come in six colors, and nanos come in nine, while iPod classic comes only in two, iPod touch and iPhone 3G in one, and iPhone 3GS in two. Cases can obviously shift their looks.

Size and Weight. At 1.8" by 0.7" by 0.3" and under 1/2 ounce, iPod shuffle is tiny, while the 3.6" by 1.5" by 0.24" and 1.3-ounce iPod nano and 4.3" by 2.4" by 0.33" and 4.1-ounce iPod touch are medium- and large-sized, but still light and very thin. iPod classic's 4.1" by 2.4" by 0.4" frame and 4.9-ounce weight is thicker and heavier than touch, while the iPhones' 4.5" by 2.4" by 0.48" sizes and 4.7/4.8-ounce weights are closest to the classic. Smaller, lighter models are easier to wear or carry, but even iPhones aren't bad.

Storage. Serious video or audio buffs will find that the \$249, 160GB iPod classic has more space for high-quality content than any other model; only the \$399 64GB iPod touch comes close.

Phone. If you need a phone, don't mind Apple's carrier partners, and want a new iPod, yet need only mid-range storage capacity, an iPhone is a very good choice - and addictive. If you need more storage, a better camera, or video conferencing features, wait.

Internet or Frills. Only the iPod touch and iPhone offer Internet access, while the nano includes an FM radio, pedometer, and video camera - features not currently found in other iPods.

Accessory Compatibility. While the iPod nano, classic, touch, and iPhone all work with most of the iPod and iPhone accessories released over the past 3 years, the iPod shuffle works with virtually none of them, and demands special headphones or an adapter.

Software Compatibility. The iPod touch and iPhone families include support for over 150,000 apps and games that don't run on lower-end iPods; games once released for the iPod nano and classic were effectively discontinued a year ago, with very few hits.

Which would iLounge editors recommend?

The sweet spot in the family for right now is the low-end iPod touch, which offers access to apps and games, but if you don't care about them, the nano's solid. We'd hold off on buying any model until the 2010 iPhone and iPod touch upgrades are out.

iPods, Unpacked. iPods are sold as threadbare as possible, leaving you to choose and buy accessories that suit your needs. Here's what you should expect to find inside, and what you may want to add afterwards.

Standard iPod Pack-Ins

Earbuds



White Earphones come with every iPod; the shuffle and 3G touch versions have in-line remotes.

Dock or Adapter and Cable



All iPods except the shuffle come with a USB charging and synchronization cable, plus a plastic Dock Adapter for use with "Universal Dock" add-ons. iPod shuffle instead has a super-short 1.8-inch USB cable with a shuffle-only charging and sync plug at the end.

Remote Controls



Apple's three-button remote controls work with all current iPods, adding volume up, volume down, and a combined play/pause/forward/reverse button. The shuffle version has no microphone, but iPod touch's does.

Wall Power Adapter



If you're not interested in tethering your iPod to the computer for charging, Apple's \$29 **iPad 10W USB Power Adapter** works with all iPod, iPhone, and iPad models, charging each at its fastest possible speed, and includes nine total feet of cables.

Notable Box Omissions

Dock and AV Cables



Packed with a simple remote control, Apple's **Universal Dock** (\$49) only connects to a TV with Apple's **Composite AV Cable** or **Component AV Cable** (\$49 each), which include power adapters.

iPhones, Unpacked. The iPhone 3G and 3GS come with slightly different pack-ins, but both are better equipped than any current iPod model due to an included wall power adapter. Here are the details and variations.

Standard iPhone Pack-Ins

Headset



The iPhone 3G includes earphones with a one-button play/pause/call start/call end remote and microphone, while iPhone 3GS has a three-button remote and mic.

USB Power Adapter



This "ultracompact" wall adapter comes with both U.S. iPhones; a larger, older version with detachable blades is offered in a number of foreign markets.

USB Cable



Like every iPod, iPhones come with a USB to Dock Connector cable that's three feet long and uses slender, case-compatible plugs.

Cleaning Cloth



iPhone 3G includes a microfiber screen cloth to remove face and finger oils; 3GS doesn't and is easier to clean.

What You May Need

Wireless Bluetooth Headset



Drivers can't legally hold iPhones to their ears in cars, so wireless earpieces such as Aliph's **Jawbone Prime** (\$130) let you talk and, importantly, be heard clearly on the road.

Handsfree Car Kit



Another in-car calling option: a combo of speaker and mic with battery, such as Kensington's **Hands-Free Visor Car Kit** (\$100).

13

Apple TV. Interest in Apple's living room media player has dropped considerably over time, but it's still available - for now. Here are some ways to make the most of a product that's likely to go away soon.

A Smarter AV Setup



Apple TVs come without cables, so you'll need to buy some (see Section 9). You don't need pricey cables to get pristine digital video and audio, but what types should you buy?



Video. Three choices, **HDMI**, **DVI**, or **Component**, are shown in that order. HDMI is the only one with both HD video and audio in a single connector, so if your TV supports HDMI, use it. Use DVI with a PC/Mac monitor, or Component if your TV lacks an HDMI port; both require audio cables.



Audio. You have two choices: **optical** (TOSlink) or **analog**. Analog cables work with any TV, but have only 2-channel (stereo) output. Optical is for AV receivers, the only way to get Dolby 5.1-channel surround sound from Apple TV movies.



Remotes. The \$19 **Apple Remote** and free **Remote** app offer better control over Apple TV; see Section 6 for iPhone universal remotes.



Set the Resolution



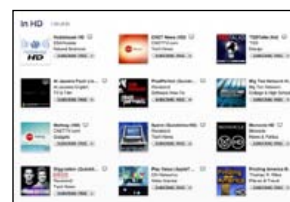
Counterintuitive though it may be, properly setting your Apple TV's resolution isn't as easy as just visiting **Settings > Audio & Video > TV Resolution** and picking the best mode your HDTV supports. Apple TV was designed for 720p videos, rather than higher-end 1080p output, so you may notice that video is slightly softer in the upscaled 1080 modes than in the supposedly lower-resolution 720p mode. Even today, the device can glitch when switching resolutions. **Stick with 720p or 1080i** for safety.



Better Videos



You might not realize it when you create iPod, iPhone, or Apple TV videos, but a video encoded with “iPhone” settings - typically 480x320 resolution - won’t look as good on Apple TV as a video encoded with “iPod high” (640x480) or “Apple TV” (commonly 720x480, but a max of 1280x720). Pick too low of a setting and your encoder will simply throw away extra detail that isn’t visible on a 3.5” portable screen, but will be mighty visible on a 30- or 60-inch HDTV. Pick too high of a setting and your rip won’t play on iPods or iPhones. Our advice: **for DVD rips, don’t record lower than “iPod high”** unless you want to go back and re-rip your DVDs later, and until Apple improves iPod and iPhone playback, **you may want to rip twice:** once in an iPod/iPhone size, once for Apple TV and iPad. To see how big a difference resolution makes, visit the iTunes Store’s “In HD” Podcasts section for free examples of high-def videos.

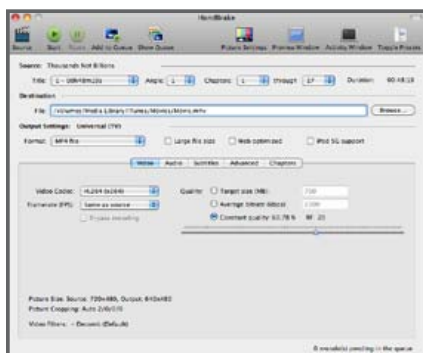


Choose the Right Tools

Apple TV only supports two video formats: MPEG-4 and its newer, better cousin H.264. Any videos not in one of these formats won’t play on Apple TV without serious hacking you probably don’t want to do. Here are the converters we’d recommend.

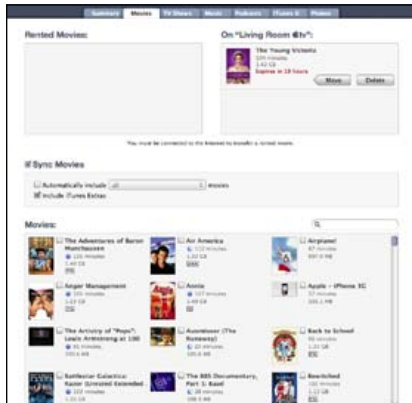
HandBrake

HandBrake (handbrake.fr), free for Macs and PCs, has an Apple TV preset that creates 853x480, full DVD-quality transfers, and even encodes movies with 5.1-channel Dolby Digital surround sound, and toggle-able closed captions, assuming iPod/iPhone playback isn’t necessary. The current Mac and Windows versions rely upon third-party software such as **VLC** for Mac and **DVD43** or **DVD Decryptor** for PC to handle DVD decryption.



Turbo.264 HD

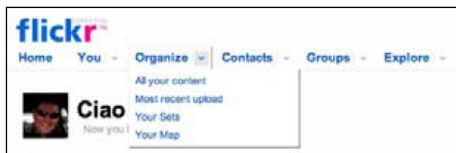
The hardware H.264 converter **turbo.264 HD** (\$150) allows Macs to create high-resolution, optimally compressed H.264 videos for Apple TV at higher speeds than ever before: near realtime, rather than 2-5 times the running time of original videos. The software also provides support for encoding multi-channel surround audio, and can directly encode and upload to YouTube as well - lower-resolution video accessible via Apple TV’s YouTube browser. The software also supports DVD chapter markers, assuming that it’s given an unencrypted DVD to convert - it isn’t a ripper.



A Better Network



Set Up Online Photos





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14

Gifting. Many of this Book's previous sections have highlighted potential iPod, iPhone, iPad and Apple TV gifts. Here, we've assembled some top picks at different price levels for easy reference.

Small: \$50 and Under

The best Apple-related gifts available for \$50 or less are gift certificates and cards. If you want something in physical form, **Apple Gift Cards** and **iPhone Gift Cards** can be used towards purchases at Apple's retail and online electronics stores; both are found at apple.com/gift-cards/. Available either as instant e-mail gifts or plastic cards are **iTunes Gift Certificates** and **iTunes Gift Cards**, limited to use on music, videos, books, or apps; they can be found at apple.com/itunes/gifts/. For music, we recommend **Amazonmp3.com** as the best place to get gift certificates - the song prices are better. If your recipient already has an iPad, the \$29 **iPad Camera Connection Kit** is a very nice gift, too.

Medium: \$150 and Under

Once you've committed to spending over \$50 to a gift, you have the chance to make a lasting impression. Our favorite "bang for the buck" items are these.

Apple's **8GB iPod nano** (\$149) is a great pick for a recipient who loves music and doesn't care about apps or games. Logitech's **Pure-Fi Anywhere 2** (\$150) portable speakers deliver great sound for the price and include a rechargeable battery. The top budget alarm clock is iHome's **iP90** (\$100), which features twin speakers and iPod/iPhone compatibility. For quiet listening, Etymotic's **hf5** (\$149) earphones are a substantial upgrade in sound fidelity, detail, and isolation over any earphones Apple makes, and come in red, blue, or black colors. Scosche's **solChat 2** (\$100) is the best in-car speakerphone accessory we've tested for iPhone use, featuring a USB- and solar-rechargeable battery, mounting kit, and very strong sound quality both for incoming and outgoing audio. Though we're generally hesitant to recommend cases as safe gifts, it's hard to go wrong with the monogrammed kidskin leather designs from A.B. Sutton, including **Simple Slips** sold between \$78 (iPod nano) and \$148 (iPad).

If it wasn't for the fact that an **iPod touch** upgrade was just around the corner, we'd be more enthusiastic about recommending either the \$199 8GB model or the \$299 32GB model - particularly the faster, more capacious latter - as a great buy right now. But we'd hold off for the 2010 model unless you're really in a rush to make a purchase right away. At or around this price point, we'd focus on speakers, such as the top-rated iHome **iP1** (\$300), a beautiful translucent audio system with an iPhone/iPod dock in the center, or the stylish Harman/Kardon **Go + Play Micro** (\$300), a portable boombox with five speakers inside and a futuristic, solid chassis. There are some very respectable earphone options in this price range, too, notably **Ultimate Ears 700** (\$200), which deliver outstanding sound quality in incredibly small, chrome bodies.

Large: \$300 and Under



When readers ask us for "price no object" gift picks, we always focus on the very best things we've tested, and would want to receive ourselves.

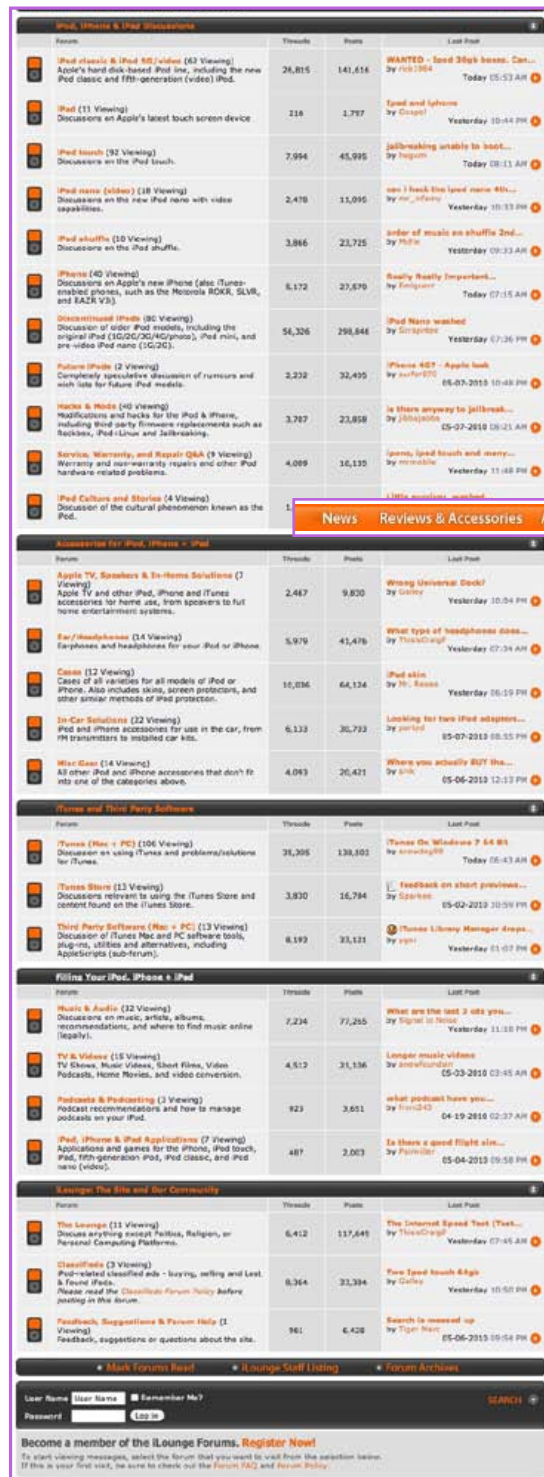
With a new iPhone coming soon, we'd hold off until its release to determine whether to buy that or the **iPad** (\$499-\$829) - if time's of the essence and price is truly no object, go with the high-end 64GB **iPad with Wi-Fi + 3G** and enjoy its power at home or on the road. Other premium picks include Shure's **SE530** earphones (\$500), which are universally loved by iLounge's editors thanks to their near-perfectly tuned three-speaker-per-ear design, great isolation, and very good comfort. In the wow-ready speaker department, the updated iPhone-version of Bowers + Wilkins' **Zeppelin** (\$600) can fit on a mantle or table anywhere in a house, while Geneva Lab's white, black, or red **Model XL** (\$1999) speakers are furniture in and of themselves, with massive, powerful drivers inside.

Deluxe: Price No Object



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Joining The Community. No matter where you live, iLoungers are closer than you think. Our 190,000-member Discussion Forums are a good place to start, and our affiliated sites now span the globe.



The screenshot displays the iLounge Forums interface. At the top, there's a navigation bar with links: News, Reviews & Accessories, Articles, Backstage, Library, Help, Music, Forums, Photos, Software, About Us, Members, and Shop. Below this, the 'iPod, iPhone & iPad Discussions' section is visible, listing various threads with columns for Forum, Threads, Posts, and Last Post. Some threads include a small icon and a brief description. For example, 'iPod classic & iPod nano (43 Viewing)' has 28,815 threads and 141,616 posts. Other categories like 'Accessories for iPod, iPhone & iPad', 'iTunes and iTunes Store', 'Films Your iPod, iPhone & iPad', and 'iLounge: The Site and Our Community' are also shown.

Meet people. Learn something.

Where do iPod, iPhone, and iPad owners go to find comrades and advice? **The iLounge Discussion Forums.** With a searchable database of over 1.4 million posts, the Forums are home to one of the world's largest communities of Apple fans.

With tens of thousands of discussions on past and present Apple devices, a popular general chat lounge and large areas for iTunes, music, TV and other media, the Forums are a great, free way to join the iPod, iPhone, and iPad user base and get good advice.

More info is only one click away.

Our orange navigation bar leads to our **News** section, updated every week day; our massive **Reviews & Accessories** database; and the tutorials, features, and editorials of our **Articles** section. **Backstage** is our Editors' blog, **Library** contains our past Books and Guides, and our **Music** section will help you find free downloads. **Photos** is full of fun and informational iPod and packaging photos, art and pictures submitted by iLounge readers, while **Software** offers links to key downloads, and **Shop** provides shopping links and price comparison tools. **Help** is a catchall for FAQs, tutorials, helpful discussion forums, and more.

If you don't know exactly where to look for an answer to your questions, or you just want to search around for something interesting, use our **Search** feature. Separate search pages exist for our main site and Forums, and a narrowing, advanced search option appears after you do a standard search. We're willing to bet that you can find the answer to any question you have if you check the search results, but if not, Section 16 of this Book will point you towards other iLounge resources, including **Ask iLounge**.

International Sites: iLounge Around the World

Arigato-iPod.com (Japan) iFun.de (Germany)



iPodMania.it (Italy)



iTrafik.net (France)



iPhoneClub.nl (NL)



Milaraki.com (Greece)



iPodNoticias.com (Spain) OMeuPomar.com (PT)



LocuraiPhone.net (AR)



iPod.Info.pl (Poland)

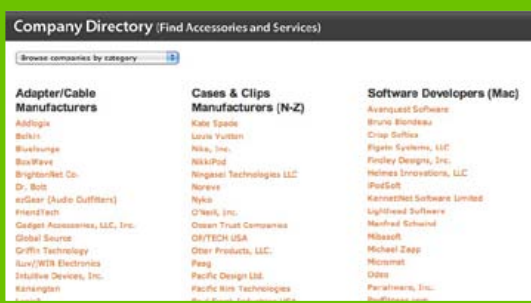


Our friends in Europe, Asia, and South America provide regional and international iPod, iPhone, and iPad news in numerous foreign languages, and often operate their own discussion forums specific to users in their countries. If you thought the global Apple community was big but haven't seen it for yourself, give each of these great sites a visit, and check out additional **iLounge Around the World** member sites, including Brazil's Eupodo.uol.com.br, Sweden's 99pod.se, and other sites featured on the bottom left column of the iLounge.com main page.

Do you operate a non-U.S. site that covers iPod, iPhone, and iPad products? Want to join the Around the World network? E-mail us at info@ilounge.com!

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More Help. If you didn't find something earlier in this Book, it's time to look at one of these sections of the iLounge.com web site. Our web tutorials and Ask iLounge columns answer common questions.



Company Directory

If you're having a problem with your iPod, iPhone, iPad, accessory, or application, start with the Company Directory. Even if you've thrown away your box and instruction manual, this handy list of hardware, software, and peripheral vendors will help you find the right way to contact someone for help. We've also included a number of repair services, just in case.

Additional Resources

Advanced Search

Scan the entire iLounge web site, now including a secondary Google search engine for additional results

The iLounge Library

Download earlier editions of our iPod + iPhone Books and Buyers' Guides

Discussion Forums

Get answers to your questions and meet other iPad, iPhone, and iPod users

Ask iLounge

Every week, an iLounge editor personally answers five or six questions submitted by readers, and we've been archiving the questions and answers for over four years. A quick search of iLounge may help you right away; otherwise, submit your question and we'll take a look.



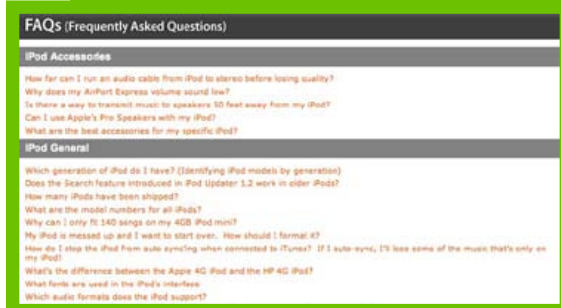
FAQs

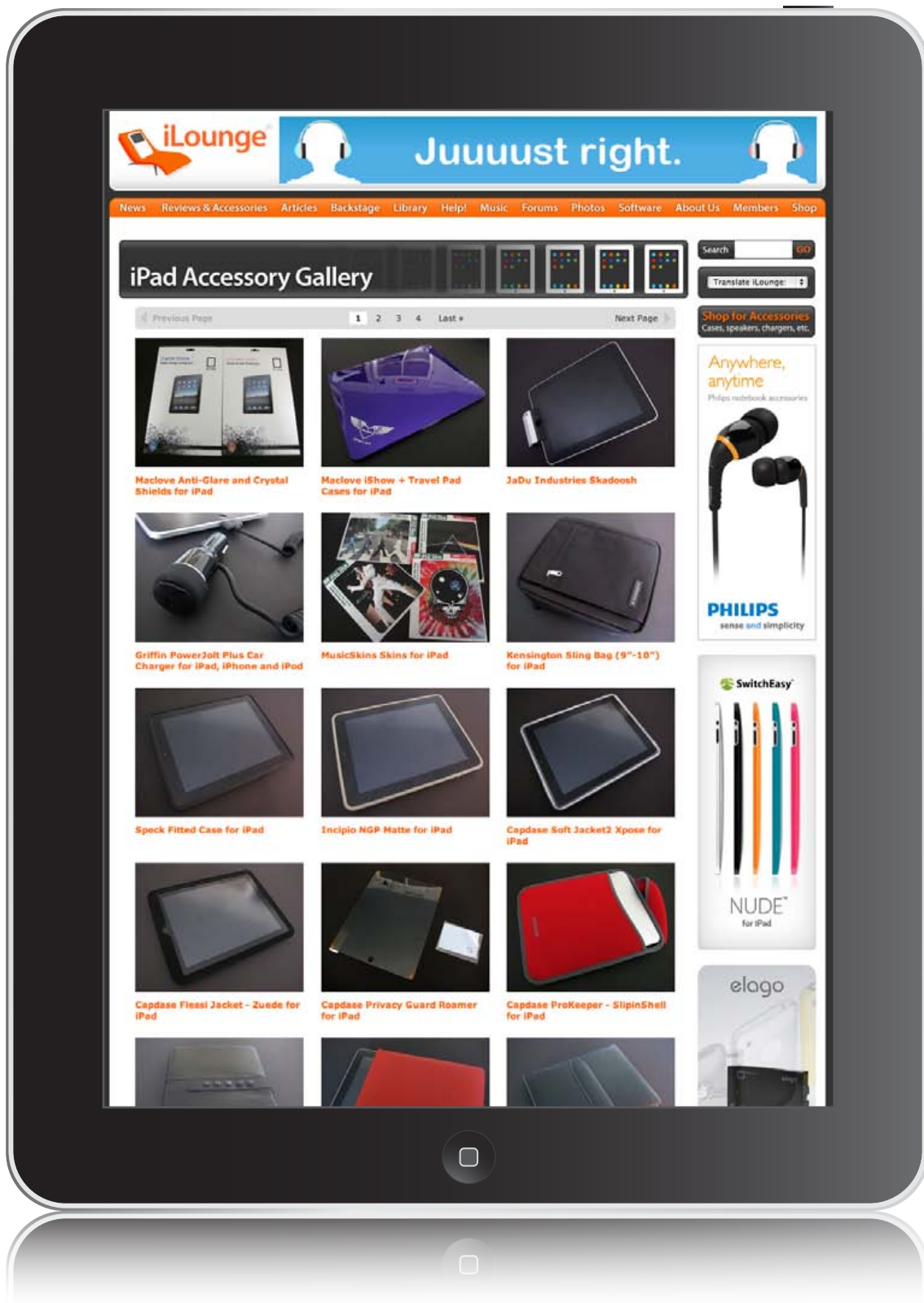
Developed early in the iPod's lifespan, our frequently asked questions (FAQs) section provides answers to many of the broad inquiries we've received about iPod and iTunes usage. If your question is general or historic in nature, start with FAQs; if it's more specific or recent, you'll be more likely to find an answer in Ask iLounge or our Discussion Forums.



Tutorials (Formerly 101 + 201)

iLounge's editors have created easy-to-follow tutorials covering many of the most important and useful topics confronted by iPod, iPhone, and iTunes users. If you need more detailed coverage of a topic addressed in this Book, you'll find it here.





All Things iPad.

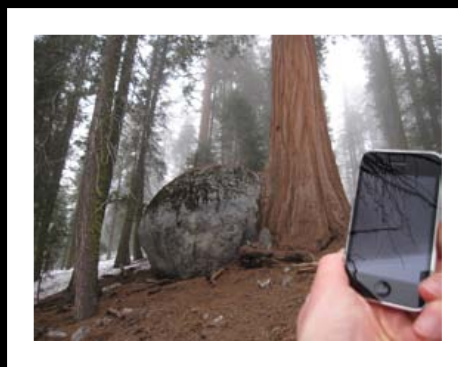
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Some Favorites From Our iPad, iPhone + iPod Around the World Galleries

The latest additions to our Around the World photo galleries include the first pictures of iPads making their way across the globe, as well as shots of iPods and iPhones in new places.



iPhone at McCarran Airport
Las Vegas, Nevada USA



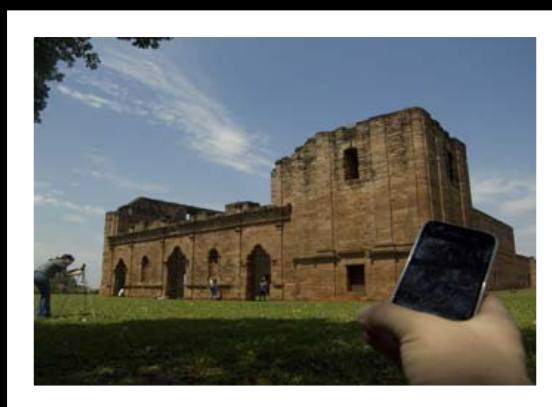
iPhone at Sequoia National Park
Tulare County, California



iPad in the Sand
Monument Valley, Utah



iPhone 3G at the Beach
Kananik Reef + Jungle Resort, Belize



iPhone at Jesus de Tavarague
Jesus, Paraguay



iPhone at Tokyo Sumo Bashou 2009
Tokyo, Japan



iPod 3G at Nami Beach Resort
Boracay, Philippines



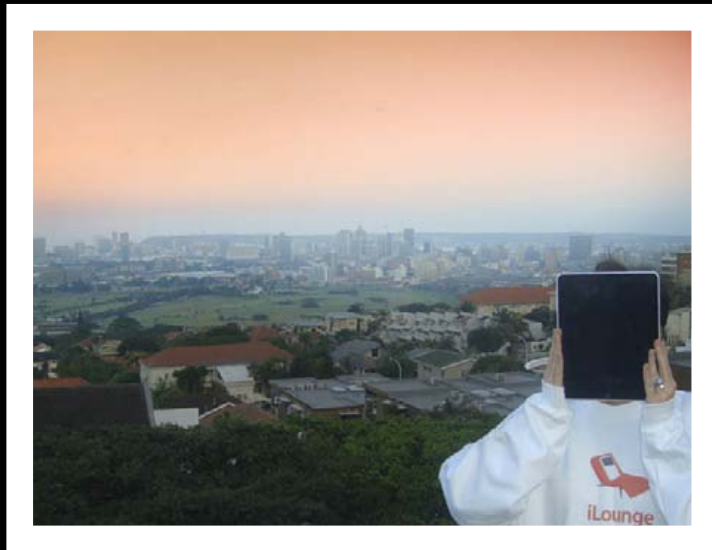
iPad at a Chinese (Yes, Chinese) Temple
Pattaya, Thailand



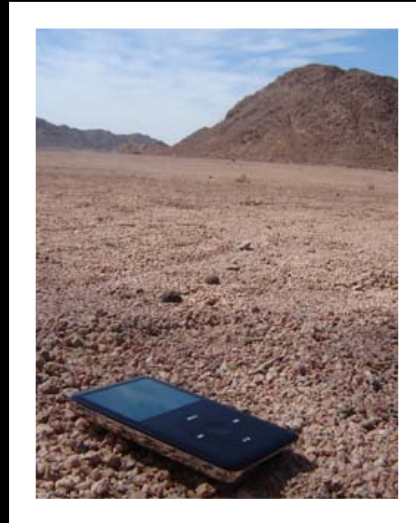
iPod touch in Tarlac
Tarlac, Philippines



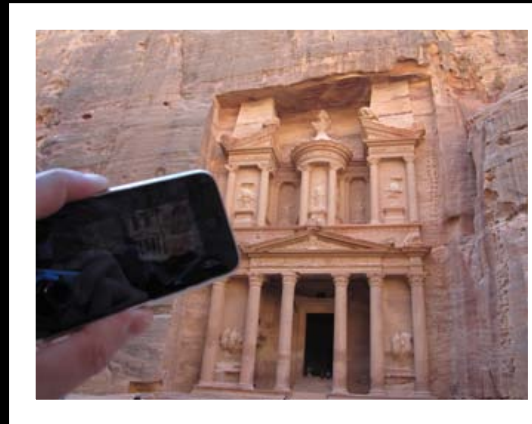
iPad at the Kuwait Towers
Kuwait City, Kuwait



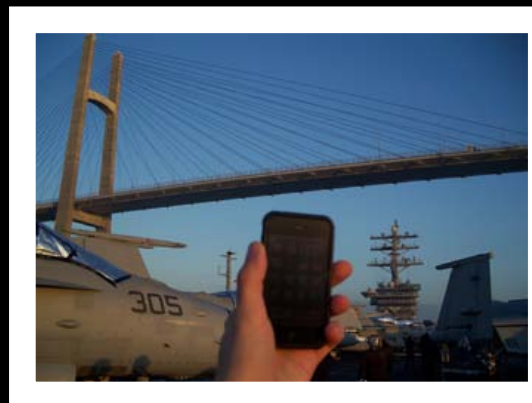
Lounging with an iPad
Durban, South Africa



iPod classic in the Sinai
Egypt



iPhone at Petra
Petra, Jordan



iPhone @ U.S.S. Eisenhower, Suez Canal
El Qantara, Egypt

Middle East/Africa

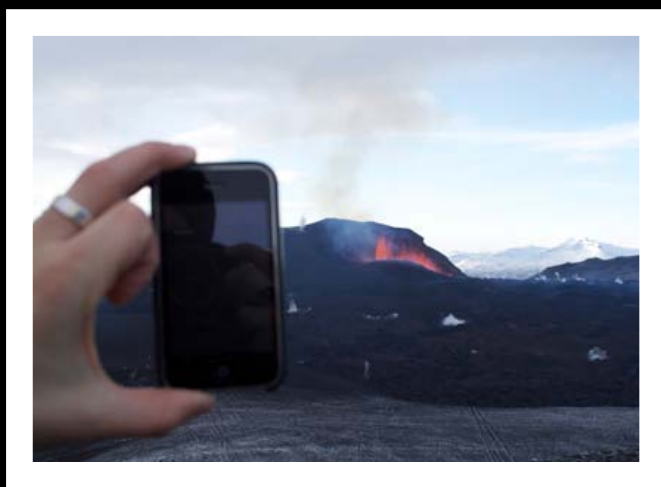
iPhone Visits Brasov
Brasov, Romania



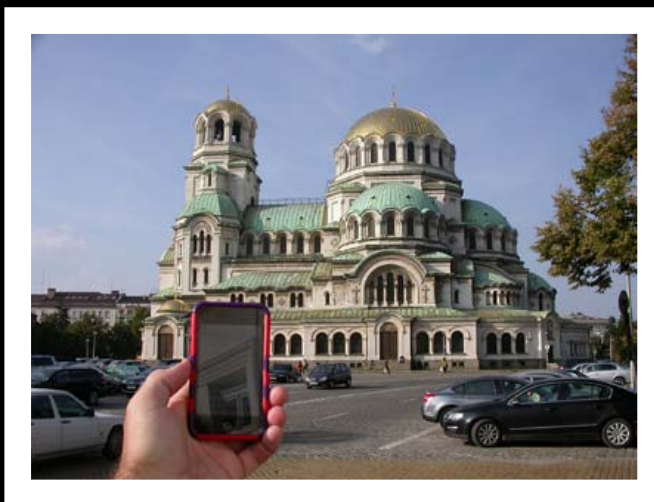
Parthenon
Athens, Greece



iPod touch Overlooking Shore
Montenegro



iPhone at the Active Volcano
Iceland



Alexander Nevsky Cathedral
Sofia, Bulgaria

Before and after the launch of the iPad, we've spent our nights playing new games. Here are the ones that are worthy of Backstage, our Editors' Blog.



Capcom Super Street Fighter IV

It's the latest sequel in a series that lost millions of fans due to - you guessed it - too many so-so sequels. But **Super Street Fighter IV** (\$40) isn't just any old game: it's a follow-up to last year's successful reboot of the famous one-on-one fighting franchise (see below), now featuring 35 selectable martial artists, better music, and a wide array of impressive 3-D backdrops for the punching, kicking, and fireball-tossing action. Thanks to the power of the PlayStation 3 and Xbox 360, SSFIV's fights frequently switch to dramatic camera views, focusing on one character's supernatural special attacks. Better yet, even the unfamiliar new characters are as compelling as the returning ones, who include fan favorites Dee Jay, T. Hawk, Ibuki the ninja, and Dudley the boxer. A proper iPad and iPhone port will never happen, but we'd expect Capcom to pare it down and give it a shot, anyway.



Capcom Street Fighter IV for iPhone

By the lower standards of the iPhone and iPod touch, **Street Fighter IV** (\$10) is a pretty good port of the 2009 predecessor to the game above, though it's very brief. You pick from nine fighters, using decent virtual joystick and button controls to unleash the most memorable of their moves from the console versions. Everything's flattened into 2-D save for cinematic ultra attacks, which look great.





Sega After Burner Climax

Arcade games may be dead, but Sega's **After Burner Climax** (\$10/PS3/X360) continues their legacy: this forgotten but beautiful 2006 sequel to the hit 1987 fighter jet shooter After Burner was developed with the sort of attention to detail that fast 3-D games rarely receive. You rip through photorealistic mountain ranges, cloudy skies and military bases with a gun and lock-on missiles, trying to stay alive. A full game takes only minutes, but the replay value's high, so we're hoping Sega tries an iPad port.



Nintendo Super Mario Galaxy 2

If you're a fan of the Mario series, you probably already have **Super Mario Galaxy 2** (\$50), but if you don't, just stop reading now and grab it. Nintendo's brilliant Wii sequel contains so many moments of genuine joy and awe per 3-D platforming level - mixed with 2-D stages for old school Mario fans - that we're now officially willing to forget that Super Mario Sunshine ever happened. Yoshi's back, too, with a Wiimote-controlled tongue.

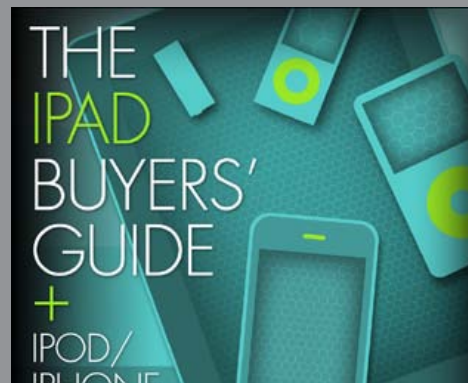


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Music + Video Inspirations

This Buyers' Guide and Book was composed while listening repeatedly to **Jamiroquai's** album **Dynamite**, particularly the tracks **Time Won't Wait** and **(Don't) Give Hate a Chance**. During breaks, we also watched the entire HBO series **The Wire**, from DVDs rather than iTunes, because season and per-episode pricing on iTunes is still twice as high as just buying the box sets. Here's hoping that more TV studios drop their iTunes pricing, or offer ad-supported streaming apps soon.



Credits

The iPad Buyers' Guide + iPod/iPhone Book 5 was written primarily by **Jeremy Horwitz** with contributions from **Jesse Hollington**. It was designed primarily by **Dennis Lloyd** from layouts and photography by **Jeremy Horwitz**, and includes additional photographic and artistic contributions from numerous iLounge readers, Apple Inc., and other listed companies.

Colophon

Created with **Adobe InDesign CS4** and **Photoshop CS5** using **Apple MacBook Pro, Mac Pro, and iMac** computers running **Mac OS X 10.6.3**. Output in **Adobe PDF** designed for Windows, Mac and other computers, as well as current- and future-generation touchscreen iPhones, iPods, and iPads.

Special Thanks

Our heartfelt thanks to all of the people who helped us create this Book, especially our families, without whose continued love, support, and amazing patience our publications would not be possible.

CLOSING THE CURTAIN.

The fourth-generation iPhone and iPod touch are nearly upon us. What does Apple have up its sleeves this year - and will it be enough for you?

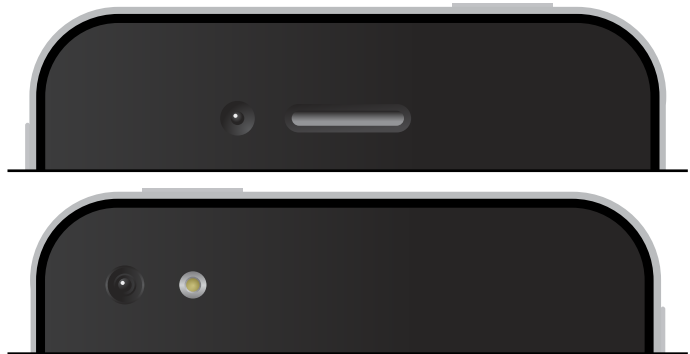


Super Hi-Res Screens

If persistent rumors prove true - and we believe that they will - Apple's gearing up to use ultra high-resolution displays in the next-generation iPhone and iPod touch: 960 pixels tall by 640 pixels wide would equal four times the detail of the current devices, or nearly as many dots as an iPad screen in a much smaller display. The result would be over 300ppi resolution - indistinguishable from laser printer output - and great-looking artwork. Even if the actual numbers fall a little short, the new iPhone and iPod touch will have gorgeous displays.

Cameras, Cameras, Cameras

Though Apple's had plenty of time to plan for new cameras in the iPhone and iPod touch families, tons of questions have remained since last year's launch of the fifth-generation iPod nano: would Apple similarly restrict the iPod touch to video recording only? If not, would its still camera rival the iPhone 3GS's? And what upgrades would the next-generation iPhone receive? Based on a combination of leaks, insight and guesses, it looks like the new iPhone will have a 5-Megapixel still camera with dramatically better color fidelity, plus a 1280x720 (720p) rear video camera, and a 640x480 front video camera for live Wi-Fi-only conferencing. The iPod touch is likely to also receive at least a rear video camera, possibly with the same 640x480 video and 3-Megapixel limits as the iPhone 3GS. A front-facing camera is possible, but may be nixed for cost reasons.



Faster Chips: A4 + More?

When Apple unveiled the iPad, it said the tablet contained a new processor called the Apple A4 - a part subsequently revealed to be an optimized, faster version of the same chips found in the iPhone 3GS and iPod touch. Apple will most likely place slightly tweaked A4s in both of its pocket devices, with a mind towards powering their higher-resolution displays while improving battery life over the 2009 models. Better-looking games will be the highlight.



