

FOR iPhone, iPad & iPod Touch
104 pages of awesome apps, games, kit & more!

Tap!

APPS | GAMES | KIT

THE iPhone &
iPad MAGAZINE

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ISSUE 25



MASTER iPHOTO

How to use Apple's amazing photo editing and management app – and why you should!

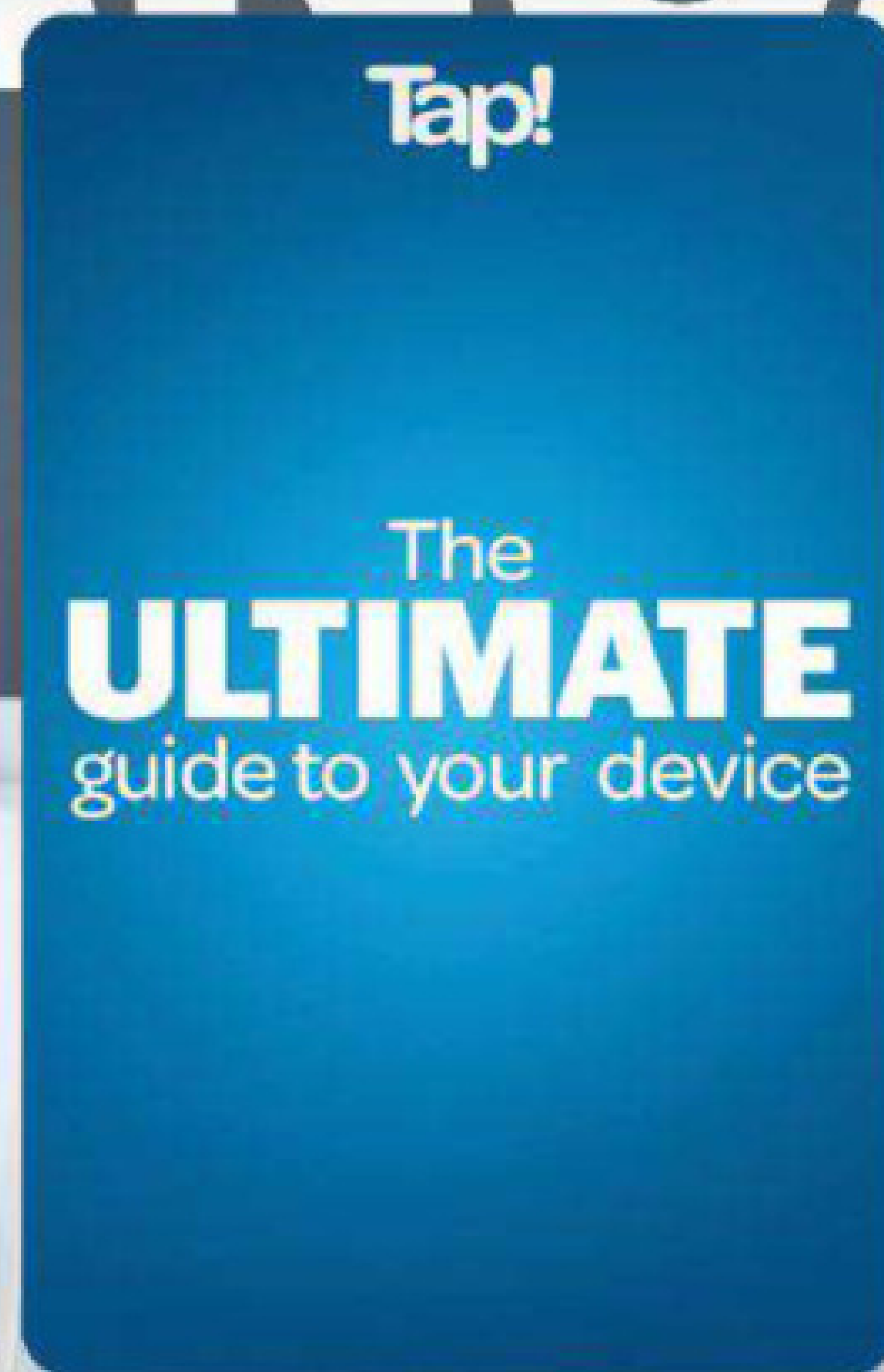
THE MANUAL

that Apple didn't put in the box

Get started and discover hidden secrets in our easy video guides

GAME ON

Real controllers for iPad, iPhone and iPod touch



THE 10 BEST APPS FOR...

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A note from the editor...

It's the time of the year when lots of people get shiny new toys, and if you've been a good girl or boy, Santa might have put an iPad, an iPhone or an iPod touch under your tree. And if it's the first time you've had one of these amazing devices, you might need a little help getting started – which is where we come in. In this issue you'll find complete beginners' guides, taking you through the stuff you'll do the most on your device, and helping you discover loads of amazing hidden features.

Of course, if you're pretty confident using iOS anyway, we think you'll still love the issue, whether that's for the hand-picked selection of the best from the App Store, our authoritative reviews of brilliant new bits of kit, or the great writing in our People section. I'd love it if you'd spread the word about this 'getting started' guide though, especially to those lucky souls who got their first iOS device for Christmas; I think they'll find it really useful and exciting.

Thanks for reading Tap!, whether you've only just picked up this issue for the first time, or for any of the issues in 2012 and before; we've loved having you!

Christopher Phin
editor@tapmag.co.uk

WIN!

1 OF 4 JABRA SOLEMATE BLUETOOTH SPEAKERS! OR JABRA CLIPPER WIRELESS EARPHONES



4

The Jabra Solemate might be small, but it packs a hell of a punch when it comes to sound – it's loud and sounds good, too. We gave it four stars when we reviewed it recently and it was well-deserved; it was the best-sounding, most robust and best-designed little battery-powered Bluetooth speaker we'd heard – in part due to three front-

facing speakers stuffed into its diminutive frame. And by entering for free here, you not only have a chance to win one of four Solemate speakers, but also a runner-up prize of a Jabra Clipper, a great little set of wireless earphones! For more updates on Jabra and upcoming competitions, Like the Jabra UK Facebook page at tapm.ag/jabra-uk!

For a chance to win, answer the following question:
How many front-facing speakers does the Solemate have?

A) 1 B) 3 C) 42

To enter, text **SOLEMATE** followed by a **space**, then your **answer (A, B or C)**, **space**, then your **name and address to 87474**; or enter online at **futurecomps.co.uk/solemate**

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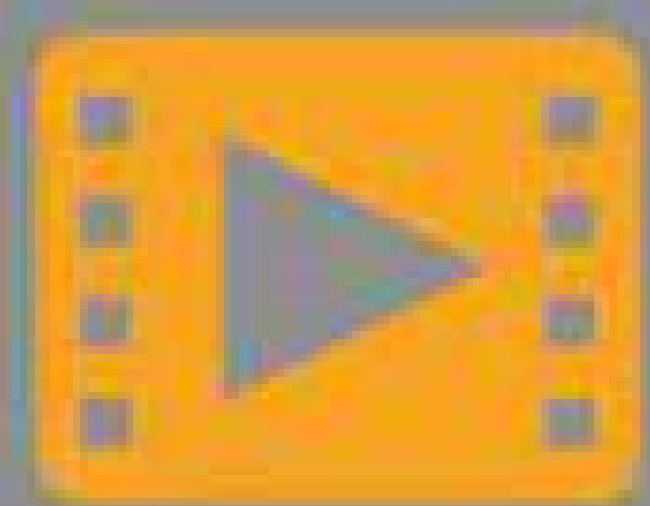
Stream 3 Different Movies At The Same Time

CloudFTP allows you to share movies, music, photo & documents from any USB drive to WiFi devices. Stream movies with up to 3 different devices or Share documents with up to 8 users.



Make ANY USB Storage Device Wireless

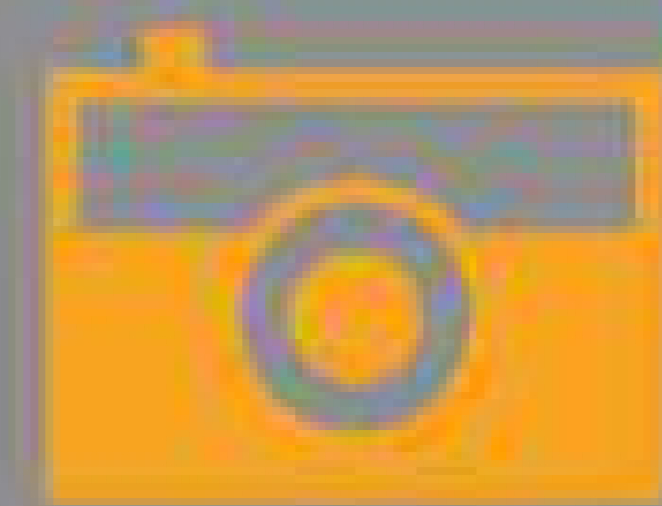
Connect CloudFTP to any USB device (hard drive, flash drive, camera, card reader, USB hub) to wirelessly share data with iPad, iPhone, WiFi devices and Cloud.



Stream Movies



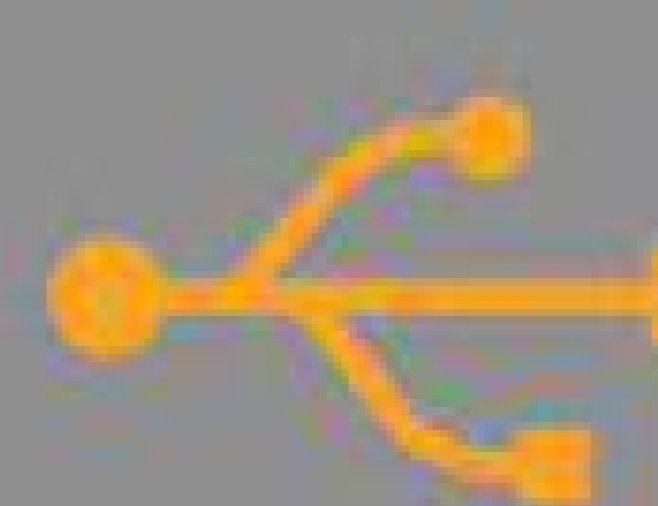
Stream Music



Share Photos



Transfer Documents



USB



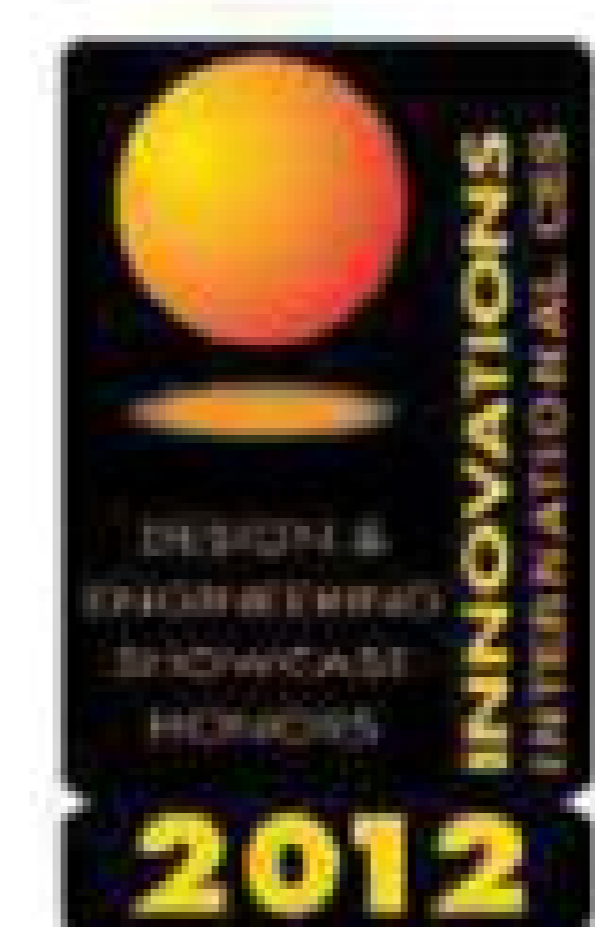
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THE MANUAL APPLE DIDN'T PUT IN THE BOX

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THE MANUAL

that Apple didn't put in the box



6

IF YOU GOT AN IPHONE, IPAD OR IPOD TOUCH FOR CHRISTMAS, YOU'RE PROBABLY ALREADY GETTING TO GRIPS WITH THE BUILT-IN APPS. WHAT YOU MIGHT NOT HAVE DISCOVERED, THOUGH, ARE THE TONS OF HIDDEN FEATURES AND TRICKS BUILT IN TO EACH ONE. IN THIS FEATURE, WE'LL REVEAL THEM ALL, AND TAKE YOU FROM NOVICE TO POWER USER

➤ Apple has spent the last five years making its mobile devices smarter, more powerful and – of course – easier to use. It's been so effective on that latter point that the iPhone, iPad and iPod touch are easy to pick up and use right from the off, despite shipping with the scantest documentation.

But what if we asked you how to include an accented character in an email? How would you re-open a recently closed tab in Safari? Could you show us how to limit our children to using just one application, stop them making accidental In-App Purchases and limit what they can see on the web? In many cases, the answer would be likely no, as these powerful options comprise just three of the countless hidden features built in to iOS.

Over the following pages we'll uncover the essential tips, tricks and features that will take you from a standing start to expert user in just a couple of hours. All of them work flawlessly on the latest generation of iOS devices, and many are compatible with those running iOS 5 and earlier too, so even if you're an old hand, there's plenty here that has likely passed you by.

We've broken it down into ten key sections, focussed on common apps or tasks, and drawn up a failsafe action plan for fixing a flaky or unresponsive device.

Think of this as your one-stop course in becoming a better user. Keep it handy for future use, and it'll see you safely through your first few months with iOS. ➤

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LISTENING TO MUSIC

THE MUSIC APP IS EASY TO USE, BUT DIG DEEPER AND YOU'LL DISCOVER HIDDEN FEATURES THAT MAKE FINDING AND PLAYING YOUR FAVOURITE TRACKS SIMPLER

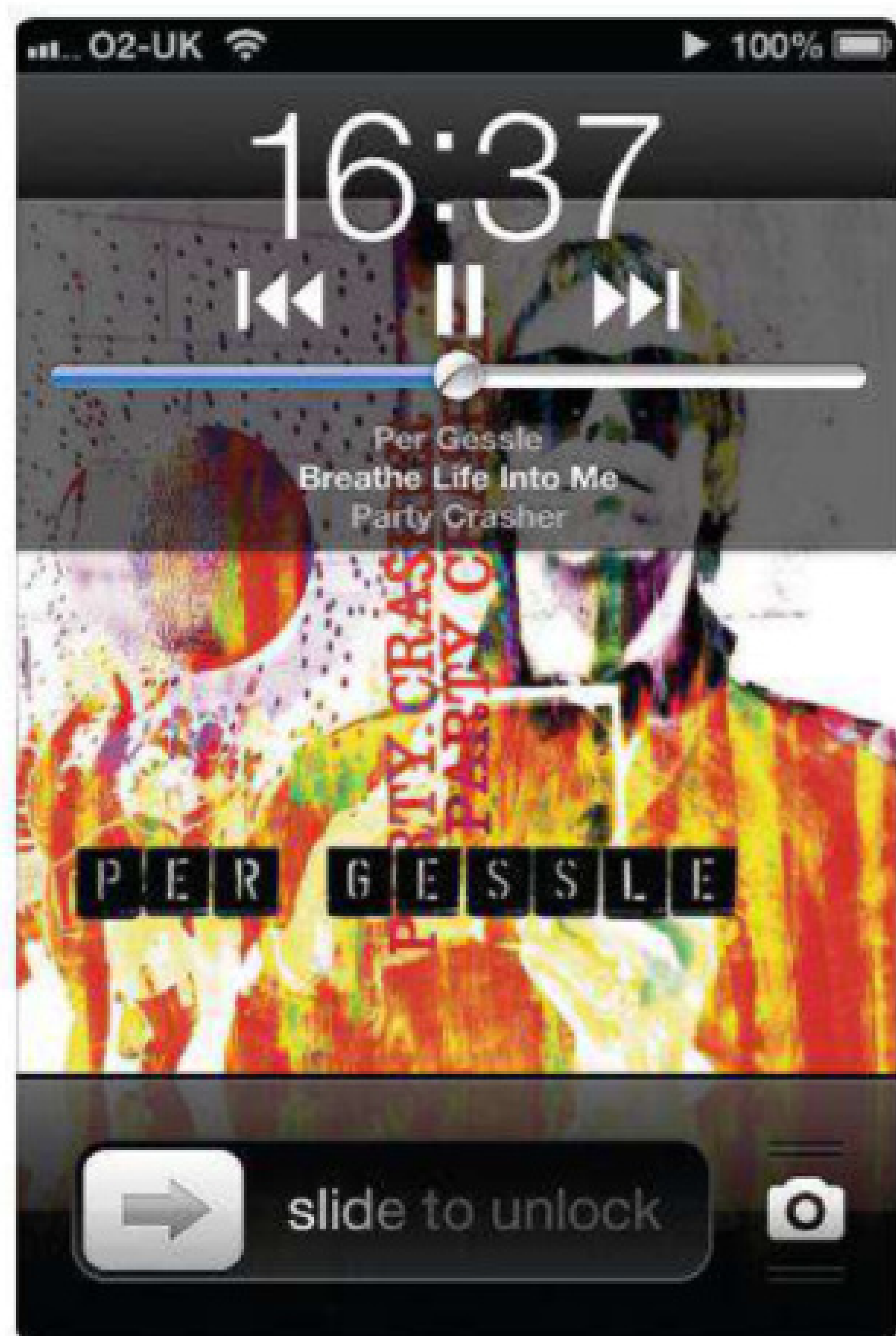
➤ No wonder the iPhone and iPad are two of the best portable players out there – they have the earliest iPod in their family tree. The built-in Music app syncs to your existing library, while the companion iOS version of iTunes is the place to turn when you want to download new content.

Music is one of the simplest iOS apps. Playback controls sit at the top of the screen; buttons for different views of your library are sited at the bottom. Tapping through these show playlists, along with lists of the songs, artists, albums and so on currently synced to your device.

There's less room on the iPhone screen than there is on the iPad, so you might find that the limited number of buttons at the bottom of the screen doesn't reflect the way you navigate your library. In this case, tap the More > Edit. You'll now be able to reorder the tabs and drag in other options from the middle of the screen to replace the ones you'll use less often.

STRAIGHT-FORWARD PLAYBACK... WITH A TWIST

Get started by tapping Songs and then a track, followed by Play and adjusting the



volume to suit, either by dragging the on-screen slider or using the buttons on the side of your device. Tapping Play for a second time pauses the track, while the buttons either side of Play/Pause skip forwards and backwards one track at a time with each tap. Holding them down rewinds and fast-forwards within the current song. The longer you hold, the faster it moves through the current track. If you're listening through headphones and you've sent your device to sleep by briefly pressing the Sleep/Wake button, you don't need to work through the whole process of waking it up and switching to the Music app if you want to change the current song. All you have to do is simply press the Home button twice in quick succession to call up the Music controls. This means you won't even need to enter your passcode.

Even rewind and fast forward can feel somewhat ponderous if you're working your way through a long track, which is why – as is the case with most movies – you can scrub through the song you're listening to by grabbing the playhead (the red vertical bar on the iPad, or silver spot on the iPhone and iPod touch) and

dragging it along the length of the track. The clever bit is that if you grab the handle and then slide your finger down the screen, the further down you drag, the more precise the scrubbing is when you then go left and right.

DO THE SHUFFLE

A single tap of the twisted arrows icon – to the right of the progress bar in the iPad Music app and at the top of playlists or album track listings on the iPhone – will shuffle your current track listing and play each item in a random order. If you're starting to tire of hearing the same tracks over and over, this can often be enough to freshen up your library.

Shuffle is just one of a handful of extra features that control how your tracks are ordered. Sometimes you'll come across two arrows chasing each other around an oval. That sets Music to repeat, so that as soon as it gets to the end of the current list of tracks, it'll start again from the top. Tap twice more to turn it off.

The atom icon activates Genius. Tap this while playing a track and Music will try to

“ Genius will try to build a playlist of similar tracks to match your current song ”

build a playlist of similar music; it's really worth trying out, and unless your music collection is particularly esoteric, it will often surprise you with perfect tracks to match your mood. It might also pull out some tracks that you haven't heard for months, if at all. If you enjoy listening to the collection it's put together, tap Save and it will be stored for future use.

SPEAKERS AND HEADPHONES

Most iOS devices have speakers built-in, but you can also either dock them in a dedicated speaker system or plug in a set of headphones. Lots of headphones have controls on the cable that let you adjust the volume without taking an iPhone or iPod touch out of your pocket, and many let you control playback with a series of clicks. One click on the button plays or pauses the track, two clicks skips to the next track, and if you give it three clicks, it will skip back to the start of the current track –

another three clicks will move to the track before that, and so on. This, as you can imagine, is rather handy if you're out jogging, for example.

You can also stream music wirelessly using AirPlay or Bluetooth. Once they're configured (AirPlay speakers usually have to be added to your Wi-Fi network, and Bluetooth devices usually have to be 'paired' with your device in the iOS Settings app), you'll see a triangle and rectangle icon on the Music toolbar. Tapping it lets you pick which device you want the audio to stream to. In the example below, we can either play our music directly on our iPad, or stream it to a set of speakers we set up in the lounge.

BUILDING PLAYLISTS

While it's easy to navigate your library to listen to an album – or everything by a particular artist – it's just as easy to personalise your music by building playlists. The closest analogy in the pre-iPhone era is the mix tape you'd have put together to play in your car.

To build one in iOS, tap the Playlists tab, scroll all the way to the top, and tap Add Playlist. Once you've named it, you'll be able to browse your library and add any track or group of tracks by tapping the '+' icon beside it. Use the buttons at the bottom of the screen to switch between the different views of your library to see



all of the track options open to you, and open albums by tapping their cover art to call up their individual tracks, each of which will be accompanied by a '+' icon. You can remove tracks from your playlists by swiping on them from left to right to reveal a Delete button. When you've finished, just tap Done.

If you've already created any playlists inside iTunes on your Mac or PC, you can transfer them across while syncing your library by checking their boxes in iTunes' Music tab.

SEARCHING AND RATING

You can search your library for artists, albums, tracks and genres using the search box in the corner of the screen on the iPad, or the top of the current track or album view on the iPhone and iPod touch. If you can't see it on these latter two devices, pull down beyond the top of the list to reveal it.

You should also get into the habit of rating your tracks as you play them, because the dividends once you sync the data back to your Mac or PC are considerable – it allows you to build smart playlists based on your favourite tracks and makes it easy to drop those you don't like into a virtual sin bin so they're quick to filter out of future compilations.

To rate a track, simply tap the list icon next to the album artwork to flip it around and tap between one and five dots (five being best) to rate it.



KEEPING IN TOUCH

BUILT-IN WIRELESS NETWORKING AND THE ABILITY TO CONNECT TO NETWORKS FOR BOTH DATA AND VOICE COMMUNICATIONS MEAN YOU'LL NEVER BE OUT OF TOUCH

➤ iOS is all about communication. Whether you're making calls on an iPhone, using an iPod touch to send messages, or browsing the web on an iPad, Apple's mobile apps are fluid, reliable, powerful tools for keeping in touch with your contacts.

WHO'S WHO?

The best place to start is the Contacts app, which is an extensible address book that goes beyond simple names and numbers to store your friends' email addresses, Twitter and Facebook accounts, birthdays and so on. The data is live at all times, so tapping a name to pull up their record lets you then go on to tap the address to view it in Maps, their email account to send them a message, or their phone number to call them or start a FaceTime chat (if you want to send a message to the number instead, there's a button at the bottom of the contact entry). You can also send contacts to other people by tapping the Share Contact button at the bottom of a listing.

Adding a new contact is almost as easy as calling one up. Tap the '+' at the top of the screen on the iPhone and iPod touch,



or below the list of names on the iPad, and type in the appropriate information. You can add photographs from your Camera Roll, and contacts can be synced across all of your devices so that updates made on your iPhone will appear on your iPad, Mac or PC, and vice versa.

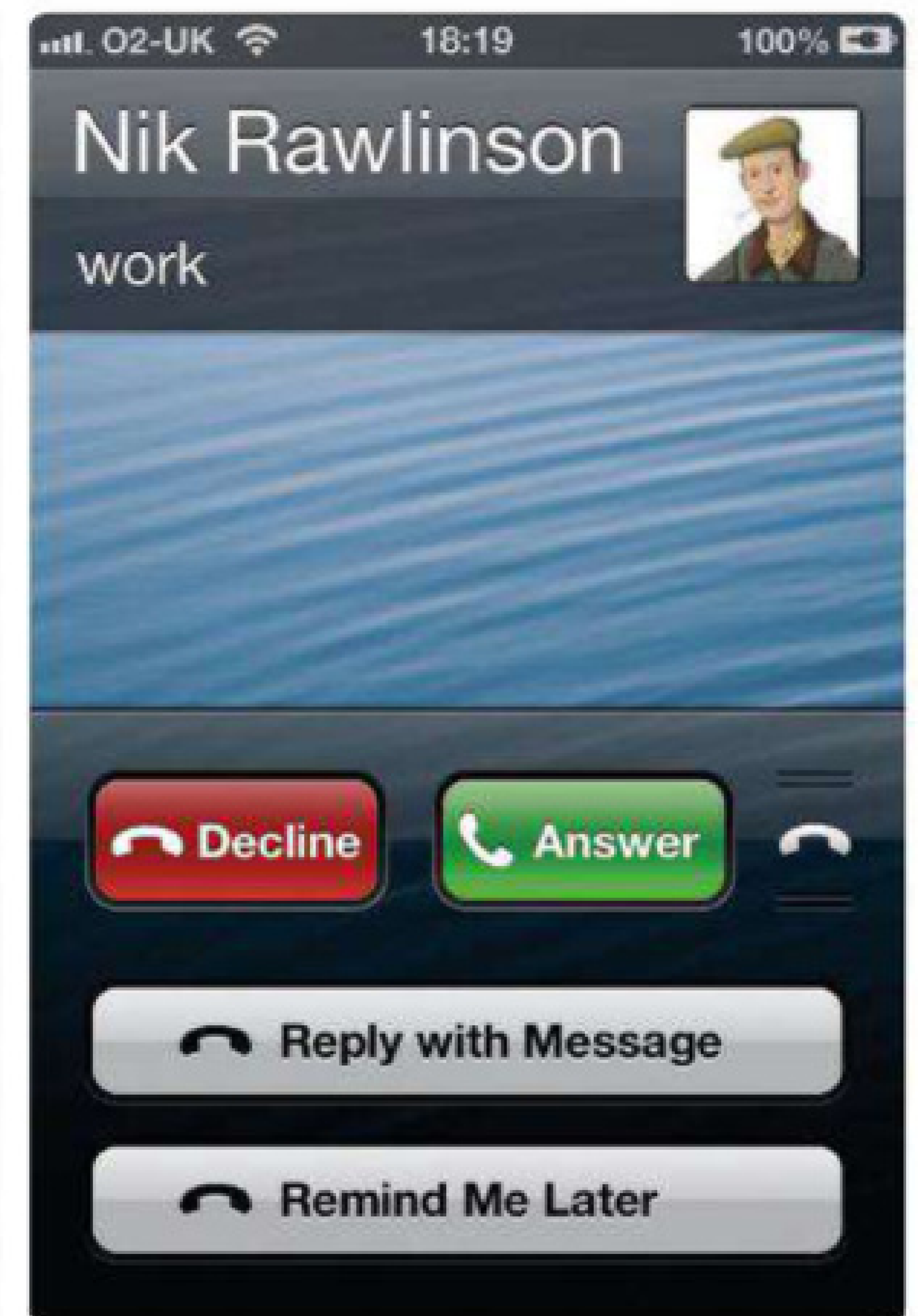
If you're a member of Facebook, you can draw down further information about your friends from there. Switch to the Settings app and enter your login information in the Facebook section, and then tap the Update All Contacts button.

MAKING CALLS

Although you can make calls directly from within the Contacts app, the Phone app is where most of the action actually happens. (Naturally, it doesn't feature on the iPod touch or iPad.)

The five tabs at the bottom of the screen open up different starting points for placing your call. The first of these, Favorites, is the place to build a short list of your most frequently-used contacts, ensuring that they're never more than a tap or two away. Recents shows your most recent incoming and outgoing calls, including any missed calls, so that you can tap an entry directly to call it again or call back. The Contacts tab shows you a view of the Contacts book we explored above, while Keypad presents a normal phone dialler. Voicemail lets you browse voice messages people have left for you, so long as your carrier supports Visual Voicemail. If it doesn't, it will call your voicemail inbox directly. Depending on the terms of your calling plan, this might incur a charge.

When a call comes in, you have the option to answer it, silence it by pressing a volume key, or reject it outright by tapping the on-screen Decline button. You can also slide up the little phone icon on the right-hand side for some other options, including instantly replying with a message saying you're busy.



If you're wearing gloves, you probably won't be able to use the screen, so a quick press of the sleep/wake button on top of the iPhone will silence a call, while a double-press will reject it.

Accept the call and you'll be presented with a whole new set of options. The mute button silences your end of the call, while the keypad flips over the option buttons so

you can enter numbers for automated services such as telephone banking login routines. Tap the Speaker button and you can choose whether to use your iPhone's microphone, its

speakerphone or something like a Bluetooth headset, if you have one.

The three buttons on the bottom row open up options that just a few years ago would have been considered far too advanced for a consumer mobile. The Add Call and Contacts buttons let you start a second call, placing the first on hold. This is useful if you need to check a quick fact

💧 **Add Call and Contacts let you start a second call, placing the first one on hold** 💧

without cutting off on your original call, but if you find that the two are related, you can just as easily merge the conversations into a conference call, so long as your phone network supports it.

FACETIME

If you're speaking to someone on a compatible iOS device, you can switch from regular voice calling to video calling, courtesy of FaceTime. Check with your mobile provider whether they allow this over their 3G network, since not all do. If yours doesn't, you'll have to revert to Wi-Fi, which at least means you won't be paying for the call any more.

FaceTime works on all devices with a front-facing camera, including the iPad and iPod touch, and up-to-date Macs running Mountain Lion. FaceTime calls can be made to someone's email address or phone number, depending on how they've set up their device.

Video calls come in a lot like regular voice calls, and should you receive one you can choose to accept or reject it, just as you can in the Phone app. Accepting it will give over most of the screen to a live feed of your contact, with a thumbnail view of yourself in one corner. There's still a Mute button, and another option to switch from the front to the rear camera, which is handy if you want to show the person on the other end of the line what you can see. Pressing the Home button to leave the



FaceTime app without ending the call pauses the video on the other end.

Not everyone will want to use FaceTime, of course, and PC users are locked out altogether on the desktop or laptop, so be sure to check out alternatives such as Skype, an app that's available for free through the App Store.

MESSAGES

You've always been able to send text messages – SMS – from the iPhone, but now you can also send longer notes, photos and links using Messages, which runs on Apple's iMessage service and also features on the iPad and iPod touch.

To write a new message, tap the icon that looks like a pen and paper at the top of the Messages app. Start typing a name into the To: field and it will hunt through your saved contacts until it finds a match. The longer you type, the more refined the result, but if the name that you're after pops up before you've finished, simply tap it to confirm. If you want to add more than one recipient, tap the plus button and repeat the process. Now tap in the text field just above the keyboard to start writing your message.

To send a photo or video, tap the camera icon to the left of the text box and either choose an attachment from your Camera Roll or take a new one there and then. Tap Send when you've finished.

💧 iMessage lets you send and receive messages even with an iPad or iPod 🌧

Conversations are stored in a threaded view, with your own messages in speech bubbles to the right, and theirs to the left. The colours of the bubbles denotes how each part of the message was sent. Blue were sent for free through Apple's iMessage servers; green were sent as a regular text message.

If you're using an iPad or iPod touch, your friends can only contact you over iMessage using your email address. Give them the best chance of finding you by entering your primary email address and any others you use on a regular basis by opening Messages in the iOS Settings app and tapping Send & Receive.

And while you're there, work your way through the rest of Messages' settings. Pay particular attention to the options covering read receipts. Turning these on will inform anyone who sends you a message of the moment you've read it, which you might consider a breach of your privacy.

SENDING & MANAGING EMAIL

WITH SIMPLE SET UP AND A HOST OF POWERFUL TOOLS, iOS MAIL MAKES IT EASY TO STAY PRODUCTIVE AND KEEP UP WITH FRIENDS, FAMILY AND YOUR COLLEAGUES

➤ Setting up email is a snap on iOS – especially if you use one of the most popular email services or, in business, a Microsoft Exchange account.

GETTING STARTED WITH EMAIL

Launching Mail for the first time switches it straight into the account setup mode. As you'd expect, Apple

has done all it can to keep the process as simple as possible, so if you use one of the named services, all you need to do is tap the relevant icon, enter your details, and then follow the process to

decide what you want to sync to your device. For simplicity, it's fine to stick with the defaults, since iOS already knows how to set handle the technical side of things.

If your email, contacts or calendar provider isn't listed, tap Other, pick the service you want to add, and enter your

details. Your device will try to configure the rest of the details for you, but you might have to get your hands dirty with manual settings if you're using an obscure service. Your provider's support pages should be able to tell you what settings you need to enter.

You won't see the setup routine on firing up Mail once you have an account in place, so if you need to set up any further

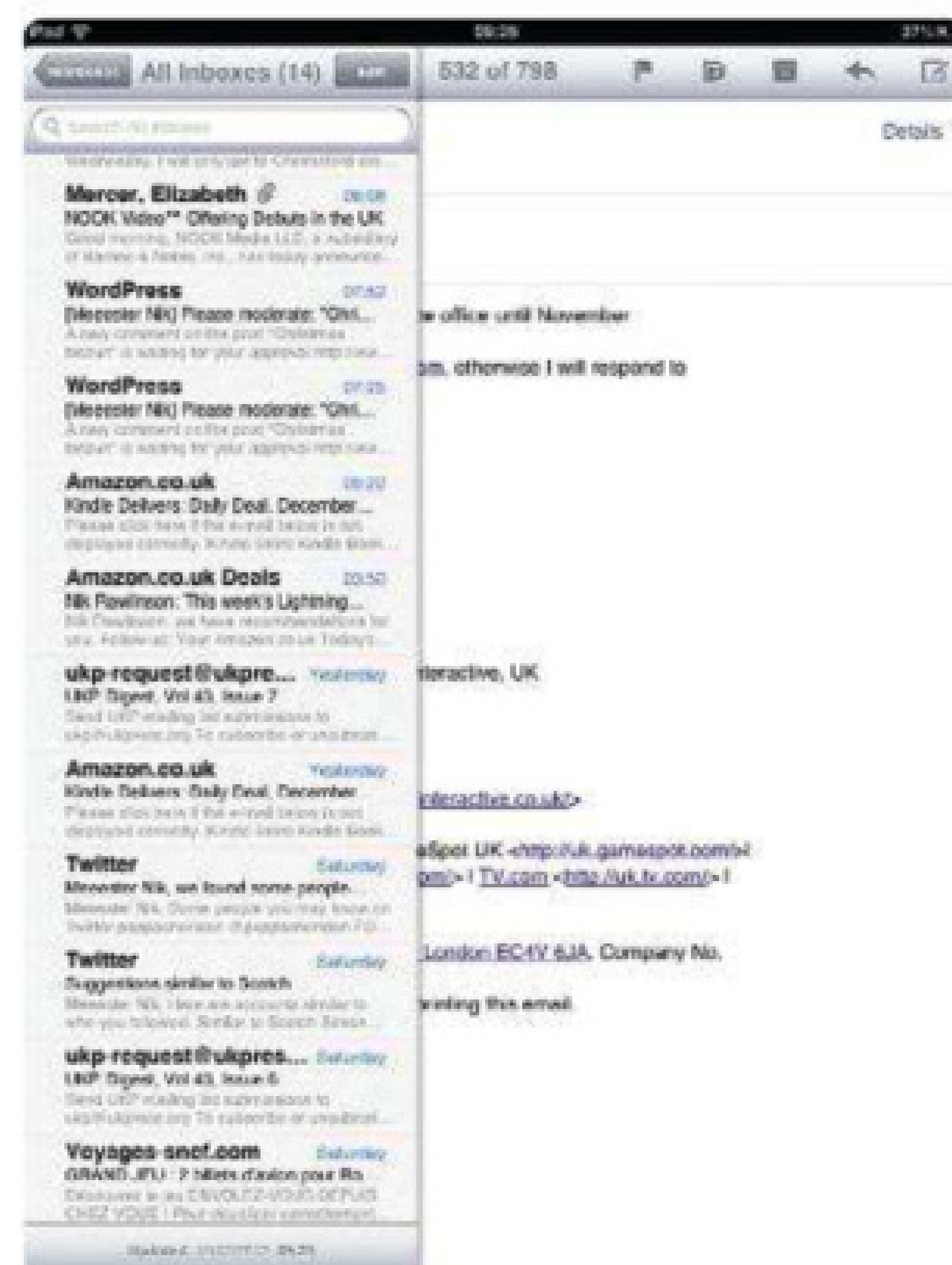
accounts in the future you'll find the same options by tapping on the Mail, Contacts, Calendars option in the Settings app.

USING MAIL

If you've used email

on any other device, or your Mac or PC, you shouldn't have any trouble finding your way around Mail. Tap a message to open it; to write a new email, tap the compose button – the one that looks like a pen and paper – and then fill in the To: and Subject: fields before writing your message

💧 **The quickest way to delete one or two emails is to swipe from left to right on one** 💧



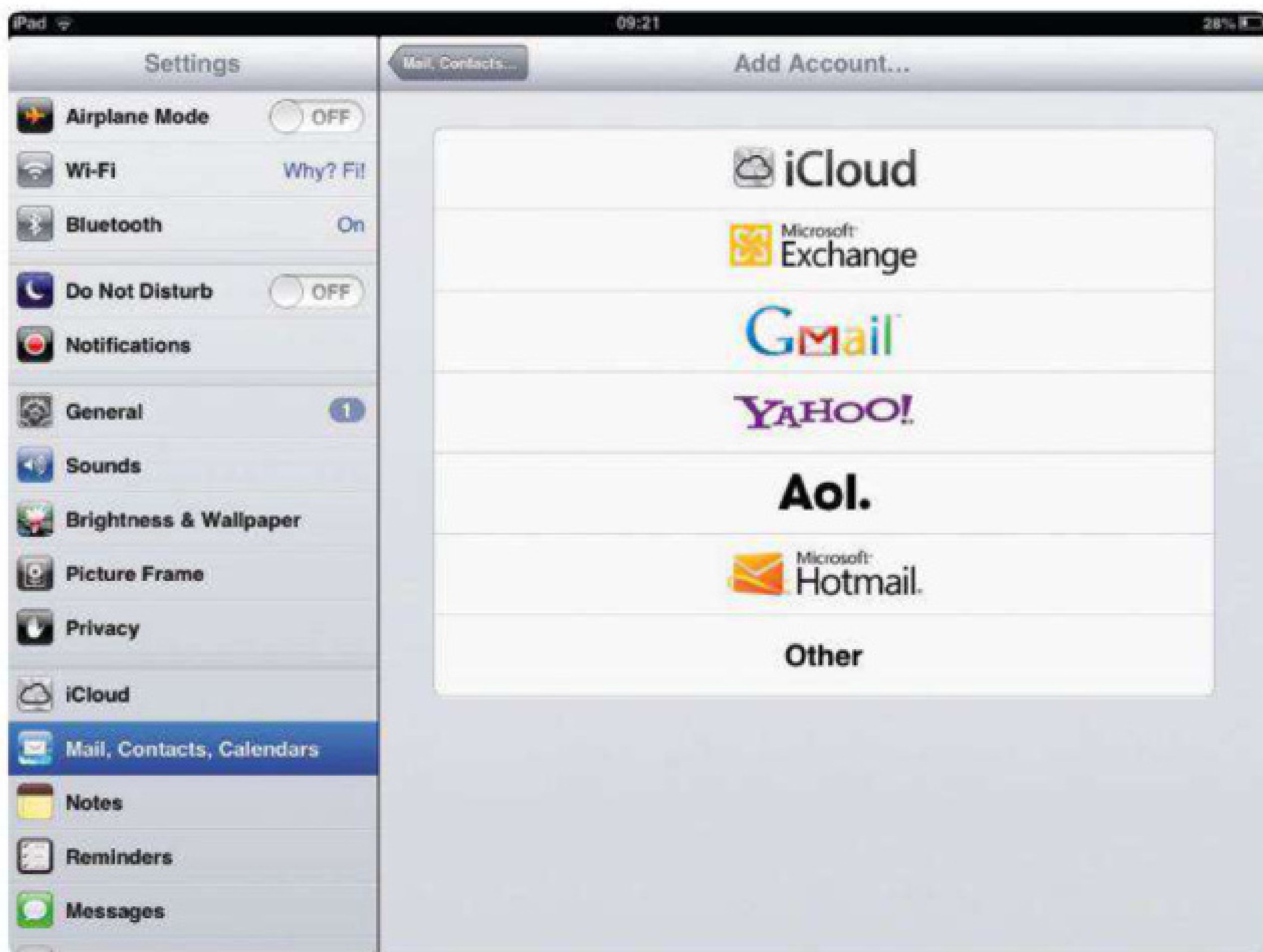
and tapping Send. There are some less obvious features, though.

If you're using an iPhone or iPod touch, you'll only ever see your mailboxes, message list or the content of your selected message on screen at any one time. On the iPad, turning the device to landscape mode will display a message on the right and either your inbox or a list of mailboxes in the sidebar. In portrait mode, the iPad gives over the whole screen to the selected message, but tapping the All Inboxes button at the top of the screen pulls up a list of messages, from which you can tap the Mailboxes arrow to navigate to a different account.

'All Inboxes' amalgamates all of the emails in each of your inboxes in reverse chronological order – meaning the newest will appear at the top, regardless of whichever account it might belong to. If you'd prefer to see messages from only one account, tap the Mailboxes button and then select the account from there, or pick from the Drafts, Sent or other server-side mailboxes.

MANAGING YOUR MESSAGES

The quickest way to delete one or two messages from a list is to swipe from left to right on one – think of it like striking a



line through something on your to-do list – and then tapping the Delete button that appears at the end of the line. If you need to delete several messages at once, doing this would be time-consuming, so instead, tap the Edit button, select the messages you want to remove by tapping in the lozenges to the left of each one, and then tap Delete. This is particularly well-handled on the iPad since you get to see a big preview of each message as you select it, making it great for triaging email.

You can use the same process to select several messages at once, either to change their read status or move them to other folders on your server, using the Mark and Move buttons at the bottom of the inbox respectively.

COMPOSING NEW MESSAGES

Of course, you probably already know that you can let your device autocomplete email addresses as you start typing in someone's name or address – so long as they appear in your Contacts list – but it's less obvious that you can add cc and bcc addresses, and change the account from which a mail is set, by tapping the line under the To: field.

By default, Apple sets your device to advertise what you've used to send your message, with a short 'Sent from...'
signature at the end of each email you write. You can change this to something



more appropriate, and select different signatures for each account through Mail, Contacts, Calendars section of Settings.

While there, you should also take a moment to choose a default account, which your device will use when sharing links from other apps, such as Maps and Photos. You can also set it to distinguish those messages that were sent specifically to you from the ones to which you were copied in.

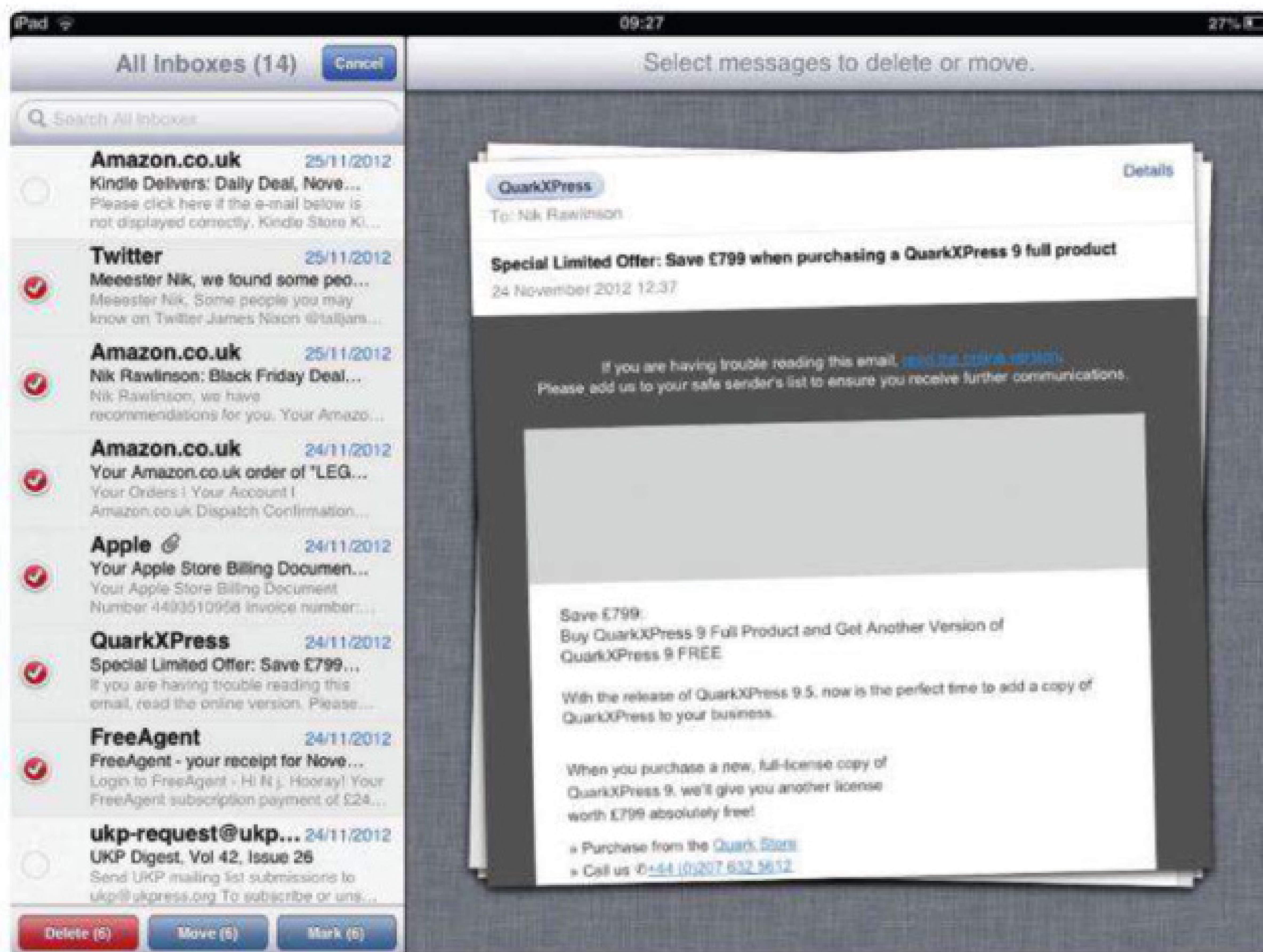


NEW FEATURES FOR iOS 6

If you're running iOS 6 – and you almost certainly will be if you received a shiny new iOS device this year for Christmas – you can format your own messages inside Mail. Select a chunk of text and then, if you're not on an iPad, tap the rightwards-pointing arrow to show a range of options for bold, italics and underline, changing the quote level (particularly handy if you need to respond to something specific from a prior email) and inserting photos and videos from your library. On the iPad, the same options are readily available, only they'll pop up in a bubble above the selected text.

iOS 6 also introduces the VIP inbox, where emails from people you have marked as more important – the likes of spouses, kids, extended family or work colleagues, say – will be given greater prominence. You can define someone as being a VIP by tapping their name in the From: field of any message they've sent you, and then tapping Add to VIP. Now, messages from your VIPs show up in a list with little stars next to their name, and they get their own mailbox gathering them together, which will sit separate from the rest of your messages.

What's more, if you turn to the Settings app and open Notifications, and then its Mail subsection, you can set your device so that you only get a notification on receiving an email from someone on your VIP list – and nobody else.



BROWSING THE WEB

APPLE'S SAFARI BROWSER LETS YOU ROAM THE WEB WIRELESSLY, AND WITH iOS 6 IT NOW BOASTS EXCITING OFFLINE TOOLS TO GIVE YOU EVEN MORE CONTROL

▶ Apart from anything else, your iPad or iPhone is great for reading the web through the built-in Safari browser. It's easy to use and works in a similar fashion to a regular desktop browser, but has a number of features that you might not stumble across without a little digging.

SAFARI ORIENTATION

The layout is easy to get your head around. There's an address bar for typing in the address of the website you want to visit, and a search bar for finding something on the web using Google or another search engine. Directly below these, on the iPad, are tabs for your open pages.

The backwards and forward arrows at the foot of the screen on the iPhone and iPod touch, or beside the address bar on the iPad, navigate through your recent browsing history, with the rest of the screen given over to displaying the active page. You can drag the page with a single finger to move around it, pinch and unpinch to zoom, and double tap to zoom into columns of text or images so that they fill the screen. Double-tap again to zoom back out, or just pinch. When you find a link you want to open, just tap it.

The reason Safari has separate address and search bars, unlike most desktop



browsers, is that the keyboard changes for each one to make it quicker and easier to enter what you want. When you're typing a web address, you get useful symbols like dashes and forward slashes, along with a button for typing .com at the end of the address. If the page you're after differs and ends with .co.uk, .net or something else, simply hold down on the .com for a list of alternatives.

where the 'Find on Page' option is, rather than it being above the keyboard like it is on iPad. You can have multiple websites open at once in Safari by opening them in new tabs. To add a new tab on iPad, tap the

'+' sign on the right-hand side, below the search bar.

On iPhone, tap the two overlapping squares in the bottom-right of the screen – and then tap 'New Page' to open another site.

💧 Hold down on the .com keyboard button and you get shortcuts for .co.uk or .net 💧

SEARCHING SAFARI

If you switch to the search bar, you get a normal keyboard for typing, without extra punctuation. Tapping this box on the iPad simultaneously calls up a bar above the keyboard, where you can search for a word on the page you're currently viewing.

Both the address bar and search bar offer suggestions as you type, and you can select any of these by tapping on it. On an iPhone or iPod touch, this suggestion list is

MANAGING BOOKMARKS

Safari lets you bookmark sites – just like a desktop browser – so you can find them again in the future. To see them, tap the open book on the bottom toolbar on the iPhone and beside the address bar on the iPad. It brings up a long list of bookmarks, either as individual items or sorted into folders. On the iPad, you can add your most commonly-used bookmarks on the bookmarks bar, which appears just above



💧 You can create new folders to gather Bookmarks on a particular subject 💧

the tabs bar when you tap in either the search or address boxes. These are all stored in a folder in the main bookmarks menu called Bookmarks Bar, so it's easy to add something new here or change the order in which they appear.

To move things around in the bookmarks menu, tap the Edit button, and then either drag the lines on the right-hand side to change the order, or tap the delete button on the left-hand side to get rid of a particular link.

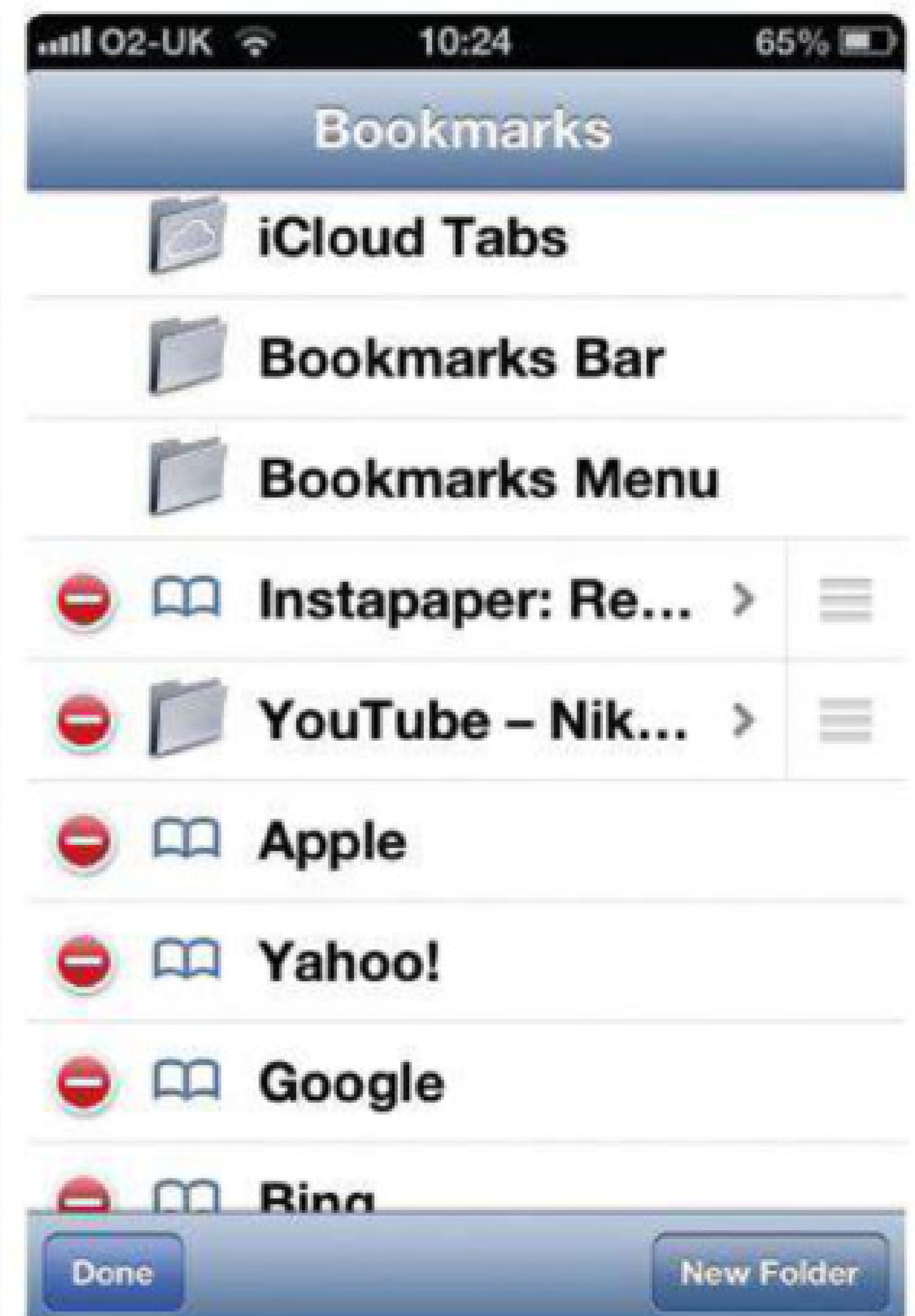
You can also create new folders here to help gather together bookmarks on a particular subject. Simply tap 'Done' once you've finished.

To add a new bookmark for the page you're currently viewing, tap the icon that looks like an arrow coming out of a box. You'll get a few options here, one of which is to add the current page as a bookmark. From here, you can give it a logical name and assign it to a folder. If you've set up iCloud syncing, it will then be copied



across each of your iOS devices, and the Mac version of Safari, which is handy.

The bookmarks menu is also where you'll find a record of your recent browsing history. On the iPad, tap the clock symbol at the bottom to see it; on the iPhone it has its own folder in the bookmarks menu. In both cases, you can use this to find a site you have recently visited, or to clear your internet history.



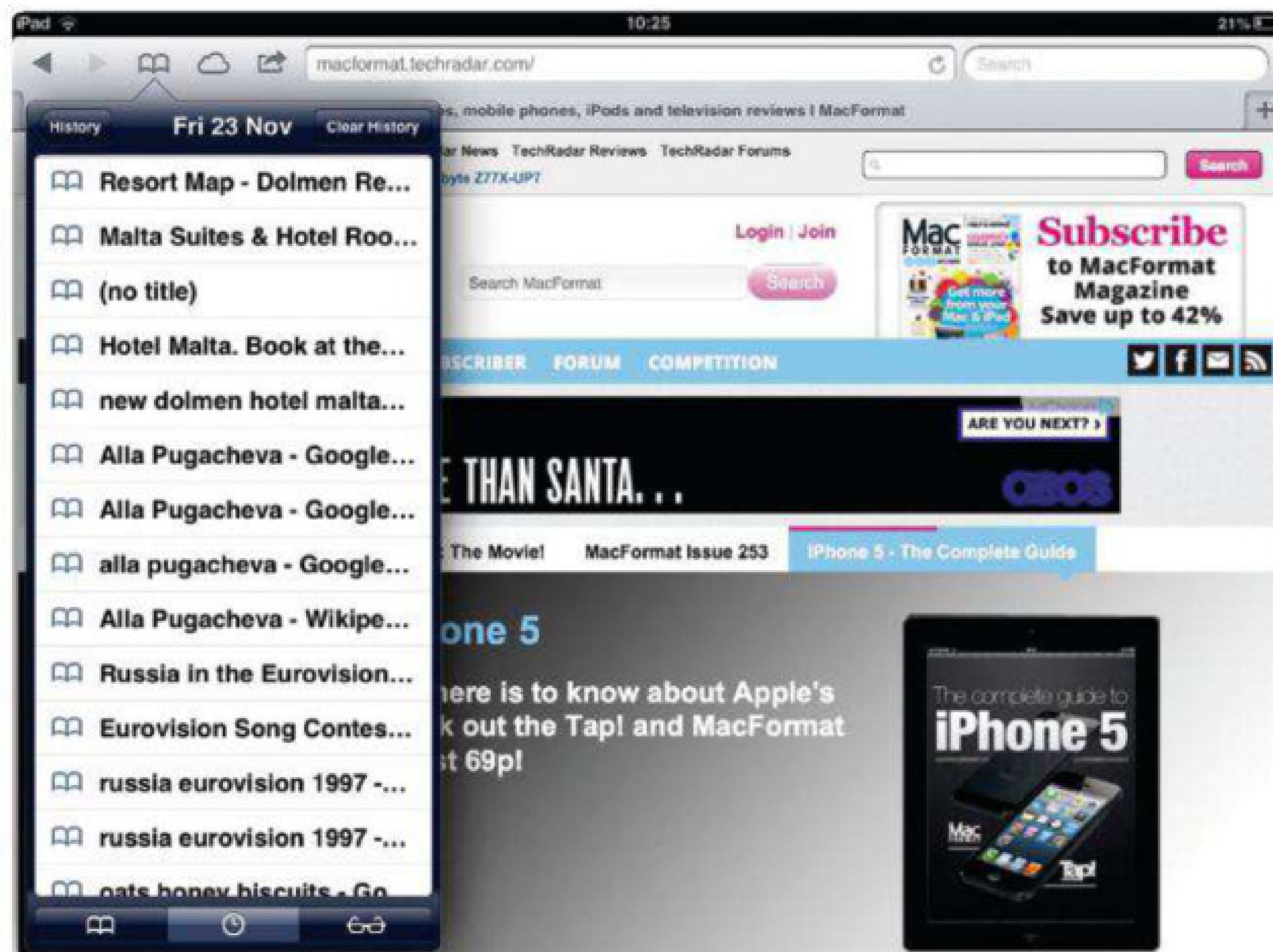
SYNCHRONISED BROWSING

iCloud isn't only used to share your bookmarks. It can also be used to synchronise saved pages using Reading List, which lets you save longer articles from the web offline, so you can read them any time you want – even on a different iPhone, iPad or Mac.

iCloud also remembers which tabs you have open on your devices, provided they're connected to the internet. This means that you could start reading a website on your iPhone, put it down and forget about it, then pick up your iPad and open the same page with just a few taps. On iPad, tap the cloud icon to see your tabs from other devices; on iPhone, you'll find this in the bookmarks menu.

There are actually more options in Safari, most of which can be found by tapping and holding something. For example, you can re-open any tabs you've recently closed by holding your finger on the new tab button. To change the order of the tabs in the iPad tab bar, you can tap and hold on one and then drag it around. Tapping and holding on a picture on the web allows you to save it to your Camera Roll, while doing it to a link lets you open the link in a new tab, without leaving the page you're currently on.

Safari also lets you add websites to your Home screen where they appear just like an app would, so you can quickly open them any time. To do this, tap the arrow icon, and then tap 'Add to Home screen'.



ENTERING TEXT

IOS IS EXTREMELY CAPABLE WHEN IT COMES TO MAKING SURE THAT WHAT YOU WANT TO TYPE MAKES IT INTO YOUR DOCUMENTS, EVEN USING THE ON-SCREEN KEYBOARD

➤ The iOS keyboard looks like any other, but with some know-how you can employ handy tricks that make entering text easier, faster and more accurate.

AUTOCORRECT

The most important tip we can give you when typing is just to keep on going and let iOS correct your mistakes. More often than not, it will get things right, but even if it doesn't, don't try to correct mistakes in the middle of typing words; wait until you come to the end of your email or document, and then go back and tweak – it's a far more efficient way of working.

You'll notice that iOS pops up suggested corrections in floating bubbles. If one of these is showing when you tap space or a punctuation key, it's substituted for the word you've just typed. If you don't want to accept the suggestion, tap the ✕ at the end of the bubble to dismiss it.

MAKING SELECTIONS

If you need to correct mistakes, it can be rather hard to position the text cursor



with just a tap, so tap and hold instead, and use the magnifying glass to get it in the right place. Select text by tapping and holding on a word and then dragging the blue handles to highlight more if necessary; you can cut, copy and paste from the pop-up menu.

HIDDEN CHARACTERS

You're not limited just to the letters and numbers you can see on the default keyboard, either. You probably know that you can tap the button at the bottom-left to switch to a keyboard with other symbols

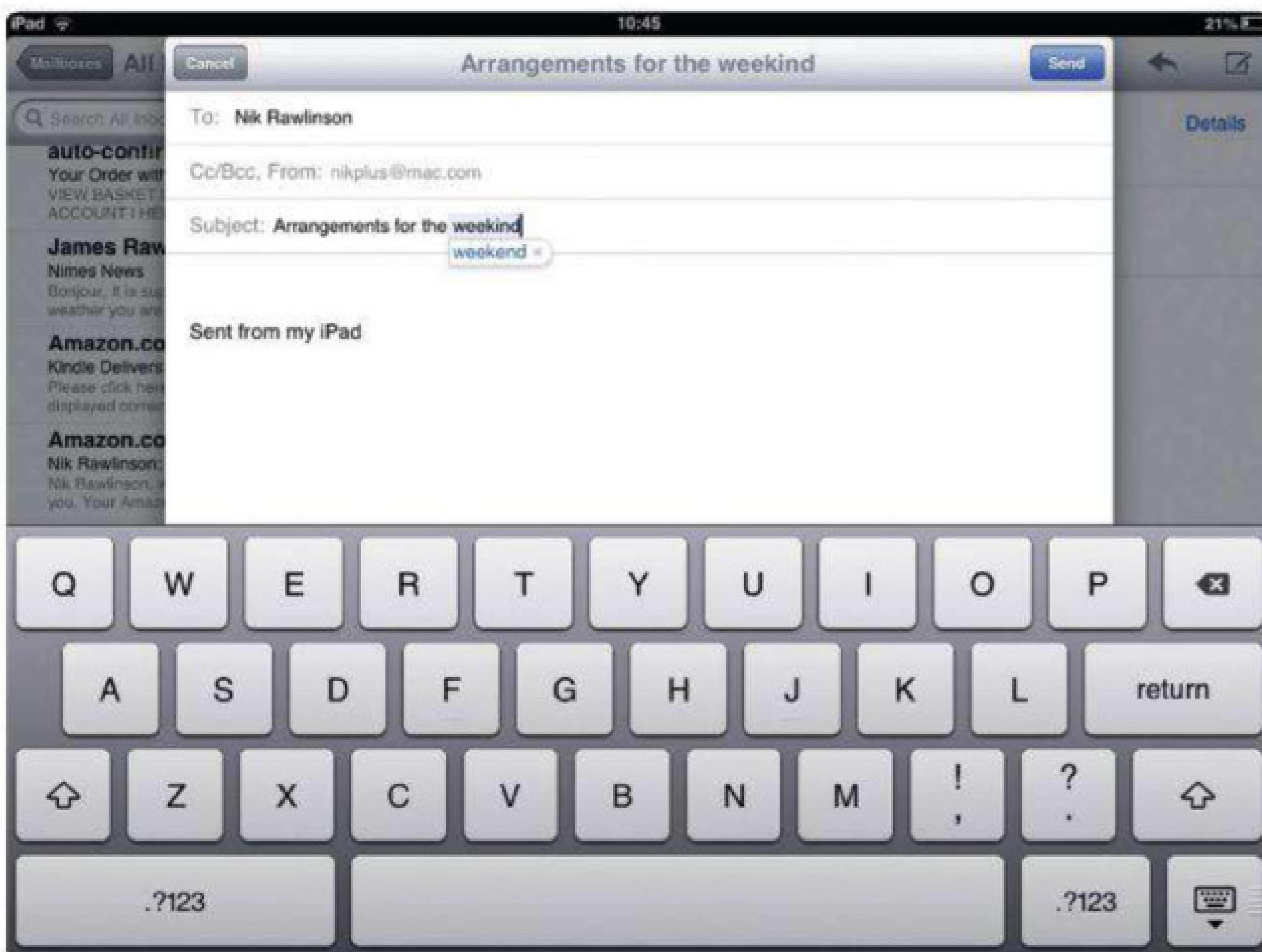


on it, and then the one just above it to get even more, but you can also tap-and-hold on some keys to get more still. For example, to type 'café' with the accent, type C-A-F and then tap and hold the e on the keyboard to pop up accented versions and slide across to the e-acute.

You can use a similar tap and slide method to quickly capitalise letters too; tap and hold the shift key then slide over to the letter you want to type capitalised before releasing.

On the iPad, you can quickly flick upwards to type alternate symbols on some keys. You get two of the handiest by flicking up on the comma and full stop keys on the main keyboard – try it and you'll see you get an apostrophe and double quote marks respectively.

You can even type fun, colourful symbols, called emoji, which other people using iOS devices and up-to-date Macs will be able to see in your text. They're not enabled by default, so to opt in, open the Settings app and tap General > Keyboard > Keyboards. Tap Add New Keyboard and pick Emoji. Now, when you're entering text, you can tap the globe symbol next to the spacebar to switch to the emoji keyboard, and once again to switch back.



💧 **You're not limited to the letters and numbers on the default keyboard** 💧



If you regularly type in more than one language, there's no reason why you should stop at adding an emoji keyboard – add one for each language you use on a regular basis, and when you switch between them iOS will simultaneously switch to the appropriate autocorrect language, too.

TIME-SAVING SHORTCUTS

While you're in the Settings app, you can set up little shortcuts to make it easy to type regular phrases or even entire chunks of text. Navigate through Settings > General > Keyboard > Shortcuts, tap the plus symbol and enter the phrase you want to autocomplete – 'All the best', say. Now type a shortcut for it into the box below, such as 'atb'. From now on, every time you tap out 'atb' at the end of an email it will be automatically swapped out for All the best. It's a big time-saver – particularly if



you're using the iPhone or iPod touch.

If you make a mistake, simply shake your device to reverse it, or switch to the first alternate keyboard on an iPad and tap the Undo key at the bottom left.

If typing anything at all sounds like a drudge, the latest devices, which have the intelligent personal assistant Siri built in, can actually take dictation. With Siri active

(Settings > General), you'll see a mic next to the space bar. Tap that and then you can speak your text. It's surprisingly accurate, and you can always tweak the results, although you will need an active Wi-Fi or 3G connection because your spoken words need to be sent back to Apple for transcription. Search the web for 'Siri dictation commands' for lots of ways to make dictation even more accurate.



KEYBOARD TIPS

iPad users can split the keyboard in half, which makes it easier to type with your thumbs – especially if you're holding the iPad between two hands with your fingers curled around the back. Simply place two thumbs on it and pull them apart, or hold down on the button in the lower right corner and tap Split. Holding down on that button and dragging immediately, without pause, also lets you move the keyboard up and down the screen so it's not obscuring anything important.

You can use a real, physical keyboard with your iOS device too, so long as it's equipped with Bluetooth, that is. Pair it with your device through Settings > Bluetooth, and then you can not only type faster, but also use standard Mac keyboard shortcuts to move around and manipulate text. We frequently review keyboards, so keep an eye on future issues of Tap! for the latest releases.

PERSONALISING YOUR DEVICE

APPLE HAS CENTRALISED MOST OF iOS' OPTIONS IN THE SETTINGS APPLICATION - FROM HERE YOU CAN KEEP YOUR DEVICE WORKING EXACTLY HOW YOU WANT IT TO

Although the idea of iOS is to be as simple and friendly as possible, there are times when you'll need to delve into the Settings app. Here we'll walk you through the parts you'll use most often - and particularly in the first few days when you're setting up your new device.

NETWORKING

To get the best out of your device, you need to take it online. Tap Wi-Fi in the Settings sidebar and then choose the network you want to join. (You'll need to enter a password if it's protected.) On the same screen, you can also turn off the pop-up that shows you available networks when you're not connected to one by tapping the switch beside 'Ask to Join Networks' to set it to 'Off'.

Just below the Wi-Fi settings, you'll find the option to turn on Bluetooth and pair with a Bluetooth device, such as a speaker or separate keyboard. When you access this tab, it automatically searches for compatible Bluetooth devices. So long as what you want to connect to is in 'pairing mode', it should show up on this screen in the box under 'Devices'. Just tap it to



connect, and follow further instructions if they appear, such as typing a series of numbers to pair with a keyboard.

CONTROLLING YOUR MOBILE CONNECTION

On an iPhone or some cellular iPads, you'll find the Personal Hotspot option underneath Bluetooth. If your contract or plan allows for tethering - in other words, letting you connect other devices to your iPhone to share its 3G or 4G mobile internet connection - this is where you can activate it and set a password.

Above all of these, you'll see a switch for Airplane mode, which turns off all wireless signals from your device, so it can safely be used while flying. (Obviously, if aircrew ask you not to use any electronic devices at specific moments during the flight, comply with their request, even if you do have Airplane mode active.)

SILENCING INTERRUPTIONS

iOS 6 - which runs on all iPhones, iPads and iPod touches currently on sale -

introduced a feature called Do Not Disturb, which silences incoming calls and alerts. You'll find the switch to turn it on in the main Settings panel, but to adjust it, you need to go to the Notifications section, through which you can configure some exceptions if the situation suits.

For example, you can allow through any call from the same person who rings twice within three minutes - in which case there's probably some kind of emergency or importance behind the call. You can also allow calls from specified groups in your Contacts book such as family or work colleagues, and choose whether to turn Do Not Disturb on manually, or schedule it to activate during specified hours.

💡 **It's a good idea to keep Find My iPhone turned on, since it can help if you lose it** 📍



NOTIFICATIONS AND SOUNDS

Apart from setting Do Not Disturb, the Notifications panel also lets you choose what apps should be shown in Notification Center, and choose what kind of notifications each app uses – whether they're discreet banners at the top of the screen that let you keep using your device, for example, or alerts that pop up and interrupt whatever you're doing.

If you want to change your ring tone, text tone and a few other noises, have a look in the Sounds section. There are several options here that can be changed individually, and you can turn off the clicks that sound when you type on the keyboard. It's possible to add more ringtones to your options here, either by buying them from Apple or by loading them through iTunes, though that latter is a bit of a fiddly process.

BRIGHTNESS AND WALLPAPER

The Brightness and Wallpaper section underneath Sound lets you adjust the brightness of the screen, and choose whether some devices should be allowed to set their own brightness automatically. When this option is activated, the device will dim or brighten the screen to match the ambient light level in its surroundings, so the screen won't blind you when you're using it in near darkness, for example.



If you'd prefer to keep a handle on this yourself, simply turn off Auto-Brightness by tapping the switch.

When it comes to the wallpaper, you can choose different options for the Lock screen and Home screen, either from the built-in options or from photos you have shot and stored on the device. You have a great camera at your disposal, so why not personalise your device?

iCLOUD SYNCHRONISATION

The iCloud options in Settings let you customise how you use Apple's cloud syncing service. You can choose which of Apple's apps should sync data across all your devices here, so you could allow Safari to sync your bookmarks across all devices, but deny the same option to Notes. If you want to set up iCloud behaviour in third-party applications, check their own



options in Settings' categories, or inside the applications themselves.

You can also activate or deactivate the Find My iPhone option from the iCloud settings. It's a good idea to always have this turned on, because it can really help if your iPhone or iPad gets lost.

Provided it's connected to the internet, you'll be able to locate a lost device, send messages to its screen, lock it and – if you're sure you'll never be able to get it back – wipe all of its data remotely so that it doesn't fall into somebody else's hands.

iCloud can also be used to back up your Camera Roll, email accounts, documents and settings, by tapping Storage & Backup inside the iCloud section. Although you can choose which apps should back up on an individual basis, it's easiest – and safest – to just let them all back up, as long as you have enough space, that is. If you're lacking space, don't worry, you can pay to upgrade your iCloud storage here, too.

COMMUNICATIONS

Finally, as we mentioned in the Email section, if you want to add new accounts to your device, you can do so in Settings' Mail, Contacts and Calendars section, while the Messages and FaceTime menus give you control over which number and addresses you receive your iMessages and FaceTime calls or, if you prefer, turn these options off altogether.

SHOOTING PHOTOS & VIDEO

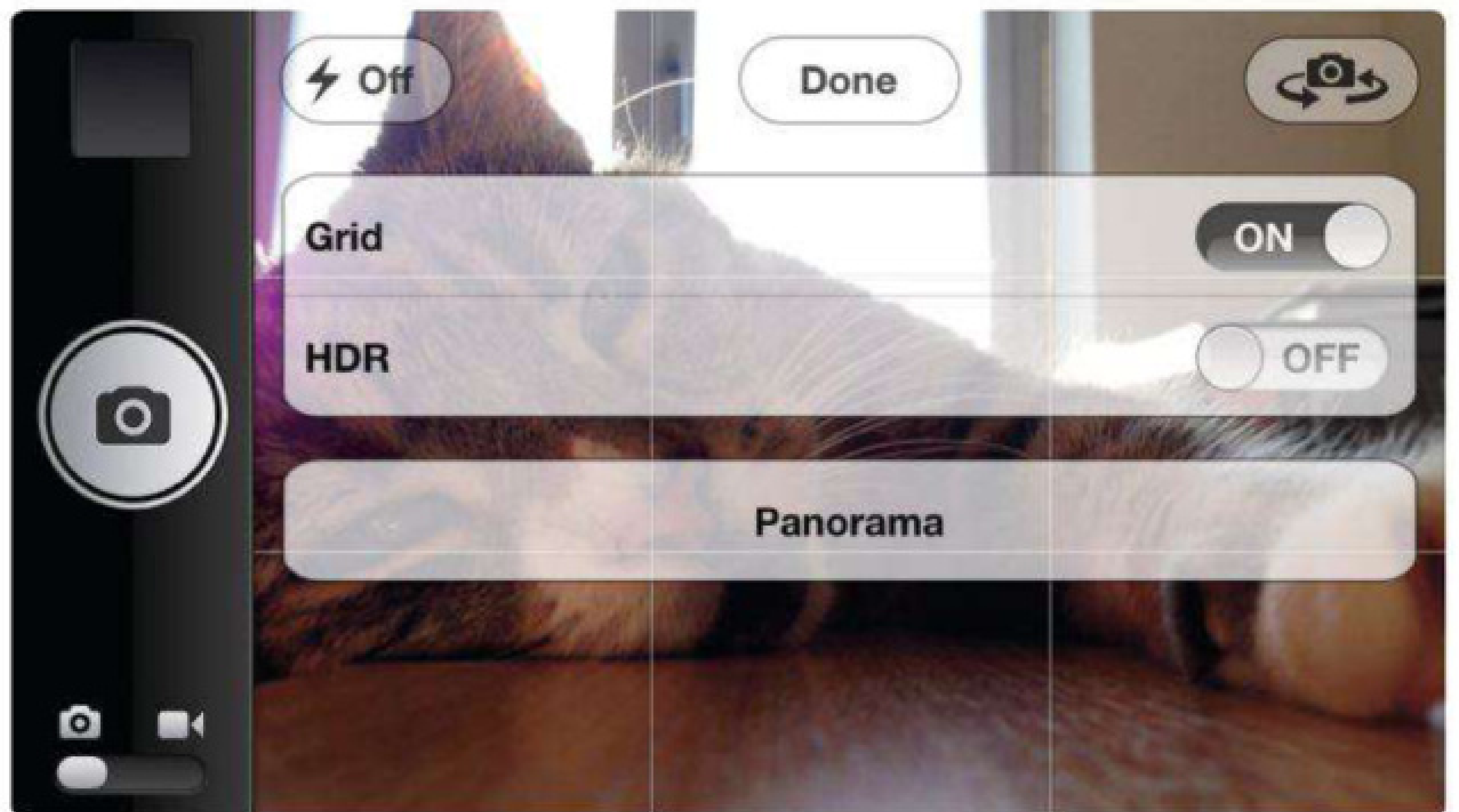
THE CAMERAS IN EACH OF APPLE'S DEVICES HAVE BEEN EVOLVING OVER THE YEARS - NOW THEY OFFER THE PERFECT COMBINATION FOR AD-HOC CASUAL SNAPS

➤ The best camera, they say, is the one you have with you – not necessarily because of its specs, but because it means you can capture a moment you'd have missed if your big, proper camera was at home. For most of us, then, the camera that fulfils the 'best' criteria is the one on our iPhone or iPad, which is handy, since the quality of their output is fairly consistently high. Better yet, with a few choice apps and a network connection you can edit and share your photos as soon as they're snapped.

NATIVE CAMERA FEATURES

With such a wide choice of third-party photography apps such as Instagram, it's easy to overlook all the things that the built-in Camera app can do.

For starters, it's just as well tooled for shooting movies as it is stills; simply tap the switch on the toolbar to swap between the two modes. Beware that the focal



length changes between these two modes, so make sure you're switched to the one you actually want to use, before you go ahead and compose your shot.

On devices that don't have a 16×9 widescreen display such as the iPhone 4 or 4S, you can double-tap the preview of a movie so you can see the complete picture before you start to shoot.

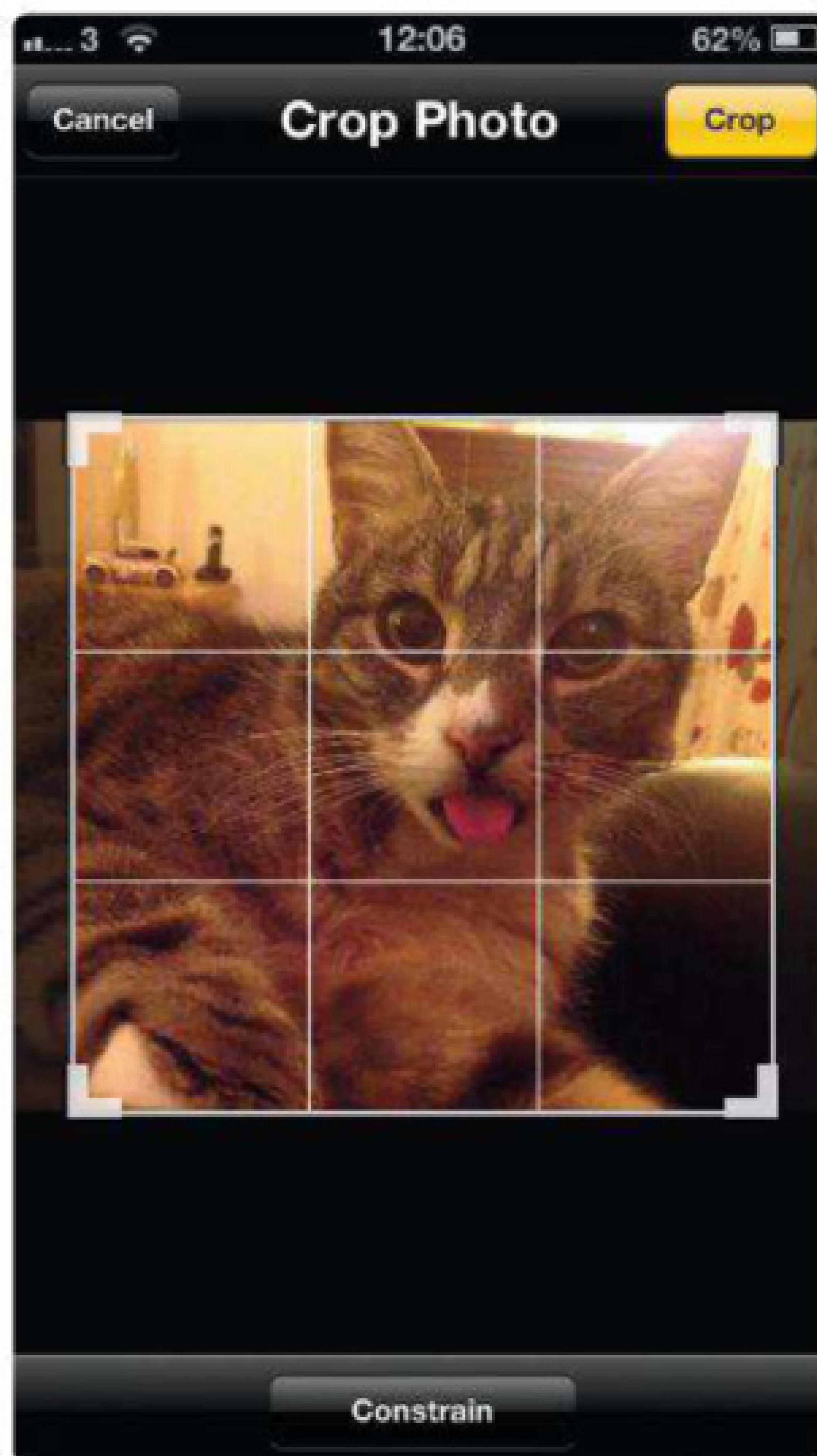
Every current iOS device has a camera both on the front and back. Tapping the camera icon on screen switches between them, so you can film yourself just as easily as those things in front of you.

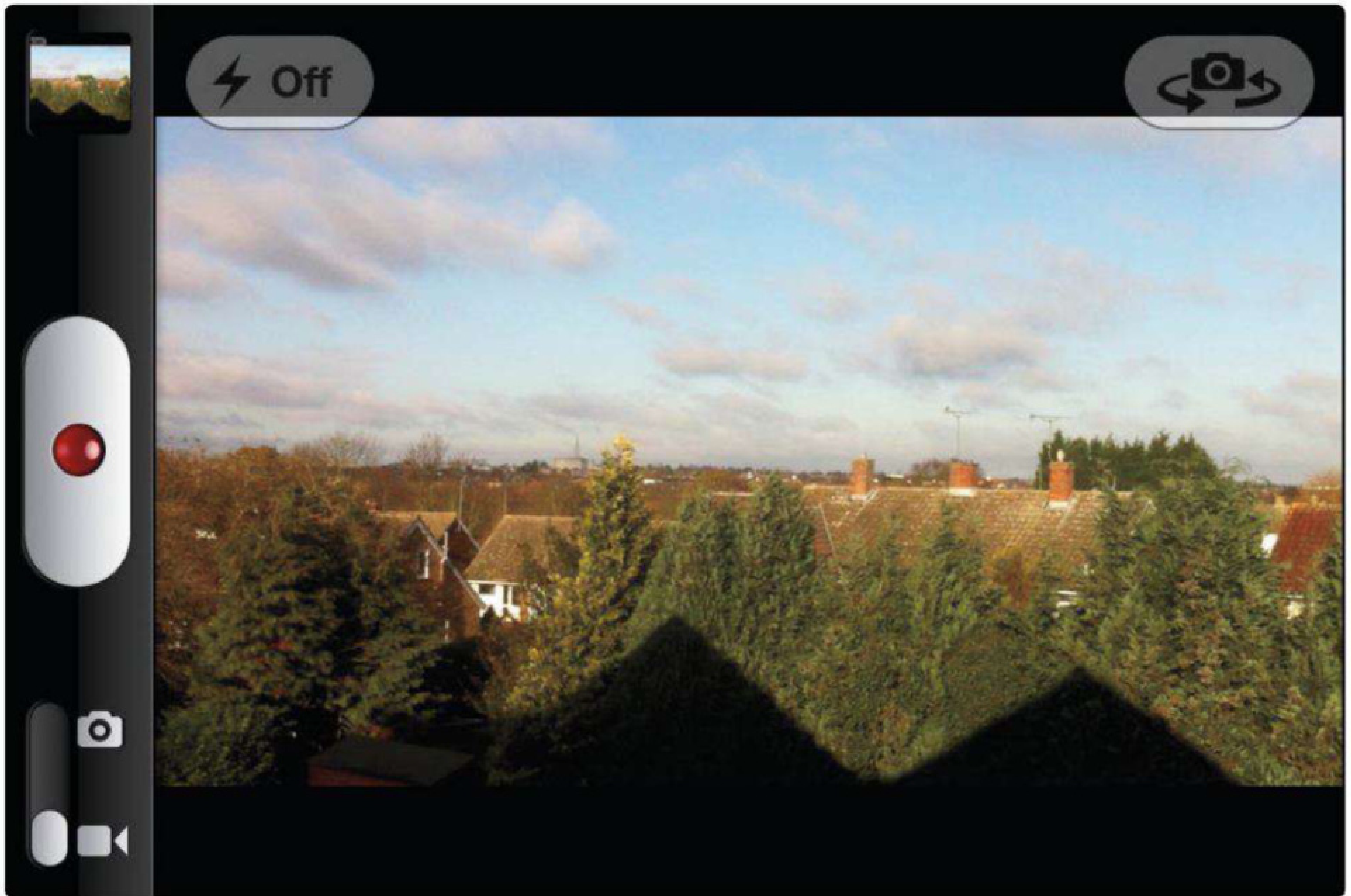
Bear in mind, though, that the front-facing camera sports a lower resolution than the one on the back, so will record lower-quality images.

FLASH AND ZOOM

You can zoom in on your subject using the unpinch gesture, but wherever possible, we'd recommend taking a few physical steps closer if you can. Why? Because when you unpinch you're not *really* zooming in the way a dedicated camera would (by moving the lens), you're just cropping in to the centre of the picture.

If getting physically closer isn't an option, perhaps because you're shooting a landscape or snapping through the bars of a zoo enclosure, you would be better advised to perform a crop in post-production, either by going into the Photos app on your device, selecting your photo and tapping Edit, or by tweaking it on your regular computer.





Not all iOS devices have a flash, but for those that do, you can choose to have it always fire, fire when required, or never fire at all by tapping the control in the upper left corner and selecting On, Auto or Off. The flash is neither flattering nor far-reaching, so in most cases you'd be advised to leave it set to Off.

CAMERA OPTIONS

The Options button at the top of the screen lets you turn on a grid to help you compose photos using the Rule of Thirds. The idea here is that if you position the subject of your photo at a spot where these lines intersect, you'll usually get a more interesting shot than if you just put them in the very middle of the frame.

In devices that support it, the Options menu also lets you turn on HDR (High Dynamic Range) shooting. When on, your device takes three photos in quick succession – one over-exposed, one under-exposed, and one exposed using automatic settings – which are then combined to

produce a photo that more accurately reproduces what you see with the naked eye. More often than not, iOS produces an accurate result, but if you prefer to take a belt-and-braces approach, you can set the Camera app to save a copy of the original automatically exposed shot. Open

💧 **The flash is neither flattering nor far-reaching; we advise you leave it off** 💧

Settings, and inside Photos & Camera you should tap the slider beside Keep Normal Photo so that it reads On.

If you have an iPhone 4S or iPhone 5, you'll see a third entry in the Options menu: Panorama. This neat function allows you to shoot wide-angle shots of up to 240 degrees by sweeping your phone

from left to right at a constant speed; if you'd rather sweep right to left, tap the arrow to reverse the direction.

TAKING YOUR PHOTO

You're finally ready to fire the shutter. There are three ways to do this: you can tap the big icon on the screen or, in most devices, press the volume up button on the side of the device; alternatively, if you have a set of headphones plugged in that have a volume clicker on the cable, you can use the volume up button there, too – which is great when you want to reduce camera shake if you have your iPhone attached to a tripod with an adaptor such as the Glif.

Keep in mind that there's no need to wake up your iPhone, enter your passcode, find the camera app and wait for it to start before you can take a picture. So long as your device is running iOS 5.1 or later, you will see a camera icon on the Lock screen. Swipe this up to switch straight to the Camera app, and you're ready to shoot right away, so you won't miss anything!

PARENTAL CONTROLS

MAKE SURE THAT KIDS DON'T DISCOVER THE DARKER SIDE OF THE WEB THROUGH YOUR DEVICE; SOME SIMPLE BUT EFFECTIVE MEASURES CAN LIMIT THEIR OPTIONS

With music, movies and games on offer, it's little wonder the iPhone and iPad are so popular with kids. Whether they're borrowing your device or have one of their own, you might not want to give them unrestricted access to the App and iTunes Stores, or allow them to play or watch whatever they want online or from your music and video libraries.

Fortunately for apprehensive parents, Apple provides a set of parental controls that let you limit their access, starting with the passcode lock. This will need to be entered before anyone can wake your device from sleep, so it will stop them from using it without your permission.

RESTRICTED ACCESS

If you do want to let your kids have limited access, you can set what Apple calls 'Restrictions', which you'll find by opening the Settings app and tapping General > Restrictions. When you enable Restrictions for the first time, you'll be asked to create



a passcode, which has to be entered any time someone wants to make any further adjustments, and should be enough to stop them being loosened up without your permission.

The Restrictions menu lets you turn off access to some built-in apps, and disable other options. If your major concern is that you don't want kids spending money on the App Store, you can turn off the ability to install apps, disable access to the iTunes Store app, and disable the ability to buy In-App Purchases by tapping the On/Off buttons beside Installing App and In-App Purchases.

One of the most important options is the 'Require Password' setting, which you'll find immediately below the In-App Purchases switch. By default, when you buy something from the App Store or with an In-App Purchase, your device saves your password for 15 minutes, so you don't have to enter it every time you want to buy something if you're shopping in quick succession. If, say, you bought something for your kids and then gave them your device, that would mean they had 15 minutes of free reign on your account. To avoid becoming accidentally bankrupted, tap 'Require Password' and change the setting from '15 minutes' to 'Immediately', so a password needs to be entered every time a purchase is made – however recently the last one was authorised.

Restrictions also lets you set age limits for various content on the device, so you can put music flagged as having explicit lyrics beyond their reach, along with movies rated for a certain age and games



or apps that contain content suitable only for older kids or adults. Each kind of media has its own settings, so you can be as flexible as you like here.

PRIVACY

We all value our privacy, but where kids are concerned, you often need to take special measures. The good news, then, is that iOS lets you restrict how apps use the personal information available on your device. For example, you can make it impossible for apps to access the device's



photos or contacts, or the built-in Twitter and Facebook accounts. You can also make it impossible to add friends or play games through Game Center, if you're concerned about that, too.

If you just want to give an iPhone or iPad to a child for a few minutes to play a game without them going anywhere else on the device, you can use a feature called 'Guided Access'. You'll find this in the Accessibility menu, which is part of the General settings screen. This locks the iPad to only being able to use that one app, until you turn it off. Once it's turned on in the Settings, you can activate it at any time in an app by quickly pressing the Home button three times. Once you do, you'll see the Guided Access options screen, which has a few customisation tools you can use. At the bottom, you can turn off the ability to actually interact with the app, and to disable rotation of the device.

You can also draw on the screengrab in the middle to disable the ability to touch certain parts of the screen – you just draw



💧 You can lock your device to only being able to use one app with Guided Access 💧



a box over the areas you want to be inactive, which iOS will make into something a bit more uniform, with the disabled areas shown as shaded. Once it does that, you can tweak or delete the box.

To turn Guided Access off, do the same thing – you'll have to create a passcode so that it can't be turned off by anyone else.



AWESOME HIDDEN FEATURES

THERE'S STILL PLENTY TO BE DISCOVERED THROUGHOUT iOS THAT HELPS YOU ACCESS OUR DATA AND STAY IN TOUCH WITH THE WORLD WITH LESS FUSS

When you're using an iOS device, there's lots about it that's obvious, such as how to launch apps, or slide to unlock, but as you'll have seen from all of the hidden buttons and controls we've revealed, there are plenty of extra features that aren't necessarily totally obvious at a first glance.

NOTIFICATION CENTER

One of the most important is the Notification Center, which collects all of your notifications in a unified interface so you can see at a glance what needs your

attention. To open it, place your finger on the clock at the top of your screen and drag down. Your notifications are sorted by app, and you can just tap on one to open the app it relates to. If you don't want to respond, you can trim the list to more manageable proportions by tapping the small \otimes next to an app's name, followed by 'Clear'.

You can have a couple of extra blocks in Notification Center, too: there's a weather widget, showing the current conditions, a stock ticker, and buttons to instantly send a Tweet or Facebook update. You choose which apps appear in Notification Center in the Settings app.

On your device's Lock screen, you can see notifications that have appeared since you last used it, but they're not just for show. Slide the app icon for that particular notification to the right, and you unlock your device and switch directly to the app in question. The iPhone and iPod touch Lock screen has another shortcut – put your finger on the little camera symbol and slide upwards to unlock straight into the Camera app. The iPad doesn't have this camera shortcut, but instead has the options to activate a photo slideshow. Just press the button that looks like a flower to start it, and use the Settings app to customise it.

VOICE CONTROL AND MULTI-TASKING

Siri is Apple's digital personal assistant. It lets you ask questions or speak commands in plain English, and returns a relevant answer or carries out your request. Make sure it's turned on by tapping General > Siri in Settings,



and then activate the Siri interface by holding down the Home button. You can even activate Siri from the Lock screen and set an iPhone to automatically invoke Siri if you hold your phone to your ear without making a call. To dismiss Siri, just press the Home button again.

Not all apps are able to make use of Siri, but nearly all of Apple's built-in apps tie into it. You can ask Siri to take notes for you, set alarms or reminders, call people and much more. It can also take dictation, so you can say something like 'Tell Dad I'm

You can activate the Siri interface by holding down the Home button





going to be late', and it will create a new message to your father comprising the message 'I'm going to be late'.

Siri can also get you information from some web sources, including data from the Wolfram|Alpha knowledge engine, and information about films and the weather.

At any time it's unlocked, you can double-click the Home button of your device to bring up the iOS multitasking bar. This shows your four (iPhone or iPod touch) or seven (iPad) most-recently accessed apps, so you can switch between them easily by tapping an icon. If you swipe your finger left-to-right here, you can access more options, including music controls, volume, screen brightness on the iPad, and the ability to lock the screen's orientation. Locking the orientation means the images on the screen won't rotate when you turn the device, which is very useful if you're reading in bed or looking at photos. On the iPad, you can choose to have the physical switch on the side to control this, which places a Mute control in the multitasking bar instead (open Settings and tap General, then scroll down to the Use Side Switch to: section to make your choice). If you swipe the multitasking bar the other way – right to left – you'll see more recently-used apps.



The iPad also supports multitasking gestures, which let you use four fingers to move through your apps. Swiping four fingers right to the left takes you to the app you previously used, while going the other way takes you back to the first app. Pinching all four fingers to the centre of the screen takes you back to the Home

💧 Press both the Sleep/Wake and the Home button to take a screenshot 💧

screen, while swiping them up brings up the multitasking bar. Working with your iPad this way could extend its life by putting less strain on the Home button, which you might have otherwise used.

iOS TIMESAVERS

iOS is packed with tiny timesavers all over that are indispensable once you know about them. When you're in a long list – your Contacts, for example – or if you're at the bottom of a long web page, tapping the



status bar at the top of the screen scrolls quickly back to the top of that list or page.

If you ever want to take a screenshot of something you see on your device, press the Sleep/Wake and Home buttons at the same time to capture a screengrab of it; the grab will be saved to your Camera Roll.

Another timesaver is that not only can you create Folders on your Home screen to group apps together, but you can also put those Folders into the Dock at the bottom of the Home screen, meaning you can have many more apps just a tap away than you would if the Dock only accepted app icons. If this still doesn't get you to your chosen app quickly enough, however, try swiping left to right from your first Home screen to open up Spotlight, the powerful built-in search tool that will hunt out apps, contacts, emails and more.

Finally, just because you're on a call doesn't mean you can't use your iPhone for anything else. Press the Home button while the call's still live and you get back to your Home screen, but with a coloured bar at the top to let you know you're still on the line. You can then use apps and browse the web, perhaps to answer a question or look up some vital information, and tap the coloured bar when you're ready to return to the call.

TROUBLESHOOTING

IF YOU EXPERIENCE PROBLEMS WITH YOUR iOS DEVICE, WORKING THROUGH THESE SERIES OF DEFINED STEPS IN A LOGICAL ORDER IS OFTEN ENOUGH TO FIX IT

➤ It's rare for anything to go wrong with your iPhone, iPad or iPod touch, but if it does, don't panic. Putting it right is rarely too taxing.

PREVENTION IS BETTER THAN CURE

So long as your device is running iOS 5 or later – and any device you bought during or after November 2011 probably will be, plus you can upgrade some older devices for free – you have the option of turning on iCloud backup. Apple's free iCloud accounts come bundled with 5GB of online storage, which thanks to the way iCloud backup works, is probably sufficient for all but the most demanding user. Once you've turned it on, iCloud backup sends a copy of your most important data to your remote storage space whenever your device is asleep, plugged in, and connected to Wi-Fi. To turn it on, go into Settings, tap iCloud, scroll to the bottom of the next screen and tap Storage & Backup, and then switch on iCloud Backup.

With a backup in place you can quickly and easily restore your data to a new device should the worst come to pass, and to all intents and purposes it will work exactly as your old one did at the point of the last backup. (If you can't or don't want to back up to iCloud, you can also chose to



back up to your PC or Mac by connecting to it with a cable, or using Wi-Fi Sync.)

MUSIC MEDIC

If your device isn't playing music or making other sounds, and increasing the volume doesn't solve it, first check to see if it's muted, either with the physical toggle on the side of some devices or – depending on how you've configured your device – by opening the multitasking bar. To do this, double-press the Home button, and slide from left to right to see if the mute

control at the far left is switched on. If that doesn't work, check the headphone socket for dust and lint. It's not impossible for a considerable amount of unwanted detritus to build up in there – particularly if you keep your device in a pocket or day bag – and it might cause it not to properly register whether or not headphones are attached, and thus the lack of sound.

REMEDYING AN UNRESPONSIVE DEVICE

If an app, or even your whole device, is misbehaving, there are a few easy steps you can follow in order – one after the other – to get it back on its feet.

The first is to kill an app. Press the Home button to go back to your Home screen, then double-press the Home button again to bring up the multitasking bar; tap and hold on the rogue app's icon – which will be on the left of the bar – until the apps start to wiggle, and then tap its little close icon at the top left. Now press the Home button again to stop the wiggle, and, if you want to, you can re-launch the app from scratch.



Double-press the Home button to view your multitasking bar to kill rogue apps

The multitasking bar is simply a list of recently used apps. It's not actually a menu of all the apps currently burning through your battery or using up memory on your device. iOS handles running apps automatically, and the only time you ever need to kill an app in the way we've just shown you is if it's misbehaving in some way. There's no benefit to laboriously closing these apps manually all the time.

(If you don't believe us, search the web for 'misconceptions about iOS multitasking' to read more!)

If you can't kill an app like that – if, for example, pressing the Home button doesn't take you back to the Home screen – you'll need to force it to quit. Press and hold the Sleep/Wake button on the top edge of the device until the red slider with 'Slide to power off' appears at the top of the screen. Let go of the Sleep/Wake button then press and hold the Home button until you're returned to the Home screen. From here you can re-launch the app to see if that fixed the problem.

If you're still having problems, you'll have to try that old IT fallback: turning the device off and on again. Hold the Sleep/Wake button until the red slider appears prompting you to turn it off. Do that, let it power down, and then give the



Sleep/Wake button a nice long press again to turn it on once more.

If your device has hung so badly that you can't do any of the steps we've tried so far, you can force it to restart. Press and hold both the Sleep/wake button on the top edge *and* the Home button below the screen for at least 10 seconds, until the Apple logo appears on the screen as the device reboots.

Should you still be having problems, your only option is to wipe your device. If you followed our earlier advice about backing up, you should be able to restore it to its last known good position.

Start by making sure your backup is up to date, either by tapping **Back Up Now** in the iCloud section of Settings, or by connecting your device to your PC or Mac and clicking **Back Up Now** in the Summary panel inside iTunes. Once you're happy the backup has been completed, go into Settings > General > Reset on the device, and tap the button marked **Erase All Contents and Settings**. You'll get



If all else fails, you can make an appointment at your nearest Genius Bar

multiple warnings that this will wipe all the data from your device, and you should accept them all.

After a while, your device will restart and walk you through the initial setup process again. As part of that process, you'll be asked if you want to restore your information from a backup, either on iCloud or iTunes. Choose the appropriate option for your situation, and let iOS restore the device. It can take a while, but just be patient.

Should none of this have fixed your problem, you'll need to talk to Apple or to another Apple Authorised Service Provider. If you're lucky enough to live within easy reach of an Apple Store, that's usually the easiest option. Make an appointment at the Genius Bar – you can even do that through the free Apple Store app – and pop along to explain your problem; Apple's customer service when it comes to faults is famously generous, so you might be pleasantly surprised.

REAL, IN-DEPTH REVIEWS

Apps

YOU CAN MONITOR THE VITAL STATISTICS OF YOUR MAC OR PC FROM THE COMFORT OF YOUR IPAD

THIS MONTH I'M OBSESSED WITH...



iStat 2

Keep an eye on your Mac or PC to see if it's misbehaving

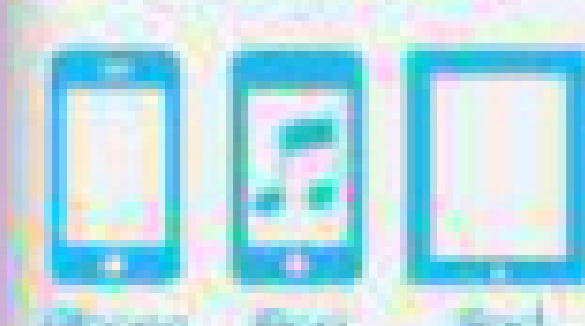
The first thing I do when I get a new Mac (which happens rarely) or wipe a Mac to install a new operating system (slightly less rarely) is install iStat Menus, a handy utility that puts stats and graphs about what my Mac is doing just a glance away. I do this because I like knowing what's happening at all times – it's a way for me constantly to be troubleshooting it, working out why it's slow, if an upload's working, or whatever.

And now I can pander to my neuroses wherever I am, thanks to iStat 2 for iOS, which puts the stats for my Macs (and PCs and Linux machines) into my pocket. Hurrah?

Christopher Phin
Editor

FOR THE REVIEW AND
Tap!
VERDICT
GO TO
p33

KEY INFO



Works with We use these icons to let you quickly see which apps work on your device. Almost any app that runs on the iPhone will run, windowed, on an iPad, but we don't count that as a works-on-iPad app. Check the App Store for detailed compatibility info.

Price These often change. The price we list (and rate on) was correct when we wrote the review.

Universal A single app that runs on iPhone, iPod touch and iPad.

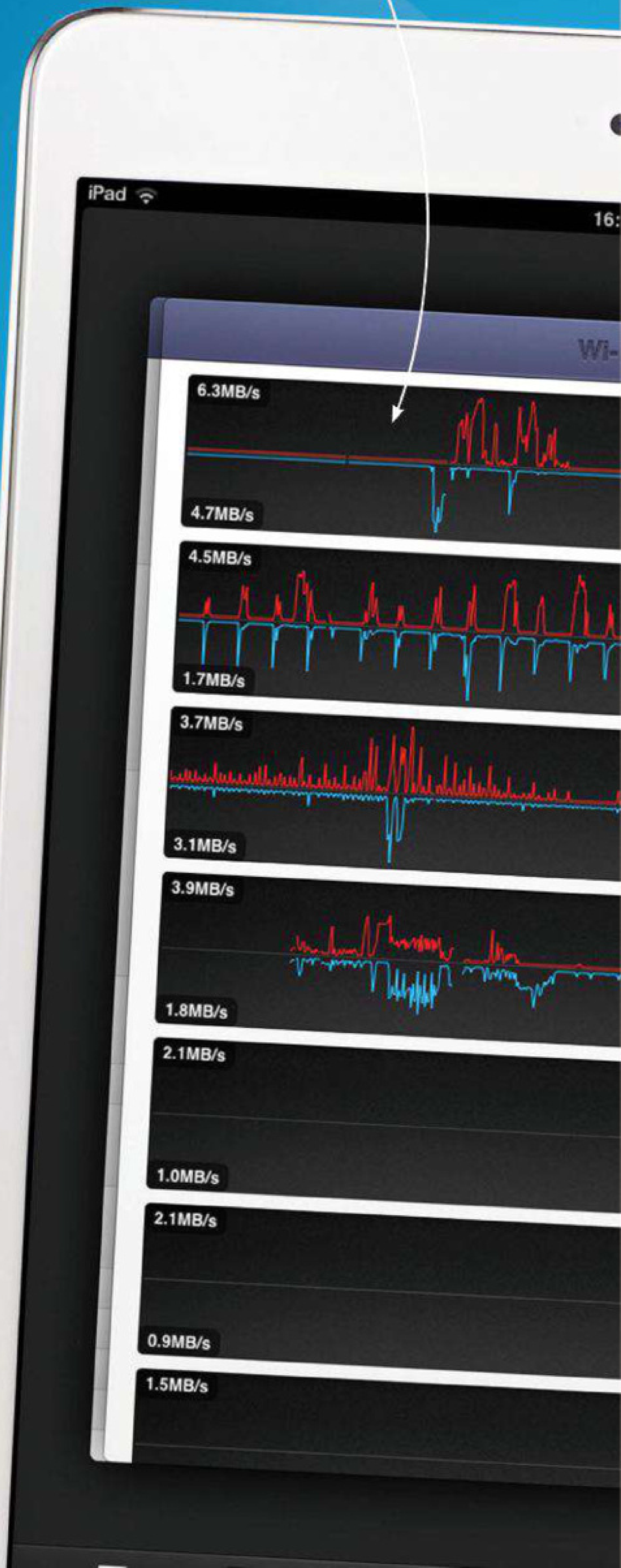
IAP In-App Purchase. Some apps offer more features through purchases from within the app; if the app is functionally limited without an IAP, we'll review and rate it based on making that purchase.

THE RATINGS

- ★★★★★ Rarely given; a brilliant, must-buy app that sets the standard
- ★★★★☆ A strong recommendation to buy; app will have only minor flaws
- ★★★☆☆ A recommendation to buy, but with some caveats
- ★★☆☆☆ Fundamentally flawed either in concept or execution
- ★☆☆☆☆ Don't let this dreadful app anywhere near your lovely iOS device
- ☆☆☆☆☆ Yes, we sometimes give zero stars; this app is irredeemable crap



A stellar, stand-out app that epitomises everything that's great about iOS



IT SHOWS YOU NETWORK, MEMORY AND DISK STATUSES, TEMPERATURE SENSORS AND MORE, TO HELP YOU FIGURE OUT THE ROUTE OF A PROBLEM



▶ ALSO IN THIS ISSUE...

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THE Tap! TOP-10

The definitive list of the very best apps for iPhone, iPad and iPod touch

▶ We review a wide range of apps every issue – and reject many more before they make it to the page – but this list of the 10 best represents the pinnacle. These are the apps we use every day, that have proven themselves to be reliable, useful and fun. If you're missing one, you're missing out; fire up the App Store now!



SOCIAL NETWORKING TWEETBOT

01 Twitter's official apps for iPhone and iPad are good, but Tweetbot offers a nicer experience as well as great power-user features.

iPhone £1.99 | iPad £1.99



PHOTOGRAPHY CAMERA+

02 Turbo-charges basic photo-taking, and gives you the option of adding gorgeous effects before sharing pics on Twitter and more.

iPhone £1.49 | iPad 69p



PRODUCTIVITY NOTESHELF

03 NotesHelf has all the polish of the best note-taking apps, while also adding a slew of useful, well-realised power features.

iPad £3.99



MUSIC TUNEIN RADIO

04 Not only can you listen to your usual favourite radio stations over the internet, but you can discover many thousands more!

iPhone/iPad Free



MUSIC GARAGEBAND

05 If you have no musical ability, you can create a rich, complex song. If you have musical ability, you could create the next number one.

iPhone/iPad £2.99



NEWS INSTACAST

06 Keep on top of your podcast consumption with this superb managing app. Download, subscribe, and sync all of your favourites.

iPhone £1.49



NEWS REEDER

07 Keep up to date with news, blogs and more with our favourite RSS reader. Reeder syncs with Google Reader too, so it has all you need.

iPhone £1.99 | iPad £2.99



ENTERTAINMENT PROCREATE

08 With 16 layers for accuracy and an evolved brush system, you really will be able to create and share beautiful, stunning works of art.

iPad £2.99



NAVIGATION TOMTOM

09 This app is expensive, but it's very rich and polished, plus you can opt to pay for live traffic data, but only if you need it.

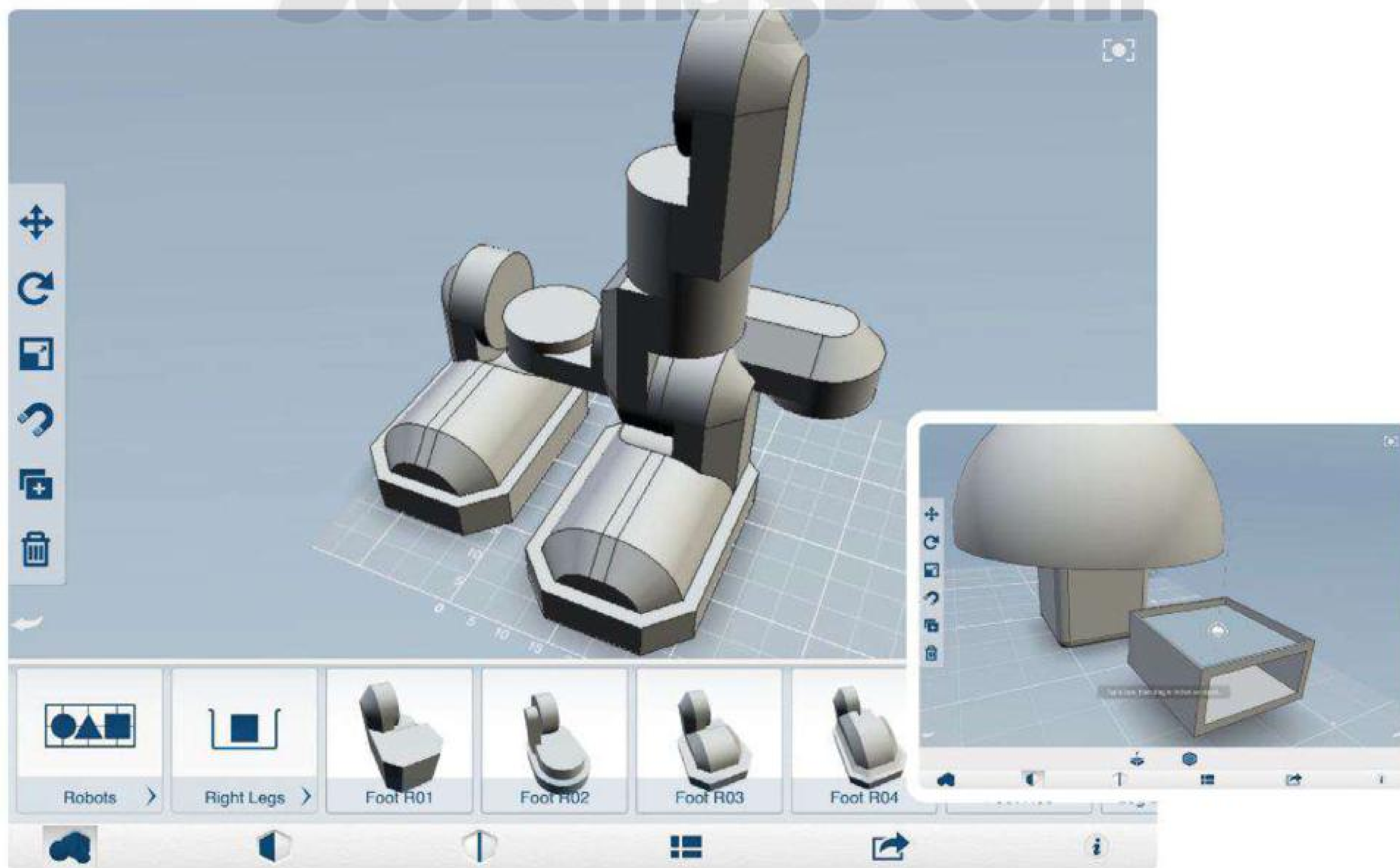
iPhone/iPad £26.99



WEATHER PARTLY CLOUDY

10 With data coming from an ever-reliable Norwegian weather source, reading the forecast is a simple and instant delight.

iPhone £1.49



123D Design

3D CAD design comes to the iPad in a slick, intuitive interface that's let down by poor implementation

KEY INFO

Works with



Price **Free**

Universal **No**

Version **1.0.1**

App size **76.2MB**

Developer

Autodesk

Age rating **4+**



3D printing's growing popularity means that designers are rushing to get their ideas into plastic. The problem is

that most CAD software is made by engineers *for* engineers, leaving the rest of us out in the cold.

With its background in 3D modelling, Autodesk aims to address all that with its latest 3D-creation app. It's designed to be user-friendly, with a simple interface that allows designers to start modelling straight away. Manipulating the ground plane grid is intuitive: you use two fingers to pan the space, with a pinch to zoom in and out, and one finger to spin it around.

Four options at the bottom give you objects to build with:

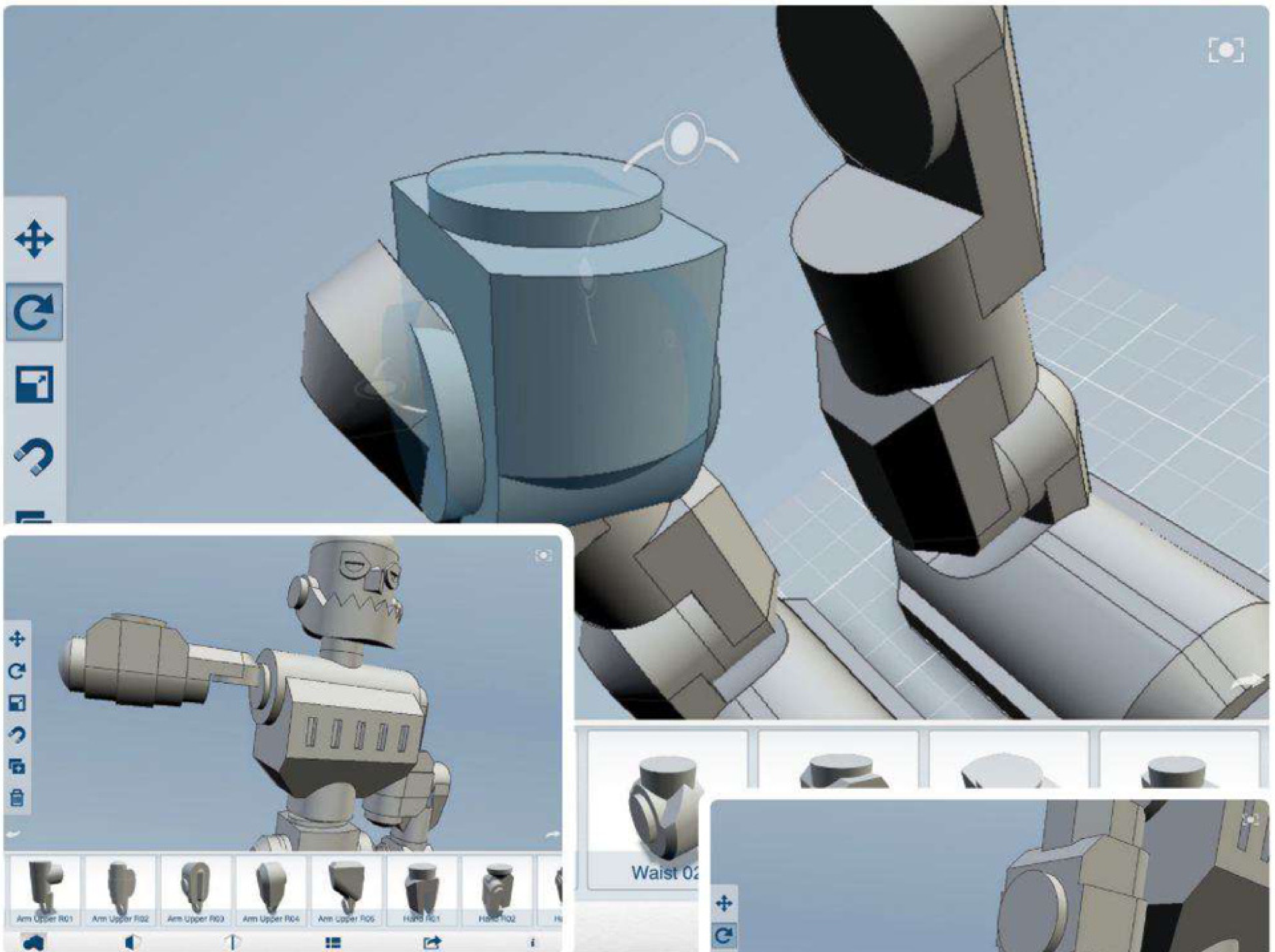
Primitives, Robots, Model Houses, and Browse Online, the first being the place where most designers will start, choosing from an array of either basic objects (cone, cube, cylinder, sphere and so on) or the extended set (such as dome, C shape, L shape, hollow duct...). Tap an object to add it to the scene, and then use the Move, Rotate and Scale tools to position and size it as you like. You can tap the face of one object with the Magnet tool before adding another, and the new one will snap to that face.

Building yourself a robot should be a pleasure, not a difficult chore

Primitive objects can be modified easily, with controls including filleting and chamfering, as well as tools for stretching individual faces and for making objects hollow. There's no Pen tool, though, so you can't create your own profiles from scratch; you're stuck with modifying the limited

range of existing shapes. Robots includes predefined heads, arms, bodies and legs that you can assemble, rotate and resize. It's a way of learning how to make 3D objects, but all you ultimately end up with is a clunky robot. Model Houses is bizarre: you choose from different individual balusters and joists, pillars, railings and walls; but there are no doors or windows, roofs or furniture. What are you supposed to do with this random bunch of architectural components?

Building a robot from scratch is ludicrously difficult. When you add each component, it always appears in the wrong orientation: upper legs are at 90° to the lower legs already in place, hands are upside down. Adding a torso to a pair of already-placed legs proved impossible, since it was too small for the feet to fit; we had to stretch it to make it big enough, which meant everything added to the torso came out oversized. And once you've managed to add an arm to the torso, rotating it will rotate around the object's centre,



rather than around the joint – which means you have to manually reposition it each time. Also, the interface tends to slow down to an unbearable level. Building a robot should be a pleasure, not a chore.

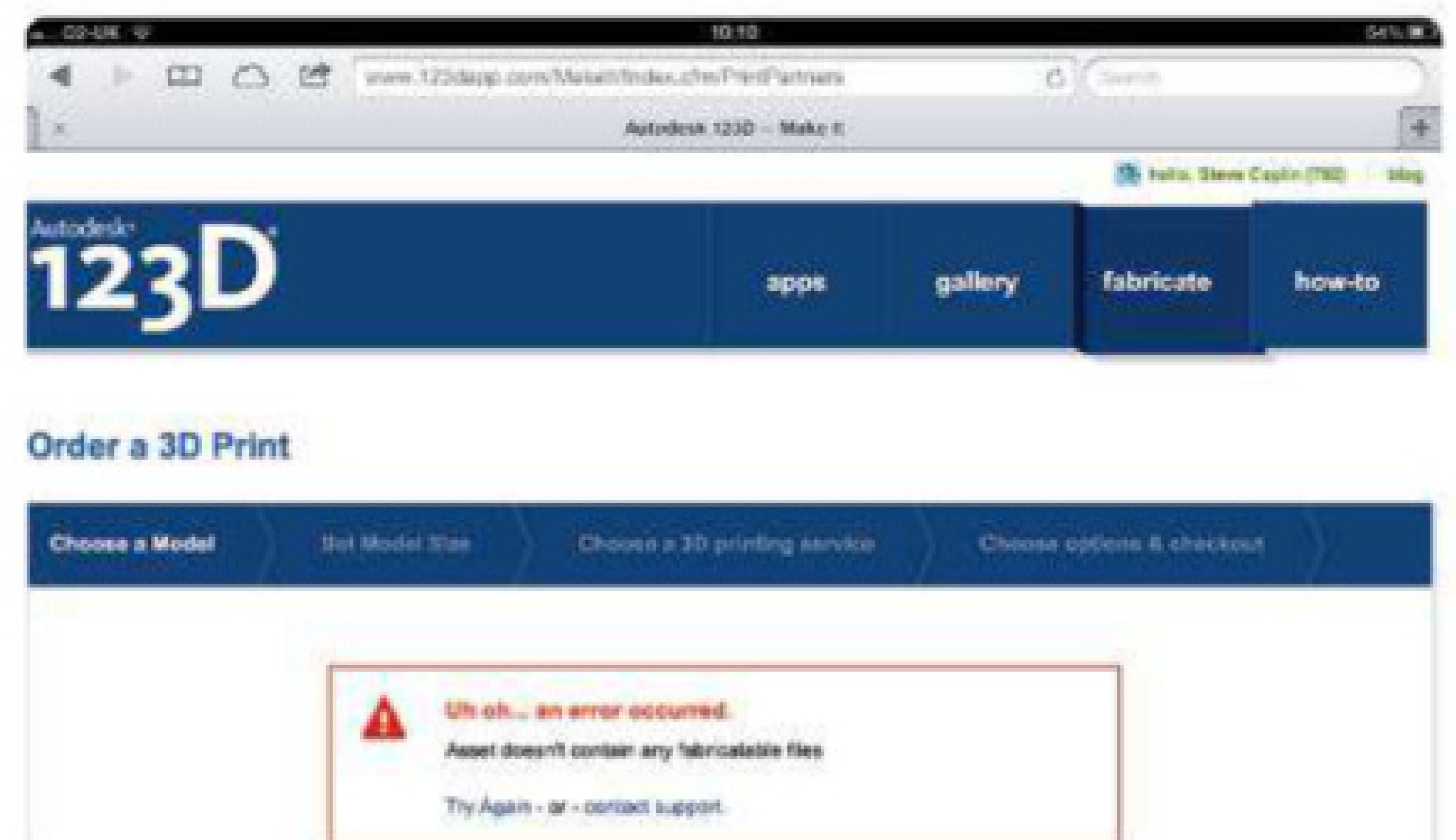
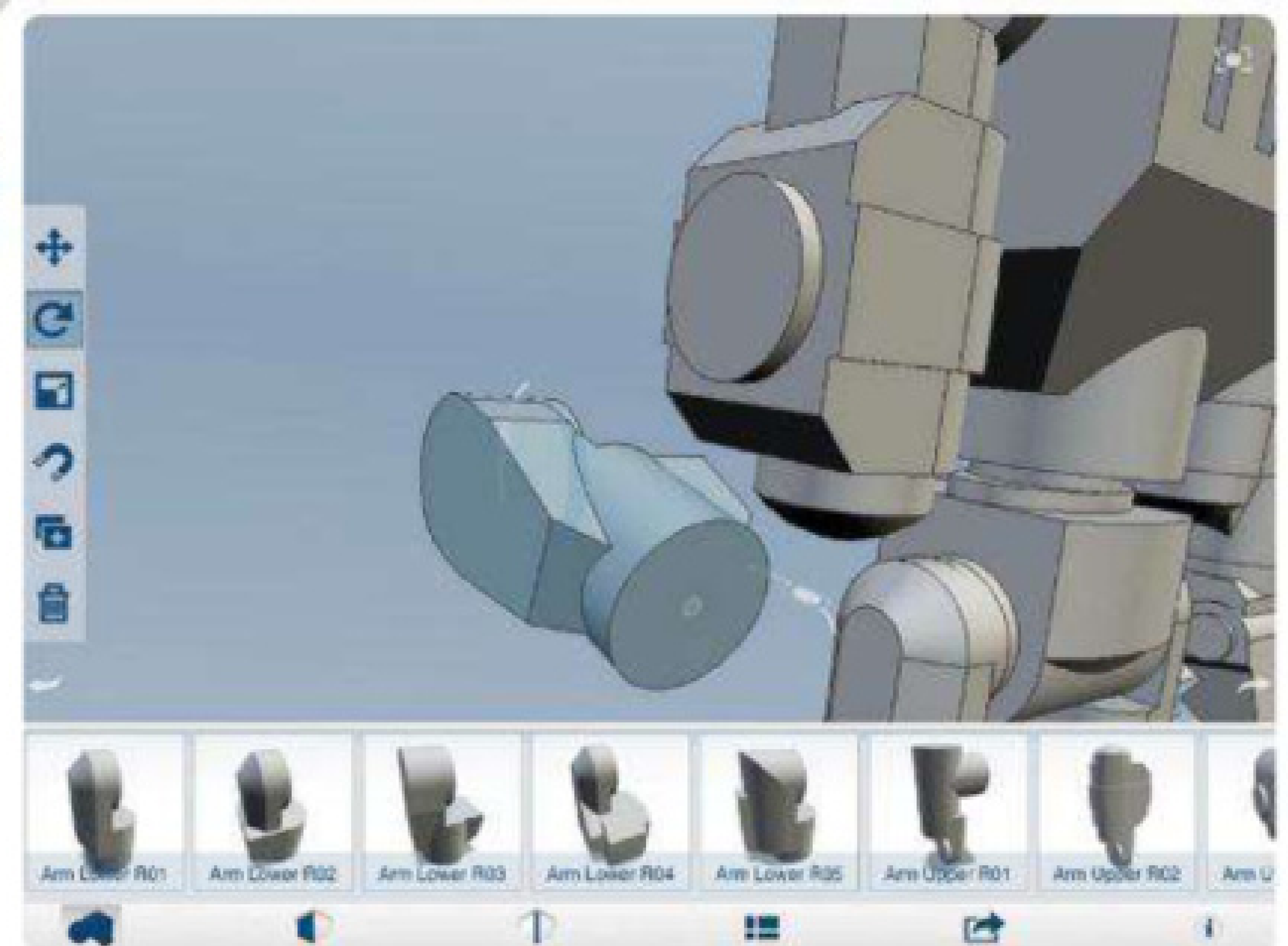
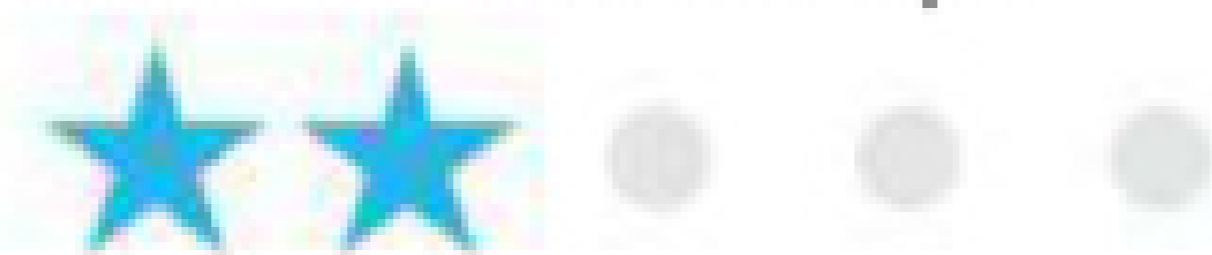
Once you've finished a model, you can save it locally or upload it to the Autodesk cloud, and the app asks for your login email and password. Once uploaded, you're then returned to the app. In order to proceed further, you have to go to 123dapp.com, log in again, and then search for the tiny menu that takes you to your projects. Only then can you download an STL file suitable for printing (but only to your desktop computer, not to your iPad). After some browsing, you'll find the Order a 3D Print section, from where you'll be able to select the model you've made. But in trying to print our robot, we

got a message reading "Uh oh... an error occurred. Asset doesn't contain any fabricatable files". And that's it. No suggestion of why, or how to fix it – just a Contact Support form.

The idea of a 3D CAD app you can run on your iPad is something the 3D printing world could really use. Unfortunately, this underpowered, poorly thought-out, lacklustre offering is nowhere near the app it needs to be. **SC**

Tap! VERDICT

"Looking for an easy way to get into CAD modelling, right on your iPad? Sorry – this won't help."



Textilus

Maximus Textilus? Not exactly, there are a few formatting imperfections

KEY INFO

Works with



Price £2.99 / \$4.99

Universal No

Version 1.4

App size 9.4MB

Developer Umanify

Age rating 4+



Textilus claims to plug a simple but obvious gap in its rival word processors: RTF support. In doing so,

though, some basic formatting options are lost. Bold, italic and underline were preserved in our tests – along with red and blue coloured text – but highlights, page margins and images were lost on importing an RTF file.

Like iA Writer and Byword, the keyboard has an extra row of buttons for supplementary characters and formatting tools. This row has three different views, two of which include the Magic Cursor. Drag this left and right to move the insertion point through your document in either direction. The further you drag from the centre, the faster you move.

Dragging your page below the



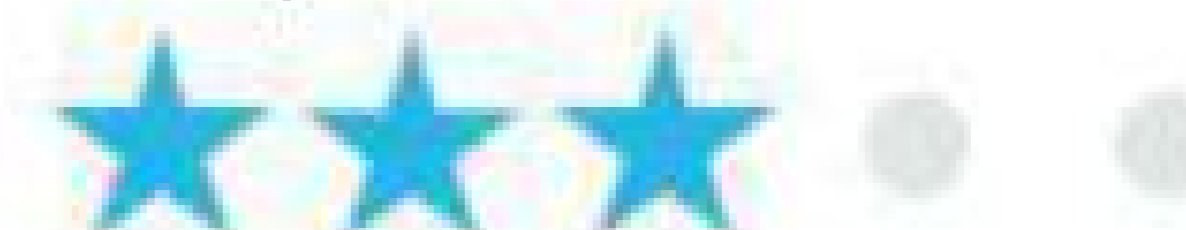
Do we need another word processor? Yes, apparently. Textilus claims plug a simple but obvious gap in its rivals: RTF support. In doing so, though, some fairly basic formatting options are lost. Bold, italic and underline were preserved in our tests – along with red and blue coloured text – but highlights and images were lost on importing an RTF file. Likewise, the page margins disappeared, with the text flowing right



top of the screen reveals both a word count and estimated reading time, and regular iCloud and iTunes Sharing are supplemented by Dropbox syncing. So, Textilus addresses iOS's poor support for RTF, is great for editing less demanding documents, and its server-based syncing is hard to beat, but it's not perfect. **NR**

Tap! VERDICT

“Strong on syncing, but RTF support needs perfecting before we can fully recommend it.”



Summly

Does this do enough to kick other aggregators from your Home screen?

KEY INFO

Works with



Price Free

Universal No

Version 2.0.2

App size 34.3MB

Developer

Summly Inc

Age rating 4+



Summly started life as Trimit, an app to turn your messages into 400 character summaries. Summly

employs the same algorithm to condense news articles so they fit neatly onto the iPhone screen, and from here they can be swiped through so you can consume your news at speed. There are the usual default categories, and, like other aggregators, it comes into its own when you add your own keywords and add/remove favoured sources.

Coupled with gesture controls, the result is perhaps the closest we've been to a true personalised news app that behaves the way a Multi-Touch app should do. There's just one problem; the gestures aren't customisable, and you'll have to seriously recalibrate your thinking to stop swiping the

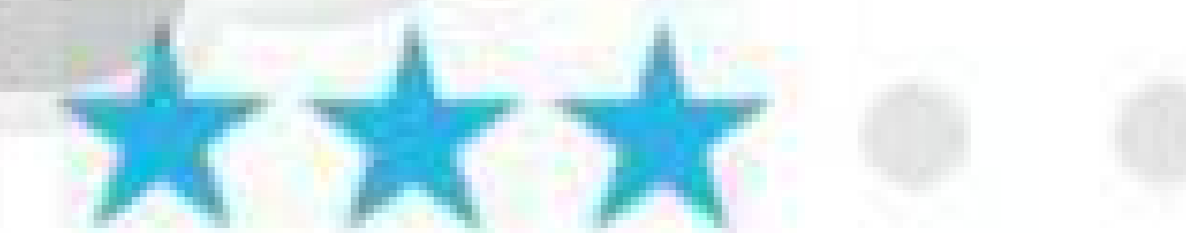


wrong way. It's just so natural to swipe downwards to read more, but the app sends you to your categories when you do this from a 'Summly'. There's a lot to like about Summly's clean design, though, and the summarising algorithm is very clever. Despite this, it can still be a frustrating experience for newcomers. **CH**



Tap! VERDICT

“Goes against our natural inclinations when it comes to navigation, but great at dishing up bite-sized news.”



iSTAT 2

The joy of stats – quickly and easily check what your Macs and PCs are up to

Price [£2.99 / \\$4.99](#) Works with [iPhone, iPod touch, iPad](#) Version [2.0](#) App size [28.1MB](#) Developer [Marc Edwards](#) Age [4+](#)



If nothing about the idea of monitoring the vital statistics of Macs, PCs and Linux boxes appeals to you, move along. But if you want a quick, easy, beautiful way to see what your computer is up to – because it's an important file server, or you're

just interested – get iStat 2. CPU, network, memory, disk status and more are displayed both as figures and in handy graphs; tap some sections to see data going back for up to a year. You don't get data about which processes are using the displayed resources, though. You can connect to computers over the internet, though you need to fiddle with your router; a middleman service would make it easier. (It does use iCloud, but just to sync servers between devices.) You can also get stats for your the iOS device the app is running on – though they're not as detailed. **CP**



STATNUT

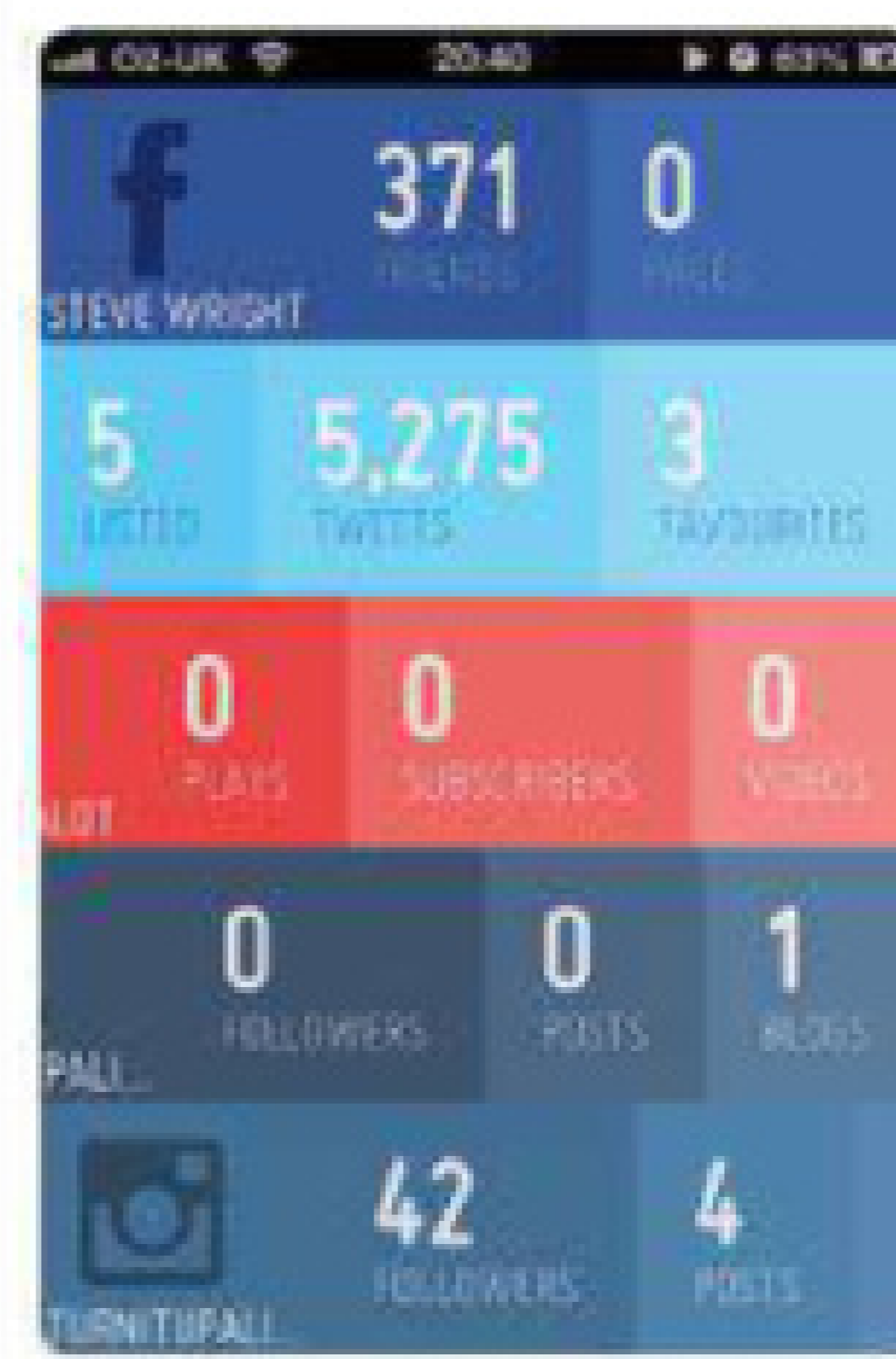
Struggling to keep track of your friend counts? Bring all your social statistics under one roof

Price [69p / 99¢](#) Works with [iPhone, iPod touch](#) Version [1.0.1](#) Size [1.5MB](#) Developer [Shiny Frog di Matteo Rattotti](#) Age rating [4+](#)



First impressions of StatNut are excellent, thanks to the brilliant UX. The interface is vibrant and intuitive, while set-up is hassle-free: simply select from the colour-coded tiles and enter your details. Facebook, Twitter, YouTube, Tumblr, Instagram are supported, with more in the works. Your accounts are then slickly arranged on sortable colour-matched rows – swipe down to refresh; up to add more; left to amend settings; right to visit that account online. That said, StatNut's not perfect: it misquoted our Facebook numbers (despite a reinstall) and – particularly for business use – some more sophisticated metrics would be welcome, such as what times of day you tend to post most, for example, or analysis of post performance. Regardless, Tap! will be watching future updates with interest. **SW**

Instagram are supported, with more in the works. Your accounts are then slickly arranged on sortable colour-matched rows – swipe down to refresh; up to add more; left to amend settings; right to visit that account online. That said, StatNut's not perfect: it misquoted our Facebook numbers (despite a reinstall) and – particularly for business use – some more sophisticated metrics would be welcome, such as what times of day you tend to post most, for example, or analysis of post performance. Regardless, Tap! will be watching future updates with interest. **SW**



ROCKMELT

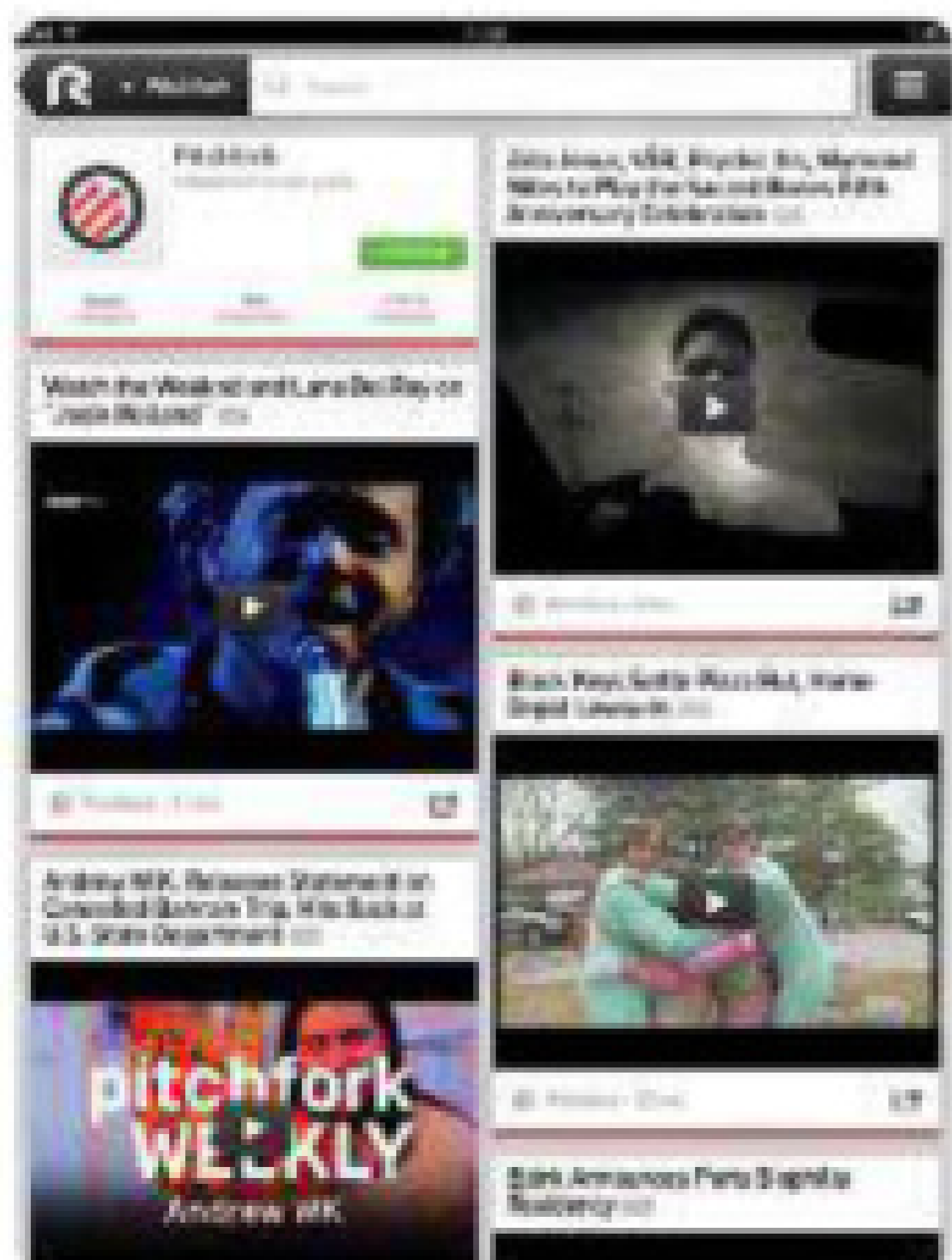
A novel approach to finding and sharing content that interests you on the web

Price [Free](#) Works with [iPhone, iPod touch, iPad](#) Version [2.0.3](#) App Size [8.4MB](#) Developer [RockMelt, Inc](#) Age Rating [9+](#)



Rockmelt, as a social web browser, combines the best features of an RSS reader with those of Twitter and Facebook, while allowing you to use it as a regular browser. Once you've logged in using your Facebook or Twitter ID, you're

presented with feeds from popular sites. You can unfollow them at a tap. Equally, there are dozens of other feeds that you can browse and follow if you want. Content is presented in a read-friendly layout, shorn of adverts and other distractions. There's a social profile option should you wish, or you can just use it to track new content on your favourite sites. It makes finding content that interests you easy, and it's fast. Navigation could be easier; it's too easy to get lost. But it's a great way to keep track of content that interests you. **KH**



RECALL - REMINDERS FOR RECOMMENDATIONS

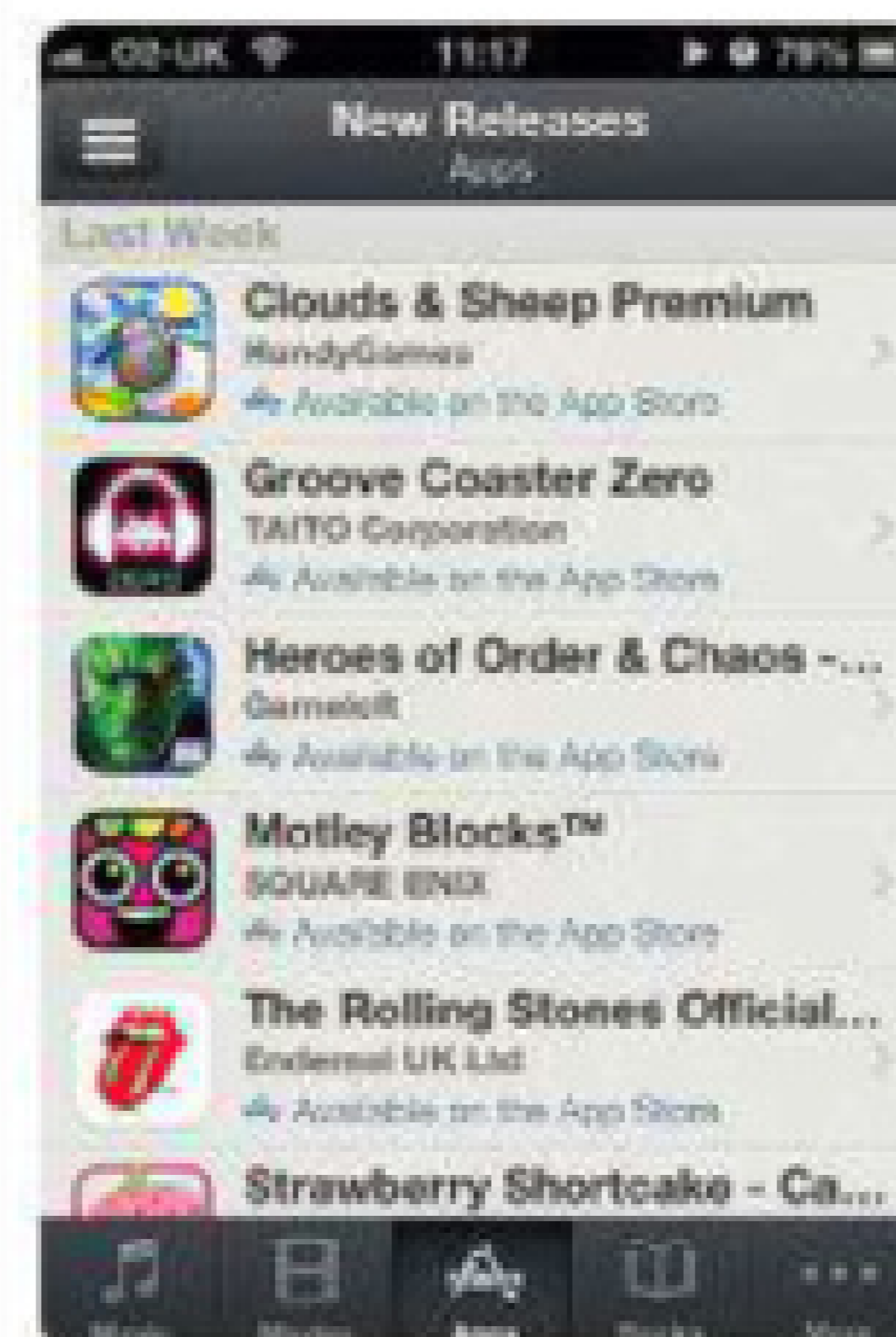
Recall just falls short of bringing some order to the masses of media you want to read, watch and more

Price [69p / 99¢](#) Works with [iPhone, iPod touch](#) Version [1.1.1](#) App size [27.7MB](#) Developer [Overcommitted LLC](#) Age rating [4+](#)



Recall is a great idea hampered by a lack of scope in the UK and an awkward UI. It's an app for building up a list of books, films, music, apps and TV shows you want to check out. If you're worried you'll forget a recommendation – no problem, just search Recall's database and add it to the My Items list.

With one tap, you can add a reminder for its release date – in theory. The problems come from the fact that Recall only searches Apple's digital stores in the UK, meaning that new cinema releases aren't available, anything not available on iTunes won't be found, and you can't find it on other media (DVD or physical books). Otherwise, the design is nice and it works well for US users. **MB**





Samplr

Turn your iPad into a sample-based instrument, unleash your creativity and bring on the weird noises!

KEY INFO

Works with



Price £2.99

Universal No

Version 1.1

App size 40.8MB

Developer

Marcos Alonso

Age rating 4+



We've long insisted that iOS would be the perfect platform for a virtual theremin.

Yes, there are a few already, mostly powered by sliders that control the pitch and, if you're lucky, the volume, but come on, here's a free idea for anyone who wants to implement it: a theremin app that uses the camera to track your hand and determine the pitch from that. Put the volume control on the touchscreen and, while you're there, add some effects, and the iPad's now a proper musical instrument. Because while we enjoy music apps that simulate proper instruments and equipment, we like the idea of an iPad as a unique musical instrument even more.

Samplr is in that ballpark. From initial investigations, we had it down as some kind of visual sequencer, but it's a lot more clever than that – more of a sample-based instrument, better suited to live performance than recording.

(Until very recently, the only way to get your own audio into Samplr was by importing it through iTunes, which was a bit of a pain. A last-minute update, however, has added the ability to record your own audio through the iPad microphone, and also

💡 You can load it with six different samples to create awesome noises 💡

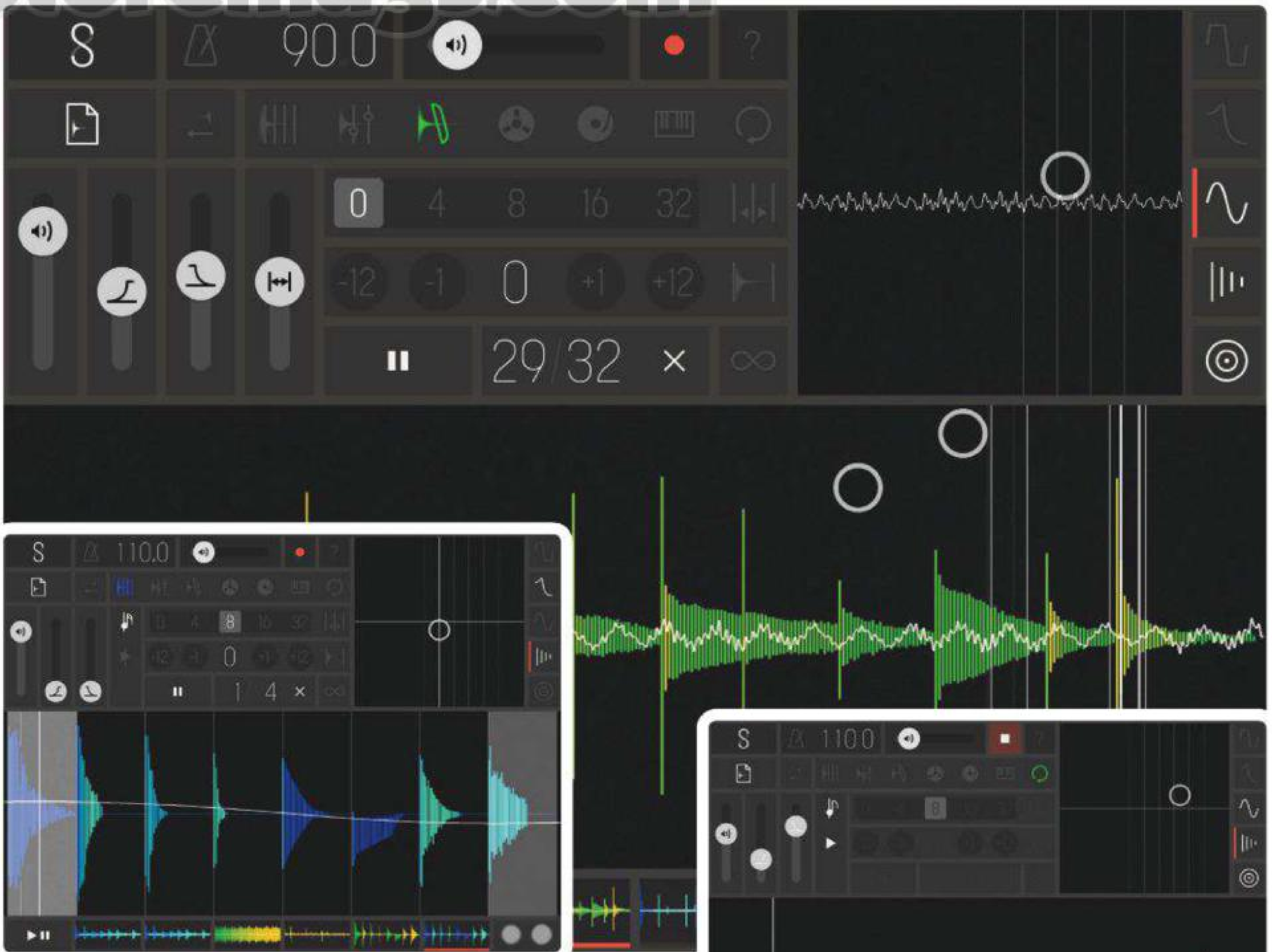
integrates Sonoma audio copy and paste functionality so that you can nab sounds from any other Sonoma-enabled apps. So while it wasn't much of a sampler before, it is now.)

The basics, then: you can load it with up to six different samples that you can play live in

interesting ways in order to create entertaining noises. There are seven different play modes; we'll mention the loop player mode first and get it out of the way, because all it does is play the sample on a repeat loop. Useful, but it's in the other play modes that the fun *really* starts.

There's Slicer mode, in which you can split a sample up into lots of little chunks (automatically or by hand) and play them with a tap. Then there's Looper mode: use two fingers to create fragments that loop repeatedly. E-Bow mode is similar to Looper, only controlled with one finger (although you can adjust fragment length with a slider), while Tape mode plays the entire sample at a speed (and direction) dictated by how far your fingertip is from the centre of the sample. Scratch mode's pretty self-explanatory, and Keyboard mode enables you to play the sample like a musical instrument.

On top of that, there's a hefty assortment of effects, with distortion, filter, amplitude modulation, feedback and reverb



controls, plus attack and decay sliders as well as extra dedicated controls for some of the play modes and doubtless a few other things we've overlooked. There's quite a bit to take in, but thankfully Samplr packs a concise and well thought-out manual that shows you what's what, plus a good few demo projects that you can play around with and get a feel for how it all goes together. With a gesture recorder, you can start building your own tracks that you can then trigger and use as backing while you perform live on another sample (perhaps recording yourself as you go, and then moving on to yet another). In short, it's ace musical fun.

The only slightly disappointing things about it are that it adjusts pitch by changing the playback speed rather than timestretching,

and that samples seem to be sliced up very fine rather than played at full resolution; which is quite noticeable if you're scratching really slowly or playing the thinnest possible loops in Looper or E-Bow mode. We assume this is down to performance and battery issues, and it's really not that big a deal; certainly not enough to put us off recommending Samplr to anyone with the slightest vague interest in musical leanings. **JM**

Tap! VERDICT

"An exciting piece of software that really can turn your iPad into a unique musical instrument."

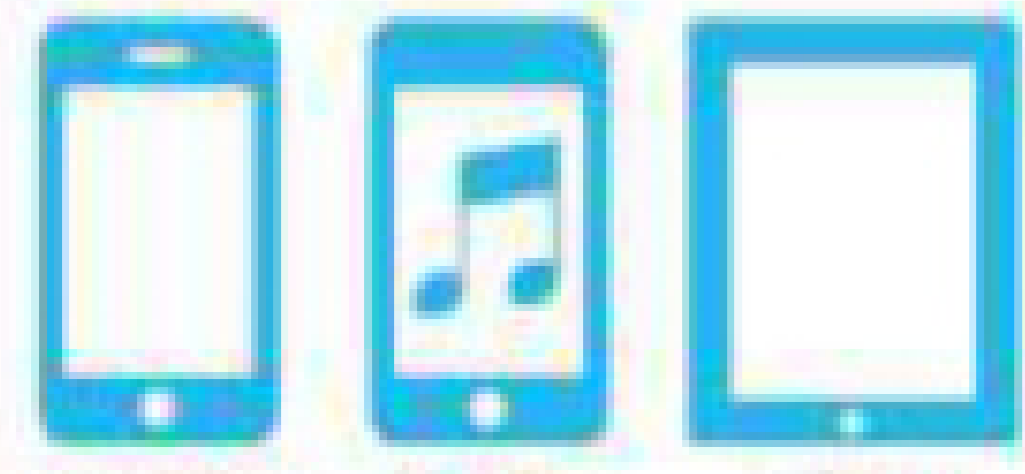


iMashup

Mix your top tracks, but don't feel hurt if others don't like the sound of them

KEY INFO

Works with



iPhone iPod iPad

Price £6.99 / \$9.99

Universal Yes

Version 1.5

App size 12.5MB

Developer

Mixed In Key

Age rating 4+



iMashup tries to remove obstacles towards creating a half-decent mashup on your iOS device,

and doesn't make a bad fist of it. Feed it a track (locating it from an annoyingly alphabetical list of every song in your library; iTunes-style filtering is promised in future updates) and iMashup will analyse it to determine its key and tempo. It then presents you with a list of tracks sorted by suitability; in other words, ones that have half a chance of sounding good when mixed with your first track. (In theory, anyway.)

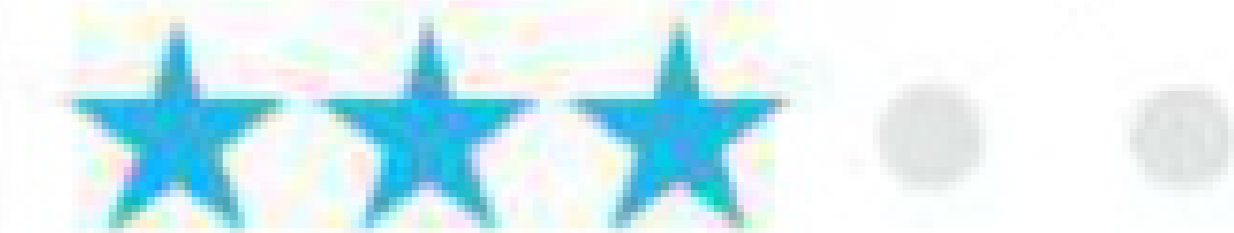
iMashup automatically changes the tempo of the second track to match the first. It's likely to sound awful, but it provides a small suite of basic editing tools and audio controls to give you a chance of



rectify things; you can edit the volume plus the low, mid and high frequencies throughout each song, and you can split tracks up into chunks and shuffle them around. You can't copy and paste segments of songs – again, promised for an update. You can publish your finished work through iTunes, Facebook or email, though. **JM**

Tap! VERDICT

"A slick and fun little mashup app with some potential – keep an eye out for future updates."

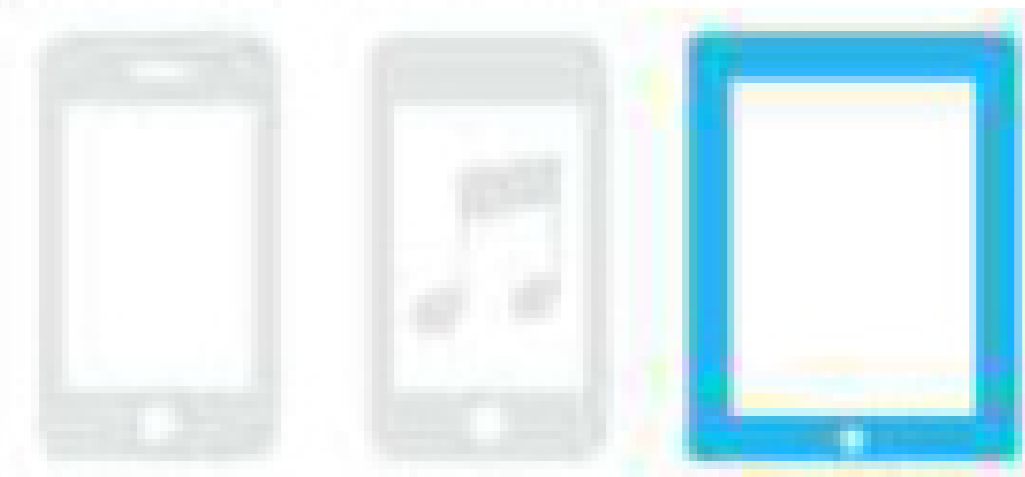


Songful

Play pretty much any popular song on your iPad, as if it were a guitar

KEY INFO

Works with



iPhone iPod iPad

Price £1.99

Universal No

Version 1.0

App size 49MB

Developer

Ultimate Guitar

Age rating 4+



Songful is designed to 'play' the song chord pages from ultimate-guitar.com on your iPad. You select a song

from the huge archive and hold your iPad as if you were holding a guitar (which is awkward). The app displays the song chord page from the website; your left hand presses the 'change chord' button to move through the song, while your right hand is free to strum or pick some virtual guitar strings at a rhythm of your choosing, providing you with some level of autonomy over what you're playing.

You only have a choice between an acoustic guitar and a ukulele – no rock guitar. Riff-based anthems sounded bad too, no matter how well we played them. The results sound a bit stilted, but with a little practice (and a good knowledge of

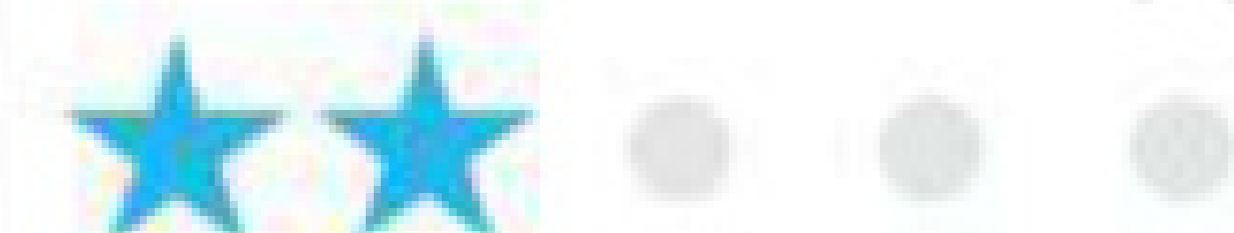


the song in the first place) you can play something that at least sounds a bit like the song.

Songful works as advertised, but we just can't think of a reason why anybody would want it. It doesn't beat a real guitar, information is identical to the website's chord sheets, and it doesn't teach novices how to play the instrument. **GB**

Tap! VERDICT

"Certainly works as advertised, but we genuinely can't think of a reason for this app to exist."



BOTwaR

Just because we like robots and coding doesn't mean we're friendless!

KEY INFO

Works with



Price £1.49 / \$1.99

Universal Yes

Version 1.1

App size 6.4MB

Developer

David Swift

Age rating 4+



BOTwaR offers you the ability to pit robots against each other, but with a twist: you program them to determine how they behave in the arena.

Your robots can only be as good as your programming talent, so if you're not into programming, this niche little number isn't for you.

If you are, though, it's mildly entertaining. Improving your robots' performance incrementally can be engaging, but you'll begin to wonder how your bots would fare against other humans' commands. Sadly, there's no way of sharing your bots with other players or opportunity to pit them against your pals' creations.

BOTwaR doesn't try nor need to look pretty. Bots are represented as coloured circles, and the game

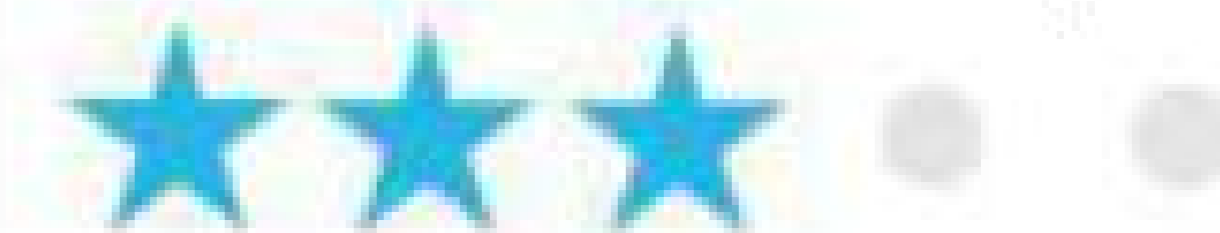


offers the ability to toggle their names. As for the programming, you're given several events (such as `isMoving()`, `getX()`, `getY()` and so on) and commands, such as `fire()` to shoot, or `ping()` to find other bots. You also have the JavaScript `Math` to play with, but typing out functions on the iPhone's keyboard can be laborious – stick to iPad. **LM**



Tap! VERDICT

"There's replay value, but the means to challenge other people's robots would be an improvement."



Fantastical

An innovative, exciting calendar app that isn't fantastical – it's here for real

KEY INFO

Works with



Price £2.99 / \$4.99

Universal No

Version 1.0.1

App size 5.9MB

Developer

Flexibits Inc

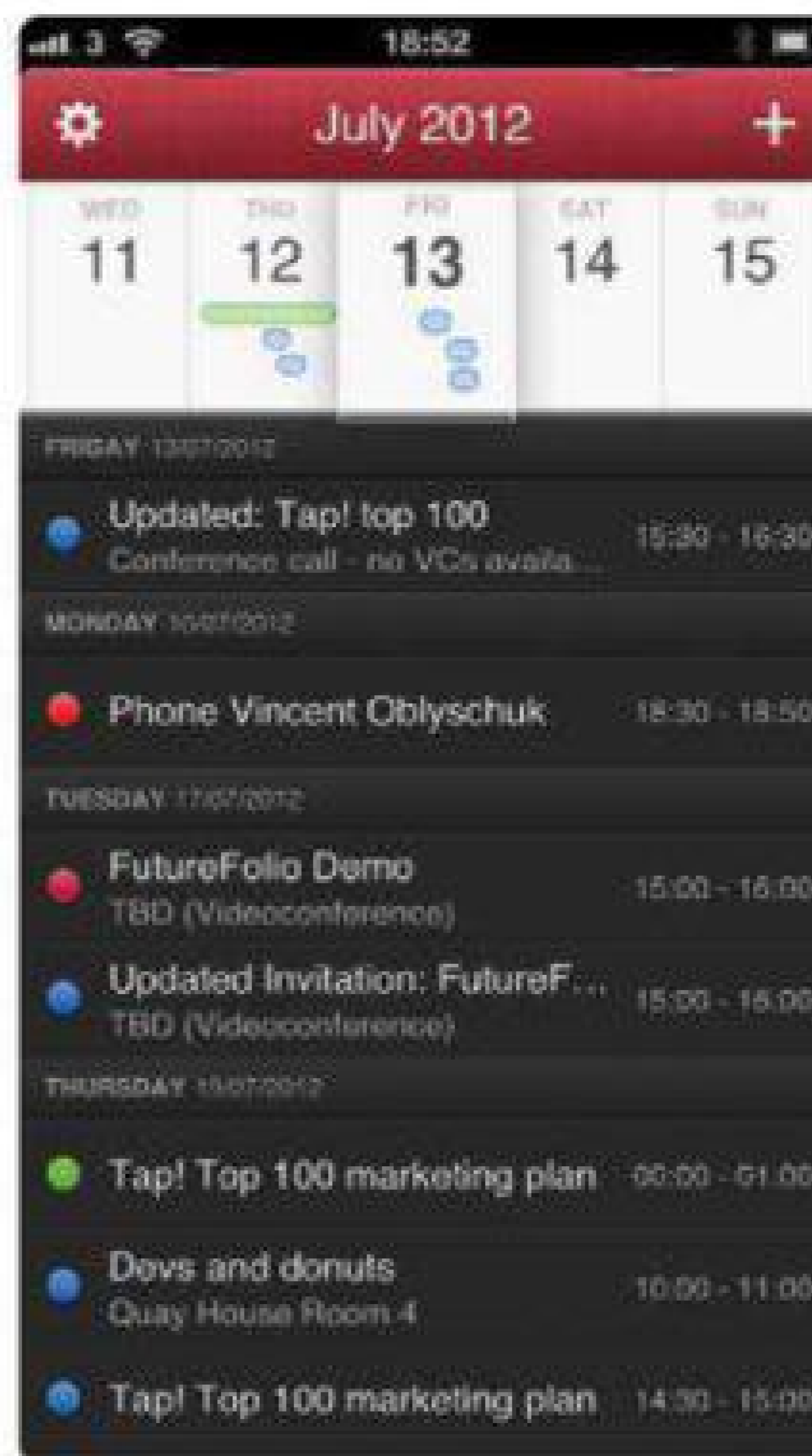
Age rating 4+



Fantastical is an app that, despite not being perfect, has replaced Calendar on our Home screen.

As a way to scan your events, it's great; all upcoming events are shown on the lower part of the screen, and the top either shows a traditional month-to-view or a clever glanceable strip that makes it easy to see your day. 'All' it is doing is giving you a different window on your existing data, and the good news is that we've tested it with iCloud, Exchange, Google and Facebook calendars in some quite complex setups, and it handled them all with aplomb.

The best bit, though, is entering appointments. A tap on the + beats a convoluted dozen-tap operation, from where you enter a natural language sentence to describe the

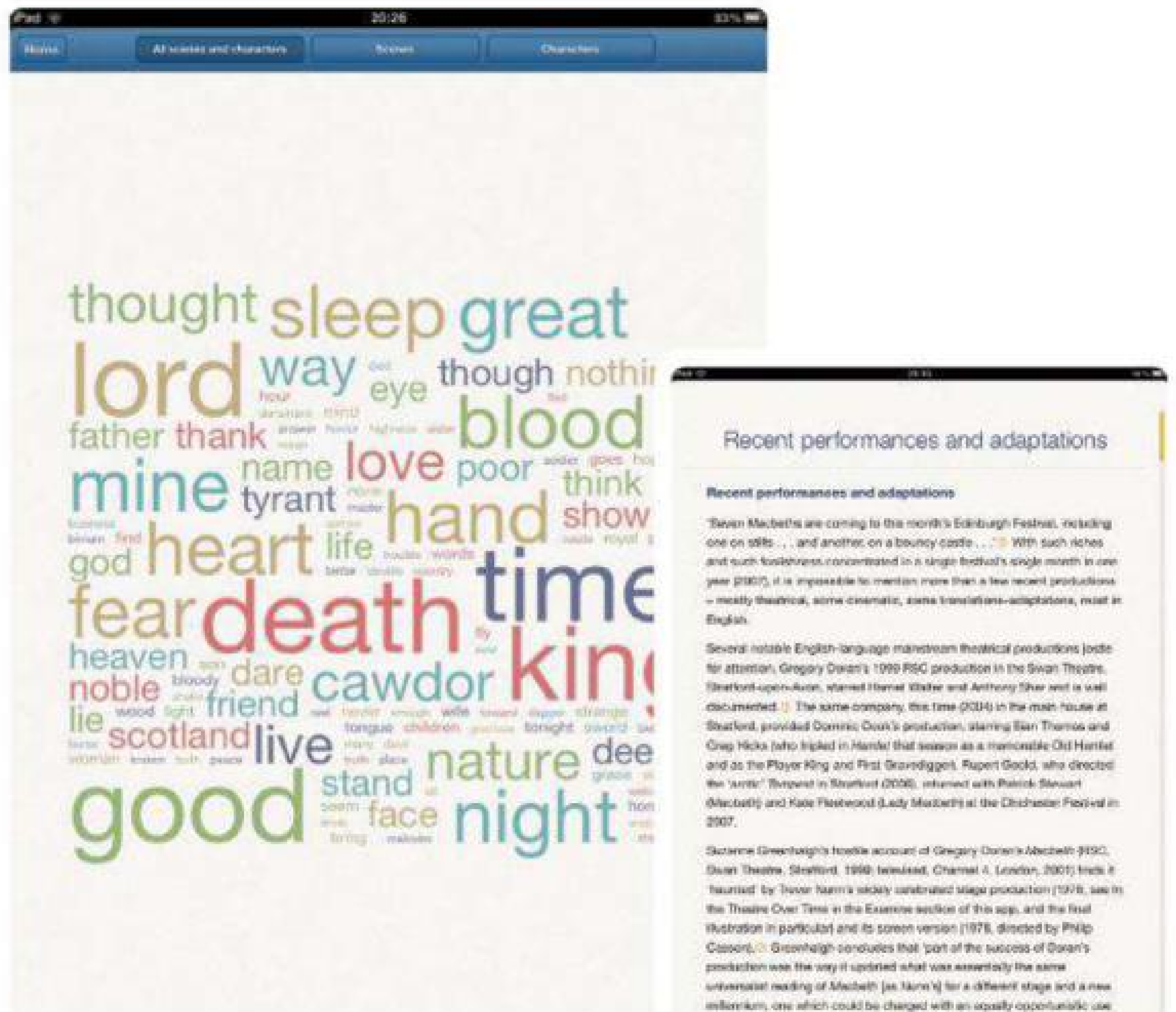


appointment – either by using the iOS-level dictation or by – more reliably – typing. It's annoying you can't add invitees to new events with this approach (though you can the old-fashioned way), and there's also no way to add alerts with natural language, either. Regardless, if you enter lots of events on your phone, get it. **CP**

Tap! VERDICT

"Despite some niggles, it's still worth investing a few bucks in, and it sits proudly on our Home Screen."





Explore Shakespeare

Forsooth! Clearly the Bard of Avon wrote with an iPad in mind

KEY INFO

Works with



iPhone iPad iPad

Price £9.99 / \$13.99

Universal No

Version 1.0.1

App size 251MB

Developer

Cambridge

University Press

Age rating 12+



It's exciting when the tablet format allows developers to enrich a creative work that traditionally stands

on its own, and that's exactly the case with Cambridge Press's first two Explore Shakespeare apps, *Macbeth* and *Romeo & Juliet*.

The main interface offers ways to get into the plays: Experience, Explore, and Examine. The first of these takes you straight into Shakespeare's verse, viewed on one continuously scrolling page. Turning on the sound from the app's menu bar begins an audio performance of the play, complete with sound effects such as the clapping of hooves. Helpfully, the text scrolls while the performance progresses, allowing you to sit back without losing track of who's calling who a knave.

The text of each scene comes with a selection of media and synopses, the amount of which is also controlled from the menu bar. The basic synopses give a breakdown of the drama to come, but turning on the 'detailed' flavour places notes in among the action. Both options offer a level of analysis and description on a par with traditional CliffNotes.

The more sophisticated analyses are reserved for the 'academic' notes, indicated by circled question marks beside select verses. These vary from theatrical pointers to historical references, remaining unobtrusive but informative.

Much of Shakespeare's poetry is hyperlinked to a glossary, so a

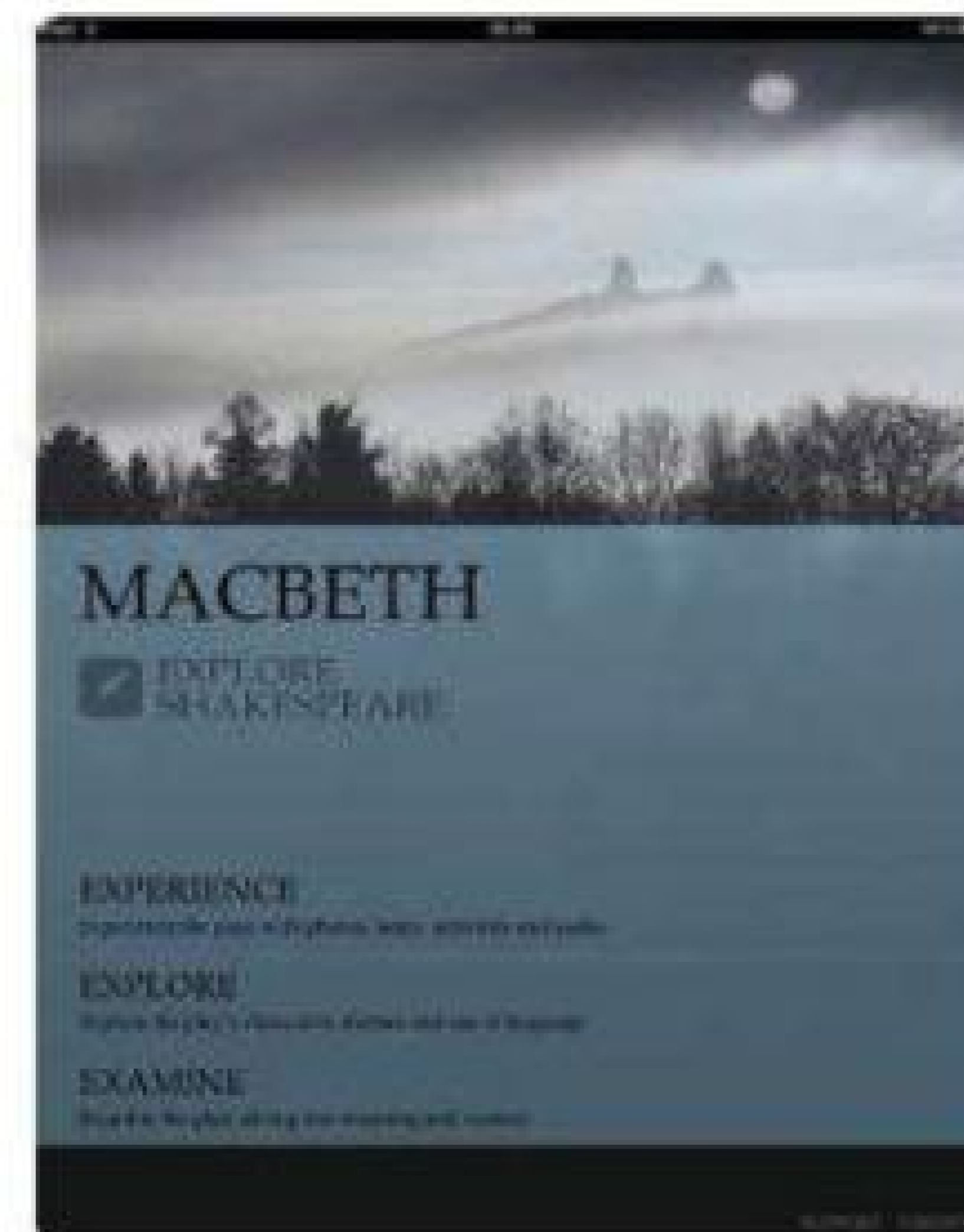
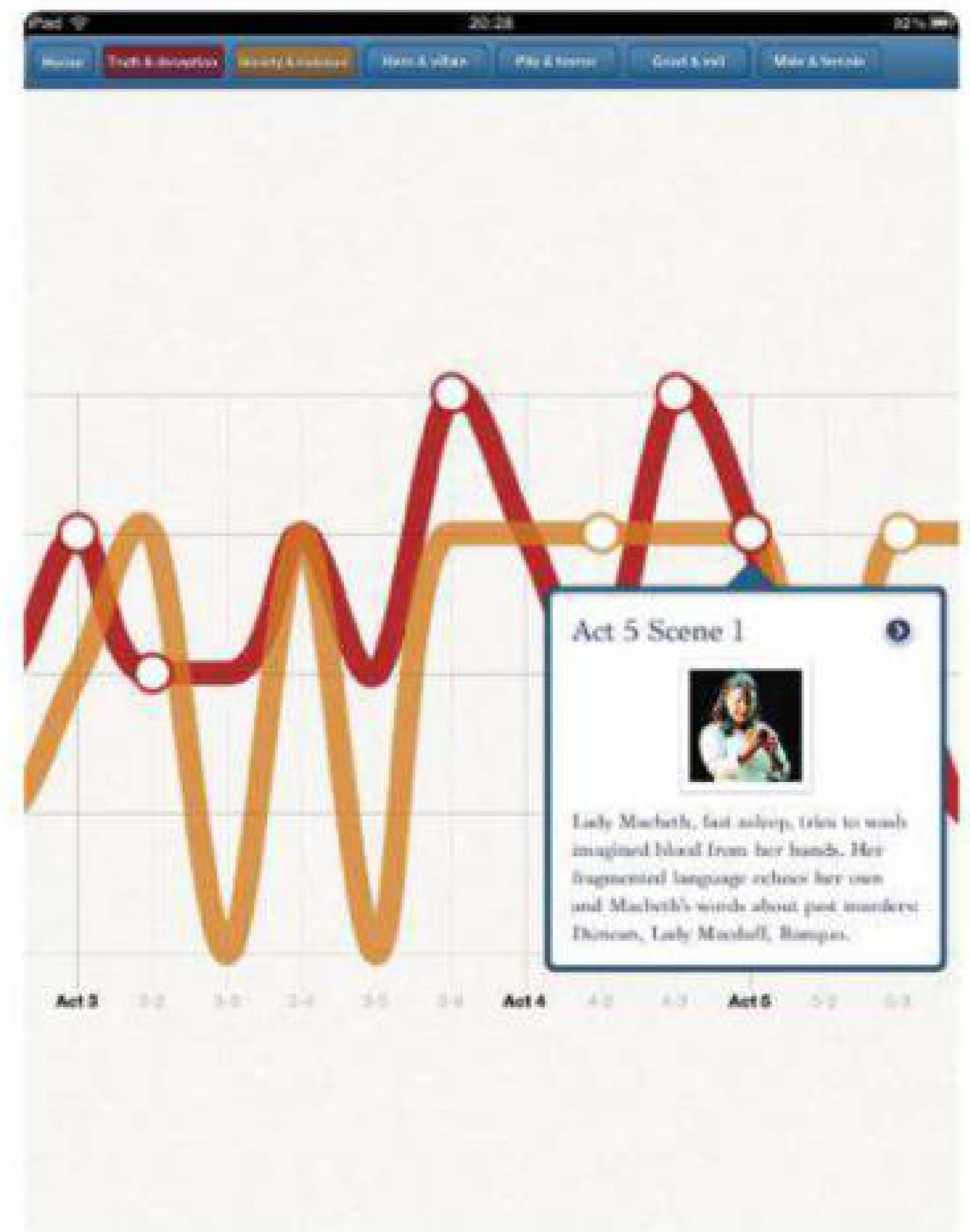
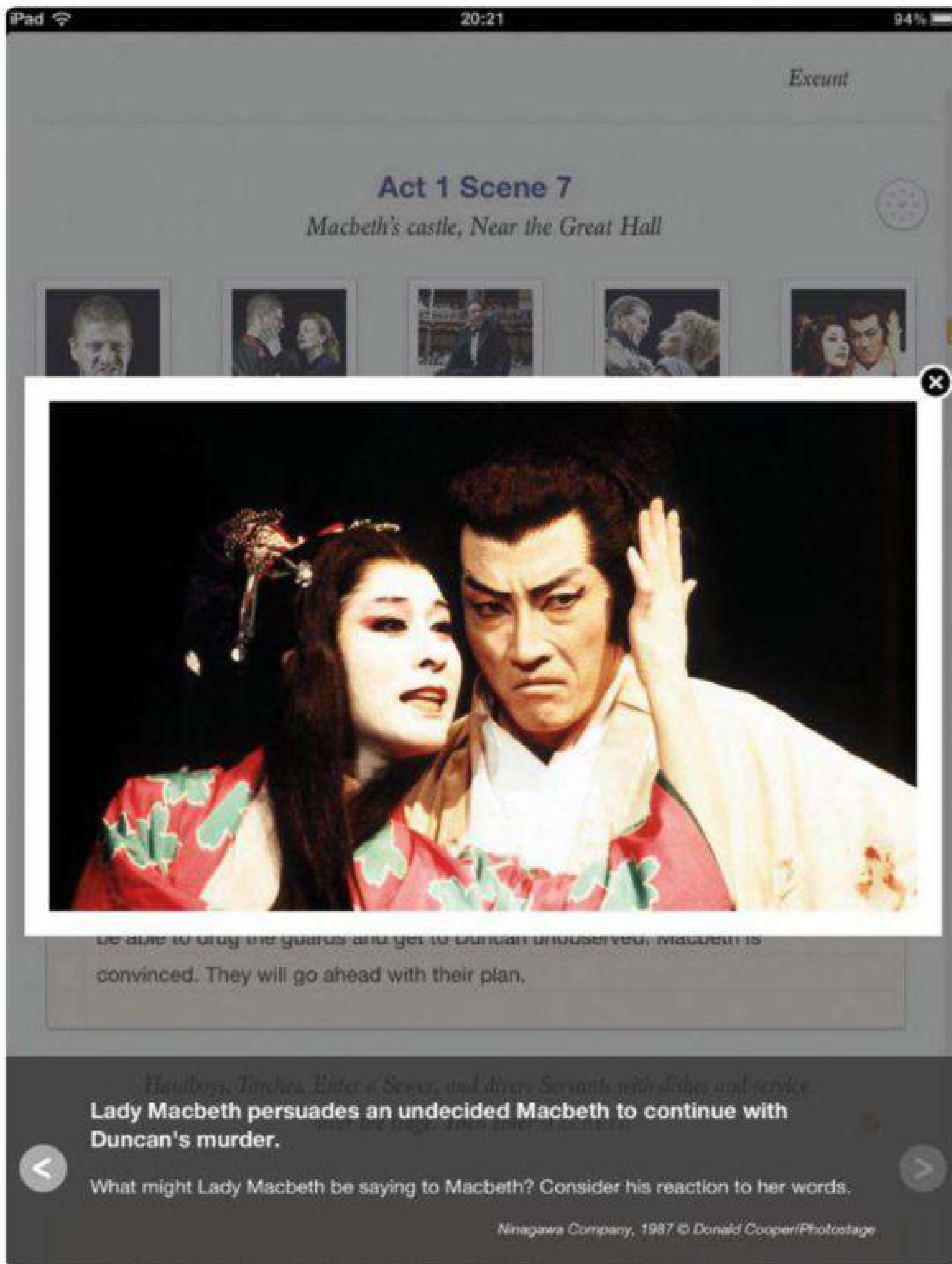
Photo captions try to work as waypoints for many a student discussion

wealth of contextual clarifications peppers each scene. These appear in scrollable text boxes, and many include references for further study. The 'academic' glossary selection informs more mature readers of the subtleties of the playwright's iambic pentameter. However, the 'standard' version

can be unnecessarily reductive – the 'filthy witness' which Lady Macbeth struggles to wipe from her hands becomes simply 'evidence (blood)', for instance. One danger of such passive elucidation is that it could stifle student creativity. Fortunately, Cambridge Press has a rejoinder to this concern in the form of the Activities button, which intersperses the text with ideas for solo, pair and group activities where students are encouraged to write around the play, perform dialogue, create character analyses and stage imagistic tableaux.

Turning on 'Circles' makes one appear in the margin of each opening scene. Tapping it brings up a radial depiction of the characters involved; the further from the centre of the circle, the lower the actor's level of involvement on the stage, while a sonar extends from the central character(s) to indicate where the focus of the action lies.

The Photos button adds images of various stage productions to each scene, from Ming Dynasty to modern-dress interpretations, and many feature celebrated stage actors. The captions try valiantly to work as waypoints for student discussion, but some of the



descriptions seem trite, others borderline ridiculous: 'How does this Macduff portray his horror at discovering King Duncan's corpse?' The question sits impotently below a picture of the Thane of Fife, face in a constipated semi-gurn.

Lastly, rightmost on the menu bar lies an indexed text input box for searching the entire play for specific names, words and phrases.

The second point of entry into the play, 'Explore', has three subsections. 'Characters' is a who's who of the pro/antagonists and their web of relationships; you can also filter scenes based on a chosen character. 'Themes' offers a timeline going through the Acts, its development illustrating the shifting dynamic of particular

themes: Truth & Deception, Hero & Villain, and so on. The last subsection, 'Language', is a largely useless word cloud generated from scenes, characters, or both.

The third and final section, 'Examine', consists of extensive commentary and criticism on individual characters, historical factors, and language as well as performances. These essays form the most advanced body of work, providing a wealth of secondary sources for more mature students.

The whole package feels professional, and the developer has clearly tried hard to invent a more rounded approach to exploring the bard's canon. Despite a few missteps, this new range of apps is largely on song,

and will appeal not just to students, but also those teachers looking for a way to shake up the curriculum. Thanks to the clean presentation, well-produced audio, insightful commentary and penetrating scholarship, exploring the most famous playwright in history feels fresher and more exciting than ever. **TH**

Tap! VERDICT

"A well thought-out app that gives Shakespeare's plays the kind of tablet treatment they deserve."

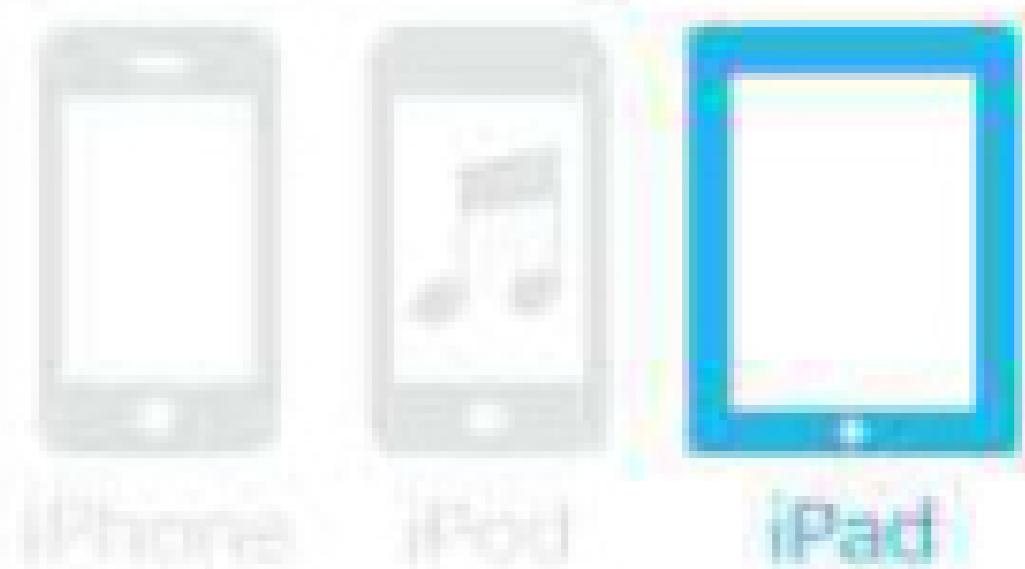


Retromatic HD

Give your photos a vintage makeover with this great-looking image editor

KEY INFO

Works with



Price **£2.99 / \$4.99**

Universal **No**

Version **1.0**

App size **49.1MB**

Developer

[Peta Vision](#)

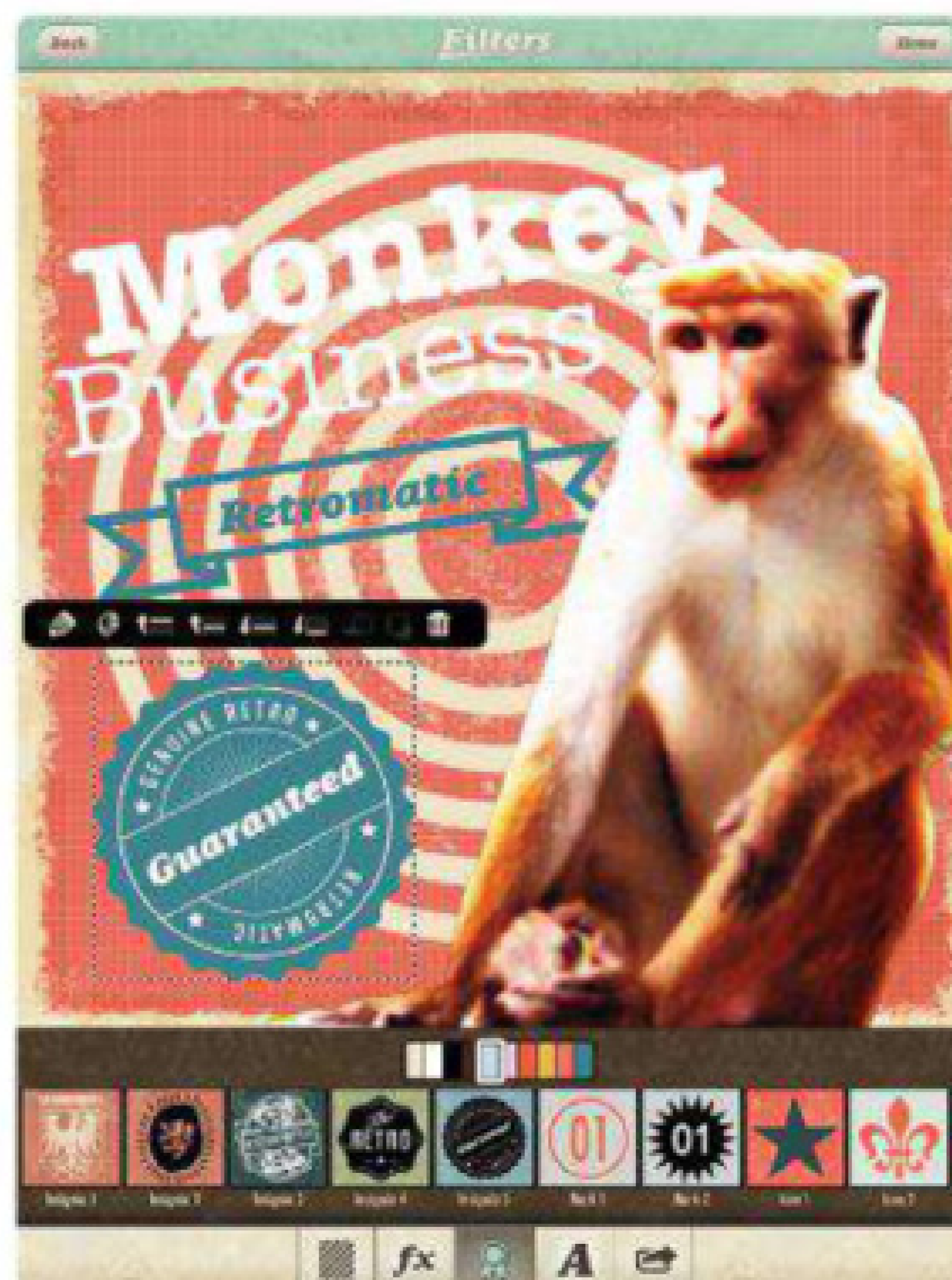
Age rating **4+**



This '50s-inspired app allows you to import your photos, cut them out using an instant alpha tool, and then apply vintage effects to them.

It's quick and easy to use, and looks great, but expect frustration if you want to do anything more than the basics. The instant alpha tool works well, but you have to hold down on the screen to make it switch between a brush and pinching to zoom – not ideal for quick editing. An erase mode and an auto complete help you finesse your selections, but masking out intricate shapes isn't easy enough.

Once imported, you can apply one of 18 (similar) filters and add one of 14 backgrounds. You can also add text (limited to iOS fonts only) and also a variety of eclectic clip art. The colour palette is



limited – great for matching, but limits your options. Layers are supported, but images must be imported singularly.

Despite creating interesting pictures at first, Retromatic only offers superficial changes to your images, with a limited set of options. Halftone, Jazz or even Photoshop Express offer more. **AT**

Tap! VERDICT

"A great looking app, but a very limited way to make your photos look vintage. There are better options."



AFTERGLOW

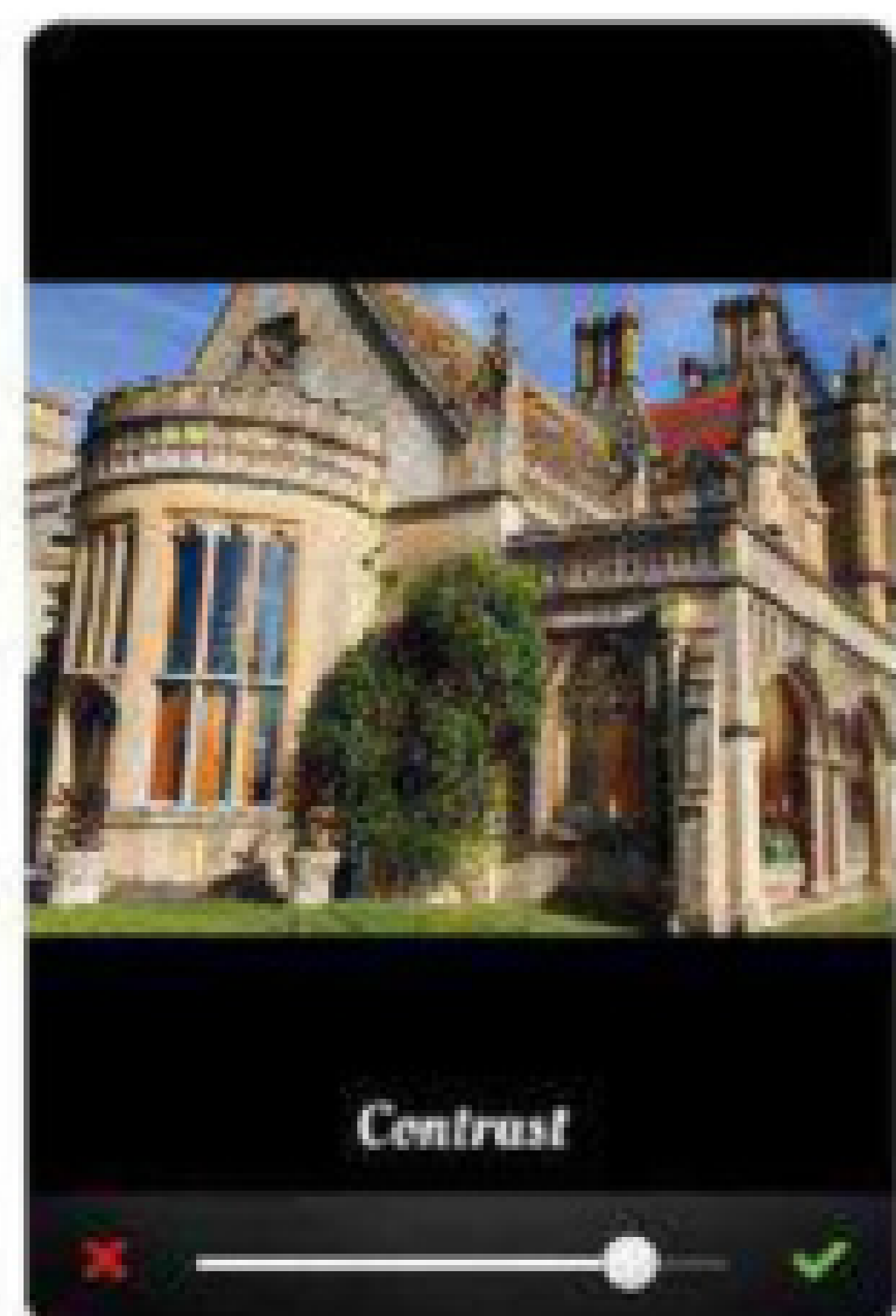
Want to apply lo-fi filters to your photos? Never heard of this app's competitors? Come on in!

Price **69p / 99¢** Works with [iPhone](#), [iPod touch](#) Version **1.2**

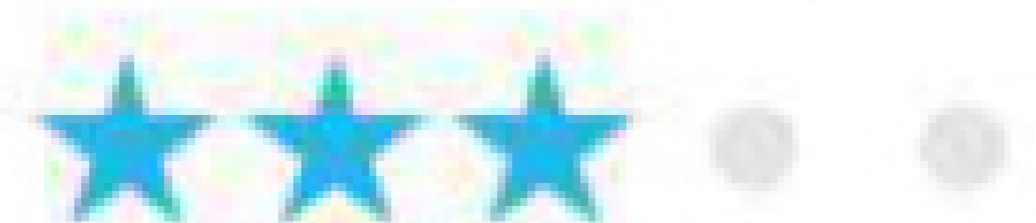
App size **12.4MB** Developer [Simon Filip](#) Age rating **4+**



Yes, yes, yes, we *know*. Afterglow is yet another filters app, but it doesn't have its own Instagram-like sharing community, and it's not even especially pretty. It caught our eye, though, for two reasons. For starters, as well as being able to have the option of applying filters to your photos – of which there's a broad (though poorly differentiated) range of filters for you to choose from – you can also tweak your photos in



traditional ways: brightness, contrast, straighten, colour temperature and so on. The second reason is the ability to apply textures and hipster-ish light leak patterns manually on top of filters and other tweaks. It's irritating that you can't stack these up – you can if you apply one and then tweak the straightening to burn the first in, but, yuk – and we'd like more manual control. **CP**



PRIMEVAL: DFX - DINO MOVIE MAKER

You know what this cute video of the kids at the beach is missing? DINOSAUR TERROR BWAHAHA!!

Price **Free** Works with [iPhone](#), [iPod touch](#) Version **1.1**

Size **87.6MB** Developer [Robots and Pencils Inc](#) Age rating **9+**



Sure, it's promoting *Primeval*, but this app is still a fun idea for killing time using your iPhone's video camera. You get three free dinosaur animations, with others such as the Ravager Rex for 69p each. Once you tap Action, a red outline of the creature is superimposed over the live view, so you can see where it's going to come in and its relative size. This outline doesn't change when you start recording (making it tough to get a decent effect, a shame, because the effects aren't bad), so it's only useful as a rough guide of where the



animation will be. A much more annoying issue is that you can't edit dinos into pre-recorded footage, so you'll have to make sure you get the recording right there and then. **CH**



HERE Maps

Can Nokia really do better than Apple when it comes to mapping on iOS?

KEY INFO

Works with



Price **Free**

Universal **Yes**

Version **1.8**

App size **3.9MB**

Developer

[Nokia](#) [gate5 GmbH](#)

Age rating **4+**

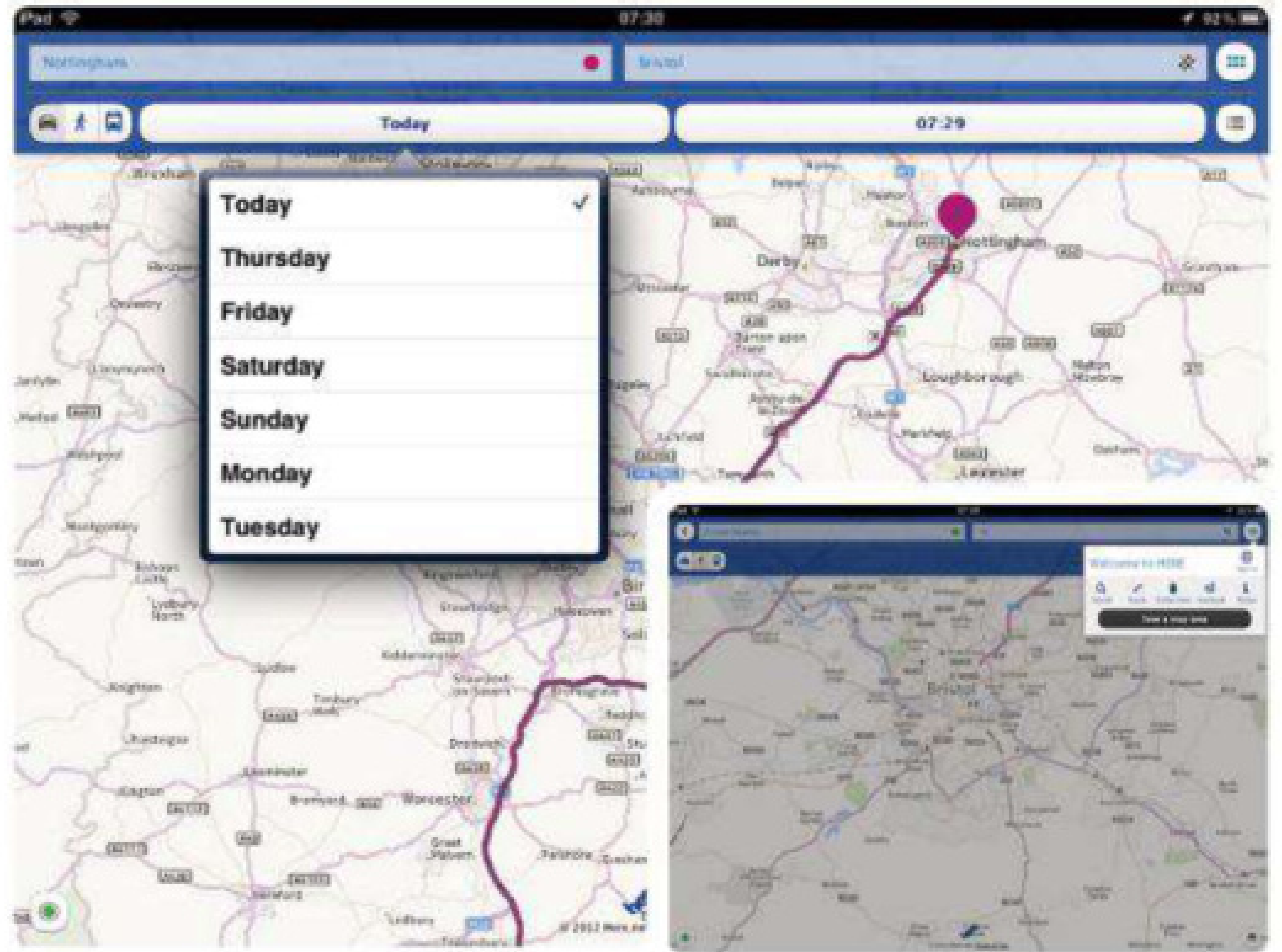


Taking full advantage of Apple's slip-ups over iOS 6 mapping, HERE Maps is a platform agnostic

re-launch from Nokia.

HERE found every local business and place name we looked for, even when we were nowhere near the point of interest. Traffic flows are also detailed in the traditional green-yellow-red, à la Google Maps, and seem very accurate. Unlike Google and Apple Maps, you can also see incidents on the road, such as roadworks and big accidents.

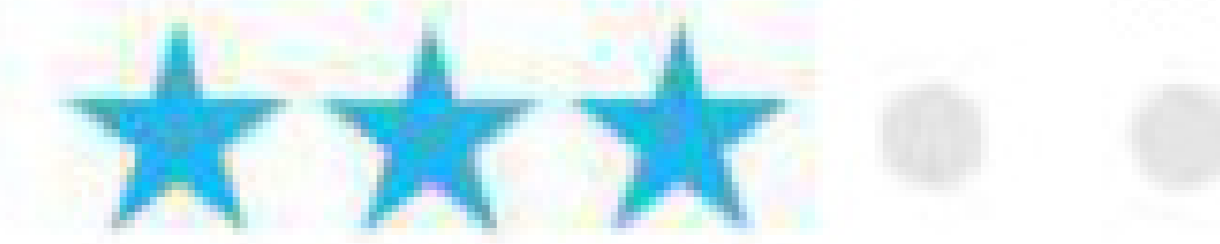
Apple found, to its cost, that maps can't be produced well when time is short, but these are well-founded maps. Key functionality is very similar to the old Maps app; you can focus in on your current location, while there are also



satellite and mixed views as well as driving directions. Signing in with a Nokia account also enables you to save map areas for retrieval on any device where you're also signed in. HERE's biggest problem is that its mapping doesn't yet support the Retina display. So while the maps look fine on an older iPad, they're fuzzy at high res. **DGm**

Tap! VERDICT

"HERE is an antidote for those using iOS 6, but it's missing the comprehensive features of Google Maps."



SHATOETRY

You can control Shatner's brain! Hold on a second, wasn't that actually a *Star Trek* plot?

Price **£1.49 / \$1.99** Works with [iPhone](#), [iPod touch](#) Version **1.1**

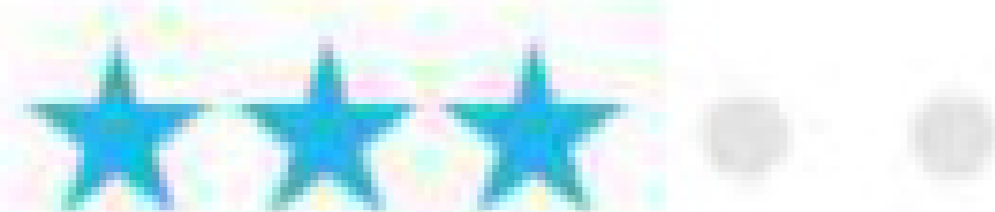
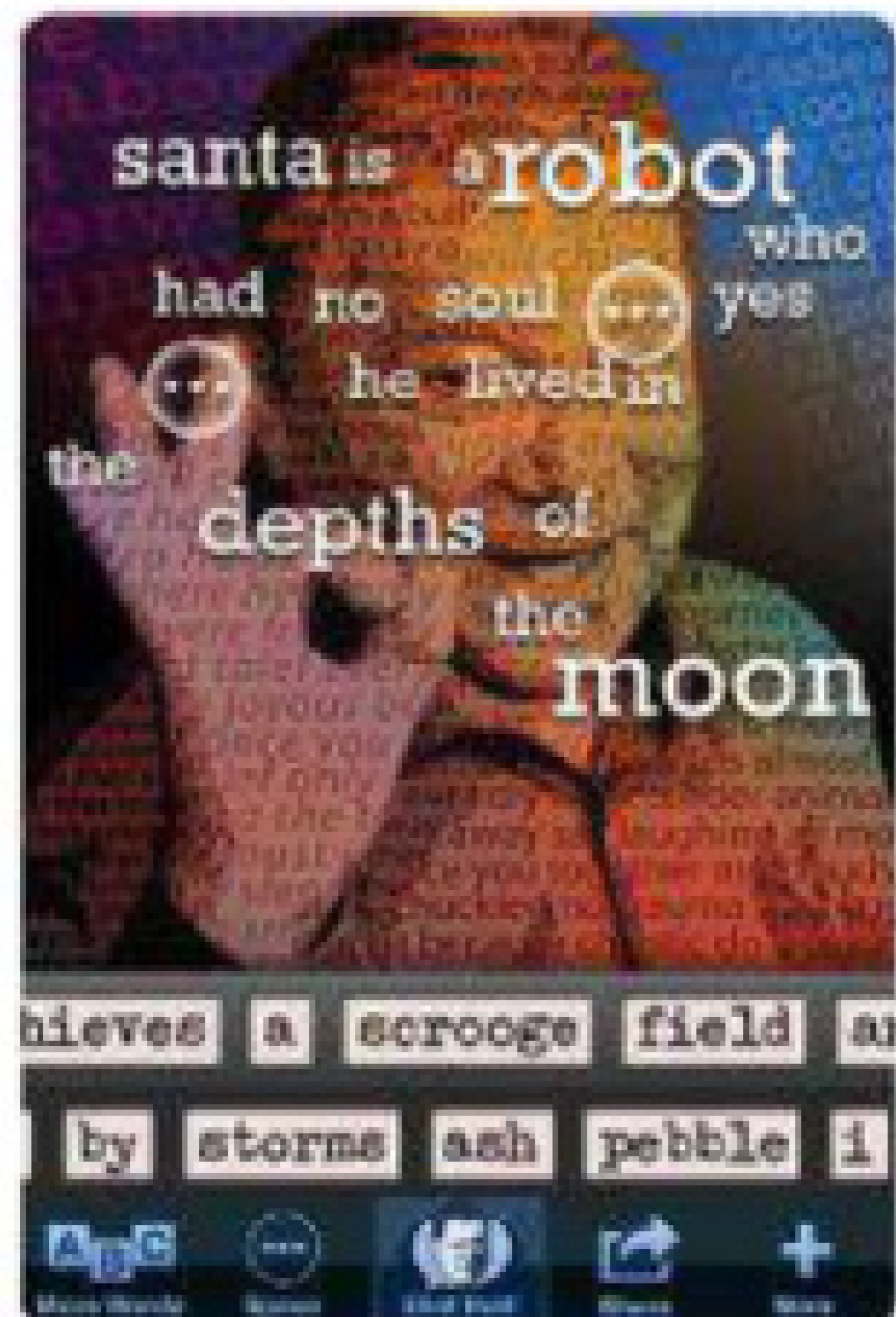
App size **39.1MB** Developer [Blindlight, LLC](#) Age rating **4+**



The idea of having William Shatner say whatever you want is certainly hard to resist, but sadly that's not quite what you get here. Shatoetry is like those fridge poetry magnets where you make little sayings from a set of provided words, except

here the things you make are read by Shatner. Each word has three readings of increased dramatic-ness, which you can choose between. You can also add his trademark... pauses... to

your Shatisms. The problem? Spoken aloud, the words very rarely flow well together, and like the fridge magnet words, it can feel a bit limited in word choice (it seems particularly lacking nouns to us). You can export your creations as videos, and share them directly over Twitter, YouTube and Facebook. It's good fun for a little while, but you'll soon feel that man has gone there before. **MB**



TOCA TAILOR

When le Carré heard about this app, he dressed the lynx up as a soldier and the sloth as a spy

Price **£1.49 / \$1.99** Works with [iPhone](#), [iPod touch](#), [iPad](#)

Version **1.0.3** App size **46.5MB** Developer [Toca Boca](#) Age **4+**



After the slightly disappointing Toca Band, we're pleased to see that Toca Tailor is a return to form for the Toca Boca team, which specialises in making apps for young children. Here, it's all about dressing up – you pick the type of clothes

to wear, and then choose the pattern to go on them. The graphics are utterly charming and the interface so intuitive that it's, quite literally, child's play. We loved the characters' reaction when you tap their face.



It's a shame you're limited to just four playmates – a boy, a girl, a lynx (why not?) and a sloth (okay then), but the stand-out feature comes with the option to use your iOS device's camera to snap a texture. Suddenly, everything around you has the potential to become part of your clothing designs. Hours of fun! **GB**





Actions for iPad

This app is designed to help you use your computer more efficiently, but does it actually succeed?

KEY INFO

Works with



Price **£1.99 / \$2.99**

Universal **No**

Version **1.0**

App size **44.8MB**

Developer

[Beautyfool snc](#)

Age rating **4+**



There are a few applications that allow you to control a computer from your iPad, but most try to make your iPad into a virtual PC. As anyone who has used one of these VPN clients will tell you, the touchscreen iPad interface doesn't always work that well with traditional computer operating systems. Actions attempts to give you control over your PC, but in a different way. Instead of full control over the screen, Actions turns your iPad into a sort of quickfire shortcut manager. Tap the relevant icon on your iPad and

the app takes control of your PC or Mac and performs that action.

Setup is easy. Once downloaded, you also need to get hold of the Actions Server software. This isn't as technical as it sounds – it's just a small application that you run on your Mac or PC to enable the Actions app to work properly. You only need to do this the once, because once you've completed the initial setup, everything should run automatically in the background. Once the Actions Server software is installed, you

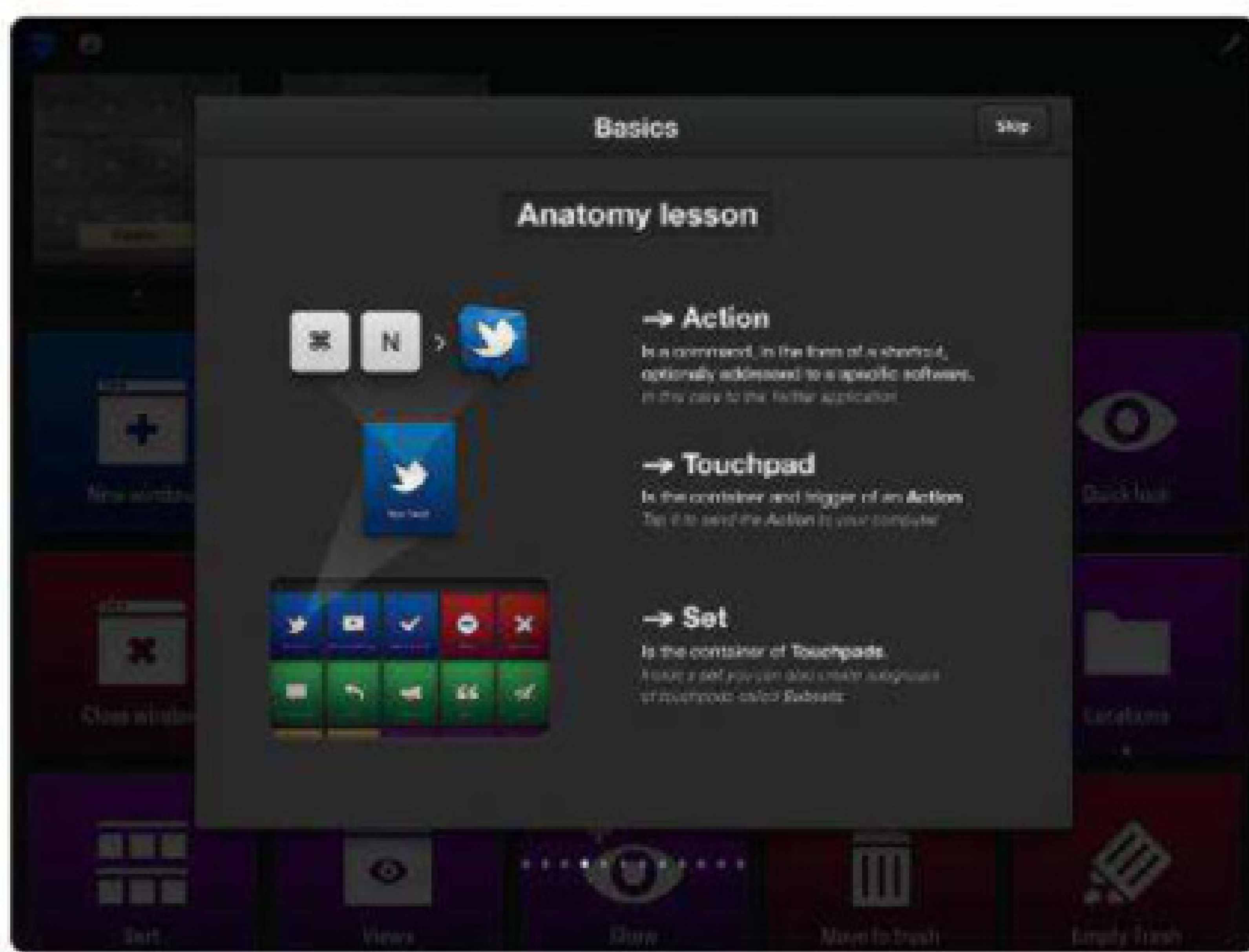
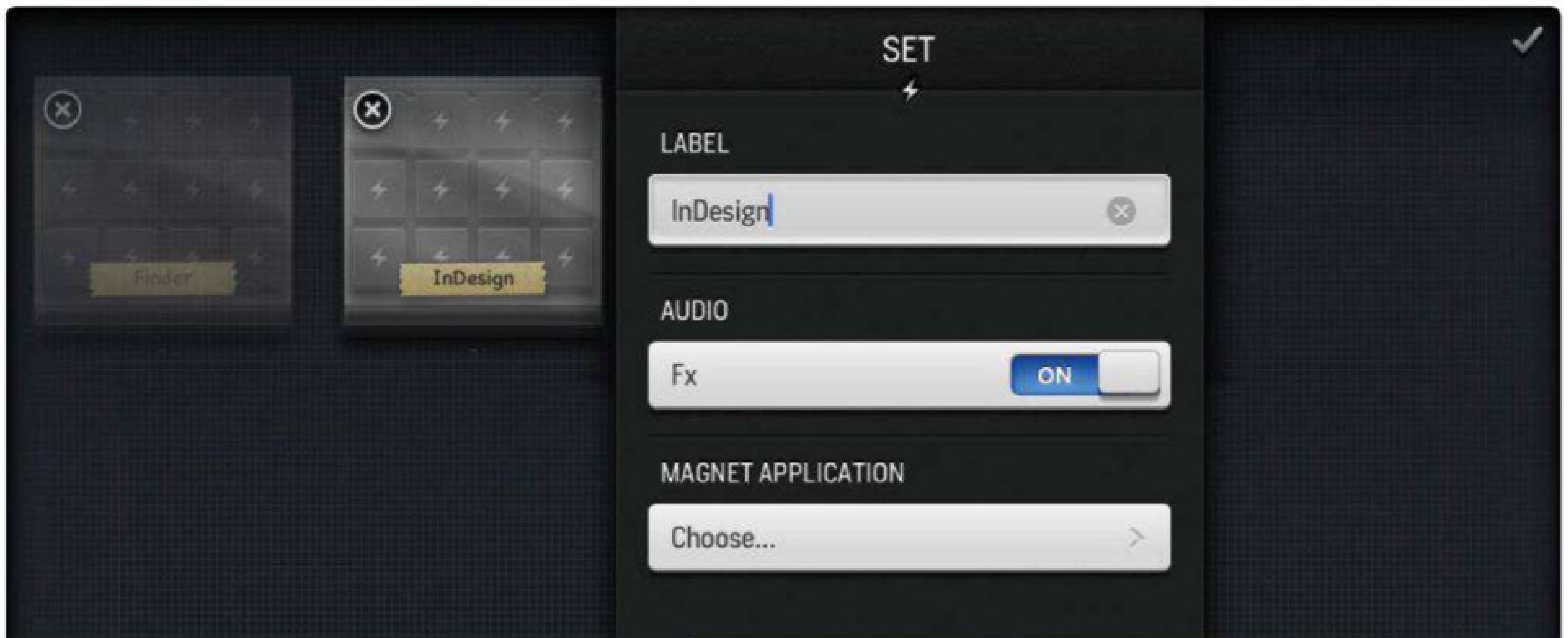
💡 **Actions attempts to give you control over your PC, but in a different way** 💡

can install it on multiple machines if you want; you just select which computer you want to connect to in the app. The connection is secured with a PIN code – much like when you connect a Bluetooth peripheral – and it takes seconds to pair your copy of Actions on the iPad with your computer.

Creating new actions is easy; everything needed to define exactly the result you need is just a few taps away. For a selection of desktop apps, there are built-in options to add; this makes producing a collection of useful shortcuts quick and simple. There are pre-set options for Aperture, GarageBand, Google Chrome, Safari, iPhoto, iTunes and more.

One stand-out aspect of Actions is just how well-designed it is. The app looks and feels like a truly professional and modern tool. Many apps promise interesting and useful ways to use your iPad, but it's surprising how many of those fail on both an aesthetic and usability level. Actions suffers no such issues, providing an excellent interface that even Apple would surely be proud to have made.

Some user reviews on the App Store have complained about connection issues, but we can honestly say that, try as we might, we couldn't replicate any of these when controlling both Macs and PCs from Actions for iPad. That's not to say that there aren't



potential problems connecting over Wi-Fi, since it's a tricky technology and there are multiple scenarios, but each time we needed to connect, it didn't fail us.

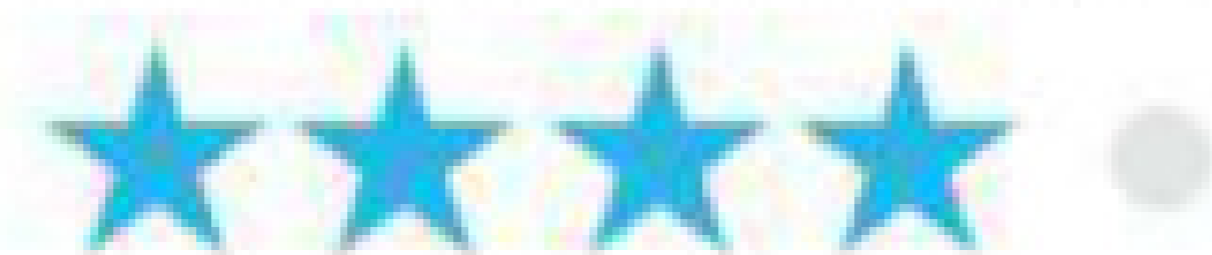
Actions does reduce your very expensive iPad to not much more than a fancy touchscreen keyboard extension, but the big buttons make for quick and easily operated events. One shortcoming of Actions becomes apparent when controlling apps such as iTunes: tap to skip a track and iTunes jumps to the front, overtaking whatever application you were actually using at the time. So if you tap on the arrow to move to the next song, iTunes appears, and you have to switch back to whatever you were doing. If you're using Actions for one application exclusively, this limitation isn't an issue, but providing background

control is surely one of the most obvious scenarios for this app, so it's a bit of a drawback.

Actions is most useful if you have a lot of repetitive tasks to perform in a particular app and want an easy way to do those jobs. If you haven't got a good memory for the thousands of possible key combinations for application shortcuts, then you can eliminate the guess work with the way Actions presents them. **CB**

Tap! VERDICT

"Actions is not without its flaws, but works well – especially if you use certain shortcuts over and over."





THE
10 BEST
APPS
FOR...

44

Throwing a kick-ass party

Here's your invite from Peter Cohen and a goody bag full of great apps to help get this party started

➤ Everyone (well, almost) loves a good party, but at some point in the process, planning and putting it together can become drudgery. There are so many different elements to keep track of, depending on the event: a menu, for example. A guest list. Beverages. Music. Party favours. No matter what kind of party you're having, at some point things can start to spin out of control.

But that's where your trusty iOS device can step in. Certainly you can use some of the built-in apps such as Calendar and Notes to help keep things straight, but those tools are going to run out of steam.

Thank goodness there are hordes of developers who offer great applications to make it easier to ensure your next party is a raging success. Whether it's a pocket bartender that'll help

you make the best cocktails or a DJ mixing board to make sure everyone's having a rockin' good time, iOS can help. If logistics are more your thing, we've got that covered in spades too, with everything from meal guides to wedding planners to complete party planning software.

Parties vary in all shapes and sizes, depending on your mood and the occasion. You're going to use a very different set of skills to make a cowboy party for your six-year-old compared to a fancy dress soirée with a five-course meal.

So come check out our list of the 10 best apps for throwing a kick-ass party, make sure you let the neighbours know and put on your dancing shoes, because these gems could well help kick your next bash up a notch or two, and keep things going until the break of dawn.

PARTY TUNES

Night fever, night fever...

We talk across the page about djay being a great hands-on tool for playing music, but you might not want to be saddled with creating a mix recording for your next party. If Apple's Music app is coming up short, you might want to try a music-streaming app, such as

Spotify, Rdio or Deezer (they usually require a subscription to work on iOS devices). Seedio (£1.99) is a way to broadcast your music to multiple iOS devices, turning them each into a music receiver for the party, all synchronised over Wi-Fi.

Pro Party Planner

An all-in-one planning tool to help you make your next bash a huge success

Price **£2.99 / \$4.99** Works with **iPhone, iPod touch, iPad**



It's no wonder party planning is a full-time profession for some – from

planning a guest list to making a menu and buying decorations, party favour bags and planning activities... it can be an exhausting morass of details that can all too easily get the better of even the most organised of hosts.

If you don't have the budget for a personal party planner you could always hire (or rather,

download) Pro Party Planner from Zysco. Pro Party Planner is essentially a dedicated database for the anal-retentive party host who wants to keep their eye on every element of their next big happening.

This impressive tool does practically everything: input guest's names, email and phone numbers, and you can check them off as they RSVP. Plan a menu, drinks, entertainment, decorations and party favours, and then assign individual tasks

to the people helping you put your party together.

You can even keep track of your budget, see a timeline to make sure you're all on schedule, and connect to Pinterest to get ideas and inspiration for how to make your next bash a success. You can connect with your Contacts database and back up and export data to Google.

If you want to share your Pro Party Planner information with another user – if, say, two of you

are organising the party together, you'll need to activate a subscription as an In-App Purchase that runs for 12 months for another £1.99.



Karaoke Anywhere

A karaoke machine to get everyone at the party singing their hearts out

Price **Free** Works with **iPhone, iPod touch, iPad**



Once the drinks start flowing and inhibitions become a bit lowered, karaoke

can be a hilarious way to get the party moving. Buying or renting a full-blown karaoke machine isn't necessary these days thanks to JoltSoft's Karaoke Anywhere, available in a regular version for iPhone and iPod touch and an 'HD' version for iPad (and happily, both are free

to download). Karaoke Anywhere gives you access to a library of officially licensed karaoke songs. If you've ever



done karaoke at a bar, the presentation is pretty similar: you hear a cover of the popular song you remember along with a screen of lyrics that slowly change colour to keep you on track of the tempo.

If reading lyrics off an iPad (or iPhone) doesn't sound like fun, the app features TV and video output capabilities. It can also record the songs if you want to embarrass the participants

later! Built-in effects can help you tweak the vocals a bit – handy when things get a bit sloppy late into the evening.

Karaoke Anywhere is a free download that includes 200 well-known tracks – everything from Aerosmith to Wilson Pickett. If you want more – and you will – you can either subscribe to its unlimited streaming service (£6.99 per year) or you can pay per track.

djay

A sophisticated music player that helps you spin the perfect party mix

Price **£13.99** Works with **iPad**



Nothing sets the mood and tempo of a party like a music mix, and nothing

brings down the vibe faster than hearing... nothing. That's where algoriddim's djay comes into play. This is a one-stop shop to making music on your iPad, using an interface that looks just like a twin-turntable DJ deck. (A separate version has just been

launched for the iPhone too (69p), but it's obviously easier to scratch away on the iPad's larger screen.

You load music from your iPad's music library and then crossfade, mix, scratch and add effects as you want. Automatic beat-matching will adjust each track for a smooth flow, and you can manage levels and a wide variety of effects like echo,

flange, phaser, bit crusher and gate, to give your mix that club feel. You can also loop and adjust equalisation.

Live mixing is only part of what djay can do, though: if you'd rather talk with your guests at the party and hang out instead of spin discs, you can record a mix ahead of time and then play it back for your guests once they are there. Hey, if

you've gone to all the trouble of organising the party, you should get to enjoy the beats, too!



Mixologist

Like having a bartender in your pocket, but you don't have to tip

Price 69p / 99¢ Works with iPhone, iPod touch



Unless you're a professional bartender, you might only know how to make a handful of cocktails. Digital Outcrop's Mixologist (also available in more limited free form as 'Mixology') fixes that by providing a searchable list of hundreds of cocktail and party beverage recipes ranging from Shirley Temples to Long Island Iced Tea jelly shots.

But cocktail recipes and a good search tool are only two of many items on Mixologist's impressive résumé. The app also lets you narrow your search depending on what you have in your liquor cabinet (whiskies are differentiated, so you can find recipes for scotch drinks separately from bourbon, as are flavoured and unflavoured vodkas) and what kind of mixers you have on hand (cordials,

juices, mixes, sodas and other items are all included).

For the well-stocked boozehound, a 'random' feature lets you come up with a unique concoction you might have never tried (and might never try again, if it isn't nice...).



Phoster

Make and post beautiful looking digital posters to advertise your party

Price £1.49 / \$1.99 Works with iPhone, iPod touch, iPad



Planning your party and getting all the goods together are important, but you also have to get the word out. Bucket Labs' Phoster helps you do exactly that using exquisite typography and lots of customisation options.

First, you select one of 87 free templates; there's a handful of holiday-specific templates for Christmas, Valentine's Day, New Year's and Halloween, along with a wedding template. But most of the options are flexible enough to be used for almost any occasion that might arise.

You can add images from your photo library and adjust brightness, contrast and saturation, and input your own text into fields and customise it with colours and font sizes. You can also add filters or add some custom patterning. It's even



possible to output it to other apps if you'd like to make additional changes.

Phoster includes the ability to print (if you have AirPrint-compatible devices on your network) or you can email or use Facebook, Flickr, Twitter or Instagram to share your images with the world.

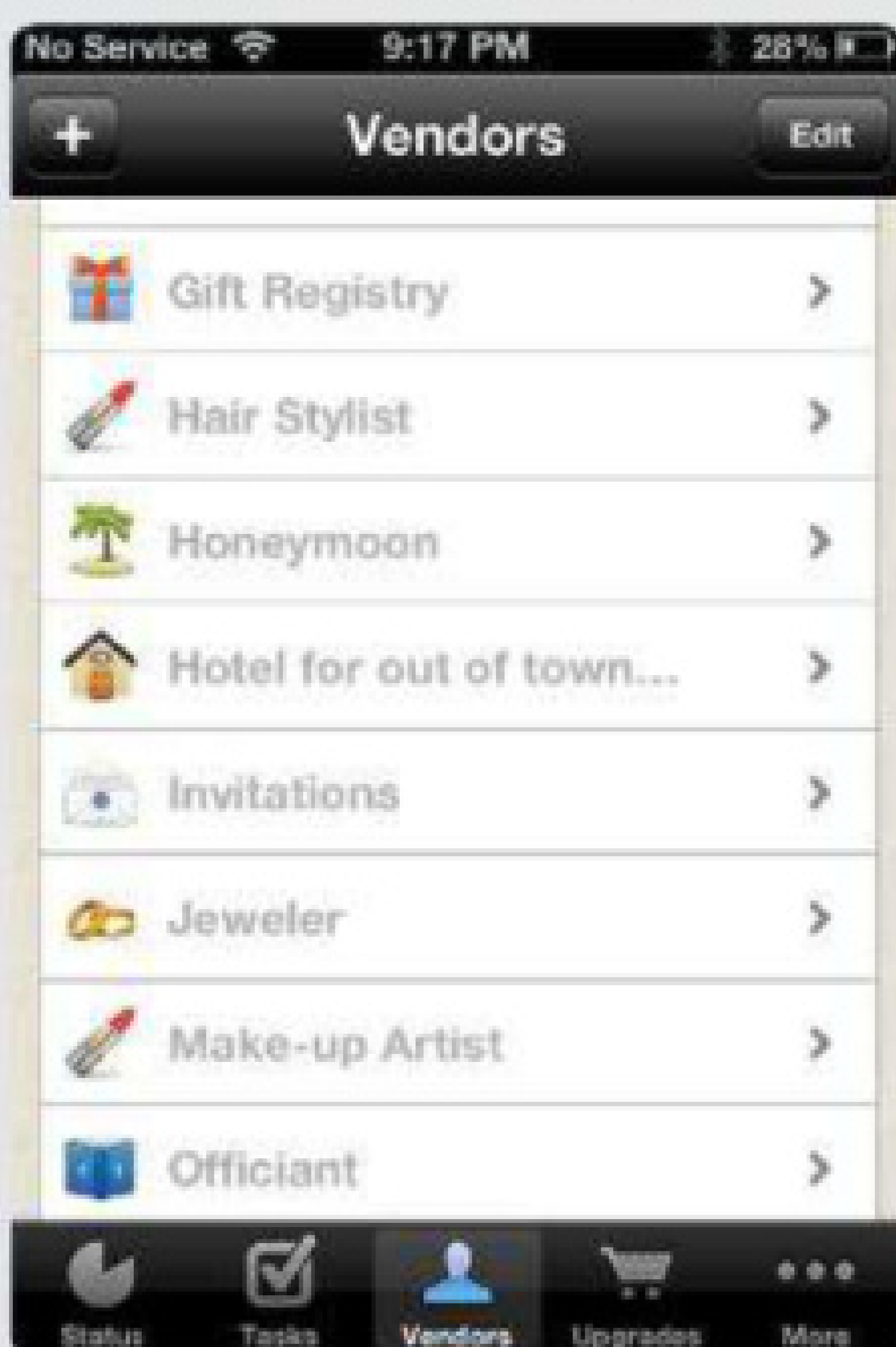
WeddingHappy

Get ready for the big day with organisational tools and social networking

Price Free Works with iPhone, iPod touch



WeddingHappy is like having a hyper-organised wedding planner in your pocket. Give it the planned date for your nuptials and the app will do the rest, building a customised to-do list with



suggested due dates that you can change to your liking.

The secret to its success is in its complete coverage of everything that brides and grooms (and their families and friends) need to keep track of before the big day – such as: who's catering the event? DJ or band? Which dress shop and florist to opt for? Mercifully, you can keep on top of all these tasks and, along with that, you can use WeddingHappy to see where you are along the way: how many tasks have been completed and how many are yet to do, when they should be done, and who's involved. 'Achievements' even help you keep track of major milestones, such as finalising a wedding date or delegating a task to someone else by email. It's free, but paying £1.99 will let you track as many tasks as you want.

Holiday Recipes & Party Planning Guide

An ebook app with plenty of recipe ideas for your next gathering

Price £2.99 / \$4.99 Works with iPhone, iPod touch, iPad



Coming up with recipes that truly impress your guests can be tricky, and there's only so much to be gleaned from the average cooking show on television. Food52's Holiday Recipes & Party Planning Guide offers suggestions for how to really dress up your next dinner party with 127 exquisite recipes, from snacks and starters to desserts, with drinks, breads, soups and everything in between.

A dedicated section offers suggestions if holiday planning's on your mind: everything from making a romantic Valentine's Day meal for two to celebrating Easter with the entire family (the guide offers a somewhat US-centric holiday list – including Thanksgiving and

Independence Day, for example – and all measurements are in standard units). The recipes themselves are accompanied by lush photography and video.



Kara's Party Ideas

Family and kids' party ideas galore from a party-planning queen
 Price £1.49 / \$1.99 Works with iPhone, iPod touch, iPad

08 Kara's Party Ideas
 If you're a busy parent, it can be exhausting to try to put together a fun party for your little ones. Finding the right time around other busy schedules is bad enough, but what happens if you can't come up with an imaginative theme? This app is based on (and linked to) a popular website by Kara Allen, who's also published a book on the topic to share her party ideas to the masses. The app is full of great ideas to dress

up any party, though the focus here is mainly on family parties, especially ones for younger kids. The app breaks down parties by category – boy, girl, western, princesses and so on. There are a few 'grown up' categories as well – sports, beach and teen bridal shower, to name a few. Each entry provides photos and descriptions of ideas, and will often include links to Etsy sites and other places you can buy custom decorations and printable patterns.

Conversation Cards

Small talk running on empty? No need with this handy tool
 Price £1.49 / \$1.99 Works with iPhone, iPod touch, iPad

09 CARDS
 All party hosts and guests dread the awkward moment of silence that can occur when polite conversation has run its course. That's where Conversation Cards comes in handy – it's a fun and easy way to start or continue a conversation. The app offers a number of interesting questions you can ask others at the party, ranging from 'What is the happiest moment of your life?' to 'Would you rather be a ninja

or a pirate?' Just tap the screen to flip over a new topic. Clear typography make the cards easy to read, which means you can unobtrusively load the app up on your iPhone if you don't want to make a show of it. There isn't a way to mark cards as 'read', so you might come across repetition, but the questions steer clear of theology, politics, and the Great Pumpkin, so you don't have to worry about breaking *Peanuts'* Linus Van Pelt's cardinal rule.

Reverse Charades

A fun twist on the classic party game with customisation options
 Price Free Works with iPhone, iPod touch, iPad

10
 Generations of partygoers have played Charades, the game where one person stands up and the rest of the team tries to figure out what they're pantomiming. Reverse Charades takes the concept and turns it on its head: Now the entire team acts out the words, and it's up to one person to guess the clue. Suitable for two to four teams of potentially any size, it takes place in timed 30-, 60- or 90-second rounds. A

small number of sample cards have been included, but to really unlock the game's full potential you'll need to buy booster packs through IAP. The packs cost 69p each and feature content for kids, '80s trivia buffs, a 'Girl's Night' and more (six in all). The original pack sports 500 cards; other add-ons range from 163 to 724 cards. Options let you select which card deck or decks you'll use, how long each round will be, how many rounds there are and how many seconds per turn.

PARTY FOOD

Ordering in

There's no need for you to leave the house to get what you need for your next party thanks to a plethora of shopping apps available for iOS devices – or at the very least, no need for you to leave the house before you know exactly what you plan to get.

Tesco's Food app will help you plan a grocery list, while Amazon Mobile will let you order plenty of party food and goods, often in bulk if you need it. Maybe you're just kicking back and watching sports with your pals? Just use the Domino's Pizza app.



YOUR SHOPPING LIST

Must-have apps

- Pro Party Planner £2.99/\$4.99
- Karaoke Anywhere FREE
- djay £13.99/\$19.99
- Mixologist 69P/99¢
- WeddingHappy FREE
- Phoster £1.49/\$1.99
- Holiday Recipes & Party Planning Guide £2.49/\$3.99
- Kara's Party Ideas £1.49/\$1.99
- Conversation Cards £1.49/\$1.99
- Reverse Charades FREE

Total: £24.63/\$35.93



Master iPhoto

Thanks to Apple, it's time to ditch desktop photo editing for a more touch-based approach. Christian Hall guides you through iPhoto for iOS

➤ iPhoto has been central to Apple's iLife suite since 2002, helping budding photographers make those crucial edits more quickly than other programs and also ensuring those shots are better organised. Coming to iOS, iPhoto has brought with it all the major features of its desktop cousin and made them work seamlessly with touch gestures. There's no shortage of superb photo editors on the App Store, and we look at those in the Other Apps section, but for anyone interested in editing pictures on iPad or iPhone, iPhoto needs to be part of your digital darkroom.

To make the most of iPhoto on your iPad or iPhone you'll obviously need some photos to start tweaking. You can of course shoot on an iPad and iPhone, putting images into your Camera Roll, but chances are you'll have some compact or digital SLR shots you'd like to edit, too. To get these onto your iOS device you'll either need to email them (saving by tapping and holding and choosing Save Image) or using a filesharing app such as Dropbox, where you simply dump the shots from your PC or Mac into the Dropbox folder and then save them off using the iOS app. Alternatively, you can use Apple's Photo Stream to keep all your photos in sync across your devices. Visit Settings > iCloud > Photo Stream to

turn it on – and remember that in iOS 6 you can also make use of Shared Photo Streams to share photos.

If you're shooting with a separate camera, look into buying Apple's iPad Camera Connection Kit (£25). This is a dongle that fits into your iPad's docking port and lets you plug in memory cards and USB leads to upload images from your camera directly onto your iPad. The iPad will automatically convert any Raw format images into editable JPEGs.

Your final option for getting photos onto your iPad is to sync using iTunes. Connect your iPad or iPhone, select it from the top-right (in iTunes 11), and go to the Photos tab. Here you can sync with iPhoto or a folder on your hard disk – usually Pictures – and copy files into there. When you sync, files will be updated on both sides. If you're syncing with iPhoto you can choose selected albums, Events or Faces to sync. Both iPhoto and the default Photos app on your iPad or iPhone will arrange your shots into Albums, Events and Places.

So with your unedited shots ready to go, you can delve into iPhoto's editing tools to boost those colours, make that crop, tweak exposure and much more! We'll guide you through every major feature of this fantastic photography app from Apple. ➤

Meet iPhoto

iPhoto's editing power all lies in the Edit window, even though there are other interfaces for organisation

➤ You'll land on the Albums screen by default when you launch iPhoto, but a quick tap in those folders and you can choose a photo to edit. However, if you want to organise your images in iPhoto first, double-tap on a photo to select it, and iPhoto displays a larger preview in the main window. You can swipe through the albums shots – handy for comparing them. If you want to add several images to a group, tap and hold each one.

When you find images you want to

work on, tap the rosette icon at the bottom of the screen to mark them as a Favourite. Or, if you see a shot that isn't going to make the cut, tap the cog icon and choose Hide Photo. This doesn't delete the file, it merely hides it from view. To bring a shot back, tap the photo count above the album grid (top-left in landscape mode) and choose Hidden Items, then tap to select the image, and make it visible by tapping the cog icon again and choosing Unhide Photo.

06 Show original /View mode

Tap the next-to-last button to compare your edited image with the original – you have to have made an edit for this option to be available. Tap Edit to switch from View to Edit mode. In View mode, you can't make any changes or do anything to the photo by accident, so do this when you want to review your changes.

01 Image count

This lists the number of photos in your album. Tap it to see your flagged, edited, or hidden images. Hold here and drag left and right (or up and down in portrait mode) to shrink or expand the thumbnail grid view. Flagged photos are shown in brackets after the number of photos in that album.

02 Album view/show grid

Tap here to return to the main Album view. The next button to the right toggles the grid of photos in that album on/off. This is a useful thing to hide when editing a photo to help maximise the space to work on.

03 Help/Undo

Not sure where to find an option in iPhoto? Tap the question mark to bring up an overlay showing what all the buttons in the iPhoto interface do. The option is always available in the Edit window so you can also double-check on what a tool does. Take note, however, that not everything is covered! To the right of it is the Undo button, which works in the usual way, reversing the edits you have made to a photo. Keep tapping to step backward.

04 Caption/Share

If your picture doesn't speak for itself, tap Add Caption to give it a title/caption (in the iPhone version you'll have to tap the Information button instead to add a caption). The Share button, to the right of Add Caption, enables you to export your image to email, a Journal, Twitter, Facebook, Flickr, iMovie, iTunes or Cards (the Apple postcard maker that's free on the App Store). You can also play a slideshow of your album's photos, print it or beam it to a nearby iOS device. Photos beamed from one iOS device to another will show up in a folder of their own. To beam a photo on your iPad to an iPhone for example, make sure that both iOS devices are turned on and running iPhoto. On the source device from which you want to share, tap the Beam button and choose which photos to 'beam'. iPhoto notes how many photos are selected and flagged. You can also tap the Choose button and select up to 100 thumbnails from your library. Tap the name of the other device running, and then tap the blue Beam Photos button.

05 Information

With a tap of this button, you'll be able to view the metadata that is attached to your photo (such as file size, date, make of camera, location and so on), and comments from Flickr/Facebook. You'll also get the crucial stats about the shot, such as the aperture, focal length and ISO values. This will only be the case if you've uploaded it from a digital camera or the iPad or iPhone's camera.



07 Crop

A good crop can be just the thing to rescue a slightly boring image. Tap the Crop tool and drag the corners of the image to crop (by letting go), or twist with two fingers on the screen to rotate the photo. You'll see the dial along the bottom move as you do this. Remember that you can use the Show Original button to compare your crop to the original composition, and the Undo button to step backward.

08 Exposure

The Exposure button gives you a slider to adjust the shadows, highlights, brightness and contrast of your original picture. There's no histogram like you'd get with something like Photoshop, but the slider is very good at making those quick exposure adjustments, drag left to darken (under expose) or to the right to lighten (over expose).

09 Colour

These editing controls cover saturation and white balance, with sliders for common colour tweaks that are designed to give you greater control over your edits. You'll find the Warmth slider particularly useful in a lot of photos, since many digital cameras tend to shoot 'cold'. Blue skies and greenery are best altered in landscape shots. If you want to use Multi-Touch, tap and drag horizontally on the photo to adjust the hue or vertically to adjust saturation.

10 Brushes

Adjustment brushes are for painting adjustments onto your photo locally, such as Lighten or Red-Eye Removal. From left to right your brushes are: Repair, Red-Eye, Saturate, Desaturate, Lighten, Darken, Sharpen, Soften. On the far-right of the bottom menu is a button for Detect edges that's needed to make some changes to specific parts of a photo using the brushes. For example, you can remove a blemish or lighten a small part of a person's face that's in a shadowy area. Tap the cog button (bottom-right) and choose Show Strokes to see an overlay of your brush strokes in red. The rubber icon is your Erase tool that works by you 'rubbing' the image.

11 Effects

Effects add a cool processed look to your images, like a warm aura or stylish mono. You simply drag along the effects swatch to see your effect in real-time. You can choose from Artistic effects (which include Tilt-Shift, Vignette and so on), Vintage, Aura, Black & White, Duotone, Warm & Cool and Ink Effects.

12 Auto-Enhance

This 'magic' button does its best to work out what's wrong with your image and correct it. This sort of tool is available in almost every photo editing app and the results are generally good, but it shouldn't be used as a definitive fix.

13 Rotate

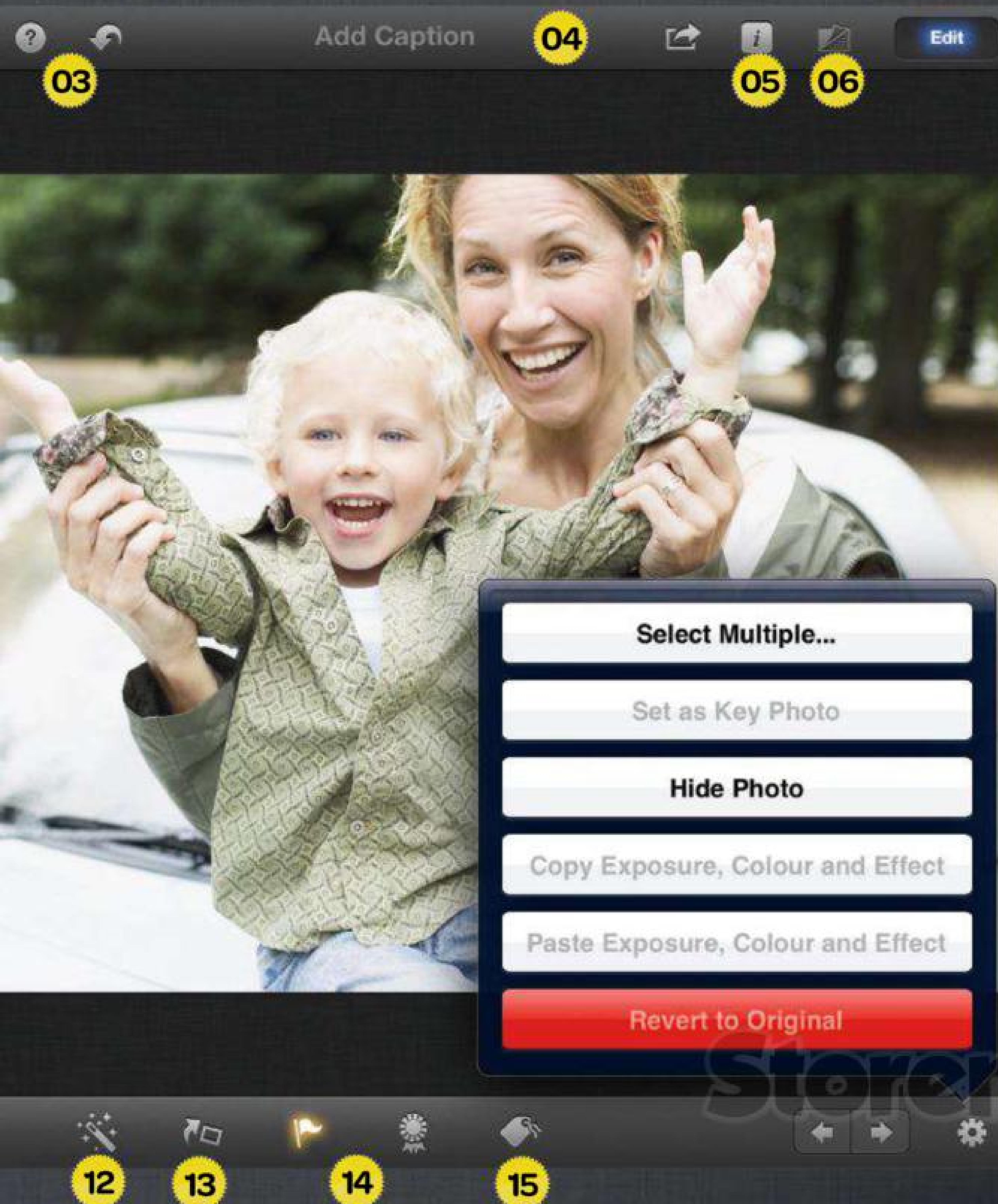
Touch here to rotate your picture by 90°. If you tap and hold you'll see a new pop-up for Rotate Anticlockwise or Rotate Clockwise. Tap here first if you intend to make an extreme crop that requires a different angle.

14 Flag and Favourites

Mark an image by tapping the Flag button. Any selected photos are put into their own 'Flagged' album back in the Albums screen. Tap it again to unflag the item and remove it. Favourites are also given their own album, which is handy for showing off work across events/albums. Tap the x to hide an image from the album view. It won't delete it, though.

15 Tags

Tags enable you to add meaningful words to your images as another means of identifying them. Tap the tag icon to open a field where you can type a tag. You can add as many as you like, and by choosing Edit you can reorder them.



What you need to know if you've Never used iPhoto before

iPhoto for iOS is about a gentle introduction as you can hope for. By using sliders and other Multi-Touch controls you don't have to spend time learning how to apply complicated tools; you can experiment with a few taps and drags.

To get the effects you want, though, you'll have to learn a little bit about photo editing terms and how things like white balance or exposure can affect your shots. Read on to learn exactly what the core functions of iPhoto's editing tools can do for you.

Crop & Straighten

Most photos don't come out entirely level or with the subject perfectly framed. The Crop/Straighten tool fixes that. Drag left and right on the dial at the bottom of the screen to rotate the image using the pop-up grid to gauge the horizon (or use two fingers on the photo and twist).

Exposure

Exposure manages the effect of light on your photo, making this arguably the most important option in any photo editor. If the exposure isn't right, then your shot will look too dark or too light.

Tap the Exposure button and you'll see a bar with five draggable icons. The ones on the sides determine how the darkest and lightest parts of the image should look (drag right to lighten, left to darken), adding depth to the image and pulling out detail. Tweak these first. The one in the middle controls overall brightness. The two on either side move together and control the image's contrast.

Colour

Most digital cameras – including the iPad and iPhone – won't get the colours exactly how you saw them, or want them to be! Washed-out colours suck the life out of a photo, but this tool will help restore them. Your basic control is Saturation, which pumps up all the colours at once. However, you can be more specific by tweaking certain colour ranges.



The other three bars here focus on blue skies, greenery and skin tones. They're not selective, though, so anything blue will be deepened by that slider, sky or not. Hold your finger on the image and drag up and down to alter global saturation. If you tap something blue, green or skin-coloured, you can also drag left and right to tweak that colour range.

White Balance

White balance is a way for your camera to adjust for the different 'temperatures' (measured in Kelvin) of light – a flash bulb versus a tungsten light versus the sun, for example. This human brain does this naturally, but all cameras can struggle with this so you may need to choose a better one.

Copying/pasting

Luckily, you can make changes to multiple images. Tap the cog button once again – either on the main Edit window or a specific editing tool – and you can copy the Exposure, Colour and Effect settings (all at

once or individually). Open an image, tap the cog icon again and paste to apply them. You might still need to do a few extra tweaks in the other tools to get a convincing and consistent look, but it'll be much faster than trying to recreate tweaks for each photo.

Flagged/Favourites/Tag

These buttons mark images for future reference or put them into easy-to-manage collections. Once you use them, an album is created holding the photos bearing that mark. Go to the Albums screen to find it.

Auto-Enhance

Auto-Enhance tries to work out the best brightness, colour and contrast settings for an image without you having to get involved at all. Even if it's not perfect, it might still work as a better starting point for fiddling with iPhoto's other options than the original image. In the worst case scenario, if it looks worse or takes the various options too far, simply tap the Undo button from the top bar and start the editing process afresh.

Got the basics? Now it's time to Take iPhoto further

➤ With the basic editing tools mastered it's time to explore the social side of iPhoto for iOS. Both the iOS and Mac versions of iPhoto offer several ways to share files and get creative with your albums. With the iPad or iPhone you can create blog-like online 'Journals' hosted by iCloud. Unfortunately, it's only on the Mac that you can order physical printed collections of your photos. On the iPad, most sharing is done on a picture-by-picture basis from an individual album, though it is possible to group multiple pictures together and send them somewhere in one go, and tapping the Share button gives you the option to send everything in your current view.

Journals

Select an image or group of images, tap the Share button, choose the Journal option then New (or add the images to an existing one). If it's new, give it a name. What makes Journals interesting is that you can combine your images with notes, quotes, maps and

other bits of information, and lay them out as if using a simple desktop publishing package. They are perfect for documenting your travels or family events. They don't have to be shared online but they can be, with iCloud hosting the finished version and automatically updating it as you add content and make changes. It's the perfect way of keeping friends and family up to date without the hassle of setting up a Wordpress account, and with more flexibility than Facebook or Flickr in terms of layout. Even if you don't have any interest in publishing your photos online, Journals offer a second handy function – building customisable slideshows for your iPad/iPhone. You could also do this from any Album or Event screen, but not being able to move images around makes that awkward. Here, you can include anything, with integrated captions and your choice of a soundtrack from either Apple's archives or your own music collection. Unfortunately, while iPhoto does remember your previous settings, you can't specify a preset style and track for each slideshow individually.

Beaming

This is a fun way to share your photos using iPhoto from one iOS device to another. Unlike the case with Photo Stream, they don't have to be attached to the same Apple ID. Both need to be running iPhoto, though, and have the Wireless Beaming option switched on in the main settings menu (accessed the cog icon on the Album screen).

To start, pick the image or images you want to send, tap the Share button and choose Beam. If another iOS device is detected and its copy of iPhoto is ready to receive, it'll be listed by name as 'Chrisphone' for instance. Select this, and tap Beam Photos to begin.

On the other device, you'll get a pop-up notification asking whether or not you want to accept photos from the other device, also identified by name. Tap Yes and the images be sent over the airwaves and filed away in a new album on the destination device called 'Beamed'. Note that when you beam a photo, what you get is just another image in your collection, and no edits you make to it will be synced back to its original device. You'll have to manually beam it back if you want to send an edit back to the source device.

Printing

If you have an AirPrint printer you can get hard copies of your edited photos straight from iPhoto. Tap the Share button and then Print and choose your photos and you'll get a 'Preparing photo' pop-up. Then you'll be able to choose which printer you want to print from and how many copies. When you're done, all you have to tap is Print.

Other sharing

You can export photos directly to iTunes from the Share menu, where you'll find your files put into a folder in iPhoto's slot of the Apps screen. You can also export to iMovie as well as Apple's free Cards app (for making postcards), which you must download separately from the App Store.



Get the most out of iPhoto by Mastering brushes

➤ With basic editing under your belt and having learnt about the social side of iPhoto, it's time to go that final step and master the professional-like edits that the app offers, in the form of brushes. Brushes are designed so that you can zoom into your photo and add tiny tweaks that can make all the difference, from lightening shadows to killing unfortunate red-eye.

To use a brush, tap Brushes to bring up the fan of brush tools, then simply select one and scrub over the bit of the image you want to edit with your finger. The more you run over the same patch of the image, the more the effect will be applied. Tap the cog icon at the bottom right of the interface to bring up the specific brush's menu.

Repair

Repair is a clean-up brush, getting rid of splashes, dust and other minor defects in your image. It won't do anything as advanced as cloning out something from the background, but it's fine for more subtle edits.

Red-eye

Red-eye is a common problem in photos taken with a flash – the effect of the light reflecting off the back of the eyes and creating a sinister demonic look. The Auto-Correct option will try to get rid of it without your intervention, but this brush will sort out any lingering traces. Zoom in on a face and tap it.

Saturate

Saturate boosts colour in an area. This is useful if the general Saturation controls aren't subtle enough – for instance, for brightening up a T-shirt without affecting the landscape behind it. If you tap the cog icon in the bottom-right you can increase or decrease the level of saturation and opt to turn Show Strokes on or off. Show Strokes adds a red overlay to your image, which is a helpful indicator of what areas you've touched up. If you fancy it you can choose to Saturate Entire Image as well.



Desaturate

This tool removes colour to the point of turning an area monochrome (choose Desaturate Entire Image from the settings menu if you want to do this). However, if you're looking for a noir look, you won't get the options to filter the colour to create different attitudes, only to tone it down. Desaturate is handy for touching up areas that the general controls took too far.

Lighten

The Lighten brush brightens dark parts of the image. Photos conceal detail in their darker regions, and this tool lets you pull some of it back. Lightly brushing over your subject will help draw them out of the background. The lack of pressure control on can make it fiddly to do this neatly, though.

Darken

Use this to deepen shadows and add definition to creases, folds and anything else that looks flat. It's best saved for very small touch-up work, though, and its effects are

noticeable (in a bad way) when overused. Skin, for instance, will usually look mucky. Used lightly, though, it's great for adding depth to your shots.

Sharpen

This brush adds extra definition to an image, which will often look overly soft straight from your camera. When sharpening an image of a person, focus on their eyes over almost anything else. If they're sharp, the rest of the picture looks after itself. Again, take this too far and it will look very unrealistic – though maybe you want that effect!

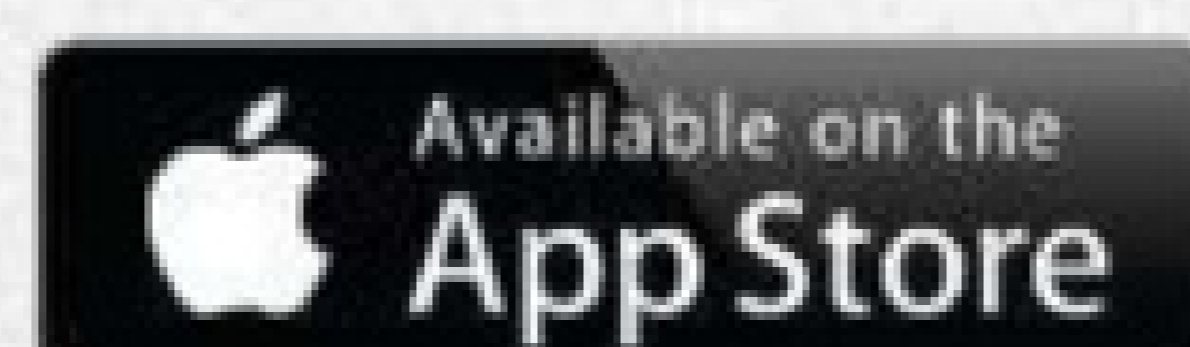
Soften

This is a blur effect that can be used to highlight an object in sharp focus, cover up glitches, or add a dreamy look to all or some of a shot. Even the Low setting is very strong, making this less useful than it might have been; filling a whole area and painting out the bits that you want to remain defined is an easier way to make good use of it.

The UK's best-selling Apple magazine



Plus: Interactive on the iPad!
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Do more with your shots using these Other photo apps

Snapseed

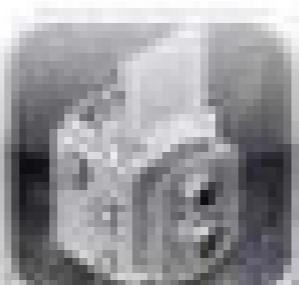
 Snapseed (Free) offers most of the standard iPad editing tools – straightening, cropping, saturation and so on – along with one more, even cooler feature. It's called Selective Adjust, which makes it easy to apply effects to specific parts of the image instead of all-or-nothing edits, and without trying to tap out a mask. Instead, you add a control point and stretch it out with your fingers and have it track the colours and brightness levels underneath. You can then assign it to brightness, saturation and contrast, swiping left and right to alter the value.

Luminance

 Like most other photo editors, Luminance (69p) has its share of one-tap presets for adding an effect, but the real power comes when you go into the Adjustments menu yourself and pull an image out of your photo library to play with directly. The presets only use the standard tools to work their magic, making it easy to select, say, a black and white effect, and then open up the dedicated editor and alter the white balance settings if they're not right. Along with Snapseed, Luminance is well worth having on your iPad or iPhone.



Pixlr-o-matic


 Retro photo apps have spread like wildfire across the App Store landscape, but few offer the range of effects that Pixlr-o-matic does, particularly for free! The interface also replicates a real darkroom with its processing trays and a line to 'hang' your finished photos on. It's a real treat for speedy retro shots, and it all works with a slider to quickly glide through the dozens of styles, so you can instantly see what effect looks the best to you. Therefore, there's no waiting around for the photo to give you a preview like so many other apps.



My Sketch

 Quick sketching apps are as plentiful as retro effects on the App Store, and some of the drawing styles here are well replicated in other photo apps. But if you're looking for a good way to get more varied pencil sketches from your photo collection, then this is worth a download of £1.49. Not only do you get to choose a sketch effect, you can also adjust brightness and contrast to fine-tune your sketch. It might take a few seconds before your picture is turned into a cool sketch, but once you're happy, you can save it to your library or share it on the major social networks.

XnView Photo FX

 This free app is a combination of a vintage effects and fun gallery themes. As well as some basic adjustments (crop, rotate, and so on) you can go to the Actions tab to choose from some stunning effects that aren't done so well in other apps, like a good vignette, light leak, or tilt shift. Then there's the halftones, tiles and kaleidoscope effects, too. Under Filter you'll find sharpen, blur, noise reduction and even embossing effects. Some of them might be quite extreme, but this is a really fun box of tricks.

Camera+ for iPad

 Camera+ has become the perfect replacement for the Camera app on iPhone. Finally, the iPad has got its own version, and it's even better. For example, if you have a new iPad (which has a proper movable lens system, and actually takes good photos now), you can split the touch points for where you want the camera to focus and for where you want it to expose. Coupled with editing tools that include configurable brushes, Camera+ is a close-run thing to iPhoto. This 69p app simply has to be in your photo editing collection.

Do & don't

Some easy wins for the budding iPhoto user

➤ iPhoto lets you experiment thanks to Undo, but there's still such a thing as good practice in iPhoto.

✔ Use Raw images

You cannot email Raw images from iPhoto, but you can share unedited Raw images to iTunes. To do this, tap one of the photos you want to share to iTunes, and then tap the Share icon and select iTunes from the options that appear. Then select one or more images to send to iTunes. In iTunes, select your device and choose Apps > File Sharing. Select iPhoto and then your photos. Click Save to. If you made any edits to your image,

iPhoto will send a JPEG version to iTunes instead.

✘ Don't stray from the default ratios

If you go to the settings in the crop tool (cog icon) you can choose from a set of 12 customised crops, in both landscape and portrait orientations.

✔ Add your own music to a slideshow

You can choose tunes from your own library. Tap Share > Slideshow, then pick your photos and turn Play Music to On. A new Music field appears underneath; tap this and go to the Music tab.

Now you can browse by playlists, artists, songs and albums.

Choose your tracks and tap Done. Now tap Start Slideshow.

✘ Forget that you can add multiple effects

When you apply artistic effects under the Effects tool you get to choose a style, and on some effects there's a palette instead of an intensity/colour slider. This applies to Vintage, Duetone and Black & White only.

✔ Change your album's key photo

Personalise your Album shelf with a key photo. Open the album or event and select the

photo you want to make the key photo. Tap the cog icon and choose Set as Key Photo. If you don't see the editing tools, tap Edit. To change the key photo for a journal you follow the same process from within a journal.

✘ Panic over the red line in Journals!

If you've created a journal and you see a vertical red line across it, don't panic; it hasn't deleted anything. It just means that you can view the journal, but not edit it. This is because you're viewing it on a device other than the one it was created on. You'll need to be on the source device if you want to make changes.

Jargon Buster

Some important terms for iOS photo editing

➤ The digital darkroom is full of exotic photography terms. Here are some of the most common ones you'll come across.

Saturation

Increasing the saturation of a photo is an easy way to make a drab photo look a bit punchier. You get to the saturation slider from the Colour tool when you are editing a photo in iPhoto. Moving the slider to the right will increase colour saturation, making the colours richer. Moving the slider to the left removes colour saturation.

Temperature

Each light source has its own individual colour, or 'colour temperature', which varies from red to blue. Candles, sunsets and tungsten bulbs give off light that's close to red (hence the 'warm' look they give to pictures), whereas clear blue skies give off a 'cool' blue light. Temperature is typically recorded in Kelvin, the unit of absolute temperature. Cool colours like blue and white usually have temperatures over 7,000K, while warmer colours like red and orange lie around 2,000K. It's directly related to the white balance of a photo.

White balance

Colour casts are often unavoidable if the lighting conditions aren't right for how you've set up your digital camera. iPhoto's White Balance tool will enable you to pick a white balance that will instantly change the tone of your image to compensate for an incorrect setting. There are seven presets, but you can make your own by tapping Custom.

Metadata

The vital statistics of a digital photo is known as metadata. The image's size, aperture, focal

length, ISO value, format and time and date are all recorded as soon as you click the shutter.

Mask (Detect Edges)

Masking is something regular users of Photoshop will be familiar with, but iPhoto has no layers function to make use of this. Instead, iPhoto uses a Detect Edges feature to help edit only parts of an image that might normally be masked out in other apps. Tap the Brushes tool then the Detect Edges tool (third from the right). Now your edits won't interfere with areas of a photo that you wish to leave alone.

WE PLAY 'EM FOR HOURS, FOR YOU!

Games

THE DARKER LETTERS ARE PROTECTED FROM BEING CLAIMED BY THE LIGHTER ONES AROUND THEM

THIS MONTH I CAN'T STOP PLAYING...



Letterpress

What do you mean 'Uvuzox' isn't a real word?

Science fiction used to be about room-sized computers with artificial intelligence, but what we got in reality was a portable computer as bright as a brick. With gaming, the more you play the computer, the fewer surprises there are. Perhaps it's no accident, then, that asynchronous two-player titles have topped this page's chart since our first issue. This month, Hero Academy makes way for Letterpress, which merges territory games with anagrams and adds lashings of addictiveness. And although a programmed computer can grasp a word game, only a second human player will knowingly finish a game using the word 'jeez'.

cg

Craig Grannell
Games Editor

FOR THE REVIEW AND
Tap!
VERDICT
FLICK TO
p66



THE Tap! TOP-10

The definitive list of the very best games for iPhone, iPad and iPod touch

We review a whole bunch of games every issue, aiming to cover as wide a range of titles as possible, from mega-hits to quirky experiments by bedroom coders. We play, we review and we rate, but some games stand head and shoulders above the rest, being so addictive and playable that we have to be physically dragged away from them to write each issue of Tap! These 10 are the very best of them.



PUZZLE
LETTERPRESS

01 If you take the limited tiles of Scrabble and the tense scrapping over territory that you get with Risk, what have you got? One majorly addictive word game, that's what.

iPhone/iPad Free



STRATEGY
HERO ACADEMY

02 Furiously compulsive asynchronous boardgame, set in a fantasy world. Tons of depth, cute characters and surprisingly well-considered IAP.

iPhone/iPad Free



PUZZLE
WORLD OF GOO

03 World of Goo is an infamous Tap! deadline wrecker. It's a physics puzzler that takes you on a stunning journey through a surreal, imaginative world.

iPhone £1.99 | iPad £2.99



PUZZLE
TRAINYARD

04 Addictive puzzle game where you direct trains from station to station, ensuring they're the right colour along the way. (Which is a new excuse for delays...)

iPhone/iPad £1.99

TAP THE LETTERS TO SPELL OUT YOUR WORD - BUT TRY TO USE YOUR OPPONENT'S LETTERS!



KEY INFO

Works with We use these icons to let you quickly see which games work on your device. Almost any game that runs on the iPhone will run, windowed, on an iPad, but we don't count that as a works-on-iPad game. Check the App Store for detailed compatibility info.

Price These often change. The price we list (and rate on) was correct when we wrote the review.

Universal A single game that runs on iPhone, iPod touch and iPad.

IAP In-App Purchase. Some games offer more features through purchases from within the game; if it's functionally limited without an IAP, we'll review and rate it based on making that purchase.

THE RATINGS

★★★★★ Rarely given; a brilliant, must-buy game that sets the standard

★★★★☆ A strong recommendation to buy; game will have only minor flaws

★★★☆☆ A recommendation to buy, but with some caveats

★★☆☆☆ Fundamentally flawed either in concept or execution

★☆☆☆☆ Don't let this dreadful game anywhere near your lovely iOS device

☆☆☆☆☆ Yes, we sometimes give zero stars; this game is irredeemable crap



A stellar, stand-out game that epitomises everything that's great about iOS

> ALSO IN THIS ISSUE...

Find the game in our quick and easy A - Z listings!

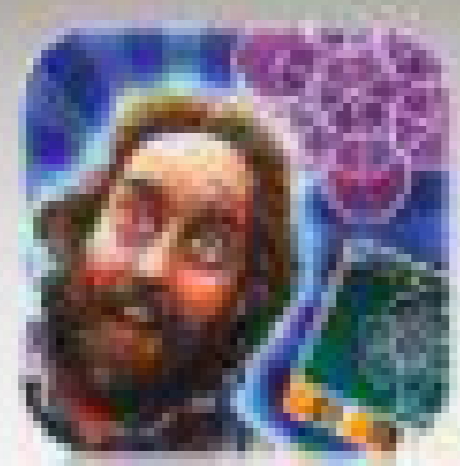
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iBomber Attack.....62	Wraithborne.....71
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ARCADE
OSMOS

05 Fascinating and unique, Osmos is a trip into a glorious microscopic world of organic warfare. It's an awe-inspiring Multi-Touch gaming experience, perfectly at home on iOS.

iPhone £1.99 | iPad £2.99



PUZZLE
MAGNETIC BILLIARDS

06 Ball-bouncing fun that rewards audacious play. Plenty of depth and tons of IAP content for anyone who defeats the initial set of tables.

iPhone/iPad Free



PUZZLE
SUPER HEXAGON

07 Intimidating but hugely satisfying once you learn its patterns, this fast-paced arcade survival puzzler will have you on the edge of your seat.

iPhone/iPad £1.99



ARCADE
SPELLTOWER

08 Pure word games are often accessible but rarely truly engaging. But put Boggle and Tetris in a blender and the result is madly addictive. An instant iOS classic.

iPhone/iPad £1.49



PUZZLE
SPLICE: TREE OF LIFE

09 This microbe brain-puzzler not only looks beautiful, but also requires a chess-like manner of planning ahead that oozes with delight on the iPad.

iPad £2.49



RACING
NEED FOR SPEED: MOST WANTED

10 The best racing game for iOS. Perfect tilt controls, exhilarating tracks, ludicrous amounts of air time - wonderfully over the top.

iPhone/iPad £2.99



Need for Speed: Most Wanted

Also very much wanted: a mechanic who can sort out our Lamborghini after that 180mph truck collision

KEY INFO

Works with



iPhone iPod iPad

Price £2.99 / \$4.99

Universal Yes

Version 1.0.0

App size 593MB

Developer

Electronic Arts

Age rating 4+



We've never had much interest in realism when it comes to games. What we want is larger-than-life

experiences that give you an exhilarating thrill akin to how your brain imagines something to be, not how it really is. And so it is with racing. If you think the Gran Turismo series is 'just like real life,' you're in for a nasty surprise if you try to recreate your on-screen exploits on a test track – a surprise that will likely culminate in you upside down in a field, one of your car's wheels bouncing towards a startled cow, and the track

company's lawyer frantically hunting for a 'blithering idiot' clause in the insurance document you just signed.

All of which brings us nicely to Need for Speed: Most Wanted. It's by Firemonkeys, half of which used to be Firemint, they of sort-of-realistic Real Racing fame. But whereas Most Wanted continues the company's interests in building a visually lifelike world to drive about in, the game's controls are arcade heaven. In fact, we can't think of another iOS racer that

👉👉 Cop cars hit your vehicle and fly into the air, *Dukes of Hazzard*-style 👉👉

feels so right, especially on the iPad, which becomes a steering wheel-style window into the grimy world of Fairhaven's street racing circuits. The tilt controls are perfect, and the drifting effortless. Other iOS games (including older Need for Speed entry, Shift 2 Unleashed) get this wrong,

turning drifting into a fiddly experience that too often has you colliding with barriers, shortly before your iPad collides with the wall. By contrast, Most Wanted reminded us of arcade classic OutRun 2, letting you skid round corners for miles, seemingly. The over-the-top nature of the game doesn't stop there, either – head-on collisions merely slow you down, police will hit your car and fly into the air, *Dukes of Hazzard*-style (amusingly awarding you a 'takedown' bonus and nitro refill), and some of the vertigo-inducing leaps within the game's tracks would test the suspension of a car made entirely of springs, let alone that of a slick Lamborghini or a little Porsche number.

It's ridiculous, of course (if not quite Asphalt-level bonkers), but it doesn't matter, because when you get into the zone, you feel like you're in the race of your life, zooming through the industrial city and learning the layout of the tracks (which are unfortunately notably more linear than in the console versions of Most Wanted,



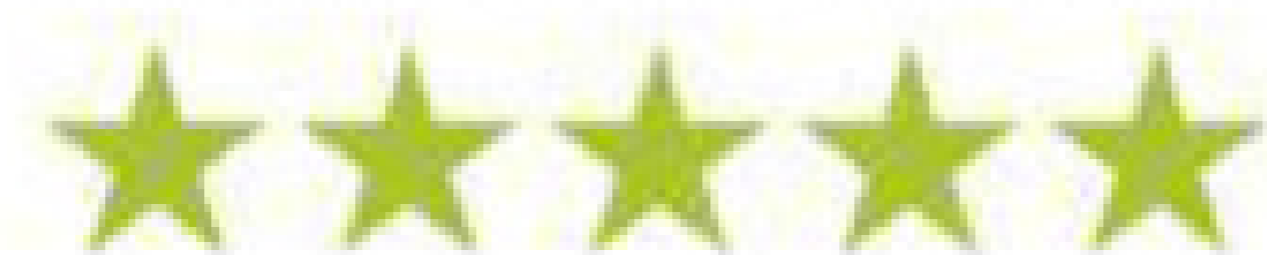
merely offering the odd shortcut). That the game also looks the part helps massively. At times, it's like playing on a powerful console. It's only when you look more carefully that the mask slips: a framerate glitch here; a bit of pop-up there; and the odd realisation that none of the cars appear to have drivers (which, if we're feeling generous, can be dismissed as some kind of meta in-joke about computer-controlled racers).

There are niggles. Throughout the various challenges you partake in to become 'most wanted', you're against the clock or other drivers, but also the cops. They are, quite frankly, a bit too single-minded, only attacking you. It's frustrating and surreal when the police radio barks about a 'suspect's vehicle' and meaty cop cars pile in, having seconds earlier entirely ignored

two of your cohorts blazing past at 200mph. There's also a wee bit of rubber-banding in the races, mild grinding for progression, single-race add-ons rather than permanent car upgrades, and no cross-device sync whatsoever. But we didn't care. Not once did we feel forced to drive down the IAP alley, and our frustration at losing a race was usually followed by immediately having another go – and then another, and another. **CG**

Tap! VERDICT

"The best arcade racer on iOS, with stunning visuals and beautifully tuned controls. Insane fun!"



ARC Squadron

Dodge, shoot and barrel roll your way around the shoulder of Orion

KEY INFO

Works with



iPhone iPod iPad

Price £1.99 / £2.99

Universal Yes

Version 1.1

App size 311MB

Developer Psonix

Age rating 9+



Comparisons with Nintendo's Star Fox series will be made, but this is a much simpler, touchscreen-friendly space shooter. Dodge incoming missiles and line up your reticle over an enemy to autofire – easier on the larger iPad where your hand doesn't obscure the screen. A flick performs a barrel roll – essential for reaching bonuses or rebooting your systems after an enemy stun – though we found the input recognition sometimes failed us.

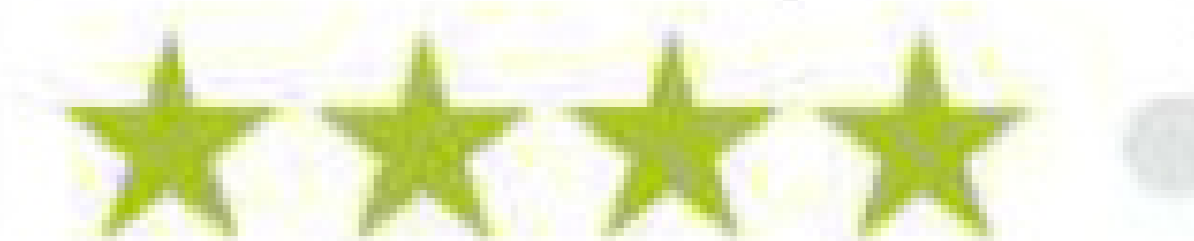
Once you've mastered the basics, however, playing skill isn't paramount because the game's difficulty is then dependent on the strength of your ship. IAP isn't essential to beat the game, although you will be grinding if you want to acquire better kit early



for an advantage. Levels can conclude abruptly, with no attention paid to pacing. There are no big shocks; typically, it's when a recalcitrant boss is sucking the dregs of your energy bar that tension is suddenly palpable. But it's those simple, exhilarating moments that make ARC Squadron worth buying. **ZN**

Tap! VERDICT

"Set aside its shortcomings and you'll enjoy some solid space combat with some smart, souped-up ships."



iBomber Attack

Fed up of defending? Join iBomber in throwing the turrets out of the pram

KEY INFO

Works with



iPhone iPod iPad

Price 69p / 99¢

Universal Yes

Version 1.1

App size 240MB

Developer Chillingo

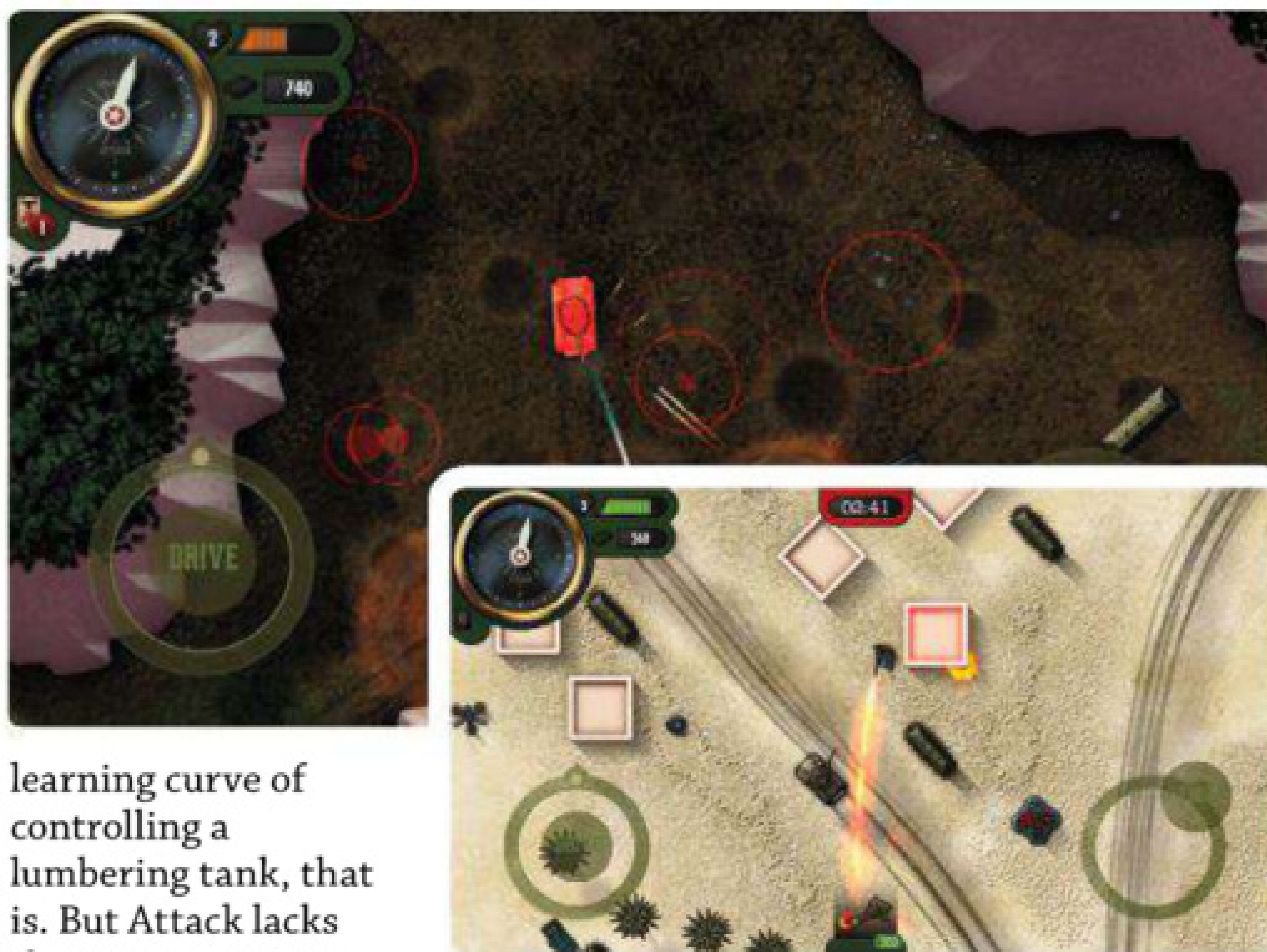
Age rating 9+



iBomber Attack takes the series in a fresh direction by swapping out the automated turrets and menu-heavy approach of past games for a non-stop barrage of destruction, all courtesy of a well-armed tank.

Using a pair of virtual joysticks to manoeuvre through the battlefield and fire volleys of artillery blasts respectively, you'll demolish enemy bunkers, satellite dishes, ships and more. Each level also offers secondary objectives and hidden items to keep you on the hunt. Between missions, you can use earned points to upgrade your vehicle's features.

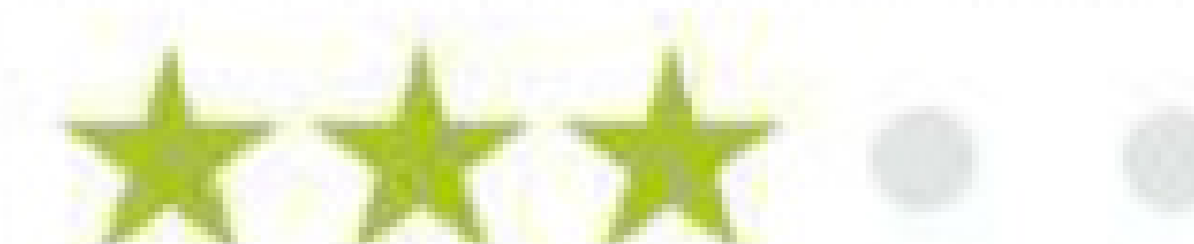
Navigating the environments (stocked with aggressive tanks, turrets and foot soldiers) feels comfortable with the dual-stick setup – once you get past the



learning curve of controlling a lumbering tank, that is. But Attack lacks the manic intensity of the arcade-style shooters it borrows its control scheme from. Feeding into that slightly lethargic nature is that the missions are largely interchangeable. While the objectives change, the needed tactics rarely do, since most levels find you blasting enemies and structures while pushing towards the next blip on the map. **AH**

Tap! VERDICT

"Attack's slower-paced take is solidly engaging, but always feels in need of an adrenaline shot."



SKYRIDERS

Strap yourself into a bare bones time-trial racer that's all about speed and score multipliers

Price **£1.49 / \$1.99** Works with **iPhone, iPod touch, iPad**
Version **1.1.2** App size **33.4 MB** Developer **David Reed** Age **4+**

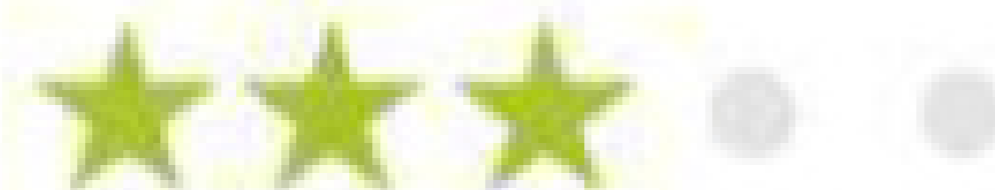


This isn't so much a racing game as it is a test of will, emphasising repeated plays to really nail that personal best or leaderboard target.

Though the courses are straight, your choices are anything but. If you collect yellow stars, the red stars will slow you down – unless you use your double-jump to flip over and change the polarity of your ship so that the red stars then become collectable and yellows are now the rogue obstacles. Getting the idea? Skyriders draws you in with a few kind words and easy tracks for several exciting rounds before dropping you in at the deep end with a sadistic torture-



circuit of narrow ledges, sudden drops and long crazy leaps to reach the next part of the track. Fall off and it's back to the starting grid, the swearing of oaths and hurling of the device being optional. **ZN**



HEADS-UP! HOT DOGS

What's wurst than dropping a hot dog? Having some offal idiot balance one on your head

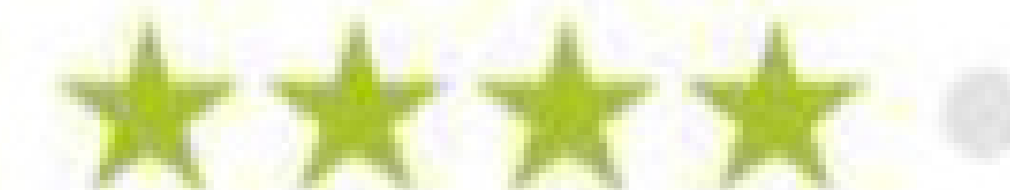
Price **69p / 99¢** Works with **iPhone, iPod touch, iPad** Version **1.0**
App size **12.1 MB** Developer **[adult swim]** Age rating **9+**



Delivering a warped take on the 'five-second rule' of it being acceptable to pick up dropped food, Heads-Up! Hot Dogs gives you mere moments to salvage fallen frankfurters or else lose a life. But where must the wieners go to avoid such a fate? Why, on top of random pedestrians' heads, of course. Adult Swim's latest mad-cap original offering is an expected delicious delivery of oddness, but it's also a blast, delivering a quick-hit affair that feels like an unearthed arcade classic – and it looks and sounds the part, too. At first, dragging and dropping hot dogs onto businessmen and joggers seems like a breeze, but as the sausages multiply and later locations introduce hungry hounds, groovy hipsters and



gun-toting police officers, lasting more than a couple of minutes per try becomes a serious (as well as seriously entertaining) test. **AH**



ABOUT LOVE, HATE AND THE OTHER ONES

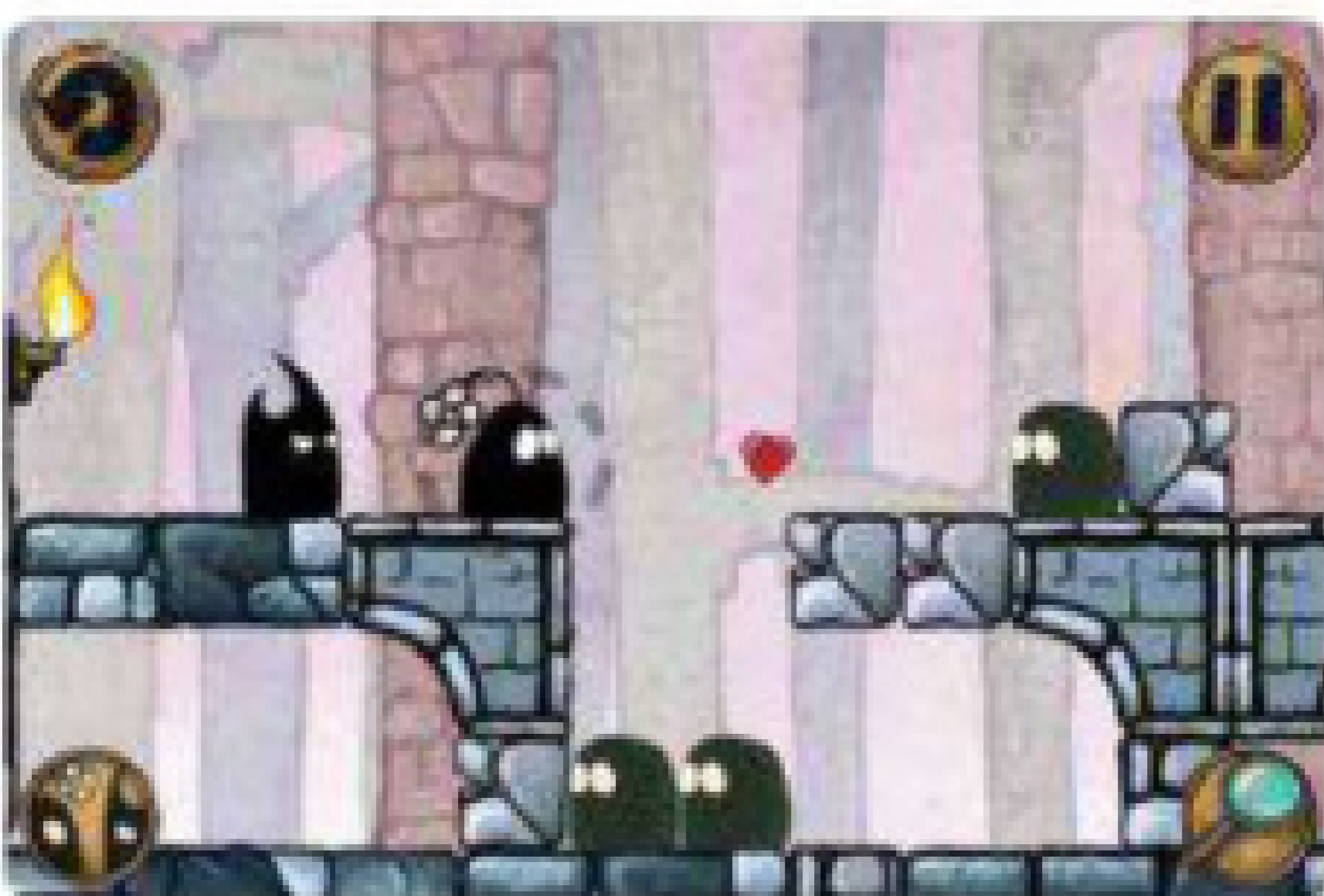
What are these other words you're looking for? Drowsiness? Hunger? Ambivalence?

Price **69p / 99¢** Works with **iPhone, iPod touch** Version **1.0**
App size **29.2 MB** Developer **Black Pants Studio GmbH** Age **4+**



Can't we all just get along? That's the lovely moral at the core of About Love, Hate... that you can only achieve something if you let your love and hate work in tandem. (Er, might not want to pass that one on to serial killers.) In

each platform-packed level, you have to combine the talents of daisy-headed Love and cutesy demon Hate to reach a red button and progress. You direct a host of the titular extras by either drawing them towards you or sending them away – you can guess which character does what – to fill gaps and



form staircases, as well as using them to blow you up to high areas, and so on. It's minimalist and looks great, but there's a little more style than substance on offer here. **ED**



PUZZLE SAGA

Should you come across three witches standing in a line, we wouldn't recommend the soup

Price **Free** Works with **iPhone, iPod touch, iPad** Version **2.0**
App size **96 MB** Developer **Flipscript Co** Age rating **9+**



Wouldn't it be great to take the match-three play of Bejeweled and Zookeeper and combine it with an RPG? Well, if we're being honest here, no, but someone has anyway. Your playing tiles here are archers, knights, clerics and further unlockable fantasy stalwarts, while successfully making lines sends your troops charging up the screen to engage the monsters in the columns above. It's a fast and frantic puzzler, rather than



thoughtful or skilful – with only four rows of four colours, there's rarely a chance to plan more than a move ahead. Instead, the emphasis is on connecting groups of five for a special attack and levelling up your minions so that they dish out more damage. Hmm, that sounds tricky. But would you believe it? There's IAP to help you with the latter – what a stroke of luck! **ZN**





64

Angry Birds Star Wars HD

A long time ago, in a galaxy far, far away, it turns out there were still Angry Birds games floating about

KEY INFO

Works with



Price **£1.99**

Universal **No**

Version **1.0.0**

App size **31.6MB**

Developer **Rovio Entertainment Ltd**

Age rating **4+**



The most dominant game of the modern age, and the most enduring fantasy film in living memory;

Angry Birds Star Wars wasn't so much a surprise tie-up as one that, in hindsight, seemed inevitable. However, with *Star Wars* itself focussing on atmospheric set pieces, exciting lightsaber battles and thrilling dog-fights in space, we were curious to see how Rovio would translate the much-loved films to the Angry Birds formula: using a catapult to fling miffed avians at ramshackle buildings that house egg-pilfering pigs.

The answer, of course, is Rovio essentially created another Angry Birds game that, with few exceptions, does little to deviate from its predecessors. In a sense, you get Angry Birds Star Wars Cosplay HD, with birds dressed in rebel garb, and pigs taking on the adversarial roles: Sand People, Imperial Stormtroopers and, oddly, TIE fighters. With our geek

👉 The red Luke Skywalker bird has a lightsaber that slices through objects 👈

hat firmly on, the last of those (black metal pigs with wings) put us in mind of cyborg Cylon fighters in the rebooted *Battlestar Galactica*, although in Angry Birds the goggle-eyed SWINE fighter (as we're calling it) is rather more on the goofy side of threatening.

Anyway; the game. As already noted, it's essentially Angry Birds. But along with some nicely drawn and appropriate backgrounds, the occasional image aping an

important moment from the movie, and the way the characters look, the game does borrow a little more from *Star Wars*. For example, the Obi-Wan bird uses the Force, blasting objects away in gloriously explosive fashion. The red Luke bird has a little lightsaber that slices through objects, primarily for dropping heavy things on unfortunate Empire pigs lurking below, and the Han Solo bird is armed with his famous blaster, which unleashes three shots that ricochet off of mirrored surfaces.

These new components add scope for complex level design, both on the ground and in space. On Tatooine and in the Death Star, Han Solo frequently has to aim precise shots to destroy structures and obliterate seemingly safe Stormtroopers. The space levels are, suitably, based on Angry Birds Space, where birds' paths are influenced by planetary gravity; here, Obi-Wan is sometimes tasked with using the Force to send asteroids towards space stations the Empire has made out of wooden boxes. The game's still too



often handicapped through the series' penchant for fling-and-hope randomness rather than precision puzzling, but we nonetheless found it more fun than most other Angry Birds titles.

There's a point, though, where it begins to unravel. You realise the imagination from early levels doesn't stretch to the entire game. Little pilot birds introduced later on split into three, just like the regular blue birds; Chewbacca is dull – merely a heavy bird for smashing through objects; and the Mighty Eagle becomes the Mighty (Millennium) Falcon, out of scale and place when it arrives to blast a level to smithereens. We also weren't enamoured with the brevity of the game, the dreadful camera that's determined to focus on birds or pigs but not where you left it, nor the Path of the Jedi

levels (Yoda; swamps) requiring you to three-star literally every other level or fork out another £1.49. In a sense, this one's more Angry Birds Return of the Jedi (initial excitement followed by slight disappointment) than Angry Birds Star Wars (a rollercoaster ride from start to end); still, despite the game's level-packish nature and mere lip service to innovation, we doubt many Rovio fans will be angry with this. **CG**

Tap! VERDICT

"Fun for fans of Angry Birds and *Star Wars* alike, but the Force is merely strong-ish with this one."



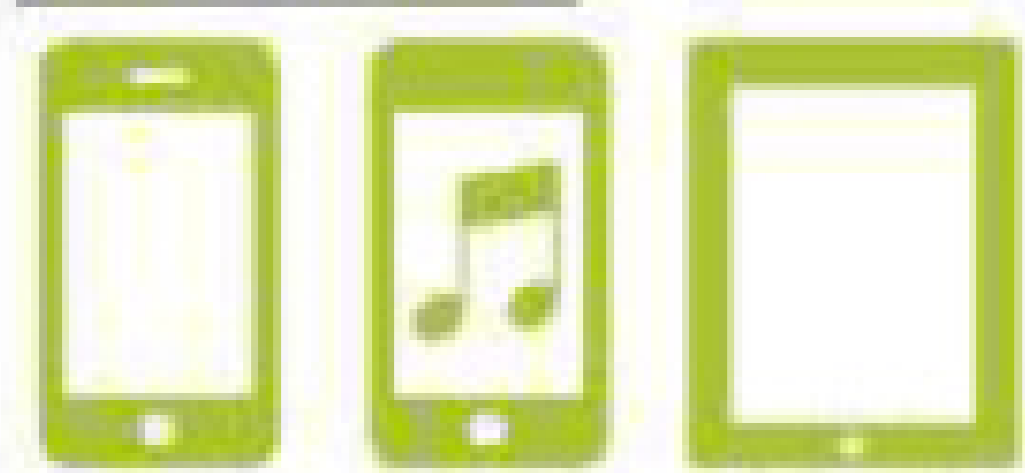
Letterpress – Word Game



Zymurgy? Seriously? Don't try to tell me quodlibet is also a real word! It is?

KEY INFO

Works with



iPhone iPod iPad

Price **Free**

Universal **Yes**

Version **1.1**

App size **3.5MB**

Developer **atebits**

Age rating **4+**

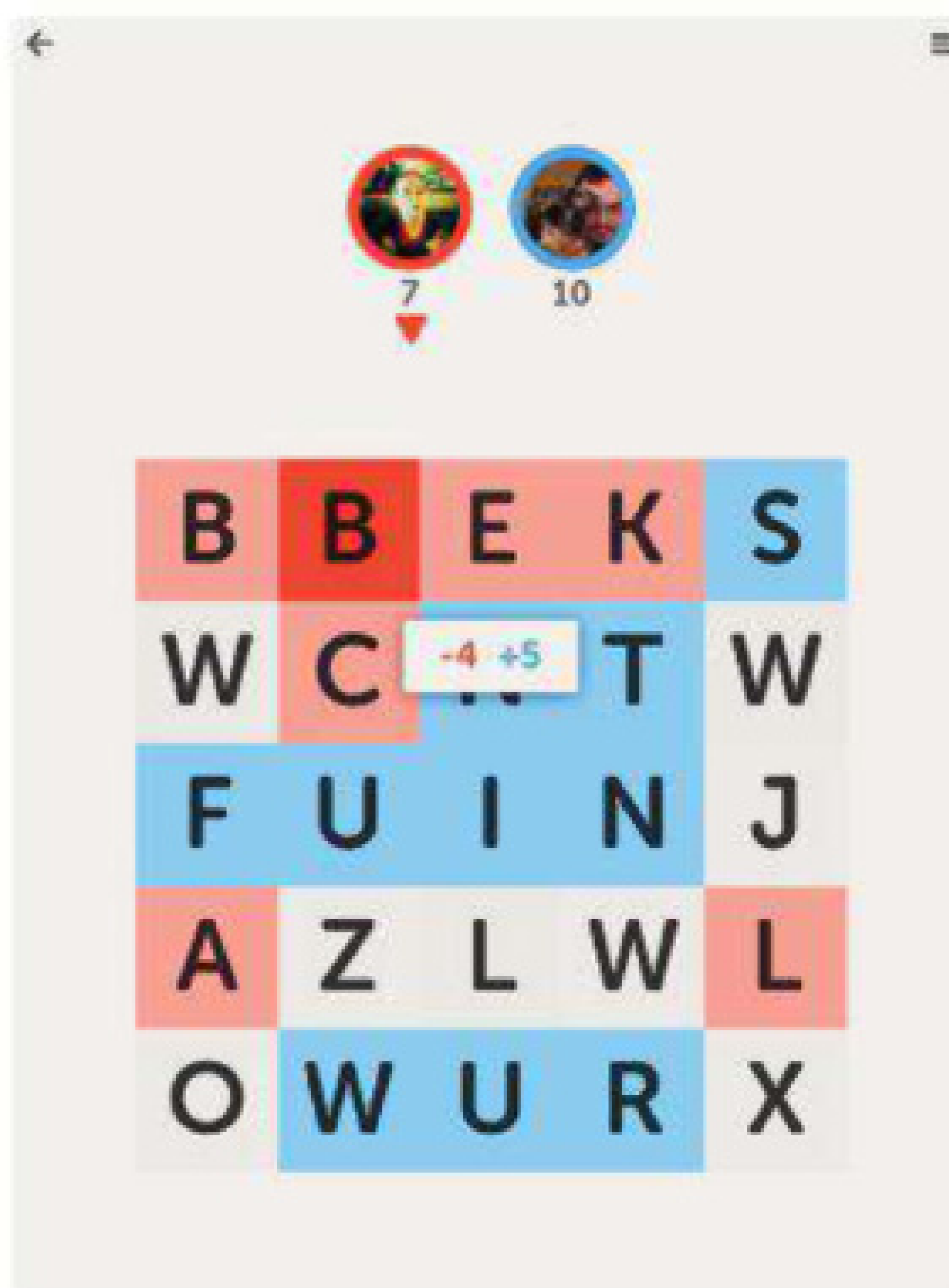


A lot of people are playing this, and it's easy to see why.

Competitive online word games have

always proved popular, and Letterpress marries an intuitive five-by-five Boggle-style grid with dynamics borrowed from land-grab games like Risk.

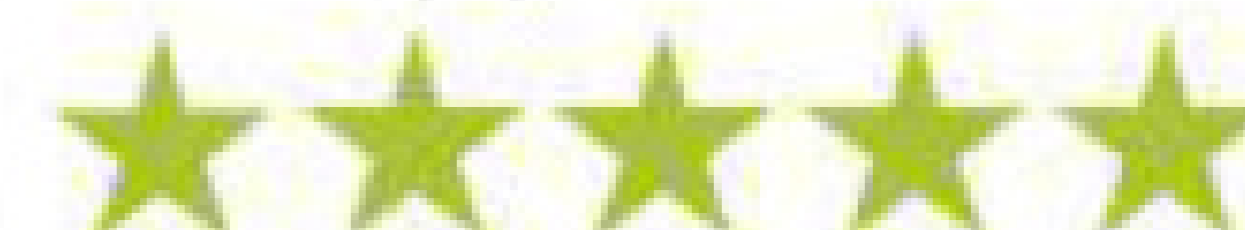
Matches are head-to-head: you versus a friend. On playing words, tiles flip to a player's colour, but surrounding a tile protects it from subsequent flipping. Often, then, long words aren't necessarily best – instead, you must consider 'freeing' defended tiles, in the hope of snaring them on your next attempt at the board. It's rare for a word game to be thrilling, but



Letterpress has had us on the edge of our seat on many occasions, sucking us into its minimalistic perfection; there's a lot to be said for its elegant simplicity. Sure, we'd like ongoing head-to-head scores, but just you, your opponent and a grid of letters is intoxicating enough. You'll soon invest in that 69p IAP for extra games, too... **CG**

Tap! VERDICT

"A thrilling word game? Yes – Letterpress is the best two-player word game on the App Store, in our eyes."

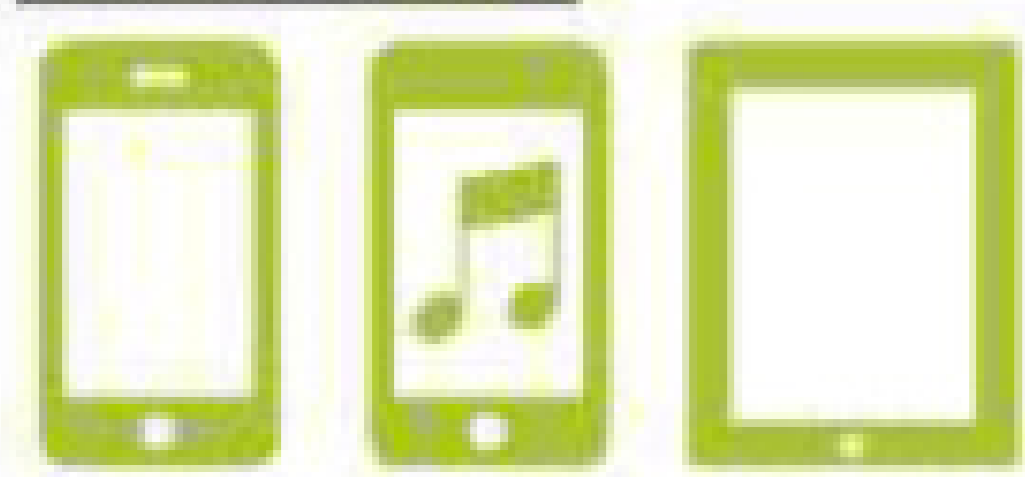


Forever Lost: Episode 1 HD

Atmospheric, gripping, intrigue... the iPad was made for games like this

KEY INFO

Works with



iPhone iPod iPad

Price **69p/99¢**

Universal **Yes**

Version **1.2**

App size **309MB**

Developer

Glitch Games Ltd

Age rating **9+**



The creepy deserted asylum, the cryptic yet ominous messages scrawled across the walls... Yep, Forever

Lost opens in a fairly well-worn horror environment. But as you start to explore your surroundings and investigate the objects around you, you quickly get sucked into the atmosphere of intrigue as you unravel the plot.

The controls are nicely tactile – the point-and-click nature of adventure games lends itself well to iOS gaming – letting you tap at items and scroll through your inventory. There's a nice touch in the form of your photo album: you can take snaps of things you want to remember later and scribble

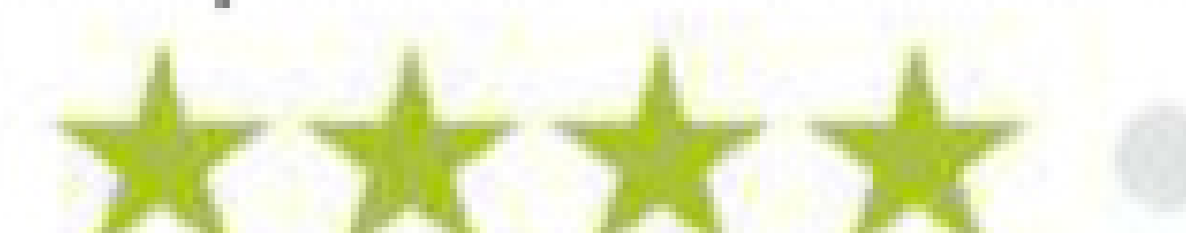


your own notes on them. It's a shame that your exploration feels slightly limited; when you enter a room, you can't freely look around you or zoom in and out.

All in all, it's a dense couple of hours of clever puzzling – it's not just a case of 'use item A to open box B'. All this for 69p? It's great value for point-and-tap fans. **ED**

Tap! VERDICT

"Further proof that iOS and adventure gaming go hand in hand like a hidden key in a mysterious chest."



Vampire Season - Monster Defense

'Tis the season for tower defence action, and grating requests for cash

KEY INFO

Works with



Price £1.49 / \$1.99

Universal Yes

Version 2.1

App size 122MB

Developer

ZIO Studios

Age rating 9+



Tower defence is a difficult genre to balance even without the intrusion of IAP perks, so it's not ideal

when such a game tells you how difficult a stage will be before pushing unit upgrades that you couldn't possibly afford through regular play. *Monster Defense's* action feels muddled, and fails to deliver that obsessively strategic appeal that the likes of *Plants vs. Zombies* and *Kingdom Rush* do.

It isn't without its charms or positive qualities, striking an amusing tone with a cast of high-school cartoonish monsters. It also offers an interesting take on the three-star completion model of many games, letting you choose



whether to bow out and take your accumulated stars in a stage or risk defeat and aim for more.

Sadly, the combat never feels that strategic. Enemy waves aren't well defined, and neither are the foes themselves; when you lose, it feels more due to a sudden burst of brute force rather than failing to read the (lack of) tactical cues. **AH**

Tap! VERDICT

"The ill-refined tower defence approach and cash-grabbing upgrade system fail to enthrall."



Hairy Tails

Even if you're as hairy as this guy, you'll soon be tearing it out in frustration

KEY INFO

Works with



Price £1.49 / \$1.99

Universal Yes

Version 1.0.2

App size 88.5MB

Developer

Forest Moon Games

Age rating 9+



If you're bored of the ubiquitous physics-puzzler that's all about flinging and swinging, you'll get your money's worth here. *Hairy Tales* is a hex puzzle where you have to tap to rotate and rearrange the hexagonal-tile landscape in order to get your 'Hairy' to the portal. However, your Hairy can only go in one direction unless you force him otherwise - cue lots of plummeting off the edge of the floating islands.

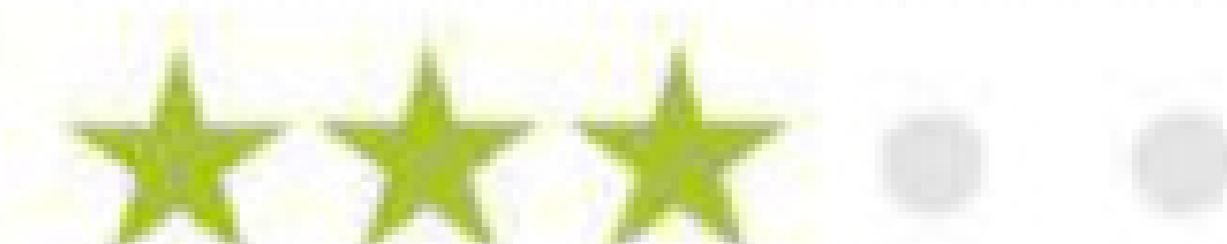
Often, there's only one solution, and it can depend on the order that you've moved the tiles in. You get three lives on each level, so when your Hairy turns suicidal, at least your setup is preserved for two more attempts before you have to start from scratch again. Later levels try to spice up the



gameplay with enemies, but the majority of the game will involve you getting the placement of fences correct. Rather than being able to place fences, you have to rotate each hex to move them along. This is perhaps the game's biggest frustration, but with 72 levels to work through, this is tile-puzzling at its most generous. **CH**

Tap! VERDICT

"Seriously fiendish brain-teaser, but the variety dries up all too quickly, even if the number of levels doesn't."





Punch Quest

Deck the trolls with fists of folly, tra-la-la-oof... You'd better be hungry, 'cause this is knuckle sandwich central

KEY INFO

Works with



Price 69p/99¢

Universal Yes

Version 1.2.4

App size 13.6MB

Developer

Rocketcat

Age rating 9+



With a quick glance at its protagonist auto-lunging at hordes of armed skeletons and orcs, it's easy to

dismiss Punch Quest as yet another endless runner for the heap. But as our headlong hero's belligerent fists demand your direction, your own expression is likely to drift from bemused grin to brow-wrinkling concentration.

It has the faintest vibe of a game from the halcyon days of 16-bit home consoles, with a splash of Amiga homebrew. It's not just the aesthetics of its colourful 2D sprites or its unashamed wackiness, but the assembly of simple ideas and controls into something more substantial. It's certainly hard to imagine a simpler

interface: tap the left side of the screen to uppercut, tap the right side to dash punch. Holding both at once raises arms to block. With this, a sound and meaty combat system is born. But wait: right there, they've also given you the means to leap high, long jump, adjust speed and hold position for the negotiation of spike pits, flame traps and forking paths through the randomly conjured levels.

“A lengthy combo guarantees facing weaker monsters for longer”

The first lesson for the initiate is that button-mashing fails. You must respect your opponent, learning the esteemed methods by which you may safely and reverentially bludgeon their crunchy guts.

A mid-air uppercut delivers a downward slam, ideal for breaking torches or busting armed enemies over the top of their shields. With every successful punch, you also

charge up a power bar that activates your choice of three special abilities. Tiers one and two feature bonuses and effects, while tier three super moves conjure flaming knuckle-burgers or make enemies explode. Some excitement rests in unlocking new powers, exploring different set-ups to see what suits you.

Combos are the key to scoring, meaning you need to constantly hit things without being hit yourself. Tough enough when enemies are plentiful, but in the lulls you're looking for furniture to vandalise. Better still, 'juggle' your fist-fodder by launching adversaries skywards and punching them forward on the descent. Not only does this invite fun with enemy projectiles – that is, enemies you have turned into projectiles – but it keeps the combo open and enables ranged violence against dangerous prey.

As you level up by amassing points, deadlier classes of demon appear. But levelling only occurs when the combo ends, so maintaining a lengthy combo



guarantees facing weaker monsters for longer.

This was originally a massive free-to-play release, but failed to generate fair returns for its creators. Rather than being a reflection on its quality, it confirms that the IAP is utterly optional and even undersold. Every play earns Punchos, the app currency, to be invested in new moves or lavished on character customisation (we're rocking a Gnomish ultra hat). Yet there's never pressure to grind.

Justifying the app's title, your Gnome mentor provides quests to earn more Punchos – successfully performing moves, pummeling a tally of specific enemies or finding treasures – to be completed over several rounds, at leisure. It provides that much-needed long-term goal with rewards, and even

casual gamers will beat many targets with a sense of achievement. Two minigames feature a laser-spitting raptor and hives of killer bees but, while briefly amusing, they stand out as the game's weaker moment.

While each bout lasts mere minutes before inevitable death, our game stats reveal we've clocked up dozens of absorbed half-hour sessions. So come, join us in a state of pugilistic perfection. **ZN**

Tap! VERDICT

"So much fun – download Punch Quest and give boredom a ruddy good biff on the schnozz."



Knights of Pen and Paper

It's my party and they'll die if I roll two, die if I roll two, die if I roll two

KEY INFO

Works with



iPhone iPod iPad

Price £1.49 / \$1.99

Universal Yes

Version 1.03

App size 27.8MB

Developer

Behold Studios

Age rating 9+



An understanding of Dungeons & Dragons would help you enjoy the more obscure in-jokes of Knights of P&P, a tongue-in-cheek RPG that takes place within such a gaming session as your suburban dining room is replaced by imaginary locales and curious characters.

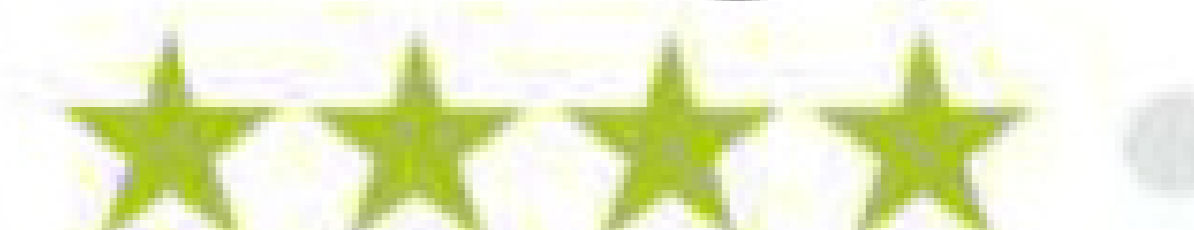
Somewhat simpler in scope than D&D, the game-within-a-game lets you select from a range of quests, and then pick the quantity and type of monsters you wish your party to battle. Rewards scale with difficulty, so if you wimp out, you won't earn enough gold to cover basic travel and resurrection costs. Combat becomes repetitive once you find your optimum tactics,



and it's assumed that you'll understand concepts such as Threat. To begin with, weapons take real-time hours to craft for no other reason than promoting IAP. Beyond its amusing gimmick though, Knights is a lightweight and straightforward RPG that's wholly suited to mobile platforms and has plenty of charm. **ZN**

Tap! VERDICT

"Knights conjures a world of polyhedral dice and potato chips that some of us will find strangely endearing."



HE-MAN

By the power of Grayskull, that's some seriously (deliberately?) frustrating game design

Price 69p / 99¢ Works with iPhone, iPod touch, iPad Version 1.0.1

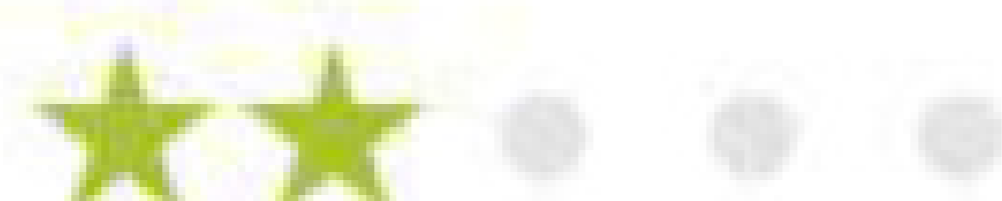
App size 116MB Developer Chillingo Ltd Age rating 9+



We think that He-Man is maybe aiming to be a 'so bad it's good' emulation of old platformers with a bit of modernisation to the structure chucked in. There's the potential for a good hack-and-slash platformer, you see, but it's buried. The gesture controls often go wrong and feel slow to respond; the collision detection seems off, so you're injured by things that don't touch you; some enemies aren't knocked back by attacks, so just march past your area of attack and hurt you. It's just so hard to get into a flow. As we said, maybe it's trying to mix the nostalgia of He-Man with the nostalgia of poorer-quality



16-bit platformers, but personally, it just drove us nuts. One or two decent bosses and some nice level design hint at the good game that this might have been (or might be in the future, with updates). **MB**



AZTEC ANTICS

If only the fourth *Indiana Jones* film had featured him and five friends jumping on each other's heads

Price £1.49 / \$1.99 Works with iPad Version 1.2 App size 3.6MB

Developer Bouncing Ball LTD Age rating 4+



Aztec Antics is a multiplayer platformer where the aim is to collect more coins than your friends. You can have up to six players on one iPad, using iPhones or iPod touches as controllers. You hop around a single-screen platform level, jumping on others to stop them temporarily, and avoiding the enemies that roam levels. There's no death in this mode, only the ignominy of losing. There's a single-player mode too, which is closer to something like Super Crate Box – it's still single-screen levels and you collect coins, but enemies kill you.

There's nothing like the changing weapons of SCB, though. In multiplayer, it's a huge amount of fun, though could do with more levels, but single-player mode needs to be fleshed out. Power ups would also help change the game as you play over time. **MB**



Wraithborne

Using runes as language is boring. Use them as smashy weapons instead!

KEY INFO

Works with



Price £1.99 / \$2.99

Universal No

Version 1.02

App size 110MB

Developer Crescent

Moon Games

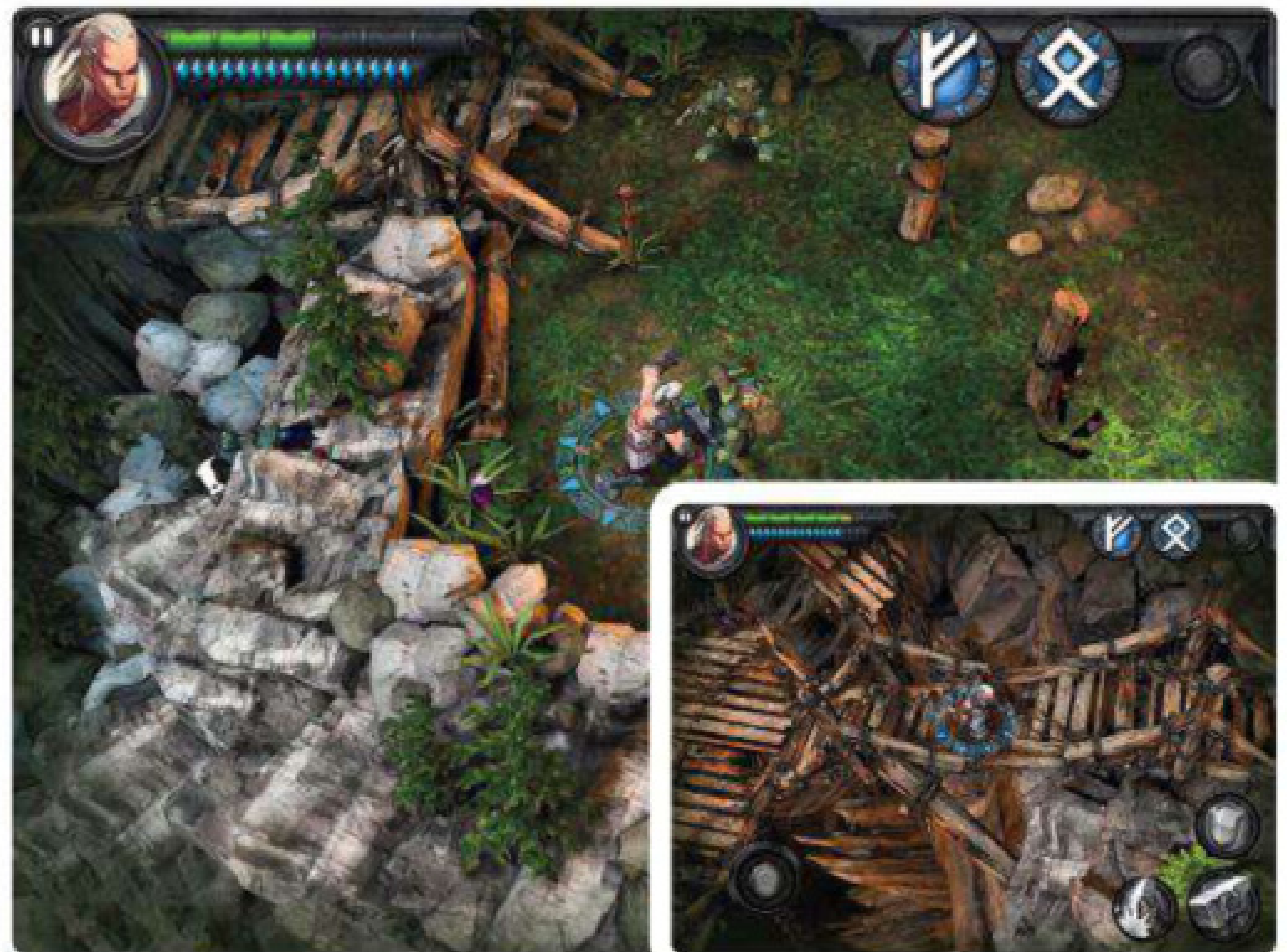
Age rating 9+



So you're a beefed-up guy with a massive hammer, bashing anything that crosses your path, and the sprinkling of fantasy lore means that you can harness powerful magic and defend the world from various marauding nasties.

The combat is a fairly simple system: you have normal and heavy attacks, and a block button. You can chain these together into combos, but you can also just hammer your offensive moves relentlessly until everything's dead. You can have up to three runes equipped at any point, and casting one of these during a fight brings up a timed trace-the-symbol on-screen challenge.

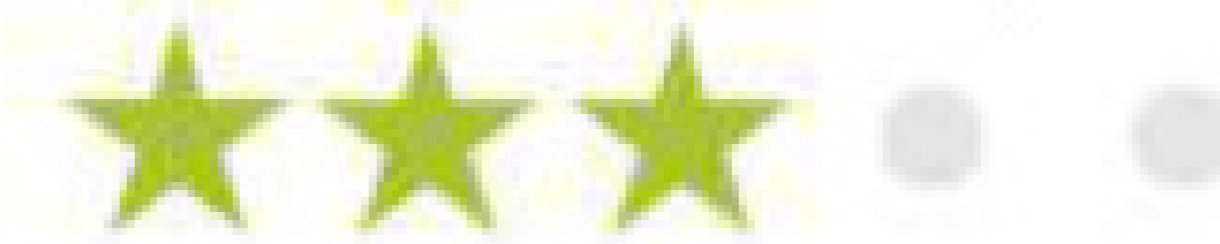
Problem is, these are the only real RPG elements in Wraithborne – and they're pretty shallow ones



at that. You collect purple gems and spend them on upgrading your rune powers, and that's it. We also wish there were objective markers when you're moving about in the (easy to get lost in) world. The core here is roam about, clear area of monsters, move on, and every now and again a wave-based survival scenario mixes things up. **ED**

Tap! VERDICT

"Like bashing monsters with blunt objects? You'll be at home here – just prepare yourself for repetition."



SNEEZEMAN: ESCAPE FROM PLANET SNEEZE

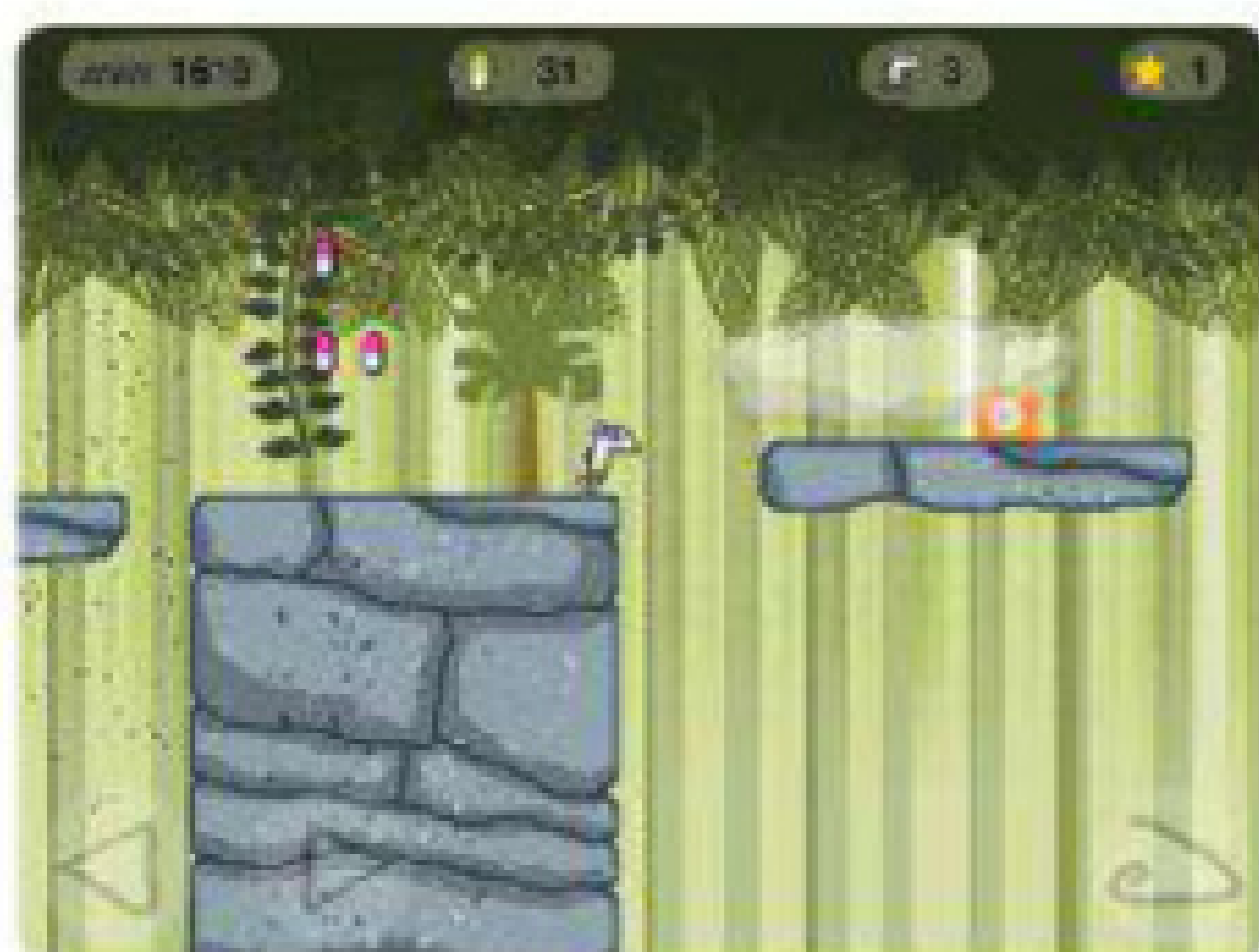
Sneeze-propelled jumping isn't exactly the best super power you could end up with, is it?

Price 69p / 99¢ Works with iPhone, iPod touch, iPad Version 1.2

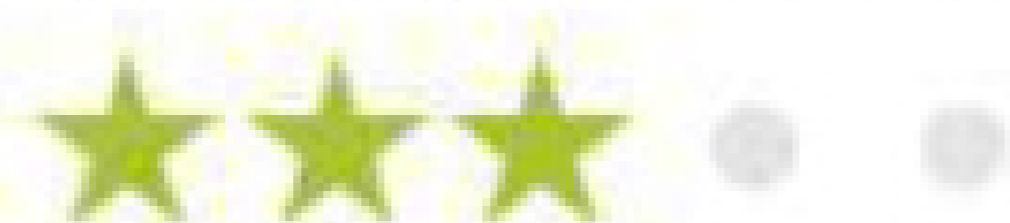
App size 47.1MB Developer Sensei Games LLP Age rating 4+



In slightly paradoxical fashion, Sneezeman is fleeing the 'sneeze cloud' by dashing across Modern Toss-styled ledges and sneezing to jump between them. You collect stars (fail to collect the requisite two of the available three and you have to replay the level) and guzzle point-earning pills as you go. The controls feel skittish, and the game is unforgiving if you mess up the timing of a jump by a fraction of a second – exactly like a fast-paced old-school platformer. Trouble is, bar



the occasional 'super sneeze' catapult, it does little to differentiate itself from the multitude of other games out there. The background billboards advertising Kleenex soon start to grate, too. **ED**



TOTEM RUNNER

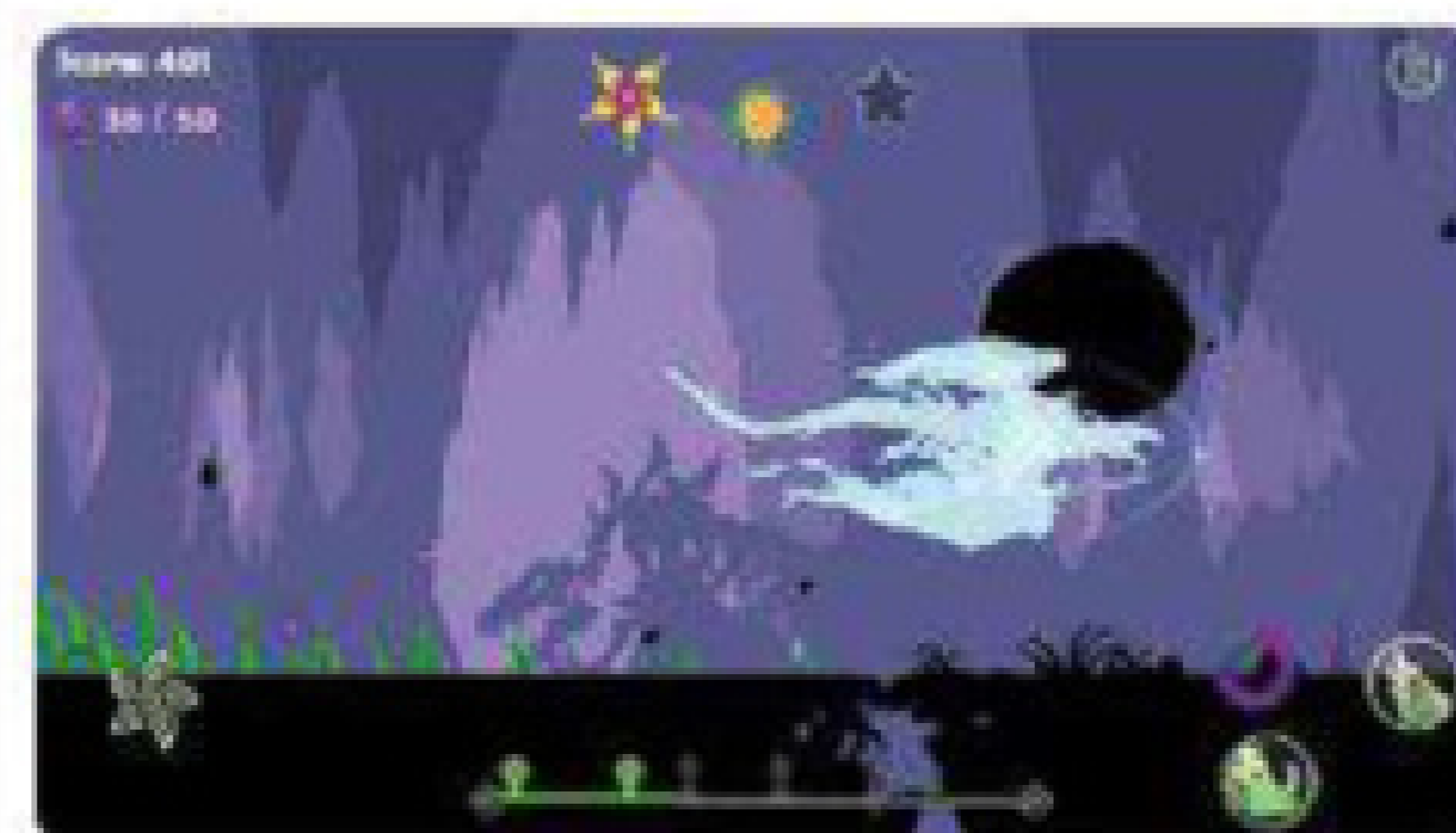
Despite ample style and variety, this auto-runner is low on the genre totem pole

Price 69p / 99¢ Works with iPhone, iPod touch, iPad Version 1.3

App size 63.8MB Developer Chillingo Age rating 9+

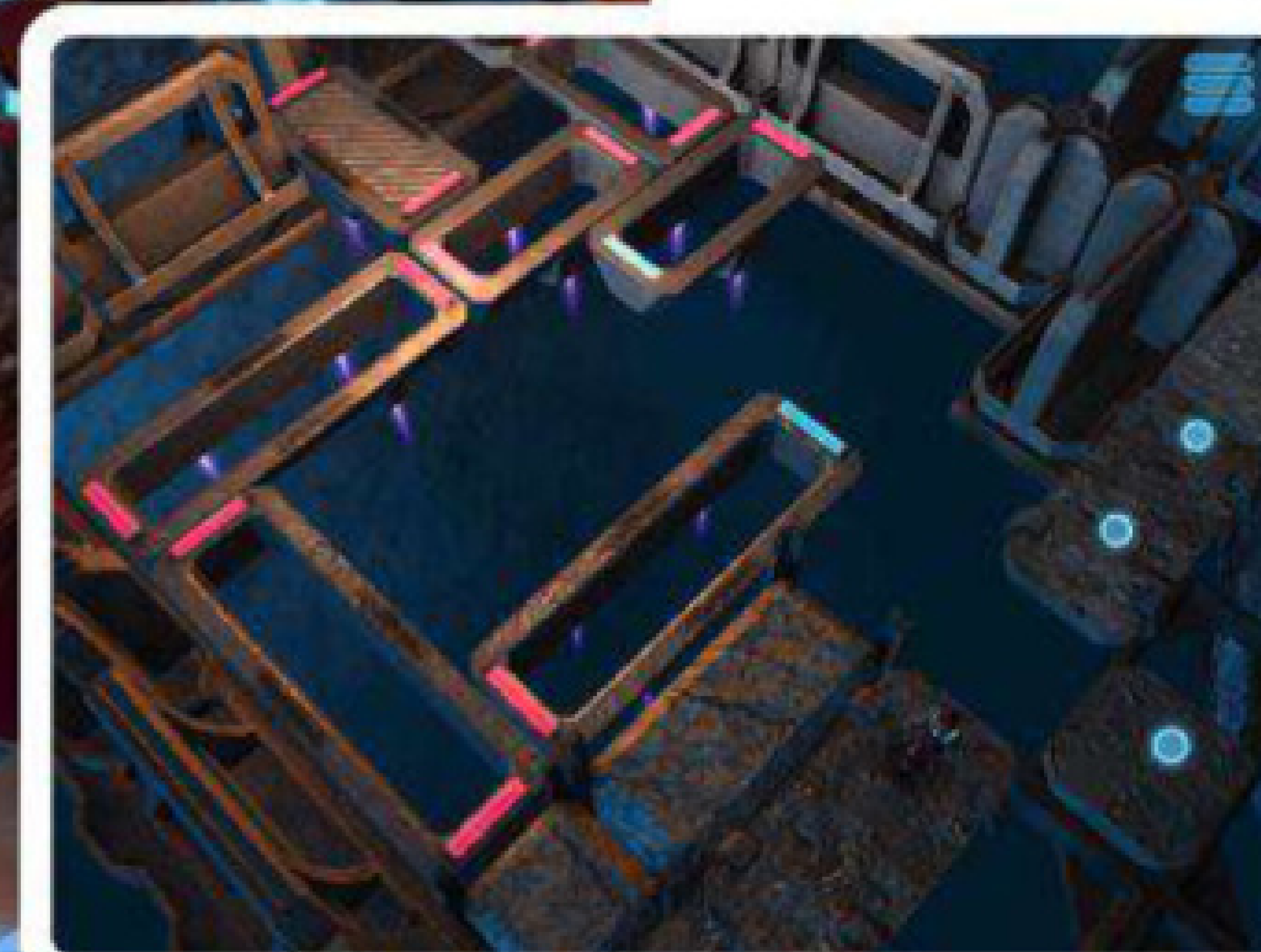
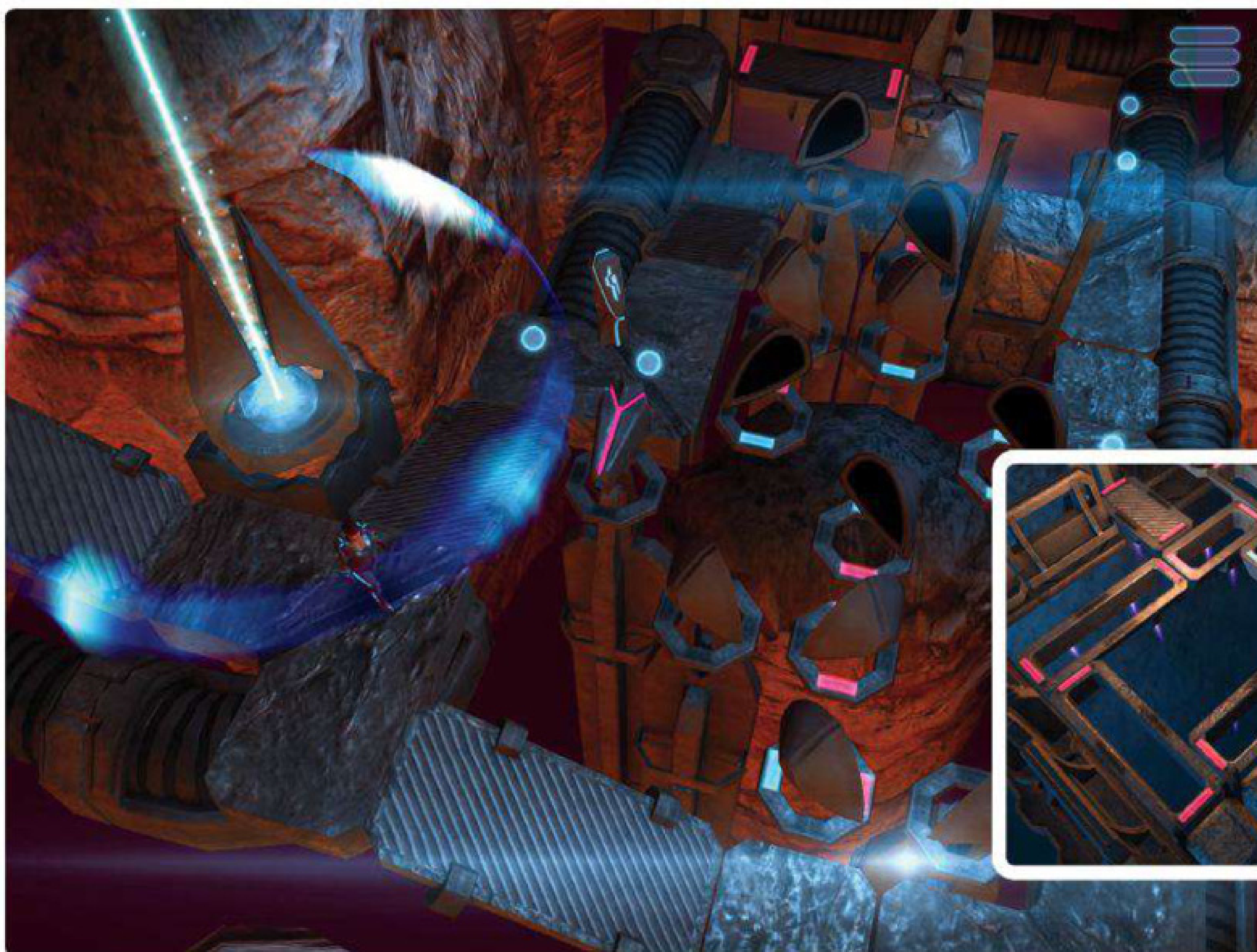


Totem Runner is breathtakingly beautiful, thanks to an effective contrast between its dark silhouetted creatures and the wonderfully colourful bits of nature in the world. It sets lofty expectations – but extended play doesn't bear them out. Split into individual missions, this side-scrolling auto-runner is about more than just dodging hazards; you'll energize the world by leaving grass in your wake, transform into a rhino to bash through enemies, and even assume the form of an eagle to take flight – yet the game proves amazingly antagonistic. Further complicating the memorisation-heavy layouts are foes that pop up with little warning and too many commands to stay on top of.



As stunning as Totem Runner might initially be, sadly, the positive glow begins to fade quickly, like cheap christmas lights. **AH**





Shardlands

Stranded underground on an alien world, needing to activate an ancient machine... but there's no app for that

KEY INFO

Works with



Price £1.49 / \$1.99

Universal Yes

Version 1.2.1

App size 104MB

Developer Breach

Entertainment Ltd

Age rating 9+



Shardlands is a game of contradictions. Despite positioning itself as an explorative adventuring title, in reality, it's broadly linear. And although locations are peppered with puzzles that look high-tech, they're essentially from the same stock as myriad other App Store titles. The game's also had us doff our own contradiction hat repeatedly, because while we're typically the first to shoot a disapproving glare at anyone bigging up style over substance, we've thoroughly enjoyed Shardlands, which is very much a case of style over substance.

Perhaps that's a little unfair, because there's nothing wrong with taking a basic idea and

polishing it until it squeaks, and then adding lashings of atmosphere to provide a sense of mystery and intrigue. The Shardlands backstory involves Dawn finding herself marooned on a strange alien world, and she needs to get home. Doing so involves activating an ancient machine with keys that are scattered around an underground complex composed of countless floating metal and rock platforms, and – as is often the way – seemingly designed by some

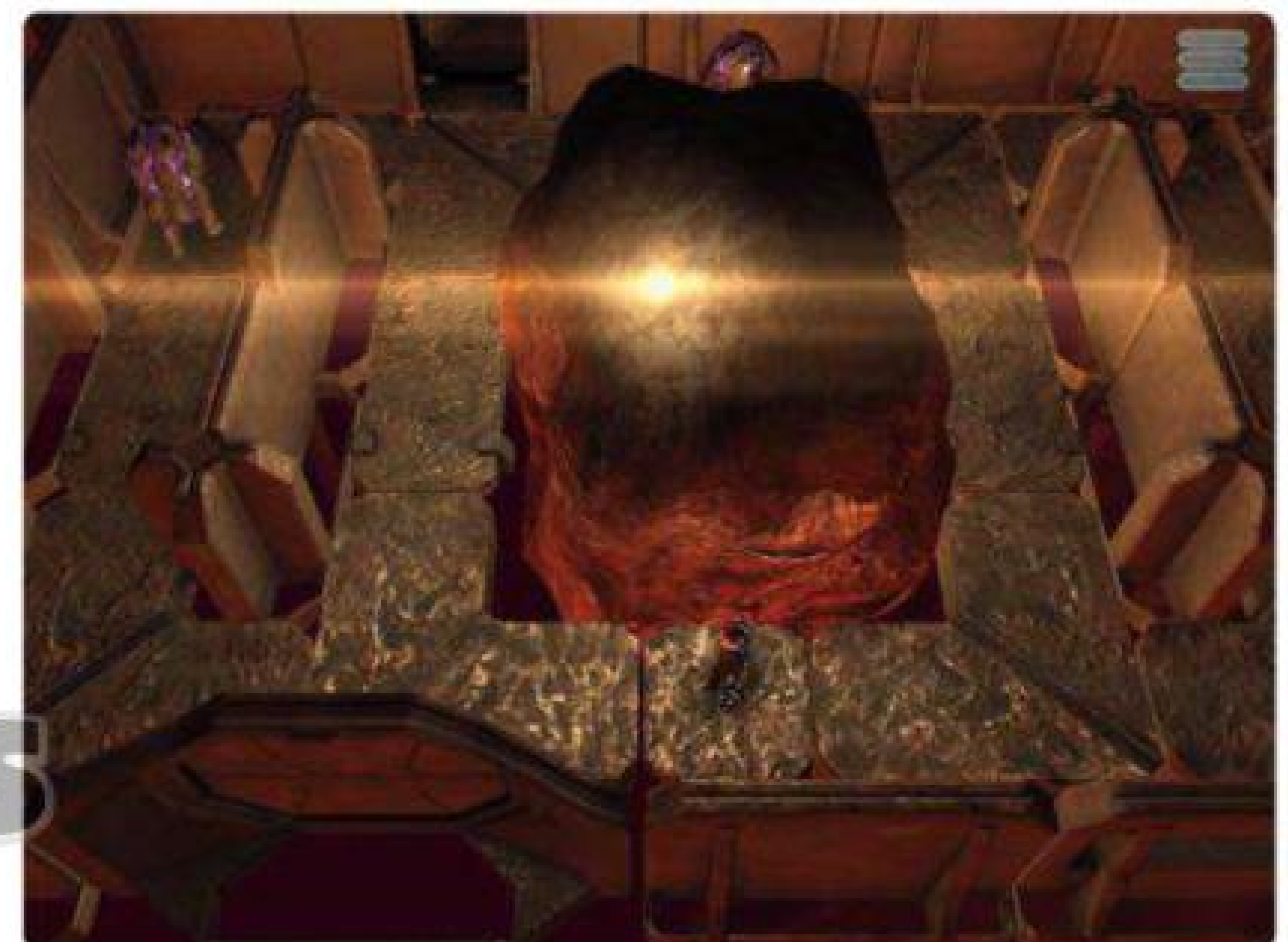
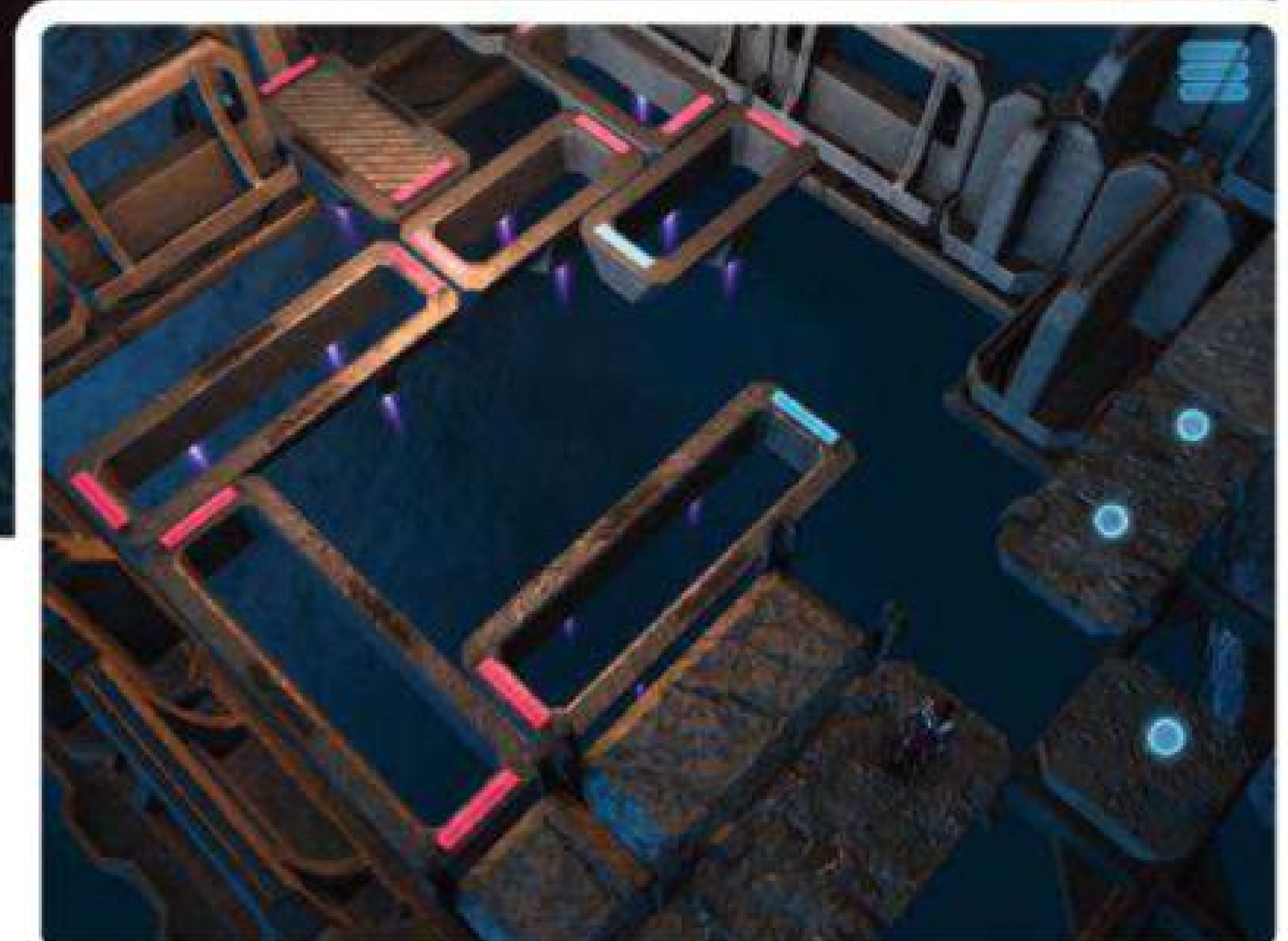
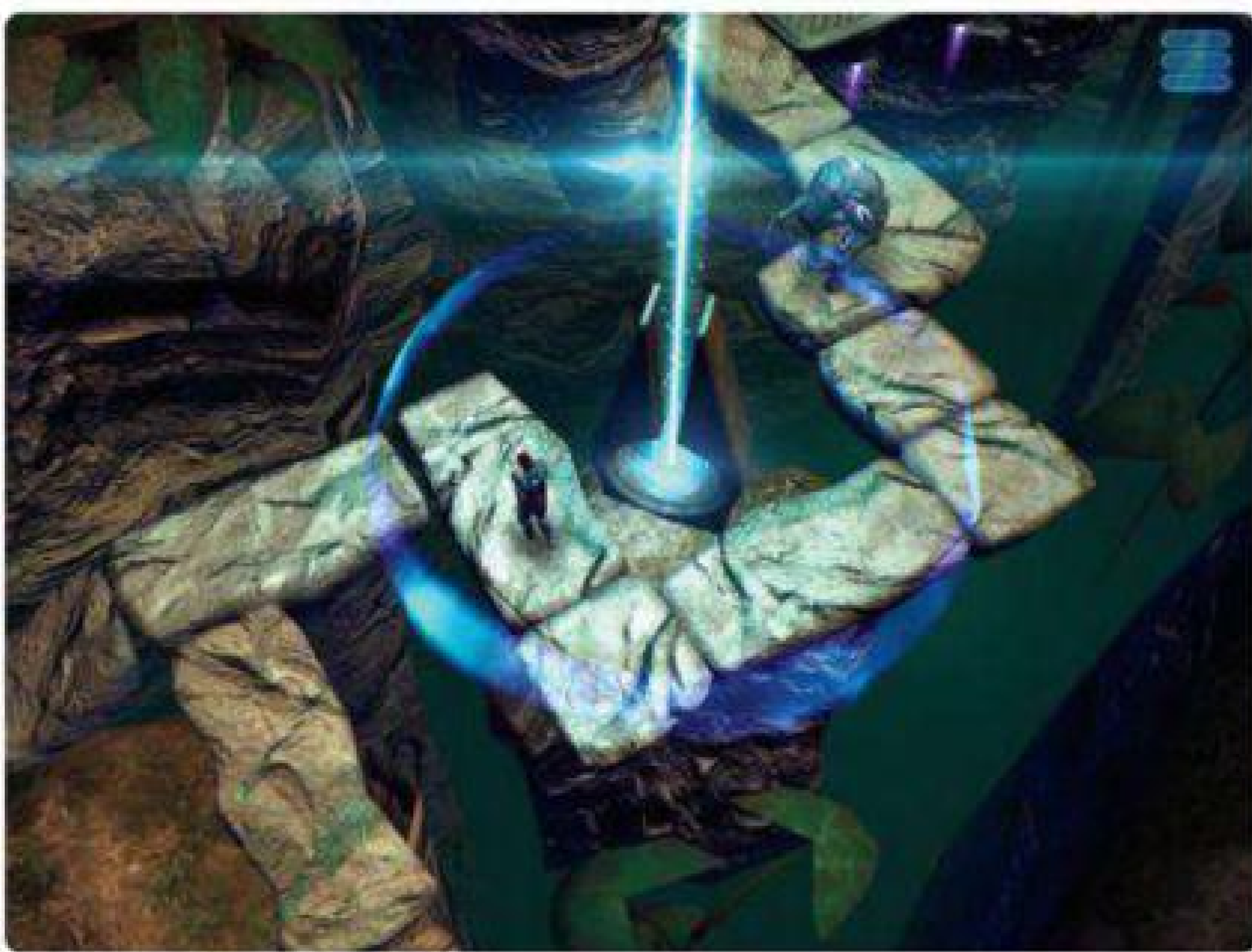
👉👉 There's nothing wrong with taking an idea and polishing it until it squeaks 🗨️🗨️

kind of sadist. We're deep inside 'crazy mind' territory here, and so Dawn must put in plenty of legwork to collect orbs and shards that provide access to more areas, some of which house the keys that fire up the machine.

In terms of what you specifically do, Shardlands is evenly split

between running about the place collecting glowing orbs and solving puzzles that act as barriers. The majority of these are sliding puzzles akin to those ones where you have to move a bunch of cars about to create a pathway, only here replace 'cars' with 'spooky floating space platforms'. Elsewhere, there are laser grids that need aligning with mirrors, and tests of timing to avoid flame-shooting devices. Again, this all seems a bit over the top for activating a machine – surely a strongly worded warning would have sufficed?

Beyond the strikingly beautiful graphics – all wonderfully tactile rock formations, plants and steampunk metal, bathed in ethereal ever-shifting light – Shardlands has a few other tricks, notably in the way Dawn moves. Eschewing swiping or a virtual joystick, you tap where you want her to go. Surprisingly, pathfinding is almost always perfect, and you can have Dawn hotfoot it across huge distances just by tapping a few times. Occasionally, though,



Dawn stumbles and takes the game with her; get the timing wrong on a two-finger drag (to move the camera) and Dawn will move; if she's off-screen at the time, you might not realise she's moved, and she'll quite possibly get flambéed. On levels with patrolling monster guards, you'll also sometimes find Dawn won't react exactly as you'd planned, and she'll therefore become dinner for an underground beast. Although most of the game boasts frequent restart points (in the form of light towers that also vaporise monsters that venture too close), Shardland's levels that demand quick-fire arcade responses are its weakest; they provide urgency, but also wrench you out of the otherwise mesmerising running about and puzzling, and add a layer of frustration that isn't

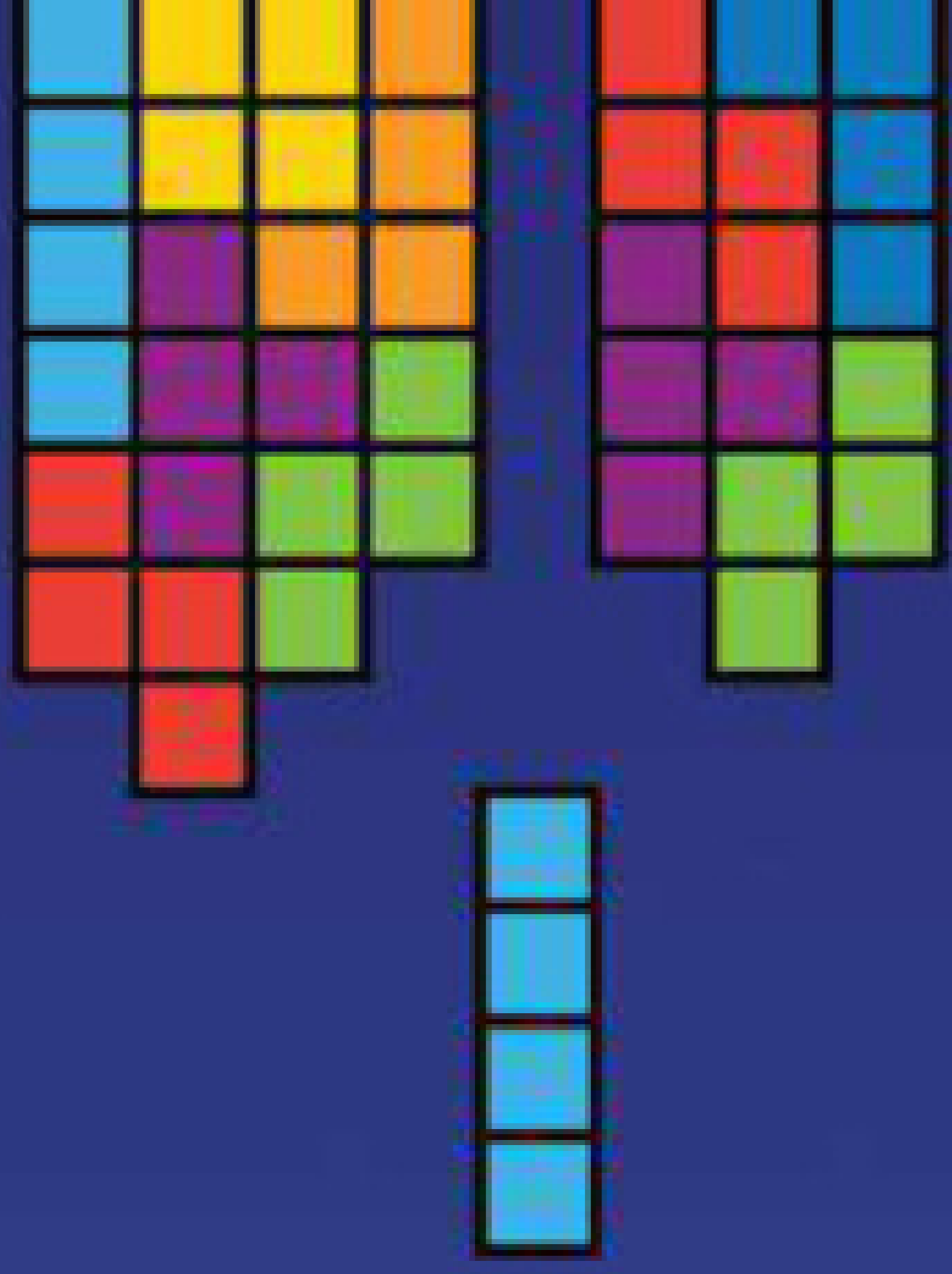
necessary. Later levels are miserly with restart points – also irksome – forcing you to repeat chunks of levels a few times too many.

Regardless, we enjoyed our time in this bewitching underground world. It might ultimately resemble a simplified Pac-Man welded to a smattering of logic puzzles, but Shardlands showcases how even the most simple ideas can be re-imagined as something dazzling and arresting. **CG**

Tap! VERDICT

"Adds much-needed layers of atmosphere to the tried-and-tested iOS puzzle-adventure format."





If you loved...

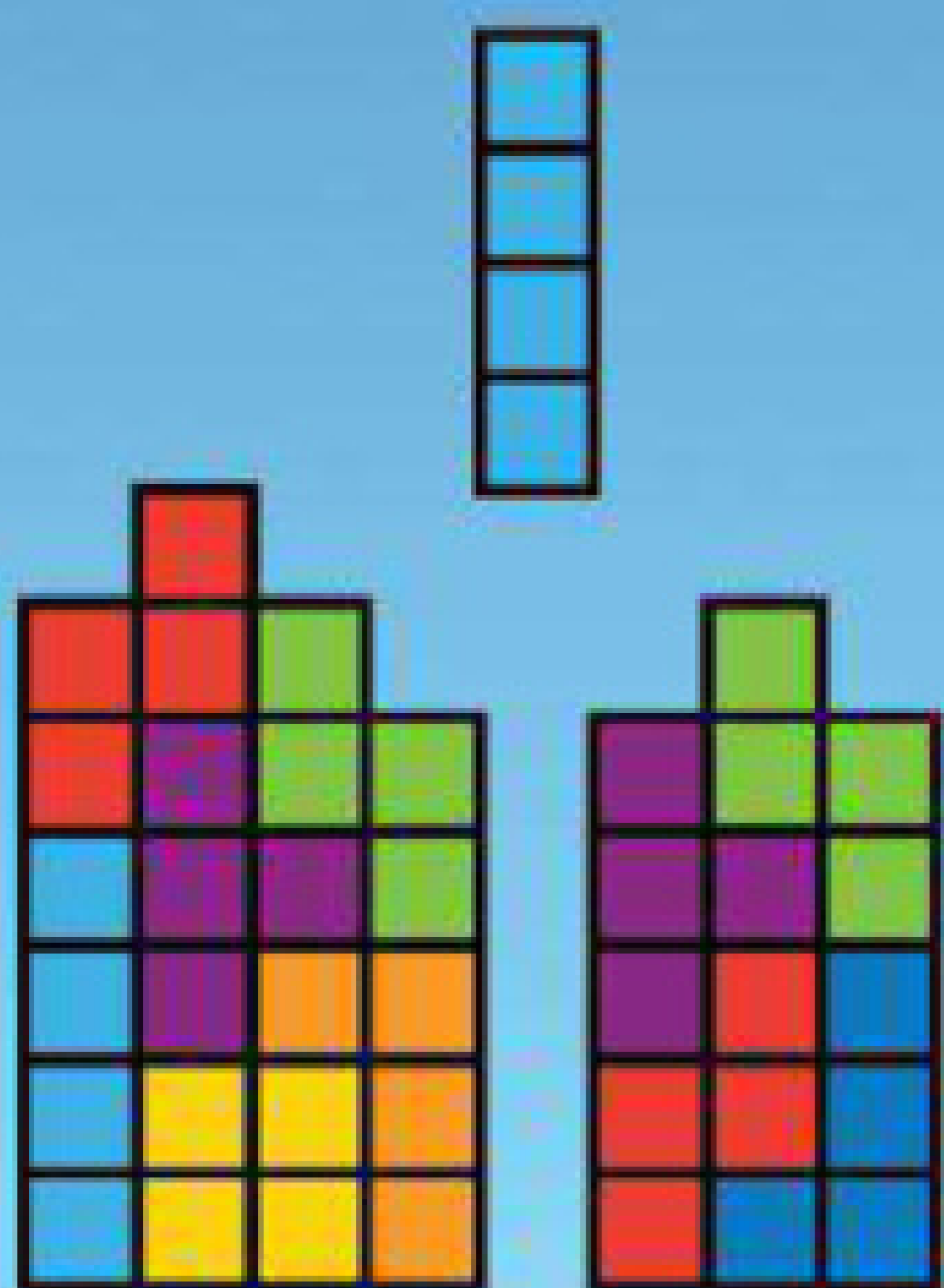
TETRIS

then you'll love these!

What do you mean, you've never heard of...

TETRIS

Tetris has been released on over 50 platforms, sold hundreds of millions of copies, and has even been played on the sides of buildings, and so if you haven't heard of it before, welcome to gaming. And what a game it is: so simple (rotate and move 'Tetromino' shapes composed of four squares that fall into a well, aiming to make solid lines that vanish to leave space for more shapes); and yet it's so utterly compelling.

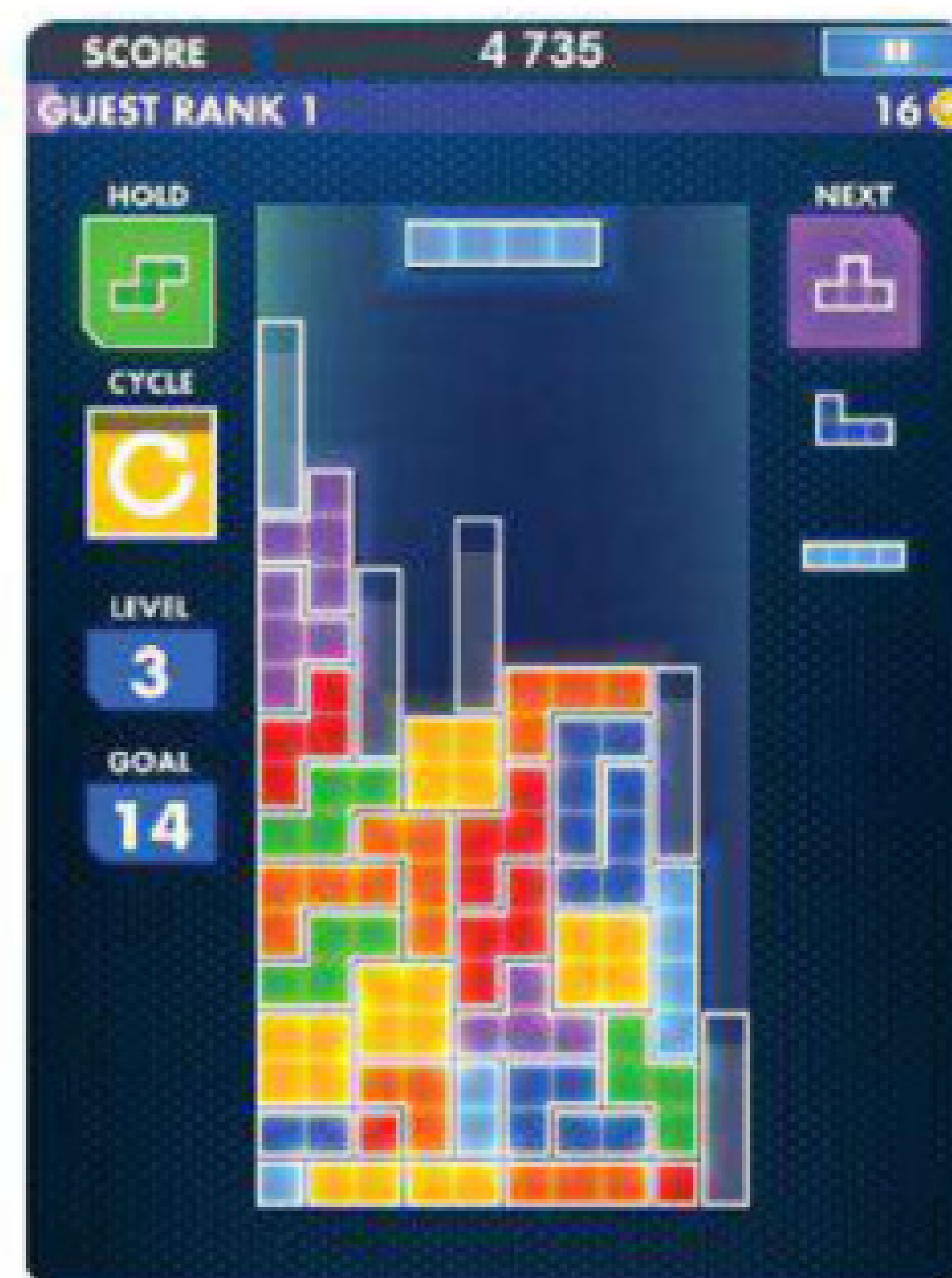


Craig Grannell returns with plenty of block-dropping feats, unearthing the very best iOS games for fans of Alexey Pajitnov's action-puzzler classic

From the moment Tetris escaped its original home, an obscure Elektronika 60 in Moscow's Dorodnicyn Computing Centre, it became something of a phenomenon. There can be few games as immediately recognisable, addictive and enduring as the block-stacking classic. Tetris originated from creator Alexey Pajitnov's childhood fascination with traditional puzzle toys, and the game's similarly elegant simplicity ensured it a place among gaming's greats. Like other classics, it's easy to understand: pieces you can move and rotate fall into a well; make solid horizontal lines and they vanish; the game's over when the pieces reach the top. But also, Tetris is tough to truly master, allowing you to refine your technique over time.

The basic nature of Tetris also ensured that it found its way to countless platforms. The MS-DOS version spread Tetris to the west, but the true genius moment in Tetris history was in being bundled with the original Game Boy. The little monochrome version captivated the world; from that point on, there was no stopping it. The Tetris juggernaut arrived on home consoles, handhelds, keychains and even the original click-wheel iPod. Of course, it's also found on iOS.

EA's now had two cracks at bringing Tetris to the iPhone, iPod touch and iPad, and the original



effort wasn't convincing. A problem with Tetris from an iOS standpoint is the game's reliance on responsive digital controls as the game speeds up. On-screen swipe equivalents never stood a chance. For the newer version of **Tetris** (69p, iPhone; £1.99, iPad), the swipe version remains as Marathon Mode, but we prefer One-Touch. This mode shows locations into which the current piece can fit. A timer counts down (and speeds up as the game progresses) and you tap a location to confirm, or tap elsewhere to get more options. Purists might balk at such a

radical departure from the original controls, but we reckon the iOS revision gives you the strategy of Tetris without the frustration of imprecise touch controls. There's also the puzzle-oriented Galaxy

Mode where you dig down through junk, although it's a touch too reliant on power ups to achieve the best times – and the power-ups are, naturally, bought with In-App Purchases.

With Tetris being so popular, it should come as no surprise the App Store's littered with clones, which are typically brazen in their approach, only occasionally doing something slightly different (for example, adding the odd non-standard shape), presumably in an effort to not be sued.

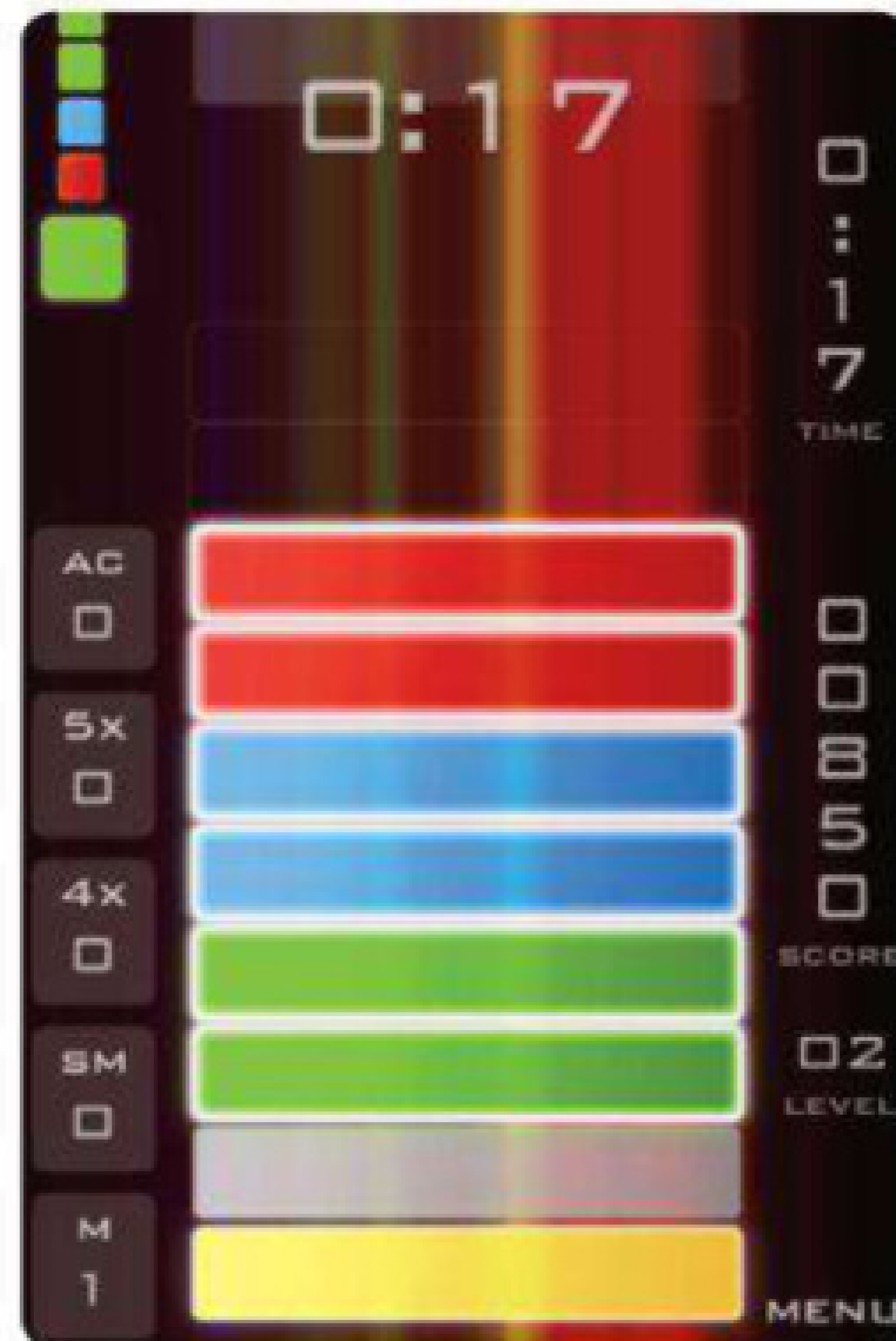
Therefore, we're only interested in block-stacking games that do something unique, rather like



Dream of Pixels (£1.99, Universal). On the face of it, you might question our judgement, since Dream of Pixels looks an awful lot like an upside-down Tetris; in reality, it's Tetris in reverse, with you using the familiar shapes to take chunks out of a menacing cloud, which ends your game if it gets to the bottom of the screen. However, what appears to be a cunning riff on Tetris in reality plays very differently, and interesting bonuses and game modes ensure Dream of Pixels is a must-have for action-puzzle fans.

Of the remaining titles in our selection, there's Tetris in the DNA, but also crossover with match games. The key differentiator from the likes of gem-swapper Bejeweled is that our choices all take place in an endlessly refilling well. Some efforts simplify the basic block-stacking premise: **Shibuya** (69p, iPhone) has only a single column, and you must rapidly create chains of two or more like-coloured blocks. Meanwhile, **Unify** (£1.49, iPhone) returns shapes that spin and move, but has them come at you from two directions. Fortunately, Unify's limited to stubby rectangles with two coloured pieces (a system Puyo Puyo fans will immediately recognise), and instead of forming complete lines, you're tasked with grouping four identically coloured squares, which subsequently explode. At first, this is simple, but once the game speeds up and gives you a half-dozen colours to track, it's like combining stripped-down Tetris with juggling. **Mini Meteors** (£1.99, iPad) is equally frenetic, albeit in a different way. It's more or less a straight copy of the Nintendo DS title Meteors, with coloured blocks rapidly falling into the well. You arrange three or more in a row or column, at which point they abruptly ignite and take off, carrying the blocks above them. If the makeshift rocket is too heavy, it'll stall and fall, although you can give it extra power by rearranging the blocks in mid-flight.

If you're into more sedate fare, grab **Slydris** (£1.49, Universal) and **Drop7** (£1.99, Universal). The former has you rearranging lengths of horizontal blocks in a well. With each move, more fall from the top, and so you must



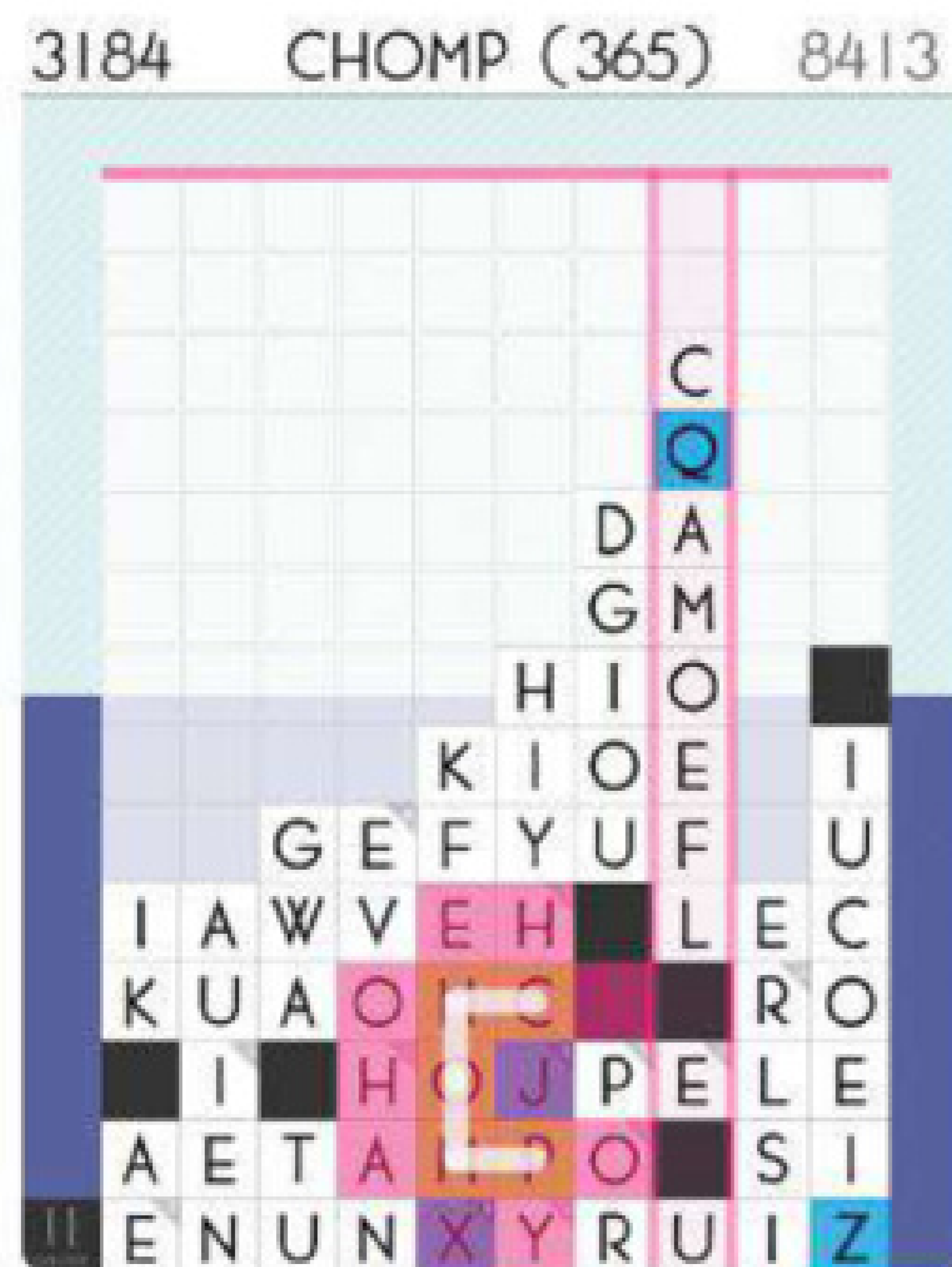
think ahead and create chains that give you breathing space. Drop7 demands maths skills along with spatial awareness and planning. Instead of shapes or blocks, you drop numbered discs into the well, and should the number on any disc match how many are in its row or column, it'll explode. That might not sound that straightforward, but Drop7 has the same pick-up-and-play brilliance and tough-to-master sneakiness as Tetris, although it certainly gives a work out to a slightly different part of the brain.

Our final two games also take block-stacking away from the purely abstract, although they rely on letters, not numbers.

SpellTower (£1.49, Universal) has rows of letters cleared by making words, Boggle-style. Tower Mode is laid back (a static grid and no pressure), but Puzzle Mode adds a new row for every word you create. By the time you get to Rush Mode and its relentless timer, you'll be yelling at the screen, demanding to know why there are so many unusable letters huddled together. Still, it's good training for **Puzzlejuice** (£1.49, Universal), which doesn't stray too far from the truth when it states it will "punch your

🍷 Drop7 has the brilliance of Tetris, but uses a different part of the brain 🍷

brain in the face". It merges Tetris and SpellTower with Unify's colour-matching – complete rows of squares and match coloured blocks to transform them into letters, which are removed by dragging out words. Add power ups and you've got a creation that pays homage to Tetris, match games and word games, while merrily ensuring steam will shoot out of your ears at regular intervals. We're a little bit surprised the developer didn't bung some shooting and sports in there for good measure!



BEST PRACTICE: THINKING AHEAD

All of these games reward a combination of planning and instinct. In terms of planning, learn the manner in which the game works, such as its shapes and how each can best be used. Think ahead, leaving slots into which awkward items can be placed. As you progress, you'll eventually move items and pieces almost subconsciously, without really thinking, despite your brain in reality beaver away like a nutcase behind the scenes – especially if you're playing Puzzlejuice.

YOUR SHOPPING LIST
Must-have apps

	Tetris	69P/99¢
	Tetris for iPad	£1.99/\$2.99
	Dream of Pixels	£1.99/\$2.99
	Shibuya	69P/99¢
	Unify	£1.49/\$1.99
	Mini Meteors	£1.99/\$2.99
	Slydris	£1.49/\$1.99
	Drop7	£1.99/\$2.99
	SpellTower	£1.49/\$1.99
	Puzzlejuice	£1.49/\$1.99

Total: £15.30/\$21.90

Kit


THE LATEST
STUFF, TESTED
PROPERLY!

THIS MONTH
I'VE BEEN
PLAYING
WITH...



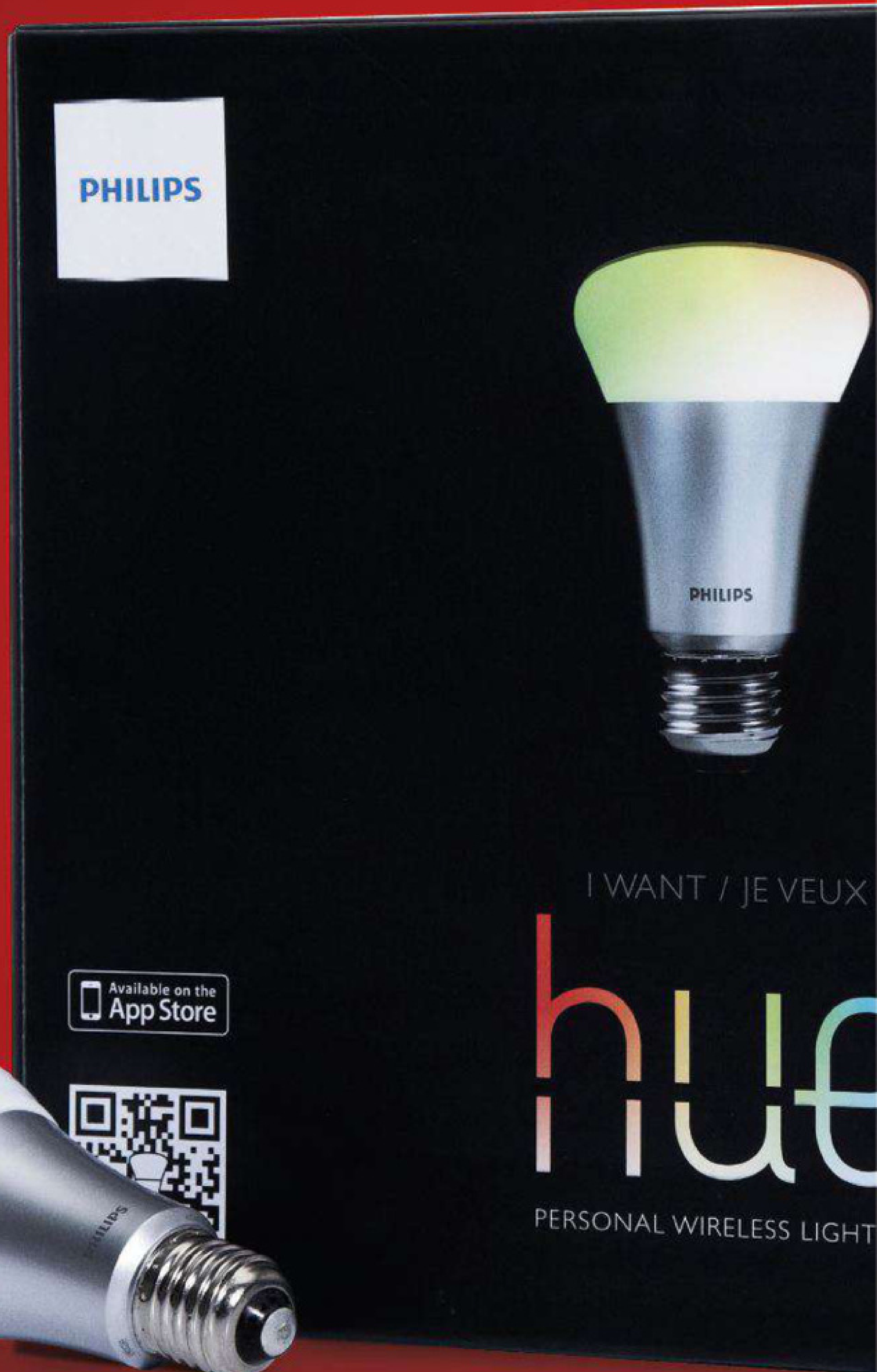
Philips Hue

Get that mood lighting just perfect without having to flick a single switch

76  Ever since the 1950s, there's been the dream of the truly automated home where chores became a thing of the past and everything from the temperature to the view from your window could be controlled with a simple wave of your hand. But it's only now that it's starting to seem like a reality for the average homeowner, and it's sneaking in by the back door courtesy of Apple and its iOS devices. They're the perfect size to be used as controllers for the new innovations that make up a digital home. Home audio-visual systems such as the Savant from Kensington Home Technology, for example, can now be controlled using an iPad, and so can the new Philips Hue lightbulbs, which we had a play with this issue. They're great fun, and can turn lighting your house into an exciting adventure in colour and atmosphere. It looks like the future we dreamed of is finally on way!

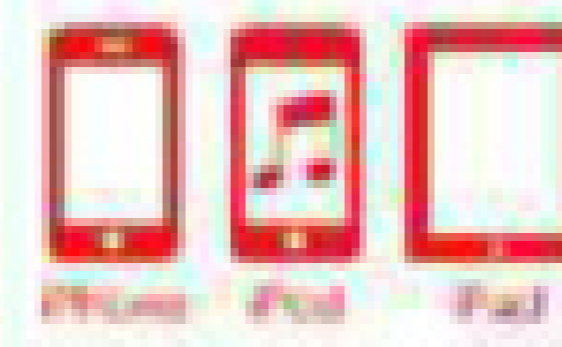
Graham Barlow
Editor-in-Chief

WITH AN ACCOMPANYING APP,
YOU CAN CONTROL THE MOOD
LIGHTING WITH A FEW TAPS



FOR THE REVIEW AND
Tap!
VERDICT
FLICK TO
p81

> KEY INFO



Works with This is meant to be an at-a-glance indication of whether the accessory is intended for your device. Sometimes, a piece of kit will technically work with devices not highlighted, but we make a judgement call each time about their suitability, and suggest only those devices we think are most suitable. Check with the manufacturer for detailed compatibility info.

Price The price we quote is not the RRP or MSRP. We research online to find the cheapest price, including VAT – though not delivery, since that can vary widely depending on locations – from a reputable store. Prices are correct at the time of writing.

> THE RATINGS

- ★★★★★ Rarely given; a brilliant accessory that is essentially perfect
- ★★★★☆ A strong recommendation to buy; kit has only minor flaws
- ★★★☆☆ A recommendation to buy, but with some caveats
- ★★☆☆☆ Fundamentally flawed either in concept or execution
- ★☆☆☆☆ A waste of your money and everyone's time; do not buy
- ☆☆☆☆☆ Yes, we sometimes give zero stars; this kit is irredeemable crap



Given at the discretion of the editor for kit that is exceptionally good

> ALSO IN THIS ISSUE...

Our handy A-Z guide to help you find kit fast!

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YOU CAN EVEN PICK YOUR FAVOURITE PHOTO AND TAKE COLOURS FROM IT TO CREATE A COLOUR THEME



FOUR GAMES CONTROLLERS FOR iOS

Even with a touchscreen, accelerometer and a gyroscope, there's still scope to make iOS gaming even better with a separate controller. But will these five leave us gripped for more gaming action, or send us into a red-eyed, button-bashing frenzy?

GAMETEL

Works with [iPhone](#), [iPod touch](#), [iPad](#) Price **£37**
 Manufacturer [Fructel AB](#) Website [gametel.se](#)
 Dimensions **120x67x24mm** Weight **80g**
 Connectivity **Bluetooth**
 Power **Micro-USB** (lead not supplied; up to 9 hours)



The Gametel was originally designed for Android. The packaging doesn't mention iOS, and omits the micro-USB lead for charging because the assumption is that you already have one.

Fortunately, the controller is actually iCade-compatible and is easily paired with an iOS device over Bluetooth. Uniquely for the devices on test, it can house a device in landscape in an extendable clip, although this also means it's uglier than the 8-Bitty and SteelSeries Free.

The Gametel D-pad had almost the opposite problem to the 8-Bitty: diagonals weren't hard to find, they were too easy to slip into. The D-pad felt good, but we found it too often lacked precision, causing errors in games that demand tight all-round controls. For titles such as Gridrunner and Forget-Me-Not, we were often frustrated; with more forgiving games such as Ice Rage, the sloppiness was fine; and for platform games where you merely need left, right and action buttons, the Gametel is a potentially decent bet, with action buttons that are responsive enough.

Sadly, the Gametel falls down in terms of button mapping. Identical to the 8-Bitty, too many titles map important actions to the tiny centre start/select buttons or the shoulder buttons, which rest on the middle of your fingers.



iCADE 8-BITTY

Works with [iPhone](#), [iPod touch](#), [iPad](#) Price **£30**
 Manufacturer [ThinkGeek](#) Website [thinkgeek.com](#)
 Dimensions **125x55x20mm** Weight **75g**
 Connectivity **Bluetooth** Power **2xAAA**



Being of a certain vintage ourselves, we were instantly drawn to the 8-Bitty. It has the chunky appeal of a classic NES controller, and despite being a cuboid slab of plastic, it's surprisingly comfortable to hold; it feels rugged, if light. In use, though, two problems become clear: the D-pad is stiff and has longish travel, making diagonals too tricky to reach, and button mapping is, to be polite, sub-optimal.

The former issue was stark when playing high-paced shooters such as Gridrunner, where we'd regularly see our ship obliterated through it sticking purely to the horizontal and vertical axes against our wishes. Ice-skating game Ice Rage also proved tiring due to the raised nature of the D-pad. The mapping issue rendered platformers such as League of Evil, Super Crate Box and Mikey Shorts (along with many of the games in retro compilation Midway Arcade) unplayable, through assigning actions (jump, shoot, slide and so on) to the shoulder or centre buttons.

On those games it's more suited to (for example: platformers such as Qwak HD, which has mapping that corresponds to what the 8-Bitty expects; simple overhead racer Retro Racing; Pac-Man-style efforts), the 8-Bitty provides a glimpse of what it could have been. It's also easy to pair and is reasonably priced (even if the \$30 US price-tag has apparently translated to £30 in the UK), but its shortcomings are too overt to allow us to offer a recommendation.



STEELSERIES FREE

Works with [iPhone](#), [iPod touch](#), [iPad](#) Price **£50**
 Manufacturer [SteelSeries](#) Website [steelseries.com](#)
 Dimensions **108x55x20mm** Weight **54g**
 Connectivity [Bluetooth](#)
 Power [Micro-USB](#) (lead included; 10+ hours)

Tap!
 EDITOR'S
 CHOICE!



At first, we thought the SteelSeries Free was ridiculously small, as if someone had left it in a hot wash overnight. We played with the dual sticks, watched our thumbs collide, and grumbled a bit.

With low expectations, we were therefore shocked at how well the controller worked with the majority of games we tested. Like the 8-Bitty and Gametel, the SteelSeries Free is an iCade-compatible controller. It pairs with relative ease, although there are two modes (one for PC/Mac use), which slightly complicates matters.

However, unlike rivals, this controller's button mapping wasn't designed by someone who hates you, hence actions in games mostly working as you'd expect. There were exceptions – Qwak HD, for example, was simply unplayable – but out of all the iCade-compatible controllers on test here, this was the only one where we found we could really get stuck into League of Evil, Super Crate Box and Midway Arcade.

The D-pad proved reliable too, although diagonals were perhaps a touch too easy to slip into on occasion. However, we mostly ended up using the left-hand joystick; this resembles an analogue stick, but on iOS it's really another digital directional controller. Still, for titles such as Gridrunner, Ice Rage and Air Attack it proved excellent, and we even ended up using the stick for platformers and racing games.

Really, all SteelSeries Free gets wrong is the price. At £50, it's a tenner more than we'd like to part with. However, we have to admit that you are paying for quality, as well as comfort and the best compatibility outside of a full-sized iCade, and so if you have the funds, this tiny controller comes highly recommended.



DUO GAMER

Works with [iPhone](#), [iPod touch](#), [iPad](#) Price **£60**
 Manufacturer [Discovery Bay Games](#)
 Website [duo-games.com](#)
 Dimensions **145x80x35mm** Weight **175g**
 Connectivity [Bluetooth](#) Power [2xAA](#) (up to 24 hours)



The Duo is unique in this group in pairing as a Bluetooth headset and having dual analogue sticks akin to those on traditional games consoles, offering impressive integration with compatible games – this one isn't iCade-compatible, like the others, but instead works only with certain Gameloft titles. Games refer to specific aspects of the controller as you play, rather than you scrabbling around, trying to find out what each button does. This is admirable, but that's where the good stuff ends.

The first thing you'll notice on using the Duo is that it appears to have been sculpted with all the grace of a brutish woodsman hacking away at a log with a massive axe. It's not so much unergonomic as anti-ergonomic – imagine holding a lightweight brick that cuts into your hands. Fortunately, the D-pad and buttons are solid and reasonably responsive; less fortunately, the analogue sticks are stiff and twitchy, and take time to get used to.

On the games front, racer Asphalt 7's default tilt controls gave more precision than the Duo, meaning the controller's only worth considering if you use your device at a distance, wired into a TV. For first-person shooters (N.O.V.A. 3; Modern Combat 3) the Duo suddenly makes sense, your set-up resembling something like an Xbox or PlayStation, even if the controls still aren't nearly as fluid as a traditional console's; and even then, we'd say you'd need to be a massive fan of the very few compatible titles to take the plunge at this price. Everyone else: stay away. **CG**



Philips Original Radio ORD7100C/10

Put on your brothel creepers and head back to the 1950s with this hip groovebox from the cool cats at Philips, daddy-o!



KEY INFO

Works with



Price £169

Manufacturer

Philips

Website

philips.co.uk

Dimensions

247x390x250mm

Weight 4.37kg

Styled after a classic Philips radio from 1955, the Philips Original Radio strikes a deliciously retro pose with its heavy duty Bakelite-ish casing, chrome knobs and brushed metal trim – not to mention its lovely recessed lighting. It's mostly a joy to look at, like some kind of futuristic jet age bread bin from outer space.

Yes, it mostly looks glorious, and it feels heftily retro as well, weighing in at 4.5 kilos; maybe a little on the light side for a 1950s radiogram, but close enough. The real let-down is the dock; you get the feeling that the design heavyweights took care of the basic unit, getting everything just right, before handing it over to the technical people who took it upon themselves to wedge an ugly plastic dock into the front, all angular and plastic and flimsy and just plain *nasty*. Obviously you need to have a dock and it makes sense to put it there, but couldn't

they have at least have made an effort to style it up a bit so that it didn't stick out like a sore, leprous, weeping thumb?

And then there's the aerial. We don't

normally get cross about aerials, but here we'd have expected a proper telescopic aerial. Instead, we got one of those long stringy wires that we're never quite sure what to do with. Do you dangle it

off a shelf? Blu-Tack it to the wall? Whatever you do with it, it's going to look untidy. Still, at least you don't have to worry about it having an adverse effect on your DAB reception because, bafflingly, the Original takes its whole retro thing that little step too far by being FM-only (or VHF-only if you're reading this in 1955). If you want DAB and can't be bothered to install the iPlayer Radio app on your device, well, you'll just have to spend an extra £30 on the next model up.

Yes, yes, enough about that – what does it actually sound like? Well, now. We're told that it packs something called a Bass Reflex Speaker system. Something about "a bass pipe that is acoustically aligned to the woofer to optimise the low frequency roll-off of the system." Okay. We'd kind of hoped all that weight was due to the Original having a set of dirty great speakers crammed into its sizeable frame, but the noise this thing kicks out tells another story. Yes, there's a detectable bass throb in the mix, but the overall impression is damp and airy with little in the way of presence. It's all top end with a bit of bass and a lack of warming mid-tones. That it got on fine with the stylings of the early low-fi Velvet Underground is about the kindest thing we can say about it. Naturally, we tried to adjust the tone controls to see if we could eke

a slightly more agreeable sound out of it, but there aren't any.

Also, the Original's quite keen that you install Philips' HomeStudio app on your device. It's meant to be a clever all-in-one music-playing radio-tuning weather-forecasting sleep timer package of joy, but bless our souls, it's bad. We had trouble getting it to even play music; it didn't want to know about anything that wasn't a playlist. Thankfully, you can ditch it and play music with the standard app.

Also, we managed to crash it. The Original, not the app. It needed to be power cycled and everything. Awesome!

Look – if we wanted a dock to match one of those fabulous retro Smeg fridges in a '50s-style designer kitchen, and if we only really wanted to listen to Radio 4 and some podcasts, we can guarantee that we'd be all over the Original Radio in a jiffy. We're don't, though. Do you? *JM*

💧 We'd kinda hoped the weight was due to it having a set of massive speakers 💧

Tap! VERDICT

"A beautiful retro radio scarred by an ugly dock and grim audio; more for looking at than listening."



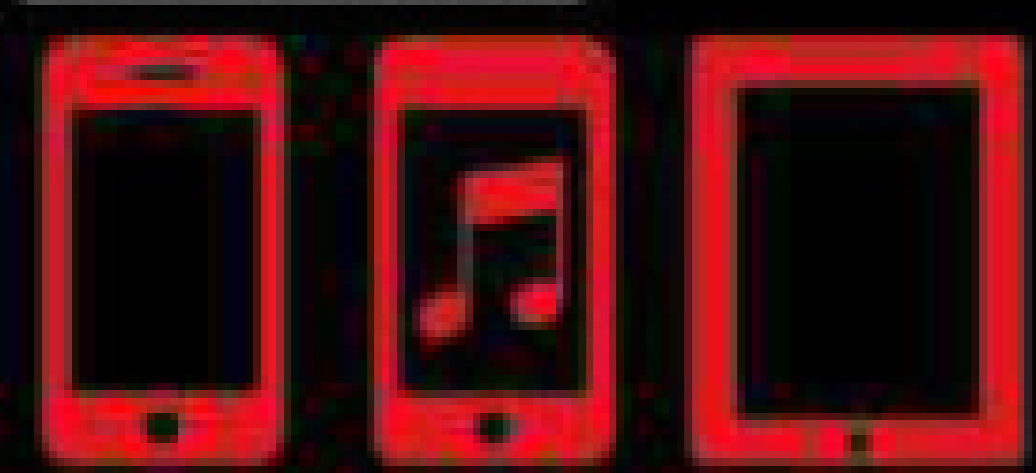


Philips Hue

We can't stop giggling, imagining that this is someone's name – like, 'Phillips, Hugh'. Anyway: iPhone-controlled lightbulbs, anyone?

KEY INFO

Works with



iPhone iPod iPad

Price £180 for starter pack, £50 for each additional bulb

Manufacturer

Philips

Website

meethue.com

Brightness

600 lumens

Quoted lifespan

15,000 hours

Take a photo and sample colours in it for each bulb, then save it as a preset

Look, we know that when we first tell you that Philips is trying to sell you some internet-connected lightbulbs that you control from your iPhone for *one hundred and eighty quid* that you'll think Philips is mad. Or we're mad. Or both. And we get you. It sounds like both a stupid amount of money to spend on lightbulbs, because... They're lightbulbs, innit? Flick a switch, turn 'em on; flick it the other way, turn 'em off.

And despite all the caveats, we can't deny that we're charmed by them, and it's possible that we won't be able to resist buying a set.

A starter set comes with three bulbs and a base station for the aforementioned *one hundred and eighty quid*. You can subsequently add up to 50 single bulbs for £50 a pop, but you need the starter set first, so that you have the bridge that joins the bulbs to your

network. The bridge is a big puck around the size of a hamburger. You connect it using Ethernet to your router – yes, Ethernet rather than Wi-Fi – and plug it into the mains. It communicates with the bulbs – screw-fit only at the moment, not bayonet, though you can buy adapters on the high street

– using its own RF (radio frequency) system, but of course even though you've plugged the bridge into your network using Ethernet, now that it's part of your network, you can connect to it however you please, including from your iPhone, iPad or iPod touch through Wi-Fi. (Indeed, you can connect over the internet from the other side of the planet if you set up an account, which is fun.)

Pairing is easy. Download the free app, press a button on the bridge, and you're done.

Now the fun begins. Not only can you change the brightness of each bulb individually, but you can also change its colour. The bulbs are LEDs, and you can adjust the red, green and blue values of each. The app by default has a number of light recipes: there are slightly wacky ones that create colourful scenes, as well as pleasant presets such as 'Energize' and 'Reading' that set the brightness and off-white colour for the bulbs.

You can look at a colour spectrum, drag each bulb onto it to set its hue and brightness, and then set this as your own preset. You can even take photos or load one in from your library and sample colours from it for each of your bulbs, then save that as a preset scene. The colours are generally good, though there are

limitations – no browns or blacks, of course, and the greens are distinctly anaemic.

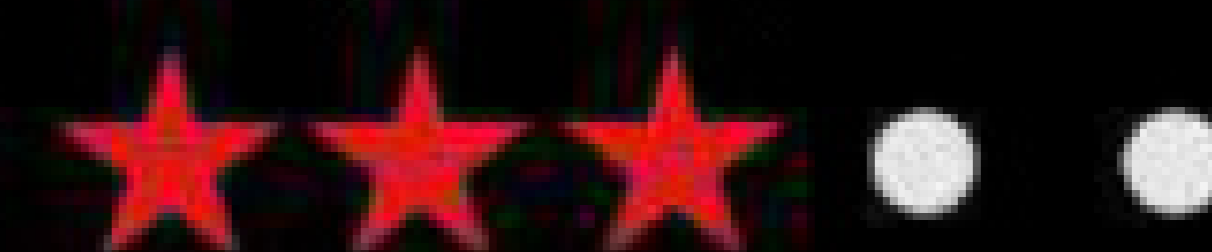
You can set timers to switch a scene on and off immediately or on a three-minute or nine-minute fader, though we'd like to see a kind of semi-random switch on/off to act as a burglar deterrent. And should you add lots of lightbulbs, there's currently no easy way to control 'zones' of them.

There's no escaping the fact that this is an intimidatingly expensive system, and though the LED bulbs' energy efficiency means running costs are good, they're only rated for about 15,000 hours of use. Note, too, that at 600 lumens, each bulb is definitely 'mood lighting'; they can't replace main overhead lights for most rooms.

Availability is currently a bit all over the place if you do want some, and even though they're not five stars, we still think these are worth buying, if imperfect. **CP**

Tap! VERDICT

"Fills your home and your heart with a rainbow of geeky joy – but damn, they're expensive."





Pogo Connect Adonit Jot Touch

Works with iPad Price £73 Manufacturer Ten One Design
 Website teneonedesign.com Dimensions 13x13x132mm Weight 45g

Works with iPad Price £74 Manufacturer Adonit
 Website adonit.net Dimensions 42x23x10mm Weight 23g

There's no need to feel under pressure to create great artwork with these two great iPad styluses – but which one of them is top draw?

The Adonit Jot stylus has been a firm favourite here at Tap! for a while now, and its new pressure sensitive Jot Touch model continues that tradition. But how does it compare with the new kid on the block, the Pogo Connect?

On first impressions, the Jot Touch feels the more serious of the two with its solid, metallic design. It feels like a professional's tool, while the Pogo feels lightweight and more like an 'accessory'. The Jot has three programmable shortcut buttons compared to the Pogo's one, but the Pogo has the neat touch of an LED that mimics the colour you have selected in your painting app. Despite the Jot's pro feel, the Pogo feels much lighter and more responsive than its heftier rival when in use. The Jot's precision disc is designed to allow accuracy and to mimic the sensation of applying pen to paper, but the disc feels like you're scratching at the iPad's screen when applying pressure (even though you aren't), and its hardness doesn't feel natural when you're painting.

Both use Bluetooth to connect to your iPad; the Pogo uses low-power Bluetooth 4.0 that reduces the native compatibility to iPad 3 and above, but does include Palm Rejection technology. Pairing the styluses with your iPad is especially easy with the Pogo, since it uses a free-to-download app – Open Pogo – which connects you with the

click of a button on the stylus, whereas the Jot requires you to pair it using your iPad's Settings app – which is time-consuming and required with each use, unlike the Pogo that's constantly connected.

Because of the pressure sensitivity, both styluses only work with a selection of apps, but these include favourites such as Procreate and Noteshelf, which we used for our tests. These can be activated through menu options in the respective apps. The sensitivity of both is wonderful compared to the basic nature of other styluses.

Pen and ink brushes now feel much more like using the real thing in Procreate, with the Pogo creating darker lines when more pressure is applied. Conversely, the Jot feels slower to render the heavier lines and so only gets darker when held in place for longer, which doesn't feel right. In our tests the Pogo struggled to pick up the lightest of light touches (such as using subtle pencil lines in a sketch), while the Jot did an excellent job with these very light strokes. The Pogo also behaved abnormally with some wetter brushes, with a harder, thinner line appearing at the beginning before filling out, which meant creating subtle watercolour was not easy with the brush not behaving logically.

For note taking in Noteshelf, the Pogo Connect really came into its own here –

despite the Jot's formal design – because you can really get more subtlety into your writing. As with the pen and ink brushes in Procreate, the Pogo makes heavier strokes when applied with more pressure, like a felt-tip or ink pen. The Jot, on the other hand, unintuitively requires much more pressure over a longer period of time in order to get a heavier brush stroke.

Despite its slight misbehaviour with some brushes, the Pogo Connect feels the more intuitive of the two for an artistic stylus, despite the Jot's excellent accuracy. **AT**

Tap! VERDICT

Pogo Connect

"Easy to set-up and versatile, this complete stylus takes using the iPad to a new level."



Adonit Jot Touch

"Accurate and robust, this is a real artist's tool, but not as intuitive to use as it should be."



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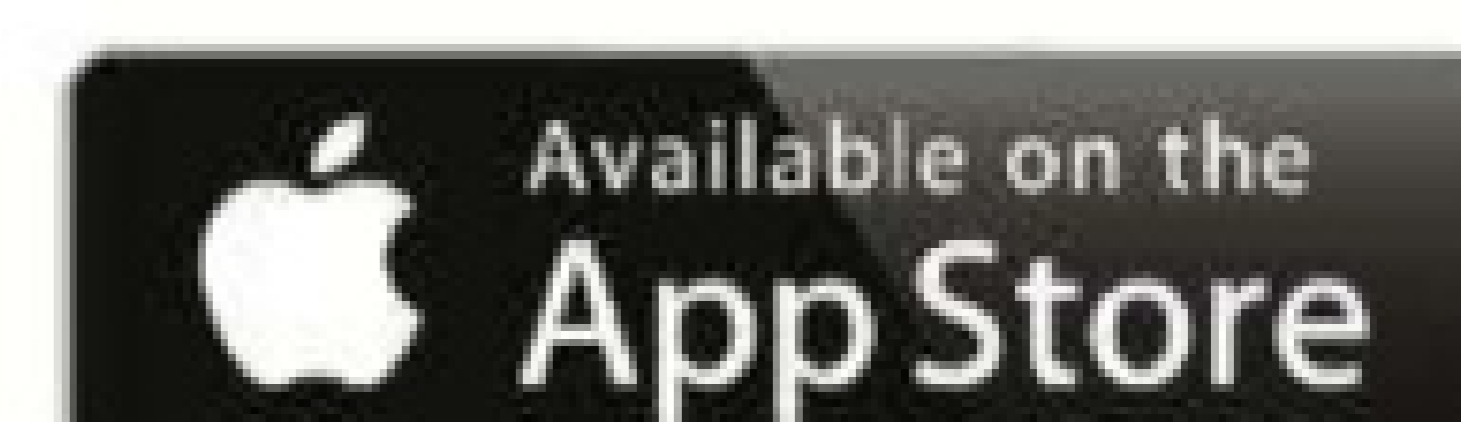


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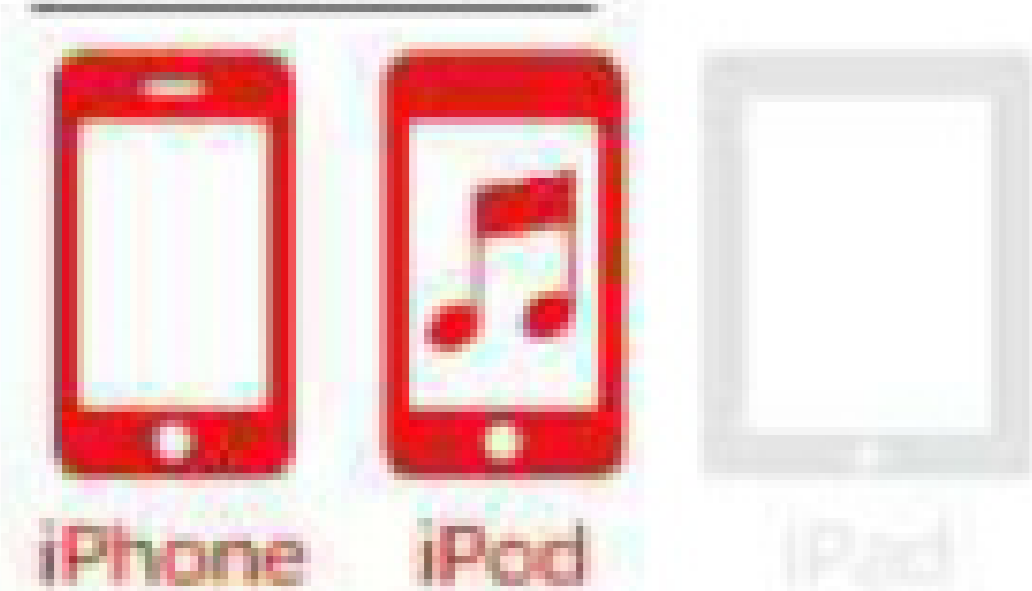


Fitbit One

Can stats really act as an incentive to help you to lead a healthier lifestyle?

KEY INFO

Works with



Price **£80**

Manufacturer **Fitbit**

Website

fitbit.com

Dimensions

48x19.3x9.65mm

Weight **8g**

Similar to the Jawbone UP or the Nike+ Fuelband, you clip the One to you and it tracks how many steps you take and how many floors you climb, and from that and other data, estimates calories burned and distance walked – and it all seems accurate enough in this regard.

You can see your progress on the One itself – a crisp display cycles through the various metrics as you press a button – and by syncing either directly with an app on some iOS devices or through a dongle on your Mac or PC.

Older Fitbits could only sync through a dongle, so the fact that you can now do the sync directly with an iOS device is great – but there are caveats. You must have a device that has Bluetooth 4.0 – iPhone 4S or later, iPad 3 or later, iPad mini – if not, you still have to



sync through the tiny Bluetooth 4.0 dongle you get in the box, through your Mac or PC.

The new design for the clip is inconvenient – you have to take the One out of the clip and slide it into the fiddly band for tracking sleep and to help the alarm wake you – but it feels brilliantly secure. It's also water-resistant and washing machine-proof. Ahem...

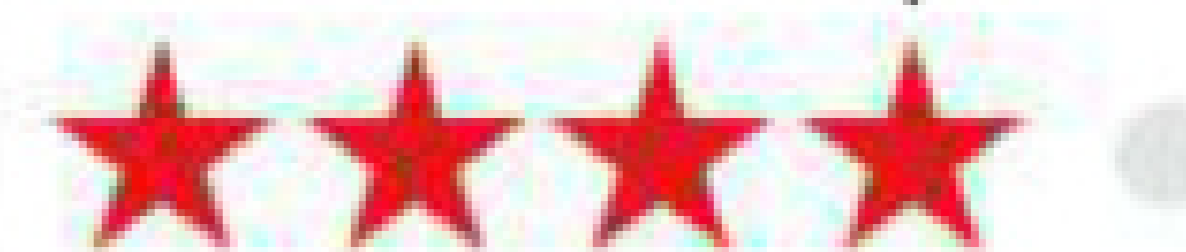
The data collected is good (though the sleep data isn't as granular as with the Lark or Zeo) and we've become firm advocates of the view that even just merely recording your activity and setting arbitrary goals has a positive effect on your health and wellbeing. But unless you pay \$50 for a Premium

subscription, you don't get explicit advice about what to do to improve – though we like how you can link Fitbit with partner services such as MyFitnessPal and MapMyRun.

It's a good product, but if you can stretch to £130, get the Nike+ FuelBand instead. **CP**

Tap! VERDICT

"A good way to track your activity and help incentivise yourself to lead a healthier life – but not perfect."

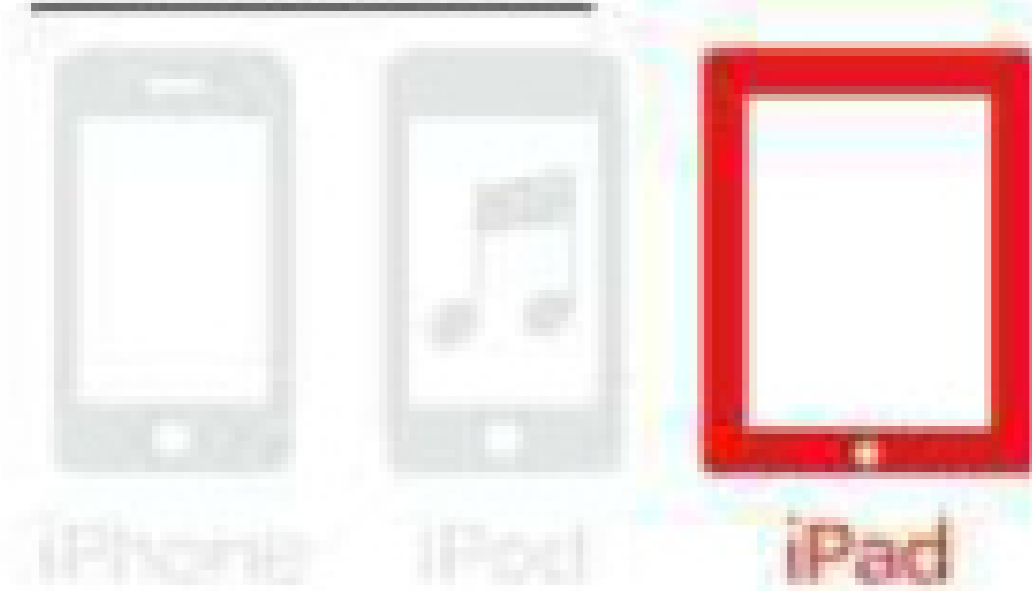


Crayola DigiTools Ultra Pack

Get kids to draw all over the iPad, instead of the the kitchen floor

KEY INFO

Works with



Price **£40**

Manufacturer

Crayola

Website

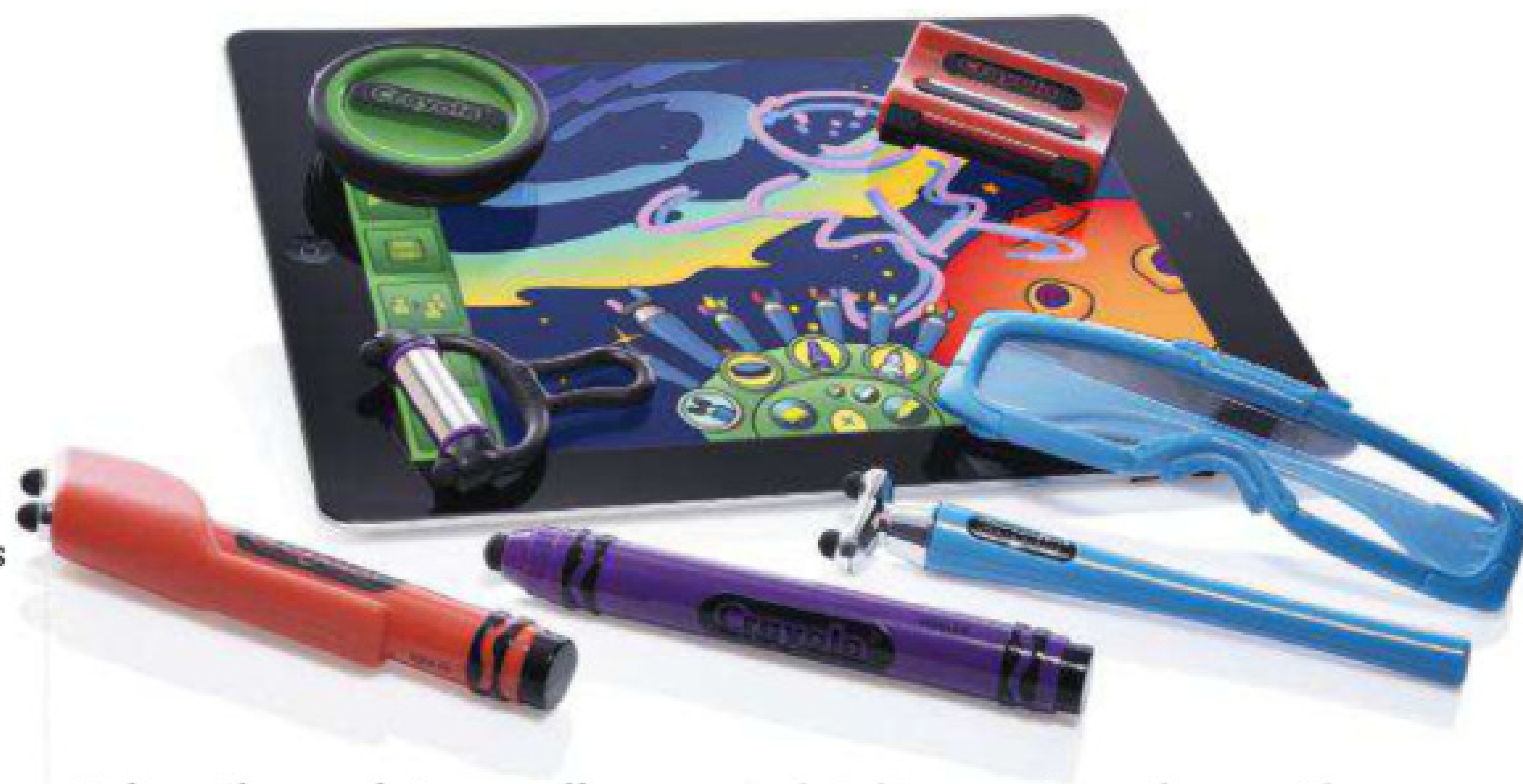
crayola.com

Pack contains

Digital Stamper, 3D Glasses, Digital 3D Tool, Digital Colour Changer, Digital Rainbow Roller, Digital Crayon, Digital Airbrush

The Crayola DigiTools have conductive rubberised tips that work on the iPad's capacitive screen so you can paint, stamp or draw using them instead of your fingers on three free apps. The DigiTools are available in various packs, but we had the Ultra Pack, which contains all seven of them for £40.

In the DigiTool 3D app, you can use the 3D Tool; it has two nibs that draw two lines at once, one being a background layer and the other a foreground layer when viewed through the supplied 3D glasses. The 3D effect works perfectly, but the dual-nib design makes it awkward to draw anything beyond scribbles. While in the DigiTool FX app, the Digital



Colour Changer lets you roll a over an area you've already coloured and it changes the colour of the ink. Unfortunately, we ran into a snag with the Crayola tools here – simply swapping to the Colour Changer works fine, but if you go back to the Crayon, the app is still stuck in Colour Changer mode. You have to manually reselect a pen from the colour picker wheel to start using a different tool; kids found this hard to understand.

Overall, the minor caveats here aren't enough to spoil a perfect

sketching session – these easily trump the original Crayola iPad pen and app in comparison, and we're giving the Crayola DigiTools a great big 3D tick. **GB**

Tap! VERDICT

"A fine creative iPad companion that all children will enjoy playing with time and time again."



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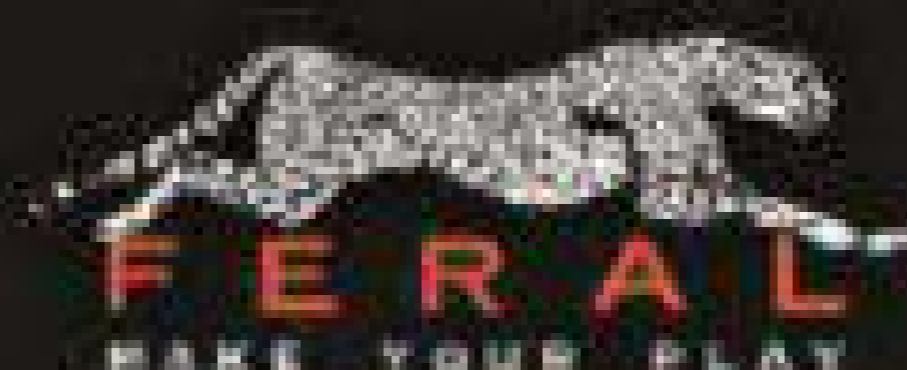
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rocksteady™



Onkyo iOnly Stream ABX-N300

A stylish, great-sounding speaker dock that's incredible value for



KEY INFO

Works with



iPhone iPod iPad

Price **£200**

Manufacturer **Onkyo**

Website

uk.onkyo.com

Power output

2x10W RMS

Frequency response:

40Hz-20kHz

Signal to noise ratio

70dB

Dimensions

430x131x148mm

Weight

2.6kg

The first thing that strikes you about the Onkyo iOnly Stream is its exquisite

looks: the combination of curvy black cloth body, glossy top panel with touch sensitive controls and illuminated aluminium foot all make it look classier than its £200 price tag might suggest. A sliding aluminium top panel glides away to reveal a 30-pin connector dock, and additionally for iPhone 5 and latest generation iPod and iPad owners, the iOnly Stream is AirPlay compatible, saving you – in this instance, at least – from having to fork out an adaptor.

Getting the iOnly Stream up and running over AirPlay/Wi-Fi is fiddly, though. Neither the skinny remote, touch-sensitive buttons

nor the narrow dot-matrix display make it particularly easy to do, although Onkyo does give you the option of setting up the system using a web browser and the iOnly Stream's Ethernet port.

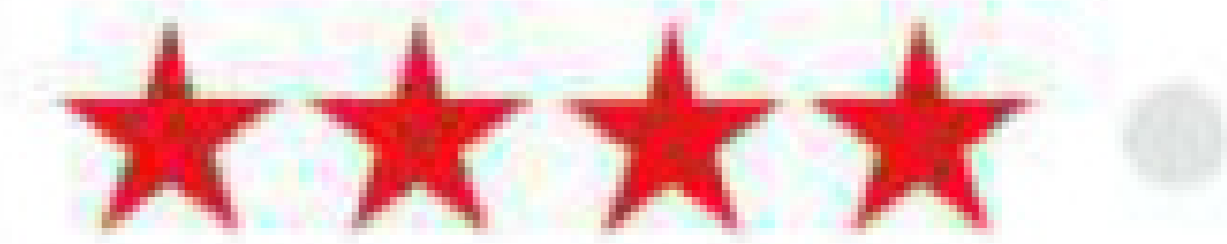
Luckily all this melts into insignificance when you actually sit down and listen to music on it. It might be compact and keenly priced, but the iOnly Stream really treats your ears with an exciting and engaging sound that – while lacking in truly deep bass – never manages to outstay its welcome. Its crisp, clean, neutral sound won't please everyone, of course, but this is one AirPlay speaker

dock you'll find yourself coming back to again and again.

As it stands, the Onkyo iOnly Stream's good looks, great sound and decent feature count all make it worthy of your money. **RMG**

Tap! VERDICT

"Even at its original £300 price tag, the Onkyo iOnly Stream offered incredible value for money."

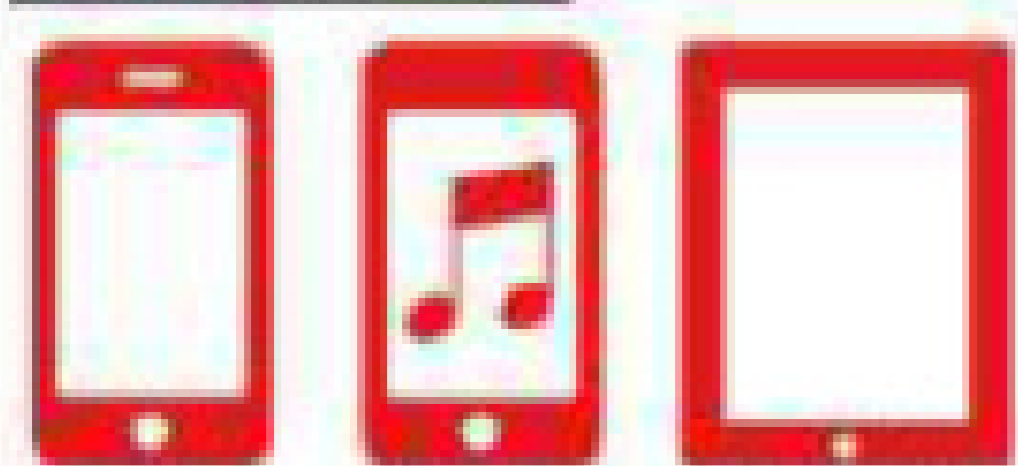


SuperTooth Disco 2

The highly portable Disco 2 enables you to take the party with you

KEY INFO

Works with



iPhone iPod iPad

Price **£73**

Manufacturer

SuperTooth

Website

supertooth.net

Dimensions

108x70x182mm

Weight **472g**

Bluetooth is no longer a pariah in iOS 6 and the function's move into the main Settings menu has been a real boost for those of us that want to use it. This is the follow up to SuperTooth's original Disco Bluetooth speaker. Designed as a more portable alternative, the Disco 2's key feature is its internal battery that – according to the manufacturers – once charged from the mains can do around four hours playback at high volume and 10 hours at low volume. We got it to around six hours before it needed a charge, and that's a mightily fine amount for a portable speaker.

We used it as a way to listen to music in the kitchen, but the great

thing about such devices is the possibilities they give you. When we eventually get a summer, the Disco 2 could frequent picnics and garden parties. Its 16W power takes your music into the loud territory – providing there's not too much background noise – but bass is lacking as you might expect from a device of this size; it's just over 180mm tall.

Of course, the latest Bluetooth 4.0 is supported with a 10 metre range – the connection worked instantly mostly reliably, although we did have an issue with walls disrupting the signal.

The only real question we have with the Disco 2 is its price – £73. Alongside the Logitech UE Boombox (£80) and Mobile Boombox (£73), it occupies a strange place between cheaper devices such as the Creative D100 and more expensive and better-sounding models such as the Jawbone Jambox. But the boon of the Disco 2 is that you're getting portability and pretty decent sound quality for a fair whack less than the £100 mark. **DGm**



Tap! VERDICT

"A very capable Bluetooth speaker that's lightweight for carrying around and has a great battery life."



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 Manufacturer Sennheiser
 Website sennheiser.co.uk

➤ Sennheiser has clearly poured almost everything it has into the drivers here – the bits that actually make the sound. They're stunning. Warm without being cloying, bassy

without it ever overwhelming the balanced, crisp mid and treble tones. A genuine delight. They're also some of the comfiest headphones we've ever used; we were happy to wear them for an entire day at a stretch. But the build quality – and we don't exaggerate here – is what we'd expect from a pair of twenty-quid headphones from HMV. Cheap-feeling plastics, wobble, unpleasant finishes and an in-line

remote/mic combo that's fiddly and inconvenient. The price tag justifies the sound quality, but when you're paying £260, you want whatever you buy to feel premium and to last. **CP**

Tap! VERDICT ★★☆☆

"Lovely sound and comfy, but wrapped in a horrid, cheap-feeling shell. For £260?"



equinux tizi+ £150

Works with iPhone, iPod touch, iPad
 Manufacturer equinux
 Website equinux.com

➤ The tizi brings live TV to your iOS devices over the airwaves, instead of streaming and potentially using up your data allowance. After installing the free app, it picks up digital TV broadcasts through its integrated

antenna, and wirelessly streams them to your iOS device. It's powered through USB or by a removable rechargeable battery that lasts for up to three and a half hours on a full charge. You can record your favourite TV shows directly to a microSD card (not supplied) in the new tizi+, so they don't take up memory on your iOS device. Unlike many DVRs, there's nothing stopping you transferring

recordings to your computer, too. The tizi+'s biggest drawback is that it sometimes struggles to get a decent TV reception, even when a reasonable signal strength is reported. **IO**

Tap! VERDICT ★★☆☆

"Great in a good TV reception areas, but it struggles when conditions aren't ideal."



Kanex mySpot £50

Works with iPhone, iPod touch, iPad
 Manufacturer Kanex
 Website kanexdive.com

➤ The mySpot turns an Ethernet internet connection into a Wi-Fi access point (it doesn't support the fastest wireless N protocol, though). It's ideal for hotels give free Ethernet internet access but charge for a Wi-Fi

service. Since mySpot is powered by USB, you need to take your charging plug or a similar USB adapter with you. You'll need an Ethernet cable, too; there isn't one supplied with the device. It's easy to set up and use, though. After connecting, just look for an SSID that starts 'Kanex mySpot' and log on. Make sure you use your web browser to set a password. Up to 16 devices can connect at once, but if

your hotel limits connections, mySpot may not be able to bypass this restriction. It's great for business travellers, but if the whole family logs on, streamed media may stutter. **IO**

Tap! VERDICT ★★☆☆

"If unreliable wireless internet is holding you back, mySpot could be just what you need."



89

Atomic Floyd PowerJax +Remote £99

Works with iPhone, iPod touch, iPad
 Manufacturer Atomic Floyd
 Website atomicfloyd.com

➤ We've tested several different flavours of Atomic Floyd earphones in the last couple of years. The PowerJax are about half the price of the SuperDarts and a good £80 cheaper

than the Mini Darts, and unlike the Mini Darts, the PowerJax *really* hit the spot. Sound quality is fantastic for the price point, despite each bud containing just a single 13.5mm driver. You'll notice the difference between these and even a decent set of mid-range earphones – they're worth the upgrade.

The Atomic Floyd tradition is to build everything to withstand a nuclear war; there's a tangle-free Kevlar cord,

and injection-moulded steel supplies the bulletproof body. The in-line remote allows you to pause and skip tracks, and taking calls through the built-in mic works a treat, too. **JR**

Tap! VERDICT ★★★★★

"There are some better headphones out there, but not for £99. Just brilliant."



Griffin PowerJolt SE £14

Works with iPhone, iPod touch, iPad
 Manufacturer Griffin
 Website griffintechnology.com

➤ This is a rugged little Lightning connector car charger with a coiled cable, so it can stay out of the way, but stretch to a total length of 1.4 meters if needed. Once it's plugged in, a white light glows around the edge of the

connector to indicate power, which is useful, but it doesn't change colour or indicate in any other way when it's actually charging an iOS device.

It's a 10-watt charger, so it's powerful enough to charge the new iPad 4th gen, iPhone 5 and iPad mini; it charged all these devices with ease and at the same rate you'd expect with these devices connected to the mains. The coiled cable is tidy and can stretch

as required, but be aware that there's no stand for an iPhone to rest in with this sort of simple design. If you just want a cheap, simple in-car charger, however, then we'd recommend it. **GB**

Tap! VERDICT ★★★★★

"A neat and compact in-car charger for your Lightning connector-required device."



THE Tap! TOP_50

THE VERY BEST
ACCESSORIES FOR
YOUR iPhone, iPad
AND iPod TOUCH



£100+ iPhone/iPod TOUCH SPEAKER DOCKS

B&W Zeppelin Air £500
bowers-wilkins.co.uk

▶ It comes with a hefty price tag, but your ears will forever thank you. The Zeppelin Air sounds stunning: clean, clear trebles balanced perfectly with the bass. What's more, you don't even need to dock your iPhone or iPod touch into it, since you can send music to it wirelessly using AirPlay. Oh, and did we mention its beautiful looks?

Philips Fidelio DS9010 £250
philips.com

▶ Big enough to seat an iPad (see below), but perfect for the iPhone and iPod touch, too.

Revo Axis £175
revo.co.uk

▶ A brilliant multi-function dock with a DAB/FM radio as well as the iPhone connection.



SUB-£100 iPhone/iPod SPEAKERS

Logitech S715i £75
logitech.com

▶ A recent price drop makes these speakers more attractive than ever: they produce the best sound you'll get for under £100. Trebles are beautifully crisp, but the bass hasn't been neglected. Its built-in battery means you can pick up your tunes and take them with you wherever you go. Superb.

Philips Fidelio DS3020 £67
philips.com

▶ A teeny tiny little dock at a teeny tiny little price; it sounds phenomenal for the money.

Pure Contour 100Di £95
pure.com

▶ A compact, well-designed DAB radio into which you can dock an iPhone, iPad or iPod.



iPAD SPEAKER DOCKS

Philips Fidelio DS9010 £250
philips.com

▶ This device will blow you away with its audio prowess: it's by far and away our favourite speaker dock for the iPad, and the iPhone and iPod touch fit beautifully as well. Granted, it's a lot pricier than many of its competitors, but the sound you get here is so beautifully rich and balanced that it's the perfect sound system, in our ears.

iHome iD9 £83
ihomeaudio.com

▶ Proof that decent sound can come out of a small unit. Stereo separation's good, too.

Altec Lansing Octiv 450 £86
alteclansing.com

▶ A cute little speaker stand that fits perfectly in small places and sounds excellent.



SUB-£50 HEADPHONES

Apple In-Ear Headphones £49
apple.com/uk

▶ Perhaps surprisingly, given how lacklustre the earbuds that Apple used to bundle with its devices were, these upgrade headphones sound great. After the leaky, tinny buds you got in the box with your iPhone or iPod touch, these comfortable earphones will come as a bassy, rich revelation. Even the case is brilliantly designed!

Sennheiser MM50iP £39
sennheiser.co.uk

▶ A great set of headphones that offers plenty of bass and clicker for answering calls.

House of Marley Freedom £49
thehouseofmarley.com

▶ Warm, rich sound from well-designed earbuds with a snag-resistant fabric cable.



£50+ HEADPHONES

Etymotic hf3 £94
etymotic.com

▶ Pop a pair of these in, stick on your favourite music and lose yourself as you discover parts of the song you've probably never even noticed before. They come with several sizes of tip to fit your ears snugly, or why not treat yourself to a pair of tips moulded to fit your ears exactly, for an extra £70? Take it from us, it's well worth the spend.

Sennheiser HD 518 £80
sennheiser.co.uk

▶ No fancy noise-cancelling here, just simple, over-the-head cans that sound great.

Sennheiser MM 550-X Travel £226
sennheiser.co.uk

▶ With active noise-cancelling, these wireless headphones are great to use on the go.



BLUETOOTH HEADSETS

Aliph Jawbone ERA £74
jawbone.com

▶ If you need one of these Bluetooth headsets for making hands-free calls, you may as well go for the craziest one there is. Not only does it talk to you, but its motion sensor means you pick up calls by tapping the whole unit. Add to that the sophisticated noise-cancelling tech and its good looks, and you have the perfect headset.

Etymotic etyBLU2 £111
etymotic.com

▶ Sleek, smart and sophisticated – and the call quality is absolutely excellent.

Plantronics Gamecom P90 £16
plantronics.com

▶ Not ideal outdoors, but it works fine in quieter places, and is such good value.



iPAD (ORIGINAL) CASES

Cygnett Prism SoundScoop £19
cygnett.com

▶ There are loads of cases that cover the back of your iPad, but many can be loose around the edges. Not so with this one: the sides grip your tablet like a vice, while a little scoop on the bottom angles sound around towards you. It's available in red, blue or grey, and is made from translucent material that lets the iPad's lines show through.

Incipio Destroyer £61
myincipio.com

▶ Protect your iPad from your kids and the elements with this über-solid bolt-on case.

Scosche foldio P1 £28
scosche.com

▶ Cover your iPad's front and back, or fold the case around to form a tidy multi-angle stand.



iPAD 2/3 CASES

Apple Smart Cover £35/£59
apple.com/uk

▶ This is smart in more ways than one. As well as covering your iPad 2's screen when you're not using it, it flips around into a two-angle stand, and automatically switches the screen on and off when you open and close it. And its clever magnetic design means that it always clips into place perfectly – although it doesn't cover the metal back.

Belkin Verve Folio £25
belkin.com

▶ A businesslike leather folder and stand that offers good protection, and looks the part.

iLuv Smart Back Cover £26
i-luv-uk.co.uk

▶ Designed to be used in combination with the Smart Cover, this protects the back.

iPAD STANDS

Griffin A-Frame £24
griffintechnology.com

▶ You'll find these solid aluminium stands all around **Tap!** Towers, because they're excellent. The A-Frame will hold your iPad or iPad 2 in portrait or landscape, it leaves room for a charging lead, and its high back and rubber feet mean you can tap away on the screen without your iPad wobbling or the stand sliding away from you.

Twelve South Compass £28
twelvethsouth.com

▶ The ideal travel companion: this sturdy stand folds down for easy transportation.

Belkin Chef Stand + Wand £23
belkin.com

▶ A useful kitchen stand, and the stylus can switch on the iPad 2's screen. Clever.



iPHONE 3G/3GS CASES

Incipio Feather £7
myincipio.com

▶ Available in a range of colours and finishes, the Feather clips tightly around the back and sides of your iPhone, protecting it from bumps and scrapes. As its name suggests, it adds minimal weight and bulk, and is also available for the iPhone 4 and 4S. Incipio even sells these in packs of two, so you can swap cases to match your mood.

Pro-Tec Executive Leather Case £7
kondor.co.uk

▶ These smart leather cases don't cost too much, but look the part and protect well.

Speck Fitted ArtsProjekt £25
speckproducts.com

▶ Backed in decorated fabric, these cases look fantastic and provide good protection.



iPHONE 4/4S CASES

Artwizz SeeJacket Alu £29
artwizz.de

▶ This dual-layer case consists of a rubber grip that sits inside a tougher aluminium shell. The inner section comes out over the front edge of your iPhone, meaning you can put it face-down without worrying the screen could get damaged, and the metal shell offers more protection than many of its plastic competitors.

Pro-Tec Executive Leather Case £9
kondor.co.uk

▶ Just like the one for the iPhone 3G and 3GS, these look smart and don't break the bank.

Griffin Survivor £24
griffintechnology.com

▶ An excellent way to defend your phone against the elements, or even your kids.





IPHONE STANDS

KitSound iPhone Dock
£8 kitsound.co.uk

▶ Proof that good things come in little packages: this tiny dock (there are separate versions for the iPhone 3G/3GS and 4/4S) will charge and sync your device, while the included RCA audio lead means you can play the audio from your device through external speakers. Superb value for money.

Kensington Night Stand Charger **£8**
 kensington.com

▶ This and its app turn your iPhone into a bedside clock.

Griffin AirCurve Play
£11 griffintechnology.com

▶ Ideal for video calls, this props your iPhone at an angle and amplifies the built-in speaker.

CHARGING

Mophie Juice Pack Plus
£30 mophie.com

▶ If you're going to be away from a power outlet, plug it into one of these high-capacity battery cases to make sure your iPhone 4 or 4S doesn't run out of juice. The 2000mAh battery gives you several hours of vital extra use on the go. For the iPhone 3G/3GS, check out Mophie's Juice Pack Air, instead.

Proporta USB TurboCharger 5000
£43 proporta.com

▶ A big battery that can recharge several devices simultaneously.

Griffin PowerJolt Plus
£10 griffintechnology.com

▶ Keep your iPhone, iPod touch or iPad powered up in the car with this great-value charger.



INPUT

Adonit Jot Pro
£26 adonit.net

▶ With its innovative nib design it seems like the Adonit Jot Pro might be a pain to use, but it's actually a joy. We'd still recommend the Just Mobile AluPen or Wacom Bamboo Stylus as a sketching tool – their softer nibs are better suited to expressive drawing – but for writing, it's pretty unbeatable.

Logitech Keyboard for iPad **£40** logitech.com

▶ This also works with the iPhone and iPod touch, and comes with its own carry case-cum-stand.

ZAGGfolio for iPad 2
£75 zag.com

▶ A gorgeous keyboard housed in a lightweight protective case and stand for the iPad 2.

OTHER KIT

TomTom Car Kit
£80 tomtom.com

▶ A must-have mount and charger for using your iPhone or iPod touch as a sat nav.

Jabra Freeway
£68 jabra.com

▶ An essential in-car accessory: FM transmitter, loudspeaker and voice controller all in one.

Griffin CinemaSeat
£18 griffintechnology.com

▶ Pop the iPad into one of these and strap it to the back of your car seat for an in-car cinema!

Vogel's iPad Mounting System **£65** vogels.com

▶ This versatile system lets you stand and mount your iPad in different places.

AmpliTube iRig
£22 ikmultimedia.com

▶ Hook a guitar up to your iPhone, iPad or iPod touch to lay down those licks.

Alesis iO Dock
£139 alesis.com

▶ Add a whole host of audio interfaces to your iPad, including MIDI.

PCTV Broadway 2T
£149 pctvsystems.com

▶ Stream TV from your home to your iPhone, iPad and iPod touch – anywhere in the world.

Disney AppMATes
£20 disney.com

▶ Drive these little cars across the iPad's screen to control a game: brilliant for kids.

WORDS WITH ATTITUDE

People





SIR STEVE REDGRAVE *Sports Personality*

“GolfshotGPS analyses my game and lets me know where I might be going wrong – not that I can do anything about it!”

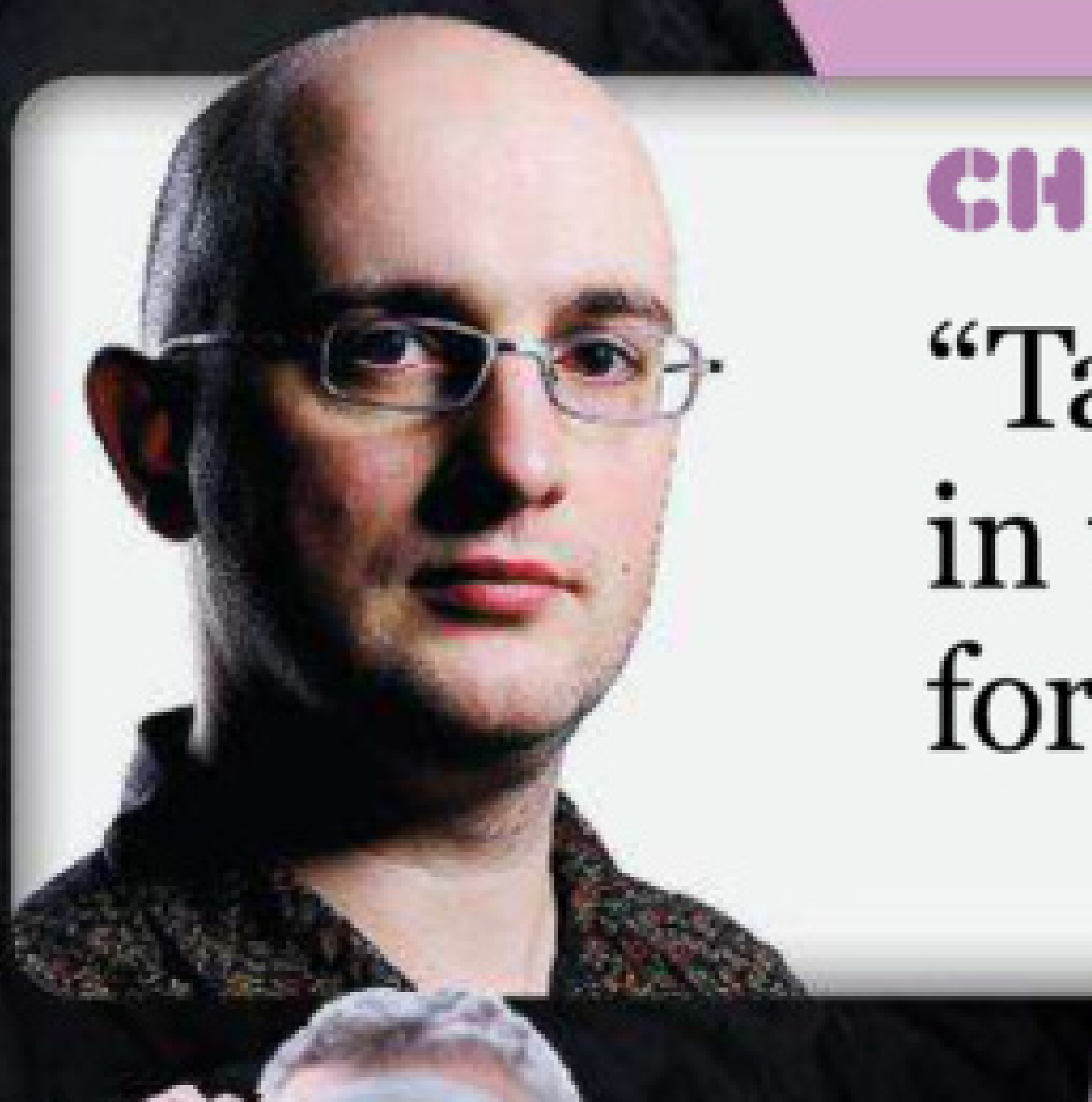
MY HOME SCREEN p96



IAN BETTERIDGE *Columnist*

“With the Surface RT tablet, Microsoft is relying on ‘Windows’ being a magic bullet, and on customers being stupid”

COMMENT p97



CHRISTOPHER PHIN *Editor*

“Tablets existed before the iPad, of course, in the same way that software exists in beta form before you can actually buy it, but...”

F.A.Q. EVERYONE p98



CAN YOU GET A BETTER NIGHT'S SLEEP?

“Dream:ON claims it can influence your dreams with audio soundscapes, but sadly, I failed to carry out DiCaprio-style espionage”

TAP CHALLENGE p99



MATT GEMMELL *Columnist*

“My office is only as large as it needs to be. Thinking space is what really matters. Does your workspace facilitate creativity?”

DEV_ZONE p100



MY HOME SCREEN

SIR STEVE REDGRAVE

Sir Steve – Knight, five times gold-winning Olympian and BBC 2011 Sports Personality of the Year – loves his iPad, especially his own rowing-inspired app, River Adventures.

iTunes

Since I'm travelling regularly, I use my iPhone for listening to music quite a lot. I like Simply Red, Tina Turner, The Clash and some Oasis, but I share an iTunes account with my daughters, so a lot of their more current music is on there as well – I often find myself wondering what on earth I'm listening to!

GolfshotGPS

This app is great because it lets me analyse my golfing game and lets me know where I might be going wrong – not that I can do anything about it! It can download almost any course in the world and will map out where you play, shot-by-shot, including greens in regulation. It also makes for a rather handy scorecard.

British Airways

I mainly travel with British Airways, and this lets me check out flight times, destinations and make bookings. The iPhone tends to be more of a personal organiser and planner for me these days rather than a phone!

Risk

While the app isn't a completely true representation of the world domination board game, it's still an enjoyable diversion, especially since each game happens to take around half an hour, which nicely coincides with about the same time as my commute into London...

Sky Sports Football

I find myself logging into this app whenever there's a Wycombe or Chelsea match on, just to keep up to date with things. The coverage is fairly comprehensive, even for a smaller club like Wycombe, though the updates tend to favour the larger teams.

Cut The Rope

I have my daughter to thank for introducing me to this one! It appeals to me because it's strategy based, and you can take it at your own pace and take time to think about what move you want to do. It's handy when I lose signal on my commute from Wycombe.

River Adventures

I've been having an equally fun and frustrating time playing my River Adventures app. When I was originally approached about having an iPhone game based on rowing, I must admit, I wasn't really sure about it. But the introduction of different rivers around the world and the potential dangers they bring make it a lot more appealing. I'm excited about where we can take River Adventures with further updates.

Telegraph

I write a column for *The Telegraph*, so it's always one of my first ports of call when I'm getting an update on the news. I'm very much a traditional male in that I read a newspaper from back to front, so I always head to the sports section before checking out any of the more current affairs and news stories.



WebEx

Because I keep in constant touch with my office, the WebEx office is useful for organising various video conferences and meetings, even when I'm travelling.

Solitaire

I love playing solitaire, which might seem a bit strange to the current generation of game players. It's a game that a lot of people will remember from playing on older PCs, but I still enjoy playing it on the iPhone.



THE WORLD ACCORDING TO BETTERIDGE

It's tough playing catch-up when you rely on a nineties philosophy in the 21st century

Poor Michael Dell. You work hard and start from your humble student dorm room, spend your life pioneering the low-cost PC clone, build a multi-billion dollar business, end up as the 41st richest person in the world, and all anyone remembers about you is an off-the-cuff remark you once made about Apple.

Dell has become infamous for his 1997 quote, when asked what he'd do if he was CEO of Apple – “shut it down and give the money back to the shareholders”. Had he had the chance, they wouldn't have thanked him for it: with Apple then trading at \$17 a share, and two stock splits since, each 1997 share would now be worth around \$2,000.

Bad advice, with hindsight. But in fairness, at the time, it wasn't such an outlandish idea. Apple was a company with issues. It had one platform – the Mac – and it was aging badly. And let's not forget that it was also faced with a very dominant computer platform, in Windows.

What Dell didn't see coming was the rise of a completely different platform in the shape of the smartphone, which (coupled with the cash from the surprise hit of the iPod) would give Apple the chance to become the world's biggest company. And what he also failed to see was that Microsoft, the patron whose software largesse he lived on, would utterly fumble the shift from the computer to the phone.

Microsoft assumed that, if it put the magic word 'Windows' on a smartphone operating system, and it had a 'Start' menu in the corner, it would sell. The fact that Windows CE (later renamed Windows Phone) couldn't actually run Windows applications didn't matter. If this sounds familiar, it should: it's almost exactly the same mistake Microsoft is making with the Surface RT tablet that runs 'Windows RT', which doesn't run the vast majority of Windows applications.

Microsoft is relying on customers being stupid, on the word 'Windows' being a magic bullet of a brand that people will buy even if it's not proper Windows. The problem for them is that customers aren't stupid: when they check if their Windows RT tablet

can run Medal of Honor, they're going to find out it can't. And that it can't run any of their existing Windows software, either.

So why is Microsoft doing the Surface RT at all? Simply because it recognises that it faces a thin end of a very deep wedge in the form of the iPad. When corporate customers like Barclays are buying thousands of iPads – many of which will replace Windows laptops for mobile use – Microsoft starts paying attention. If it doesn't, they will use Windows less, which means fewer sales of Office and Exchange, and the entire 'stack' of software that Microsoft relies on for its revenues will topple.

If the iPad is Apple's stealth weapon to replace corporate laptops and thus hurt Microsoft, it's also a trojan horse driven straight into the Android citadel.

If you buy an iPad, the next smartphone you buy is likely to be an iPhone. If you've got an iPhone and an iPad, you're more likely to stop using services like Google calendar, Gmail and contacts, in favour of the free Apple equivalents.

Obviously you'll still use YouTube and search, of course, but Google will have been locked out of a whole slew of data about you, data that it needs in order to prop up the declining click-through rates from its ads.

Neither company can afford for the iPad to continue to succeed, because in both cases if it does, it will threaten the core of their business. For Microsoft, it's all about clinging on to its past, for Google it's all about ensuring it has plenty of ads to sell in the future.

And as for Apple? For Apple it's about ensuring that it will never be in the same position it was in in 1997, and that Michael Dell will never get a chance to say, 'I told you so.'

💡 Microsoft started paying attention when corporate customers bought iPads to replace Windows laptops 💡

PROFILE

Ian Betteridge

► Ian Betteridge once shared a lift with Steve Ballmer, which was possibly the most terrifying experience of his life. He lives in London with a cat, a girlfriend, and just the four iPads.

Can you remember what tech you were using in 1997? Is it a bad thing for the competitiveness of the industry that Windows is now so far behind Apple? Tweet your thoughts with the hashtag #tapbetteridge, or send us an email at letters@tapmag.co.uk



F.A.O. Everyone

I woke up one day, and all of a sudden nobody thought tablets were stupid any more

When the iPad was unveiled in January 2010, the reaction from many ranged from the perplexed to the outright vituperative. Apple cautiously positioned it as a kind of middle way, a third device whose place was between your traditional computer and your smartphone. It did this, I think, because even Apple was specifically and consciously aware that it didn't know what the iPad was or could be; it offered it up as quite explicitly a blank slate, knowing that how people decided to use it, and the apps that would facilitate this, would define its role organically. Apple deliberately made a simple thing with a few sensors and output systems and said 'off you go; see what you make of this'.

Well, it didn't literally say this, because it is, to put it mildly, poor business practice to make something and then confess to the public and to your shareholders that you don't really know what you've made, who'll use it, or how. But if you watch the keynote address at which the iPad is announced, you'll see that basically everything that's said about it is abstract; they're things onto which you can project both your own perceptions and personal aspirations.

Of course, what Apple also did was create something that tickled our mammalian hind-brain. I never use 'sexy' to describe computer hardware, but if I had a handy fMRI scanner and an even handier time machine and could do some kind of test showing some people the iPad just after its introduction, and showing others pictures of attractive people of the gender of their choosing, my gut suggests you could draw parallels between the brain activity in both groups – a basic 'want!' pattern.

It's always been my contention – or, um, observation, if you want to be a bit mean and a lot accurate – that the iPad was a device that few people bought because they had a specific use case in their head for it. They bought it because it looked awesome. They bought it because there's clearly been some kind of ur-iPad floating about in our psyche for ages – the clearest example you can reach for is the

PADD in *Star Trek* – and that there was therefore some kind of desire hole (shush, now) in the world that just happened to be iPad-shaped.

But the second part of my observation is more important than the first: it's that once people had an iPad – even the first gen – in their lives, they discovered that there were lots of odd little situations and use cases they hadn't anticipated into which the iPad fitted; and if it wasn't the perfect shape out of the box, a dab of lubrication – a 69p app here, an accessory there – was all that was needed to slide it right in. It, in other words, inveigled its way into your life in a way that would be a bit bloody frightening if it wasn't so bloody good.

Tablets existed before the iPad, of course, in the same way that software exists in beta form before you can actually buy it. And even once the iPad hit, it took many months before it got any serious competition – either in functionality, in desirability or in cost. I write this just as 2012 hurtles headlong

towards Christmas, and it feels like if an ad break doesn't have a 30-second spot for an iPad, it has one for a Kindle Fire. And if it has neither then there'll be one for the Nexus 7. Or even all three.

“It feels like if an ad break doesn't have a 30-second spot for an iPad, it has one for a Kindle Fire or the Nexus 7”

Those perplexed and vituperative folks who greeted the iPad's debut with such confusion and bile must surely be in the minority now. The question of what a tablet is has been answered, even if that answer is 'the definition changes every day'. And the value of a tablet has been demonstrated millions – billions – of times over, every time we pick one up to play a game, write an email, read a magazine and so on; and square that for every time you do something intentionally on a tablet rather than on a traditional laptop or desktop.

Suddenly, the world has decided that tablets are useful and desirable things – whose validity is no longer questioned. But you knew that a long time ago.

What was the moment for you when you realised that tablets such as the iPad were taken seriously? Tweet your thoughts to @tapmaguk – we'd love to hear them!

PROFILE

Christopher Phin

► Christopher Phin is the Editor of **Tap!** The day after the very first iPhone was launched, he was ushered into a small room in San Francisco and handed one to try; he's been hooked ever since. His monthly bill for the App Store is terrifying.

THE Tap! CHALLENGE



Reader @ithain challenges us; can you...

Get a better night's sleep

using your iOS device?

Ian Evenden searches for a snooze, and hopefully doesn't take too many readers with him

➤ Pity the poor tech journalist struggling for a good night's sleep. Until Apple starts adding padding to its devices, we're going to have to make do with traditional pillows accompanied with some sleep-inducing iOS apps.

Dreams, of course, are often associated with a bad night's sleep, when you awaken sweating and panicking after being chased by parsnips, or that you tried on your girlfriend's thong and now the damn thing *won't stop tightening*. (Ahem. Just me?) Dream:ON is an app that claims to influence your dreams through audio soundscapes and even create a desired scenario, but sadly, I was unable to carry out DiCaprio-style corporate espionage. It only claims to work on 50% of people, however.

The Lark (£90) is a gadget that links to your iOS device wirelessly using Bluetooth and uses its own motion sensor to track your sleep patterns and then offer advice for how to improve the quality of sleep you get. The Zeo Sleep Manager (£120) takes it further – recording your body's electrical signals and muscle movements and then displaying a graph of your sleep patterns that claims to help improve your sleep over time. These should be considered as patient, long-term investments, though; neither is an immediate, overnight fix.

There's nothing like a good bedtime read, so I poke around Newsstand and the Kindle app before remembering the recent publication of the Leveson report into the culture, ethics and

practices of the press, which can be added to iBooks. At just the 1,987 pages, that'll make the eyelids droop after my evening curry. If only there was something I could drink with it...

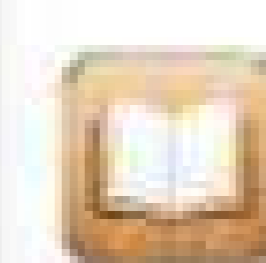
Malt Matcher from Diageo informs me that the ideal match for a dish of Kashmiri chicken is a 12-year-old malt from Speyside. And after a sip, I head up the wooden hill to Bedfordshire.

💧 The Lark uses a motion sensor to gauge the best time to wake you, unlike an unpleasant alarm clock 💧

KEY APPS

 **Dream:ON Free**
Produces a 'soundscape' when it senses you're asleep, to influence your dreams. Take note, your mileage may vary.

 **Malt Matcher Free**
A limited selection of food/whisky interfaces from Diageo that's sadly lacking Italian.

 **iBooks Free**
Apple's ebook app will happily view PDFs too, and there's plenty to read on the iBookstore through the night.

YES!

...ish. It's theoretically possible, with both apps and add-on hardware available – but our correspondent is a particularly hardened insomniac. Want to set our next challenge? Tweet us with the #tapchallenge hashtag!

DEV_ZONE

We love developers. The iPhone's endless novelty and utility is down to them. These are their pages.

➤ **Column: Space to think**
How often do you *really* come up with solutions with your head in your hands, staring at a blank computer screen?

➤ **How to: write with LLVM**
With less typing and less line-wrapping, it makes a lot of sense to use LLVM 4.0 to write cleaner code. We'll show you how it's done.



Clear space for thinking

Whether you're designing interfaces or debugging an algorithm, the most useful place to be is anywhere but your desk

➤ I'm fortunate enough to have my own home office. In it you'll find a primary development machine, a satellite laptop that I travel with, and perhaps a dozen assorted iOS devices. My desk takes up about a quarter of the room, and it's where I do just about all of my programming.

The rest of the room is the important part. Most of it is open space, but there are a few noticeable features: an armchair, a whiteboard, a guitar, and a huge amount of stationery. There are also toys and games judiciously sprinkled around the room. There's a 3DS, a PS Vita, some beanbags, magnets, LEGO... even a few action figures. They're not concentrated in any one spot, but rather are distributed so that something fun is always within reach (which of course includes the iOS devices themselves). I even have a library of development- and design-related material, as well as inspirational volumes.

The working space in my office is only as large as it needs to be, which isn't very large at all; we tend to disappear into the computer when we work, anyway. It's the other area that really matters – my thinking space.

We all know that the most troublesome algorithms, elusive bugs or trickier user interface design problems don't always submit to brute force. We've all experienced the benefits of a fresh

perspective the next morning. We've all been granted the epiphany in the shower. Yet, strangely, many of us don't design our working environment to properly facilitate our creativity.

Our brains are capable of incredible focus, but mental fatigue is a real and ever-present hurdle. There's a developer's equivalent of writer's block, a frustrating sense of a veil between you and the correct solution; you

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know that it exists, but the specifics continue to elude you. The fool continues to stare at the screen, even though the screen is probably the problem.

The wise developer, however, acknowledges that we all need distraction at times. Do something else, and if your immediate environment doesn't readily allow it, then change environments. Go to another room, or step out onto

the street. Kick a football for a while. Just *do something else away from the machine*.

The most critical thing you can do away from the machine is thinking about the stuff you *are* doing on the machine. Jot down your assumptions on some printer paper, and sketch the user interface on a whiteboard. Don't sit at the same desk to do your sketching, either – go to the office cafeteria, a nearby coffee shop, or your own kitchen table. The couch is fine too, so long as you leave the TV off (though fifteen minutes on your favourite console would probably be time well spent).

Space, perspective, and the alternate mental state brought on by just changing the environment (or the topic) invariably brings clarity to whatever problem you've just pushed to the background.

A computer is a requirement, but hardly the most valuable tool at hand. Our most critical asset is our ability to think clearly. It's the most basic qualification, and it's the means by which we can demonstrate our skills. Take care to ensure that your working environment allows you to actually think, as well as just write code.

PROFILE Matt Gemmell

Matt Gemmell is an iPad, iPhone and Mac OS X developer specialising in user experience. He runs his own business, Instinctive Code, and frequently speaks at industry conferences. He has written hundreds of articles covering development and interface design at mattgemmell.com, and his clients include Apple and other Fortune 500 companies.

Literals and Subscripting in iOS 6

Write more readable code using LLVM 4.0's new compiler support for literals in Objective-C

➤ One of the main complaints targeted at Objective-C is that it's verbose (the other argument is that it's sort of weird-looking, but you can at least get used to that). Instantiating simple objects can often involve long-winded initialisers, and the problem becomes magnified when collections such as arrays and dictionaries are involved.

Up until now, there's been a single exception: NSString. We've been able to use the @"my string" string-literal syntax to automatically create an NSString object, and now (with LLVM 4.0, included with Xcode 4.4 and later), we can use literals for other types, too. Less typing, less line-wrapping, and much more readable code.

Literals work just like we're used to with NSString, making it easy to switch to using them. For example, instead of using [NSNumber numberWithInt:4], we can simply use @4, instead. The same applies to floats like @2.4f and to BOOL values like @YES.

NEXT ISSUE...

We'll show you how to get your complex interfaces laid out (and resizing) as you want them, using Auto Layout.

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Where literals become really useful, though, is with collections: we now have JSON-like syntax to create arrays and dictionaries. Arrays are made with square brackets, such as @[foo, bar, baz], and dictionaries use curly braces with keys and values separated by colons, @{@"name": @"Matt", @"age": @33}, for example (and note that you can use other literals within these, as you'd expect).

Furthermore, we can now index into (or subscript) arrays and dictionaries using literals, in an intuitive manner: myArray[@0] is the first object in myArray, and myDict[@"name"] returns the object in myDict corresponding to the "name" key. Xcode can modernise your code to use literals (through the "Convert to Modern Objective-C Syntax" command in the Refactor submenu of the Edit menu), or you can do it yourself, selectively. You can freely mix regular and literal/subscripted code, since LLVM converts the literals notation to conventional code before compiling.

See our tips section for more on this new language feature.

HANDS-ON

You can cut down on verbose (and line-wrap-causing) code by using literals wherever possible, including when accessing collections. Make sure you have at least Xcode 4.4 first.

Literals allow your code to be much less verbose and far more readable. Previously, to create an array of NSNumber objects, you'd have something like this:

```
NSArray *numbers = [NSArray arrayWithObjects:[NSNumber numberWithInt:6],
                                             NSNumber numberWithInt:7],
                    nil];
```

With literals, we can instead simply do this:

```
NSArray *numbers = @[6, 7];
```

Similarly, we can use subscripting to obtain elements of collections using literals.

The second (that is, element at index 1) element in the aforementioned array could be obtained like so:

```
NSNumber *num = numbers[@1];
// num is now an NSNumber with int value 7
```

Support for literals and subscripting

Apple's LLVM engineers were kind enough to implement literals and subscripting in a general way, even allowing developers to take advantage of the syntax for their own classes. Naturally, it's important that you preserve the intent and conventions of meaning if you do support the syntax – but that hopefully goes without saying. There are some additional features, and a number of subtle implementation points which can lead to gotchas that you should be aware of, so (as always) be sure to read the documentation thoroughly first.

Indexed subscripting

➤ For collections like arrays that are subscripted by a numerical index, you can provide such support in your own classes by implementing the `objectAtIndexedSubscript:` and `setObject:atIndexedSubscript:` methods (for each cases respectively).

Keyed subscripting

➤ Similarly, for collections that are indexed by a (usually string) key, you can support subscripting in your custom collection by implementing the `objectForKeyedSubscript:` and `setObject:forKeyedSubscript:` methods.

Boxed expressions

➤ Only scalar types are supported alone after the @ symbol in literals. Expressions can be boxed as objects by enclosing them in parentheses, such as @(M_PI/2). Enums can also be boxed, subject to some constraints.

Read the docs

➤ To avoid running into a few tricky edge-cases with literals syntax, you should read the LLVM/Clang docs on the new syntax, for the definitive word on what's supported, and what to look out for. You'll find it at clang.llvm.org with a search for Objective C Literals.



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Liquor Calculator

69p / 99¢ Candy is dandy, but liquor is *hic-er*

What is it?

Well, that depends on your drinking habits, good sir or madame! If you're a sensible drinker, 'tis but a way to track your tipples in the course of a night at your local public house or bar. You scroll through a list of beverages of an alcoholic nature, drag them up onto the virtual bar and permit your trusty iPhone wingman to use the power of statistics to work out how drunk you're likely to get as a result, and how long the state of being besozzled is likely to last for someone of your age, weight, and willingness to imbibe things with names like 'Orgasm' and 'A-Bomb'.

And what's so bad about that?

You know what drunks need? That's right - even *more* confidence in their own sobriety! Pity the poor barman trying to cut off the raving guy spluttering 'No - no, I'm noth drunkht! Look, my phone thaid show!' with Twiglets in his hair and his trousers hanging from the rafters. Liquor Calculator makes the obvious claim that it's for entertainment purposes only, but you just know that some

💧 You know what drunks need? That's right - even more confidence in their own sobriety! Pity the poor bar staff 💧

people are going to use it as an infallible stopwatch rather than a polite suggestion that it might be time to call a taxi.

How could it be made better?

If drunks get this assist, surely designated drivers deserve a quick 'FYI, you're probably on a sugar high. Sign nothing!' Also, while you can edit the settings of the drinks on offer depending on your bar's stinginess over volume and alcohol level - assuming you can still remember how to use a touchscreen by the end of the evening - you're out of luck if you want to track anything else.

And if I still want to get it?

You can stock up the cabinet by heading to tapm.ag/liquorcalc. And then when you hit town this Saturday, you too can experience that moment in the evening when you look at your phone and realise that the drinks you've consumed could fuel a small lawnmower, and this somehow seems amazing! Or depressing. Or hilarious. Depends how many you've had, really. Cheers!

**FOUND
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EDITORIAL

EDITOR-IN-CHIEF
Graham Barlow (GB)
graham@tapmag.co.uk
01225 822747

MANAGING ART EDITOR
Alex Thomas (AT)
alex@tapmag.co.uk

DEVELOPER EVANGELIST
Matt Gemmell
matt@mattgimmell.com

EDITOR
Christopher Phin (CP)
editor@tapmag.co.uk
01225 822719

ART EDITOR
Chris Hedley
hedley@tapmag.co.uk

GAMES EDITOR
Craig Grannell (CG)
craig@craiggrannell.com

DEPUTY EDITOR
Matthew Bolton (MB)
matt@tapmag.co.uk
01225 732382

PRODUCTION ASSISTANT
Tom Harrod (THa)
tom@tapmag.co.uk

DIGITAL PRODUCTION EDITOR
Alan Stonebridge (AS)
alan@tapmag.com

CONTRIBUTORS Ian Betteridge, Chris Brennan (CB), Steve Caplin (SC), Richard Cobbett, Peter Cohen, Emma Davies (ED), Ian Evenden, Dan Grabham (DGM), Christian Hall (CH), Tim Hardwick (TH), Andrew Hayward (AH), Kenny Hemphill (KH), Jim McCauley (JM), Rob Mead-Green (RMG), Liam Monticelli (LM), Zy Nicholson (ZN), Ian Osborne (IO), Nik Rawlinson (NR), James Rivington (JR), Steve Wright (SW)
ART CONTRIBUTORS BeaverTap Games, Future Photo Studio (Joseph Branston, Simon Lees), iStock Photo, Andy Ounsted

APP DEVELOPMENT TEAM

HEAD OF DIGITAL DEVELOPMENT **Stefan Kruger**
LEAD APP DEVELOPER **Paul Hudson**
APP DEVELOPER **Liz Wilson**
APP DEVELOPER **Scott Ewert**
PROJECT MANAGER **Adrian Hart**

ADVERTISING

ADVERTISING DIRECTOR **James Ranson**
james.ranson@futurenet.com
AD SALES MANAGER **Ashley Snell**
ashley.snell@futurenet.com
SENIOR SALES EXECUTIVE **Lucie Gillespie**
lucie.gillespie@futurenet.com
SENIOR SALES EXECUTIVE **Julian Tozer**
julian.tozer@futurenet.com

SENIOR CREATIVE TEAM

GROUP ART DIRECTOR **Steve Gotobed**
ART DIRECTOR, TABLET EDITIONS, TECHNOLOGY **David Hicks**
EDITOR-IN-CHIEF, TABLET EDITIONS **Mike Goldsmith**
CREATIVE DIRECTOR **Bob Abbott**
EDITORIAL DIRECTOR **Jim Douglas**

LICENSING

SENIOR LICENSING AND SYNDICATION MANAGER
Regina Erak
regina.erak@futurenet.com
If you would like to purchase the images featured in this publication, please visit www.futuremediastore.com or email mediastore@futurenet.com

MARKETING

GROUP MARKETING MANAGER - TECHNOLOGY
Philippa Newman
philippa.newman@futurenet.com
MARKETING MANAGER - TECHNOLOGY
Ben Tatlow
ben.tatlow@futurenet.com

SUBSCRIPTIONS & SUPPORT

Web www.tapmag.co.uk/app
Email apps@futurenet.com

FUTURE PUBLISHING LTD

PUBLISHER **Ian Robson**
GROUP PUBLISHING DIRECTOR **Nial Ferguson**
CHIEF EXECUTIVE **Mark Wood**



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Chief executive **Mark Wood**
Non-executive chairman **Peter Allen**
Chief financial officer **Graham Harding**
Tel +44 (0)207 042 4000 (London)
Tel +44 (0)1225 442 244 (Bath)