

New iPhone Keeps Apple Top of Class



06.22.10

Walter S. Mossberg, Wall Street Journal

Just three years ago, Apple wasn't in the mobile-phone business at all. Since then, its game-changing iPhone has become the most influential smartphone in the world. Now, on June 24, the company will roll out the fourth generation of the device, called the iPhone 4.

While attractive, capable new smartphones emerge regularly from competitors, a new iPhone deserves special attention for two reasons. First, the device lies at the center of a huge ecosystem of 225,000 apps, plus popular related gadgets like Apple's iPod Touch connected media player and iPad tablet, which collectively are approaching 100 million units sold. Second, the iPhone's multitouch, gesture-based interface; elegant Web browser; sophisticated music and video playback; and other features have been emulated on many competing devices, so what Apple does affects the whole industry.

I've been testing the iPhone 4 for more than a week. In both hardware and software, it is a major leap over its already-excellent predecessor, the iPhone 3GS.

It has some downsides and limitations—most important, the overwhelmed AT&T network in the U.S., which, in my tests, the new phone handled sometimes better and, unfortunately, sometimes worse than its predecessor. I'll get into that below. But, overall, Apple (AAPL) has delivered a big, well-designed update that, in my view, keeps it in the lead in the smartphone wars.

The iPhone 4 is a dramatic redesign. It manages to pack a radically sharper screen; a second, front-facing camera; a larger battery; a better rear camera with flash; and a faster processor into a body that is 24% thinner, a bit narrower, and retains the same length and weight as its predecessor's. In fact, Apple claims that the iPhone 4 is the world's thinnest smartphone and sports the world's high-

est-resolution smartphone screen.

With the front-facing camera, and clever new software called FaceTime, Apple has brought simple, high-quality video calling to mobile phones, albeit, for now, only over Wi-Fi and only among iPhone 4 owners. In multiple tests, this feature worked very well for me and is a classic example of the value of having one company do integrated hardware and software.

In addition, the iPhone now includes an updated operating system—which also can be installed free on the prior model—that introduces catch-up software features such as limited multitasking (the ability to run apps simultaneously); folders for grouping related apps; and, for email, a unified inbox for multiple accounts and the ability to present messages as threaded conversations. This software is called iOS4.

The iPhone 4 will cost the same as the iPhone 3GS: \$199 for a model with 16 gigabytes of memory and \$299 for 32 gigabytes, with a two-year contract from AT&T (T). The 3GS model will drop to \$99 with a two-year contract and 8 gigabytes of memory.

Design

Physically, the iPhone 4 is attractive and feels great in the hand. Even the back is now clad in glass, which Apple claims is a super-strong variety 30 times tougher than plastic. I dropped it several times from a few feet onto a hard surface with no problem, and it acquired no scratches at all in my testing, even though I didn't use a case or coddle it.

Although it is the same weight as its predecessor, the iPhone 4 feels denser and tighter—more like a fine possession than a disposable gadget. It still looks like an iPhone, but it manages to make the 3GS appear bulbous by comparison.

While its 3.5-inch screen, once considered huge, is now smaller than those on some other smartphones, the high resolution packs in a lot of material and makes text appear almost like ink on fine paper. The software is simply richer looking and smoother to use than on competing phones I've tested, with

Apple sells 1.7 million iPhone 4 phones in 3 days

06.28.10

Sinead Carew, Reuters



Apple Inc. had sold 1.7 million units of the iPhone 4 by Saturday June 26, its most successful product launch yet, the company said Monday.

Sales of the touchscreen smartphone, which competes with devices from Nokia, Research In Motion and Motorola, surpassed some analysts' expectations, as well as those of Apple itself, which has been having trouble keeping up with demand.

In a statement, Chief Executive Steve Jobs apologized to "customers who were turned away" because the company did not have enough supplies of the iPhone 4.

Hudson Square Research analyst Daniel Ernst said the 1.7 million number likely included pre-orders, which began on June 15. He said the phone appeared to have sold out in some stores this weekend in New York, Connecticut and Maryland, after the official launch on June 24.

Mr. Ernst said his rough estimate was for sales well north of one million. "This is closer to two million so it's above our expectations," he said. "No single smartphone model has been this successful."

Apple started selling the phone online on June 15, when both Apple and AT&T Inc's websites faltered amid heavy demand, causing delays to many customer orders. AT&T is the exclusive U.S. service provider for the iPhone.

The iPhone, which boasts video chat and a longer battery life, launched last week with fans lining up outside stores overnight by the hundreds.

AT&T's bigger rival Verizon Wireless, a venture of Verizon Communications Inc and Vodafone Group Plc, is countering iPhone by heavily promoting phones based on Android software from Google Inc.

Children's Book Apps Get Curiouser And Curiouser

06.16.10

by Nick Wingfield, *The Wall Street Journal*

I'm crazy about Web browsing, movie watching and other activities on the iPad, but the idea of reading ordinary books on Apple's device just doesn't appeal to me. I prefer the old-fashioned experience of reading in the printed form.

I'm intrigued, though, by the idea that the iPad, and eventually other tablet devices will give rise to a hybrid medium—call them book apps—that mix text with video, sound and game-like interactivity.



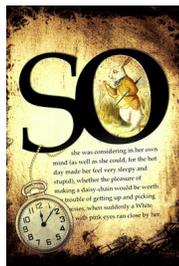
When cards really attack

After sampling several early examples of these books apps, I've seen some tantalizing hints of the creative possibilities for authors and publishers who recast themselves as app makers.

I focused on kids' books because they're among the first to cleverly exploit the iPad's capabilities and their rich illustrations can look great on the iPad's color screen. It also helped that my 7-year-old daughter and 3-year-old son were fascinated with the iPad, looking for any opportunity to smudge up its touch screen.

The most interesting of the book apps I found in Apple's (AAPL) online App Store was "Alice for the iPad," a 52-page version of "Alice in Wonderland" by a small company called Atomic Antelope that costs \$9.99. (A shorter "lite" version of the book is free.) The color illustrations for "Alice for the iPad" are based on the elegant wood engravings Sir John Tenniel did for the original 19th century "Alice's Adventures in Wonderland," which, like the text of the book, are now in the public domain.

The first sign there's something different about "Alice for the iPad" comes when you flip to its third page, where the White Rabbit's old-fashioned pocket watch, dangling by its chain from text, starts swinging whichever way the reader is holding the iPad. Other animated objects appear



White Rabbit's pocket watch swings as you tilt the iPad.

on later pages—a jar of marmalade, and collection of mushrooms—and move when you tilt the iPad or touch an object and drag it across the screen.

The animations can be predictable. On a page where Alice eats a cake that shrinks her body, a pile of cupcakes falls to the bottom of the screen, accumulating in an undamaged little pile, an action repeated on many pages with other objects. How much cooler would it be for the cupcakes' frosting to get messy when they drop? I wanted to be able smear them all over the text on the page.

Still, there are wonderful moments in "Alice for iPad." My favorite is when Alice is assaulted by a pack of flying playing cards. Alice's arms and body bobble as a blizzard of cards slams into her. My daughter and I couldn't resist trying to make the cards pile up on her by angling the iPad just so.

There's something fitting about the sensation of gravity that the animations bring to a story with so much body-shrinking and mind-blowing going on it. It will be exciting to see what the Atomic Antelope crew does with their next project: an iPad version of "The Wonderful Wizard of Oz."

"The Lorax" (\$3.99, also for the iPhone) from Oceanhouse Media is a vivid rendition of the Dr. Seuss classic, with some nice features to assist early-readers.

The app lets you read "The Lorax" like a traditional book, but with fun atmospheric sound effects like the sound of wind blowing and old crows cawing.

With my son, I choose another option that reads the book to him in a narrator's voice. Words on the page were highlighted as the narrator said them.

While there's no animation, one nifty feature of "The Lorax" app lets readers tap objects, like faucets, rocks and pails, to hear their names sounded out. My son was particularly fond of tapping to hear the words "Grickle-grass" and "Once-ler" over and over again.

The iPad version of "The Lorax" was the most static of the book apps I looked at, but considering the modest interactivity it brought to a lovely reproduction of a classic kids' book, it was worth the price. "Miss Spider's Tea Party for the iPad" (\$9.99) from Callaway Arts & Entertainment is based on a picture book about a lonely, tea-sipping spider that longs to

make friends with other insects. The app narrates the story to readers or lets them read it on their own. Bumblebees, beetles and other illustrated characters make noise and move when readers tap on them—another big hit with my son.

The app also lets you passively experience the story as a short animated movie. With another option, you can assemble puzzles or color in paintings featuring the story's characters.

"Miss Spider's Tea Party" illustrates an approach I predict many book-app creators will take: tacking a lot of multimedia material onto an electronic book, without paying enough attention to weaving it all into one coherent story.

This app can't decide whether it's a book, a movie or a game.

I believe it's a matter of if, not when, the great book apps for iPad will show up. I wager the good book apps will be original works, rather than adaptations of existing books, with an electronic version built from the ground up that will take advantage of the device. For now, "Alice for iPad" is the coolest book app out there.

Apple quietly includes malware prevention update in Mac OS X 10.6.4

06.18.10

Katie Marsal, *AppleInsider*



Apple silently updated its Snow Leopard malware protection in this week's Mac OS X 10.6.4 update, targeting a Trojan that disguises itself as iPhoto.

Though the new protection wasn't specifically listed in any of Apple's documentation accompanying Mac OS X 10.6.4, security firm Sophos discovered the update in the XProtect.plist file, which contains signatures of potential Mac threats. The new threat, dubbed HellRTS by Apple, has been distributed by hackers since April in the form of iPhoto.

Referred to as OSX/Pinhead-B by Sophos, the Trojan monitors browser activity unbeknownst to Mac users. It also makes a

Continued on page 3

Study looks at potential effects of multi-touch devices

06.09.10

Kanav Kahol, Arizona State University



Kanav Kahol, an assistant professor in ASU's Biomedical Informatics Department, is leading team of researchers in a project to measure the amount of strain on the hands and wrists of individuals who use multi-touch electronic devices, like Apple's iPad. They will use cyber gloves to measure the kinematic features produced while interacting with multi-touch systems. ASU photo by Scott Stuk.

The evolution of computer systems has freed us from keyboards and now is focusing on multi-touch systems, those finger-flicking, intuitive and easy-to-learn computer manipulations that speed the use of any electronic device from cell phones to iPads. But little is known about the long-term stresses on our bodies through the use of these systems.

Now, a team of researchers led by Kanav Kahol of ASU is engaged in a project to determine the effects of long-term musculoskeletal stresses multi-touch devices place on us. The team, which includes computer interaction researchers, kinesiologists and ergonomic experts from ASU and Harvard University, also are developing a tool kit that could be used by designers when they refine new multi-touch systems.

"When we use our iPhone or iPad, we don't naturally think that it might lead to a musculoskeletal disorder," said Kahol, an assistant professor in ASU's Department of Biomedical Informatics. "But the fact is it could, and we don't even know it. We are all part of a large experiment. Multi-touch systems might be great for usability of a device, but we just don't know what it does to our musculoskeletal system."

As we move towards a world where human-computer interaction is based on various body movements that are not well documented or studied we face serious and grave risk of creating technology and systems that may lead to musculoskeletal disorders (MSD), Kahol said.

Many of today's multi-touch systems have no consideration of eliminating gestures that are known to lead to MSDs, or eliminating gestures that are symptomatic of a patient population, Kahol said.

This project – supported by a \$1.2 million grant from the National Science Foundation – aims to develop best practices and standards for interactions that are safe and cause minimal user stress while allowing users to fully benefit from the new levels of immersion that multi-touch interaction facilitates.

In addition to Kahol, co-principal investigators on the project are Jack Dennerlein of the Harvard School of Public Health, Boston, and Devin Jindrich, an ASU kinesiologist.

Kahol said the project initially will focus on evaluating the impact multi-touch devices have on the human musculoskeletal system. Users will be fitted with electromyography (EMG) equipment to measure muscle forces, and cyber gloves to measure kinematic features that are produced while they interact with multi-touch systems. The researchers will then evaluate the impact of those stresses.

The second part of the project will develop biomechanical models where the user will be able to "enter the motion of a gesture, and the system will produce the forces being exerted through that motion, like a specific movement of the hand," Kahol explained. "We would then take this data back to the Microsofts, the Apples and other manufacturers so they could use it when they are designing new devices."

The system, Kahol said, will be built with off the shelf components and it will give designers a new tool to use when developing new multi-touch systems.

"The designers, the computer scientists, the programmers, they know little about biomechanical systems, they just want a system that they can employ in a usable manner and tells them if a gesture causes stress or not," Kahol said. "So our major challenge is going to be developing the software, the tool kit and the underlying models that will drive the tool kits."

Kahol said that the last time designers developed a fundamental interaction system with computers they modified the standard keyboard. While it was useful, it was not without its share of drawbacks.

"When we developed the keyboard, we didn't think through how working with it would affect the hands, arms, etc.," Kahol said. "As a result, it created a multimillion dollar industry in treating carpal tunnel syndrome. That is what we want to prevent with multi-touch systems."

"We are going for the preventative, rather than the curative," he added.

Continued from page 2

3

Malware prevention

machine remotely accessible to the attacker, who can take complete control of the computer.

"If you did get infected by this malware then hackers would be able to send spam email from your Mac, take screenshots of what you are doing, access your files and clipboard and much more," said Graham Cluley, senior technology consultant with Sophos.

Cluley took a negative response to Apple's secrecy, suggesting that the Cupertino, Calif., company should instead make note that the latest update to Snow Leopard helps to thwart a potentially dangerous Trojan.

"You have to wonder whether their keeping quiet about an anti-malware security update like this was for marketing reasons," he wrote on the company's blog.

Last September, Cluley also made note that users upgrading to Snow Leopard would see their version of Flash for Mac downgraded to an older, less secure version. Apple addressed the issue with an update a week later.

Released last August, Snow Leopard came with a built-in antimalware feature. While the previous version of Mac OS X, Leopard, flagged Internet downloads with metadata that alerted users when downloading files from the Web, Snow Leopard added an additional warning when disk images containing known malware installers are opened.

Apple released its latest update for Snow Leopard, Mac OS X 10.6.4, on Tuesday. The security and maintenance update fixed issues that could cause a Mac keyboard or trackpad to become responsive, and also resolved a problem that could prevent some Adobe Creative Suite 3 applications from opening.

How Many States Can You Name?



Father William, the old priest, made it a practice to visit the parish school one day a week. He walked into the 4th grade class, where the children were studying the states, and asked them how many states they could name. They came up with about 40 names. Father William jokingly told them that in his day students knew the names of all the states.

One lad raised his hand and said, 'Yes sir, but in those days there were only 13 states.'

Five underappreciated iCal tricks



Look beyond your calendar program's basics with these tips

06.14.10
Christopher Breen, Macworld.com

All too often, people treat Apple's iCal exactly like a paper calendar—a place to scribble down appointments and little more. As these tricks demonstrate, iCal has the power to automate, communicate, and remind.

1. Quickly create events

Many Mac users neglect (or are unaware of) OS X's Data Detectors. This feature lets compatible applications like Apple's Mail identify embedded information— addresses, phone numbers, days, dates, and times— and allows you to use that information in other applications. For example, hover your cursor over an address in an e-mail message and you have the option to create an Address Book contact based on that address or show the address in Google Maps.

iCal plays a part in this as well. Hover your cursor over something as innocuous as "lunch tomorrow with Paul," in an e-mail message and a small triangle appears next to "lunch tomorrow." Click that triangle and you have the option to create a new iCal event. That event will appear in iCal and be scheduled for the next day at noon.

2. Schedule your Automator workflows

You have better ways to spend your time in front of the Mac than performing tedious chores. Using Automator (/Applications), you can create workflows that automate some of these tasks. (Check out "Make Automator work for you" to learn the basics of creating Automator workflows.) Better yet, with iCal alarms you can trigger these workflows to happen when you're away from your Macs. For example, at the end of the day one might back up the files related to an ongoing project to another hard drive. To do so in Snow Leopard launch Automator. In the template sheet that appears, select iCal Alarm, and click the Choose button. Create your workflow and save it. When you save, you'll be prompted to name the iCal alarm. Do that, click Save, and a new Automator calendar appears along with an



event that will trigger your workflow. Feel free to change the time and day of the event as well as configure it to repeat.

3. Easily transfer calendars and events

Suppose you want to take the events on your desktop Mac and place them on your laptop for your next road trip. It's easy to transfer events, single calendars, or all your iCal calendars from one Mac (or account) to another. To make a copy of an event, just select the event in iCal and drag it to the Desktop, where it turns into a .ics file that can be opened with any application or Web service that supports the iCalendar format. To copy a calendar, select the calendar in iCal's Calendars column and choose File -> Export -> Export. The resulting sheet bears the name of the calendar (Home, for example). Click Export to save the copy. To export all your calendars choose File -> Export -> iCal Archive. The resulting .icbu file contains all of your iCal calendars, ready for you to import into another copy of iCal.

4. Remember to-dos

Get those to-do items done with the help of an iCal alarm. iCal users routinely create tasks with the program's To Do feature and then promptly forget to pay attention to them. If you need a gentle nudge to actually do something about a to-do item, select it, press Command-E, and in the window that appears, create an alarm for it. iCal's to-dos support the same kind of alarms offered for iCal events—Message, Message With Sound, Email, Open File, and Run Script. Although to-dos don't include a repeat option, you can create multiple alarms



simply by clicking the subsequent Alarm entry that appears after you create the initial alarm.

4

5. E-mail an event no matter what your e-mail client

iCal has a helpful feature that lets you e-mail someone else an event. To do so, just Control-click (or right-click) on an event and choose Mail Event. Regrettably, this feature uses Apple's Mail application, regardless of the e-mail client you may have configured as the default.

If you use a different e-mail client such as Microsoft Entourage, Qualcomm's Eudora, or Stickshift Software's Mailsmith, you're almost out of luck. You'd be completely out of luck if not for ZappTek's free iCal E-mail Notifications. These AppleScripts force iCal to choose a different e-mail client (supported clients include Entourage, Eudora, Mailsmith, CTM Development's PowerMail, and GyazSquare's GyazMail). Although the ZappTek site makes no mention of Snow Leopard, the Leopard scripts appear to work with Snow Leopard's version of iCal.

How to use Safari's new 'Reader'

06.09.10
Tophier Kessler, MacFixIt

One of Safari 5's new features that Apple is touting is the "Safari Reader," which allows you to focus on the content of an article and leave out flashing advertisements, links, and polls, and other sidebar information that accompany most Web content these days. The feature is welcome, but some people are having a confusing time figuring out exactly how it works and when it will work.

The "Reader" button will show when the reader is available.



The process is simple:

- Go to a Web site
- Click on an article so it is the only loaded article
- Click the "Reader" button in the address bar when it appears (or use the "View" menu or Shift-Command-R)

That's it! Safari will load the reader viewer and fade out the actual Web page to the background, allowing you to scroll

fewer confusing menus and settings, and far more apps.

Screen, Voice, Battery and Camera

Always brilliant at marketing, Apple has dubbed its new screen the “Retina display.” At a resolution of 960×640, it has four times the pixels of its predecessor and displays a whopping 326 pixels per inch. I don’t know how it compares with the human retina, but I do know that, just as Apple claims, text on the screen shows no jagged lines, even when expanded to giant size.

Voice quality was quite good, even on long speaker-phone calls, and data performance over Wi-Fi was excellent. Video and audio streamed from the Web played smoothly.

Apple claims longer battery life for most functions—seven hours of talk time, for instance, versus five hours on the earlier model. I didn’t perform a precise battery test, but, even in heavy use, the iPhone 4’s battery never reached the red zone on a single day of my tests.

The new rear camera is another big plus. My test pictures came out sharp and clear, even in low light and close-up situations. It isn’t the best cellphone camera I’ve tested, but it is a big improvement.

The iPhone 4 records video in high definition and, in my tests, these videos came out very well in most conditions. Apple also is selling for \$5 an iPhone version of its Macintosh video-editing program, iMovie, for editing the videos.

FaceTime

Video calling is one of this device’s best features. As noted, it currently requires an iPhone 4 and Wi-Fi connection on both ends, though Apple says it is making the technology free to others and hopes to have millions of compatible devices. There is no setup and nothing to learn. You just press a FaceTime button, and if the other person accepts the invitation to talk face to face, his or her image appears, with your own image showing in a small corner window.

You can tap an icon on the screen to swap the front camera for the rear one, so you can show your caller around the room, or include other people near you who are behind the phone.

You can even begin a video call as an audio cellular call, push a button, and switch it to a Wi-Fi FaceTime call. It worked great for me, except for a couple of brief freeze-ups.

Multitasking

After years of complaints, Apple finally has brought multitasking to the iPhone. But it has done so in a limited way that won’t please everyone. On the iPhone 4, multitasking doesn’t mean every app can work fully in the background. To prevent a disastrous drain on battery life, Apple has allowed only certain apps to fully multitask. These include streaming audio services like Pandora, which keep playing music from the Web while you do other things, and voice-prompted navigation apps, which keep working while you’re on a call. Others that fully work in the background include Internet calling apps, and those that perform long downloads.

But some logical candidates, such as Twitter and Facebook, merely pause in place when you switch away from them. You can get back to them quickly, and they update more rapidly than before, but they don’t constantly update in the background. They only wake up in the background if you have set them to notify you of an update, and then only for a limited time. Apple says constant fetching of hundreds of social-networking updates in the background would kill the battery too quickly.

In fact, for many scenarios, such as games, Apple’s version of multitasking is really just fast switching among open apps that save their place. And, even to achieve this, the apps must be updated. For some users, this limited version of multitasking will be a disappointment.

To use multitasking you just press the iPhone’s home button twice and a row of icons representing running apps appears. Click on the one you want and, if it has been updated for the new operating system, it will appear just as you left it.

Multitasking also will work on updated iPhone 3GS models, but not on models older than that.

Folders

Because iPhone users can easily accumulate hundreds of apps, it can become difficult to organize them. So the new iPhone OS now allows you to group them into folders. For instance, I grabbed the icon for The Wall Street Journal app, dragged it on top of the one for the Washington Post app, and a folder was instantly created called “News,” based on the apps’ built-in categories. You can change the name to anything you like, or alter or disassemble the folders.

The Big Downside

The most important downside of the iPhone 4 is that, in the U.S., it’s shackled to AT&T, which not only still operates a network that has trouble connecting and maintaining calls in many cities, but now has abandoned unlimited, flat-rate data plans. Apple needs a second network.

Both Apple (AAPL) and AT&T (T) told me they worked to make the iPhone 4 do a better job with AT&T’s network. For example, the phone itself is surrounded by a prominent stainless-steel trim piece that acts as a large antenna. And Apple said it also tuned the phone to try to grab whatever band on the network was less congested or less affected by interference—to stress the quality of a signal over its raw strength. AT&T said it, too, made some changes to its network with the new iPhone in mind.

But, in my tests, network reception was a mixed bag. Compared with the previous model, the new iPhone dropped marginally fewer calls made in my car, both in Washington and in Boston, and was much louder and clearer over my car’s built-in Bluetooth speaker-phone system.

Yet, in some places where the signal was relatively weak, the iPhone 4 showed no bars, or fewer bars than its predecessor. Apple says that this is a bug it plans to fix, and that it has to do with the way the bars are presented, not the actual ability to make a call. And, in fact, in nearly all of these cases, the iPhone 4 was able to place calls despite the lack of bars.

However, on at least six occasions during my tests, the new iPhone was either reporting “no service” or searching for a network while the old one, held in my other hand, was showing at least a couple of bars. Neither Apple nor AT&T could explain this. The iPhone 4 quickly recovered in these situations, showing service after a few seconds, but it was still troubling.

Just as with its predecessors, I can’t recommend this new iPhone for voice calling for people who experience poor AT&T reception, unless they are willing to carry a second phone on a network that works better for them.

For everyone else, however, I’d say that Apple has built a beautiful smartphone that works well, adds impressive new features and is still, overall, the best device in its class.

Safari's new 'Reader'



through the article contents (including relevant images) without all the clutter of links and ads. The reader is a separate window entity that, like a print dialogue box, travels with the window itself and just overlays the current window contents.

This feature is very similar to the "RSS" function where available feeds for a site can be accessed by clicking the "RSS" button that will appear in the same location. In addition to reducing clutter, the reader is particularly useful for getting rid of those in-line advertisement links that will activate and show pop-up windows when you mouse over them.

The reader simplifies a single article, reducing clutter from ads and other links not pertaining directly to the article (click for larger view, or just activate the reader on this article if you are using Safari 5).

Despite the simplicity of the reader, it will not work in some cases:

One article at a time

The primary reason for the reader not being available is if you are viewing a page that has more than one article on it. For instance, here at MacFixIt (or any other CNET site) if you are on the main page you will see multiple articles listed and the reader will not be available. In this case, the "RSS" option is shown since the articles are listed in series and we have an RSS feed available for our site.

To see the reader, click on any article and wait for it to fully load. The reader button should appear and allow you to view the text with minimal formatting and styling.

No frames

It appears the reader targets the main page content, and therefore will not work (or at least not work well) on Web sites where the article content is being displayed in a frame. Unfortunately most people will not be able to tell which sites have this; however, you can look in the page's source code (right-click and choose "view source") and search for the <frame> or <iframe> tags.

Flash or other media delivery

A number of sites use alternative methods than straight HTML to format their content, Flash being a prominent one. If a

Web site is using Flash or another plug-in for displaying its content, then the reader will not be available, or if it is, will not show the flash-based content in the article.

Addendum: To a few readers who e-mailed me about this feature, I stand corrected that this does not require specific HTML5 code. It will or should work on most Web sites that are coded with standard div tags to separate the main content of a single article from the rest of the page.

What to do with that old iPhone

J06.23.10

Christopher Breen Macworld.com



Reader D. Way asks the inevitable iPhone-upgrade question. D. writes:

I'm about to receive my new iPhone 4. What becomes of my old iPhone 3G? I'm guessing it becomes an iPod Touch. Will there be any problems syncing it after I've set up my new iPhone?

When you activate your new phone, the old iPhone will indeed behave like an iPod touch. Jack it into your Mac or a Windows PC and, as before, you'll be able to sync media, personal information, and apps to it. It will no longer be able to make or receive calls, send or receive SMS messages, or do anything over EDGE or 3G.

But you have a few additional options.

Pass it along. Why not share the wealth and give your old iPhone to a deserving friend, relative, or institution? After you have your iPhone 4 set up properly you'll want to delete the data on your old iPhone. The person you give the phone to will then set it up as a new iPhone—either brand new if they're not an existing AT&T customer or as a transfer account if they already have that AT&T account. Apple provides instructions for setting up an iPhone as a new device in this document.

Sell it. There's money to be made from your old iPhone. There are a number of outfits that will offer to purchase your iPhone so that they can resell it. Before going that route I'd explore cutting out the middleman and giving eBay and Craigslist a shot. You may get a better price.

Unlock it. When you unlock your old iPhone you have the option to use it with another carrier's pre-paid card (T-Mobile in this country). Take it out of this country and, as with other mobile phones, you can buy a local SIM card and make calls within that country far less expensively than if you were using AT&T's plan. The iPhone Dev Team is the place to go for information on jailbreaking and unlocking.

Note that when you jailbreak or unlock your iPhone, you're breaking your license agreement with Apple and AT&T. After doing such a thing you should expect no support from either company for that phone. That said, when you purchased that new iPhone 4 and extended your contract for another two years, your financial obligation in regard to your previous iPhone ended.



TarMac
Tidewater Area Macintosh User Group

The **Tarmac Vaporware Gazette**, named in honor of past president Jerry Rowe, is published each month by Smitty's Printshop, a non-existent shop specializing in things of little or no importance to the world at large. Send your comments, good or bad, to smittysprintshop@mac.com.

TarMac "Control Panel"

Tom Davis, president
Ray Kallman, vice-president
Jan Cook, treasurer
Brian Fountain, user group ambassador
Frank Smith, newsletter editor

other panel members

Eleanor Cavin
Gary Gobel
Nancy Goldstein
Cindy Huffman
Lynn McAlpine

Tarmac By-laws

If you show up you're a member
If you speak up you're an officer
If you stand up you're the president