

For Mac  
+ Windows

# iPhone & iPod Touch

# Superguide

INCLUDES  
**iPhone 3GS**  
AND  
**3.0 Software**



**Macworld**

Third Edition

# Foreword



Apple's iPhone isn't just another mobile phone. The iPod touch isn't just another music player. They're also the smallest Macs ever created—because underneath that glass touch screen, they're running Mac OS X.

The iPhone and iPod touch represent the second time Apple has tried to completely rethink the way we connect with our computers. The original Macintosh changed the world by providing a physical control (the mouse) that moved a cursor on a computer interface. But the iPhone and iPod touch do it one better. Now, instead of pushing around a mouse to make a disembodied arrow or hand move on the computer screen, you use your finger to do all the moving. When you touch a photo, a Web page, or an e-mail message and slide your finger across the screen, the image moves along with your touch, as if you were moving a physical object. There's no cursor on the screen because your finger is your pointer—and pointing, despite what your mother may have told you, is just what fingers are meant to do.

That brings us to the subject of this book. Why in the world would *Macworld* publish an entire book about devices that are supposed to be so intuitive? It's a question I get a lot, including from people at Apple. Their goal—and it's a smart one to shoot for—is to make an incredibly complex technology as easy to use as possible. And these devices are easy to use, which is one reason they're so appealing.

But make no mistake about it: your device is a computer. And a full Web browser. And an e-mail client. It can run thousands of programs written by independent developers, connect to Wi-Fi networks, and even log in to your employer's Virtual Private Network (VPN). But as easy as they are to use, the iPhone and iPod touch have an ocean of depth. Our goal is to help you plumb those depths and uncover more of your device's hidden potential. In the pages of this book, we'll give you not only the basics but also more-advanced tips, tricks, and troubleshooting advice. And for the very latest iPhone and iPod touch coverage, be sure to visit iPhone Central ([iphone.macworld.com](http://iphone.macworld.com)) and our App Guide ([appguide.com](http://appguide.com)).

—Jason Snell, Editorial Director, *Macworld*  
San Francisco, June 2009

PHOTOGRAPH BY PETER BELANGER

# Table of Contents

## Getting Started

### 8 The iPhone at a Glance

Familiarize yourself with your device's hardware features, including every button, switch, slot, and plug.

### 14 Changing Your Settings

Take a tour of the Settings menu, where you can change your ringtone, check how many minutes you've used, and set preferences for third-party apps.

### 26 Getting On the Network

Get the most out of Wi-Fi, EDGE, and 3G networks. We'll show you how to connect and what precautions to take to protect your data.

### 31 Navigation Basics

Take a crash course in cut, copy, and paste, and become a search pro with the Spotlight feature.

## Staying in Touch

### 36 Managing Contacts

At the heart of all of the iPhone's communication features lies the Contacts list. Here's how to create, sync, access, and organize your contacts.

### 43 Using the Phone

From making calls to answering voice mail, we'll show you how to quickly navigate the iPhone's most important features.

### 50 Checking E-mail

Review the basics on how to set up new e-mail accounts and work with messages—including viewing attachments. We've also got tips for mastering the virtual keyboard.

### 61 Sending Messages

The Messages app offers a convenient way to have a brief conversation or share images and video. Learn how to carry on multiple conversations and other tricks.



COVER PHOTOGRAPH BY PETER BELANGER; PHOTOGRAPH COURTESY OF APPLE

## Multimedia on the iPhone

### 66 Navigating Music and Videos

Learn how to navigate your media library easily, how to access some of the less obvious features, and how to create playlists on the fly.

### 77 Using YouTube

If you get bored with the video files synced to your iPhone, you can access streaming content from YouTube's online video warehouse.

### 80 Smart Syncing Strategies

Do you have more music, podcasts, and videos than will fit on your iPhone? Learn how to get the most from the iPhone's storage by slimming down files and setting up smart playlists.

### 91 Converting Video for the iPhone

With the help of some free or low-cost software, you can quickly convert videos from your hard drive or other sources to enjoy while on the road.

### 93 Working with Photos and Videos

We'll show you how to get content onto the iPhone, use the built-in camera, record video, and show off your creations to others.



## Maximize Productivity

### 102 Surf the Web

Safari on the iPhone packs a lot of power. Navigate the Web, manage your bookmarks, and learn the smart way to check RSS feeds.

### 112 Maps and GPS

Use iPhone's Maps program and GPS powers to find local businesses, follow driving directions, and keep an eye on traffic.

### 118 Scheduling

Track time with smart calendar syncing and alarm settings. Here's how to manage events and deadlines without missing a beat.

## **123 The iPhone's Other Applications**

Meet the iPhone and iPod touch's other default applications: Calculator, Notes, Stocks, Weather, Voice Memos, and Compass.

## **Troubleshooting Tips**

### **130 Tools of the Trade**

Every iPhone and iPod touch owner should learn these simple steps. They will help you recover fast from the most common problems.

### **136 Fixing Common Problems**

Whether it's stubborn e-mail attachments, confusing sync options, or a missing iPhone, here are our tips on how to solve some of the most common conundrums.

## **Third-Party Apps**

### **146 Accessing Apps**

Get acquainted with Apple's App Store and learn how to download and manage any of the thousands of third-party apps available.

### **149 Be Productive**

Use your iPhone and iPod touch to accomplish more with these productivity apps, which let you log time, organize your searches, and transfer files.

### **152 Stay Connected**

Stay up-to-date on the latest news, changing stock prices, and your friends' Twitter feeds.

### **154 Have Fun**

These apps are an excellent aid to cutting loose. Listen to the radio, find movie times, edit photos, and, of course, play games.

## **The Best Accessories**

### **160 Cases**

Keep your device safe from drops, scrapes, and other mishaps with these cases. Whether you want something stylish, rugged, or invisible, there's a case for you.

### **163 Headphones**

Improve sound and get interesting features, such as noise-canceling technology, when you invest in a good pair of third-party headphones.



### **167 Speakers**

Find the right iPhone speakers for any setup in our recommendations, which cover every size and budget.

### **169 Power Accessories**

Keep your iPhone and iPod touch juiced and ready to go with these clever power-related gadgets.

# Getting Started

How to Get Comfortable, Access Important Settings, and Get Online

**A**s its name promises, the iPhone is a phone. But it's also a handheld computer, offering Web browsing, e-mail, GPS capabilities, and much more. Add to that the huge selection of applications available in the App Store, and the iPhone can be anything from a powerful game console to a Spanish teacher. To top it off, the iPhone is also an outstanding iPod. In short, it's unlike any cell phone you've ever used before.

But to unlock all that your iPhone can do, you'll need to know your way around both the interface and the iPhone's settings and preferences. In this chapter, we'll introduce you to the most important features on your iPhone (and iPod touch) and get you up and running as quickly as possible.



## TABLE OF CONTENTS

- 8** The iPhone at a Glance
- 14** Changing Your Settings
- 26** Getting On the Network
- 31** Navigation Basics

# The iPhone at a Glance

It's always best to start from the beginning. And the beginning, in this case, is the outside of the iPhone—the slots, buttons, switches, and ports. Here's what you'll find. (Most of these features also exist on the original iPhone and on the iPod touch, except where noted.)



### **A Receiver**

With no headphones plugged in, this is where you'll place your ear to listen to incoming calls. (This feature doesn't appear on the iPod touch.)

### **B Touch-Screen Display**

Unlike other smart phones, the iPhone doesn't have a tactile keyboard or a bunch of navigation buttons. Instead, you'll use its 3.5-inch touch-screen display to make selections, type e-mail messages and Web addresses, dial phone numbers, and change settings. The display is made from optical-quality glass, which makes it highly scratch-resistant. On the iPhone 3GS the screen also has an oil-resistant coating to make it easier to wipe off smudges. The screen has a resolution of 320 by 480 pixels at 160 pixels per inch (much higher than that of most computer displays).

### **C Home Button**

The only physical button on the face of the iPhone, the Home button is your shortcut out of the current program and back to the iPhone's main interface. You can also press this button to wake up a snoozing iPhone. If you're looking at the iPhone's Home screen, pressing the button will take you back to the first page of the Home screen. Pressing the button when you're already on the first page

of the Home screen will take you to the Spotlight search screen. If you quickly press the button twice when the phone is locked, you'll be able to access basic iPod controls. At all other times, a double-click of the Home button can either take you to the Home or Search screens, bring up your iPhone Favorites, or switch to the iPod or Camera apps—you can choose which by using the Settings app, under General: Home Button. On the iPhone 3GS, pressing and holding the Home button for two seconds will activate Voice Control.

### **D Speaker**

You'll find the speaker on the bottom edge of the iPhone, on the left side. If you have a caller on speakerphone, this is where the sound will come out. It'll also play anything that makes noise on your iPod, including music and a video's audio track. Because the iPhone has just one speaker, it plays all audio in mono (in a single channel). (On the iPod touch the speaker is located inside the body of the iPod rather than on the bottom.)

### **E Dock Connector**

The iPhone uses the standard 30-pin iPod dock connector to hook up with your computer or other accessories. But keep in mind that the iPhone is a different shape than the iPod models, so it may not fit right in some accessories. And



interference from the iPhone's cellular antenna may mean that external speakers don't work as well, or at all, unless you turn on Airplane mode. (When you place the iPhone in a dock-connector speaker system not designed specifically for the iPhone, it automatically asks if you want to switch modes.)

### **F** Microphone

The iPhone's internal microphone is found on the bottom right of the device. You can use it for making calls, recording voice memos, voice control (3GS only), and many other purposes. (There's no microphone on the iPod touch.)

### **G** Headphone Jack

This is a standard 3.5mm audio jack, like the one used on iPods, rather than the smaller 2.5mm size found on many cell phones. You can use any sort of headphones with it, though if you want to talk as well as listen, you'll need to use Apple's included earbuds, buy a set with a built-in microphone,

or buy an add-on adapter that lets you use your favorite headphones with the adapter's own microphone. The first-generation iPhone's recessed jack requires an adapter to work with many third-party headphones.

### **H** Camera

The back of the iPhone sports the lens of the phone's built-in camera. Camera images are previewed on the screen so you can properly frame your shot. (The iPod touch doesn't have a camera.) On the iPhone 3GS, the video camera uses the same lens.

### **I** Sleep/Wake Button

Press this button to lock your iPhone's screen. (The phone will still receive calls and play music, but the screen itself will be off.) If it's already locked, you can press this button to wake it up, then slide your finger across the bottom of the touch screen to unlock it. To turn the iPhone completely off, hold the Sleep/Wake button down



for a few seconds, until the red “slide to power off” slider appears. (When shut down, the iPhone won’t ring, play music, or anything else.) To turn the iPhone back on, press and hold the Sleep/Wake button until the Apple logo appears. If you wish to silence an incoming call, press the Sleep/Wake button. If you want to decline an incoming call and send it directly to voice mail, press the Sleep/Wake button twice quickly.

### **J** SIM-Card Slot

Like other current GSM phones, the iPhone uses a SIM (Subscriber Identity Module) card—a small programmable card that contains personal data such as your phone number and carrier ID. Without an activated SIM card, an iPhone is basically an iPod touch—you can still use it on Wi-Fi. The top of the iPhone bears a small slot for the phone’s SIM card (it’s the one with the tiny hole). The iPhone’s SIM card is preinstalled and turns on when you activate the phone through iTunes. To eject the SIM

card, insert the end of a paper clip into the small hole and push. (Because the iPod touch isn’t a phone, it has no SIM card.)

### **K** Volume Up and Down Buttons

Below the silent ringer switch are the iPhone’s volume buttons. Press up to increase volume and down to decrease volume. This affects not only the volume of calls, but also application sounds and audio and video playback.

### **L** Ring/Silent Switch

On the left side of the phone is the ring/silent switch. It does exactly what you’d suspect—push it toward the back of the phone (so that you see an orange dot), and the iPhone’s speaker goes quiet. Pull it toward the front of the phone, and the ringer is active. Note that flipping the switch into silent mode does not silence audio playback in the phone’s iPod area, and some iPhone apps may still make noise. (This switch doesn’t appear on the iPod touch.)

## **M** Headphones

The iPhone headphones operate exactly like an iPod's earbuds. You can listen to calls through them, as well as hear audio from the iPod program and other apps. iPhone headphones have a small microphone attached to the cable dangling down from the right earbud. This microphone picks up your voice when you speak during a call.

The headphones have built-in controls. Squeeze the center button once while listening to music or watching a video to pause playback. Squeeze it twice in succession to skip to the next track. Squeeze it three times to skip back to the previous track. If a call comes in, you can squeeze the microphone once to answer a call and again to end the call. If you wish to decline an incoming call and send it to voice mail, squeeze

and hold the microphone for a few seconds.

The iPhone will beep twice to let you know it's done the job.

While on a call, you can take an incoming call and put the current call on hold by squeezing the button once. To end the current call and answer an incoming call, or to return to a call you've put on hold, squeeze and hold the button for two seconds. On the iPhone 3GS, you can also squeeze and hold the button for two seconds to activate voice control. The iPhone 3GS's headphones also come with convenient volume up and down buttons, on either side of the central button.



## iPod Touch

Although this book might seem to focus on the iPhone, most of what we write will cover the iPod touch, which is essentially the iPhone without the phone part. Generally when we say iPhone, we mean the iPod touch, too. We'll specify when certain features don't work on the iPod touch.



## iPhone and iPod touch features

With each release of a new iPhone or iPod touch, owners of older devices are left to wonder exactly which features they can and can't use. Here's a list comparing what each device can do with iPhone 3.0 installed.

	iPod Touch	iPhone	iPhone 3G	iPhone 3GS
<b>Battery Life</b>	6 hours video playback, 36 hours music playback	6 hours Internet use, 8 hours talk time, 24 hours audio playback	6 hours Internet use, 5 hours 3G talk time, 24 hours audio playback	9 hours Internet use, 5 hours 3G talk time, 24 hours audio playback
<b>Network</b>	Wi-Fi, Bluetooth	Wi-Fi, Bluetooth, EDGE	Wi-Fi, Bluetooth, EDGE, 3G	Wi-Fi, Bluetooth, Edge, 3G
<b>Cut, Copy, and Paste</b>	●	●	●	●
<b>Spotlight</b>	●	●	●	●
<b>Stereo Bluetooth</b>	○	○	●	●
<b>Peer-to-Peer Gaming</b>	● <sup>A</sup>	●	●	●
<b>Camera</b>	○	● <sup>B</sup>	● <sup>B</sup>	● <sup>C</sup>
<b>GPS<sup>D</sup></b>	○	○	●	●
<b>MMS<sup>D</sup></b>	○	○	●	●
<b>Tethering</b>	○	○	●	●
<b>Voice Control</b>	○	○	○	●
<b>Video</b>	○	○	○	●
<b>Accessibility</b>	○	○	○	●
<b>Compass</b>	○	○	○	●

● = yes. ○ = no. <sup>A</sup> Second-generation iPod touch only. <sup>B</sup> 2-megapixel. <sup>C</sup> 3-megapixel. <sup>D</sup> Not available in all locations. Check with your carrier.

# Staying in Touch

Make the Most of Your Phone, E-mail, and Messaging Features

**T**he iPhone packs a lot of power into its slim frame. But first and foremost, it's a phone. In addition to the features you'd expect from a modern mobile phone, the iPhone includes a few extras you wouldn't—including a new way of interacting with your voice mail.

But the iPhone doesn't limit the concept of communication to just calls. You can also use it to send e-mail or text messages to others.

Although the process of making calls and checking your e-mail isn't complicated, you can save time and get more done by customizing a few settings and taking advantage of a few hidden shortcuts. We've got the inside scoop on managing your contacts, juggling multiple callers, saving e-mailed photos, filling in the gaps in the included text messaging application, and more.



IPHONE PHOTOGRAPHS COURTESY OF APPLE

## TABLE OF CONTENTS

- 36** Managing Contacts
- 43** Using the Phone
- 50** Checking E-mail
- 61** Sending Messages

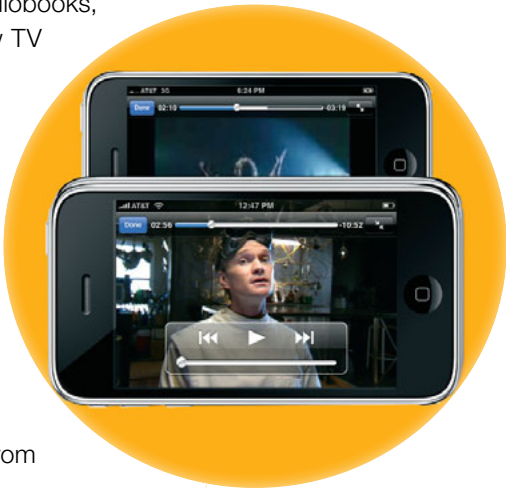
# Multimedia on the iPhone

Explore the iPod Hiding Inside Your iPhone

**Y**ou can play music, audiobooks, and podcasts and view TV shows, music videos, and full-length movies on your iPhone or iPod touch. Store your favorite photos on it, and it acts as a personal slide-show player. But the iPhone and iPod touch are markedly different from previous iPod models—they not only add slick eye candy and a larger display, but can also stream video and audio from the Internet.

Unfortunately, they also lacks some favorite features found on previous iPod models—the ability to copy media from more than one computer to the device, for example—and, depending on the size of your medial library and app collection, there are some limitations on how much media you can carry with you.

In this chapter we'll offer hints for working around some of your device's limitations.



IPHONE PHOTOGRAPHS COURTESY OF APPLE

## TABLE OF CONTENTS

- 66** Navigating Music and Videos
- 77** Using YouTube
- 80** Smart Syncing Strategies
- 91** Converting Video for the iPhone
- 93** Working with Photos and Videos

# Maximize Productivity

Make Your iPhone or iPod Touch a Multitasking PDA with Apple's Built-in Applications

**T**he iPhone is more than just a phone, and the iPod touch is more than just a music player. They are both capable Web browsers and full-fledged PDAs. While many handheld devices can access the Internet, few do it well, and none comes close to the experience you

get on a real computer. The iPhone and iPod touch get the closest, thanks to a customized version of Safari and a host of programs that work like their computer-based counterparts rather than limited mobile versions.

Whether you're surfing the Web by the pool, searching for a restaurant from the road, or scheduling your day, your iPhone or iPod touch can help you find information and stay on task. Here's how to get the most out of the many applications they have to offer.



## TABLE OF CONTENTS

- 102** Surf the Web
- 112** Maps and GPS
- 118** Scheduling
- 123** The iPhone's Other Applications

# Troubleshooting Tips

When Your iPhone or iPod Touch Acts Up, Follow These Steps to Get It Back on Track

**E**ven with all of its groundbreaking features and beauty, the iPhone is still fallible. You should expect to encounter a few wrinkles along the way—such as freezes and crashes—that will need ironing out. Unfortunately, you are limited in the number of ways you can troubleshoot your iPhone. Your only view of the iPhone is the one you get when you turn it on, and you can only interact with the system through the various settings screens on the iPhone itself. When you dock your iPhone, you can only work with it through iTunes (or iPhoto if photo syncing).

This chapter will walk you through the most common troubleshooting techniques available to iPhone and iPod touch users, as well as look at some common problems and mysteries you may encounter.



## TABLE OF CONTENTS

- 130** Tools of the Trade
- 136** Fixing Common Problems

# Third-Party Apps

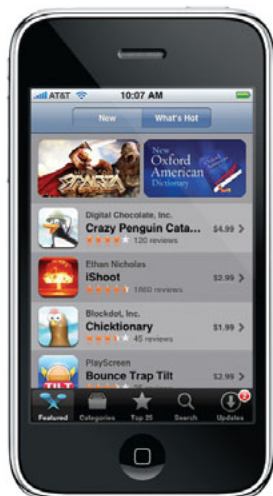
20 Great Ways to Extend the Powers of Your iPhone or iPod Touch

In July 2008, Apple opened the doors to the iPhone and iPod touch and let third-party developers create programs that users could purchase and download even while on the go. Since then, customers have snapped up more than 500 million of these add-ons, many of which pick up where Apple's standard applications leave off—including productivity boosters, audio recorders, image editors, and much more.

But with so many options, it can be hard to pick out the truly great apps from the merely weird and wacky apps. In the pages that follow, you'll find 20 of our favorite third-party programs to get you started.

## Macworld's App Guide

New programs are added to the App store all the time. Get the latest recommendations and reviews, including reviews from readers, as well as listings for every iPhone app, at [AppGuide.com](http://AppGuide.com).



### TABLE OF CONTENTS

- 146 Accessing Apps
- 149 Be Productive
- 152 Stay Connected
- 154 Have Fun

# The Best Accessories

Make the Most Out of Your iPhone and iPod Touch Experience with These Add-Ons

**W**hen you purchase an iPhone, Apple gives you everything you need to get started—including a power adapter, a USB cable, and a pair of stereo headphones with a remote, a microphone for hands-free calls, a clicker, and volume controls. But there are plenty of other useful accessories that Apple doesn't offer. Whether you're looking for Bluetooth headphones, a protective case, high-quality headphones for better sound, or a set of speakers for listening to music out loud, there are scores of add-ons that let you do more with your phone.

Here are our picks for some of the most useful accessories for the iPhone. For more reviews of the latest iPhone gear, go to [iphone.macworld.com](http://iphone.macworld.com).



## TABLE OF CONTENTS

- 160** Cases
- 163** Headphones
- 167** Speakers
- 169** Power Accessories



Nobody spends more time with Apple's revolutionary products than the editors at *Macworld*.

In this book, *Macworld's* team of experts uses its knowledge to create an updated and straightforward guide to the iPhone and iPod touch, including details on the 3.0 OS update and the iPhone 3GS.

Inside these pages you'll find detailed instructions for mastering the most important features on your iPhone or iPod touch, as well as a few hidden ones. You'll learn how to customize your settings, squeeze the most juice out of a battery charge, and connect to wireless networks while keeping your data protected. Get insider tips for communicating using the phone, e-mail, and instant messages, including how to cut, copy, and paste text and images. Get oriented using built-in maps, location technology, and, if you have an iPhone 3GS, the digital compass.

Fill your device with movies and music using our strategies for navigating media files and converting video files on your hard drive or DVDs into an iPhone-compatible format. We'll show you how to take advantage of iTunes' space-saving features, including smart playlists that sift through your massive library and find the files you want to carry with you. Expand your iPhone's capabilities with our picks for best third-party apps from Apple's App Store. And for those times when you run into problems, our experts offer vital troubleshooting advice and indispensable tips for solving common hiccups.

Whether you're on a Mac or Windows PC, using a first-generation iPhone or an iPhone 3G, iPhone 3GS, or iPod touch, *Macworld's* award-winning team will show you how to get the most out of your device.

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