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THE ROUGH GUIDE to the

# iPad



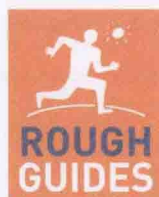
Peter Buckley

THE ROUGH GUIDE to the

# iPad

by

Peter Buckley



[www.roughguides.com](http://www.roughguides.com)

## Credits

### The Rough Guide to the iPad

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Editing and layout: Kate Berens  
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Production: Rebecca Short

### Rough Guides Reference

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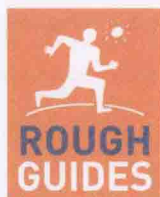
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# Introduction

**A lot of people asked me why I was writing a book on the iPad. Surely there's not enough to say, now that everyone's so used to iPods and iPhones? And what about the Internet? Isn't everything we need to know available online?**

And yet, many of these same people followed on with a rally of questions about the device. Does it feel heavy to hold? What's the score with the non-replaceable battery? Should I go for the Wi-Fi or 3G model?

There's lots of misinformation about, and rather than filtering through all the “noise” of the Internet, people wanted a one-stop shop for answers, advice and suggestions. That's what I hope you'll be getting here: a couple of hundred pages of tips, tricks and answers to all those nagging questions that pop up before you buy a device like the iPad, and when you turn the thing on for the first time. And then answers to a whole bunch of questions that you didn't even know you wanted to ask in the first place.

What about the iPad itself? Like the iPod and iPhone, the iPad looks set to revolutionize the way people think about their digital lifestyles. It's the device that cements the idea that computing isn't just about number-crunching, mice and keyboards, but is about the things we do every day around the home and out and about. Just think about

the possibilities for this kind of device: it offers a whole new way to enjoy the Internet; you can prop it up in the kitchen to follow a recipe; relax in bed with a favourite novel or the latest news; show photos to friends in the pub; tap out a few emails; even knock out a spreadsheet. The list is seemingly endless, and it isn't hard to imagine a not-too-distant future where there are a couple of iPads lying around every home.

The fact that you're reading this shows you're interested in the iPad. You may well have bought one already. You might even be reading this on its screen (just as I am writing this on its screen). For a moment, however, let's assume you're one of the many people who don't get what all the fuss is about. Well, it's an Apple product for a start, and that's reason enough to make a fuss in some circles. Apple don't tend to release a new product unless the time is right and the experience is absolutely cracking. The time is most certainly right for a reinvention of the personal computer, and touchscreen technology (like that found in most smartphones these days) is proving itself the undisputed successor to the mouse and keyboard.

So, what to expect when you get the iPad out of the box for the first time? Well, after the initial "wow" moment, expect a couple of days of mild confusion... It isn't necessarily obvious how this device is going to fit into your daily life. But any doubts soon pass as you find yourself using the iPad more and more – and that's where this book will help, hooking you up with the best apps and showing

you all the tips and tricks you need to discover where the iPad fits into your own or your family's life.

If there's one thing that you'll learn during these first few weeks, it's that the iPad is a blank canvas, and with the right apps installed, the possibilities are limitless... Enjoy.

## About this book

Text written like **this** denotes a command or label as it appears on either a computer's screen or the iPad's screen. Something written like **this** refers to the name of an app that can be downloaded from the Apple App Store.

This book was written using a first-generation iPad running iPhone OS 3.2. (To see which version of the software you're running, connect your iPad to iTunes, highlight it in the iTunes sidebar, and then click the Summary tab.) If you're running a later version of the OS then you may well come across features not covered here, though the majority of what's written will still apply.

## Acknowledgements

Thanks go to Kate Berens, Andrew Lockett and everyone at Rough Guides who helped get this book together in record time. Also to Duncan, Joe and Jonathan for their camaraderie and a special shout to Therese Burke and Robert Stillman – I couldn't have done it without you. Thanks also to Caroline and Natasha for use of their pop promos in the video player shots, and also to all the developers whose efforts are mentioned in these pages. And a special thanks to my wife and daughter for their endless supply of encouragement, coffee and toast.

## Part 1

.....

## Frequently Asked Questions



# What you need to know...

...but were afraid to ask

## The big picture

### What's an iPad?

In Apple's eye, the iPad is the missing link between the iPhone and their MacBook (laptop) range. It's a tablet computer that offers the best of both worlds: the touch screen and breadth of activities of a smartphone (web browsing, email, etc), but with a size and computing power verging on that of some laptops. It can also play music, movies and video and display eBooks. Add to this the ability to play videogames and install applications (or apps), and you have a pretty impressive device.

After months of speculation, the iPad was launched in April 2010 in the US and then in the UK and elsewhere soon after. First on the scene was a Wi-Fi-only version, which was swiftly followed by a slightly pricier model with both Wi-Fi and 3G connectivity.

## Is the iPad the first device of this kind?

Tablet computers (flat computing devices with an interactive screen making up the majority of one face) are not new, but this is the first time that such a device has really captured the public imagination and showed the potential to become a mainstay of the computing world.

At this point it is worth mentioning the recent growth of eBook readers and the particular success of devices such as Amazon's Kindle and the Sony Reader – various models of slim, tablet-like device that allow you to read book content on, to date, a black-and-white, easy-on-the-eye, E Ink screen (more on this later). Though more often than not single-function devices, without a touch screen or colour, eBook readers have set the scene for the appearance of the iPad, which in turn, will very probably bury them.

### The Apple Newton

Long before the iPad, or even the iPod, showed its face, there was the Newton... Apple's first venture into the world of tablet computing. The project kicked off in 1989, and for the next decade the various Newton incarnations wholeheartedly failed to capture the public's imagination, though they did find a home amongst a select set of business users. Unlike the iPad, the Newtons used a stylus rather than a finger for input, and also featured handwriting recognition technology (sadly missing as a built-in feature of the first-generation iPads). By the end of the 1990s, the Newton project had been terminated, but its influence remained, and the years since have witnessed near-constant speculation about when Apple would again embrace tablet computing.





## How does it compare to the iPhone and iPod Touch?

Well, for a start, it's bigger, both in terms of physical dimensions and storage capacity. At the time of writing, for example, Apple iPhones are available with capacities of either 8, 16, or 32GB of storage space (less around 1GB, which accounts for the operating system, or OS). The first iPads shipped with 16, 32 or 64GB (again, with around 1GB taken up by the OS).

However, it is more interesting to see what characteristics the iPad shares with its smaller siblings. The main similarity comes in the software and user interface: all run on versions of the same operating system and use the same touch-screen technology. From Apple's