

iPhone

Features Why iPhone Apps for iPhone Gallery How To Tech Specs

Buy iPhone

iPhone 3G S iPhone 3G

Technical Specifications

Size and weight¹

Height: 4.5 inches (115.5 mm)
Width: 2.4 inches (62.1 mm)
Depth: 0.48 inch (12.3 mm)
Weight: 4.7 ounces (133 grams)



Cellular and wireless

- UMTS/HSDPA (850, 1900, 2100 MHz)
- GSM/EDGE (850, 900, 1800, 1900 MHz)
- Wi-Fi (802.11b/g)
- Bluetooth 2.0 + EDR

Location

- Assisted GPS
- Wi-Fi
- Cellular

Power and battery²

- Built-in rechargeable lithium-ion battery
- Charging via USB to computer system or power adapter
- Talk time:
Up to 5 hours on 3G
Up to 10 hours on 2G
- Standby time: Up to 300 hours
- Internet use:
Up to 5 hours on 3G
Up to 6 hours on Wi-Fi
- Video playback: Up to 7 hours
- Audio playback: Up to 24 hours



Mac system requirements

- Mac computer with USB 2.0 port
- Mac OS X v10.4.11 or later
- iTunes 8.2 or later (free download from www.itunes.com/download)

Capacity³

- 8GB flash drive

8GB

Color

- Black



Display

- 3.5-inch (diagonal) widescreen Multi-Touch display
- 480-by-320-pixel resolution at 163 ppi
- Support for display of multiple languages and characters simultaneously



Audio playback

- Frequency response: 20Hz to 20,000Hz
- Audio formats supported: AAC, Protected AAC, MP3, MP3 VBR, Audible (formats 2, 3, and 4), Apple Lossless, AIFF, and WAV
- User-configurable maximum volume limit

Video playback

Video formats supported: H.264 video, up to 1.5 Mbps, 640 by 480 pixels, 30 frames per second, Low-Complexity version of the H.264 Baseline Profile with AAC-LC audio up to 160 Kbps, 48kHz, stereo audio in .m4v, .mp4, and .mov file formats; H.264 video, up to 2.5 Mbps, 640 by 480 pixels, 30 frames per second, Baseline Profile up to Level 3.0 with AAC-LC audio up to 160 Kbps, 48kHz, stereo audio in .m4v, .mp4, and .mov file formats; MPEG-4 video, up to 2.5 Mbps, 640 by 480 pixels, 30 frames per second, Simple Profile with AAC-LC audio up to 160 Kbps, 48kHz, stereo audio in .m4v, .mp4, and .mov file formats



Camera and photos

- 2 megapixels
- Photo geotagging
- iPhone and third-party application integration



External buttons and controls



Sensors

- Accelerometer
- Proximity sensor
- Ambient light sensor

Connectors and input/output



Headphones

- Stereo earphones with built-in microphone
- Frequency response: 20Hz to 20,000Hz
- Impedance: 32 ohms



In the box

- iPhone 3G
- Stereo Headset with mic
- Dock Connector to USB Cable
- USB Power Adapter
- Documentation
- SIM eject tool



Environmental

- iTunes Store account
- Internet access

Windows system requirements

- PC with USB 2.0 port
- Windows Vista; or Windows XP Home or Professional with Service Pack 2 or later
- iTunes 8.2 or later (free download from www.itunes.com/download)
- iTunes Store account
- Internet access

Environmental requirements

- Operating temperature: 32° to 95° F (0° to 35° C)
- Nonoperating temperature: -4° to 113° F (-20° to 45° C)
- Relative humidity: 5% to 95% noncondensing
- Maximum operating altitude: 10,000 feet (3000 m)



Languages

- Language support for English (U.S.), English (UK), French (France), German, Traditional Chinese, Simplified Chinese, Dutch, Italian, Spanish, Portuguese (Brazil), Portuguese (Portugal), Danish, Swedish, Finnish, Norwegian, Korean, Japanese, Russian, Polish, Turkish, Ukrainian, Arabic, Thai, Czech, Greek, Hebrew, Indonesian, Malay, Romanian, Slovak, and Croatian
- Keyboard support for English (U.S.), English (UK), French (France), French (Canadian), French (Switzerland), German, Traditional Chinese (Handwriting, Pinyin, Zhuyin), Simplified Chinese (Handwriting, Pinyin), Dutch, Italian, Spanish, Portuguese (Brazil), Portuguese (Portugal), Danish, Swedish, Finnish, Norwegian, Korean, Japanese (QWERTY), Japanese (Kana), Russian, Polish, Turkish, Ukrainian, Estonian, Hungarian, Icelandic, Lithuanian, Latvian, Flemish, Arabic, Thai, Czech, Greek, Hebrew, Indonesian, Malay, Romanian, Slovak, and Croatian
- Dictionary support (enables predictive text and autocorrect) for English (U.S.), English (UK), French, German, Traditional Chinese (Handwriting, Pinyin, Zhuyin), Simplified Chinese (Handwriting, Pinyin), Dutch, Italian, Spanish, Portuguese (Brazil), Portuguese (Portugal), Danish, Swedish, Finnish, Norwegian, Korean, Japanese (QWERTY), Japanese (Kana), Russian, Polish, Turkish, Ukrainian, Lithuanian, Arabic, Thai, Czech, Greek, Hebrew, Indonesian, Malay, Romanian, Slovak, and Croatian

Environmental Status Report

iPhone 3G embodies Apple's continuing environmental progress. It is designed with the following features to reduce environmental impact:

- PVC-free handset
- PVC-free headphones
- PVC-free USB cable
- Bromine-free printed circuit boards
- Mercury-free LCD display
- Majority of packaging made from post-consumer recycled fiberboard and biobased materials
- Power adapter outperforms strictest global energy efficiency standards

Mail attachment support

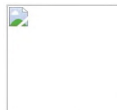
Viewable document types: .jpg, .tiff, .gif (images); .doc and .docx (Microsoft Word); .htm and .html (web pages); .key (Keynote); .numbers (Numbers); .pages (Pages); .pdf (Preview and Adobe Acrobat); .ppt and .pptx (Microsoft PowerPoint); .txt (text); .rtf (rich text format); .vcf (contact information); .xls and .xlsx (Microsoft Excel)

Accessories



MobileMe Subscription

With a MobileMe subscription, you have everything you need, anywhere you are. Your email accounts, calendar, and contacts stay up to date on your iPhone and your computer — automatically.



USB Power Adapter

Use this ultracompact USB-based adapter to charge your iPhone whenever it's not connected to a computer.

Apple Universal Dock

Apple Dock Connector to USB Cable

iPhone 3G Universal Dock Adapter 3-Pack

iPhone TTY Adapter

Apple Component AV Cable

Apple Composite AV Cable

AirPort Extreme Base Station

[See more accessories in the Apple Online Store ►](#)

1. Actual size and weight vary by configuration and manufacturing process.

2. All battery claims depend on network configuration and many other factors; actual results will vary. Rechargeable batteries have a limited number of charge cycles and may eventually need to be replaced by an Apple service provider. See www.apple.com/batteries for more information. For more details of iPhone performance tests for talk time, standby time, Internet use over 3G, Internet use over Wi-Fi, video playback, and audio playback, see www.apple.com/iphone/battery.html.

3. 1GB = 1 billion bytes; actual formatted capacity less.

iPhone 3GS. A Guided Tour.

Watch the video.



iPhone 3.0 Software Update

Already have an iPhone? Update it with new features, free.



iPhone How-To

Get the most out of every iPhone feature with these helpful how-tos.



Buy iPhone

Apple Online Store

[Get free shipping ►](#)

Apple Retail Store

[Get free Personal Setup ►](#)

Call 1-800-MY-APPLE (800-692-7753).
Find your [local authorized reseller](#).

Some features, applications, and services are not available in all areas. See your carrier for details.

Some applications are not available in all areas. Application availability and pricing are subject to change.

iPhone 3G is configured to work only with the wireless services provided by AT&T.

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Head to head: Nokia N96 : HTC Touch HD : Apple iPhone 3G

Published by [Steve Litchfield](#) at 11:16 UTC, December 10th 2008

Everybody loves a good head-to-head, especially when there's some hands-on insight involved and not just a spec fight....



The battle for top end phone supremacy at Christmas 2009? Here are certainly three of the main contenders:

	HTC Touch HD	Apple iPhone 3G	Nokia N96
			
Form factor	Glass-topped tablet, 3.8" touchscreen, reasonable outdoor contrast, three physical buttons/switches, plastic back	Glass-topped tablet, 3.5" touchscreen, reasonable outdoor contrast, four physical buttons/switches, plastic back	Fairly robust slider phone, 2.8" screen, reasonable outdoor contrast, 29 buttons, including traditional phone keypad (hidden away when not in use)
Price, ex-contract	£545, network-unlocked, very expensive	£350, locked to O2 but with unlimited data for a year - good value, in my opinion	£480, network-unlocked, currently quite expensive
Runs	Windows Mobile 6.1 plus TouchFLO 3D	Version of Apple's desktop OS X	S60 3rd Edition, Feature Pack 2, on Symbian OS.
Battery life	A 1350mAh battery gives reasonable battery life, allied with an 'auto-brightness' feature on its backlight	Good, but integral, non-removable battery, 1400mAh, replacement is via sending away to Apple	Good-ish, BL-5F battery can be removed and replaced quickly, 950mAh. Onboard video and audio decoding hardware mean that media functions are relatively power-efficient

			power-efficient
Connectivity	3.5G. Plus Wi-Fi where available. Automatic joining of known networks.	3.5G. Plus Wi-Fi, also where available, seamless changeover (in theory)	3.5G, plus Wi-Fi where available, semi-automatic access point selection
Performance and RAM	Full multitasking, 200MB free RAM, though somewhat confused by the appallingly intrusive TouchFLO interface	Very limited multitasking, but applications start and terminate quite quickly, so you might not notice. Background applications limited to Apple built-in apps.	Reasonable, after v12 firmware upgrade, only 49MB of free RAM after booting, but with full multitasking
Built-in Applications	The usual Windows Mobile app set, including Office Mobile, plus a new set of layered graphical mini-apps under the TouchFLO banner	A slightly restricted application set, but graphical and hyper-intuitive.	The usual S60 set of apps and mini-apps, with something of a media/online bent.
Web browsing	Pocket Internet Explorer and Opera Mobile are both included, bizarrely. The latter is the best, but neither can match the Webkit-based browsers on the iPhone and N96. Browsing helped here somewhat by the huge screen and the oodles of RAM	A good touch-driven experience using Safari. No Flash support whatsoever though.	A similarly good experience, this time limited by screen real estate and not bandwidth, with very similar browser code (both based on the same open source Web modules). Flash support, including full Flash video.
Text entry	A variety of on-screen keyboards are available, including an iPhone-like finger-friendly qwerty one, with word completion. Bluetooth keyboards are available.	Text entry via fingers using an on-screen keyboard. Word prediction software helps to enlarge screen touch-sensitive hotspots for likely followup letters, improving typing accuracy a lot. No option for Bluetooth keyboard, at present, sadly. No way of copying and pasting text between apps or within an app.	With no touchscreen or keyboard, text entry is relatively inconvenient, using predictive text on the keypad, and mostly impossible when the N96 is in 'landscape' mode (although a separate Bluetooth keyboard gets round this fairly easily). Full copy and paste support in all apps.
Imaging/Video	Good 5 megapixel camera, spoilt by the lack of a physical, two-stage shutter button - pictures are taken by touching an on-screen icon. No flash. Very slow focussing in poor light conditions. Video capture at QVGA at 30fps is reasonable.	Acceptable (for casual snaps) 2MP camera, fixed focus, no flash, no video recording (latter partly fixable using a third party application)	Awesome 5MP camera with professional lens, auto-focus, multiple scene modes, effects and settings, bright flash, good, though not yet perfect, quality VGA video recording at up to 30 fps. Plus secondary, front-facing VGA camera for video calling.
Music and expansion	WMA and MP3 are supported, with two music players - Windows Media Player is more flexible, but TouchFLO's trivial player is pushed more. 300MB built-in flash memory, so expansion is all via microSD (an 8GB card is included in the box). Music is mainly loaded via Windows Media Player.	Very slick, as you'd expect, and with browsable cover art, MP3 and AAC formats supported. 8GB flash memory capacity (16GB available at extra cost), non-expandable. Music is loaded via iTunes from CDs or DRM-ed purchased music tracks.	Very slick, with two sets of dedicated hardware controls for background playback, although cover art is often hit and miss, depending on your music source. MP3, AAC, eAAC+ and WMA formats supported. 16GB flash memory capacity, expandable using microSD to 32GB. A2DP also supported, for wireless listening. Loading is via PC and an iTunes-like client or via DRM-ed purchases over the air from Nokia's Music Store.
Durability	Pouched/cased by necessity, to protect the touch-screen from damage.	Pouched/cased by necessity, to protect the touch-screen from damage.	Pretty durable, with a hard plastic covering over the screen. The camera is not mechanically protected (as on the original N95) and picks up small day-to-day scratches which slightly impact photo quality.
Real world experience	In use, requires two hands to use most of the time, proving a little restrictive	In use, requires two hands to use most of the time, proving a little restrictive	Almost all operations are easy to accomplish one-handed, so other activities (shopping bags, driving(!), child's hand, tube strap) can be undertaken during use.
Messaging	More duplicity, with TouchFLO's Message viewer and Windows Inbox uneasy bedfellows. No functional issues though.	Slick email and SMS clients, but no MMS support. Emailed photos are all downsampled to VGA.	Functional plain text email, SMS and MMS client. Attachments possible for any file with no transcoding or reduction.
Office work	Office Mobile is good and now includes OneNote, full document editing throughout	Word/Excel/Powerpoint/iWork/PDF viewers built into the email client. No editing options, although workarounds using Ajax applications on web sites are possible	Quickoffice 4.1 viewers (upgradable to v5.0 round-trip-perfect editing, including Office 2007 formats), plus Adobe Reader LE 1.5
Navigation	Native version of Google Maps, with cell tower and GPS location support.	Native version of Google Maps, with cell tower and GPS location support.	Native Nokia Maps 2.0, with ad-hoc upgrades for voice guided navigation, with all maps pre-loadable via a PC to enable operation in areas of low data signal. Google Maps is free and a native S60 application, as an over-the-air alternative. Both use both GPS and cell tower data.
Video consumption	Poor experience in both TouchFLO's video player and Windows Media Player. MP4 and WMV support is patchy. A YouTube client is built-in and works well, if rather slow to load and work	Super for Youtube videos (a client is built-in), for BBC iPlayer streaming or for video podcasts from iTunes	DVB-H receiver built-in, for mobile TV in compatible countries. BBC iPlayer also works very well and includes downloading programmes for watching later. YouTube watching is possible through Web in-page or via a Java-based mobile client
Extra applications	Most apps in the Windows Mobile world will load and work, although there are some screen compatibility and TouchFLO issues. Still a good choice.	Extensible using Widgets and Web applications in the Safari web browser, plus third party apps via a slick built-in AppStore/portal, with 10,000 or so apps already contributed.	Plenty of native S60 applications and games, plus thousands more Java apps/games and Widgets. Python, Ruby and Flash Lite applications are also supported. Download! on the device offers a similar service to AppStore, but with nowhere near the same scope and consistency.
Bluetooth	Full A2DP stereo support, plus object exchange, dial up networking and many other nrofile	Just headset/mono-handsfree functions.	Full A2DP stereo support, plus object exchange, dial up networking and many other profiles.

	promises.		
Extra connectivity	Flush 3.5mm headphone socket.	Flush 3.5mm headphone socket.	Flush 3.5mm headphone socket, also with integrated TV-out facility (sending screen feed or full res photos or videos to any TV or video equipment). There's also UPnP support via WiFi and direct printing support with Pictbridge.
Desktop integration	ActiveSync handles syncing to Microsoft Outlook on the desktop. Mac connectivity via third party solutions	Seamless integration with iTunes on Mac or Windows desktops, for all PIM data, settings, etc.	Full functioned but messy integration with several versions of PC Suite and other tools on PC, Nokia Multimedia Transfer, iCal/iSync on Mac, etc.
Online sync/backup	Windows Live works and is free, but is arguably in the same fledgling state as Nokia's Ovi and nowhere near as comprehensive	\$100 a year 'Mobile Me' PIM data, plus email and photos. Slick and full realised, but proprietary to Apple.	Free Ovi Sync, plus sync offerings, both free and commercial, from the likes of GooSync, Zyb, Mobical, etc.
	HTC Touch HD	Apple iPhone	Nokia N96

Picking an overall winner is pretty pointless, tempted though I am, since each device plays to a different target market. The Touch HD will appeal to anyone already committed to Microsoft solutions or with an existing Windows Mobile application portfolio, e.g. within enterprises. The iPhone 3G will appeal to anyone looking for heavy media consumption and gaming - and it's relatively cheap, SIM-free, especially considering the all-in data bundle. But the Nokia N96, from a 'phone' point of view, is perhaps the best of the three featured, for 'all round' use. Your comments welcome!

Steve Litchfield, 10th Dec 2008

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Platforms: [General](#), [S60 3rd Edition](#)

Feature Discussion

mvn

Actual phone performance would be a useful comparison but very difficult, as someone who purchased an iPhone and was disappointed at its poor receiver performance compared to my existing Nokia phone its an important benchmark.

snoyt

This years crop of Christmas phones is very disappointing. No reason the trade in my N82, until a N97-ish comes available.

slitchfield

Agreed. If offered any of these three, for free, or having to pay £50 extra to get an N82, I'd go with the N82. Sorry if you guys are getting bored with me going on about the N95/N82-era phones, but the lens protection, the graphics acceleration, the much clearer close-up video capture and, in the N82's case, the Xenon flash - it all adds up.

lookatbowen

It is a pity you didn't add the N95 (Original) to that comparison. It beats the iPhone and the HTC with features and beats the N96 on the lens protection.

I can't wait for the same comparison with the N97, iPhone and HTC Touch HD.

neilhaskins

Although these three are all 'flagships', surely it's the 5800 that's aimed at this market sector, rather than the N96? That would be a more relevant head-to-head, surely?

Unregistered

Probably worth mentioning how poor the 3G implementation is on the iPhone. If you are heavily dependant on 3G, iPhone will most likely disappoint. Don't know if Apple have secretly fixed it on newer handsets but kept quiet so existing users don't get stressed ?

Been playing with wife's iPhone and love the interface and the simplicity of AppStore. But so many limitations on the basic features. Bluetooth, file transfer to other devices etc. is a joke. I'll just BT you this picture, no you can't. I'll MMS it no you can't. Have to revert to email or PC. Wife's not a techie, that's why she loved the iPhone. What it does is easy to use. She would probably never have tried half of it on an S60 or WinMob unless I set it all up for her (though I did set up the iTunes account for her). But she was able to send MMS and BT pics etc. Asking her to email or use PC instead is not an option.

Also, apart from games, the apps seem a bit basic to me. Not real power apps like you can get on WinMob or even S60. I might be wrong about this, but that's my initial impression. Still no sign of a actually released/available 'Proper' SatNav offerings. Lots of demos on YouTube (assuming they are genuine), so I guess it's just a matter of time/supplier negotiations with Apple (I really hate that Apple control bit).

I've been thinking seriously about getting the HD. Other devices are also tempting me and so I keep swaying in various directions. Just wish HTC sort out drivers for Video etc.

I really love the xda-developers community that is available to HTC users.

If I get a Nokia, I'll get a couple of bug fix releases, but other than that I'm mostly stuck where I am. iPhone may be a bit better, not sure. But with the HD, there is a good chance (no promises) that I'll probably even be able to get some form of WM7 onto it when it eventually comes out. Particularly given the high base specs on the HD.

Just my (fairly unbiased, non fanboy) thoughts.

Zuber

genXhippie

Quote:

Originally Posted by **slitchfield**  [View Post](#)

Agreed. If offered any of these three, for free, or having to pay £50 extra to get an N82, I'd go with the N82. Sorry if you guys are getting bored with me going on about the N95/N82-era phones, but the lens protection, the graphics acceleration, the much clearer close-up video capture and, in the N82's case, the Xenon flash - it all adds up.

I'm right there w/ you ppl.

I'm happily stuck w/ the N82 heading into 2009. I guess, if I was in the market for one of the current Nokia models, it would surely be the N85(not the extremely overpriced N96 imo). Although, the absence of a xenon kills that option too, but if the N85 "refresh"(w/ xenon) was already upon us, I could easily ditch the N82.

slitchfield

@neil: Yes, if this head to head had been in late January. The 5800's not out yet, the firmware for it's not even finished yet etc. I wanted to compare three devices that were widely available to the masses.

Unregistered

In this day and age, a crappy built-in browser, or mediocre 3rd party browser, is just unacceptable. Mediocre Youtube experience sucks too. Negates much of the 3.5G and WiFi benefits. Especially for M\$. If they can't bother getting this right after 6 years, then it pretty much indicates they are doing at most a mediocre job on the rest of the OS. Even poky S60 has a better browser.

Agree with a previous poster - this season's selection is poor, especially compared to what you can still find online for last year's models. an N95-3 is getting really cheap, and my friend got an N95-4 for free in the US.

PhoneGadgetz

Touch HD > iPhone 3G > N96

I've owned/used all three extensively. The n96 should go bottom of the pack no matter what phone you compare it with. BTW my favourite OS is Symbian... The n96 is the biggest waste of money - slow, buggy, poor battery life, limited potential because of slow cpu.

The n85 is a different story.

Looking forward to the n97.

I wish for more of an objective view instead of Nokia/Symbian always coming on top. I know Nokia do you guys lots of favours but please let's be fair.

neilhoskins

Quote:

Originally Posted by **Unregistered** [View Post](#)

If I get a Nokia, I'll get a couple of bug fix releases, but other than that I'm mostly stuck where I am. iPhone may be a bit better, not sure. But with the HD, there is a good chance (no promises) that I'll probably even be able to get some form of WM7 onto it when it eventually comes out. Particularly given the high base specs on the HD.

I have to take issue with that. Free releases from Nokia and regular firmware updates on the N95-1 mean that my device currently bears very little resemblance to the device I bought about 18 months ago. In addition to what I bought I now have:

- a proper streaming media player rather than just a uPNP remote control
- n-gage games
- hugely improved RAM handling
- a whizzy search tool (that I don't use, if the truth be told)
- one-button photo uploads to Flickr and Ovi
- geotagging of photos
- internet radio
- accelerometer-based functions and games
- a Python runtime
- a web runtime

I see this as a reward for being an early adopter, and it gets Nokia a lot of brownie-points in my book.

slitchfield

@phonegadgetz: a) if you read my text, the N96 doesn't come out 'on top', it's merely a better all-rounder. b) I disagree with your assessment of it, given the v12 firmware upgrade, which makes a big difference.

Unregistered

OK,

Just a couple of bug fix releases is a bit unfair.

But alot of it is fixing unfinished/buggy software. Though as you say, there as some nice additions as well.

My point is though, you are stuck at that particular OS level. i.e. S60 3rd addition FPx.

Once they stop making them, you will get a relatively short timeframe of support and then it's onto the next thing.

With the HTC stuff (because of the excellent xda-developers communitiy, not HTC or Microsoft) you continue to get people putting together tweaks and upgrades long after the device is forgotten by the press.

Not sure if I dare say this, but a bit like the linux community I think (or my limited exposure to it).

Zuber

Unregistered

And now, something completely different:

Nokia N96 vs. George W. Bush

1) Popularity:

N96: very unpopular, both in the US and in Europe
GWB: very unpopular, both in the US and in Europe

2) User experience:

N96: very frustrating
GWB: very frustrating

3) Cost:

N96: extremely costly to consumers
GWB: extremely costly to taxpayers

4) Future:

N96: already a lame-duck handset, to be retired (thank God!) in early 2009
GWB: already a lame-duck president, to be retired (thank God!) in early 2009

5) Power:

N96: has too little power
GWB: has too much power

Arthur

N96? LOL... shouldn't even be on this list to be honest.

Hassan

I had N96 myself, really poor battery life, video play back ok but crappy QVGA resolution.

Almost all of the latest videos are 16:9 aspect ratio where N96 still use old 4:3 aspect ratio result a black bar on top and bottom.

Robert dinero videos play fine though. ;)

DVB-H :con?, last time I've heard back in 2005 that the O2 trailing it with Nokia 7710 in Oxford.

Internet browsing again QVGA display, doesn't matter how good web kit you can't see much on screen is. Keep scrolling. No copy past in web browser.

Quick office 5 paid upgrade not something you get out of the box, Documents viewer and even that doesn't support viewing office 2007

documents.

Steve I am sorry but you really are promoting old N96. Why not i8510? what's wrong with that after all it's based on Symbian S60 too. Unless it's All About Nokia. ;)

I had to switch from Nokia after 10 years.

Am happy now with my HD and Storm.

Just to remind you HD plays excelent MP4 files @ 800X480 1.5Mbit/s encoded with H.264 video codes. N96 is no where near that.

Unregistered

I think Steve just hit rock bottom. N96? The most biggest flop in history

abruenin

IMHO, the low screen resolution is the most limiting factor of most actual Symbian phones. The 5800 and N97 won't arrive a day too early. But on the other hand, I had a HTC Touch Pro for some weeks. But I am back on my E71. Though the HTC Touch'es have some eye candy. But I got the things, which I do on a business smartphone, done in a fraction of time on a Symbian device (and only need one hand). But a very fair comparision for a Symbian fan site!

Unregistered

"But I got the things, which I do on a business smartphone, done in a fraction of time on a Symbian device (and only need one hand)."

Don't suppose you would care to expand on that with specifics ?

Not disputing (or agreeing) but would be interested in specific examples. Might help me which way to go next.

i.e. Go with HD/similar, hang out for N97 or even wait for next gen iPhone/Android.

Thanks,

Zuber

slitchfield

"Steve I am sorry but you really are promoting old N96. Why not i8510? what's wrong with that after all it's based on Symbian S60 too. Unless it's All About Nokia."

The i8510 isn't even finished yet, IMHO. The built-in apps have some issues and third party compatibility is still quite poor. So I refuse to review it yet because I *want* to say nice things about it and I can't *yet*. Give it a couple more months, maybe.

The N96 isn't that bad, you know. It's got less issues than the N95 when it came out and look how rosily we're all regarding THAT now. Give Nokia 2 months to tweak and fine tune the N96 firmware and it'll be a very different story. It'll be up to 60MB free RAM and far less glitches and better video recording etc etc.

Steve

NotMeAgain

Perhaps you haven't setup the HD with the tweaks at XDA-Developers?

Browsing experience:

One of the best because like the Nokia E90 you can view most sites without zooming in/out. And if you tweak with the opera:config in the url you'll be able to make links click-able without zooming. I find this even better than constantly zooming in/out with the iPhone.

Video:

Plays videos better than the other two devices. Install Coreplayer and chuck large 700MB files directly onto your HD and play. I play many flash videos and avi's. No more time wasting and hassles of re-encoding videos.

The resolution and size of the screen makes videos look amazing... Full screen 3.8" WVGA vs n96 2.8" QVGA (about 2.4" with the black borders because of the crappy standard 4:3 resolution). There is no contest.

YouTube client on the HD is the best I've experienced, even better than the iPhone.

Apps:

You'll find far more apps with WM than Symbian. TomTom support for a start. :)

Phone:

This is about the only category I would say the N96 wins because of the keypad. I like real physical buttons however the other two devices can is perfectly adequate handle phone/call functions.

Price:

HD is free from £30 per month contracts. N96 cost about the same if not more... Not everyone is on PAYG or sim free as you keep promoting.

Design/size/weight

Although the HD and iPhone is larger in height x width, it's very slender so can fit in any pocket without adding bulk unlike the n96.

Battery life:

HD >>> iPhone >>> N96

I could go on but I'm bored already. lol

argh

For reference, on my business contract (with Orange), Touch HD was free, N96 was over £60.

Unregistered

One major difference and advantage of iPhone is that it is iconic. Apple has been doing a good job by providing constant update of software to make iPhone (including 1st generation iPhone) up-to-date all the time. Nokia and HTC do not have such "iconic" phones. They just keep introducing new phone models that leave the buyers of "old" phone models in the lurch.

svdwal

"iPhone OS" is the official name for the OS on the iPhone.

Unregistered

Quote:

Originally Posted by **Unregistered** [View Post](#)

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Yes, that kind of what I'm saying. Except I was referring to the ability of the user community to provide updates for the HTC devices while the manufacturers move on to the next big thing...

This article got me playing with the Wife's iPhone again yesterday. So much potential, but just missing too many basics. Anyone know when they will be releasing v3. Might be tempted by that. Though Android may have come a long way by then (Apple are just too control freak).

Zuber

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