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DECLARATION OF TANYA ZEIF

1. I am a Records Request Processor at the Internet Archive. I make this declaration of my own personal knowledge.

2. The Internet Archive is a website that provides access to a digital library of Internet sites and other cultural artifacts in digital form. Like a paper library, we provide free access to researchers, historians, scholars, and the general public. The Internet Archive has partnered with and receives support from various institutions, including the Library of Congress.

3. The Internet Archive has created a service known as the Wayback Machine. The Wayback Machine makes it possible to browse more than 450 billion pages stored in the Internet Archive's web archive. Visitors to the Wayback Machine can search archives by URL (i.e., a website address). If archived records for a URL are available, the visitor will be presented with a display of available dates. The visitor may select one of those dates, and begin browsing an archived version of the Web. Links on archived files in the Wayback Machine point to other archived files (whether HTML pages or other file types), if any are found for the URL indicated by a given link. For instance, the Wayback Machine is designed such that when a visitor clicks on a hyperlink on an archived page that points to another URL, the visitor will be served the archived file found for the hyperlink's URL with the closest available date to the initial file containing the hyperlink.

4. The archived data made viewable and browseable by the Wayback Machine is obtained by use of web archiving software that automatically stores copies of files available via the Internet, each file preserved as it existed at a particular point in time.

5. The Internet Archive assigns a URL on its site to the archived files in the format http://web.archive.org/web/[Year in yyyy][Month in mm][Day in dd][Time code in hh:mm:ss]/[Archived URL] aka an "extended URL". Thus, the extended URL http://web.archive.org/web/19970126045828/http://www.archive.org/ would be the URL for the record of the Internet Archive home page HTML file (http://www.archive.org/) archived on January 26, 1997 at 4:58 a.m. and 28 seconds (1997/01/26 at 04:58:28). The date indicated by an extended URL applies to a preserved instance of a file for a given URL, but not necessarily to any other files linked therein. Thus, in the case of a page constituted by a primary HTML file and other separate files (e.g., files with images, audio, multimedia, design elements, or other embedded content) linked within that primary HTML file, the primary HTML file and the other files will each have their own respective extended URLs and may not have been archived on the same dates.



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6. Attached hereto as Exhibit A are true and accurate copies of browser screenshots of the Internet Archive's records of the archived files for the URLs and the dates specified in the attached coversheet of each screenshot.

7. Attached hereto as Exhibit B are true and accurate copies and printouts of the Internet Archive's records of the archived files for the URLs and the dates specified in the attached coversheet of each file.

8. I declare under penalty of perjury under the laws of the United States of America that the foregoing is true and correct.

DATE: January 10, 2025

Tanya Zeif

Tanya Zeif

EXHIBIT A

https://web.archive.org/web/20071015005153/https:/en.wikipedia.org/wiki/Nokia_N93

INTERNET ARCHIVE Wayback Machine
https://en.wikipedia.org/wiki/Nokia_N93
Go
73 captures
5 Jul 2006 – 19 Dec 2024
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Nokia N93

From Wikipedia, the free encyclopedia

The **Nokia N93** is a smartphone by Nokia especially designed for multimedia use. It was introduced in April 2006 and released in July 2006.

The N93 has improved camera capabilities compared with the earlier N90. The phone has a 3.2 megapixel camera, Carl Zeiss optics and 3x optical zoom as well as a 30 fps VGA-resolution MPEG-4 video recording capability. It was the most advanced camera phone from Nokia at the time of its release.

Contents [hide]

1 Features
2 Availability
3 Versions
4 Popular culture
5 Reviews
6 External links

Nokia N93



Manufacturer	Nokia
Available	2006
Screen	320 x 240 pixels; 262,144 colors
Camera	3.2 Megapixels
Operating system	Symbian OS v9.2, S60 3rd Edition, Feature Pack 1
Input	Keypad
Memory	50MB
Memory card	MiniSD
Networks	HSCSD, UMTS,Quad band GSM / GPRS / EDGE, GSM 850, GSM 900, GSM 1800, GSM 1900
Connectivity	Bluetooth 2.0, Infrared, Wi-Fi 802.11b/g, USB 2.0
Battery	Li-Po 1100 mAh (BP-6M)
Physical size	118 x 55.5 x 28.2 mm
Weight	180g

Features [edit]

- DVD-like video capture at 30 frames per second in the MPEG-4 format at VGA resolution[1]
- 3.2 MP camera with Carl Zeiss Vario Tessar optics and flash[1][2][3]
- 320 x 240 pixels, up to 262,144 colors 2.4" display[2]
- 3 times optical zoom / 20 times digital zoom[3]
- direct TV out connectivity[1]
- easy video creation and burning to DVD with Adobe Premiere Elements 2.0[1]
- digital image stabilization[3]
- close up mode[3]
- Visual Radio
- up to 50MB internal, 2GB mini SD card storage - 90 minutes of "DVD-like" video[3]
- Infrared and Bluetooth
- WLAN (b and g), 3G (WCDMA 2100 MHz), EDGE and GSM (900/1800/1900 MHz) networks[3][4]
- Java MIDP 2.0[2]
- Symbian application support[2]
- UPnP (Universal Plug and Play) support[4]
- Comes standard with a full Web browser
- Fully HW accelerated PowerVR 3D graphics from Imagination Technologies (including OpenGL ES 1.1 and M3G, see JBenchmark)
- Push to Talk over Cellular (PoC)

Availability [edit]

The N93 started shipping on July 24th, 2006.

Versions [edit]

As well as coming in 2 colours, pearl black and silver, there will also be a Nokia N93 Golf Edition which is preloaded with Pro Session Golf software to help improve golf skills.Also there was a Mission: Impossible III edition which included a memory card preloaded with the movie and also a Mission: Impossible III theme.[5]

Popular culture [edit]

- In the skateboarding game Tony Hawks Project 8, the phone the player uses is a Nokia N93, and also one of the messages the player gets throughout the game is an advertisement for the golf instructional video.
- Musician Rob Dickinson shot the entire video for his single "Oceans" on a Nokia N93. [1]
- In The Bourne Ultimatum, the CIA agents looking for Bourne use Nokia N93s throughout the movie, holding them alongside their handguns, and with a real time video link to the CIA coordination room.

Reviews [edit]

- All About Symbian N93 Review (part 1) - Covers multimedia aspects of the phone
- All About Symbian N93 Review (part 2) - Covers smartphone aspects, and summary
- All About Symbian N90 vs N93
- Mobile-review N93 review
- N93 reviews and specifications round up

External links [edit]

1. ^ a b c d Series 60 website
2. ^ a b c d nseries.com
3. ^ a b c d e f Lets Go Digital
4. ^ a b Nokia N93 Data Sheet
5. ^ Nokia golf edition

- Online copy of the N93 Manual (PDF)
- Nokia Nseries Social Media - N93 resource
- N Series Talk Nokia N Series Forums and Community
- More on the graphics technology inside the N 93 and N95

v • d • e **Nokia phones** [hide]
1series 1100 · 1110 · 1600

2series	2110i · 2115i · 2650 · 2651
3series	3100/3105 · 3110 · 3110 classic · 3155 · 3200 · 3210 · 3220 · 3230 · 3250 · 3310 · 3410 · 3510/3590/3595 · 3600/3620/3650/3660
5series	5110 · 5140 · 5140i · 5200 · 5210 · 5300 · 5500 · 5510 · 5700
6series	6010 · 6020/6021 · 6030 · 6070 · 6110/6120 · 6110 Navigator · 6111 · 6120 classic · 6131/6133 · 6136 · 6170 · 6230 · 6233 · 6255i · 6256i · 6260 · 6265 · 6270 · 6275i · 6280/6288 · 6290 · 6300 · 6315i · 6500 classic · 6600 · 6610i · 6620 · 6630 · 6650 · 6670 · 6680 · 6681/6682 · 6800 · 6810 · 6820
7series	7110 · 7160 · 7250 · 7280 · 7360 · 7380 · 7390 · 7500 · 7600 · 7610 · 7650 · 7700 · 7710 · 7900
8series	8110 · 8210 · 8600 Luna · 8800 · 8850
9series	9000/9110 · 9210/9290 · 9300/i · 9500
Eseries	E50 · E51 · E60 · E61/i · E62 · E65 · E70 · E90
Nseries	N70 · N71 · N72 · N73 · N75 · N76 · N77 · N80 · N81 · N90 · N91 · N92 · **N93** · N93i · N95
Other	770 Internet Tablet · N800 Internet Tablet · 888 · N-Gage · Vertu luxury phones

Categories: Nokia mobile phones | Smartphones | UPnP Devices | Cellular Device

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New Rob Dickinson Music Video Shot Entirely on the Nokia N93
November 10, 2006

Los Angeles, CA, US - Last night, Nokia premiered musician Rob Dickinson's new video, "Oceans;" which is the first music video created solely on a Nokia Nseries multimedia computer -- the first music video ever done solely on a device of its class.

Directed by Mike Hodgkinson, "Oceans" is the second single off Rob Dickinson's debut solo album, entitled Fresh Wine for the Horses. The "Oceans" music video was shot by Hodgkinson on the Nokia N93, a 3.2 megapixel cameraphone with DVD quality video and Carl Zeiss optics.

"The great thing about the Nokia N93 cameraphone is that we were able to go anywhere with it. We didn't have to lug a camera crew around thanks to the luxury of such a compact and versatile device," said Mike Hodgkinson, director of 'Oceans'. "We were able to get some very creative shots with it, even underwater and we also created an aerial shot with a bunch of helium balloons - we really pushed the Nokia N93 to its limits, and it responded fantastically."

"It's a testament to the skill and inventiveness of Mike Hodgkinson, and the sheer quality of the Nokia N93 that the video has come out so brilliantly. I think the fact that most people are amazed when they are told that it was all shot on a cellphone says it all," commented Rob Dickinson. "That something so small and portable can produce such stunning results gives hope to independent artists everywhere, and credit to Nokia for encouraging this project from the start."

"Nokia is about connecting people with their passions and its truly impressive to see how artists like Mike and Rob can bring their creative visions to life, particularly knowing it was done with an N93," said Andrew Elliott, Director of Multimedia Experiences, Nokia America. "We encourage people, from professional to hobbyist, to explore the full capacity of the Nokia Nseries devices to express themselves."

The Nokia N93 features a 3.2 megapixel camera with Carl Zeiss optics, DVD-like video capture and optical zoom. The Nokia N93 can connect directly to your TV for a widescreen movie experience or upload your images and video to online albums or blogs. Consumers can also create high-quality home movies and burn them to DVD with the Adobe Premiere Elements 2.0 software that comes in box with the Nokia N93.

The Nokia N93 is currently available in the United States and worldwide. Photos and video of the N93 can be found at http://www.nokia.com/A4136017?category=n93 . To view the new 'Oceans' music video as well as the creative 'Behind the Scenes - Making of Oceans by Mike Hodgkinson', please visit www.nokia.com/oceans.

For more information on Rob Dickinson, please visit www.robdickinson.com.

Note to editors: B-roll material is available for download at:
www.thenewsmarket.com/nokia or
http://www.nokia.com/press/broadcastroom

About Nokia Nseries
Nokia Nseries is a range of high performance multimedia devices that delivers unparalleled mobile multimedia experiences by combining the latest technologies with stylish design and ease of use. With Nokia Nseries products, consumers can use a single device to enjoy entertainment, access information and to capture and share pictures and videos, whenever and wherever they want.

About Nokia
Nokia is a world leader in mobile communications, driving the growth and sustainability of the broader mobility industry. Nokia connects people to each other and the information that matters to them with easy-to-use and innovative products like mobile phones, devices and solutions for imaging, games, media and businesses. Nokia provides equipment, solutions and services for network operators and corporations.

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SEP OCT JUN
2006 11 2009
2007
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Connecting People

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Corporate
Events
Devices
Mobile Phones
Multimedia
Enterprise Solutions
Experiences
Accessories
Corporate solutions
Networks

Devices

To view a photo in larger size please click its thumbnail. To download a photo in high resolution, please click the High resolution image link.

Nokia N93



Nokia N93
Preview
High resolution image (JPEG file, zipped, 2 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 1.6 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 935.5 KB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 1.5 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 2.9 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 3.4 MB)



Nokia N93
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High resolution image (JPEG file, zipped, 1.5 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 1.4 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 3.6 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 2.1 MB)



Nokia N93
Preview
High resolution image (JPEG file, zipped, 2.9 MB)



Picture taken with the Nokia N93 device
Preview
High resolution image (ZIP file, zipped, 1.5 MB)



Picture taken with the Nokia N93 device
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High resolution image (ZIP file, zipped, 1.7 MB)



Picture taken with the Nokia N93 device
Preview
High resolution image (ZIP file, zipped, 1.3 MB)



Nokia N93 Golf Camera device
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High resolution image (ZIP file, zipped, 416.4 KB)



Nokia N93 Golf Camera
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High resolution image (ZIP file, zipped, 1.3 MB)



Nokia N93 Golf Comparison device
Preview
High resolution image (ZIP file, zipped, 400.4 KB)



Nokia N93 Golf comparison

Preview
High resolution image (ZIP file, zipped, 1.4 MB)

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» UIQ

By Award
» Recommended Award
» Mega Award
» No Award (Average)

Advert

Nokia N93 (part one - Multimedia)

Published by Rafe Blandford, Steve Litchfield at 14:26 BST, July 26th 2006 under Hardware in Series 60, S60 3rd Edition|| 33 Comments / Post New Comment

Steve and Rafe report on the Nokia N93, the latest Nseries 'multimedia computer' and the one with the highest specifications yet.

Author: Nokia
Version Reviewed: v10.0.017
Score: 85
Buy Link | Download Link

Foreword

Before getting started, a word of explanation about this review and why it's in two parts. The N93, perhaps more than any other Symbian OS device, has one huge, dominating raison d'etre, the camera and camcorder functionality. Allied perhaps with the multimedia playback both on-screen and via UPnP and wired TV monitor. This part of the review will cover these areas and is scored as such.

Part two, with its own score, will come in a week or two's time and will cover the Nokia N93 as a whole, i.e. how well or badly it does as a day-to-day smartphone, in addition to any ad-hoc camera requirements. If you're desperate for an overall score, you might like to average the two...!

Introduction



At first glance, the Nokia N93 is huge. Closer inspection reveals that, er... it IS huge, but that there's a good reason for it. The camera module, across the top of the device, has fixed dimensions and these rather dictate the overall thickness and width of the rest of the smartphone. In case you've been out of the solar system and out of touch with the smartphone world, and in terms of multimedia relevance, the features you really need to know about are:

- **The camera**. 3.2 megapixels (2048 by 1536 pixels), with a unique (for S60) 3x optical zoom. What this means in practice is that you can zoom in to a factor of 3 before any digital zooming is applied. So, right up to that point, you still get the full 3.2mp resolution at full quality. Even the Nokia N90, its spritual predecessor, didn't have an optical zoom.
- **The camcorder**. The same CMOS array is used, with the same Carl Zeiss optics but without the auto-focus, to capture video at VGA resolution (640 by 480 pixels) at 30 frames per second. Note that this isn't technically 'DVD-quality' (usually 720 by 576 pixels in Europe), but it's close enough for most practical purposes.
- **The screen**. The 2.4" display on the N93 is fabulous. Really. The colours are gorgeous, the contrast is to die for, even outdoors in bright sunlight, and it's a great complement to the camera functionality.
- **The internal and external memory slots**. 50MB of internal flash memory is where who should install most of your third party applications, so that you can keep the miniSD card for video capture. You'll need it. 10 minutes of video (typical for messing around with your family during a day out) will need 280MB. Take the N93 away for a week and you'll almost certainly be using up the lion's share of a 2GB card, especially when you factor in photos at over a megabyte a time.
- **UPnP**. The N93 can connect to and interact with UPnP devices via WiFi. This includes the ability to share files on the N93 so they can be accessed via other UPnP devices or to access files on other UPnP devices (the N93 can copy them to its own memory). The N93 also acts as a UPnP remote control allowing you to control the media shown or played on other devices.
- **The Pop-port and TV-out lead**. A first for a smartphone, the N93 can drive a TV (or any other AV equipment) directly via the supplied Pop-port to Composite (Red/Yellow/White) lead. This works *brilliantly*and from any application, from RealPlayer to general applications to games. A dedicated 'TV out' utility lets you choose the TV standard to use (PAL/NTSC) and screen aspect ratio.



The Camera

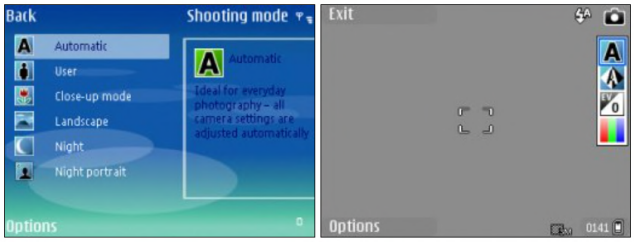
There are plenty of design issues worth commenting on, too. Having the camera module as part of the main body of the smartphone is more robust than the N90's multiple-hinge design, but it also limits what can be shot. In order to film something you've got to lift the smartphone, open it out into the vertical and then keep the device's lens pointing straight ahead. While this all sounds sensible, it's worth noting that the N90 allowed shooting at almost any angle (including behind you) and also allowed photos while the clamshell itself was closed. Thus the N93 seems a lot more restrictive in this regard, but putting it into perspective with humbler smartphones, at least the screen itself can be angled, so that you can position the N93 up high or down low and still be able to use the screen as a viewfinder.

The main shutter button is positioned directly behind the lens, meaning that the very act of pressing it (gently at first to kick off the auto-focus, then harder to take the image) tends to nudge your aim downwards. With practice you can allow for this and brace your grip, but it's disconcerting at first when taking photos. Video recording merely requires a press to start and a press to stop, of course, so it doesn't really suffer from the same problem.

The N93 comes with a clip-on lens cap. I haven't lost mine yet, though it tends to pop off somewhat violently and I'd guess that Nokia will be selling packs of 3 replacement caps on its web site shortly. There's a little lanyard in the box, but to be honest it's best just to stick the cap in your pocket when the camera's being used. There's also an even more fiddly Pop-port cover that's, alas, even more loseable.

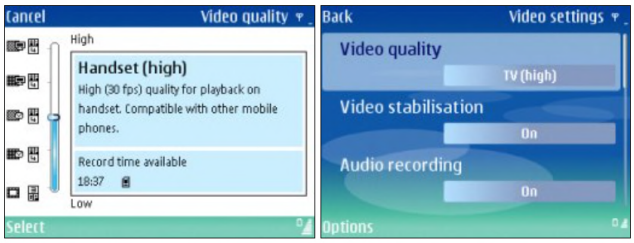


The 3x optical zoom is operated via a ring jog dial that circles the shutter button. This works well as you easily adjust the zoom before taking a photo. Beneath the shutter button there is a four way navigator. It is used to change the camera settings via a series of pop out icons. These settings include shooting mode (automatic, user, close-up mode, landscape, night and night portrait), white balance (automatic, sunny, cloudy, incandescent and fluorescent), exposure (+2 to -2) and colour tone (normal, sepia, black and white and negative). This secondary navigator effectively duplicates the main four way navigator of the phone. However, in camera mode only this secondary direction pad can be used. Due to its position on the side of the phone, it's necessarily small and is a bit fiddly to use.



Further options can be reached using the options menu, accessed used the second softkey buttton. Although the buttons are on the opposite side of the screen to the other controls, it's more intuitive than you might think, as you 'll be holding the device in two hands most of the time anyway when taking pictures or videos.

In this camera mode, the the options menu includes sequence mode, self timer mode (2, 10 or 20 seconds) and other settings, including captured image size. In video mode, the settings include both video size and an on/off toggle for video stabilization and audio recording.



Beneath the secondary navigator are two buttons (camera/video mode and flash mode). Pressing the latter in camera mode cycles the flash mode between automatic, on and off. In video mode, the button turns the flash LED light on or off. As a bonus, it also works as torch when the phone is closed, a function that's surprisingly useful.

To use the 3.2 megapixel camera, you must swivel the screen through a right angle, with this action starting the camera application. However in any other mode, 'Camera' uses the secondary (VGA/video calling) camera. It is a shame that you cannot switch back to the main camera, to take candid images and videos to your left hand side. One related annoyance is that when you rotate the screen back into clamshell mode, after using the camera, the application stays active but switches to the secondary camera, meaning that you're taken from your peaceful photographic experience of your subject to seeing an image of your own face - which can come as a bit of a shock!

The proof of the pudding is in the eating, of course, especially with this review's focus on the multimedia performance. Before going any further, let us state that there's no way the N93 is good enough to displace a standalone digital camera of similar specification for even semi-professional use. The lens and CMOS array are just physically too small and the handling of extremes of light and dark just isn't flexible enough. In very bright light there are slightly washed out colours, and in dim conditions (e.g. indoors) there will be lots of picture 'noise' and blur on any moving objects. Contrast this with a standalone camera, which will have a large enough lens and enough sensor intelligence to gather and cope with an awful lot more photons of light.

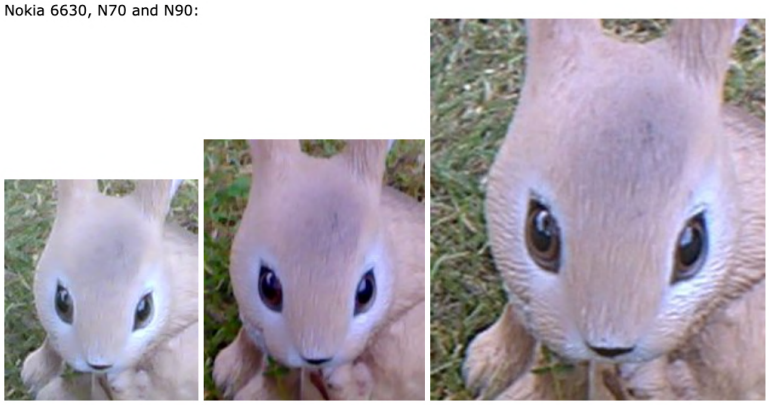
The same applies to video recording, where movies captured on the N93 will be fine for inclusion on home movie DVDs or for transcoding and putting up on web sites, but for any kind of semi-professional use you'll be disappointed. Quite apart from 'only' being VGA resolution and not employing focussing (so you can't shoot anything closer than a metre away without it being blurred), the MPEG-4 encoding used by necessity means that dark areas of the video picture show all kinds of compression artefacts - fine for showing your uncle Joe and Hilda but distinctly unimpressive when showing off a short video to your boss. There are also minor issues when zooming, with the 'steps' in the zooming mechanism very visible optically and audibly (there's a slight 'rat-a-tat-a-tat' noise).

BUT - don't be disheartened and think that we're being unduly negative. The N93 is still the best camera/camcorder smartphone we've ever used, by quite a margin. And that alone makes it worth considering if you've got plenty of stuff to shoot in addition to your normal smartphone requirements. For the majority of people, the results produced will be more than good enough, either for display as desktop wallpapers or in slideshows on a computer. Come the N93 out performs budget digital cameras (~£100) in most areas. What you shouldn't underestimate is the 'always with you' factor. While a digital camera may often

be left at home, the N93 will not and as such you are much more likely to be capturing every day life with the N93, not just the camera-ready staged moments.

To illustrate the quality of the N93's pictures, here are comparison blowups of identical shots of the same object taken on four Nokia smartphones: the vintage 6630, last year's N70 and N90, and N93. Resolution, quality and detail increase as you'd expect, though the difference between the 1.3 megapixel image from the 6630 and that from the N93 is so marked that you wonder how anyone could be satisfied with the smaller camera. Yet, to put things into perspective, the Nokia 6630's camera is leagues ahead of the 1.3 megapixel cameras used in many competing feature and Windows Mobile phones, making the N93's quality even more obvious.

Nokia 6630, N70 and N90:

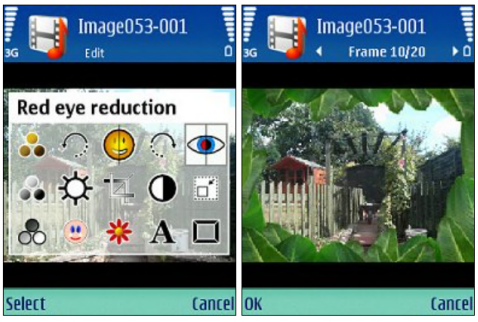


Nokia N93:



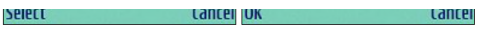
To give you an idea of finished sample photos and videos, there's a big selection below, along with comments. Playing them back on the N93 itself works very well indeed, thanks to the size and quality of the main screen. Video playback is in RealPlayer, as usual, but it seems to have been tweaked since the last time I looked around its menus and things like starting playback in full screen mode are now a firm option, thankfully.

As with the N90 predecessor, there's basic editing support for both pictures and videos accessible from the Gallery application. Photos can have the usual Nseries gallery of effects applied, including Sepia, Negative, Brightness, Clip-art, Sharpness, Contrast, Resize and Red eye reduction. Each effect has an appropriate slider or options gallery and applying each effect is fairly quick. Keen photographers will have plenty to fiddle with here, while waiting to get back to their desktops for greater control.



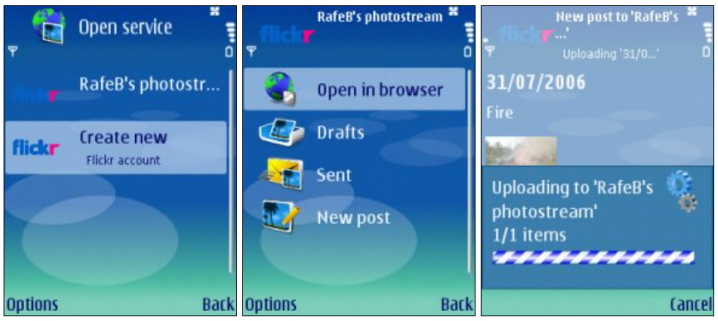
Built-in video editing functions include cutting (cropping) footage, merging clips together, adding a new soundtrack (from a previously recorded file or music track), adding text titles (very, very slow to render), a 'slow motion' effect (with configurable speed) and the horribly slow (within the video editor at least) 'muvee' system. You'll almost certainly be doing most video editing on your desktop though, so on-device editing will in most cases be limited to simply cropping clips to delete wasted footage and preserve disk space. Still, it does offer an impressively complete on-device editing solution.





A simpler form of video and image editing is the creation of muvees, styled video clips which mix videos, photos, graphics and text. The output can be quite effective and can, optionally, be optimised for MMS output which can result in something which is actually worth sending as an MMS message.

Gallery also includes an Open online service entry in its options menu. This is for the Flickr integration that was touted at the device's launch. The online service uses the Atom publishing protocol and will work with other compatible services such as Typepad. Once you have configured the application with your Flickr account details, photos can be uploaded by adding them to a 'post' which is then sent to Flickr. This works well for sending one or two photos, but is time consuming for many photos. A better option may be to Conigma's Shozu application which is more flexible in its destinations and allows for automatic uploads.

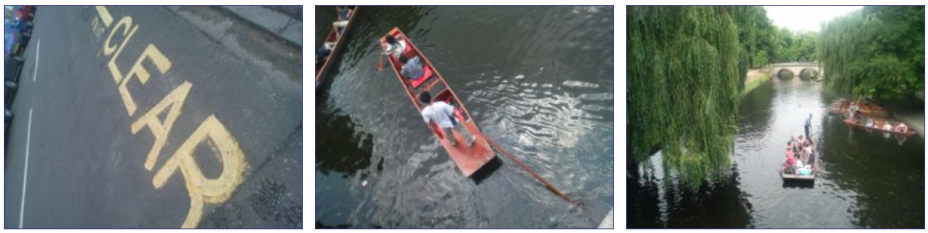


Nokia N93 Sample Photos

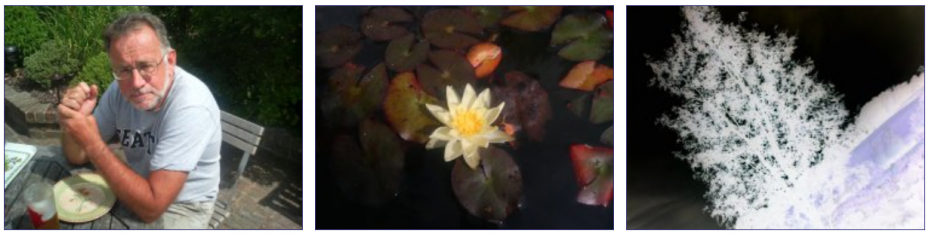
All pictures are thumbnails, click through for the full size photo. None of the photos have been edited or tweaked.



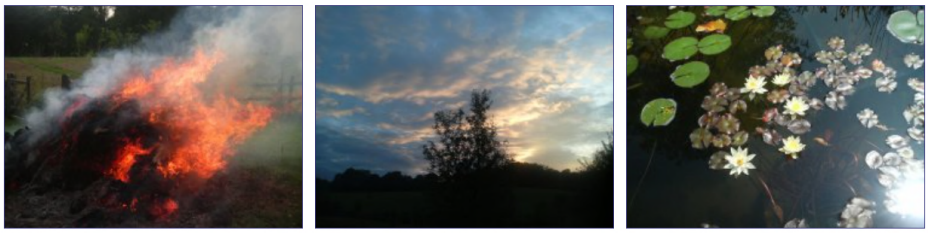
In automatic mode the N93 performs best in mixed sunny and cloudy conditions. In very bright light, pictures can be over exposed. This can be corrected by manually changing the exposure and/or white balance (to -1 and 'sunny' respectively).



The N93 autofocus is the single best feature about the camera. While the Zeiss optics do produce more detail, the auto focus has the most impact on results for amateur photographer.



Colours are generally accurate, but can occasionally be over compensated. For close up works the best results are achieved when adjusting the settings. For most general shots, making settings adjustments makes little difference. Some startling results can be achieved with the on board negative, sepia and black and white filters.



In tricky conditions (varying light) the N93 performs well, although there are, as with all cameras, some problems with glare.

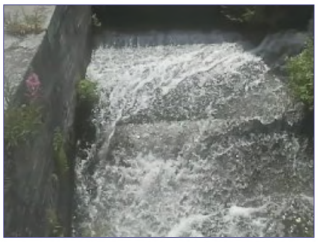


The N93 copes reasonably well in pitch black conditions (owl example), but the flash is not very strong so the subject must be close to the camera. Where there is some ambient light available results may be better using night mode rather than the anaemic flash. The optical zoom allows detailed shots of objects

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there is some ambient light available results may be better using night mode rather than the anaemic flash. The optical zoom allows detailed shots of objects further away (weather vane and duck examples). It compares very favourably to other camera phones where cropping or use of digital zoom is necessary.

Nokia N93 Video samples




Video 1 (water - 4.5 MB) show a 180 degree fast pan with people and, water, vegetation and buildings. Video 2 (fire - 6.4 MB) shows capture of changing subject and use of optical zoom (you can hear the zoom mechanism in the audio track).



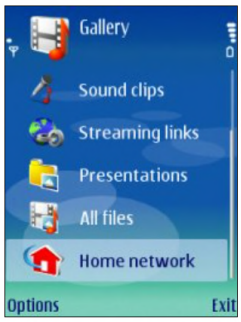

Video 3 (gig - 25MB) shows good optically zoomed picture quality but lousy handling of even moderately loud volume levels - this was an open air concert and not particularly loud, but the bass drum completely wipes out the audio track every time. Video 4 (roundabout - 12MB) shows very good handling of fast motion and, again, there's the noise of the zoom mechanism near the end of the clip.

UPnP

The Nokia N93 is a UPnP device (Universal Plug and Play). UPnP is a set of computer network protocols set by the UPnP forum aimed at allowing networked devices to connect together seamlessly and exchange information. In the case of the N93, it is used to share and control multimedia stored on the phone or on other UPnP devices on the same network via the phones WLAN connectivity.

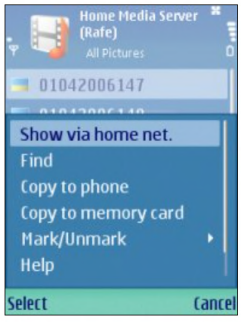
In the Connect folder there is a 'Home network' application. This allows you to set your home Wi-Fi network, and whether to share image, music and video files. You can turn image sharing on and off, and this is effectively turning UPnP on and off. Once activated, other UPnP devices can see the N93 and access its files. Additionally an extra category is added to Gallery (Home Network) which allows you to access the content of other UPnP devices. This works by browsing a series of folders (the content of each remote device), and from the menu you can choose to copy multimedia to the N93 (a convienient way to get new content to your device) or show it on the UPnP device in question. This second function acts a little like a remote control allowing you to control (a slide show of) images shown and music played on the remote UPnP device directly from the N93. Unfortunately you cannot choose to play playlists, only to view them, which limits the usefullness of this remote function for music (to play back multiple songs on the remote deice you must select all of them first via a multi-select technique).

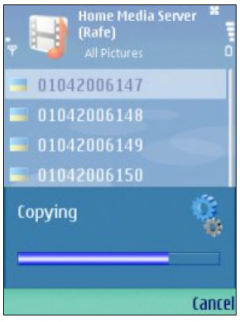


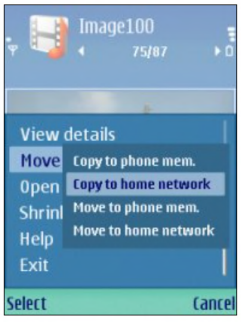




For multimedia stored on the N93, there are extra entries in Gallery's menu; these include the option to copy a multimedia item to another UPnP devices, move an item (deleting it from the N93), and show it on your home network. The first two functions are useful for manually moving multimedia off your phone, but there is also an automatic transfer function which should allow you copy all the images and videos off your device in one go. However, we could only get this to work with small files, not the MB images or multi-MB video files captured by the N93.

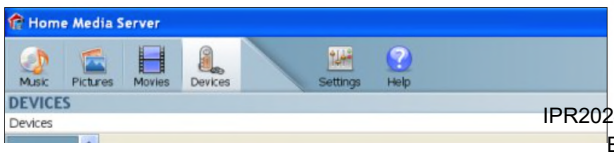


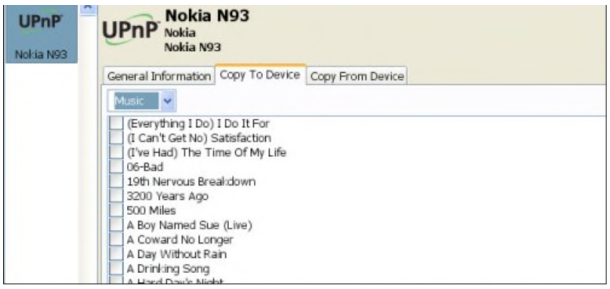




This last failure reflects a general problem with UPnP. It needs manufacturer support and is not yet widely used. UPnP devices do not always work with each other and can be slow to initiate actions. At times, the UPnP implementation in the N93 did not work (e.g. other devices couldnot be seen or transfers fail), although it is rarely clear whether this is the fault of the local or remote device. The problem is compounded by the fact that there is no definitive list of compatible devices (our Netgear 101 worked only partially with the N93). Furthermore, although most Wi-Fi routers now ship with UPnP support it is often turned off by default for security reasons. The cumulative effect may be frustration for end users.

For most people the immediate problem will be the lack of another UPnP device. Windows Media Connect (as used by the XBox and now shipping with Windows XP) is a UPnP server for Windows, but it did not work with the N93. Fortunately Nokia have provided an alternative. On the N93's CD is a UPnP server/client for Windows XP PCs called Home Media Server (a branded version of SimpleCenter). Using Home Media Server you can retrieve media from the phone and copy new media to the phone. You can also remotely control media shown on the PC from the N93, whether it is stored on the PC itself or on the N93.





Since the connection bearer is Wi-Fi, transfer speeds are speedy, rivalling even a direct USB connection. This means when choosing to view an image from the phone on your PC the operation takes only a few seconds and makes running a slideshow of images stored on your phone on your PC practical. On the other hand, the Home Media Server software is lacking in some areas. For example, when copying media from the N93 a list of files is presented with tick boxes to select which files should be transferred, however there is no select all option, which means a tedious chore of ticking many boxes if you wish to transfer all the media from the phone in one go.

UPnP potentially offers fantastic functionality, but it seems it is early days for the technology and Nokia would be well advised to improve both the user experience and the compatibility issues.

TV-out

The TV-out function is much simpler than UPnP (just a Pop-port to 3-way RCA 'composite' cable to connect) and works very well. TV out function is made possible by the new graphics chip set in the N93 and its most common use will be for showing of images and videos captured by the phone. Settings can be tweaked via the TV-out application, but this should work out of the box for most people. Captured videos, in particular, are impressive and it is great fun to shoot a video and immediately be able to play it back on the TV.

In fact, the screen exporting works with any application (it is a great way to demo S60 to people). Other potential uses include playing games or browsing the web on your TV. Any application that involves viewing information of the screen as a primary concern can benefit from being connected to a larger screen. It also open up new possibilities, for example with the TV-out function a video call can be shared more easily with more people. Using the N93 in this way might make for a good budget video conferencing system. The on board game, System Rush Evolution, is very playable on a bigger screen and gives a very positive pointer towards the next generation N-Gage gaming platform.



Most of the time the TV will show the same as the phone's screen. The exception to this is when viewing images or videos in Gallery - on the TV, these are displayed full screen even when browsing thumbnails on the phone.



The TV-out cable can also be used to connect the N93 to most audio systems (via auxillary inputs). This means you can play MP3s from the phone, controlled from the Music application, over your home Hi-Fi system in full stereo sound and it makes the N93 even more versatile. The quality of audio output is excellent, making the N93 an impressive digital audio player.

In some ways TV-out is the most compelling function of the N93 and I hope we see it again on future S60 devices.

Conclusion

It's hard to summarise the multitude of good and bad points above in a single paragraph - we'll leave a final verdict for part two of the N93 review, after we've lived with it day-in and day-out for longer. But in the meantime we'd say that the Nokia N93 is the best multimedia smartphone we've ever seen - but that it's also not perfect and in some ways points the way towards its own successor, surely to come in 2007 and beyond, as as the optics and electronics start to converge more seriously on the world of professional standalone digital cameras.

Steve Litchfield and Rafe Blandford, 31 July 2006, ***text tweaked after Nokia's 11.0.034 firmware upgrade, performed mid October 2006.***

Review Discussion

MarcTGFG

> Comment: Thanks for the great review :-)
>
> Is the flash really that bad? The N90 surprised me with its strong flash. It would be a deal breaker for me if the N93 couldnt take decent flash pictures at a party, at least 2 meters apart from the subject.
>
> Marc
>
> _____
> [SIZE="1"]My blog: www.pdanews.de[/SIZE]

Brengla

> Comment: [SIZE=1]Wirelessly posted (Nokia6680/1.0 (3.04.11) SymbianOS/8.0 Series60/2.6 Profile/MIDP-2.0 Configuration/CLDC-1.1)[/SIZE]
>
> It's wierd, isn't it, that regardless of a review that says, "Truly, this device isn't as special as it should have been", I still really want it. More for the TV out than anything (and also the fact that everyone will think wow). Can you imagine using Smartmovie through the tv. It's a portable movie player too!
>
> One thing. Even if your phone is in portrait mode, is the tv still landscape?
>
> Thanks for a great article!
>
> Bren

Rafe

> Comment: The flash isn't that bad. Its similar to the N90. I'll try and test this out some more. The picture of the owl was a nasty test - it was pitch black when I took that photo. The Flash is bad compared to dedicated camera.
>
> For TV-out the screen will be the same as it on the phone. i.e. in portrait mode it is portrait on the screen. In landscape mode (i.e. folded down so the edge touches the keyboard) it is landscape. This is actually quite handy as naturally some application look more normal in portrait and Apps as it is rather good

touches the keyboard) it is landscape. This is actually quite handy as naturally some application look more normal in portait view. And yes it is rather good as a portable media player - the only issue is the need for multiple memory cards.

Bassey

> Comment: Whilst I like the idea behind the device, I'm not entirely convinced. I'm still not persuaded by the [I]need[/I] to have a camera with you everywhere you go. No-one I know actually goes around taking photo's and video's all the time even though their phone is capable of doing so. I don't see this changing just because the optics are a lot better than a standard camera phone.
>
> In my opinion, the only reason the majority of us have a camera phone is because the majority of phones have a camera built in (and that's because the networks want us to send lots of revenue generating MMS's), not because of any particular desire on the part of the user base to take hundreds of photos or videos with their phone. In other words, it's pure convenience.
>
> I'm not sure that the man on the street cares enough about the quality of the output to justify the significant extra bulk for those rare occasions a camera phone is actually useful (even if the quality is a quantum leap when compared to the output of my Mini S!).
>
> Don't get me wrong, as a "proof of concept" device I think it is superb. But, for now, I think the potential market is kind of limited. However, I'm absolutely sure that most phones will have this functionality within a few (3-5) years.

nj7

> Comment: That disappointment. Now that the N93 starts it to circulate and has each time more reviews, my conclusion is that is not of that I remodel to camcorder nor I go for the price raised for one big box. I go for the N73, therefore it passes in the test of the pocket of the shirt!

Brengla

> Comment: I don't use a camera much either or certainly never used a camcorder but I find when I do take a camera that it's always so bulky especially when you bed your phone and iPod to the mix. I'm going on holiday in October and want this phone before I go and I'm not taking a camera if I get it in time (which knowing O2 online is no guarantee).
>
> A week to two weeks is too long for the next review, need more info now ;-)

Brengla

> Comment: “That disappointment. Now that the N93 starts it to circulate and has each time more reviews, my conclusion is that is not of that I remodel to camcorder nor I go for the price raised for one big box. I go for the N73, therefore it passes in the test of the pocket of the shirt!”
>
> The thing is though that the N73 has no wifi or tv out and they are the coolest feature!

MarcTGFG

> Comment: Rafe,
>
> when I take photographs with the N90 in my completely dark bathroom, it is well and completely illuminated! No color tint, no dark areas, everything very bright. Looking at the pic you took I severely doubt, that the N93s flash is nearly as good as the N90s! Unless you took that picture from 3-4 meters away with optical zoom used to full exttent, that would explain the less than satisfactory illumation...

Rafe

> Comment: Bassey - you are absolutely right - the N93 is defintely not for eveyone. I do think some people liek having cmaeras on their phone. The problem is you only get then benefits once the quality is good enough and the camera is quick an easy to use. The N93 meets the good enough requirement and is easy(ish) to use, but it comes at the expense of size / weight to an extent.
>
> Personally I'm not sure I would want to carry it around everyday. I have done so and it as bad it looks, but I can see where you are coming from.

Bassey

> Comment: Yep, the holiday scenario makes sense along with one or two others (family outings etc). However, I would look at it like this.
>
> For those occasions (maybe ten times a year) I save carrying around three or even four gadgets by having the N93. But, the rest of the year, I'm carrying around a relatively bulky N93 when I could be carrying <insert small smartphone of choice> instead.
>
> Or;
>
> The majority of the time I'm carrying around a <insert small smartphone of choice> which fits comfortably in my pocket, but on special occasions I have to take a few devices with me which is a pain in the *** although I get excellent quality results.
>
> Of course, the ideal might be to have an N93 AND a nice compact S60 device and swap between them as needs change, but then you loose the whole "Always got it with you" benefit. Anyway, I'm no-one to preach on such matters. I carried around an XDAIIs for 12 months which is positively gargantuan and weighs about the same as an old Mini Cooper. ;)

nj7

> Comment: “The thing is though that the N73 has no wifi or tv out and they are the coolest feature!”
>
> Wi-Fi is not very important for me. Almost all public places, if it only can use with payment! Connect to TV? My actual DSC / Camcorder, never, I mean, never had been connected to the TV.
> Both are in N93, but I never gonna use one...
> For me the most important, is the use of a camera in hollydays, if I can carry only one device. If is not the case, then N73 do a good photos and for day to day use, is less bulky.

nj7

> Comment: “Bassey - you are absolutely right - the N93 is defintely not for eveyone. I do think some people liek having cmaeras on their phone. The problem is you only get then benefits once the quality is good enough and the camera is quick an easy to use. The N93 meets the good enough requirement and is easy(ish) to use, but it comes at the expense of size / weight to an extent.
>
> Personally I'm not sure I would want to carry it around everyday. I have done so and it as bad it looks, but I can see where you are coming from.”
>
> Another way, to express what I also think!

Bassey

> Comment: “Bassey - I do think some people like having cmaeras on their phone. ”
>
> I'm sure there are. The main group that springs to mind (other than us geeks of course :)) is the very young. My 12 year old neice loves her camera phone and her and her friends are always swapping pics and video clips. However, I can guarantee she won't want an N93. Having swapped my huge XDA IIs for a (to my mind) beatifully compact and svelte XDA Mini S, she took one look at it and screamed "Oh my god! It's a brick". That was my nose well and truly out of joint :).

luisan82

> Comment: I'm agree N93 is a superb mobile, but it's too expensive. If u want a great camera with mobile, try k800i. I've a N80 couse have wifi, a big resolution and UPnP. N93 is still better in all sense, but I'll w8 4 a new n9x series that have a really good camera.
> You can find more reviews at mobile-review or gsmarena where also compares N93vsK800i photo quality.

andrewsmcd

> Comment: So let me get this straight... you're saying that there is no way to use the rotating screen to see yourself as you take a photo? I know when it's folded down into "laptop" mode, it uses the VGA camera for the camera application... but you can't use the 3.2 MP camera when the phone is position like in this photo, to take hi-res photos and videos?
>
> Please let me know, this might be a deal-breaker for me...
>
> 

Brengla

> Comment: [SIZE=1]Wirelessly posted (Nokia6680/1.0 (3.04.11) SymbianOS/8.0 Series60/2.6 Profile/MIDP-2.0 Configuration/CLDC-1.1)[/SIZE]
>
> "'The thing is though that the N73 has no wifi or tv out and they are the coolest feature!'
>
> Wi-Fi is not very important for me. Almost all public places, if it only can use with payment! Connect to TV? My actual DSC / Camcorder, never, I mean, never had been connected to the TV.
> Both are in N93, but I never gonna use one...
> For me the most important, is the use of a camera in hollydays, if I can carry only one device. If is not the case, then N73 do a good photos and for day to day use, is less bulky."
>
> I got hit with a £160 phone bill and £120 of that was gprs usage. Wifi I guess is dependant on the user. i've also not got a computer so full screening on tv is a good feature for me :-)

Rafe

> Comment: I've had a chance to play with a K800 and its a great camera phone. However it is not a smartphone and I think if you ignore the camera aspects (which are arguably the equal of or better then the N93) you're left with a fairly ordinary feature phone.
>
> anndrewsmcd - yes you're right and yes it disappointing. I can uderstand it being the default, but it would be nice to have it as an option to switch too.

Bassey

> Comment: The problem (or should that be 'feature'?) with the camera switching to VGA when the screen is rotated sounds like somethig screaming out for a firmware update to me!

Brengla

> Comment: [SIZE=1]Wirelessly posted (Nokia6680/1.0 (3.04.11) SymbianOS/8.0 Series60/2.6 Profile/MIDP-2.0 Configuration/CLDC-1.1)[/SIZE]
>
> "The problem (or should that be 'feature'?) with the camera switching to VGA when the screen is rotated sounds like somethig screaming out for a firmware update to me!"
>
> Is it possible to change that via a firmware update? I also wondered if you knew whether it is near impossible to use the keyboard in landscape mode?

Rafe

> Comment: Yes the keyboard isn't as easy to use in landscape mode, but its not impossible. Mainly because the keys are quite big (one of the really nice things about the phone). You do have to change your thinking about where keys are of course.

nj7

> Comment: Maybe the keyboard is good! But a thing like that should be good in Camera use, like Nokia as promised.

viipottaja

> Comment: Admittedly a bit/a lot off topic, but when can we expect a review of the also wonderful N73?

Rafe

> Comment: viipottaja - Yes (hopefully). We're trying to get hold of one / a couple at the moment. The N73 is potenitally more interesting. It will sell more and I think will become one of the standard S60 candy bar phone over the next 6 months (like the N70) was.

AnnexDev

> Comment: Sounds like a great phone. Hope they have sorted out the sloooooow software which has plagues the N series. The multimedia features have got worse in the N revision. The worst being the 3D picture viewing system which is super slow. Should be able to turn this off but you cant. What i hate the most though is the cheek of putting images and video into 1 file!!!! Gone backwards from previous symbian versions. You cannot MOVE your images into a folder in the 3d viewer you can only COPY them Doh! Imagine i want to keep personal pics and vids seperate and allow peeps to flick through 1 file. the 3d system allows you to see everything and in no set order. I had 500 pics on and N70 but it did not put them in any order at all. So when i took a pic with the camera (yes the correct date and time was set) the pics endedup in the middle of all my previous pics!!! @ 312 and 410 Bear in mind im not new to phones or the Symbian OS as i love the OS... Just not this version. Please sort it out....So called multimedia unorganised phone....I want 1

nj7

> Comment: 6 sets of photo samples between the 3 phones Nokia N93, Sony Ericsson K800i and Sharp 903SH - here:
> http://www.slashphone.com/117/4898.html

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By Award
» Recommended Award
» Mega Award
» No Award (Average)

Advert

Nokia N93 (part two - the smartphone, the summary)

Published by Steve Litchfield at 21:22 BST, August 20th 2006 under Hardware in S60 3rd Edition

Steve Litchfield's been trialling the N93 now for three weeks, intensively. Here's the second and final part of his review. ***[Text tweaked October 2006, after three months of use and after Nokia's 11.0.034 firmware update]***

Author: Nokia
Version Reviewed:
Score: 85
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You'll hopefully have already read part 1 of this review, concentrating on the camera and multimedia side of the N93, its main focus. You'll also have noted the three month delay between the very first review and this tweaked article – this was firstly to allow us time to use the N93 in real life, intensively, to find out any gotchas first-hand, and secondly to allow Nokia time to fix the intial teething problems and get us some kind of stable firmware (our main test unit ended up using firmware v11.0.034, released by Nokia on 16th October 2006). The wait has been worth it and the number of serious problems we encountered has been drastically reduced, with no spontaneous resets and no more erroneous 'Out of memory' errors in Gallery - the N93 now feels very stable.



So – the huge black (or silver) bulk of the N93 as a general day to day smartphone. Does it work? It's compact enough when closed, in that it's only slightly wider and longer than most other S60 smartphones, but when opened it's around 8 inches long and that's an awfully big implement to wrap around your face when making a call. Still, when your friends or colleagues start laughing at you, just twist the screen round and have it in camcorder mode in under a second. And then twist the screen again and turn it into a landscape-screened mini-laptop. That should shut them up.

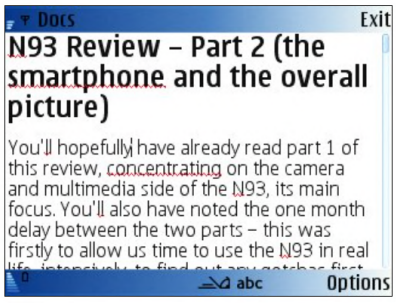
You do get used to the size of the N93 after a while, but you've also got to be happy with using a smartphone that's a clamshell, i.e. where you have to open up the device simply to see the main screen – at the end of the day, the cover 'status' screen isn't really good for much more than telling the time and date, and changing the current profile. When texts come in or alarms sound you have to open the cover to see any details at all, unlike the N90 predecessor which had a large enough cover display that these basic textual items were shown at a glance.

The N93's case is a mix of plastic and metal and, although you'd think that the double-axis screen twist mechanism would be incredibly fragile, the device actually feels reassuringly solid. Yes, there's a small amount of 'play' in the overall screen mount, but the (mainly metal) rotate open mechanism feels professional and reassuring. Also, if you've just spent £500 (or tariff equivalent) on this uber-cameraphone then you're probably not going to be chucking it in your jeans back pocket. As with most high tech, a good (holster) case is always recommended. Nokia provide a trivial cloth pouch, but this doesn't do any more than keep the dust out.

Either side of the main N93 body are examples of good and bad design. On the left is a most appalling expansion card slot cover; made from a soft, thin plastic and lying exactly where your index finger falls when holding the phone, it never quite fits right and you'll be pushing and prodding it much of the time, trying to push it properly into the card aperture. On the right hand side of the device is the flash control button mentioned in part 1. Being able to press (or double-press) this for the different LED torch modes is incredibly useful when using the N93 at night – a trivial feature that definitely punches heavier than its weight.

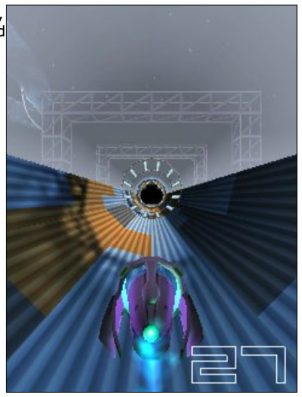


Part 1 of the review also covered the various camera modes, both in terms of software and in terms of form factor, including mini-laptop (TV-Out) mode. This mode works very well with all other S60 3rd Edition applications – I was particularly struck by Rafe's comment about how it could be used as a poor man's video conferencing system – and it's also pretty cool when used in conjunction with a Bluetooth keyboard, as shown here. Despite being 'only' 320 by 240 pixels, the screen's bright, large(ish) and clear and it's certainly a pleasant way to use the N93, especially when typing 'Notes' or using the word processor in the third party Office Suite.



You'll have read much about 3rd Edition by now, with the usual highlights (security, speed) and downsides ('like it or love it' RAM-hungry Web browser, plus the forced lack of compatibility with 2nd Edition apps). The N93 includes a few notable additions and gotchas. Visual radio is part of most of the Nseries and works as well (or as badly, depending on your area) as ever for general FM listening though without its Internet-based 'more services in 99% of areas. Barcode is a reader for encoded URLs and email addresses, apparently littered through magazines although I couldn't find any to test it on. As with Visual

Radio, I suspect this is a technology who's time is yet to come.



Quickoffice, or at least the viewer component of it, and Adobe Reader add some heavyweight functionality to the N93, whilst three high quality games, SRE (System Rush Evolution, alluded to in part 1 of this review), 3D Snakes and Card Deck, provide plenty of playable entertainment.

Music playback is another N93 strongpoint, this being one of its Nseries and designated as an XpressMusic branded device. The CD-based install routine adds an extra driver to Windows, so that when you hook up the N93 by USB and choose 'Media Player' mode, Windows Media Player 10 on the PC then picks the device up as a sync option and getting your playlists across to the smartphone is as easy as clicking one button. It helps to set up Media Player itself properly, of course, and I was very happy with the WMA music quality when ripped at 64kbps, equating to around 30MB per music album, a paltry amount compared to the huge amounts of disk real estate needed by the main N93 video camera. Bass and treble came across superbly and the HS-23 stereo headset provided will be perfectly sufficient for all but real audophiles.

Connectivity is very strong, as with almost all S60 3rd Edition devices, with 3G, EDGE, GPRS, infrared, Bluetooth and Wi-Fi, in addition to the UPnP mentioned already. In our tests, Wi-Fi wasn't particularly sensitive (though on a par with the E61 and E70) but it should cope with basic home and office wireless Internet connectivity.

So much to talk about, so many plus points. But, as alluded to in part 1, there are a few software issues that are worth mentioning. For starters, there's the way that camera stays active when you twist the screen back into clamshell mode, prior to closing it, with the result that you see yourself as the screen closes and again when opening it next time - you have to manually 'Exit' the camera application; Nokia may argue that this is a 'feature', but everyone I've seen with an N93 hates this behaviour. Then there's the fact that there's currently no way to reject an incoming call with the N93 closed.



With the recent 11.0.034 firmware update, the N93 has around 24MB of free RAM after starting up, and this is generally sufficient, even when zooming into images or trying to browse large web sites, without having to close all other open applications every time. Thankfully, 'Out of memory' errors now seem consigned to history.

The stills camera produces results arguably better than most (but not all) other smartphones in the world, despite problems with compression artefacts and noise, especially evident in anything except optimal light levels. The optical zoom and auto-focussing work very well and produce sharp results. On the video side, the VGA video capture is extremely watchable on a full-size PC monitor (or TV screen, via the TV-out cable), with almost no dropped frames despite the mammoth 28MB/min data rate. Fast panning is still somewhat jerky though and there's a distinct rattling noise from the stepper motor used in the zoom mechanism. The recorded audio soundtrack is surprisingly immersive, but suffers from heavy distortion when put into a fairly loud environment. Neither stills nor video are of 'professional' quality but they're still fully up to the job of recording the lives of your family and friends, with no embarassment over blurry video images, and the N93 is clearly the vanguard of a whole new era in home video recording on phones.

The rest of the smartphone is powered surprisingly quickly along, as you'd expect with a 330MHz processor, with no major issues. The over-large clamshell form factor, very much a personal taste, allows for a large numeric keypad with beautifully sculpted keys and a very useable navigator key, just right for both PDA apps and gaming.

The Nokia N93 bears the responsibility of being Nokia's flagship 'multimedia computer' extremely well; at least until the N95 comes along in the first quarter of 2007...



Steve Litchfield, text tweaked after trial of firmware 11.0.034, 18 October 2006.

Bonus link: Nokia N93 tips

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Battle of the camera smartphones - Nokia N90 vs Nokia N93

Published by Steve Litchfield at 11:48 BST, July 26th 2006

Steve Litchfield takes an objective look at the year old Nokia N90 versus its successor, the N93. Has everything changed for the better? Are there any areas where the N90 beats the new giant on the block?

Aspect	Nokia N90	Nokia N93
		
Still photography	Pretty good 2mp focussed images, perhaps a little lacking in colour and with only average handling of extremes of light and dark	Better 3mp focussed and optically zoomed image, though still arguably lacking a little in terms of colour and automatic exposure
Video photography	Reasonably sharp VideoCD resolution (352 by 288 pixel) video at 15 frames per second, working out to around 4MB of disk space needed per minute of footage	Superior video capture at 640 by 480 pixels, 30 frames per second, with optional image stabilisation, working out to around 20MB of disk space needed per minute of footage
Weight	173g	180g
Closed form factor	Uniform monoblock, 112mm long by 51mm wide by 24mm thick	Rough monoblock, 118mm by 55mm wide by 28.2mm thick
Taking photos without opening the device	Possible through use of the cover display and twistable camera module	Not possible
Taking photos or videos at flexible angles	Possible by moving the N90 up or down and rotating the camera module to point in the right direction	Not practical, whole device has to point in the direction of the camera
Main display	Bright, 352 by 416 pixels	Larger and brighter display, though with lower pixel count, at 240 by 320. Extra trick of being able to use it in landscape mode in any applications, plus piping of the display to a composite device such as a TV.
On-device video editing	Video editor, integrated into Gallery, with cut, colour effect, slow motion	Video editor, integrated into Gallery, with cut, colour effect, slow motion
External controls	Just side navigator and shutter	Side navigator, shutter, zoom jog dial, flash mode and shooting mode
Third party applications	Wide range, 95% compatible with the high-res screen	Slightly limited range at the moment, S60 3rd Edition
Free RAM for applications	20MB	18MB
Cover UI	Display of status, text messages, alarms, plus viewfinder for still photos, changing profiles, changing music volume	Time, date, network status, changing profiles, music volume and stop/start/next track, plus visual equaliser
Comms	Usual Bluetooth/GPRS, etc.	Wi-Fi, UPnP make it something of a consummate communicator, despite the low, low RAM

You might think that choosing between the N90 and the brand new N93 is a no-brainer - but a careful study of the attributes above should reveal that they're slightly different beasts and each have their strongpoints.

The N90 scores with its smaller size (what am I saying - the N90 'small'?!?), the more flexible cover display, the more flexible camera module, greater free RAM and better third party application compatibility.

The N93 mainly scores with its VGA video recording facility and slightly superior optics, with higher resolution, better hardware camera controls and flexible, brighter display with UPnP or direct cable piping to a TV or similar if needed. Plus Wi-Fi, of course. There's far more of a focus on the camera with the N93 though - the high-spec video recording and its playback is the whole *point* of the device.

The typical buyer of the N93 won't be that interested in running games or web browsing or listening to music. He or she will buy it to split duties between phone, camera and camcorder, and I'd expect them to use a 2GB card for maximum recording time, with no other files on the card. The N90 buyer, on the other hand, wants a good camera, it's true, but knows there's more to a smartphone than being a makeshift digital camera, and will be using office and PIM applications, games, music players and so on. It's a very different scenario for a very different device.

More thoughts on the N93 in my (and Rafe's) full review, coming shortly.

Steve Litchfield, 27 July 2006

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Categories: Comment, Hardware
Platforms: Series 60, S60 3rd Edition

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Robosapien to get his own movie



Looks like the Transformers have competition in the Hollywood robot wars. Everybody's favourite toy robot, Robosapien, is transferring to the big-screen, courtesy of a deal between his maker Wowwee and Arad Productions.

Robosapien: The Movie is expected to be released sometime in 2009, although no details about the film have been revealed other than it'll be a CGI movie. Hopefully there'll be at least one scene where Robosapien has to fight off 17 razor-toothed AIBOs in a robo-homage to King Kong.

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Posted by Stuart Dredge on March 12, 2007 4:56 PM in Robots| Top stories
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10 ways to rationalise pre-ordering a PS3



Is that the winds of changed opinions blowing? Actually, that last sentence sounds like an unholy mash-up of Bob Dylan and The Scorpions, which would be hellish. But the point is this: since last week's GDC show in San Francisco, the buzz around Sony's PlayStation 3 has taken a turn for the better.

The keynote presentation from Sony's Phil Harrison had a lot to do with it: he announced two separate PS3 virtual worlds - PlayStation Home and LittleBigPlanet - and showed demos of some key new games.

Of course, this won't make a jot of difference to your views if you're a hardcore Xbox 360 or Wii fanboy. But for the floating voters who've yet to decide on a next-gen console - or who've got a Wii and are wondering whether to become a two-console household - Harrison's keynote has spurred some serious pondering on whether to pre-order a PS3.

If you're in that situation, here's ten ways to rationalise shelling out £425 - note I'm not saying '10 reasons to BUY a PS3', it's just ten ways to make yourself feel better about it if you do take the plunge...

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Posted by Stuart Dredge on March 12, 2007 4:17 PM in Blu-ray| Gaming| HDTV| Top stories| Top tens
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Currys to sell mobile phones in store

DSG, owner of Currys and Currys.Digital (formerly Dixons) stores, has said that it plans to sell mobile phones in up to 500 of its stores, with a major mobile presence already planned for its Manchester White City and Bournemouth Currys superstores.

According to Mobile Today, it plans to play on its strengths in the home entertainment market by selling combined entertainment, broadband and communications deals for companies like Sky and Virgin Media.

John Lyngra, head of communications trading at Currys, said "Customers tell us they want clarity and value, and they do not trust the complexities and stealth pricing of most communications tariffs. We have designed our tariff guides to be ultra-transparent and fair, with a range of options to suit any customer."

Posted by Andy Merrett on March 12, 2007 3:36 PM in Mobile phones
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Samsung debuts industry's highest density embedded flash memory card

Samsung has today announced that

Plus a chance to win a VAIO Professional SZ4 notebook.
Read about the Sony VAIO SZ4 series here

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Samsung has today announced that samples of its 8GB flash memory card have been shipped to major mobile electronics manufacturers. It is, to date, the highest density flash memory developed.

The moviNAND consists of four 50-nanometer, 16Gigabit NAND flash memories, a high-speed MultiMediaCard (MMC) controller, and associated firmware. Examples of its capacity include 2,000 songs, or enough map data to implement GPS and points of interest for the entire western world.

The moviNAND card is around 10 to 20 per cent smaller than other flash-based embedded memory cards, and can process data at 52MB per second. It observes the eMMC standard. Once this memory goes into mass production in the summer, Samsung's line of moviNAND memory will range from 512MB up to 8MB.

Posted by Andy Merrett on March 12, 2007 3:34 PM in Gadgets
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Find love on public transport with On The Same Track web service

"We've all been there. We see someone on our train journey and wish there was an easy way to chat to him/her. Let's face it, it's more difficult in real life."

That's the opening gambit of the new networking web site onthesametrack.co.uk that seeks to bring together people who share the same regular commute on public transport.

The sign-up process is simple: provide details of your regular train journey, your photo and description, and then see matches with others who share your commute.

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Posted by Andy Merrett on March 12, 2007 3:32 PM in Internet| Mobile phones| Web 2.0| Websites
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Microsoft's OneCare anti-virus software scraps email messages

It's one thing for an over-zealous email spam filter to incorrectly identify legitimate emails as spam, and move them into a separate folder, but it's something else when anti-virus software deletes existing messages.

Microsoft has admitted that its new AV offering, Live OneCare, has accidentally deleted some users' Outlook and Outlook Express email messages.

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Posted by Andy Merrett on March 12, 2007 3:30 PM in Computers| Internet
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Lily Allen planned 'rubbish remix' for iTunes



Lily Allen declared in a recent radio interview that she planned to give Apple a 'rubbish remix' for iTunes, because they allegedly demanded exclusive content from her. Yeah, yeah, how would we tell...

"They won't advertise your album unless you give them extra material," she grumbled, saying that she'd release a better version for free on her MySpace page.

Elsewhere, some music executives are concerned that iTunes' expansion into other media, such as film and TV, is leaving fewer spaces for promoting artists on the front page and via the "New Music Tuesdays" newsletter.

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Posted by Andy Merrett on March 12, 2007 3:25 PM in Computers| Internet
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Sony Ericsson K510i gets a Julien MacDonald makeover



Well, if you can't shift a handset the first time round, you can always give it a makeover to appeal to the fashion market, as is the case with this **Sony Ericsson K510i**, featuring a **Julien MacDonald design**.

The handset itself is around a year old, featuring a 1.3 megapixel camera with digital zoom, Bluetooth and an MP3 player. Except this time it casts off the dull exterior, replacing it with something altogether more colourful.



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Posted by modculture on March 12, 2007 3:13 PM in Mobile phones
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Gucci to follow Prada in making a fashion phone?



Relax, fashionistas. It's still just an internetweb rumour based on nothing more than a couple of photos on Flickr, which may well be mockups. Still, with Prada having already teamed up with LG for a mobile phone, it wouldn't be entirely surprising if Gucci followed suit.

Where will it all end though? Surely it's only a matter of time before Armani, Chanel and Dior throw their hats into the ring too, while Kate Moss is presumably set to unleash her dazzling clamshell (not a euphemism) on the world at the same time as her much-anticipated Top Shop fashion range.

Hey, Naomi Campbell could put her name to a handset with a specially-moulded throwing grip, for those troublesome PAs...

(via Engadget Mobile)

Posted by Stuart Dredge on March 12, 2007 2:57 PM in Mobile phones| Top stories
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Blik Space Invaders Wall Decals



Fancy turning your living room into a huge computer game? You can if you pick up these **Space Invaders Wall Decals from Blik**.

It probably depends on you having a plain wall at home – if your home is full of flowery 70s wallpaper, the impact might be lost. Not so on a white wall – you just stick the eight Space Invader decals up and to anyone passing, it looks like you've installed a huge gaming screen – especially if you stand in front of it with a joystick doing the occasional twitching movement.

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Posted by modculture on March 12, 2007 2:55 PM in Gaming
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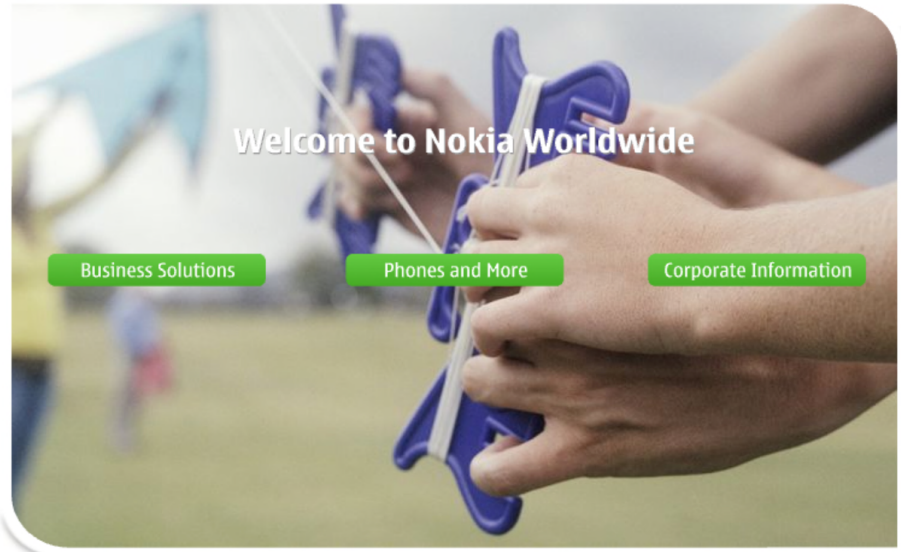
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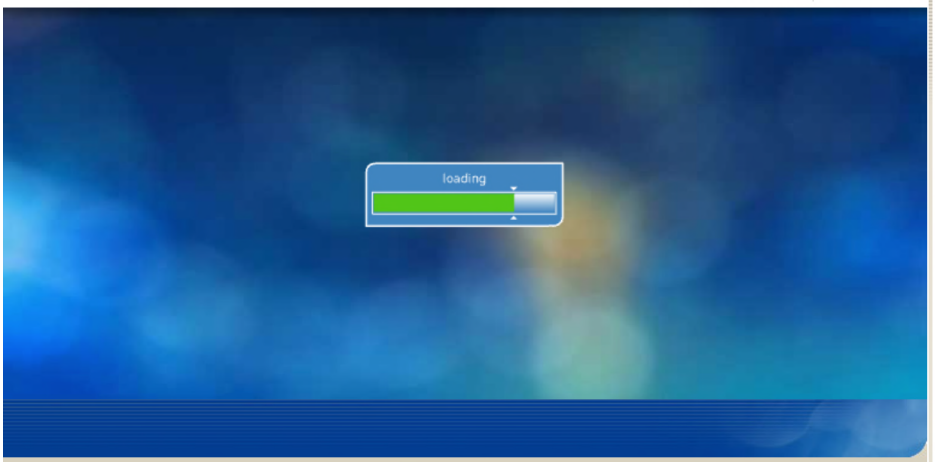


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(2) Some Mobile Internet WAP services have been pre-configured/specified by the mobile service provider.

(3) Obey all applicable local laws governing recording of conversations and/or calls.

(4) Requires Nokia PC suite, available for free download at http://www.nokia.com/us, and data cable. Data cable sold separately.

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(18) The thermometer, calorie calculator, and sound meter provide general measurements for personal use that may vary from scientific measurements.

(19) Please notice that many jurisdictions have laws and regulations about taking pictures in public or private areas and regarding the processing and further use of such pictures. Nokia encourages its customers to obey all laws and to honor the personal rights of others.

‡ Phone may be used in countries or areas with compatible GSM (900/1800/1900 Mhz) frequency systems, subject to roaming services provided or arranged by your mobile provider.

(22) Nokia phone is designed to meet Bluetooth Specifications 1.1 or 1.2. Refer to the product page on this web site for more information. To ensure compatibility with other Bluetooth devices, check with the device manufacturer for Bluetooth specifications and profiles.

† Shared Memory
Some phone features such as calendar, images and ringing tones in gallery, Java™ games and applications, phone book, multimedia and text messages, to-do notes may share memory. Using such features may reduce the memory available for any features sharing memory. See your phone's user guide for details and additional information.

(29) Capacity based on 3:45 per song and 48 kbps eAAC+ encoding. At 128 kbps, AAC encoding is up to 1000 songs.

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INTERNET ARCHIVE WayBackMachine
http://www.nokiausa.com/phones/N93/0%2C7747%2C%2C00.html
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28 captures
7 Nov 2006 - 13 Oct 2013
2005 19 2006 2013
About this capture

18-Dec-2006

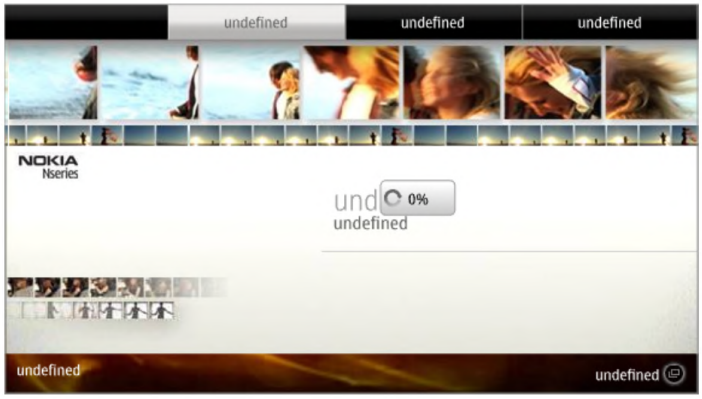
Items: 0 Total: $0.00 | Order Status

NOKIA N93

Main Page
Device Features
Zoom View
Support and Software for Owners

N93 Accessories

Accessibility
Bluetooth
Car Kits
Data
Desktop
GPS
Headsets
Power



Nokia N93

- Enjoy 30 frames per second DVD-like quality video
- 3.2 megapixel camera with 3x optical zoom
- Impressive 2.4" high definition display
- Adobe® Premiere® Elements 2.0 editing software

See more Nokia N93 features >>

Tools

Compare Phones >>
View and compare Nokia phones side-by-side.

Featured Accessories


Wireless Plug-in Car Kit >>
Price: $179.00


Bluetooth Headset§ >>
Price: $69.95

Personalize


Downloadable ring tones, games and graphics are not yet available for the Nokia N93 phone.
Please check back.

Nokia N93 Support

Warranty Information >>
User Guides >>
Free Newsletter >>
Support for Owners >>
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Eco Declaration >>

(1) To use the phone you must have service from a service provider. Many features and mobile services require network support. Some networks have limitations that affect how you can use phone features. Your service provider also may have requested that certain features not be activated in a phone. If so, they may not appear in the phone's menu. Contact your service provider about feature support and availability.

(2) Some Mobile Internet WAP services have been pre-configured/specified by the mobile service provider.

(3) Obey all applicable local laws governing recording of conversations and/or calls.

(4) Requires Nokia PC suite, available for free download at http://www.nokia.com/us, and data cable. Data cable sold separately.

(5) Requires Nokia N93 phone and compatible computer with infrared port. Nokia PC Suite available for free download at http://www.nokia.com/us

(12) Mobile Internet (Internet content/services designed for mobile devices)

(14) Only devices that offer compatible multimedia message or e-mail features can receive and display multimedia messages. Content appearance may vary. Some images and ring tones can not be forwarded.

(15) GPRS may not be available in all networks. GPRS data transmission speeds may be as high as 153 kbps, but may vary based upon network capabilities and other conditions. The establishment and continuation of a GPRS connection depends on network availability, provider support and signal strength.

(19) Please notice that many jurisdictions have laws and regulations about taking pictures in public or private areas and regarding the processing and further use of such pictures. Nokia encourages its customers to obey all laws and to honor the personal rights of others.

(22) The Nokia N93 phone is designed to meet Bluetooth Specification 2.0, object push, file transfer, dial-up networking, headset, hands-free, generic access, SIM access, serial port, basic imaging, basic printing protocol, human interface device and generic object exchange profiles. To ensure compatibility with other devices with Bluetooth technology, check with the device manufacturer. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

† Shared Memory
Some phone features such as calendar, images and ringing tones in gallery, Java™ games and applications, phone book, multimedia and text messages, to-do notes may share memory. Using such features may reduce the memory available for any features sharing memory. See your phone's user guide for details and additional information.

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2005 19 2006 2010
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Nokia N93 Device Features

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Service

Device Features

Voice
- Contacts: advanced contacts database with support for multiple phone and e-mail details per entry, also supports thumbnail pictures and groups
- Integrated hands-free speaker
- Speaker independent name dialing (SIND)
- Speed dialing
- Automatic redial
- Voice commands
- Voice recorder[3]
- Talking ring tone
- Call Logs: keeps lists of your dialed, received, and missed calls
- Automatic answer (works with compatible headset or car kit only)
- Supports fixed dialing number, which allows calls only to predefined numbers
- Conference call

Multimedia Messaging Service
- Text messaging: supports concatenated SMS, picture messaging, SMS distribution list[1]
- Multimedia messaging: combine image, video, text, and audio clip and send as MMS to a compatible phone or PC; use MMS to tell your story with a multi-slide presentation[1,14]
- Automatic resizing of your megapixel images to fit MMS (max. 300 KB attachment size depending on the network)
- Predictive text input

Camera and Video
- 3.2 megapixel (2048 x 1536 pixels) camera, Carl Zeiss Vario-Tessar lens, 3x optical zoom
- Direct connection to compatible TV via Nokia Video Connectivity Cable (CA-64U, included in box) or wireless LAN/UPnP[19]
- Sub camera, CIF (352 x 288) sensor
- Integrated flash (operating range up to 1.5m)
- Flash modes: on, off, automatic
- Still image file format: JPEG/EXIF
- Auto focus/Auto exposure - center weighted
- Exposure compensation: +1 ~ -1EV at 0.5 step
- Focal length 4.5 mm (Wide) /12.4 mm (Tele) 34.25 - 94.1 mm (35mm equiv.)
- Focus range 10 cm ~ infinity
- Macro focus distance 30 cm (macro @ Wide) 10 cm (macro @ Middle to Tele)
- Shutter speed: Mechanical shutter: 1/2400~1/3 s
- White balance: automatic, sunny, cloudy, incandescent, fluorescent
- Scene: automatic, user, close-up, landscape, night, night portrait
- Color tone: normal, sepia, black & white, negative
- Still zoom (optical/digital) 3x / up to 20x
- Rotating gallery
- Online album/blog: photo/video uploading from gallery[1]
- Lifeblog support
- Video and still image editors
- Movie director for automated video production
- Video resolutions: up to VGA (640x480) at 30 fps
- Digital stereo microphone
- Audio recording: AAC stereo, 48kHz
- Digital video stabilization
- Video clip length: max. 60 min per clip
- Video file format .mp4 (default), .3gp (for MMS)
- White balance: automatic, sunny, cloudy, incandescent, fluorescent
- Scene: automatic, night
- Color tones: normal, sepia, black & white, negative
- Video zoom: (optical / digital) 3x / up to 8x

Music Features
- Digital music player - supports MP3/AAC/AAC+/eAAC+/WMA with playlists and equalizer
- One click CD ripping, converting and transferring music to your device using Nokia Music Manager
- Share playlists with your friends over Bluetooth wireless technology, MMS, or e-mail[1,22]
- Integrated speaker

- Synchronize PC music library with Windows Media Player
- OMA DRM 2.0 support for music
- Stereo FM radio (87.5-108MHz) with Visual Radio support

*Stereo sound can only be heard with a compatible stereo headset.

Nokia XpressPrint
- Print digital photos directly from the device to compatible printers
- Transfer photos directly to compatible printer or kiosk via Bluetooth wireless technology, memory card, wireless LAN (UPnP) or directly to PictBridge-compliant printer via USB cable[1,22]
- Built-in application is quick and easy to use; no installation, no fuss
- Order prints online[1]

Nokia XpressShare solution
- Easy sharing of captured photos and videos directly from the gallery or straight after capture via e-mail or Bluetooth wireless technology while retaining full image quality or via MMS with automatic resizing of 3.2 megapixel images to fit MMS[22]

Nokia XpressTransfer solution
- Transfer and organize photos and videos between your device and compatible PC[4,5,22]
- Connect to compatible PC and images are automatically transferred with Nokia Image Store feature in Nokia PC Suite, photo albums created on the device are saved in similar albums on the PC
- Organize and edit photos and videos on PC with Adobe Photoshop Album Starter Edition
- Deletion or resizing of the images and videos transferred from the device. Resizing means you can carry a large collection of photos and videos on your device and full quality versions are stored on the PC
- Gallery view of photos and videos transferred to PC

Display and User Interface
- Internal Display:
  - 320 x 240 pixels, up to 262,144 colors
  - Active matrix 2.4" QVGA color screen
  - Wide 160° viewing angle
  - Automatic brightness control
- External Display:
  - Large 1.1" screen
  - 128 x 36 pixels, up to 65,536 colors
- Twist and Shoot form factor
- 4 modes:
  - Imaging mode for capture
  - View mode for reliving memories
  - Fold open mode for talking
  - Fold closed mode for carrying
- Outside: 5-way scroll key, camera mode key and flash key
- Inside: 5-way scroll key, selection keys, menu key, edit and clear keys, call and end keys
- Dedicated keys for capture and zoom
- Multimedia key for quick access to your favorite content
- Additional selection keys for landscape mode
- Active standby screen
- User Interface: S60 3rd Edition

Connectivity
- Integrated wireless LAN (802.11 b/g) and UPnP (Universal Plug and Play)[1]
- Nokia Web Browser with Mini map[1,2,12]
- Web feeds support (RSS)[1]
- Easy-to-use e-mail client with attachment support for images, videos, music and documents[1]
- Compatible with Nokia Wireless Keyboard (sold separately)
- Send and receive images, video clips, graphics, and business cards via Bluetooth v.2.0 wireless technology[22]
- USB 2.0 via Pop-Port™ interface and mass storage class support to support drag and drop functionality[4]
- TV out support (PAL/NTSC)
- Nokia PC Suite connectivity with USB, Infrared and Bluetooth wireless technology[4,5,22]
- Local synchronization of contacts and calendar to a compatible PC using compatible connection[4,5,22]
- Over-the-air download of Java-based applications and games
- Remote over-the-air synchronization[1]

Data
- Dual Transfer Mode (DTM) support for simultaneous voice and packet data connection in GSM/EDGE networks. Simple class A, multi slot class 11, max speed DL/UL: 177.6/118.4 kbits/s[1]
- EGPRS class B, multi slot class 32, max speed DL/UL= 296 / 177.6 kbits/s[1,15]

*Actual achieved speeds may vary depending on network support.

Organization
- Personal Information Management (PIM)
- Advanced S60 PIM features including calendar, contacts, to-do list, and PIM printing
- Settings Wizard for easy configuration of e-mail, push to talk and video sharing[1]
- Data transfer application for transfer of PIM information from other compatible Nokia devices
- Adobe Premiere Elements 2.0 software gives you the power to edit great movies on your compatible PC and create a DVD to relive special moments again and again (requires Windows XP operating system)

Memory Functions
- Up to 50 MB internal dynamic memory for messages, ring tones, images, video clips, calendar notes, to-do list and applications†
- Expandable memory: 128 MB miniSD card*
- Memory card slot supporting up to 2 GB miniSD memory cards

*Please note that the memory capacity of the miniSD in the sales package may vary depending on the market and/or your network operator/service provider

Personalization & Fun
- Play video, music and photos on home media network - compatible TV, stereo and PC over WLAN/UPnP[1]
- Full-screen video playback to view downloaded, streamed or recorded video clips
- Supported video formats : MPEG-4 , H.264/AVC , H.263/3GPP, RealVideo 8/9/10
- Java MIDP 2.0, CLDC 1.1 (Connected Limited Device Configuration (J2ME))

Nokia N93 Sales Package Contents
- 128 MB miniSD card MU-17*
- Nokia Battery BP-6M

- Nokia Stereo Headset HS-23
- Nokia Travel Charger AC-4
- Nokia Charger Adapter CA-44
- Nokia Connectivity Cable CA-53
- Nokia Video Connectivity Cable CA-64U
- Protective Pouch CP-83
- Wrist Strap CP-84
- DVD-ROM with PC software - (containing Nokia PC Suite, Lifeblog, Adobe Photoshop Album Starter Edition, Adobe Premiere Elements 2.0, Home Media Server software)
- User guide, Quick Start guide, Get Connected guide and Add-on Application guide

* Please note different miniSD configurations may be available depending on country or operator configuration

Specifications
- Weight: 6.35 ounces
- Dimensions: 4.65 x 2.19 x 1.11 inches

Service
- Dual mode WCDMA/GSM and triband GSM coverage on up to five continents (EDGE/GSM 900/1800/1900 + WCDMA 2100 MHz networks)
- Automatic switching between bands and modes

N93 Device Battery Life
- Standard Li-ion Battery 970 mAh
  -- Digital Talk Time up to 5.1 hours*
  -- Digital Standby Time up to 10 days*
- All Nokia N93 Device Batteries >>

* Battery talk and standby times are estimates only and depend on network configuration, signal strength, features used, battery age and condition, charging practices, temperatures to which battery is exposed, whether use is in digital mode (or analog mode, if any), and many other factors. Please note that the amount of time a phone is used for calls will affect its standby time. Likewise, the amount of time that the phone is turned on and in standby mode will affect its talk time. For further information, please refer to the phone's user guide.

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(3) Obey all applicable local laws governing recording of conversations and/or calls.

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(5) Requires Nokia N93 phone and compatible computer with infrared port. Nokia PC Suite available for free download at http://www.nokia.com/us

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Go
16 captures
11 Dec 2006 - 9 Oct 2011
NOV DEC JAN
2005 20 2006 2011
About this capture

20-Dec-2006

Support Main

NOKIA N93

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Tutorials
User's Guides
FAQ Search
PC Software
Cable Drivers
Phone Software
Settings
Warranty

Nokia N93 Device Support



User's Guide and Interactive Demonstration

The User's Guide contains basic instructions on using your Nokia N93 Device and configuring its settings. You may download a user guide at no charge.

Download Nokia N93 Device User Guide

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Nokia N93 Device Interactive Demonstration

Explore phone features, see simulations, learn tips and tricks.
(Requires Macromedia Flash.)
START DEMO
(opens in a pop up)

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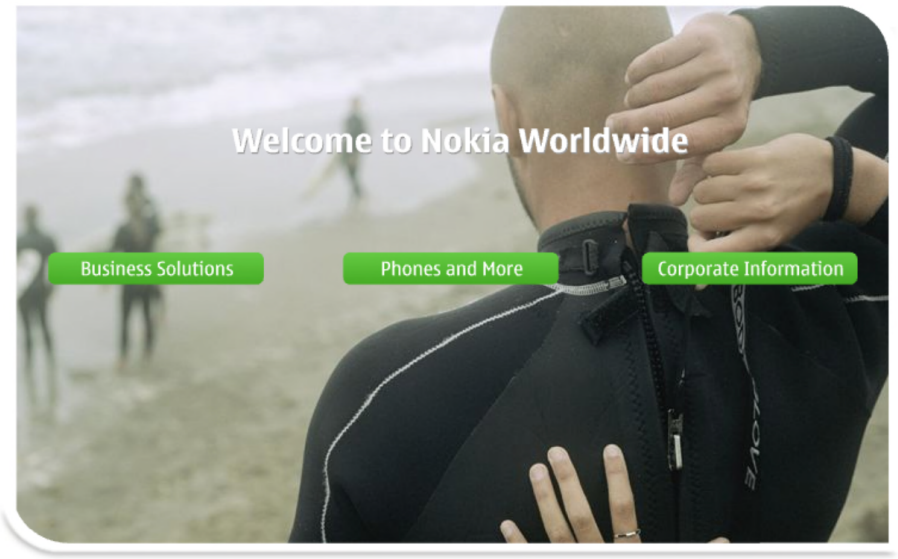
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Access to fetch has likely been blocked by CORS policy.

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Find and compare phones



Get more out of your phone



Nokia for Business



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Phone support

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Accessory support

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Digital TV Receiver support

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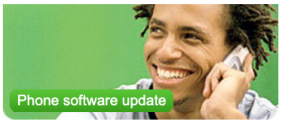
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Latest support sites

- Nokia N76 support site (27-Apr-07)
- Nokia 5070 support site (25-Apr-07)
- Nokia E61i support site (18-Apr-07)
- Nokia Bluetooth Headset BH-303 support site (18-Apr-07)
- Nokia Bluetooth Display Car Kit CK-15W support site (18-Apr-07)

Latest software



- Nokia PC Suite version 6.83 (04-Apr-07)
- iSync compatibility updated (30-Mar-07)
- Nokia N800 Internet Tablet Software Update page updated (23-Mar-07)
- Nokia Maps site launched (21-Mar-07)
- WidSets site launched (19-Mar-07)
- More

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Download free Nokia N93 software

Phone software update
Update your phone software (firmware) quickly and easily via PC or over-the-air.

Nokia PC Suite
(Windows only) Connect your phone and PC to manage messages, contacts, images, and music data.

Windows Media Player 10
(Windows XP only) Download, organize, and play your digital music and videos.

Nokia Podcasting
Audio or video podcasts delivered direct to your Nokia N93.

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Nokia Software Market



Get settings



Get browsing and MMS messaging settings for your Nokia N93

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Customer service
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Store Locator
Newsletter

Technical terms
Glossary

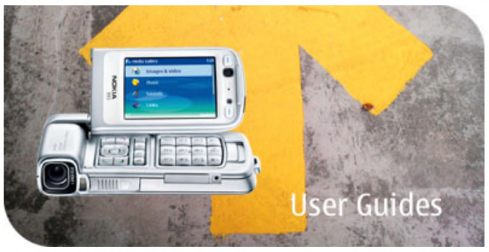
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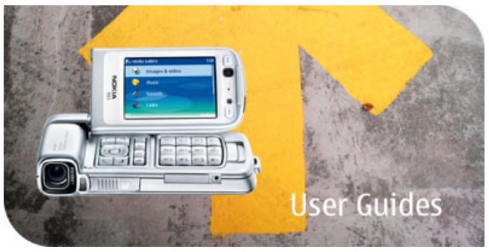
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Software
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The user guide is the most complete source of information on using your Nokia N93.

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Welcome to Nokia Asia Pacific

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Travel light with the Nokia Charger via USB port CA-100. »



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Put a powerful location finder into your pocket! »



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Product Support

Nokia N93

- Main Page
- Interactive Demonstration
- FAQ Search
- User Guide
- PC Software
- Phone Software
- Settings
- Tips for better video editing

Main Page

Welcome to the Nokia N93 support pages, where you can find assistance and information to help you make the most of your Nokia N93.

If you have trouble opening a file, right-click and open in a new window or disable your pop-up blockers.

Interactive Demonstration



Explore product features through step-by-step simulations.

- Start demo
- Other languages

Demos require Macromedia Flash Player.

FAQ Search



Get answers to common questions about using your phone.

- Nokia N93 FAQ Search
- General FAQs on products, support, and repair

User Guide



Find product information and detailed instructions.

- Download (PDF file, 4.10 MB)
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Requires Adobe® Reader®.

PC Software



Synchronize and store files with a compatible PC.

- Music
- Nokia PC Suite
- Modem Drivers

PC Suite requires Windows 2000 or XP.

Phone Software



Download add-on software applications for your product.

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Settings



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For more general information about the Nokia N93 phone, please visit our Phones section >>.

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Other Useful Links for Nokia N93 Phone Owners

Nokia N93 product info, enhancements, and specifications:
- Product Information

Look up technical terms:
- Glossary
- Technologies

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Product Support

Nokia N93

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User Guide

The user guide is the most complete source of information on using your Nokia N93 phone.

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EXHIBIT B

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TECH DIGEST

The UK and Europe's premier site for news, reviews and opinion on consumer electronics and gadgets

Orange offers Samsung's D840 with bonus travel guides



We previewed the **Samsung D840** back at the 3GSM. If it caught your eye, then you'll be interested to know that Orange are now offering it exclusively in the UK, with some bonus Euro travel guides thrown in as part of the deal.

The slim and chrome tri-band handset features a two megapixel camera with digital zoom, video recording (up to an hour in high resolution), automatic slide, 80MB of storage (expandable via microSD card), media player and Bluetooth connectivity.

And as an added sweetener, Orange are throwing in four Time Out City Guides (Rome, Paris, Barcelona and Prague), a gift box and a chance to win a city break to one of the cities.

Price varies according to your contract, but is free on contracts over £30.

Orange website

Posted by modculture on March 14, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Get your photo on the Comic Relief Red Nose Day moblog

Go BIG for Comic Relief
THE BIG ONE
www.rednoseday.com

Fancy getting a photo of yourself alongside a host of celebrities wearing a red nose? You can if you send an image to the **Red Nose Day moblog**.

Anyone can snap a picture of themselves (wearing a red nose obviously) and have it posted it to the Red Nose Day moblog by sending it to 60300 with the keyword "nose." There is no cost above the charge that your network operator charges to send MMS - ordinarily around £0.30

With thousands of events happening on Red Nose Day (March 16th if you didn't know), mobile blogging should be the ideal way to record all of its finest moments. And you can mix with the celebrities - Girls Aloud and the Sugababes having already posted, and loads more celebrities will be posting over the next couple of days.

According to Martin Gill, Comic Relief's head of new media, said: "With citizen journalism growing all the time, providing people with an outlet for the reporting is a natural step in the evolution of Comic Relief's digital offering. We're really looking forward to seeing the fantastic updates people post, and we're sure they'll have fun keeping everyone up to date with their events."

Work to your full potential, wherever you go.
Read about the Sony VAIO SZ4 series here

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Posted by modculture on March 14, 2007 in Mobile phones | Websites
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Sony Ericsson W660 Walkman phone with snap-on speakers



Sony Ericsson has a new 3G phone on the market - the **W660 Walkman phone**, compatible with Sony's new snap-on phone speakers.

Available in a choice of Record Black and Rose Red, it features TrackID, which can identify a piece of music when you're out and about via the Gracenote Mobile MusicID database, storage for up to 470 tunes on the supplied Memory Stick Micro, album art support for the media player, FM radio, two megapixel camera, two-inch TFT display, picture blogging and RSS feeds that can be sent directly to your phone's "desktop".

It can also be used with Sony Ericsson's new MPS-75 snap-on speakers - a small plug-in speaker unit powered by your phone. or you can stream your music via Bluetooth.

The W660 Walkman phone will be available fro the middle of 2007, with the snap-on speakers released around the same time.

Sony Ericsson website

Posted by modculture on March 14, 2007 in Mobile phones
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Rebtel - free international calls from your mobile

REBTEL
Every mobile, every network

If I were to mention free calls overseas via your mobile, you would expect me to then mention VoIP or at least something to do with the internet. Well, this new service from **Rebtel** does use the internet - but you don't need to be near a computer to make your calls.

The company claims its new service is "Skype for Mobile", which is probably overselling it a bit, but it's certainly worth a look if you do a spot of globetrotting. And you can use it with any phone, on any network and in 38 countries. To find out how it works, read on.

You can sign up for the service for free, with ten free unlimited international calls on offer every month. If you choose to make more calls, you'll be charged a small per minute fee by Rebtel, which (as an example) is 1.5p per minute from the UK to the US.

Commenting on the service, Rebtel CEO Hjalmar Winbladh said: We wanted to build a service that would allow mobile phone users around the world to talk to one another for free, liberated from exorbitant charges that the mobile industry levies for international calling. It's a tax on international mobile calling. It's 2007 for goodness sake; if you can do it from your PC, we think you should be able to do it from your mobile."

Find out more about Rebtel service

Posted by modculture on March 13, 2007 in Mobile phones | VoiP
Permalink | Comments (0) | TrackBack (0)

Currys to sell mobile phones in store

Currys

DSG, owner of Currys and Currys.Digital (formerly Dixons) stores, has said that it plans to sell mobile phones in up to 500 of its stores, with a major mobile presence already planned for its Manchester White City and Bournemouth Currys superstores.

According to Mobile Today, it plans to play on its strengths in the home entertainment market by selling combined entertainment, broadband and

communications deals for companies like Sky and Virgin Media.

John Lyngra, head of communications trading at Currys, said "Customers tell us they want clarity and value, and they do not trust the complexities and stealth pricing of most communications tariffs. We have designed our tariff guides to be ultra-transparent and fair, with a range of options to suit any customer."

Posted by Andy Merrett on March 12, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Find love on public transport with On The Same Track web service

"We've all been there. We see someone on our train journey and wish there was an easy way to chat to him/her. Let's face it, it's more difficult in real life."

That's the opening gambit of the new networking web site onthesametrack.co.uk that seeks to bring together people who share the same regular commute on public transport.

The sign-up process is simple: provide details of your regular train journey, your photo and description, and then see matches with others who share your commute.

By sharing your mobile phone number, people can send you an SMS alert and invite you to go online to check them out. Of course, that's not going to work on the Tube - maybe that'll add to the dash of commuters rushing up the left-hand side of the escalators to get a signal so they can text that hottie whose armpit they've been admiring for the past 10 stops.

Or perhaps not.

It's a novel new idea. I've refrained from calling it a dating web site as it's billed as more than that - but let's face it, that's probably what it will be used for.

The downside, as with other services (such as I Saw You Once), is that both interested parties need to have signed up. Maybe more traditional methods still have their place.

As an incentive, the first 3,000 registrants will get 'free for life' membership.

Mix it up with Undersound and it'd be a cracking social networking concept.

Posted by Andy Merrett on March 12, 2007 in Internet | Mobile phones | Web 2.0 | Websites
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Sony Ericsson K510i gets a Julien MacDonald makeover



Well, if you can't shift a handset the first time round, you can always give it a makeover to appeal to the fashion market, as is the case with this **Sony Ericsson K510i**, featuring a **Julien MacDonald design**.

The handset itself is around a year old, featuring a 1.3 megapixel camera with digital zoom, Bluetooth and an MP3 player. Except this time it casts off the dull exterior, replacing it with something altogether more colourful.

"The print I decided to use for the SonyEricsson K51Oi was taken from my spring summer 07 collection," says Mr MacDonald. "The print was inspired by exotic flowers, Orchids in particular, so thought it would be perfect for the spring launch of this handset."

And if you also think it perfect, you can pick one up for £50 from your nearest Orange store.

Orange website

Posted by modculture on March 12, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Gucci to follow Prada in making a fashion phone?



Relax, fashionistas. It's still just an internetweb rumour based on nothing more than a couple of photos on Flickr, which may well be mockups. Still, with Prada having already teamed up with LG for a mobile phone, it wouldn't be entirely surprising if Gucci followed suit.

Where will it all end though? Surely it's only a matter of time before Armani, Chanel and Dior throw their hats into the ring too, while Kate Moss is presumably set to unleash her dazzling clamshell (not a euphemism) on the world at the same time as her much-anticipated Top Shop fashion range.

Hey, Naomi Campbell could put her name to a handset with a specially-moulded throwing grip, for those troublesome PAs...

(via Engadget Mobile)

Posted by Stuart Dredge on March 12, 2007 in Mobile phones | Top stories
Permalink | Comments (0) | TrackBack (0)

O2 launches XDA Graphite smartphone



O2 is now offering its XDA Graphite smartphone, a Windows Mobile 5.0 device with all the usual add-ons.

Windows Mobile 5.0 means push email, MSN Messenger, the ability to view and edit documents plus music via Windows Media Player. In addition, there's a 2 megapixel camera, 2.2-inch screen and Bluetooth 2.0.

There's also video calling on 3G networks and a battery that offers around fours hours of talk time. You can pick one up in O2 stores now, price dependent on your contract.

O2 website

Posted by modculture on March 9, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

BluPhones - wireless Bluetooth headphones for music and calls



If you've got an A2DP-friendly phone, you might as well take advantage of it - which is where **BluPhones** come in.

Essentially, it's a lightweight (26g) Bluetooth headset, so you can use it with a Bluetooth-friendly music player or phone, but if you have a gadget that does both, all the better. You can take calls on the BluPhones and if music is playing, it will be paused for the duration of the call. On-ear controls allow you to easily answer and end calls - and if you don't want your music interrupted, there's an option for that too.

Then there's the music, wirelessly streaming the tunes from your player or phone, with on-ear control for volume and skipping tracks. There's five hours' talk time, 60 hours of standby and a range of 10m.

You can order one now for £49.99.

Find out more

Posted by modculture on March 9, 2007 in MP3 players | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Video Review: Can the LG Prada phone beat iPhone at its own game?

Fashionistas are already getting themselves into a tizzy over LG's Prada handset, but those of us who don't change our wardrobes every season have got reason to follow its progress closely too. Can its tactile touch-screen interface rival Apple's iPhone? ShinyShiny's Susi takes a detailed look at LG's stylish new handset below.

Adobe Flash Player is no longer supported

Posted by Stuart Dredge on March 8, 2007 in Mobile phones | Reviews | Video
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Review: LG KE850 Prada phone



In certain quarters, it's the most hyped phone since the last hyped phone. And is likely to be, til the next hyped phone. So, having managed to check it out briefly at 3GSM, leaving Kat to manage in Milan, I was thrilled to have it in my hands for a full 24 hours in my care, to get a real idea of what it was like.

I found it an interesting experience. Disappointing in the same way that Christmas Day is never as good as you think it's going to be on Christmas Eve, but interesting nonetheless.

My initial reaction on getting it out of the box was the predictable 'ooh, it's so pretty, it's so shiny, it's so Versace. I mean Galliano. I mean Prada. Oh god, I wasn't born for all these gadget collaborations'. And they certainly have packaged it nicely, in a beautiful black box, which just cries out for an unveiling in the way few other phones do (although LG do seem to have the monopoly on those currently).

When you turn it on, it defaults to the black and white screen that Prada were so keen on, although there are several other coloured wallpapers available. It also defaults to the clock which floats around the screen, unless it's being dragged in another direction by your finger (it's a touchscreen, remember?). The bulk of the screen is used to display the clock and wallpaper, with the option for messaging, calling and settings laid out across the bottom.

There's also another option for your wallpaper, which involves a fish following your finger, although that wasn't working on the preproduction model I had.

The messaging was what I was most interested to try out, since no one I know has been overly keen on the thought of entirely doing away with a keypad when it came to SMSing. The results were mixed. Whilst concentrating, I found the touchscreen just as easy as a normal keypad – it's laid out in exactly the same way, with 2 representing abc, 0 being a space, in accordance with your normal T9 language. However, after a period of time, I forgot to be so exact, and found that I was frequently misspelling things. I

don't need to tell you how annoying it is to have to go and retype texts two or three times over...

Apart from the texting, the touchscreen worked better than I thought it would. I didn't feel any particular lag, between hitting the buttons and the phone reacting, although there were several times where I had to tap something several times in order to get a response.

The menu icons were spaced far enough apart so that you didn't accidentally end up with your MP3s when you tried to turn on Bluetooth. Plus, several of the functions have external buttons on the handset itself, such as the MP3 player, camera and the screen lock.

The camera itself is an adequate two megapixels, and has a light. The size of the screen meant that the photos looked clear and bright, as well.

The build quality overall was impressive, as it's not only small and lightweight, but is only a few millimetres thick. One niggle I did have was how dirty the back of the phone got, which suffered the same fate as pretty much every 'Piano black' finished product ever – fingerprints everywhere. The button you pressed in at the bottom of the phone to release the back cover was also easily chipped, revealing that it wasn't metal, but a cheap spray job on a cheaper material.

And as for the inevitable iPhone comparison? Forget it. Yes. it's got a touchscreen, but that's where the similarity ends. This is a phone. And it's really nothing more than a phone. It's not aimed at people who want constant access to their emails, to be able to access their Outlook calendar, or to download at high speed (there is a simple browser included, and yes, I know the iPhone isn't going to have 3G). It's for those that are all about appearances. And there's nothing wrong with that.

It's slated to appear in select shops (including Prada... and Carphone Warehouse) from the end of March. SIM free it's expected to retail for 600 Euros (about £400), and pricing on contracts has yet to be released. They have said that it will be exclusively for 18 month contracts though.

Posted by ScarlettSusi on March 7, 2007 in Mobile phones | Reviews
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Nokia Software Updater officially launched



After a year of being on test, **Nokia** has announced that its **Software Updater application** is now available for all to download. Software Updater allows you to update your own mobile device software without having to visit a Nokia dealer.

"As mobile devices become more intelligent, software updates make it possible for us to provide a better experience for people by adding and updating functions," said Jarkko Sakki, Director, Multimedia Customer Care, Nokia. "For example, the recent software update for the Nokia N80 added support for internet calls. The Nokia Software Updater can make it fast and easy for people to get the latest software for their compatible Nokia device. As mobile devices become more like computers in terms of performance, it's a natural step for us to offer internet based software updates so that people can have the best available capabilities in their Nokia device."

Nokia Software Updater is a free application that allows you to update the device software on compatible Nokia devices. Once the application is installed on a compatible computer, you can connect your compatible Nokia device via a USB cable, with the Updater automatically detecting your device, checking for software updates, downloading anything necessary.

Find out more about Nokia Software Updater

Posted by modculture on March 7, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

The single best mobile phone review EVER printed

Sorry Samsung, it's your E900 that's getting a right royal kicking from Guardian columnist Charlie Brooker in a piece titled 'My new mobile is lumbered with a bewildering array of unnecessary features aimed at idiots'. That kinda gives you the general flavour.



"The whole thing is the visual equivalent of a moronic clip-art jumble sale poster designed in the dark by a myopic divorcee experiencing a freak biorhythmic high," he says, before going on to suggest that "the government is offloading these twittering handheld crapstones on to as many people as possible in a bid to whip us all into a state of perpetual, simmering anger in readiness for some kind of bare-knuckle street war."

Oof! Given Charlie's previous explanation of why he hates Macs, if the Guardian has any sense, it'll clear four pages for his iPhone review later this year...

Posted by Stuart Dredge on March 6, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Alcatel OT-C635 mobile phone launches



Who wants a purple mobile phone? Prince, maybe. But Alcatel is clearly hoping the market for its new OT-C635 mobile is bigger than one diminutive pop pixie.

Yes, it's purple, which is apparently one of this season's hottest colours (although those who take their fashion advice from the glossy women's mags rather than technology press releases can probably confirm or deny that).

Anyway, the OT-C635 is a clamshell handset, which offers fashionista looks over features - it doesn't have a camera, isn't 3G, and can't do video or music. Still, at £39.99 on Virgin Mobile and with a whopping battery life, it's got other things in its favour.

Alcatel website

Posted by Stuart Dredge on March 6, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

O2 latest to offer BlackBerry 8800



Previously limited to Vodafone customers, **RIM's BlackBerry 8800** is now available through the **O2 network**, the company has announced.

We previewed the BlackBerry 8800 at the 3GSM earlier this year. It features a full QWERTY keyboard, built-in GPS along with BlackBerry maps, media player and an expandable memory slot. There's also a high resolution screen with automatic light sensing technology for outdoor users and a trackball to speed up navigation.

It's available to purchase now for business customers. And as you would expect, pricing depends on your choice of contract, starting from free.

O2 website

Posted by modculture on March 6, 2007 in Mobile phones | PDAs
Permalink | Comments (0) | TrackBack (0)

Moixa develops phone battery charging from any USB port

Last year we featured the USBCell, a new kind of battery that could be charged from a standard USB port. Well, developers Moixa plan to bring this new technology to your mobile phones.

It's not a bad way to go. With so many new functions added to our mobiles - and especially with video gaining prominence - there's definitely a need to add flexibility to mobile charging. And by going down the USB line, it opens up all manner of sources for adding power to your handset.



It also means the end of having to carry round a bulky mains charger too. No news of a shelf date as yet, or indeed compatibility for handsets, but we'll let you know more as soon as we have it.

Moixa website

Posted by modculture on March 2, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Is the iPhone the only gadget launch that matters this year?



There are some folk round here who reckon that the only gadget launch that really matters this year is, you guessed it, the **Apple iPhone**.

So we have decided to give them their own blog. Over at iPhonic, Apple die-hard Andy Merrett will be waxing lyrical about Apple's forthcoming phone. He'll be

* Highlighting its killer features (and, in the interest of fair play, its odd weakness)
* Focusing on its technology
* Gauging how much impact it will have on the mobile phone world on both sides of the Atlantic
* Checking out all the rumours and gossip
* Making predictions as to where Apple will take the iPhone

iPhonic will also keeps tabs on the iPhone's rival handsets (Nokia N95, LG Prada etc) and also the mobile services that are set to take on iTunes.

All this and more on iPhonic

Posted by Ashleyn on March 1, 2007 in Mobile phones | Top stories
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Does the Walkman brand still hit the right notes with consumers?



Stuart Dredge writes...

Once upon a time, Sony's Walkman was the most powerful music technology brand in the world. Everyone knew what a Walkman was, it was one of the most desirable and fashionable devices around, and it arguably changed the way we listen to music while it was at it.

Well, it saved millions of music fans from debilitating ghettoblaster-related shoulder pains in later life, anyway.

But isn't the Walkman old hat now? Apple's iPod is surely the biggest music brand of the 21st century, after all, having successfully fended off Napster, MySpace and The Cheeky Girls to secure its vaunted status.

Nevertheless, Sony thinks the Walkman still punches its weight, having just announced its new Walkman NW-A800 Video MP3 player, while Sony Ericsson has been pushing its brand of Walkman music phones.

Is Walkman still a powerful brand in the post-iPod world? I'd argue yes: here's why.

Let's start with those mobile phones. If you want evidence that Sony has successfully rehabilitated the Walkman, how does more than 20 million handset sales strike you? What's important is that many of those will be to people too young to have ever owned an original Walkman - or even remember the days when you could buy music on tape cassettes.

And that's the thing. If Walkman's going to mean anything to consumers today, it's got to be for what it is NOW, rather than what it was back in the 1980s. You can certainly argue that Sony Ericsson has succeeded in that

goal, associating the Walkman brand with 'mobile music' in a way that no other manufacturer has yet managed.

Sony's efforts in other consumer electronics areas haven't been as successful. Sony has been branding various MP3 players as Walkmans for a while now, but a quick straw poll of gadgety friends brought the common responses of 'they're overpriced' and 'they're not easy to use' – the latter most likely because of Sony's earlier strategy of forcing people to convert their MP3s into the proprietary ATRAC format before they could be transferred to the firm's digital music players.

In that respect, the Walkman brand ended up looking like an embarrassing dad on the dancefloor – trying to get down to this new-fangled MP3 lark, but getting it wrong. Thankfully, Sony has since shifted its strategy to something more sensible, with recent Walkman devices much more desirable as a result. But it proved that a once-all-conquering brand is no use if the modern products badged with it aren't much cop.

So to the new NW-A800 Video MP3 player. Is the Walkman brand a help, or a hindrance? The sort of people buying video players may have warm memories of Walkmans the first time round, but does this make them any more likely to buy a handheld video player now?

To make Walkman truly relevant in this particular field, Sony'll have to convince people that the NW-A800 is better than similar devices from Archos and Creative. So rather than its brand, the NW-A800's success will rest on features like its battery life (eight hours for video), the quality of its screen, less than 1cm-thickness, and whether people really want to buy stuff from the Sony Connect music download store.

As strong as the Walkman brand was back in the day, you can't live on past glories alone in the modern gadget world. Sony's first MP3 players proved that, while Sony Ericsson's music phones have shown that you can reinvent yourself for a new market. We'll have to wait and see which category Sony's new video player falls into.

Posted by Stuart Dredge on March 1, 2007 in Columns & Opinion | MP3 players | Mobile phones | Top stories
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Virgin Mobile offers free music downloads to old and new phone customers



It's not unusual for companies to tempt new customers with tempting free offers, but it is unusual for them to offer the same deals to existing users. But that's what **Virgin Mobile** is doing by offering **free music downloads to 3G handsets**.

The offer runs from 1st March through to 28th May 2007 and is available to old and new customers with both contract and prepay phones – as long as they have a 3G phone. There is a limit – 25 full tracks (worth around £37.50), selected from the company's music catalogue – Virgin Mobile Bites.

If you don't have a 3G phone, you can update to one of Virgin's new range, which includes the Sony Ericsson Walkman W850i and W880i, plus the K800i and K610i. To sign up for the free music, visit the company's website.

Virgin Mobile website

Posted by modculture on March 1, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Motorola revives StarTAC for retro-obsessed Korean market

Can you really get nostalgic for an old mobile phone? Apparently so – well, at least in Korea, where **Motorola** has re-launched the StarTAC brand with the **StarTAC III MS900 clamshell**.

Except, it's not got a lot on common with the original in either looks or specification. It features an MP3 player, 2-inch 320 x 240 display and GPS on board. But don't despair, it does have the "distinctive StarTAC opening chime".



Mind you, the whole campaign is all over the place. According to the head of Motorola's marketing team: "Retro is the cultural movement of the 1960s, embodied by such celebrities as The Beatles and Twiggy. In a similar manner, Motorola's StarTAC is being revived to become the timeless accessory in Korea."

Perhaps someone should tell them that the StarTAC was released in 1996, not 1966.

Motorola website

Via The Register

Posted by modculture on March 1, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Is it a lamp? Is it a mobile phone? IT'S BOTH!



Meet the GSM Table Lamp. It's a nice-looking lamp, which has a GSM receiver and microphone built in, allowing you to call it, and listen to your cats plotting. Well, as long as they plot next to the lamp. And can talk. But other than that, it's foolproof.

The lamp has a range of 15 to 20 feet, but has a whopping price tag of almost £1,000. Couldn't you hire a private detective for that kind of money if you're worried your Nanny's up to no good?

(via Sci Fi Tech)

Posted by Stuart Dredge on February 28, 2007 in Gadgets | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Will Dell create the first modular mobile phone?

There's an intriguing bit of speculation over on Telecoms.com, suggesting that Dell may be looking to produce its own mobile phone. It's partly spurred by the news that Dell has recruited the former head of Motorola's mobile devices division, Ron Garriques, to take charge of Dell's new consumer products group.

It's also logical to assume that Dell might want to start making mobile phones – given that the company makes laptops and PDAs, it's not a huge leap to come out with a Windows Mobile smartphone.

The question is whether the way Dell traditionally does business – selling products directly to consumers, who can add and remove individual hardware and features on the firm's website – will suit the mobile industry, which has tended to be more focused around mobile operators.

Telecoms.com thinks that's not a problem, predicting that the number of phones sold directly through retailers or from manufacturers' own websites is going to increase rapidly.

I'll be blunt: few consumers would be excited by a Dell smartphone – it'd be no iPhone. But think about all those business users. It's also not a great leap to imagine Dell bundling an own-brand mobile phone with its PCs and laptops, in much the same way it treated MP3 players in the past.

Could its modular approach work with phones, though? Imagine going on the Dell website and selecting from a bunch of drop-down menus the features you want. Two or three-megapixel camera? 128MB or 256MB memory card? Built-in GPS, Wi-Fi, or both? I don't have the technical

knowledge to judge if this is a pipedream, but if possible, that kind of customisation could help Dell make a mighty splash in the mobile market.

Posted by Stuart Dredge on February 28, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Amnesty International UK to implement mobile phone donation system

Another charity turns to technology to aid its fundraising efforts.

Amnesty International UK is to implement a mobile phone payment system that can handle donations of up to £800.

Using the LUUP payment system, Amnesty will be able to receive at least 15% more of the proceeds than by using the premium-rate text message (PSMS) system.

Donors need to sign up for a LUUP account (wallet), which can then be used for other money transfers via SMS.

Money to be donated first needs to be transferred from a bank account.

Katie Hart, Amnesty International UK new business development manager, said, "In the past, we avoided PSMS as we felt its value was questionable and that it was too costly for donors. The new mobile payments option is not only easy-to-use and very secure but also ensures the donation ends up with those who need it most."

More Mobile phones

Posted by Andy Merrett on February 28, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Orange launches SPV M700 smartphone with sat nav and HTC S310 Pay As You Go smartphone



Orange has announced the availability of the **SPV M700**, a Windows Mobile 5.0-based device, which also incorporates a satellite navigation application.

The SPV M700 offers 3G connectivity, with speeds of up to 1.8Mbps where network support is available. There's also EDGE support, Wi-Fi connectivity and a 2 megapixel camera. Sat nav is available at an extra cost, but you can try it out with a free trial. The major Microsoft Office applications (including Excel, Word and PowerPoint) are all available, as is push email.

The company has also announced the HTC S310, the first Orange Pay As You Go smartphone, also with Windows Mobile 5.0, along with 1.3 mega-pixel camera, 2-inch LCD screen and media player.

The SPV M700 is available from Orange stores and is free on contracts over £35. The HTC S310 is also available from Orange shops, retailing for £249.99

Orange website

Posted by modculture on February 28, 2007 in Mobile phones | PDAs | Top stories
Permalink | Comments (2) | TrackBack (0)

Sony MEX-BT2500 in-car Bluetooth CD tuner aids safer communication on the road



With the new UK regulations on using a mobile phone whilst driving now in full force, Sony are but one company appealing to you to use their product to enable you to make safe phone calls whilst driving, as well as being able to enjoy your CDs and streamed MP3 music on the go.

The MEX-BT2500 connects automatically to your mobile phone via Bluetooth, and has a super-sensitive built-in microphone, which means there's no need to use a headset or install a hands-free kit.

The MEX-BT2500 conforms to the Bluetooth A2DP specification, which means you can stream music to the device, and it happily pairs up with a Sony Walkman or other Bluetooth MP3 device. Non-Bluetooth MP3 players can be connected by using Sony's TMR-BT10 accessory that plugs directly into the headphone socket.

The MEX-BT2500 features advanced shock damper technology that ensures skip-free CD tracking, and also boasts 'zero visibility' operation (no wires, cradles or mouting suckers) for increased security.

Available from March, price to be confirmed.

Posted by Andy Merrett on February 27, 2007 in Gadgets | Mobile phones
Permalink | Comments (0) | TrackBack (0)

New mobile driving legislation - your boss could end up in court



It's all over the media - a £60 fine and three points on your licence if you get caught using a mobile in your vehicle without a hands-free kit. But did you know your boss could also be dragged before the courts too?

According to a survey undertaken by YouGov in association with hands-free specialists Jabra, 68% of employers are aware of harsher penalties introduced today for mobile phone use in the car, but nearly one in four could be liable for prosecution if their employees use a mobile phone for work-related calls while driving.

Why? Well under Department of Transport guidelines, employers are liable if they require employees to use a hand-held phone while driving or if they fail to forbid employees to use such phones on company business. Around 78% of businesses have introduced a mobile phone policy for in-car use, but a number of smaller businesses (around a third) have no policy in place.

“Our survey highlights confusion amongst employers regarding their responsibility under legislation governing in-car mobile phone use for work-related calls. Given the high awareness of employer liability under existing mobile phone laws, it is worrying that only 78% of companies actually have a policy in place to ensure the safety of their staff and reduce the risk of prosecution, especially when providing a solution can cost less than £20 per employee,” commented Andrew Doyle, UK Country Manager, Jabra.

Jabra website

Posted by modculture on February 27, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Watch the iPhone interface running on a Pocket PC

Cor, I can't wait till the iPhone comes out, with its swizzy touch-screen interface, the like of which hasn't been seen on any mobile device ever before, ever. But hang on, what's this below? Some bloke's fiddled with their E-TEN M600 Pocket PC to make it identical to an iPhone - including the tactile UI and iPod music app? D'oh!

Adobe Flash Player is no longer supported

Posted by Stuart Dredge on February 26, 2007 in Mobile phones | PDAs | Top stories
Permalink | Comments (6) | TrackBack (0)

3G iPhone could come in early 2008



According to Apple Insider, they have it on good authority that a Swedish firm has been assured that they'll get their hands on a 3G version of th iPhone as early as January 2008.

Whether it will be the first model that those outside the US get their hands on, or not, remains to be seen. Will there be two iPhones, one with and one without 3G? After all, not everyone (so I've heard) is so bothered about 3G if they have decent wi-fi, and are more concerned about the entertainment potential of their mobile.

Apple Insider reports:

> Apple's choice of cellphone networks would obligate it to use a particular form of 3G known as High-Speed Download Packet Access (HSDPA) [which] happens to represent Apple's best shot at selling the iPhone beyond American borders. In Europe, cheaper data rates and widespread 3G networks encourage Internet access from smartphones to the extent that many cellphone giants lavish more attention on their phone lineups for that continent than anywhere else. Nokia's range toppers, for example, are often badged as "multimedia computers" rather than cellphones.

Seems fair enough to me. Apple don't like to be left behind, and a second-generation, export version of the iPhone sporting 3G seems entirely plausible.

Posted by Andy Merrett on February 26, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

The inside story on the LG Prada KE850 mobile phone - from Milan!

Adobe Flash Player is no longer supported

If you're a secret fashionista you probably know by now that I was lucky enough to attend the Prada fashion show for Milan Fashion Week just last week. But, it wasn't just the sight of expensive designer frocks which rocked my boat, *oh no*, it was getting hands-on with the eagerly awaited mobile from the collaboration between LG and Prada which did it for me. Gosh, I'm *such* a geek. This was the first time I'd seen it in the wild, and wow, it was better than I could've ever expected. Your first time is always special, *sigh*. Read on below for my thoughts on the first-ever completely touch-screen mobile phone, information about the collaboration between the popular phone company and legendary fashion house, and just what LG think about the phone being touted as an 'iPhone killer'. Otherwise take a look at the quick video I shot with the phone in the hotel bar above, hopefully it can sate your appetite before this tasty piece of tech drops on March 18th!



There's no point in rehashing the specs about the mobile - everyone else on Shiny Shiny has told you all the 'deets, so let's discuss some of the things you probably haven't heard about this must-have mobile yet. As explained in the video above, Prada were simply not content with having their logo welded onto the casing of a random mobile, (case in point - Motorola's Dolce & Gabbana Razr), they actually wanted to have input with the design process, to ensure it was worthy of being a Prada product.

According to the several LG representatives I spoke to last week, Prada had been approached numerous times by "several big players" in the mobile phone industry, but up until they met with LG, they felt that none of the companies shared similar aims in producing a fashion mobile. Plus, all the other companies were only offering limited input in the design process - Prada were quite keen to contribute to the interface, wallpapers, ringtones and everything else that defines a fashion mobile phone. Perhaps a little *too* much for LG's liking, if the story I heard was correct!

The story goes that in May 2006, LG approached Miuccia and co at the house of Prada, and presented them with their ideas, as well as the then-recently released LG Chocolate. Miuccia was apparently quite impressed with the Chocolate, as well as LG's idea for a revolutionary (read: completely touch-screen) mobile, that they decided then and there to do business with the electronics company which was "once best known for its washing machines".

From the lengthy play I had with it, Prada have definitely injected some of their high-end opulence into the mobile, right down to the ringtones. I was quite surprised by how industrial the eight ringtones were, they were almost sci-fi, and not the bubbly, almost euro-dance tunes I was expecting. After seeing the Prada fashion show that night however, I understood their choice of music for the phone, for they matched the 'choons played as the models sauntered down the catwalk. According to Style.com's runway review from that night, the music was 'a soundtrack of some very angry girls, chanting lines like "poke his eyes out"', all the more reinforcing something Miuccia Prada herself said about an earlier collection once, "I'm tired of being so sweet...we women should go back to strength - and the sober side. Stop trying to appeal to everyone, and go out into the world". As rumoured, the interface was monochrome, perhaps a little dull for my liking, but it certainly

ties in nicely with the Prada image. Other themes include 'butterfly', a yellow and purple mixture containing a cute butterfly you could control on the screen with your finger, and my personal favourite, 'fish', which was light blue, and you could similarly guide an orange fish around with the touch of your finger.

You wouldn't be out of order to assume that the phone was only capable of displaying black and white images, due to the default themes, but thank goodness, that's not the case. The short trailer I watched on the screen, of Casino Royale, was spot-on, and much better than anything the iPod Video could ever hope to show! Once you select the video to watch, it displays the images horizontally, making the most of the capacious LCD screen. One thing I was keen to test was the camera, and suffice to say, it lived up to my high expectations. Containing a 2-megapixel camera, with an LED flash, the few photos I took in the hotel bar were very impressive.

Other multimedia features include an MP3 player, handy when used with the free headphones they supply you with, or simply when using the stereo speakers located on the phone - great news for those kids on the train busting out their grime and hip hop, bad news for those of us with taste. You won't be able to store much music on the phone mind, the internal memory is only 8MB, and whilst they do supply you with a 256MB memory card, the slot is only capable of receiving Micro SD cards, and as they're currently available with a maximum of 2GB, it's sadly not enough potential albums to store for my liking. But then, I'm not content with a 30GB iPod, so maybe I'm a little more fussy than most!

Obviously I couldn't refrain from asking *the all important question*, of what LG thought about the Prada phone being branded an 'iPhone killer', due to its completely touch-screen capabilities and levels of ultra-desirability. Yvan Juget, the Communications Manager for LG, was very flattered by the comparisons the general public have made between the two phones, and that they could ever be pitted against "the world's audio leaders". He did admit however that the Prada mobile was aimed at an entirely different market to that of the iPhone, those who demand not only a mobile phone, but also that of an exclusive fashion accessory.

It appears that LG are quite keen to stress the exclusivity of the mobile, with Yvan commenting that Prada were worried "it would be found in really small phone stores in Sicily", which I presume would be a major faux pas for the fashion house. Perhaps the equivalent of being found in an Argos in Hounslow? For those after the mobile, you'll have to visit a Prada store, or if you're a Blighty dweller, Phones 4 U, Carphone Warehouse, Orange, or O2, which, according to Yvan, all had proven track records and were capable of delivering such an exclusive product to the right market. No Tesco, then!

When it appears in late March across Europe - the 18th I believe, it should be retailing for approximately €600 sim-free, otherwise on 18 month contracts with a certain amount required upfront. As we've seen with previous LG phones, it's not unusual for them to whip out several differently coloured versions later down the track, and when asked about the possibility of the Prada phone dipping its toe into the paintbox, the answer wasn't a definite 'no', you'll be pleased to hear. The general consensus was that once LG monitored the sales of the initial black version, they may consider releasing some colours "at the end of the year". I put in my two-pence worth and requested a silver one, fingers crossed.

Unfortunately I didn't get to lay eyes on the all-important packaging, but from what I heard, it's bound to be a crowd pleaser. According to the aforementioned Yvan, "everyone gasps at the packaging", commenting that they've "never seen such nice packaging before". Prada chose the box apparently, and it's all black, made from "nice" paper. Prada are also controlling all the advertising, with previously used models in their handbag (female) and cologne (male) ranges being used again. Being a Milanese fashion house, they're hoping "it'll be a hit in Italy", and that those familiar with the brand will embrace this new business venture with credit card in hand. From what I heard, it sounds like it's already a successful collaboration, as they've already taken more pre-orders for the Prada phone than for the Shine in France, if that's anything to go by.

As mentioned previously, the mobile is not 3G or HSDPA, something I find is most probably the only flaw in the design. According to Yvan, it was discussed, however "Prada liked the thinness of it", so form won over function in this case - sob! When pressed for details about further collaborations with the fashion house, he was close-lipped, but did let slip that LG would certainly be open to any new ideas Prada ever brought to them. A Prada-branded washing machine, perhaps?

Long-term readers of Shiny Shiny might remember a list I created back in January of the top ten mobile phones of 2007 to look forward to, where the Prada phone was listed at a healthy number 6. I'm sure you don't need me to tell you after reading the aforementioned sickly-sweet review of the KE850 that it' been bumped up a fair few places after my hands-on review - iPhone killer, indeed!

LG electronics
Prada

Posted by KatherineHannaford on February 26, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Review: Motorola S805 "DJ Style" Stereo Bluetooth Headset



The propaganda

Stereo Bluetooth looks set to become incredibly popular throughout 2007. If CES is anything to go by, and that after all *is* what CES is for, then it looks like we're going to be bombarded with all manner of devices offering A2DP connectivity, ranging from phones to car stereos, MP3 players to headphones. Apart from the blissful absence of wires, lure enough in itself for anyone who is fed up with constantly trying to untangle their mobile and iPod from a perpetually knotted headphone cable, A2DP often comes in conjunction with AVRCP which allows you to control music sources wirelessly as well.

Although there aren't a huge number of A2DP standard wireless headsets available in the UK at the moment, Motorola has always been at the forefront of this particular technology and it's no surprise then that it has been first to market with what I consider to be a decent sized pair of headphones. I personally can't stand earphones and think they are bloody uncomfortable, so a full sized pair of cans is always my personal preference. And they always sound so much better.

The S805s have an integrated mic with echo and noise reduction for making and receiving calls and they offer play/pause, skip and volume controls accessed by buttons on either side and jog-wheels built into both ear pieces. You charge them via the mains, which takes about 3 hours, and if you want to listen to a non-Bluetooth source, they even come with a 3.5mm cable.

The good

For a device with only two buttons, general operation, setup and pairing is remarkably straight forward. You simply hold the call button to switch the S805s off or on, or hold it longer to begin pairing. When tested with an A2DP compatible phone, I found the response speed for the playback controls was generally very fast and only occasionally lagged out.

Battery life is also very good. You get about 17 hours of playback from a single charge and the sound quality remains stable throughout, only beginning to tail off right as the battery is on its very last legs.

Comfort – always an essential factor in big headphones – is great too. These cans aren't too heavy at less than four ounces and there is plenty of flex in the construction which means they fit round your head very nicely. If I had to complain, it would be to say that they don't hang round your neck as well as my battered old pair of Sennheisers used too, but that's not huge problem.

The bad

Take the 'DJ' part of the name with a heavy dose of salt. The sound quality isn't stunning and certainly not up to the standards that any self respecting audiophile would appreciate. Bass tends to twang rather than thumps and rapidly tops out with a horrible jarring sound and the range of mid-end doesn't fully compliment the lower end sounds. Treble is a bit better though and is crisper and clearer but with an understated feel similar to the bass. A2DP also yields a fair bit of background hiss too.

In fact you can do wonders for the sound quality by keeping the source volume about as low as humanly possible and turning up the S805s up to full. This implies that the more serious sound quality issues are not so much to do with the headphones themselves but the limitations of A2DP. It is fortunate then that the S805s do turn up very loud, but that is counter balanced by the fact you have to keep the source volume so low so that in the end you may struggle to hear properly in noisy conditions such as a busy street.

Geek Sheet

A2DP stereo Bluetooth

17 hours battery life

3 hours charge time

Control playback and answer calls

Streaming: up to 30ft

In the box: charger, case, 3.5mm cable

Integrated echo- and noise-reduction microphone

Overview

Clearly A2DP still has some way to go before it will ever come close to straying on to the level of quality that a wired solution can offer. Likewise, the Motorola S805 headphones have some creases to iron out and getting the best possible sound out of them is fiddly at best, hit and miss at worst. That said though, now that I have them sussed I am pretty keen on them. The fact that I can pause and skip tracks without reaching for my pocket, then answer a call without missing a beat, still never fails to raise a smile...



Related stories: Motorola DJ-style S805 stereo Bluetooth headset | 3GSM: Motorola's ergonomic RIZR Z8| Review: Parrot Wireless Speakers | *More Gadgets...*

Related sites: Motorola

Posted by Al W on February 23, 2007 in Gadgets | Mobile phones | Reviews | Wireless home
Permalink | Comments (0) | TrackBack (0)

LG Prada Bluetooth headset - for your LG Prada phone



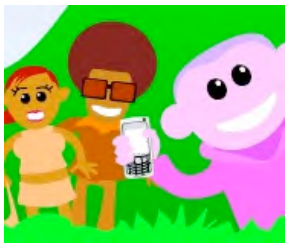
Spotted over at Shiny Shiny is the first accessory for the recently-announced LG Prada phone - the **LG Prada Bluetooth headset**.

However, unlike the very stylish handset, this first add-on doesn't look like it offers much more than any other on the market, with the exception of the Prada logo and the knowledge that it matches your mobile.

But if it gets your pulse racing and you want to know more, head over to Shiny Shiny now.

Posted by modculture on February 23, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Beat Crazy Frog at his own game!



No, not by releasing a rubbish Hi-NRG cover of an old soft-rock tune while doing your best washing-machine impression over the top. Really.

Instead, a new service called Fonepark lets you set up your own Jamster wannabe, selling ringtones, wallpapers and mobile games. It's free to set up and run your own site using the service, you get 80% of the profits, while Fonepark takes 20% in return for hosting the site and handling billing and customer service.

Sadly, Fonepark doesn't supply the multimillion pound budget you'll need to book up hours of advertising time on digital channels, to really take on the evil Frog. But still, it's an intriguing idea.

(Fonepark website)

Posted by Stuart Dredge on February 22, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Adult star Tera Patrick to host mobile porn portal

Think watching top-shelf DVDs makes you go blind? Try watching a two-inch screen. Yet mobile adult content is growing pretty fast, as I heard from Brickhouse Mobile at 3GSM last week.

Now adult star Tera Patrick has signed up to host a mobile portal called, er, Moistmob. Tera will have her own blog on the site, talking about new features and her latest exploits, as well as a bunch of videos for download.

Tera's not the first adult star to launch her own mobile content, mind. Everyone's favourite fugly dude Ron Jeremy has his own range of mobile content, while Jenna Jameson famously launched a series of 'MoanTones' - ringtones of... well, you can probably work it out for yourself.



(via Pocket Picks)

Posted by Stuart Dredge on February 22, 2007 in Mobile phones
Permalink | Comments (1) | TrackBack (0)

Cisco and Apple finally agree that both can use the iPhone name



In a move that is probably of greater benefit to Apple, Cisco have agreed to drop their iPhone trademark lawsuit, allowing both companies to use the name for their intended purposes.

Both companies agree to drop any pending actions over the trademark, and the joint statement issued also alludes to 'exploring opportunities for interoperability', whatever that might mean. Though some commentators think that CIsco have got a raw deal, if Apple ever wanted to go into VoIP services using the iPhone, they might need to explore that avenue.

The rest of the agreement is confidential, so we'll never officially know whether money was involved, or what other terms and conditions have been put in place.

The best news for Apple and its fans, though, has to be that the name won't have to change. It's iPhone, and that's a fact.

Posted by Andy Merrett on February 22, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Shiny awards 2007: WAG gadget – that'll be the LG Chocolate phone then



Well England's football team might have had a dismal World Cup, but at least the WAGs did the nation proud by epitomising the qualities that make us superior to every other nation on Earth – namely binge drinking, handbag shopping and hamming it up for the paps.

So to salute that fine squad of young women we instiituted the WAG gadget award. Trouble is there could only be one winner – **LG's Chocolate phone**. It started in the hands of the very definition of a WAG, before making its way into the handbags of every WAG wannabe and WAG willneverbe. It's got the strokeable touch sensitive controls, the colourful screen, and a free footballer comes with every purchase. Or at least I think that's the latest promotion Carphone Warehouse are running....

Full list of shiny awards winners are here.

Posted by Ashleyn on February 22, 2007 in Awards | Mobile phones | Top stories
Permalink | Comments (0) | TrackBack (0)

Shiny awards 2007: ASBO gadget – Samsung's K5 (with a bit of help from Sony Ericsson's Walkman phones)



On paper putting a powerful speakers in an MP3 player sounds like a great idea.

But just as camera phone makers inadvertently created the fave ASBO past-time of happy slapping, so the **Samsung K5** along with the **Sony Ericsson Walkman** range of phones have been unwittingly responsible for the new phenomenon of 'Bus Blasting.'

This is when normally peaceful buses are turned into discos on wheels as young tearaways push their K5/Walkman speakers to the max, much to the annoyance of all the other passengers.

So far on north London buses we have witnessed sound offs, fights, heated debates about the merits of white rappers, and, it has to be said, a wonderful loved up vibe on the 1.30am N73 night bus.

Besides as annoying as it might be inflicting your taste of in music on your fellow passengers we suspect that true ASBO collectors prefer Heelys skate shoes, after all those wheels are really handy for quick getaways.

Shiny awards results in full here

Posted by Ashleyn on February 22, 2007 in Awards | Mobile phones | Top stories
Permalink | Comments (0) | TrackBack (0)

Sagem H4 - smallest-ever Bluetooth headset?



Here we go again, another "smallest ever...", this time from **Sagem**, which claims its **H4 headset** is the smallest on the market.

Is it? Well, if you know of an earpiece that's smaller than 35 x 18 x 12.5mm, let them know. If not, we'll presume the company is right. The H4 weighs in at 8g, is available in a glossy black, and has the ability to store and call two of your favourite numbers from a dedicated button, as well as handsfree voice dialling if you phone supports it.

Talktime is 5 hours, with 100 hours of standby. There's also a light indicator if the battery is low. Available now, it retails for £53.

Sagem website

Posted by modculture on February 22, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Interview: Microsoft talks about its new PlayReady DRM technology

At 3GSM this year, Microsoft launched PlayReady, its new 'content access' technology for mobile content, including music, video, games, ringtones and wallpapers. In essence, it's extending Microsoft's existing Windows Media DRM system to mobile, and expanding it beyond music and video.

I sat down with Microsoft's Jim Alkove at 3GSM last week to find out more, starting with the basic overview.

What's PlayReady about, in a nutshell?

Basically it's a content access technology that supports different business models, like subscriptions, rentals, purchases, pay-per-view and preview, for a wide variety of content types well beyond music and video.

The technology will support an array of operator partners, including Bouygues Telecom, Telefonica, O2, Cingular and Verizon. And it's available on a platform-agnostic basis, meaning it can be put in a wide range of devices, including operating systems other than Windows Mobile 6.

It will be available in the first half of this year for device implementations, and we expect we'll start to see volumes of handsets coming through sometime in 2008. So that's the high-level framing of what we're announcing.

Tell me more about the thinking behind it

The technology is the result of a multi-year dialogue with the operators, including partners and mobile industry associations like the GSM Association. In a lot of ways they came to Microsoft to discuss how we could bring forth a suitable technology. Windows Media DRM has a long history since 1999, including being the first pioneers of the music subscription business. So PlayReady is the result of a long dialogue with the operators about how we bring that technology to the mobile market.

Windows Media DRM did move into the mobile space with various operators, such as [US operator] Verizon Wireless with VCAST. But PlayReady represents a marked step forward in the applicability of our technology to digital goods for mobile operators.

Today we think about music and video and games, but there are all kinds of interesting services operators would like to deploy to consumers. There's enormous potential in the mobile entertainment space, and content access technology is a key enabler there, enabling operators to build differentiated offerings for consumers, and for consumers to have a wide variety of ways to access that content, whether they want to subscribe to it, or purchase it, or whatever.

What this really represents is bringing the mobile device centre-stage and allowing the consumer to do with their mobile all the things the previous ecosystem would have been able to do. Traditionally, portable devices are tethered accessories or peripherals to the PC. PlayReady brings those mobile devices out as first-class citizens, and enables it to participate directly with the services, for example subscriptions, without the PC.

Mobile seems the perfect medium for subscription music services, is it DRM issues that have held them back in the past?

Yeah, I think subscriptions are a very interesting business model, where there's a critical need for content access technology. We prefer that term to DRM. Technically they're the same thing, but content access technology really turns the lens around and focuses on the fact that what we're doing is enabling interesting opportunities for consumers, and for operators to offer innovative services.

So for subscriptions, I think China Mobile has a ringtone subscription service where you pay a flat-rate fee, so rather than purchasing ringtones one at a time, you get access to unlimited ringtones for a flat monthly fee. That's an example of a very interesting application of the subscription business model to something very popular like ringtones.

There's numerous reports that mobile content isn't growing as fast as the mobile industry expected. Do you think technologies like PlayReady will kickstart this again?

From our dialogue with mobile operators, especially in Europe, we see content access technology as a key enabler for these businesses. Mobile entertainment is continuing to grow though. The stalling you describe is more around music, where people are trying to figure out the right value proposition for consumers in the mobile music space. The reality is that things like mobile gaming are continuing to grow at a pretty good pace.

The operators are very focused on what they can deliver to the consumer in terms of mobile content offerings. Digital goods are equivalent – one copy of a digital good is the same as another copy, so if they want to offer a differentiated offering – purchase versus rental versus subscription – you need a content access technology. It's about bundling, packaging and making compelling offerings...

Will PlayReady have a role in user-generated content? That seems to be building up some steam in mobile.

There are absolutely opportunities for content access technology in the user-generated space. That's one of the benefits of PlayReady: we've added a degree of flexibility that allows us to partner with mobile operators and handset OEMs to build out new and exciting services over time, and have that fast pace of innovation that a commercial technology can really bring to bear.

Who's going to explain what PlayReady is and how it works to mobile users?

From a marketing perspective, what you should be explaining to consumers is the service offer, rather than the underlying technology. Too often, the dialogue that happens in public around content access technologies or DRM is we tend to focus on the technology, rather than the service or offering it's enabling.

So if I was a mobile operator, I'd be focusing my marketing on what I'm offering you – a music subscription service, or the ability to preview a casual game on your phone and then upgrade to a full version with one click to purchase. To consumers, the content access technology should be transparent.

For example, PlayReady allows a concept we call domains. If a user has multiple handsets, plus a PC and a laptop, and he wants the content to be seamlessly moved around those and be used at any locations, the domain feature we're introducing enables content to be licensed to you, the user, as a group of devices, rather than individual devices as it is today.

A lot of content upgrade or migration scenarios today are problematic, and people often blame DRM for not enabling that. PlayReady will allow that content to move much more seamlessly along the devices that have been authorised by the service. That's an offering decision that the operators will make, but PlayReady enables it.

How about sharing content with your friends' mobiles. Zune's been doing that in the MP3 player area, so will superdistribution be a factor in PlayReady?

Superdistribution is absolutely one of the business models we're talking about for PlayReady, and at our 3GSM booth we're demonstrating Bluetooth superdistribution on a couple of Nokia N90 handsets, which can send a music track from one to the other. It really brings home what PlayReady is enabling in terms of that P2P recommendation experience you're talking about.

We think that's a very powerful experience for consumers, and one reason we wanted to demonstrate it at the show is to prove that content access technology can enable interesting experiences for consumers, rather than what many people associate it with, which is stopping people from doing things they like to do.

So superdistribution is absolutely part of it, enabling consumers to recommend a song to a friend, and creating the subsequent business opportunity for the operator to enable the publisher to be compensated for that recommendation.

Is there a danger people will focus on PlayReady as a music-related technology, rather than the other mobile content forms?

It's about providing the flexibility to provide new and interesting opportunities to consumers. We've talked already about user-generated content, and there are other new and interesting innovative services beyond music.

Content access technology has recently been pigeonholed into this music discussion, but the reality is it's much broader. It's really about enabling digital goods and commerce between consumers and operators in a way that's very compelling, flexible and transparent to the greatest extent possible for consumers.

Last question then: what are some of the cooler non-music services you mentioned – what's got most potential?

Mobile gaming is definitely one. PlayReady will enable protection of mobile games in a way that is quite flexible. Traditionally, when you talk about music content access technology, it's about yes you can play this music, or no you can't. With games, there's a lot of interesting angles to how you would use the technology to make interesting offers to consumers.

For example, you might play the first level for a mobile game, but if you want to access higher levels, you'd have to purchase the game. Or you could license the game to the consumer for a number of total hours of playtime. So you could rent five hours of playtime, rather than a month, and you'll see this timer ticking down as you play, so you know how long you've got until you need to top up your credit. That's the kind of stuff it's enabling in mobile games.

Posted by Stuart Dredge on February 21, 2007 in 3GSM 2007 | Interviews | MP3 players | Mobile phones | Top stories
Permalink | Comments (1) | TrackBack (0)

Plantronics Discovery 655 Bluetooth headset with noise reduction



With government legislation on mobile use in cars getting some teeth at the end of February, there's a rush to market for new Bluetooth headsets, including the **Plantronics Discovery 655 Bluetooth headset**.

The Plantronics Discovery 655 is a lightweight headset (just 9g) featuring Digital Signal Processing (DSP) – technology that reduces noise levels for enhanced sound and clearer conversations.

The headset also features 10 hours of talk time and a vibrate ring indicator. it retails for £59.99.

Find out more

Posted by modculture on February 21, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Nokia 7373 Special Edition – fashionista phone designed by Giambattista Valli



Nokia has announced a new handset to coincide with Paris Fashion Week – the **Nokia 7373 Special Edition**, reworked by fashion designer **Giambattista Valli**.

The Nokia 7373 Special Edition comes in two colours and with a range of Giambattista Valli accessories. The Powder Pink version has a pearl necklace for a strap and a miniature pink skull. The Black Chrome has an onyx-like crystal strap and black skull. And if you're into your fashion, you might appreciate the phones being pre-loaded with images and video footage from the life of the designer. The rest of us might not.

Everything else is as the standard version – 262k QVGA screen, 2 megapixel camera with 8 x digital zoom, Bluetooth, music player and FM radio. it should be on sale in March, priced at 280 Euros without a contract.

Nokia website

Posted by modculture on February 21, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Who wants a Wi-Fi digital camera when you've got a mobile phone?

Stuart Dredge writes...



This post started life as a rant about how cool Wi-Fi digital cameras are, spurred by news that Nikon is launching two new models, the Coolpix S50 and S50c.

After all, it's about time there were more Wi-Fi cams available for those of us who've been longing for the next generation to follow up Kodak's EasyShare-One, Canon's PowerShot SD430 and Nikon's own Coolpix P1 and P2.

Yet the more I wrote about the potential uses for a connected digital camera, the more I realised that mobile phones are already doing pretty much all of it, and what's more are more likely to soon include technologies like GPS that'll take wireless photo-sharing to the next level.



At a basic level, the benefits of a Wi-Fi-enabled digital camera are clear, if a little prosaic. You take a bunch of shots, then when you get home, you don't need a USB cable to transfer them to your computer – or even print them if you've got a Wi-Fi printer sitting around. This is useful stuff, even if reducing my USB cable count by one still means there's about 74 lying about the house.

But the coolest stuff that could be done with a Wi-Fi cam – or so I thought – was the sharing aspects while out on the go. Check Nikon's press release for the new S50 and S50c: "Users can share pictures with friends and family from just about anywhere by emailing images directly from the camera through open-access wireless hotspots".

Okay, so the lack of open-access hotspots is a bit of a barrier, but I'm sure that's surmountable if the camera manufacturers can do similar deals with Wi-Fi hotspot networks as that done by Nintendo for the DS.

In theory, Wi-Fi cams could cross the chasm between shooting and sharing. Imagine: you're out and about taking photos, and whenever you're in range of a friendly Wi-Fi network, the camera automatically uploads them to whatever photo-sharing service you're using (ideally you'd get a choice, although I'm guessing the camera firms would prefer to restrict you to their own proprietary online services).



Point, click, and share without even thinking about it. It'd be great. More Wi-Fi cameras, I say! But hang on a minute. My mobile phone already does this, having downloaded the nifty ShoZu application (pictured) a few months ago. Whenever I take a photo, it asks me if I want to send it to Flickr. Say yes, and off it goes.

The quality of mobile phone cameras is improving all the time. Once we reach five megapixels in mass-market handsets, that'll be enough for most people's needs – and certainly enough for online sharing. There are obstacles – such as crazy data charges from your operator if you upload too many images – but if you're yearning for a world where you can share your daily snaps without even thinking about it, it's doable right now if you're on a suitable tariff.

There are some great professional uses for Wi-Fi digital cameras (think news and sports photographers, for example), but when it comes to consumer uses, phones will surely trump them – not least because for the near future, you're far more likely to be in reach of a 3G network than a Wi-Fi hotspot.

Even once we have city-wide WiMAX networks and suchlike, there's no reason phones won't be able to use those too. In fact, it seems logical to assume that mobiles will also steal some of the useful ideas from Wi-Fi cameras, such as automatic photo synching when in range of your home network.

Plus there's that GPS. I for one can't wait until my phone can automatically associate geotagging data with my snaps, which can then be plotted against a Google Map or whatever once uploaded to the Web. If I allow it to be, of course. There's probably some privacy issues I should think more about before sharing location-enabled pics willy-nilly. But anyway, GPS will be in more phones sooner than it'll be in digital cameras.

The upshot of all this. If we're talking about connected photography devices, surely it's got to be phones if you're not a pro snapper? Wi-Fi cameras excite the gadgety geek inside me, but when it comes to thinking about what I'd actually get more use out of, the mobile wins every time.

Posted by Stuart Dredge on February 20, 2007 in Columns & Opinion | Digital cameras | Mobile phones | Top stories | Wi-Fi
Permalink | Comments (1) | TrackBack (0)

3rdi – CCTV-like security using your mobile phone



Not the first time we've featured mobile-based home security, but the **3rdi mobile security system** seems fairly straightforward to use and indeed affordable.

The system uses a small camera that can be positioned anywhere to watch over anything that you value around the home, the office or even in the car. Once the camera is in position, you can view live footage of your possessions whenever and from wherever you want via your mobile phone.

The system also works when you are not watching the camera. Using infrared and motion sensors, the camera detects when an intruder has entered your home, with the 3rd-i control centre immediately sending a text message alert to your mobile phone. You can then access a recording of the event that set the camera off or view the location in real-time. Images are stored at the 3rd-i control centre for up to 30 days, so if the mobile phone is switched off when the alert is sent, footage of the event is still available.

The 3rdi camera retails for around £200, check the company's website for pricing for its monitoring services.

3rdi website

Posted by modculture on February 20, 2007 in Mobile phones
Permalink | Comments (1) | TrackBack (0)

Forget the features; mobile users just want good reception, research says



Research carried out by the Forum to Advance the Mobile Experience (FAME) amongst 15,000 mobile phone users across 37 countries has concluded that what they want more than fancy, complicated features is decent voice reception.

The number one complaint from mobile users was "function fatigue". Too many features, coupled with poor explanations of how they work, are the reason.

"Pain begins at point-of-purchase as users see lack of demos, product knowledge and slow service," concluded the report.

This might sound like bad news for the mobile manufacturers, who are keen to push ever more features and functions into their handsets, but then again, we all love getting phones with the greatest features on, even if we end up only using 10% of them.

The survey was partially funded by Palm, who would no doubt tell us that their devices are very eaasy to use.

Other mobile irritations raised in the survey included the cost of service, poor battery life, and dropped calls.

More mobile phone news

Posted by Andy Merrett on February 19, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Lexar introduces 4GB miniSDHC and 2GB microSD storage cards



Lexar is adding some new storage cards to its range - **4GB miniSDHC and 2GB microSD storage cards**.

Lexar's new 4GB miniSDHC card will allow you to store more than 100 hours of video in MPEG4 (3GP2) format, over 1,000 songs (4-minute song in MP3 format), or over 4,000 photos (using a 3 megapixel cameraphone). The new 2GB microSD card can hold up to 50 hours of video in MPEG4 (3GP2) format, over 500 songs in MP3 format, or over 2,000 photos using a 3 megapixel cameraphone.

As yet, there's no prices, but they will be shipping worldwide from April 2007.

Find out more

Posted by modculture on February 19, 2007 in Gadgets | MP3 players | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Trade in your old mobile phone for Nectar points



Apparently there are 66 million unwanted mobile handsets in the UK, with phones being replaced on average every 18 months. But if you have a **Nectar card**, you can trade your old handsets in and buy something else. Like a new phone perhaps?

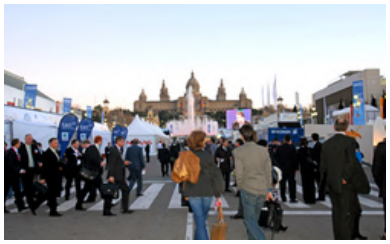
The new scheme is called **mobile2points** and is in conjunction with Greener Solutions, specialists in mobile phone recycling. You can visit the Nectar website to work out how much your phone will make in points, but as an example, an old Motorola V3 Razr is worth 3,000 Nectar points.

Once you have confirmed the trade-in online, a pre-paid envelope will be sent to you and points will be added to your nectar account in 28 days.

Nectar website

Posted by modculture on February 19, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

30 things we learned at 3GSM 2007



Phew. As ever, 3GSM was tiring both physically and mentally, with a barrage of new products and companies, plus an enormous venue to walk around. Honestly, if we believed in wearing pedometers, they'd have exploded by Tuesday.

So now the Shiny team is back in Blighty, what did we learn from this year's 3GSM? It's a chance to spot the hottest new mobile phones and technology, as well as suss out the most important mobile trends for the next 12 months. Here's our main thoughts.

1. There was no big theme this year

3GSM 2006 saw immense hype around mobile TV, with companies queuing up to proclaim it the Next Big Thing in mobile entertainment. The fact that it's since disappointed means that the lack of a single big hype this year isn't necessarily a bad thing. There was lots of buzz, but spread around a bunch of subjects, which is a healthier state of affairs.

2. Mobile social networking is a hot topic

There were lots of companies - many of them startups - promising to create MySpace-like communities for mobile. Meanwhile, the big players - the actual MySpaces, Bebos and so on - were undoubtedly at 3GSM, even if they weren't talking about their plans.

From our chats with companies like Cerkle, FunkySexyCool, Clicmobile and others, it's clear how new an area this is. People aren't sure if mobile-only social networks will succeed, for example, or whether mobile is just an add-on to existing web communities. 2007 should give some clues.

3. LG's Prada phone is better than you'd think

Don't take this the wrong way. We weren't expecting the Prada phone (right) to be *awful*. Just a bit gimmicky. Yet as Susi's video verdict makes clear, it looks and feels like Prada's been involved from the start. And that touch-screen is mighty purdy.

4. Mobile music is a bit rubbish

It seems us mobile users aren't as keen on downloading full tracks to our phones as the music industry would like us to be. Warner Music head honcho Edgar Bronfman Jr told 3GSM attendees that "it's expensive, it's complicated and it's slow", saying the iPhone will hopefully force operators and manufacturers to up their game.



Meanwhile, mobile firm Omnifone was trying to do just that, unveiling what it reckons is a truly mobile iTunes-beater, which it'll be running for operators around the world.

Meanwhile, the music industry continues to rumble about whether it should scrap copyright protection for digital music - if it does, it would certainly have a positive impact on the number of people downloading tunes directly to their phones.

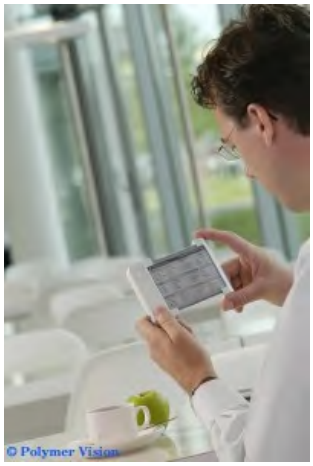
5. Cool new handset designs

Motorola's new Z8 phone has a 'kick slider' design, which is the first handset type to sound like it should be a trick in Tony Hawk's Pro Skater. We're looking forward to Nokia launching a triple-back-kick olley grinder phone at 3GSM 2008...

6. Bring on the five-megapixel camera phones

By and large, we tried to steer clear of the *really* techy companies at 3GSM. After all, the chips and servers they make are only interesting to the likes of us once they're actually in products we can buy.

But a firm called OmniVision announced a five-megapixel auto-focus camera module, which it'll be flogging to handset manufacturers, and which it says is affordable enough to be put into mass-market mobile phones. We can't wait.



7. Don't hold your breath for a roll-up mobile display that can play video

Philips spin-off Polymer Vision got plenty of deserved buzz at 3GSM for its Readius roll-up display for reading e-books and RSS feeds (left). Both Susi (video) and I (interview) were impressed, although the company's goal of putting one in every mobile phone seems ambitious, given they're not expecting the screens to be capable of video for a good five years.

8. We should start getting a bit worried about mobile viruses

Worried you'll look like a n00b if your phone gets hax0red? You should be. Bubbling under the surface at 3GSM was growing concern about the possible impact of viruses in the mobile space - even if some of it was fuelled by the companies looking to flog technology to protect against them.

McAfee claimed at the show that there are now around 350 mobile viruses, worms or other malware, and also said that 83% of mobile operators have been hit by mobile infections.

9. Next-generation phone interfaces will look amazing

We swung by the NVIDIA stand to check out some of the demos running on the company's new mobile chipsets, which will be making their way into millions of handsets in the next couple of years.

One demo featured a user interface for phones that included multi-tasking windows, a 3D interface with snazzy transition effects, and 'fully accelerated translucent window compositing'. Want to know what that is? Watch our video.

10. The operators need to sort out their data-tariffs

If we're all going to be downloading music, video and games onto our phones from sources other than the operator's own portals, we don't want to be paying through the nose in data charges. Yet although T-Mobile and 3 have launched 'flat-rate' tariffs in the shape of Web'n'Walk and X-Series, the other operators are dragging their heels a bit.

Who wants to download a music track if it's going to cost you an extra £3 in data charges? Or, as Yospace CTO David Springall pointed out to us, who's going to upload their cool cameraphone video to YouTube if it costs them £12 to do it? Even Nokia and Sony Ericsson united to criticise the operators' complex tariffs at 3GSM this year.

11. Transformers RAWK!



The Fast And The Furious: Tokyo Drift might be the best mobile game of 2006, according to 3GSM's Global Mobile Awards judges, but I'm more excited about the chance to play as Optimus Prime in the upcoming Transformers mobile game. Even if it is a bit unwise to turn into a truck midway through a platform game.

Mobile games were a bit quiet at 3GSM, with only a few publishers booking their own stands to show off new stuff. However, there's a quiet momentum building behind smartphone games – for example with a new Symbian version of Project Gotham Racing.

12. We still can't tell the difference between all the mobile VoIP companies

There are loads of startups aiming to be the mobile Skype. And speaking as a consumer, it's hard to a.) tell them apart, and b.) figure out why we shouldn't just wait for Skype to roll out a mobile application that provides ALL the features you get on the desktop version.

Rest assured, Tech Digest is going to be looking at this whole area very soon, to figure out who's who and what it's all about. For now, we remain confused. Which is why we haven't raced to sign up to any service.

13. Mobile TV is still underwhelming

Research firm M:Metrics surveyed 22,000 European mobile users before the show, and found that former mobile TV viewers now outnumber current mobile TV users. 45% of the people who've turned off say pricing issues were a factor, while 24% cite concerns over service quality and reliability.

From the technical demos we saw at 3GSM, mobile TV will be great. One day. But for now, it's provoking a lot of people who are interested in watching programmes on their phones to switch off.

14. Mobile blogging is growing, with photos and videos the focus

The problem with moblogging was always the assumption that people would type posts on their mobile keypad to upload. However ninja your texting skills are, it's not very appealing.

However, talking to a couple of blogging tech providers at 3GSM (including Motorola), people have twigged that moblogging is more about instant posting of photos and videos as (or just after) you capture them. Which when you think about it, makes way more sense.

That said, the Shiny massive are also converts to SpinVox's Spin-my-Blog technology, which converts your voice blatherings into proper text posts. So wordy moblogging could make a comeback soon.

15. If you want a phone with a full keyboard, you're spoilt for choice



All the manufacturers had the QWERTY bug at this year's 3GSM, including the usual suspects (HTC), but also the likes of Nokia, Motorola and Toshiba. We blame the rise of mobile email.

16. It's quite seedy to hang around a stand leching on Russian booth babes

Although, yes, it's probably even worse to film them. Sorry about that.

17. YouTube and MySpace have work to do on mobile

The two biggest Web 2.0 brands clearly see mobile as an important part of their future, but mobile types aren't convinced they've got their strategy right just yet. YouTube has signed deals with Nokia and Vodafone, but mobile video-sharing site Yospace reckons it still sees mobile as simply a case of shoving its web vids onto phones.

Meanwhile, social networking firm Clicmobile warned MySpace that it needs to get mobile right, or it could die! The fact that these two companies' are in some form rivals to MySpace and YouTube doesn't mean their views should be written off, either. Figuring out what will make a great MySpace or YouTube mobile service will be one of the biggest challenges in 2007. We're sure it's possible.

18. Don't spunk all your new product announcements the week before 3GSM.

It might mean Susi can shoot videos on your stand without being jostled by 717 men in suits, but it doesn't give her much to talk about...



19. Thin is in

The fashion industry may be (reluctantly) booting underweight models off the catwalk, but Size Zero phones go from strength to strength. Top dog at 3GSM in the 'looks really cool even though you have a nagging suspicion you might end up accidentally snapping it in your back pocket' stakes was Samsung's U100 (left).

20. Us Brits like a night at the movies

And we use our phones to do it too. M-Spatial chose 3GSM to release its latest research on what local services UK mobile users search for using their phones. Cinema was the most popular category, followed by Fast Food, Drinking and Taxi. No, Museums, Opera and Bowling Greens didn't make the Top 10...

21. Mobile GPS navigation is buzzing

Also in evidence at the show was mobile navigation technology, whether applications for phones from the likes of Telmap, TeleNav and ALK Technologies, or GPS-enabled devices from Garmin, BlackBerry and Nokia.

Right now, it's mainly about providing the sort of turn-by-turn driving directions that you'd get in a regular satnav device, but the real potential is in using your mobile's data connection to provide live traffic info and updates, or at some point in the future, tying into mobile social networks (companies like Clicmobile and CityNeo are already looking to do this).

22. Techy mobile companies have a keen sense of irony

At least, I hope that's the case. How they come up with stand slogans like 'Shattering Tomorrow's Boundaries of Mobile Antenna Specification Solutions, Today!' if they're not having a laugh is beyond me.

23. Windows Mobile is gearing up for another big push



Microsoft launched Windows Mobile 6.0 at 3GSM, with all manner of on-stand demos showing off its new features, which we'll be looking at in more detail in the weeks ahead.

But equally importantly, Microsoft has signed up the likes of LG, Toshiba and HP to make Windows Mobile phones, with the first handsets using the new OS set to appear in the second half of this year, including some from previous licensors like HTC.

24. Creating your own mobile TV channel is more fun than watching what the operators are serving up

If mobile is such a personal device, why do I have to just watch simulcasts of terrestrial or digital channels, hmm? Some companies are exploring DIY TV, where you create a channel of video content to watch on your phone. One example is Vpod.tv, who'll have an interview going up on Tech Digest early next week.

Meanwhile, Dutch firm TNO unveiled a new tech called Farcast which works the other way around, taking video from your phone and turning it into a web-based TV channel.

25. DVB-H mobile TV is still frustratingly far away in the UK

We want it. We want it now. But despite the announcement of cool DVB-H handsets like Nokia's N77, don't expect to see them on sale here unless the powers-that-be in the UK broadcasting and mobile industries figure out how and when to roll the technology out here. Bah.

26. You can finally get Flash Lite content on your phone

You know Flash - it's ubiquitous on the Web. Adobe has had the Flash Lite tool for mobile phones for some time, which can be used for rich games and

applications. Trouble was, nobody was really selling them, so you had to frequent developer forums to find stuff to actually put on your phone.

That's changing. At 3GSM, Adobe signed a deal with website Handango, which will be one of the first to sell Flash Lite content to mobile users. Hopefully more will follow.



27. Short films on your phone are cool

At 3GSM, the people behind the Sundance Film Festival unveiled five short films shot especially for mobile, which were immediately made available for download to mobile users.

You can have a gander by texting FILM to 07624 807 811, to get sent a link to their WAP site. Better still, you can freely share them with friends via Bluetooth. The idea of sitting down for three hours to watch King Kong on a phone is horrendous, but short, arty movies like this should find a healthy audience.

28. We quite fancy a simple mobile phone

All these cutting-edge whizzy multimedia handsets can get a bit much at times. Remember the old days, when your phone could make voice calls, send texts and.. well, that was it. Those days don't have to be in the past.

The mobile industry is putting lots of effort into low-cost handsets too, albeit mainly for countries such as India and China, which are expected to provide explosive mobile growth in the coming years. Motorola's F3 won an award at the show for being the 'Best Ultra Low Cost Handset', for example.

If you're thinking of going retro, Tech Digest's recommendation is the newly-announced Nokia 3110 Classic, which is a replacement for the classic 6310i. Ashley liked the big buttons. "If your dad wants a phone..."

29. Touch-screen phones are easy to use

Not sure about how you'd get on without a keypad? Soon you'll have the opportunity to find out. Besides the LG Prada phone, and of course Apple's iPhone, 3GSM also saw the debut of Samsung's F700, which admittedly also has a slide-out keyboard for messaging. But it's the screen that caught Ashley's attention, even from behind a glass screen.

Touch-screen phones aren't just about slinkiness. As mobiles try to be all things to all people - music player, TV, web surfing device etc - the traditional keypad interface is struggling to keep up. Touch-screens mean more flexible user interfaces able to adapt to whatever you're doing on the phone at the time.

30. Everyone thinks mobile advertising will be big. Nobody knows quite how it'll work

The advertising industry loves the thought of putting ads on phones. Not least because the young cool hipsters it likes to target aren't as susceptible to TV and print ads. Along with online advertising, mobile is the new buzz area. Trouble is, nobody's quite sure what kind of mobile advertising will work well, and what us users will put up with.

The mobile phone's a personal device, so any unwanted ads will feel doubly intrusive. Yet at the same time, the mobile industry sees adverts as a way to make mobile entertainment cheaper - or even free - to make more of us use it. Which would certainly solve those worries over mobile TV pricing (see earlier).

At 3GSM, there was lots of talk about mobile ads, but not that much action yet. 2007 will see a big growth in the sector though, whether it's free mobile games with ads on the loading screens, banner ads on your operator portal, or the Crazy Frog bursting into your voice calls every three minutes singing his latest ringtone. Okay, not that last one. Well, I hope not...

Posted by Stuart Dredge on February 16, 2007 in 3GSM 2007 | Mobile phones | Top stories
Permalink | Comments (0) | TrackBack (0)

Review: Parrot Conference

The propaganda

Conference calling and mobile phones are two technologies that have seldom crossed paths, but it does make a kind of sense. Most offices won't have a fixed-line conference phone system fitted to every meeting room and although there are cordless conference phones, DECT still isn't quite as free roaming as a mobile phone and Bluetooth device.



The Parrot Conference is pretty much exactly like any ordinary conference phone in most other regards. It has three integrated microphones for a 360 degree voice pickup and a 5W internal speaker so you can hear the person on the other end. To ensure that you can do things completely wirelessly, it includes three rechargeable Li-Ion batteries that offer up to ten hours of continuous talk-time. The unit will also store 50 different phones in its memory and up to 6,000 contacts which, rather than programming in yourself, you can upload directly using any Bluetooth enabled device.

The good

The Parrot Conference does a good job in two key areas: setup and call quality. Assuming your handset already has Bluetooth switched on and is visible, you can be connected up and dialling in under twenty seconds, most of which time you will probably only spend waiting for the Bluetooth to connect. What's more, you can connect your phone either straight from the handset or from the Conference itself -you get a choice and that makes things a bit more straight forward. The buttons are large and generally well marked, the two big mute buttons double up as the 'synchronisation' button when pressed together.

Call quality is generally pretty decent and its greatest strength is in ensuring that there is no echo at all on the other end. Background noise is also cut down really well so you shouldn't have much trouble being heard even in a noisy office.

Of course, there's a possibility that you might not see a mobile phone as the most cost effective solution for making long, often international, phone calls. Luckily Parrot has you covered there as well. The Conference comes with a CD containing software that will let you connect to a Bluetooth enabled PC with Skype. That means you can enjoy all the same functionality, but a heck of a lot cheaper thanks to VoIP.

The bad

Although it is pretty easy to get your most basic call settings up to speed, there are a few areas where things get more complicated. When connecting a handset, you can either choose 'default' Bluetooth settings or you can select your model/service from a long list of different handset types and actions. It's all well and good if your handset is on the list, but at the time of testing I was using a Samsung X820 which was not on the list. Using default settings I could easily connect to the device, make and receive calls - no problem. However, when it sat idle for a few minutes it had a tendency to lose connection. I was also unable to transfer contacts from the phone to the unit.

I then tried using different settings to see if that helped. Sure enough I solved the contacts problem and the handset stayed connected as it was supposed to, but then I could no longer dial out from the main unit. Doh.

Obviously the problem is going to be limited only to those handsets that don't fully support the Parrot Conference's Bluetooth systems and even then, an unsupported one like the X820 can still function properly with a bit of tweaking.

Geek Sheet

Speaker: 5 watts

DSP: advanced echo cancellation

3 microphones high sensitivity -47dB

Colour LCD display 262,144 colors

Pairing: up to 50 phones

Number of contacts: up to 6,000 in total

Bluetooth profiles: HSP 1.1, HFP 1.0 & 1.5, OPP, SYNC, PBAP

Supports Skype VoIP software

Dimensions: 265 x 240 x 45 mm, Weight: 640 gr

Power supply: rechargeable Li-Ion batteries

Warranty: one year from date of purchase

Overview

I wouldn't claim to be an expert on conference phones, but after a quick trawl on the web, I'm thinking that the £148 price tag on the Parrot Conference is a pretty good deal compared to a normal standalone kit. Although the Bluetooth synchronisation system is good and straightforward to setup for the most basic and important functions, you may find it more of struggle to get the full range of features working on every single phone.



Related stories: CES 2007: Parrot Bluetooth Photo Viewer | Parrot Conference Bluetooth speakerphone| Review: Parrot Wireless Speakers | *More Gadgets...*

Related sites: Parrot

Posted by Al W on February 16, 2007 in Gadgets | Mobile phones | Reviews | VoiP
Permalink | Comments (0) | TrackBack (0)

MySpace may "die fast" if it doesn't get mobile social networking right



Us Brits will soon be able to access MySpace on our phones – well, we will if we're on Vodafone, anyway, as the two companies have signed an exclusive deal. But is it that important that MySpace launches a mobile version?

Apparently so. Alex Kummermann of mobile social networking firm Clicmobile reckons that it's essential to MySpace's continued survival. "Big social networks are like mushrooms: they grow very fast, but they die very fast too," he tells Techspace.

"MySpace is not as attractive as it was one year ago – some users have moved to Facebook or whatever. The challenge for MySpace is to keep the user base from moving to other websites. A good mobile strategy can help in that, but if they miss the mobile move, they might die quite fast."

That said, it's not as if MySpace's rivals have been noticeably quicker to launch decent mobile versions, so News Corp's mega-community won't be going down the tubes just yet. Read the full interview at Techscape.

Posted by Stuart Dredge on February 16, 2007 in 3GSM 2007 | Interviews | Mobile phones | Web 2.0
Permalink | Comments (0) | TrackBack (0)

M300 wristwatch phone ready for launch





Convergence could move a step forward next month with the launch of **M300 tri-band wristwatch** phone in Australia by **SMS Technology**.

How it works in practice, we'll have to wait and see. But it features a 1-inch screen, 64MB of on-board memory, Bluetooth 2.0 an MP3 and MP4 player, along with 3.33 hours' talk time and 80 hours standby. It will retail for the equivalent of £261, with a European launched slated for 25th April. More on that when we have it.

There's also an M501 in the works – made from gold and titanium, it should be available from, June. And an M700, which will be pitched at businessmen and features Outlook and Office synchronisation. That I have to see.

SMS Technology

Via The Register

Posted by modculture on February 16, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

ShoZu launches automatic Flickr and YouTube geotagging for your mobile photos and videos



There are plenty of people out there geotagging their photos (uploading info on the location they were taking) already, but it takes a bit of knowledge. However, mobile application ShoZu has just added a feature that automatically geotags your photos and videos before uploading them to Flickr, YouTube and various other Web 2.0 services.

You need a GPS-enabled phone like the Nokia N95 to use it, mind, to get an accurate latitude and longitude for where you captured the photo or video clip. For Flickr users, the application will also automatically add your geotagged photos to your Flickr map.

(via Techscape)

Posted by Stuart Dredge on February 16, 2007 in 3GSM 2007 | Mobile phones | Web 2.0
Permalink | Comments (0) | TrackBack (0)

Stay legal in the car with Parrot's CK3000 Evolution



Drive down the road and chances are you'll see a van driver clutching a mobile to their ear whilst negotiating a tricky turn. It's illegal, but no-one seems bothered. However, as of 27th February, the law gets teeth - £60 fine plus three points on your licence. So it might be as well to go hands free.

Parrot's CK3000 Evolution is universally compatible with all Bluetooth-enabled mobile phones and using your car stereo speakers, it lets you take the calls with a clear sound (well, as clear as your stereo). You can stay in touch with up to 150 friends, family or business contacts at the touch of a button with the voice recognition functionality and it's easy to transfer between cars.

You can pick one up from Halfords, priced at £99.99 with free installation.

Parrot website

Posted by modculture on February 16, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

iPhone will raise the bar for "cumbersome" mobile music, says Warner Music chairman



So much for the mobile industry's attempts to persuade everyone to download music to their phones. According to Warner Music Group chairman Edgar Bronfman Jr, it's not working very well.

"It's expensive, it's complicated and it's slow," he told a panel audience at 3GSM this week. "It's amazing we've generated as much revenue as we have given how cumbersome the experience can be." He also pointed out that even buying a ringtone from your operator can often require up to 20 key-presses. The solution? iPhone. Well, kind of.

"Before it's even hit the market it has raised the bar in terms of what users expect with a user interface and what music phones should do," he said. "Now it's up to other mobile phone makers to meet users' expectations. "For those who invent with a similarly inspiring vision, the opportunity is immense."

(via Yahoo News)

Posted by Stuart Dredge on February 16, 2007 in 3GSM 2007 | MP3 players | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Transformers: Robots in a mobile game...



One of the hot stories in mobile games at 3GSM was the public unveiling of Transformers, the official game of the upcoming movie.

If you're yet to be convinced by the joys of playing games on your phone, how about one where you control Optimus Prime himself, switching between robot and truck modes at will?

The game is due out in late June or early July, just before the film hits the big screen.

(via Pocket Gamer)

Posted by Stuart Dredge on February 15, 2007 in 3GSM 2007 | Gaming | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: FunkySexyCool is like MySpace meets Am I Hot Or Not... on your phone



Few of the mobile social networking companies at 3GSM are offering users prizes for being attractive. One who is, though, is FunkySexyCool, an Australian mobile community with over 200,000 users posting profiles and voting on one another's purdyness. The company just signed a deal with a company called Hands-On Mobile to bring it to the UK.

Hands-On has also announced its own YouTube-beater, a mobile service called Phame TV that lets users upload video clips from their mobile, and then get a cut when other users download them for 20p a pop. Find out more about both FunkySexyCool and Phame TV over on Techscape's interview with Hands-On's Eric Hobson.

Posted by Stuart Dredge on February 15, 2007 in 3GSM 2007 | Mobile phones | Web 2.0
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Motorola wants to get everyone blogging

The big handset manufacturers aren't just focused on music, TV and signing deals with trendy fashion houses to get some free Prada gear, y'know. Really.

On its stand at 3GSM, Motorola was showing off its new mobile blogging application. It'll sit on a range of Moto phones from later this year, allowing you to automatically upload photos and video to various blogging/photo-sharing/video sites.

In that sense, it's similar to the ShoZu application that's been around for a while now. But at least Motorola is making its application work with a range of different services, which contrasts with Nokia and Sony Ericsson's strategy of signing individual deals with, say, Flickr, Blogger and Vox.

Read more over on Techscape.

Posted by Stuart Dredge on February 15, 2007 in 3GSM 2007 | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: "The big internet players don't understand mobile"

Can YouTube be a big hit on mobile phones? The company signed a deal with Vodafone last week, but some industry rivals aren't so sure.

One is Yospace CTO David Springall. The company runs the See Me TV and Look At Me mobile video-sharing services for 3 and O2 respectively, and recently got bought by Emap to bring its skills to that company's magazines and radio/TV channels. Will YouTube face a challenge in making itself mobile?

"The trouble with the big internet players is they don't understand mobile very well," he says. "It's considered simply as a technical issue of getting content onto the phone, but it's far more than that. Also, these big guys



have a different view on what the business model is for mobile, as opposed to the operators. Potentially, what's in YouTube's interests is very different to what's in Vodafone's interest."

Read more about Springall's views on mobile user-generated content at Techscape's interview from 3GSM.

Posted by Stuart Dredge on February 15, 2007 in 3GSM 2007 | Mobile phones | Web 2.0
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: NVIDIA's GoForce 5500 demonstration next-gen mobile interface

To see some of the properly futuristic stuff at 3GSM, you have to seek out the technology companies. On its stand, NVIDIA was running a bunch of demos, including one showing a next-generation mobile interface, powered by its GoForce 5500 chipset.

The demo shows a mobile screen switching between video, photos and gaming with all manner of spangly visual effects. How soon will this sort of UI make its way into handsets you can actually buy? That's down to the mobile makers to sort out.

Adobe Flash Player is no longer supported

Posted by Stuart Dredge on February 15, 2007 in 3GSM 2007 | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Shiny Media at 3GSM

The mobile phone industry has gathered in Barcelona to show off the best of their wares, and Shiny Media is right in the heart of the action. Not only are we blogging about new phones as and when we learn of them, but we're also using our mobiles to audioblog - we speak, and the nifty converter types, so you can hear the uncensored thoughts of the Shiny Media Massive. Represent.

Top Stories

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Samsung's phone line up - Ultra Edition II, card phones and more
Microsoft and Vodafone to launch Instant Messaging service for mobiles and PC
Polymer Vision's Readius rollable e-book display
HTC launches Advantage (X7500) and P3350 mobile devices
Toshiba launches G900 and E01 smartphones
HTC launches Vox/S710 - smartphone with full QWERTY keyboard
Vodafone first to launch BlackBerry 8800
Garmin unveils GPS add-on for BlackBerry devices
Motorola unveils MOTOSLVR L9 multimedia handset
Nokia launches three new Eseries models - E90 Communicator, Nokia E65, and Nokia E61i
Motorola's MOTORIZR Z8 - "fit-to-face" entertainment slider phone

Nokia N77 mobile TV phone
Nokia 3110 classic 'dad phone'

Video

Samsung's F500 multimedia phone
Samsung's D840
BlackBerry's 8800
Samsung's U100 Size 0 mobile phone
Samsung F300 music phone
Samsung's F700 Smartphone
Samsung WiMAX Ultra Mobile PC
Motorola KRZR K3
LG Prada phone (part one)
Motorola SLVR L9
Motorola RIZR Z8
A first look at the LG Prada phone

3GSM Live on Spin-My-Blog

3GSM Morning roundup
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Samsung steal the show at 3GSM
BlackBerry 8800, live from 3GSM
UK mobile TV a lost dream?

All the Tech Digest 3GSM coverage. Shiny Media do 3GSM Live.

Posted by katewalker on February 14, 2007 in 3GSM 2007 | Mobile phones
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Symbian not threatened by the iPhone

CEO of Symbian, Nigel Clifford, has said that he sees no real competitive threat from Apple's iPhone – in fact he welcomes their entry into the mobile market, particularly in the US.

In a press conference at 3GSM, Clifford also said that Symbian are looking to bringing advanced phone capabilities to midrange mobile phones.

“People think of smartphones as something big, ugly, and expensive. It’s time to lay to rest that myth,” he said.

He also noted four factors that have come together over the past six months that should lead to a boost in the market, including falling prices, more broadly available mobile services, greater penetration of mobile broadband, and improved devices.

Symbian are obviously highly optimistic about the future, and with a 73% stake of the global mobile operating system market, compared with Microsoft's 4.5%, and Apple's currently non-existent share, it's hardly surprising.

Posted by Andy Merrett on February 14, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Microsoft PlayReady: brand new DRM for mobile devices

Microsoft have announced that they've been working on yet another Digital Rights Management (DRM) system. PlayReady is a new 'multimedia content access technology optimised to meet the needs of mobile operators and handset manufacturers for digital entertainment and commerce.'

In other words, plenty of lovely restrictions put in place to stop us evil consumers doing what we want with content downloaded to our mobile devices. Just like on a PC.

Many leading mobile operators have already signed up to include PlayReady technology, including O2.

PlayReady is the result of extended dialogue with the mobile industry, and will support a wide variety of business models, including subscription, rental, pay-per-view, preview, and super-distribution. Formats supported include WMA, AAC, WMV, and H.264.

Allegedly, "Microsoft PlayReady enhancements make it easier for consumers to move their content between their devices, giving them a new level of freedom with their digital content." We'll have to wait and see about that one.

PlayReady is backwards compatible with Windows Media DRM 10, and Microsoft will also provide an interoperability programme so content can be shared with other qualifying DRM and content protection technologies. Quite how these qualify remains to be seen. I wonder if Apple will get a look in (if they're still using DRM of course)

“Our wireless partners worldwide asked for a single system to power a growing array of business models and consumer scenarios — the result is Microsoft PlayReady,” said Amir Majidimehr, corporate vice president of the Consumer Media Technology group at Microsoft. Ooh goodie - a mobile Microsoft monopoly.

“Microsoft PlayReady technology will help accelerate deployment of our entertainment services, which we see growing in importance for consumers this year,” said Russ Shaw, director of Capability and Innovation at O2 UK. “Protecting content while keeping it easily accessible by consumers is a careful balance, and Microsoft’s digital media expertise and experience is critical to making this a reality.”

Posted by Andy Merrett on February 14, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

Bluetrek ST1 Bluetooth headset



Any phone worth its salt has Bluetooth these days, with most of the high-profile launches at the 3GSM offering A2DP streaming too. So a good time for **Bluetrek** to launch its **ST1 Bluetooth headset**.

The headset offers A2DP streaming from a mobile phone or from a PC, allowing you to listen to your tunes without being tied to the wires. And if a phone call comes in, the ST1 pauses the music so you can chat away without a soundtrack.

Battery life is nine hours of music playback between charges (which can be done via USB) or 19 hours of chat and 11 days of standby. You can buy them now, priced at £60.

Bluetrek website

Posted by modculture on February 14, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Sony Ericsson's K800 Cyber-shot awarded Best 3GSM Mobile Handset 2007



I've just been working my way through the Tech Digest mobile phone archives and realised that the Sony Ericsson Cyber-shot K800 camera phone was unveiled on 28th February 2006. And with mobile handsets coming and going so fast, it's surprising to see the K800 voted **Best 3GSM Handset at the GSM Association's Global Mobile Awards** 2007.

Launched last year, the K800 was the first Sony Ericsson Cyber-shot camera phone, featuring a 3.2 megapixel camera on a 3G mobile handset. See our preview of the handset for the full specifications. Since launch, it's shifted 4.5 million units, as well as being used by James Bond in the Casino Royale movie.

Anders Runevad, Corporate Executive Vice President and Head of Sales, Sony Ericsson said: "Our Cyber-shot portfolio has made true mobile imaging a reality for millions of people and we are very proud that the industry has endorsed our achievements with such a prestigious accolade."

Sony Ericsson website

Posted by modculture on February 14, 2007 in 3GSM 2007 | Mobile phones
Permalink | Comments (0) | TrackBack (0)

Kingston launches microSD Dual Adapter Pack – add some flexibility to your storage card



Not all devices takes the same size of storage card – meaning you could have one that fits your PDA, but isn't much use in your digital camera or MP3 player. One solution to the dilemma is Kingston Technology's new microSD Dual Adapter Pack – designed to make Mobile Flash cards more flexible.

The set consists of a 1GB microSD card, a microSD to miniSD card adapter and a microSD to full size SD card adapter. The kit costs £10.60 plus VAT and is backed by a lifetime warranty for the 1GB microSD card.

According to Jim Selby, Product Marketing Manager at Kingston: "With microSD cards being used in many multifunctional handsets, Kingston saw an opportunity to create a very practical product – costing considerably less than buying three different memory card formats of the same capacity. Now consumers can use the miniSD or standard SD card adapter with a microSD card to enjoy music, pictures and videos or easily transport files from a mobile phone to an MP3 player, digital camera, PC or printer."

Kingston Technology website

Posted by modculture on February 14, 2007 in Digital cameras | Gadgets | MP3 players | Mobile phones
Permalink | Comments (0) | TrackBack (0)

T-Mobile halves data roaming costs for business



More cuts in roaming charges – this time from **T-Mobile**, which is **reducing data charges for registered business** customers from 16th February.

According to the company, the new tariffs will reduce by half the cost of data roaming for new and existing registered business customers on the network. Prices will be reduced from £7.50 per MB to £3 per MB when roaming in Austria, Czech Republic, Croatia, Germany, Hungary, Netherlands, Poland, Slovakia, the UK and the USA, with prices applicable to data both sent and received.

According to Derek Williamson, Head of Business Marketing, T-Mobile UK: "As part of this commitment, we are always looking to review our roaming costs and strive to offer the most competitive tariffs where possible. There is increasing demand for access to key business information whilst on the move both here in the UK and Abroad. This announcement will ensure that our business customers can benefit from improved communications and increased business efficiency through the freedom to use mobile data services, in key business locations, at a significantly reduced cost."

An announcement on a reduction in consumer charging is expected to follow later in the year.

T-Mobile website

Posted by modculture on February 14, 2007 in Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Polymer Vision's rollable display wins best in show

Our new friends at Polymer Vision should be in fine spirits this morning since they just picked up a Best in Show award at 3GSM 2007. The futuristic rollable **Readius** display saw off stiff competition to win 'The most innovative in Technology Development' category.

Check out our interview with Polymer Vision's Edzer Huitema here and our hands-on preview with the Readius here.



Posted by Al W on February 14, 2007 in 3GSM 2007 | Gadgets | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Cboss Russian dancing girls

Cboss is a Russian company that specialises in converged billing, end-to-end solutions and value-added services. It also has a troupe of teenage dancing girls in hotpants. One of those sentences is the reason why once an hour, the Cboss stand is packed with moistly-excited men in suits. Can you guess which?

Adobe Flash Player is no longer supported

Posted by Stuart Dredge on February 14, 2007 in Mobile phones
Permalink | Comments (3) | TrackBack (0)

3GSM 2007: Polymer Vision screens

Bendy screens – they are the future according to Polymer Vision. And they could potentially spell an end all that papery nonsense. Imagine a world where you can pull full sized screens out of your mobile phone like you're unravelling an ancient scroll. Shiny Susi explains:

Adobe Flash Player is no longer supported

Posted by Al W on February 13, 2007 in 3GSM 2007 | Gadgets | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: HTC announces two consumer focused handsets

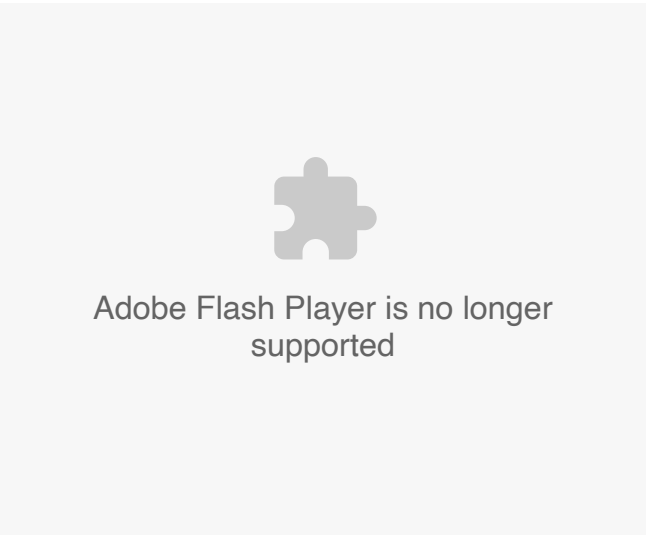
Susi takes a look at two consumer orientated handsets from HTC. First up is the P3350 sporting an FM radio, microSD slot, MP3 player and BlackBerry Pearl-a-like trackwheel. Then there's the S710 which sneakily disguises a slide-out QWERTY keyboard beneath its innocent candybar exterior. Both are due out in Q2.



Posted by Al W on February 13, 2007 in 3GSM 2007 | Mobile phones | PDAs
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: HTC's Advantage has a magnetic personality

This is the extremely smart, ultra-mobile, HTC Advantage - not to be mistaken with a UMPC because, y'know, it actually has a keyboard. It also has Wi-Fi and HSPDA connectivity and will be selling for around a thousand Euros when it launches in Q2. Susi tells us all about it:



Posted by Al W on February 13, 2007 in 3GSM 2007 | Mobile phones | PDAs | Wi-Fi
Permalink | Comments (0) | TrackBack (0)

3GSM; our top five phones (LG, Samsung, Motorola and HTC)

Well, there's another hour or so of the majority of the Shiny Massive's (Susi, Ashley and Stu) time here at 3GSM (although Hard Core Stu is staying on for more mobile fun); just time enough for a quick reflection on our own personal Top Five Best Things What We've Seen. There's a noteable absence of certain big players, but we've looked deep into our souls and decided that's just the way it is.

1. LG Prada
Susi was very over-excited to get herhands on the LG Prada phone yesterday, and was not only not disappointed, but positively surprised at just how luxurious it was. The touch screen is a sleek black and white, and

navigating it is a doddle. In actual life, I'll be interested to see how easy it is to text, but as an aspirational handset, it's a winner. Check out the video here.

2. Samsung F500
Samsung have brought out a couple of handsets with a screen on each side – one for the phone stuff and one for the media stuff. The F500 is their multimedia device, and boasts a swivelling screen so you can prop it up and indulge in some Brad Pitt on the move. The video is here.

3. Motorola Z8
Motorola had *a lot* of new handsets, and since they were one of the first people we saw, it's proving rather difficult to remember just what they were all about. The RIZR Z8 stuck in my mind though, for its ergonomic design and its rather lovely video playback capabilities. Watch the video here.

4. Samsung F700
It's a small miracle that a phone that we only saw from ~~behind an electrified fence~~ glass has made it into our Top Five, but it just goes to show its class. It's a touchscreening, QWERTY keyboard toting, five megapixel sporting piece of Samsung goodness. Ashley gets all excited on this 'ere video.

5. HTC S710
HTC make a late entry to the list with their new smartphone, the S710. It's slipped in a QWERTY keyboard in, as well as a 2 megapixel camera, WiFi and best of all it's going to run the new Windows Mobile 6 platform, full of IMing goodness. I took a look at it (as well as their new music friendly device) here.

Posted by Ashleyn on February 13, 2007 in 3GSM 2007 | Mobile phones | Top stories | Top tens
Permalink | Comments (0) | TrackBack (0)

3GSM – Samsung's phone line up – Ultra Edition II, card phones and more



One of the best, although some cynical bloggers would also say one of the worst, things about Samsung is they always launch so many phones. 3GSM has been no different with around a dozen or so new handsets taking their bow. The downside of this is that some times some phones get lost in the rush.

So to keep things simple here's a quick trawl through the best of the new Samsung breed, along with our comments and, when appropriate, links to videos.

Samsung F700 – In our books this the one to watch for. Samsung has delivered a large touch screen phone (it has a 2.78 inch display) with its own pull out QWERTY keypad for when you need to do some proper work. Other than its screen it has very impressive looking five mega pixel camera, complete with auto focus, a decent looking web browser and the souped up version of HSDPA which in theory can run up to seven Mbps. The only downside is that you'll have to wait until Q3 before you can get your mitts on one.

Watch video here

Samsung F500 – Now this is clever. It is one of Samsung's split screen handsets, see also the F300 music phone, which has the phone on one side and a large multimedia ready display on the other. It also has a top that twists enabling the user to set it up as a stand to make watching vids easier. It is also compatible with a range of video formats including, for the first time on mobile apparently, DiVX. It also has plenty of storage on board (410MB) and is HSDPA compatible. Video here.

Samsung F300 – This is also very clever. Its another split phone with one side looking like a Samsung MP3 player from a year or so ago, and the other side housing all the essential phone gubbins such as the key pad. It is also A2DP compatible, so you can listen to music wirelessly via your Bluetooth earphones, and it has an on board FM radio. I am slightly disappointed with the storage (just 100MB which of course can be uprated via a MicroSD card) and the lack of 3G/HSDPA. Video here.

Samsung U100 – Now this is bonkers, it is the size 0 of mobiles and is just 5.9 mm thick. It is also not the most feature filled mobile, but it does had a 3 mega pixel camera, music player, 70MB of storage and a TV out socket. Video here.

Samsung P310 – Yep the card phone is back. The P310 is skinny, comes with its leathery-type carry case and, in our eyes anyhow, is rather cool. Unfortunately it is not as retro-looking as its predecessor the P300 and it is GPRS rather than 3G. Nevertheless with its bonus battery (built into the case) and striking design it is still one of our 3GSM highlights, It goes on sale via Vodafone in a couple of months time.

Samsung U700 – This has biz phone written all over it. It is a stylish slider with HSDPA, a 3 mega pixel camera and decent web browser on board. Like all phones in Samsung's Ultra Edition II series it is very skinny.

Samsung I-520 – And last, but by no means least, is this Symbian powered smart phone. It is super slim, HSDPA friendly and stacked out with smartphone style facilities. It comes out in April.

Posted by Ashleyn on February 13, 2007 in 3GSM 2007 | Mobile phones | Top tens
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Microsoft and Vodafone to launch Instant Messaging service for mobiles and PC

More news from the 3GSM, this time from **Microsoft and Vodafone**, who have announced they are working together on an enhanced and **co-branded Instant Messaging service**.

The idea is to make the service seamless – accessed from both the PC and mobile phone. It will be based on the Windows Live Messenger platform and should allow you to access your address book and contacts on whatever platform you are using, with an indication of whether your friends are online on their PC or phone. According to the joint statement, it will be launched in "select European markets" later this year.

According to Brian Arbogast, corporate vice president of the Windows Live Developer and Communications Platform: "We have brought together two of the world's largest messaging communities with a co-branded seamless PC-to-mobile
Instant Messaging service. Vodafone customers will be able to communicate whenever and wherever they want, using IM and its additional service benefits, making the most of their time with mobile and PC."

MSN Worldwide
Vodafone

More from 3GSM 2007

Posted by modculture on February 13, 2007 in 3GSM 2007 | Computers | Mobile phones
Permalink | Comments (0) | TrackBack (0)

HTC to provide BT Fusion devices

HTC have announced that they have signed a deal to provide Windows Mobile 6 devices for their BT Fusion service. The VoIP service allows you to make calls over WiFi when you're in the range of your house, switching to a mobile signal when you fall outside the range, with no break in service.

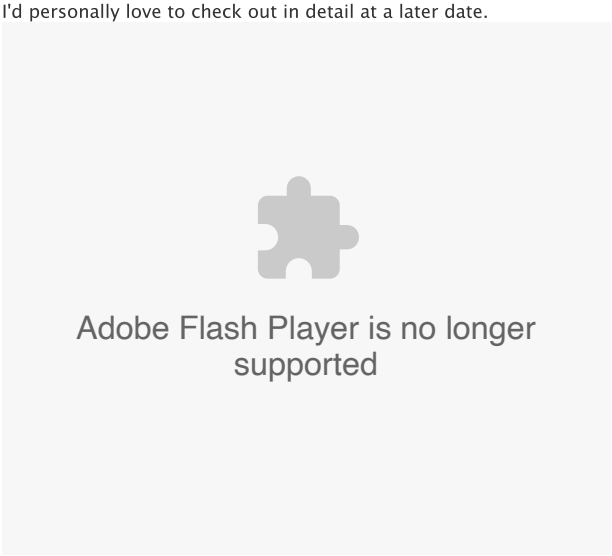
The first handset to come as a result of this agreement will be the S650, which was introduced in the second half of last year. Windows Mobile 6 enables users to take advantage of Windows Live as well as full HTML emails. It's also significantly faster than previous versions. The full product will be available through BT in the second quarter of the year.

Posted by ScarlettSusi on February 13, 2007 in 3GSM 2007 | Broadband | Internet | Mobile phones | Wi-Fi
Permalink | Comments (0) | TrackBack (0)



3GSM 2007: Samsung's F500 multimedia phone

It's a bit of a Samsung love-fest here at the moment, as Susi and Ashley are getting hands on with some of the brand's recently announced mobiles. The latest cat out of the bag is this rather sleek F500 multimedia phone, which features a handy swivel function, allowing you to view videos while it's propped up on a table. It can play DivX files, although with the micro SD memory slot, it limits those files to just 2GB. Still, it's a nice piece of kit, one I'd personally love to check out in detail at a later date.

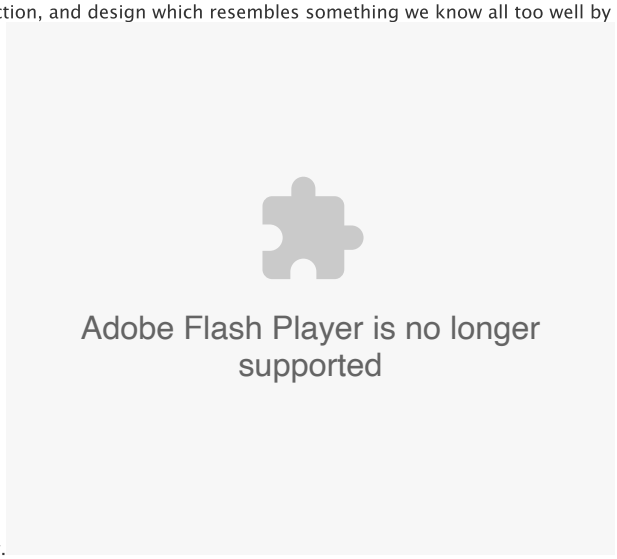


Posted by KatherineHannaford on February 13, 2007 in 3GSM 2007 | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Samsung's D840

Susi has made a recent discovery over at 3GSM – could this be an LG Shine killer? Samsung have displayed unfortunate timing by announcing their D840, which, whaddyknow, has a highly reflective mirror finish, slide

function, and design which resembles something we know all too well by



now.

Posted by KatherineHannaford on February 13, 2007 in 3GSM 2007 | Mobile phones
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3GSM 2007: HTC launches Advantage (X7500) and P3350 mobile devices



Alongside the Vox, HTC has two other new devices on display – the **Advantage (X7500) and P3350**.

The **HTC Advantage (X7500)** is like a miniaturised PC, powered by a 624MHz XScale processor and Windows Mobile 5. It also features an 8GB hard drive, along with tri-band UMTS with HSDPA, quad-band GSM/GPRS/EDGE, Wi-Fi, Bluetooth 2.0, QWERTY keyboard, 5-inch VGA touchscreen, 3 megapixel camera and built-in GPS. Battery life is good too – up to 8 hours between charges. Expect to see it in the UK as the T-Mobile Ameo next month.



The **P3350** is the previously-announced P3300 without GPS functionality. The quad-band/EDGE handset uses Windows Mobile 5.0 and features a 2.8-inch screen, 256MB of internal memory, microSD support, FM radio and stereo Bluetooth. No news on network availability for this, but the company says it will be available from March.

HTC website

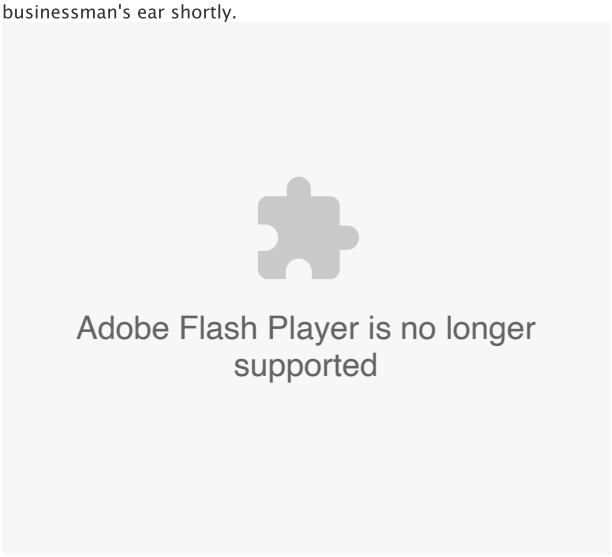
More from 3GSM 2007

Posted by modculture on February 13, 2007 in 3GSM 2007 | Mobile phones | PDAs
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3GSM 2007: BlackBerry's 8800

Not to be confused with Nokia's 8800, BlackBerry have just announced their new version, the 8800, which apparently contains 'GPS goodness', according to our woman of the hour, Susi, who obviously needs a long nap, judging by this video. Bless. The mobile appears to be a mash-up of the Pearl, and previous model, the 8700g. Expect to see this glued to your nearest

businessman's ear shortly.



Posted by KatherineHannaford on February 13, 2007 in 3GSM 2007 | Mobile phones
Permalink | Comments (0) | TrackBack (0)

3GSM 2007: Toshiba launches G900 and E01 smartphones



Toshiba is muscling in on the smartphone market, showing off two devices at 3GSM – the **G900 and the E01**.

Attracting most of the attention is the G900, a horizontally-sliding handset, not unlike the popular HTC models. Like a good number of this year's new models, there's HSDPA connectivity, along with features including a 3-inch WVGA screen, 2 megapixel camera and front-facing video camera, 64MB internal memory (expandable by miniSD card), rear biometric scanner, Bluetooth, Wi-Fi, USB On-The-Go and the newly-launched Windows Mobile 6 operating system. No news on price or network availability as yet.

Also on display from Toshiba is the **E01 smartphone**. It also features HSDPA, along with a 65k colour display, 2 megapixel camera and A2DP Bluetooth. Again, no news if this is coming to the UK. We'll keep you posted on both.

Toshiba website

More from 3GSM 2007

Posted by modculture on February 13, 2007 in 3GSM 2007 | Mobile phones | PDAs
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3GSM 2007: Samsung's U100 Size 0 mobile phone

Ever the comedian, Susi has pronounced this U100 mobile from Samsung as being so thin, it 'verges on taking up minus space'. Wowsers. If this U100 were a woman, she'd be stumbling down the London Fashion Week catwalks