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## Skype old version for ipad

When it comes to digital painting apps for iPad, there are two thought schools: first, to create certain artistic tasks or features and create an app that maximizes them - such as ArtRage or Procreate; and the second is to try to closely imitate existing desktop painting applications like Photoshop or Painter - giving the user features and options galore, as we see sketchbook pro. With rich menus and brush options, ArtStudio is very much the latter and positioned itself as a serious contender for the top slot for iPad painters. In addition to a more powerful graphics engine that renders brush strokes even faster, there is a new smooth interface that replaces bright, colorful icons with a smart, monochrome look. It's full of new features. This kind of feature has been limited to desktop apps. The app itself is full of many new advanced features from layer masks and alpha channels to symmetry mode, among other things. Moreover, it is actually very similar to a desktop application on your PC or Mac. Its traditional drop-down menus at the top are full of familiar features: file, editing, and selection through color corrections (curves, contrast, Hue/saturation) and creative Filters. This brings Photoshop Touch and other wannabe apps a shame, and singles ArtStudio as out that much more than a painting app because you can also import your photos into the Photos app, or use the iPad's camera, as well as import files from old versions of ArtStudio. Finished files can be output to your PC or Mac like PNG, JPEG or layered PSD files, which means that you can then transfer without loss of quality, and so you can use ArtStudio image editing as well as painting. Unfortunately, the lack of sharing options, such as Dropbox (which is excluded while the now defunct iDisk remains an option) is a missed trick. Custom canvases and more! For most Retina-supported painting apps, like most Retina-supported painting apps, canvases are available in sizes up to 2,448 x 3,264 pixels on the new iPad (smaller on the original iPad and iPad 2). Unlike its rivals, however, ArtStudio includes the ability to create canvases of custom values, allowing the graphics to be completely flexible and truly challenging the obstacles between desktop and tablet. The layers palette is a cinch to use, and - you've guessed it - there are loads of options. Blurring the line further is the ability to import TTF font files through iTunes. This is a great way to add custom text to your pictures; however, word processing options are very limited and can be on the slow side. This density of functions means that ArtStudio can be quite cumbersome. The left side of each of its tools includes an outlier menu with additional features for each brush, allowing you to edit the shape, size, and texture. Unlike Procreate, however - which balances feature-rich brush palettes with easy-to-use variables - the maze of sliders that confronts here is easily confused. There is a preview preview which allows the brush to operate and how it reacts to different colors behind it, but it's not as instantly intuitive as it could be. Favorite brushes With 150 preloaded brushes, you can buy an additional 150 as an in-app purchase, and after you create a new brush, you can save it in the favorites palette, which you can use later (although they can't be grouped and classified, as in Procreate). Although it struggles directly with painting and painting individual applications, ArtStudio is in many ways much more than just a digital painting app. Works: iPad Price: £2.99/\$4.99 Version: 4.2 App Size: 18.9MB Developer: Lucky Clan Age Rating: 4+ This review was originally featured on Tap! Magazine. Liked it? Read these. While much has happened from Skype on Windows Phone 8, the app was delayed with the initial release of the operating system and didn't see too much getting in the way of updates. This has changed today, although version 2.1.0.241 now lives in the Store for download. The update adds 2.0.0.473 from weeks ago to a slightly new build, but does not include any new features. This will make us believe that Microsoft is likely to focus more on the performance and reliability aspects of the popular VOIP app rather than adding more stuff. This is probably best as I notice some hiccups here and there in the service, including continuous sync with Microsoft account and services, leading to battery draining and other issues. Version 2.1 doesn't have a specific change log, so we need to rely on accounts to notice everything new, including better reliability of incoming calls and smoother performance. The app is still marked as Preview, which means there are still issues and tweaks that presumably need to be worked out before the app can be finalized. Update: One of the changes we've noticed is that Skype connections are no longer synced with the People hub, which is a bit bummer. Then again, this seemed to be the source of the problem when synchronizing, which means you can return later once you've worked. You can get Skype 8 for Windows Phone 8 here in the Store. Thank you, Ken C., for the tip. Skype today restored its new iPad program to Apple's iOS App Store after pulling out of the download market yesterday. The free app can now be downloaded from the App Store. Late Monday, Skype briefly published the app to Apple's e-store, but quickly withdrew it, saying the move had been hasty. To ensure your best Skype experience, we've temporarily removed Skype for iPad which went live prematurely today the company said in a Twitter message Monday night. Shortly after 10 a.m. ET today, Skype used Twitter and the company blog to announce the restoration of the software in the App Store, but did not explain what changed if anything. The app is expected to take more than a month when reports surfaced that release is available. For a short time, a Skype video showing the new iPad app was available on the Internet, online, which they pulled. Like Apple's own FaceTime app, Skype for iPad uses the iPad 2's front camera to enable video calls while the user watches the other caller. The first-generation iPad can only accept video calls. But unlike FaceTime, Skype on the iPad allows users to call and video chat with owners of non-Apple devices, including Android smartphones, and Windows and Linux PCs. Skype on the iPad sends and receives calls, including video calls, either through a Wi-Fi or 3G data connection, another differentiating facet that currently allows video chat wi-fi only. Reports have circulated, however, that iOS 5, which will deliver this fall, presumably alongside the next iPhone, will allow a 3G call with the carrier's approval. The release of Skype on the iPad adds another Apple connection to Microsoft, which is in the process of acquiring Skype for \$8.5 billion, the deal announced in May that it has yet to win regulatory approval. During the press conference that unveiled the acquisition, Microsoft CEO Steve Ballmer promised that Skype would not disappear from non-Windows platform, such as Mac OS X, iOS and Android A, I said, and I meant it, Ballmer said, when a reporter asked for assurances that Skype would still be available on operating systems and devices not sold by Microsoft. B, we are one of the few companies with a history with this, he added, citing his work on Microsoft Mac OS X. Skype has an iPhone app in the App Store since March Store since March 2009, and the program has been able to make video calls since version 3 was released at the end of that year. Gregg Keizer covers Microsoft, security issues at Apple, web browsers and general technology breaking news for Computerworld. Follow Gregg on Twitter @gkeizer, Google+ or subscribe to Gregg's RSS feed. Email address gkeizer@computerworld.com. More articles by Gregg Keizer. Copyright © 2011 IDG Communications, Inc. If you've purchased [App X] for iPhone and developer makes [App X] for iPad, you might want to get the iPad version for free? We've seen developers like Instapaper Marco Arment specifically making universal binaries, so users who bought the \$4.99 Pro version can download an iPhone update, install it on their iPad, and get an iPad-specific user interface (UI) as well. (Think of it as two similar apps in a handy download). We've also seen leaked screenshots showing HD or iPad versions of many popular iPhone apps and games that are currently being released separately, with each new download. In many cases, these HD apps offer significant differences that have resulted from the iPad's larger-screen real estate and beefier processing performance, carrying its own price tag, and perhaps more expensive than iPhone versions due to greater effort (more pixels, more features). Some undoubtedly feel eligible for free iPad versions if you bought the iPhone version while some developers similarly feel entitled to get paid for the work they put into making different versions for a different device. Can we find some existing parallels? If you bought a Super Mario game for your Nintendo DS, you won't get Super Mario on your Wii for free. Likewise PSP and PS3 games. Of course the difference between dedicated mobile gaming devices and their console cousins is far greater than between an iPhone and an iPad. If you bought a Mac app, such as iMovie, you can install it on both your MacBook and iMac. Likewise Windows. Of course, the difference between Mac OS X or Windows running laptop or desktop is negligible compared to iPhone and iPad (there is no separate version of iMovie for MacBook vs iMac, or Microsoft Word netbook vs tower). Again, the iPad falls between them. Apple announced at launch that most iPhone apps will just work on the iPad, either 1:1 or photo-doubled to fill the screen. So, developers who want an easy out just point to the free iPad version of their existing iPhone apps. We haven't heard great things about pixel-doubling looks, however, but it's free for free, right? What about developers who invest time and money in offering something better? In most cases, however, we agree with TUAW's Erica Sadun, who suggested that apps with similar user experiences on the iPhone and iPad may be good candidates for the universal binary approach (i.e. free but tweaked for the end user). Apps that have been significantly redesigned and redesigned from iPhone to iPad, however, can be good candidates for a separate HD app strategy. As for whether or not developers should offer discounts to existing iPhone users for iPad apps, that's easy for now - despite hints and rumors, Apple still has no upgrade or discount option available to developers. Even if a developer wanted to, they can offer nothing but a single, full price for everyone. (See Tweetie 2.0 discussion). We're a week away from the release date of the iPad, so things can still change, but until and unless they do, they'll tell you what they think - should iPad apps be free for existing users? And if people don't pay more for the better, what incentive for developers to have more and better apps? Apps?