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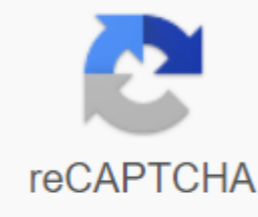
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Download Total download: 0 in Android Display your screen with AIO Launcher for Android. Download Total Download: 0 in Android Get a highly customizable home launcher for your Android with Total Launcher. Download Total Download: 0 in Android Match your style on your android device with Microsoft Launcher. Download We have promised a revolution in wearable computing for at least the last couple of years. Early participants like Pebble and the Samsung Gear series - along with a handful of other, lesser-known offerings - have tempted us into a connected future in which we are without the burden of constant smartphone control. In this new mobile world, laptops would funnel relevant, context-sensitive alerts to us through devices worn on our bodies. Wearable Revolution promised to shut down the need to constantly check our smartphones ... even if it meant that we were just looking at another, smaller device on the wrist instead. Android Wear is Google's first first veered into this new frontier of wearable devices, making its debut on new smartwatches from LG and Samsung, with more following from Motorola and more later in the year. These products have long been coming, and arrive at a time when Pebble has already demonstrated the viability of smartwatches as a category product, but the long-awaited Apple iWatch has yet to materialize. So after what seems like an eternity, does Android Wear represent the dawn of the mainstream smartwatch era? Read on to find out how we take a deeper look at the software side of Android Wear. We publish this review two weeks after the first Android Wear hardware was made available to Google I/O. I (Alex Dobie) was using the UK retail G Watch about a week at the time of writing. Phil Nickinson and Jerry Hildenbrand have been using LG G Watches and Samsung Gear Live respectively from I/O. This review is based on impressions of all three of us. For the purpose of this review we are looking at the initial release of Android Wear - Android 4.4W, build KMV78V - as it runs on G Watch and Gear Live. Some Gear Live watches have since received an update to the newer build, the KMV78X, but this update hasn't hit all the devices yet, and it's unclear what's new in it at the time of writing. The first circular Android Wear watch, the Moto 360, is expected to launch later in the summer, and we'll have more to say once we get our hands on that device. Before we get the review right, let's take a step back and look at what the Android Wear platform actually is. Android Wear is an offshoot of Google's mobile operating system, a new branch of Android (Android 4.4W, specifically) designed to run on low-performance wearable devices such as smartwatches. Like the Pebble or Gear 2 line, wearables running Android Wear connect to an Android (4.3 Jelly Bean or higher) phone via Bluetooth connectivity, allowing notifications from the phone to be displayed on the watch. But Android Wear is much more than just a mirror for your phone's notification tray. Most of them are full versions of Android, which means that the watch itself can run specially designed apps. A common way to get apps on your wrist is to download them from Google Play to your phone, after which Android Wear is synced to your watch via Bluetooth. The top-level screen shows pending notifications from apps on your phone, as well as notifications from apps that live right on your watch. And because the on-screen keyboards on the watch's small display aren't quite ideal, most text input tasks are handled through Google's voice recognition service. Unlike Android phones and tablets, Google controls the entire software on all Android Wear devices, so you won't find any customizations on your watch except for a few apps and watches. Updates too, come to come from Google, as they do on Nexus and Google Play editions. Hardware may vary, but the software is unique to Google's pure experience. More: Everything you need to know about Android Wear Pro, which is still a very new category of device, Google has done a great job smoothing the process of getting your Android Wear smartwatch up and running. The first time you turn on your watch, you'll be directed to download the Android Wear app for your phone, and that app will redirect you through the Bluetooth pairing process. From there, you'll have a quick tour of the Android Wear app, a phone-based controller for your wearable that lets you manage apps and preferences. In the last few days, we've reset our devices several times, and we've still got in trouble to reset them from the beginning. When you're done, a brief tutorial on your watch will make sure you're familiar with all the different gestures for waking up the gadget, putting you back into low-performance mode, and working your way through the different types of on-screen cards you come across. While the pairing process itself is as simple as we could have hoped, it's worth noting that you can't have one watch paired with more phones than you can with Pebble. (For reasons that are obvious when you consider that app watches are downloaded from apps on your phone.) In fact, if you want to pair your watch with another phone, you'll need to reset your factory settings and go through the initial settings over and over again. This might seem a drastic step, but the setup process itself is relatively painless, taking just a minute or two to complete. However, if you plan to shake multiple Android Wear devices with one phone, you shouldn't have any problems. And of course it's Android Wear, and as such these watches only work with Android phones and tablets. At a recent Google I/O developer conference there was no indication of any plans to make these wearables work with iOS or any other platform. Given how Android Wear works at the software level, we're not holding our breath for iOS support anytime soon. Next: How to set up your Android Wear User Device android wear is about tabs and swipes, and if you know Google Now - google's preactive search feature - you'll be at home with your early Android Wear watch. Tabs are used to represent notifications or apps, and you can swipe up or down to scroll through them. Swipe left to see more information on a tab or act on its contents, such as replying to a text message using voice controls. Swipe right to mix the app or notification, just like tossing a card on Google Now. The main face of the watch appears at the top of all cards and there are several digital and analog from which you can choose, with different amounts of space below, so that you can top card in the tray. Most of the time, however, these initial looking faces are not that inspiring. Swipe down from the watch handle to see the current date and battery level and activate a mute control to prevent your watch from buzzing you with notifications while they're active. (Swipe down again to turn off mute.) As you might expect, Google search and voice actions are a huge part of the Android Wear experience. Whenever your watch is conscious, say OK, Google and voice search will take place, allowing you to search the web or perform certain tasks on your watch. For example, you can use Google Maps to set alarms, reminders, send text messages, or go to a specific location. For the most part, commanding Android Wear with voice works pretty well, especially when it comes to launching apps or placing calls. But the transcription of the messages itself can be struck and missed at times, which is frustrating when there is no alternative method of entry. (Ironically, one sentence google voice transcription seems to struggle with, at least in UK English, is G Watch.) Alternatively, you can tap the watch's main cheek to directly display the speech menu. From there, you can swipe down to see the full list of commands and choose one without speaking, but it's clear voice control is how Google expects most users to communicate with their watch. That's a good thing and a bad thing. From the first part, Android Wear does a decent job of working on what we want to do, but you still look and feel like an idiot (or perhaps a super-awesome, leather-skinned, 1980s young loner on a crusade to support the cause of innocent, helpless, helpless, in a world of criminals who work above the law) talking into their watches in public. What's more, non-voice options just aren't as convenient to get into. The app launch menu is at least four taps away at any given time. And the Settings menu is similarly buried, making it difficult to achieve important brightness level controls. (Cluelessly, there is no ambient light sensor and therefore no auto-brightness option on Gear Live or G Watch.) The ability to run apps is a basic feature of Android Wear, but it's an ability that's oddly obfuscated if you're not the kind of person who tends to talk to your electronics. This poses a problem for developers as well as users – why bother taking the time to create an all-singing, all-dancing watch app if it's out of sight most of the time? Top-level tabs are relatively fast and easy to navigate, but we'd really like to see more importance in the tracking app menu. After all, that's a big part of what sets Android Wear apart from competing platforms. On the other hand, maybe that really is what Google intends, with the watch actually serving as an accessory, and extension extension Experience. It's likely how normal consumers will see such a device, and it's something that those of us who live and breathe Android will have to remember. Although Android Wear UI may seem like a maze of lunges to begin with, with time you start to build a mental map of where everything lives in the software, and as we have already said, the setup process does a good job of explaining how different swipe gestures work. But there's some work

to be done in making some things easier to get into. For users to go through multiple layers of menus just to change easy settings or launch an app, it looks like a bad design. Android Wear smartwatches are always on as gadgets, but the display isn't fully lit all the time. When idle, it switches to a low-power mode that displays the basic monochrome outline of the selected watch font, including anywhere for the first notification card. In order to maintain battery power, it also significantly dials the brightness of the display to the extent that it is almost unreadable in brighter light. There are several ways to completely wake up the display. The first, which is also the simplest and most reliable, is simply click on the screen. Android Wear motion sensors can also detect when you raise your hand to look at your watch, and when you do that, the display also lights up. The only problem is the position in which it is activated is hit and miss. Sometimes it activates too quickly. Other times, you shake hands and finally just tap the display. After a few seconds, your Android Wear automatically switches back to always-on display mode; manual, you can cover the screen with your palm. It may seem like a strange move at first, but it works reliably, and it's like a natural way to put your device to sleep. (We got it to work just fine with one finger as well.) While you can run apps directly on Android Wear smartwatches, much of the heavy lifting is done by your phone through the Android Wear phone app. Like Android on your phone or tablet, Android Wear is set up to allow you to use different apps to perform different tasks. That's why startup presents you with a selection of apps to use with smartwatch voice controls, such as Set an Alarm or Call a Taxi. If more than one task app is available - a case of heart rate monitoring and stopwatches on a Samsung Gear Live device - here you can choose which app you want to use. Right now, just a week or so after launch, there aren't too many options available. But expect this menu to become increasingly important as more third-party Android Wear apps get out. (And there's a great link to Browse Compatible Apps that sends you to a list showing 30 or Google-curated, Wear-enabled apps currently on Play The In-App Settings menu lets you mute notifications from specific apps, but only one at a time. And as we'll discuss in the next section, you can't filter notifications from apps based on specific criteria – it's either behind or off for each app. Other options include switching screen mode on at all times, hiding a small preview of the tab when the screen is muted, and muteing your phone when your watch is connected. And that's basically it. There's no menu to load individual apps into your watch because the watch apps are designed to automatically overpress when you install your phone's counterpart. Most of the time, it's a good thing. While power users may crave more control over what's on their devices, the way Wear currently works allows for a seamless app experience on their watch and phone. For more settings like brightness, Airplane mode, and various developer options, see the Settings app on your watch. Notifications on the wrist are smartwatches, which the email in your pocket was at the beginning of smartphones. Being able to look down and act on email, text or social updates without pulling your phone out is what makes smartwatches really useful, not just novelty. By most, Android Wear notification support is solid. It connects to android's notification system and displays details about notifications on your watch, which are represented in google's trademark card layout. Most notifications will buzz your wrist and pull your watch out of its always on screen mode, allowing you to instantly see the contents of the notification. The messages take on a bit of visual flair too, containing parts of the app or contact icon behind the tab for quick recognition. For additional notifications, such as calendar alerts and weather, a more general background is used. Most Android apps will only work with Android Wear, showing you on your wrist exactly what you would see on your phone or tablet, along with a gentle buzz. If nothing else, you'll be able to open the app on your phone. However, apps that are properly optimized for Android Wear can display other options. For example, in Google Hangouts, you can reply to messages using voice input, and you can archive unimportant mail directly on your watch in Gmail. However, there is no way to bring back a card that you may have mistakenly declined, nor is there a Pebble-style notification history offer that looks for previous notifications. And since swiping a notification on your watch also rejects the notification on your phone, you'll need to be careful with a frequent swipe. Android Wear is a powerful tool to quickly refrain from the flurry of notifications you may be confronted with throughout the day, but with this power, as they say, comes responsibility. And there are a few other niggles that Android Wear announcement management less than perfect. In Gmail, you can't see which If you have multiple Google Accounts, a message has been sent. And you can't swipe away individual emails that are grouped together on the watch screen - it's all or nothing. It's also a problem with checking which notifications are sent to your watch. Most Android Central editors receive many emails and other notifications every day, some of which are more important than others. And while you can stop sending notifications to certain watch apps, it would be nice to see more detailed control of messages that can buzz your wrist. For example, an email from a friend or family member should be of greater importance than a random press release. However, you can argue that there are quick and clear notifications. It's much faster to deal with unimportant messages on your watch than your phone, so you save time in both directions. However, many email notifications will quickly mess up the smartwatch's small screen. Android Wear app and features After eject, Android Wear app selection is rather spartan. Common apps and tabs include: Agenda: Tracks appointments in Google Calendar on your wrist. Compass: A self-explaining app based on the watch's internal digital compass. Customize: Tracks your daily steps and heart rate on devices that support it. World Time: Creates a card showing the time in one or more cities around the world, useful if you are traveling overseas. Maps: Activated with go to ... keywords, it brings in driving directions on your watch and phone. However, you can also bring up walking routes to get them, start navigating from your phone and specifically select this option. You can download more, including your own Google Keep app, from Google Play. As with any new platform, it will take some time and development hours to refine the Android Wear app portfolio. Right now, about 30 apps out there already cover a wide range of features - from viewing boarding passes in American Airlines and Delta apps, to organizing taxi rides through Lyft, to following wrist recipes with the Allthecooks recipes app. The post-dry experience may be focused on notifications, but it's third-party developers who will provide real killer apps for Android Wear in the coming months. It didn't happen in any way. Google Now's smartwatch made too much sense not to be implemented through Android Wear. You won't be able to see every Google Now card on your wrist — and that's not necessarily a bad thing — but important updates such as weather cards and transit routes will keep you track. On the other hand, you may also find yourself constantly swiping away Google Now cards that don't really matter to you. We think it's going to be smarter over time. Like its smartphone counterpart, it also google now on the smartwatch will depend on where you live and how many Google services you use. But expect more Google Now features to be rolled into Android Wear as the predictive search app continues to grow. The built-in Fit app lets you track your steps and view historical step data over time, along with your heart rate if you're using a watch that supports them. The Fit app allows you to adjust your daily step goal and get a greeting card when you hit that goal. The app is part of google fit platform, which is currently not widely available, so if you reset your watch, your step data will disappear into oblivion. And unfortunately, we've also noticed that the current crop of Android Wear devices seems to be overestimating the number of steps taken compared to pedometer sensors in other smartwatches and wearable devices. Next: Follow the steps with android wear music controls and some other music apps to bring album art and song details to your wrist, along with controls by swiping to control pause/play and forward/reverse track. No volume control or advanced playlist views. While its potential is clearly visible, it's still early days for Android Wear and wearable computing as a whole. Currently, it's clearly version 1.0 of the OS running on version 1.0 hardware – the current crop of Android-powered watches are comparable to the first phones like the T-Mobile G1 and OG Motorola Droid. Most of what works there, but they're products that run into the technological limitations of time, like the OS, which is still adapting to the new form factor. In many ways it's a stark contrast to the mature Android experience we see on phones and tablets today. Generally speaking, Google's wrist-based notification experience is well done, but there are challenges working elsewhere, and plenty of room for improvement across the board. Tracking apps are tricky to achieve without using voice actions. As power users, we'd like to see subtly control over the types of notifications displayed and an easy way to check rejected cards. And the angle of activation for waking up the screen could use some settings too. These are the kinds of improvements we're hoping to see from future versions of Android Wear. It's not necessarily the end of the world that they are missing from the original edition, although it bears mention of the same thing. As imperfect as the current Android Wear software is, running hardware is perhaps a bigger problem. Both LG G and Samsung Gear Live use displays that are useless in direct sunlight for all purposes. You'll need to crank the brightness all the way up to see nothing at all in clear conditions, and that's all the more frustrating the lack of ambient light sensors in current Android Wear hardware, which automatic brightness option. Instead, you have to go through five layers of menus to change the brightness level every time you go out, and it's not just a good user experience. There have been complaints about the battery life of Android Wear too, especially compared to Pebble, which can take up to five days on a single charge. Personally, I can live with the battery power I'm getting out of the LG G Watch – one day with relative ease, two days max – but for me the display problem is almost a deal-breaker, and it will take a more advanced smartwatch display or battery change. On top of that, samsung and LG hardware designs are, to put it mildly, basic and utilitarian. Perhaps the more lust of the Moto 360 - the Android smartwatch that has turned the most heads so far - will spice things up a bit. As we've said in our reviews, there's little sex appeal to be found on the hardware side. We may finally reach the dawn of the smartwatch era, but for the time being, Android Wear watches are niche products for early adopters - ultra-connected enthusiasts who want to soon look at where this technology is headed. As such, those hoping for a quantum leap ahead of existing Pebble and Gear devices may be disappointed. Right now Android Wear seems more like a baby step behind these devices, and it will make progress in hardware and software, as Android is becoming as versatile on the wrist as it is in your pockets. Regardless, the potential of Android Wear and the application that will allow it is clearly visible, and we will be watching both with interest in the coming months. Read more: LG G Watch review, Samsung Gear Live review, Moto 360 hands-on We can get commission for purchases using our links. find out more. More.