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How to factory reset ipod shuffle 4th generation

Depending on the iPod model you have, the steps to reset it may vary. For the iPod Nano, hold both the Sleep/Wake button and the Volume Down button at the same time while counting for at least eight seconds or until the Apple logo is visible. If it doesn't work, repeat. If you're still having problems, connect your iPod to your computer (when it's turned on, not when it's asleep) or plug it into a power switch, then you'll plug it into a socket. Try to reset the iPod when it is connected to a power source. If you have an iPod with a click wheel, place it on a flat surface, slide switch to Hold and turn it off, and then hold down the Center (Select) button and Menu at the same time for six to eight seconds until the Apple logo appears. Repeat if it doesn't work. If it still doesn't work, connect to the power supply as above. If you are the proud owner of an iPod moving wheel, touch wheel, or dock connection, slide the switch to hold, on and off, then hold down the Menu and Play/Pause buttons at the same time for six to eight seconds until the Apple logo appears. Repeat if it doesn't work. If it still doesn't work, connect to the mains as in the first paragraph. If you want to reset the iPod Shuffle, first disconnect the iPod Shuffle from your computer (if it's connected) and place the switch in the OFF position. Wait 5 to 10 seconds, then move the switch to the Shuffle or Play position in Order. If you have a second or fourth generation iPod Shuffle, switch the power switch to On. When it turns on, you will. By Aaron Wein Fifth Generation iPod Nano, along with all iPod models, includes a recovery option that resets the device to its original factory installation. This feature is often used as a last-end effort to resolve technical issues or to prepare equipment for reselling. The iPod Nano does not include the built-in recovery option. Instead, you must use iTunes software on your computer to remove the device. Connect the iPod Nano to your computer with its USB cable and open iTunes. Click on the name of the iPod Nano in iTunes. Click on the Summary button to see the list of options for iPod Nano. Click Restore Nano. The prompt opens asking you to confirm the restore. Click Restore to confirm the restore and start the restore process. When the restoration process is complete, a notification opens informing you that the iPod Nano has been reset to its original settings. After completing the iPod Nano restore, iTunes prompts you to start your device's setup guide to name Nano, set device sync and sync options. Skip the wizard if you are preparing the iPod Nano for reselling. The steps in this article apply to the fifth generation iPod Nano and iTunes 11. Different models and versions of software may require different steps. Touchscreen champion returns The 4th generation iPod Touch retains its title with Retina display, HD video recording, faster processor and competitive price. Incredibly thin, sleek retina high-resolution screen design Solid Apple builds flexible and easy-to-use iOS quality Long battery life for multimedia 720p HD video recording and video condamen Under medium file support Low-res rear camera No GPS Smudgy mirror ends Three years after Apple extended the definition of media player Personal to new level with its world-leading iPod Touch, other manufacturers are just beginning to catch up with the Android-powered mini Despite the additional competition, the latest revision of the device stays true to its award-winning legacy while folding in more drip features from the latest iPhone, but again guaranteed it at the top of the MP3 pyramid. Features Since the advent of the iPod Touch in 2007, Apple has essentially pitched the device as an iPhone Lite – a touchscreen computer without all the messy contracts of a telecommunications device. And the latest additions follow the same formula. Like the iPhone 4, the fourth-generation iPod Touch has a 3.5-inch Retina display, a forward-facing camera for video conferences, a rear camera that films 720p HD video, and runs iOS on a hotrod A4 processor - all upgrades from the version available last year. But some spec shortcomings continue to separate the \$229 (for an 8GB model) player from the \$599 phone. Most notably, of course, it relies on Wi-Fi 802.11n to connect instead of AT&T's T 3G. It also lacks GPS chips, the rear camera captures 0.7 megapixels less instead of 5.0 megapixels, and, although the screen has identical resolutions, not IPS screens, there are some small consequences for the viewing angle. The iPod Touch has four storages: 8GB, 16GB and 64GB, priced at \$229, \$299 and \$399, and \$399, and \$399, and \$399, and Design As with features, the design of Apple's iPod Touch has traditionally followed closely behind the iPhone's launch tracks, but the latest model actually puts a greater gap between the predecessor and the follower. Instead of switching to squared design, the floor of the iPhone 4, this year's iPod Touch sticks to its predecessor's rounded edges and is only 0.28 inches thick. On the one side, the tapered edges contribute to an ultra-thin design that makes the iPod Touch feel down to the end of the future. As someone put it, this is how I want my iPhone to feel some day. On the other side... Well, you may want to be careful with the other side. The edges are so thin, it almost feels precarious to hold it by them, giving you very little solid surface to take on. We found ourselves palming it more than we do with the iPhone 4 to make sure it didn't slip away. Like all things Apple, though, it feels built to be tight and solid tolerances, but still not convinced it will survive many trips to the floor. Apple also passed on the flat glass back of the iPhone 4 in favor of the standard iPod mirror finish, which turned into a patchy scratch up of grease stain about two seconds after first picking it up. On the plus side, you can always use it as a mirror to see what you'll look like through the window of a New York City subway car. For both reasons, a case is almost a must for heavy users. Like the iPhone 4, the iPod Touch has a dock connector at the bottom for charging, a home button underneath the screen, and a power button at the top, but the headphone jack has been moved from top to bottom, next to the dock jack. Trying to build buttons and jacks into circular-off configurations leaves them awkward looking – especially shallow precarious docks and headphone jacks that leave half metal on their respective connections of exposure. Add content You'll need to download iTunes and connect your iPod before you use it and sign up before adding anything. Through a variety of wizards, Apple makes it possible to automatically sync all your content when you add it to different libraries managed by iTunes, or add it manually as you comb through your library. Unfortunately, all media management must be done through iTunes, as Apple does not support standard drag and drop management you can find with players like Sansa Line Sandisk. We don't particularly like the bloated sensory software that has become as much a storefront for Apple as a useful gadget for iPod owners, but a thick library of supporting materials and relatively intuitive operation makes it easy enough for no gadgets to receive. The Apple-powered format holds a bit of iron fist on the iPod, which can prove frustrating if your library includes anything other than a \$785 folder full of shiny files downloaded from the iTunes store. WMV and WMA files get booted, as well as audiophile-friendly FLAC and OGG files, all of which are mostly Android players (and even cheapies like Sansa Clip + \$40) will handle without complaint. Visually, the iPod only supports MPEG-4, H.264 and M-JPEG videos, which means you'll need to code from popular formats like DivX and Xvid. To be fair, the same video format also trips up competing Android players, for the relatively parity of the iPod Touch in that matter. Displayed As a personal media player, the iPod Touch's display resolution of 960 x 640 pixels stands above just about every competitor. Even much larger tablets like the Archos 70 offer only a resolution of 800 x 480, allowing the iPod Touch to display in more detail than devices with literally four times the display area. Besides translated into and clearer images, additional resolution actually pays off for reading and browsing the Web, where many pages are not formatted for mobile devices can be packed in, minimizing movement. The text is also still readable down to the size of the instructions on a pill bottle - if you have good vision, anyway. Although it lacks the IPS screen found on the iPhone 4, the viewing angle for the iPod Touch is still pretty good – certainly enough for two people to enjoy the same movie side by side on an airline flight. Tilt it a little more, though, and it starts to distort where the iPhone 4 will maintain a perfect image. At full brightness, the iPod Touch screen also appears a little more than the iPhone 4, but still ranks excellent alongside other equivalent players. Unless you own both Apple devices, you'll hardly tell the difference. As slick as ever Anyone who has ever toyed with an iDevice-based touch in the last three years will feel at home on the iPod Touch, which uses the same iOS operating system that has secured Apple's dominate in mobile devices. Colorful icons, fluid movement, and natural multi-point interactions characterize the iOS experience, giving instant multimedia access. Music and video-specific icons remain at the bottom of the menu at all times—a marked difference from a communication-focused iPhone, allowing quick access to media organized by artist, song, album, and more. For large libraries, a swipe left from the main menu also allows you to search the entire phone for media with a few quick steps of the on-screen keyboard that are easy to use. Breezing through content on the iPod Touch is almost as easy as using a computer, minus the folder viewing option that some other players offer – an impossibility on the iPod since Apple flattens the folder structure in favor of the card. Infinite Possibilities Instantly, iPod Touch includes features such as calendar, e-mail, photo, YouTube, stock, map, video conference, weather, notes and voice recording. But as any iOS user knows, these hardly scratch the surface of the possibilities for the device, which can easily turn into a sonar ruler, degree, bicycle computer, remote control, blood alcohol computer and about a thousand other things, not to mention what is fast becoming the world's most superior mobile gaming platform. It's, in short, a fully functional pocket COMPUTER, and a pretty damn quick this year thanks to the addition of Apple's latest A4 processor, the same silicon that powers the iPad. While sticking with installed apps rarely allows previous iPods to butt up against the performance of their slower processors (music play back isn't all that demanding), the A4 shows its power in easily handling apps that take advantage of higher resolution screens without chugging All Path up to 3D games as Epic Citadel challenges gaming platforms like PSP for life-like graphics. Camera Review an iPhone 4 retailing for without the contract and the iPod Touch starting at just \$229, Apple clearly had to cut a few corners somewhere. And much of it seems to come from the power of the iPod Touch as an image device. While both devices use identical VGA images on the front, the iPod Touch only captures 960 x 720 still images with a rear camera, or 0.7 megapixels. The distance in resolution and quality is clearly displayed in side by side in comparison, where the photos of the iPod Touch look smudgy, grainy and too dark. While they're in use, they're typical cell phone fares. iPod Touch model photo iPhone 4 video model produces less of a marked difference. While iPod Touch video is slightly dimmer than the iPhone 4 video, the iPod actually seems to do a better job of keeping focus and adjusting exposure on the fly, even if it seems to favor a slightly washed out look in ideal conditions. Bottom line: it's hard to argue with 720p HD video from the media player. The front camera seems to be identical to the model on the iPhone 4. It does a good job of dealing with odd lighting (like backlighting from windows and sky) and VGA resolution proves absolutely enough for video conferences with FaceTime, where regular tape is a greater limitation of image quality. Apple's battery life advertises 40 hours of audio play back and up to seven hours of video play back from the iPod Touch, achieving a whopping 10 hours of audio and one hour of video from last year. Anecdotal, both seem correct, giving it surprising stamina. Just be warned: Like the iPhone, free to use Wi-Fi and games can chew your battery life into red before you know it. Conclusion Apple was actually the first to imagine that a personal media player could also be a pocket computer, and the iPod Touch remains one of the most versatile parts of the hardware you can drop in your pocket for \$229. Victorinox's Swiss army digital knife still holds its well-deserved reputation. Although it faces increasing competition from a growing pool of Android tablets such as Dell Streak and Archos 43 (not to mention Zune HD if the app isn't your thing), the proven form factor of the iPod Touch and the multimedia power of iOS has kept the latest version at the top of its game. Highs: Incredibly thin, sleek design High-resolution Retina display Solid Apple build quality iOS versatility and ease-of-use Long battery life for multimedia 720p HD video capture and videoconferencing Lows: Below-average file support Low-res rear camera No GPS Smudgy mirror finish Editors' Recommendations Recommendations

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