

# iPhone Simulator v0.9

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iPhone Simulator is freely distributable, and may be copied for any non-commercial use. This software requires Mac OS 10.4.9, and will run on either a PowerPC or Intel Mac (Universal Binary).

iPhone Simulator is designed to allow you to layout a website and view it as a user would see it on an iPhone. To view a page, just drop its html file (or a .webloc or URL) into the window, and it will load and display.

You can toggle the keyboard up and down (in portrait mode) via command-K. To rotate the simulator, press command-T, and to refresh the currently loaded page, command-R.

The forward/back navigation buttons are functional, although their status will not update.

iPhone Simulator uses whatever version of WebKit (Safari's rendering engine) you have installed. The iPhone is supposed to ship with a Safari/WebKit 3.0 level browser.

For more information, please contact us at [info@standalone.com](mailto:info@standalone.com), or visit our website at <http://www.standalone.com>.

This version assumes an available screen size (in portrait mode) of 320 x 396 pixels, after the title bar and navigation sections are accounted for.

Thanks for trying iPhone Simulator!

version history:

|     |                      |
|-----|----------------------|
| 0.9 | 18 June 2007         |
|     | First public release |