Ios for ipad air 2

iOS 14.2 is now available from Apple. Not all iOS 14.2 features are available on all Verizon Wireless iPhones. Get all the latest iOS benefits when you switch to or upgrade to a newer iPhone. Learn about all the benefits of iOS 14.2 on the Apple website, including the impact on your iPhone. You can update using iTunes®, Wi-Fi, or Verizon Wireless*. Before you start the iOS update, please make sure that: your battery is fully charged You have a powerful Verizon network or Wi-Fi signal (if you're not using iTunes) Learn how to use *Data usage. Apple, iPhone and iTunes are Apple Inc. iOS is a registered trademark or registered trademark or registered trademark of Cisco or a registered trademark in the United States and other countries and is used under license. Updated 11/9/2020 Series tablet Not to be confused with iPad 2 or iPad mini 2. 2014Addiation price$499 USD€499 EUR£399 GBP$619 AUD$549 CADDiscontinuedMule 21, 2017Units sold2 MillionOperational systemOriginal: iOS 8.1Current: iPadOS 14.3, released December 14, 2020 (2020-12-14) System on chipsApple A8X with 64-bit architecture and Apple M8 motion co-processorCPU1.5GHz tri-core 64-bit ARMv8-A Typhoon[1] Memory2GB LPDDR3 RAM [2] Storage16, 32, 64, 128 GB flash memoryDisplay99.7 inches (250 mm) 2.048 x 1.536 px (264 ppi) with 4:3 edge ratioGraphicPowerVRVR GXA6850[3]SoundStereo (both bottom)InputMulti-touch screen, headset controls, M8 motion co-processor, proximity, and ambient light sensors, 3-axis accelerometer , 3-axis gyroscope, digital compass, dual microphone, Touch ID fingerprint reader,][4]Controller inputPnPCameraFront: 1.2 MP, 720p HD, ƒ/2.2 apertureRear: 8.0 MP AF Sony Exmor RS IMX134, iSight with Five Element Lens, IR Filter, video stabilization, detection, HDR, '/2.4 apertureTouchpadGlassConnection Wi-Fi and Wi-Fi + Cellular: Wi-Fi 802.11 a/b/g/n/ac at 2.4 GHz and 5GHz and 5GHz and MIMO Bluetooth 4.2 Wi-Fi + Cellular: GPS & GLONASS GSM UMTS/HSDPA 850, 1700, 1900, 2100 MHz GSM/EDGE 850, 900, 1800, 1900 MHz CDMA CDMA/EV-DO Rev. A and B. 800, 1900 MHz LTE Multiple bands A1567: 1, 2, 3, 4, 5, 7, 8, 13, 17, 18, 19, 20, 25, 26, 28, 29 and TD-LTE 38, 39, 40, 41 Power27.8 W· h 3.76 V 27.62 W· h (7,340 mA·h)[2]Online servicesApp Store, iTunes Store, iBookstore, iCloud, , iTunes Store, iBookstore, iCloud, Game CenterDimensions 240 mm (9.4 inches) (h)169.5 mm (6.67 inches) (w)6.1 mm (0.24 in) (d)MassWi-Fi: 437 g (0.963 lb)Wi-Fi + Cellular: 444 g (0.979 lb)PredecessoriPad AirSuccessoriPad Air (2019) iPad (2017)Related Articles iPad Mini 4 iPad (2017) WebsiteiPad Air 2 at Wayback Machine (archived in 2017. March 21, 2015) This article is part of a series about theiPad 1st 2 3.4.6. Air 1. 2 3. Mini 1st 2 3 5th Pro 1st 2nd 3th List iPad modelsvte iPad Air 2 is a second generation iPad Air tablet computer computer developed and marketed by Apple Inc. It was announced on October 16, 2014 with the iPad mini 3, both of which were released on October 22, 2014. The iPad Air 2 is thinner and faster than its predecessor iPad Air and has a Touch ID with the same height and screen size as the iPad Air. IPad Air 2 was discontinued on March 21, 2017, exactly one year after the first generation discontinuation. Its successor, the third generation iPad Air, was released on March 18, 2019. [5] It's the first iPad to support seven iOS/iPadOS versions, iOS 8 to iPadOS 14. The history of the iPad Air 2 was announced in the keynote on October 16, 2014, and was the first iPad that had Touch ID. The theme of the keynote was it's too long. [6] Air 2 started to arrive at retail stores on 22 October 2014. The slogan of the device was Change Is in The Air. With the release of the new iPad Pro, the device slogan was changed to Light. Severe. Features Software See also: iOS, iOS 8, iOS 9, iOS 10, iOS 11, iOS 12, iPadOS 13, and iPadOS 14 iPad Air 2 ships with iOS 8 pre-installed and includes a version of Apple Pay with store NFC functionality removed. The included Touch ID sensor allows the user to pay for goods online without entering the user's card data. iOS 8 comes with several built-in applications that are Camera, Photos, Messages, FaceTime, Mail, Music, Safari, Maps, Siri, Calendar, iTunes Store, App Store, Notes, Contacts, iBooks, Home, Reminders, Clock, Video, News, Photo Booth and Podcasts. The Apple App Store, a digital application distribution platform for iOS, allows users to browse and download applications from various developers from the iTunes Store. Additional apps made by Apple itself are available for free download, which are iMovie, GarageBand, iTunes U, Find My Friends, Apple Store, Trailers, Remote, and iWork apps (Pages, Keynote, and Numbers). [7] Like all iOS devices, iPad Air 2 can also sync content and other data to a Mac or PC using iTunes. Although your tablet isn't designed to make phone calls over a cellular network, it can make and receive phone calls over an iPhone mobile connection using Apple's continuity feature[8] (supported in iOS 8 and later iOS, and OS X Yosemite and later macOS versions) or through a VoIP app like Skype. On June 8, 2015, WWDC announced that iPad Air 2 will support all new features of iOS 9 when released in the third quarter of 2015. [9] Air 2 users with iOS 9 will be able to use Slide Over, Picture Image and Split View. Slide Over allows the user to slide the other app from the screen side into a smaller window and display the information along with the original app. The image in the picture allows the user to watch the video in a small, size-by-movable window, while remaining in another app. Split view allows the user to run two apps at the same time 50/50 WWDC 2019 revealed that iPad Air 2 will support iPadOS. It doesn't support some features though, such as Memoji Stickers, Apple's ARKit-based applications and support for sidecar macOS Catalina because it's having an Apple A8X processor. In addition, most of the features that were introduced in iPadOS will work with this iPad, including support for external USB drives (using camera connection kits), redesigned split screen and multitasking interface (with support for two apps being open at once) and support for Haptic Touch (no haptic feedback will be felt like the iPad family does Not Taptic Engines). Many people have described this iPad with this new software as a budget and dumped their iPad Pro's 1st version. [11] IPad Air 2 with iPadOS 13.4 supports the new mouse and touchpad feature. It works with camera connection kits or Bluetooth. Bluetooth powered keyboards with trackpad can also work depending on the manufacturer. At WWDC 2020, the iPad Air 2 was revealed to support iPadOS 14 despite rumors saying it's not. This makes it the first device to support seven generations of both iOS and iPadOS. This, though, lacks new features such as ARKit 4 and new Apple Pencil features. This, though, supports the improved Safari browser and the new Messages app. The iPad mini 4 was also supported for the next generation of iPadOS 14. Hardware iPad Air 2 has 6.1mm compared to iPad Air 7.5mm design iPad Air 2 inherits hardware similar to both iPhone 6 and iPhone 6 Plus with large changes to the processor Apple A8X, a high-end 3-core variant of the Apple A8. The iPad Air 2 has 2 GB of RAM (making iPad Air 2 the first iOS device with more than 1 GB of RAM) and the PowerVR GPU has 8 cores. [12] It also uses apple's M8 motion co-processor, which has a barometer and is the first generation of iPads to inherit the fingerprint Touch ID sensor from the iPhone. In addition, compared to the iPad Air, it includes an improved 8 megapixel (3264×2448) rear-facing camera with 10 fps burst mode and slow motion video at 120 fps, similar to the iPhone 5S camera capabilities. The forward-facing FaceTime HD camera is also enhanced with a larger ƒ/2.2 aperture, allowing 81% more light in the image. [13] Apple added a gold option to the existing silver and space grey color choices for iPad Air 2, the previous existing colors were used on the previous iPad Air. Unlike iPad predecessors, the mute/orientation lock switch has been removed to accommodate reduced depth. Instead, the user must use the Control Center to access these features. It's a slightly smaller battery compared to the iPad Air, although Apple claims the same 10-hour battery life as before. IPad Air 2 is available in 16, 32, 64, or 128 GB storage options without storage expansion capabilities. Apple has released a camera connection kit with an SD card reader, but it can only be used to photos and videos on your iPad. [14] Reception iPad Air 2 received positive feedback. The Verge called Air 2 the best tablet ever made, giving it a score of 9.3 out of 10, but stating that it offered only iterative enhancements and that there were missed opportunities in its design. [15] Timeline Source: Apple Newsroom Archive. [16] This timeline: viewtalkedit References ^ Kshitiz Jaiswal (October 21, 2014). Another Geekbench sequel confirms the triple core iPad Air 2 with 2GB of RAM. Gizmobic. ^ A b iPad Air 2 Arpsia. iFixit.

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Motorola 68000DesignerMotorolaBits32-bitIntroduced1979; 41 years ago (1979)DesignCISCBranchingCondition codeEndiannessBigRegistersVisiim target8 × 32-bit data logs + 7 32-bit address logs also applicable to most operations + stack indicatorFloating point8 × 80-bit, if FP present in the Motorola 68000 series (a.k.a. 680x0, m68000, m68k or 68k) is a family of computer (CISC) microprocessors for a 32-bit complex instruction set. In the 1980s and early 1990s they were popular on PCs and workstations was the main competitor of intel x86 microprocessors. They were very good as processors used in early Apple Macintosh, Sharp X68000, Commodore Amiga, Sinclair QL, Atari ST, Sega Genesis (Mega Drive), AT& T UnixPC, Tandy Model 16/16B/6000, Sun Microsystems Sun-1, Sun-2 and Sun-3, NeXT Computer, Texas Instruments TI-89/TI-92 Calculators, Palm Pilot (all models running Palm OS 4.x or earlier) and Shuttle Space. Although no modern desktop computers are based on processors in the 680x0 series, derivatives processors are still widely used in embedded systems. Motorola discontinued the 680x0 series architecture development in 1994, replacing it with the PowerPC RISC architecture, which was developed with IBM and Apple Computer as part of the AIM Alliance. Family members Generation one (internally 16/32-bit, and produced with 8-, 16-, and 32-bit interfaces) Motorola 68000 Motorola 68EC000 Motorola 68SEC000 Motorola 68HC000 Motorola 68008 Motorola 68010 Motorola 68012 Generation two (internally fully 32-bit) Motorola 68020 Motorola 68EC020 Motorola 6 8030 Motorola 68EC030 Generation three (pipelined) Motorola 68040 Motorola 68EC040 Motorola 68LC040 Generation four (superscalar) Motorola 68060 Motorola 68EC060 Motorola 68LC060 Others Freescale 683XX (CPU32 a.k.a. 68330, 68360 aka QUICC) Freescale ColdFire Freescale DragonBall Philips 68070 Improvement history 68010: Virtual memory support (restartable instructions) 'loop mode' for faster string and memory library primitives multiply instruction uses 14 clock ticks less 68020: 32-bit & arithmetic logic unit (ALU) Three stage pipeline Instruction cache of 256 bytes Unrestricted word and longword data access (see alignment) 8× multiprocessing ability Larger multiply (32×32 -> 64 bits) and divide (64÷32 -> 32 bits quotient and 32 bits remainder) , and bit field manipulation Solving modes added scaled indexing and other levels indirection Low cost, EC = 24-bit address 68030: Split instruction and data cache 256 bytes of each On-chip memory management unit (MMU) (68851) Low cost EC = No MMU Burst Memory Interface 68040: Instruction and data cache of 4 KB for each six-step pipeline On-chip floating-point unit (FPU) FPU lacks IEEE transcendental function capability FPU emulation running with 2E71M and later chip review Low cost LC= No FPU Low Cost EC = No FPU & MMU 68060: Instruction and data cache 8 KB each 10 link pipeline Two cycle integer multiplication unit Branch prediction Dual instruction pipeline Instructions address generation unit (AGU) and thus delivers results two cycles before ALU Low cost LC = No MMU Low cost EC = No MMU & FPU Feature Card of the Year CPU Package Frequency (max) [in MHz] Address bus bits MMU FPU 1979 68000 64-pin dual in-line package (DIP) , 68 contact LCC, 68 contact contact grid array (PGA)[1] 8-20 24 - - 1982 68010 64 contact DIP, 68 contact PLCC, 68-pin PGA[2] 8-16.67 24 68451 - 1984 68020 114-pin PGA[3] 12.5–33.33 32 68881 - 68EC020 100-pin Quad Flat set (QFP)[4] (QFP)[4] 24 - - 1987 68030 132-pin QFP (max 33 MHz), 128-pin PGA[5] 16-50 32 MMU 68881 68EC030 132-pin QFP, 128-pin PGA 25 32 - 68881 1991 68040 179-pin PGA,[6] 184-pin QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 184-pin QFP[7] 20-3 2 MMU FPU 68LC040 PGA,[7] 184-pin QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 184-pin QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 1 84 contact QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 184 contact QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 184-pin QFP[7] 20-40 32 MMU FPU 68LC040 PGA,[7] 2 MMU - 68EC040 20–33[7] 32 - - 1994 68060 206-pin PGA[8][9] 50–75 32 MMU FPU 68LC060 206-pin PGA ,[8][9] 208-pin QFP[10] 50-75 32 MMU - 68EC060 206-pin PGA[8] [9] 50-75 32 - - The main uses of Sega Genesis use 6.8000 clocked at 7.67 MHz as their main CPU. 680x0 line processors have been used in a variety of systems, from modern high-end Texas Instruments calculators (TI-89, TI-92, and Voyage 200 lines) to all palm pilot series players operating Palm OS 1.x to 4.x (OS 5.x's ARM-based), and even radiation-hardened versions of the critical control system Space Shuttle. However, the 680x0 CPU family became the most well known as processors powered by advanced desktops and video game consoles such as Apple Macintosh, Commodore Amiga, Sinclair QL, Atari ST, SNK NG AES/Neo Geo CD, Atari Jaguar, Commodore CDTV, and several others. 680x0 was also processors of choice for 1980s Unix workstations and servers such as AT& T's UnixPC, Tandy's Model 16/16B/6000, Sun Microsystems Sun-1, Sun-2, Sun-3, NeXT Computer, Silicon Graphics (SGI), and many others. There was a 68,000 version of CP/M called CP/M-68K, which was originally suggested to be an Atari ST operating system, while Atari chose the Atari TOS instead. Many system-specific ports of CP/M-68K were available, such as trisoft offered port CP/M-68K for tandy model 16/16B/6000. In addition, and perhaps most importantly, the first several versions of Adobe PostScript interpreters were based on 68,000. Fast 68,030 later PostScript interpreters, including standard resolution LaserWriter IIntx, IIf and IIg (also 300 dpi), higher resolution LaserWriter Pro 600 series (typically 600 dpi, but only 300 dpi with minimum RAM installed) and very high resolution linotronic imagesetters, 200PS (1500+ dpi) and 300PS (2500+ dpi). After that, Adobe generally preferred RISC to its processor because its competitors had already gone with RISC with its PostScript clones, often the AMD 29000-series. At the beginning of the 68,000-based Adobe PostScript interpreters and their hardware were named Cold War-era U.S. missiles and missiles: Atlas, Redstone, etc. Today, these systems are either end-of-line (for Atari) or used in different processors (for Macintosh, Amiga, Sun and SGI). Since these platforms had a maximum market share of 20s However, GNU/Linux, NetBSD and OpenBSD operating systems still include support for 68,000 processors. processors were also used sega Genesis (Mega Drive) and SNK Neo Geo consoles as the main CPU. Other consoles such as Sega Saturn used 6.8000 audio processing and other I/O tasks, while the Atari Jaguar included 68,000 that were designed for basic system control and input processing, but due to Jaguar's unusual assortment of heterogeneous processors also often used in action game logic. Many arcade boards also use 68,000 processors, including boards from Capcom, SNK, and Sega. Microcontrollers from 68,000 families have been used in a wide variety of applications. For example, CPU32 and ColdFire microcontrollers are manufactured for millions of automotive engine controllers. Many proprietary video editing systems use 68,000 processors. In this category we can name MacroSystem Casablanca, which was a black box with an easy-to-use graphical interface (1997). It was designed for the amateur and hobby videographer market. It is also worth noting its earlier, larger and more professional counterpart, called DraCo(1995), the groundbreaking Quantel Paintbox series, an early based 24-bit color and effect system originally released in 1981, and during its lifetime it uses almost an entire range of 68,000 family processors, except for the 68,060 that have never been implemented in its designs. Another contender in the video scene, the Abekas 8150 DVE system used in the 680EC30, and Trinity Play, later renamed Globecaster, used several 68030s. The Bosch FGS-4000/4500 Video Graphics System, manufactured by Robert Bosch Corporation, later BTS (1983), used 68000 as the main processor; it drove several others to perform 3D animation on the computer, which could easily be applied to Gouraud and Phong shading. It runs a modified Motorola Versados operating system. Architecture People who are familiar with PDP-11 or VAX usually feel comfortable with 68,000. With the exception of the division of general interest registers into specialised data and address registers, the architecture of 68000 is in many respects 32-bit PDP-11. It was a set of more orthogonal instructions than many processors that came before (e.g. 8080) and after (e.g. x86). This means that it was generally free to combine operations with operands, rather than just using certain addressing modes with specific instructions. This property made programming relatively easy for people as well as it is easier to write code generators compilers. The set of 68000 instructions can be divided into the following broad categories: Load and Storage (MOVE) Arithmetic (ADD, SUB, MULS, MULU, DIVS, TWO) Bit shifting (ASL, ASR, LSL, LSR) bit rotation (ROR, ROL, ROXL, ROXR) Logic operations (AND, OR, NE, EOR) Type conversion (byte word and vice versa) Conditional and unconditional branches (BRA, Bcc - BEQ, BNE, BHI, BLO, BMI, BPL, etc.) Subrutin summoning and return (BSR, RTS) stack management (LINK, UNLK, PEAS) Causes and Stop processing exceptions No equivalent to x86 CPUID instruction to determine what is in the CPU or MMU or FPU. 68050 and 68070 This section does not mention any of the sources. Please help improve this section by adding citations to trusted sources. Uneeded material can be challenged and removed. (October 2013) (Learn how and when to remove this template report) There were 68,050, although at one point it was a project motorola. Odd numbered releases were always a reaction to the questions raised in the previous even numbered portion; thus, it was generally expected that 68050 would have reduced the energy consumption of 68,040 (and thus heat dissipation), improved exception processing for FPU, used for smaller function sizes and optimized microcode according to program usage instructions. Many of these optimizations were included with 68,060 and were part of its design goals. For any reason, perhaps the 68060 was under development, that the Intel 80486 did not go as fast as Motorola believed it would, and that 68060 was a demanding project, 68050 was canceled at the beginning of development. There is also no review of the 68060, as Motorola was in the process of shifting away from the 68,000 and 88k processor lines in its new PowerPC business, so the 68,070 was never developed. If it were, it would have been revised to 68,060, possibly by superior FPU (pipelining was widely speculated upon on Usenet). Motorola mainly uses even the numbers for major fixes to the CPU core, such as 68,000, 68020, 68040 and 68060. There was a CPU with a 68,070 sign that was licensed and a slightly slower version of the 16/32-bit 68,000 with basic DMA controller, I²C host and on-chip serial port. This 68070 was used as the main CPU for Philips CD-i. This CPU, however, is produced by Philips and is not officially part of Motorola's 680x0 lineup. The last generation of the 4th generation 68060 provided equivalent functionality (though not the architecture compatibility of the instruction set) for most of the Microarchitecture features of the Intel P5. Other variants of Personal Computers XT/370 and AT/370 PC-based IBM-compatible mainframe each included two modified Motorola 68,000 processors with custom microcode to emulate S/370 mainframe instructions. [11] [12] After the death of 68,000 process processors, the 68,000 family was used to some extent in microcontroller and embedded microprocessor versions. These chips include those listed below others above, i.e. CPU32 (a.g. 68330), ColdFire, QUICC and DragonBall. With the advent of FPGA technology an international team of hardware developers has re-established 68,000 with many improvements to the FPGA core. Their core is known as 68080 and is used by Vampire company Amiga Accelerators. [13] Magnetic Scrolls used a subset of 68,000 instructions as the basis for virtual machines for their text adventures. Competitors desktop During the 1980s and early 1990s, when 68,000 widely used desktopcomputers, it mainly competed with the Intel x86 architecture used by IBM PCs compatible. The 1st generation 68,000 CPU mainly competed with 16-bit 8086, 8088 and 80286. Generation 2 competed with 80,386 (the first 32-bit x86 processor), and generation 3 to 80,486. The fourth generation competed with the P5 Pentium line, but far from being as widely used as its predecessors, as much of the old 68,000 market was either defunct or almost so (as was the case with Atari and NeXT), or converting to a newer architecture (PowerPC macintosh and Amiga, SPARC for Sun, and MIPS for Silicon Graphics (SGI)). Embedded main article: Microcontrollers § Types of microcontrollers There are dozens of processor architectures that are currently successful in embedded systems. Some are microcontrollers that are much simpler, smaller and cheaper than 68,000, while others are relatively sophisticated and capable of running complex software. The 68,000 embedded versions often compete with processors derived from PowerPC, ARM, MIPS and SuperH architectures, among other things. 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