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## [AT&T to Delay MMS for iPhone to September](#)

### *Tethering price back in the spotlight*



iPhone users might not see MMS support from AT&T until September Apple

Wireless carrier AT&T might delay the launch of MMS functionality for the iPhone users, the latest reports on the Web show. According a piece of news on Appmodo, the carrier's customers that acquired the hot Apple device might have to wait until September for the MMS capabilities of their handsets to be available for use. The company hasn't announced an exact launch date for the feature, and doesn't say anything specific about the availability of yet another functionality of the iPhone, tethering.

When it comes to tethering, rumors have surfaced showing that the price for the functionality might have been set at \$55, which is quite a lot, you must agree. Although it hasn't stated anything conclusive, [AT&T denied](#) the rumors, according to Slashgear, "There are a lot of reports out there, but wanted you guys to know that rumors of \$55 tethering plan on top of an unlimited data plan are false. We'll have more news to share when the iPhone tethering option is closer to launch."

When announcing the launch of the latest flavor of the iPhone device, namely 3GS, [AT&T](#) also unveiled the fact that it planned to offer MMS and tethering capabilities to its subscribers, though no signs that things were moving in the right direction had surfaced. While reports say that MMS might come to the iPhone users only in September, AT&T insists on saying that it will come "later this summer." However, no time frame for the availability of tethering has been unveiled, though [Appmodo](#) says it will also come in September.

The lack of MMS has been [one of the major problems](#) that the iPhone came to the market right from the start, and it was only with the iPhone OS 3.0 that Apple decided it was high time to enable the feature on its devices. All sounds good in the end for the users that have been deprived from this functionality for the past two years, yet it seems that AT&T's users that purchased the handset or upgraded their existing ones to the latest iteration of the platform will still have to wait a little longer before being able to benefit from it.