UG.C550.GSM.book Page 1 Wednesday, November 12, 2003 11:06 AM

Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola C550 GSM wireless phone.

www.hellomoto.com

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While Products specifications and features may be subject to change without notice, we are making every possible effort to ensure that user manuals are updated on a regular basis to reflect product functionality revisions. However, in the unlikely event that your manual version does not fully reflect the core functionality of your product, please let us know. You may also be able to access up-to-date versions of our manuals in the consumer section of our Motorola web site, at http://www.motorola.com.

UG.C550.GSM.book Page 3 Wednesday, November 12, 2003 11:06 AM

Contents

Safety and General Information 5
Getting Started. 12
What's in the Box?. 12
About This Guide. 12
Installing the Battery 13
Charging the Battery 14
Battery Use 15
Changing Your SIM Card. 16
Changing Your Phone's Cover. 18
Resetting Your Phone 20
Turning Your Phone On 20
Adjusting the Volume. 21
Making a Call. 21
Answering a Call 22
Viewing Your Phone Number. 22
Learning to Use Your Phone. 23
Using the Display. 23
Using the 4-Way Navigation Key 26
Using Menus 27
Entering Text 29
Choosing a Text Entry Method. 36
Locking and Unlocking Your Phone. 37
Changing a Code or Password 39
If You Forget a Code or Password. 39
Locking and Unlocking the Keypad 40
Highlight Features 41
Taking a Picture 41
Viewing a Picture. 42
Sending a Text Message, Picture, or Sound 44
Receiving a Text Message. 47

Reading, Locking, or Deleting a Text Message 48
Using Chat 50
Creating a Phonebook Entry 54
Recording a Voice Name For a Phonebook Entry 56
Dialling a Phonebook Entry 57
Assigning a Phone Theme 58
Using the Micro-Browser 59
Java Applications 63
Playing Games 68
Editing Sound with MotoMixer 69

Setting Up Your Phone 73

Storing Your Name and Phone Number 73
Setting the Time and Date 73
Setting an Alert Style 73
Setting Answer Options 74
Setting a Wallpaper Image 75
Selecting a Screen Saver 75
Setting Display Colour 76
Setting Display Contrast 76
Adjusting the Backlight 76
Zooming In or Out 77
Conserving Battery Power 77

Calling Features 78

Redialling a Number 78
Calling an Emergency Number 78
Using Voicemail 79

Phone Features 81

Main Menu 81
Feature Quick Reference 83

Specific Absorption Rate Data 96

Warranty Information 98

Index 103

Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION. READ THIS INFORMATION BEFORE USING YOUR PHONE.

The information provided in this document supersedes the general safety information in user guides published prior to December 1, 2002.

Exposure To Radio Frequency (RF) Energy

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits RF energy. When you communicate with your phone, the system handling your call controls the power level at which your phone transmits.

Your Motorola phone is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

Operational Precautions

To assure optimal phone performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards, always adhere to the following procedures.

External Antenna Care

Use only the supplied or Motorola-approved replacement antenna. Unauthorised antennas, modifications, or attachments could damage the phone.

Do NOT hold the external antenna when the phone is IN USE. Holding the external antenna affects call quality and may cause the phone to operate at a higher power level than needed. In addition, use of unauthorised antennas may result in non-compliance with the local regulatory requirements in your country.

Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone.

Body-Worn Operation

To maintain compliance with RF energy exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this phone, if available. Use of accessories not approved by Motorola may exceed RF energy exposure guidelines. If you do not use one of the body-worn accessories approved or supplied by Motorola, and are not using the phone held in the normal use position, ensure the phone and its antenna are at least 1 inch (2.5 centimetres) from your body when transmitting.

Data Operation

When using any data feature of the phone, with or without an accessory cable, position the phone and its antenna at least 1 inch (2.5 centimetres) from your body.

Approved Accessories

Use of accessories not approved by Motorola, including but not limited to batteries and antenna, may cause your phone to exceed RF energy exposure guidelines. For a list of approved Motorola accessories, visit our website at `www.Motorola.com`.

RF Energy Interference/Compatibility

Note: *Nearly every electronic device is susceptible to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your phone may cause interference.*

Facilities

Turn off your phone in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care

facilities that may be using equipment that is sensitive to external RF energy.

Aircraft

When instructed to do so, turn off your phone when on board an aircraft. Any use of a phone must be in accordance with applicable regulations per airline crew instructions.

Medical Devices

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (15 centimetres) be maintained between a handheld wireless phone and a pacemaker.

Persons with pacemakers should:

- ALWAYS keep the phone more than 6 inches (15 centimetres) from your pacemaker when the phone is turned ON.
- NOT carry the phone in the breast pocket.
- Use the ear opposite the pacemaker to minimise the potential for interference.
- Turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your GP may be able to assist you in obtaining this information.

Use While Driving

Check the laws and regulations on the use of phones in the area where you drive. Always obey them.

When using your phone while driving, please:

- Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

For Vehicles With an Air Bag

Do not place a phone in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a phone is placed in the air bag deployment area and the air bag inflates, the phone may be propelled with great force and cause serious injury to occupants of the vehicle.

Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless it is a phone type especially qualified for use in such areas and certified as “Intrinsically Safe.” Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: *The areas with potentially explosive atmospheres referred to above include fuelling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders. Areas with potentially explosive atmospheres are often but not always posted.*

Blasting Caps and Areas

To avoid possible interference with blasting operations, turn OFF your phone when you are near electrical blasting caps, in a blasting area, or in areas posted "Turn off electronic devices." Obey all signs and instructions.

Batteries

Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, bag, or other container with metal objects. **Use only Motorola original batteries and chargers.**

Your battery or phone may contain symbols, defined as follows:

Symbol	Definition
	Important safety information will follow.
	Your battery or phone should not be disposed of in a fire.
	Your battery or phone may require recycling in accordance with local laws. Contact your local regulatory authorities for more information.
	Your battery or phone should not be thrown in the trash.
	Your phone contains an internal lithium ion battery.

Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to blinking lights, such as when watching television

or playing video games. These seizures or blackouts may occur even if a person never had a previous seizure or blackout.

If you have experienced seizures or blackouts, or if you have a family history of such occurrences, please consult with your doctor before playing video games on your phone or enabling a blinking-lights feature on your phone. (The blinking-light feature is not available on all products.)

Parents should monitor their children's use of video game or other features that incorporate blinking lights on the phones. All persons should discontinue use and consult a doctor if any of the following symptoms occur: convulsion, eye or muscle twitching, loss of awareness, involuntary movements, or disorientation.

To limit the likelihood of such symptoms, please take the following safety precautions:

- Do not play or use a blinking-lights feature if you are tired or need sleep.
- Take a minimum of a 15-minute break hourly.
- Play in a room in which all lights are on.
- Play at the farthest distance possible from the screen.

Repetitive Motion Injuries

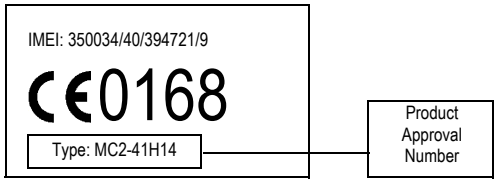
When you play games on your phone, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, or other musculoskeletal disorders:

- Take a minimum 15-minute break every hour of game playing.
- If your hands, wrists, or arms become tired or sore while playing, stop and rest for several hours before playing again.
- If you continue to have sore hands, wrists, or arms during or after play, stop playing and see a doctor.

European Union Directives Conformance Statement

Hereby, Motorola declares that this product is in compliance with

- The essential requirements and other relevant provisions of Directive 1999/5/EC
- All other relevant EU Directives



The above gives an example of a typical Product Approval Number.

You can view your product's Declaration of Conformity (DoC) to Directive 1999/5/EC (the R&TTE Directive) at www.motorola.com/rtte - to find your DoC, enter the product Approval Number from your product's label in the "Search" bar on the Web site.

Getting Started

What's in the Box?

Your digital wireless phone typically comes with a battery and a charger. Other accessory options can customise your phone for maximum performance and portability.

About This Guide

This user guide describes how to use your Motorola wireless phone.

To obtain another copy of this user guide, see the Motorola Website at:

`http://hellomoto.com`

Optional Features

This label identifies an optional network, SIM card, or subscription-dependent feature that may not be offered by all service providers in all geographical areas. Contact your service provider for more information.

Optional Accessories

This label identifies a feature that requires an optional Motorola Original™ accessory.

Installing the Battery

You must install and charge the battery to use your phone.

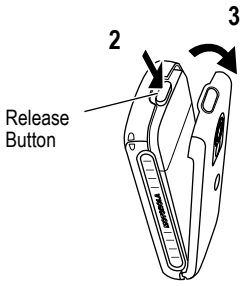
Your phone is designed to be used only with Motorola Original batteries and accessories. We recommend that you store batteries in their protective cases when not in use.

Action

1 Remove the battery from its protective clear plastic case, if necessary.

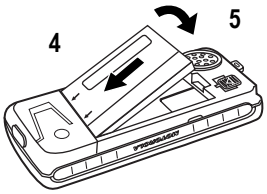
2 Press down on the cover release button at the top of your phone.

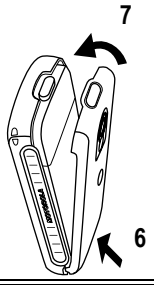
3 Pull the top of the phone's back cover to release it.



4 Insert the battery with printed arrows and 2 tabs at the top of the battery compartment.

5 Push down until the battery is inserted at the bottom.



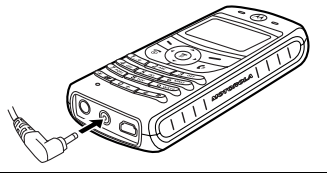
Action	
6 Insert the bottom of the back cover.	
7 Press the top of the back cover down until it hooks over the cover release button.	

Note: *The first time you turn your phone on after installing or replacing the battery, your phone prompts you to enter the time and date (see page 92).*

Charging the Battery

New batteries are partially charged. Before you can use your phone, you need to install and charge the battery. Some batteries perform best after several full charge/discharge cycles.

Caution: If the battery is fully discharged, your phone may not display **Charging** for up to 1 minute after inserting the charger. During this time, the display may glow to indicate the phone is charging. **Do not** attempt to force the charger further in if you do not see an immediate response.

Action	
1 Plug the travel charger into the middle jack on the bottom of your phone.	

Action	
2	Plug the other end of the travel charger into the appropriate electrical outlet.
3	When your phone indicates **Charge Complete**, remove the travel charger.

When you charge the battery, the battery level indicator in the upper right corner of the display shows how much of the charging process is complete. See “Battery Level Indicator” on page 24.

Battery Use

Caution: To prevent injuries or burns, do not allow metal objects to contact or short-circuit the battery terminals.

To maximise battery performance:

- Always use Motorola Original™ batteries and battery chargers. The phone warranty does not cover damage caused from using non-Motorola batteries and/or battery chargers.
- New batteries or batteries that have been stored for a long time may require a longer initial charge time.
- Maintain the battery at or near room temperature when charging.
- Do not expose batteries to temperatures below -10°C (14°F) or above 45°C (113°F). Always take your phone with you when you leave your vehicle.
- When you do not intend to use a battery for a while, store it uncharged in a cool, dark, dry place, such as a refrigerator.
- Over time, batteries gradually wear down and require longer charging times. This is normal. If you charge your battery regularly and notice a decrease in talk time or an increase in charging time, then it is probably time to purchase a new battery.

The rechargeable batteries that power this product must be disposed of properly and may need to be recycled. Refer to your battery's label for battery type. Contact your local recycling centre for proper disposal methods. Never dispose of batteries in a fire because they may explode.

Changing Your SIM Card

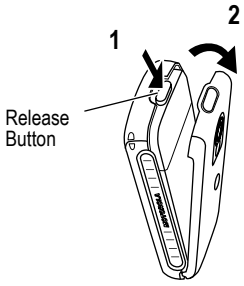
Your SIM (Subscriber Identity Module) card contains your phone number, service details, and phonebook/message memory. It must be installed in your phone, and must be a **3-volt** SIM card. If you have problems with your SIM card, contact your service provider.

Caution: Do not bend or scratch your SIM card. Avoid exposing your SIM card to static electricity, water, or dirt.

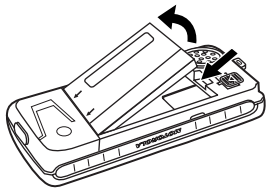
Action

1 Press down on the cover release button at the top of your phone.

2 Pull the top of the phone's back cover to remove it.



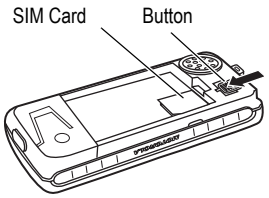
3 Lift out the battery.



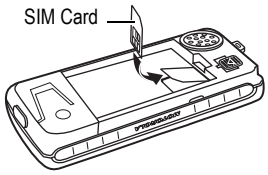
Action

4 Slide the SIM card button forward to eject the old SIM card, if necessary.

5 Lift out the SIM card.

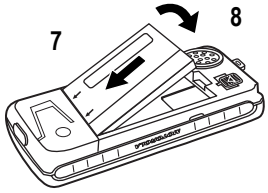


6 Slide the new SIM card in the holder with the cut corner on the upper left and the gold plate facing down.



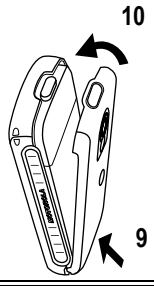
7 Insert the battery with printed arrows and 2 tabs at the top of the battery compartment.

8 Push down until the battery inserts at the bottom.



9 Insert the bottom of the back cover.

10 Press the top of the back cover down until it hooks over the cover release button.



Changing Your Phone's Cover

Always use Motorola Original™ covers. The phone warranty does not cover damage caused from using non-Motorola accessories.

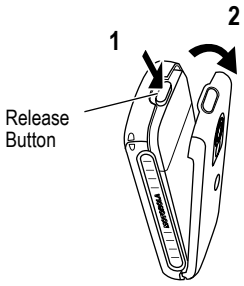
Your phone uses a convertible cover and keypad that you can replace to change its appearance.

Removing a Cover and Keypad

Action

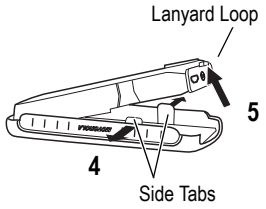
1 Press down on the cover release button at the top of your phone.

2 Pull the top of the phone's back cover to remove it.



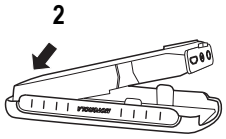
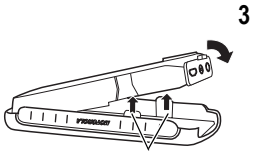
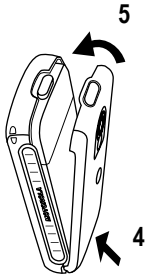
3 Pull the side tabs away from the phone.

4 Lift up on the lanyard loop to pull the phone out of the front cover.



Installing a Cover and Keypad

Always use the keypad that matches the new cover.

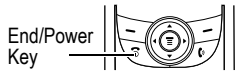
Action	
1 If your phone has an end cap, install it before attaching the front cover. **2** Slide the top of the phone into the top of the new front cover.	
3 Press the bottom of the phone into the front cover until the side tabs snap into place.	 Side Tabs
4 Insert the bottom of the back cover. **5** Press the top of the back cover down until it hooks over the cover release button.	

Resetting Your Phone

If your phone freezes on a display, error message, or power up, reset it by removing and re-installing the battery:

Action	
1	Turn off your phone
2	Remove and re-install your battery as described on page 13.
3	Turn on your phone.

Turning Your Phone On

Action	
1	Press and hold (End/Power key). 
2	If necessary, enter your SIM card PIN code and press **OK** (⊏) to unlock your SIM card. ***Note:*** *If you enter an incorrect PIN code 3 times in a row, your SIM card is disabled and your phone displays the message* **SIM Blocked***.*
3	If necessary, enter your 4-digit unlock code and press **OK** (⊏) to unlock your phone. ***Note:*** *The unlock code is originally set to 1234. (For more information, see page 37.)*

Note: *The first time you turn your phone on after installing or replacing the battery, your phone prompts you to enter the time and date (see page 92).*

Adjusting the Volume

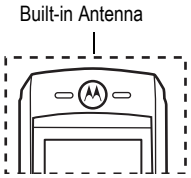
You can adjust your phone's earpiece and ring tone volume by pressing right and left on the ⊙:

When	You Can Adjust
you are in a call	earpiece speaker volume
the display is idle	ring tone volume

Tip: At the lowest ring tone volume setting, press ⊙ left once to switch to vibrate alert. Press it again to switch to silent alert. Press ⊙ right to cycle back to vibrate alert, then ring alert.

Making a Call

A built-in antenna is in the top of your phone. Do not block it while you are on a call.



Press	To
1 keypad keys	dial the phone number **Tip:** If you make a mistake, press **DELETE** (⊟) to delete the last digit, or press and hold **DELETE** (⊟) to delete all digits.
2 ✆ (Send/Answer key)	make the call
3 ⏻ (Power/End key)	end the call and "hang up" the phone

Answering a Call

When you receive a call, your phone rings and/or vibrates and displays an incoming call message.

Press		To
1		answer the call
	or	
	ANSWER ( )	
2	(end key)	hang up when the call is done

Note: *If the phone is locked, you must unlock it to answer the call.*

Viewing Your Phone Number

To view your phone number from the idle display, press .

While you are on a call, press > **My Tel. Numbers**.

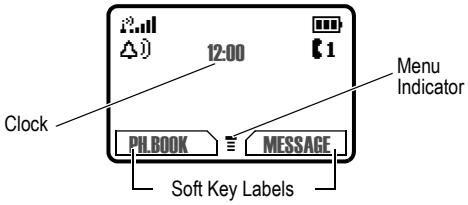
Note: *You must store your phone number on your SIM card to use this feature. To store your phone number on your SIM card, see page 73. If you do not know your phone number, contact your service provider.*

Learning to Use Your Phone

See page 1 for a basic phone diagram.

Using the Display

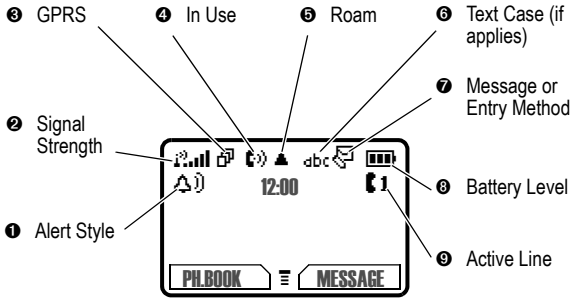
The *idle display* (shown below) is the standard display when you are not on a call or using the menu.



The ≡ (menu) indicator at the bottom centre of the display indicates you can press the menu key (⦿) to display the main menu to see more features.

Labels at the bottom corners of the display show the current soft key functions. Press the left soft key (⊟) or right soft key (⊟) to perform the function indicated by the left or right soft key label.

The following status indicators can display:



❶ Alert Style Indicator Shows the currently selected alert style. The default alert style is **Loud Ring**.

	Loud Ring		**Soft Ring**
	Vibrate		**Vibe&Ring**
	Silent		

❷ Signal Strength Indicator Indicates the strength of your phone's connection with the network.

Strong No signal

You cannot make or answer calls when the "no signal" indicator displays.

❸ **GPRS Indicator** Indicates that your phone is using a high-speed GPRS network connection ( ). GPRS allows faster data transfer speeds. The indicator does not mean that you are in a call; only that you are registered on the network with a GPRS connection.

Other possible indicators:

GPRS PDP context active	GPRS packet data available

❹ **In Use Indicator** Indicates when you are on a call, and when you have a secure ( ) or insecure ( ) connection.

❺ **Roam Indicator** Indicates when your phone uses another network outside your home network (▲). When you leave your home network area, your phone *roams* or seeks another network.

❻ **Text Case Indicator** Indicates the text case when you are in a text editor.

abc No capital letters	ABC All capital letters
Abc Next letter capital	

To change the case, press 0+ (see page 36).

❼ **Message or Entry Method Indicator** Indicates when you have an active Chat session, or when you have a new voice ( ) or text ( ) message waiting. When you enter a text message, a number here indicates how many more characters can fit in the message.

Any time you enter text, an icon here indicates the entry method: **Symbol** (!@?), **Numeric** (123), **Primary**, or **Secondary**:

Primary	Secondary	
1	2	Tap, no capital letters
1⇧	2⇧	Tap, next letter capital
1⬆	2⬆	Tap, all capital letters
1	2	iTAP, no capital letters
1⇧	2⇧	iTAP, next letter capital
1⬆	2⬆	iTAP, all capital letters

To change the entry method, press # (see page 36).

❽ **Battery Level Indicator** Shows the amount of charge left in your battery. The more bars visible, the greater the charge.

High Low

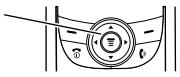
Recharge your battery as soon as possible when you see the **Low Battery** warning message and hear the low battery alert.

❾ **Active Line Indicator** Shows 1 or 2 to indicate the currently active phone line.

Using the 4-Way Navigation Key

Use the 4-way navigation key like a joystick to navigate the menu system, change feature settings, and play games.

Navigation Key



Tip: Down and up are the primary movements within menus. Move left and right to change feature settings, navigate the datebook, and edit text.

Using Menus

From the idle display, press ⓜ to display the main menu.

Selecting a Menu Feature

From the idle display, select a menu feature as follows:

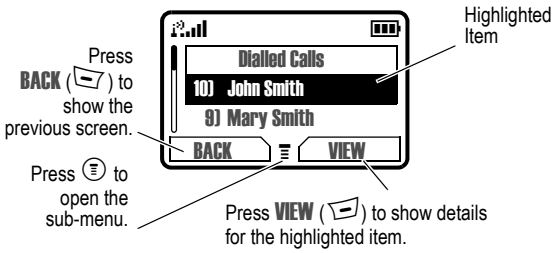
Find the Feature	ⓜ > **Recent Calls** > **Dialled Calls**

This example shows that from the idle display, you must press ⓜ, scroll to and select **Recent Calls**, then scroll to and select **Dialled Calls** to display the dialled calls list. Use ⊙ to scroll, and the left/right soft

keys to perform the functions in the bottom left and right corners of the display.

Selecting a Feature Option

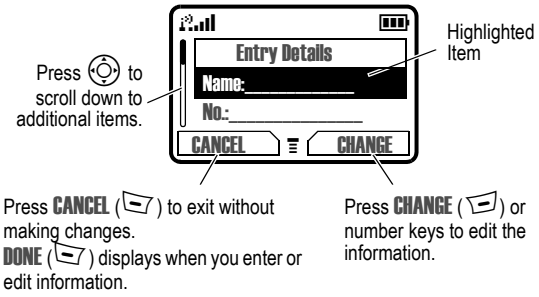
Some features require you to select an item from a list:



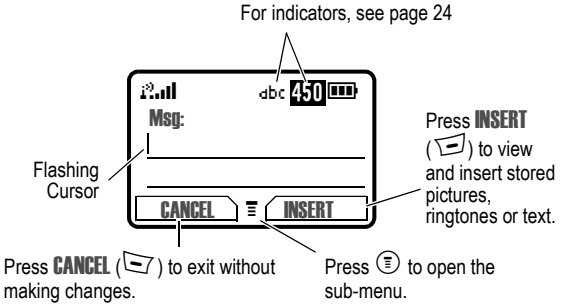
- Press up or down to highlight an item.
- In a numbered list, press a number key to highlight the item.
- In an alphabetised list, press a key repeatedly to cycle through the letters on the key and highlight the closest matching list item.

Entering Text

Some features require you to enter information.



The message centre lets you compose and send text messages. A *flashing cursor* shows where text will display:



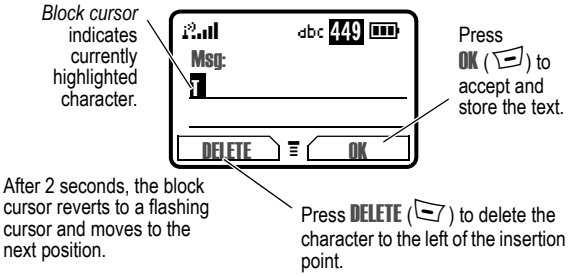
Using the Tap Method

This is the standard method for entering text on your phone.

Press		To
1	A number key (one or more times)	select a letter, number, or symbol shown in the chart on page 31.
2	Number keys	enter remaining characters **Tip:** Press right to accept a word completion, or to insert a space
3	OK ( )	store the text

In a text entry screen, you can press to switch entry methods. An indicator tells you which method is active (see page 24). If **Tap Method** (icon 1 or 2) is not available, see page 37.

When you enter text using the standard tap method, the flashing cursor changes to a *block cursor*, and the soft key functions change:



When you enter 3 or more characters in a row, your phone may guess the rest of the word. For example, if you enter **prog** you might see:

In **Tap**, press right to accept the word, or press * to reject it and enter a space after **prog**.

If you want a different word, such as **progress**, continue pressing number keys to enter the remaining characters.

Character Chart

Use this chart as a guide for entering characters with the tap method.

1	§ #] [/ x + ¤ $ % ¿ 1 " & ; _ ' , ? . ! @ - : ( ) ~ 0 ¡ £ ¥ € * \ = > <
2 ABC	a b c 2 ä å á à â ã α β ç
3 DEF	d e f 3 δ ë é è ê ϕ
4 GHI	g h i 4 ï í î γ
5 JKL	j k l 5 λ
6 MNO	m n o 6 ñ ö ø ó ò ô õ ω
7 PQRS	p q r s 7 π ß σ
8 TUV	t u v 8 θ ü ú ù û
9 WXYZ	w x y z 9 ξ ψ
0 +	*change text case, for capital letters*
*	*enter a space (hold to enter a return)*
#	*change text entry method (hold for default)*

Note: *This chart may not reflect the exact character set available on your phone. If you use the* **Tap English** *entry method, keys* 2 ABC *through* 9 WXYZ *only display the basic characters. In an email address or URL editor,* 1 .@ *shows the common characters for that editor first.*

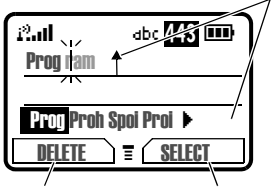
Tap Method Text Entry Rules

- Press a number key repeatedly to cycle through its characters. See the chart on page 31.
- If you do not press a key for 2 seconds, the character in the block cursor is accepted, and the cursor moves to the next position.
- Press ⊙ left or right to move the flashing cursor to the left or right in a text message.
- The first character of every sentence is capitalised. Press ⊙ down to force the character to lowercase while it is highlighted by the block cursor.
- Your phone may support multiple languages. The current language setting determines whether a new message begins on the left or right side of the display.
- If you enter or edit information and do not want to save the changes, press ⌫ to exit without saving.

Using the iTAP™ Method

iTAP™ software provides a predictive text entry method that lets you enter a word using one key press per letter. This can be faster than the **Tap Method**, because your phone combines the key presses into common words.

For example, if you press 7 PQRS 7 PQRS 6 MNO 4 GHI, letter combinations that match your key presses display :



Press ⊙ up to accept **Program**, or right to highlight another option. Press * to enter **Prog** and a space.

Press **DELETE** ( ) to clear the last letter entered.

Press **SELECT** ( ) to insert the highlighted word.

If you want a different word, such as **progress**, continue pressing number keys to enter the remaining characters.

Entering Words

In a text entry screen, you can press # to switch entry methods. An indicator tells you which method is active (see page 24). If **iTAP** (icon or) is not available, see page 37.

Press		To
1	Number keys (one press per letter)	show possible letter combinations at the bottom of the display
2	⊙ right or left	highlight the combination you want
3	**SELECT** ( )	lock a highlighted combination You can press number keys to add more letters to the end of the combination.

or

Press	To
(*)	enter the highlighted combination when it spells a word A space displays after the word.

If you enter a word your phone does not recognise, your phone stores it to use as one of your word options. When you fill memory space for unrecognised words, your phone deletes the oldest words as you add new words.

Using the Symbol Method

In a text-entry screen, press (#) to switch entry methods until you see the Symbol icon (!@:) in the status bar.

Press		To
1	Number keys (one press per symbol)	show possible symbol combinations at the bottom of the display
2	⊙ right or left	highlight the combination you want
3	**SELECT** (⊏)	lock a highlighted combination You can press number keys to add more symbols to the end of the combination
	or	
	(*)	enter the highlighted combination A space displays after the combination.

Symbol Chart

Use this chart as a guide for entering symbols in symbol method.

1 .@	. ? ! , @ _ & ~ : ; " - ( ) ' ¿ ¡ % £ $ ¥ ¤ €
2 ABC	@ _ \
3 DEF	/ : ;
4 GHI	" & '
5 JKL	( ) [ ] { }
6 MNO	¿ ¡ ~
7 PQRS	< > =
8 TUV	$ £ ¥ ¤ €
9 WXYZ	# % *
0 +	+ - x * / \ [ ] = > < # §
*	*enter a space (hold to enter a return)*
#	*change text entry method (hold for default)*

Note: *In an email address or URL editor,* 1 .@ *shows the common characters for that editor first.*

Using the Numeric Method

In a text entry screen, press # to switch entry methods until you see the Numeric icon (123) in the status bar.

Press keypad keys to enter the numbers you want. When you finish entering numbers, press # to switch to another entry method.

Deleting Letters and Words

Place the cursor to the right of the text you want to delete, and then:

Do This	To
Press **DELETE** (⌫)	delete one letter at a time
Hold **DELETE** (⌫)	delete the entire message

Choosing a Text Entry Method

Multiple text entry methods make it easy for you to enter names, numbers, and messages. The method you select remains active until you select another method.

Press # in any text entry screen to change to one of the following entry methods:

Primary	The primary text entry method you set up (see the next section).
Numeric (123)	Enter numbers only.
Symbol (!@?)	Enter symbols only (see page 34).
Secondary	The secondary text entry method you set up (see the next section).

Press 0+ in any text entry screen to change your entry *case*. An icon in the status bar indicates when you select *no capital letters* (abc), *next letter capital only* (Abc), or *all capital letters* (ABC).

Setting Up a Text Entry Method

To set the primary or secondary text entry methods, press Ⓜ > **Entry Method** > **Entry Setup** from any text entry screen. Select **Primary Setup** or **Secondary Setup**, and choose:

(None)	Hide the **Secondary** setting (only available for **Secondary Setup**).
Tap English	Enter common letters, numbers, and symbols by pressing a key 1 or more times (see page 30). ***Note:*** *With this Tap method, keys 2 ABC through 9 WXYZ include only the basic characters.*
Tap Extended	Enter common letters, numbers, and symbols by pressing a key 1 or more times (see page 30). ***Note:*** *With this Tap method, keys 2 ABC through 9 WXYZ include an extended list of characters.*
iTAP	Let the phone predict each word as you press keys (see page 32).

Locking and Unlocking Your Phone

You can lock your phone manually or set it to lock automatically whenever you turn it off.

A locked phone still rings or vibrates for incoming calls or messages, *but you must unlock it to answer.* To use a locked phone, enter the unlock code.

You can make emergency calls on your phone even when it is locked. See page 78.

Locking Your Phone Manually

Find the Feature Ⓜ > **Settings** > **Security** > **Phone Lock** > **Lock Now**

Press	To
1 keypad keys	enter your 4-digit unlock code
2 **OK** (⊟)	lock the phone

Unlocking Your Phone

At the **Enter Unlock Code** prompt:

Press	To
1 keypad keys	enter your 4-digit unlock code The unlock code is originally set to 1234. If necessary, see "If You Forget a Code or Password" on page 39.
2 **OK** (⊟)	unlock your phone

Setting Your Phone to Lock Automatically

You can set your phone to lock every time you turn it off.

Find the Feature Ⓜ > **Settings** > **Security** > **Phone Lock** > **Automatic Lock** > **On**

Press	To
1 keypad keys	enter your 4-digit unlock code

Press		To
2	**OK** (⊟)	set the phone to lock automatically

Changing a Code or Password

Your 4-digit unlock code is originally set to 1234, and the 6-digit security code is originally set to 000000. Your service provider may reset these numbers before you receive your phone.

If your service provider has *not* reset these numbers, we recommend that you change them to prevent others from accessing your personal information or modifying your phone settings. The unlock code must contain 4 digits, and the security code must contain 6 digits.

Find the Feature ☰ > **Settings** > **Security** > **New Passwords**

You can reset your **Unlock Code**, **Security Code**, **SIM PIN2**, or **Bar Password** for call barring.

If You Forget a Code or Password

If you forget your security code (originally set to 000000), SIM PIN, SIM PIN2, or call barring password, contact your service provider.

If you forget your unlock code, try entering 1234 or the last 4 digits of your phone number. If that does not work, do the following when you see the **Enter Unlock Code** message:

Press		To
1	☰	go to the unlock code bypass screen
2	keypad keys	enter your security code
3	**OK** (⊟)	submit your security code

Locking and Unlocking the Keypad

You can lock the keypad to prevent accidental key presses (for example, when carrying your phone in a purse or pocket).

Press	To
Ⓜ *⌐	lock or unlock the keypad

Note: *Incoming calls and messages unlock the keypad.*

Highlight Features

You can do much more with your phone than make and receive calls! This chapter describes some of your phone's highlight features.

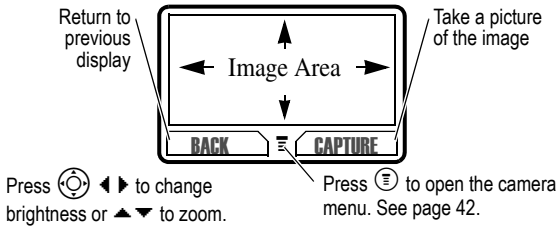
Taking a Picture

You can take pictures to view and send as *Multimedia Messaging Service* (MMS) picture messages.

Note: *The camera image and captured images are scaled to fit your phone's display. The image will have greater resolution when viewed on a PC.*

Find the Feature MENU > Media Centre > Camera

Open the camera lens on the back of your phone. The current camera image displays:



		To
1	CAPTURE (▭)	take a picture of the current camera image

		To
2	STORE (⊟)	store the picture (see step 3)
	or	
	DISCARD (⊟)	delete the picture and return to the current camera image
3	⊙	scroll to Store Only, Set As Wallpaper, Set As Screen Saver, or Send
4	SELECT (⊟)	select the option

Camera Menu Options

Option	Description
Go to Pictures	Open your list of stored pictures. See page 42.
Setup	Change camera lighting, resolution, shutter tone, or exposure.
Free Space	Display the space available for storing new pictures.
Show/Hide Softkeys	Show or hide softkey labels in the camera display. When softkeys are hidden, press ⊟ to capture the image displayed.

Viewing a Picture

Your phone contains pictures and animations that you can insert into text messages, and use as wallpaper and screen saver images.

To download pictures or animations, see page 60. Your phone may also include predefined images. You cannot rename, delete, or view details about predefined images.

Find the Feature MENU > **Media Centre** > **Pictures**

Press		To
1	NAV	scroll to the picture or animation name
2	**SELECT** (OK)	view the picture or animation
3	NAV left or right	view the previous/next picture
	or	
	DETAILS (OK)	view picture information
	or	
	MENU	open the pictures menu for the following options

Pictures Menu Options

Option	Description
Set as Wallpaper	Set the picture as your wallpaper image.
Set as Screen Saver	Set the picture as your screen saver image.
Details	View picture information.
Rename	Rename the picture.
Delete	Delete the picture.
Delete All	Delete all pictures.

Option	Description
Send	Open a text message with the picture attached (see page 44).
Free Space	Check the space available for more pictures and animations

Sending a Text Message, Picture, or Sound

Note: *Your message inbox must be set up before you can send and receive messages.*

You can send different types of text messages (see page 45 for details about their contents):

Short Message	You can attach a simple picture, animation, and a ring tone.
Postcard or Template	You can attach a sound file and a picture or a slide show. You can set a priority and ask for a delivery receipt.

Shortcut: While dialling (with digits visible in the display), you can press ⓜ > Send Message to create a text message addressed to the number entered.

Find the Feature ⓜ > Messages > Create Message

Press	To
1 ⊙	scroll to New Short Msg, New Postcard, or MMS Templates **Tip:** An MMS Template is a Postcard with a slide show and sound already attached.
2 SELECT (⊟)	select the type of message you want to send

Press		To
3	keypad keys	complete the message contents (see the table after this procedure)
4	**OK** (-)	store the contents
5	keypad keys	enter the recipient's number
6	**OK** (-)	store the number
7	**DONE** (-)	finish the message
8	⊙	scroll to **Send Message** to send the message **or** scroll to **Save to Drafts** to store the message in your **Drafts** folder, where you can edit it and send it at a later time.
9	**SELECT** (-)	select the option

Message Contents

You can enter the following contents in a message:

Item	Description
Msg	the text message you enter To insert an object, press: ☰ > **Insert** > *object type* > *object*

Item	Description
To	one or more phone numbers or email addresses where you want to send the message You can press **PH.BOOK** (⊟) to select one or more phone numbers or email addresses from the phonebook
CC (only in Postcards)	phone numbers or email addresses where you want to send a carbon copy of the message
BCC (only in Postcards)	phone numbers or email addresses where you want to send a blind carbon copy of the message (nobody can see their address, and they cannot see the other addresses)
Subject (only in Postcards)	the subject line of the message
Attachments (only in Postcards)	select a picture or sound to attach
Priority (only in Postcards)	the message priority
Receipt (only in Postcards)	indicate if you want to receive a **Delivery Report** when the message arrives.

Receiving a Text Message

Note: *Your message inbox must be set up before you can send and receive messages.*

When your inbox is full, you must delete old messages before you can open new ones. When you receive a new message, your phone displays the (message waiting indicator) and **New Message**, and sounds an alert.

Press	To
READ ( )	open the message (or your text message inbox if there are multiple messages)
or	
DETAILS ( )	open message details (or a list of messages if there are more than one)
	When you are viewing message details, press **DOWNLD** ( ) to download and read the message.

Note: **DETAILS** *displays for MMS messages if* **Download** *is set to* **Defer**

If reminders are turned on, your phone sends a reminder at regular intervals until you close the new message notification, read the message, or turn off your phone.

Reading, Locking, or Deleting a Text Message

Messages in the inbox are sorted from newest to oldest. The following indicators show message status:

unread	read
unread with attachment	read with attachment
unread and urgent	read and locked
unread and urgent with attachment	read and locked with attachment

Note: *The files that you download or receive as attachments might have a lock that keeps you from forwarding them.*

The oldest messages are deleted automatically as specified by the inbox **Cleanup** setting. If you want to save a message, you should lock it to prevent it from being deleted during cleanup.

Find the Feature MENU > **Messages** > **Message Inbox**

		To
1		scroll to the message
2	**READ** ( )	open the message
3	**REPLY** ( )	Open a new text message, with the sender's **Reply To** number or email address in the **To** field
	or	
	BACK ( )	return to the message list
	or	
	MENU	open the **Message Menu** to perform other procedures

While reading a message, press ⓜ for these options:

Option	Description
Delete	Delete the message.
Call Back	Call the number in the message header or embedded in the message.
Go To	Launch the micro-browser and go to a Web address (URL) embedded in the message.
Reply	Open a new text message, with the sender's **Reply To** number or email address in the **To** field.
Forward	Open a copy of the text message, with an empty **To** field.
Chat	Open a chat session with the message sender.
Lock/Unlock	Lock or Unlock the message.
Store	Store a message attachment (picture, animation, or sound file) or a phone number in the message. You can also save some attachments as your **Wallpaper**, **Screen Saver**, or **Ring Tone**.
Cleanup Messages	Delete all unlocked and read messages.
Create Message	Open a new text message.
Setup	Open the text message inbox setup menu.

Using Chat

You can exchange text messages in real time with another wireless phone user in a *chat session*. The messages you send display immediately on your chat partner's phone.

Starting a Chat Session

Find the Feature Ⓜ > **Chat**
Ⓜ > **New Chat**

Press		To
1	keypad keys	enter your **Chat Name**
2	**OK** (⊏)	save your **Chat Name**
3	keypad keys	enter your chat partner's phone number
	or	
	BROWSE (⊏)	select a number from the phonebook or recent call lists
4	**OK** (⊏)	store the number
5	keypad keys	enter your first chat message
	or	
	INSERT (⊏)	select a quick note
6	**OK** (⊏)	store the message

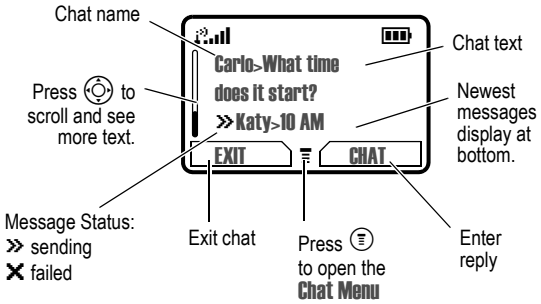
Press	To
7 **DONE** (⊟)	send the chat message Your phone displays the chat log. A » displays next to your message until the message is sent. When your chat partner replies, the reply displays below your text.
8 **CHAT** (⊟)	enter a reply to your partner
9 **OK** (⊟)	send your reply

Notes:

- *If you send a chat message to a phone that only has text messaging, the chat text displays as a text message on the other phone. The reply displays as chat text on your phone.*
- *You can start a chat session from a text message. Press* ⓜ *and select* **Chat** *to start a new session with the sender's* **Reply To** *number in the* **To** *field.*
- *When your phone displays* **Memory is Full!***, you must delete some existing messages from your inbox, outbox, or drafts folder to receive new chat messages.*

Using the Chat Log

The chat log displays the messages exchanged in a chat session.



Using the Chat Menu

During a chat session, you can press to open the **Chat Menu** for the following options:

Option	Description
New Chat	Open a new chat session.
Call Partner	Call your chat partner.
Call Number	Call a number in the chat log, if available.
Store Number	Create a phonebook entry for a number in the chat log, if available.
End Chat	End the chat session.
Go to Top	Go to the top of the chat log.
Go to Bottom	Go to the bottom of the chat log.
Clear Chat Log	Clear all text from the chat log.
Re-send	Re-send your most recent chat message, if it failed.

Option	Description
Send Message	Create a new chat message.

Responding to Chat

When you receive a chat message, your phone displays **Chat from** *chat name*, and sounds an alert.

Press	To
ACCEPT (⊏)	accept the chat session
or	
IGNORE (⊐)	refuse the chat session

If reminders are turned on, your phone reminds you at regular intervals until you respond to the chat notification or turn off your phone.

If you receive another chat request during a chat session, the new message displays as an incoming text message, with the requestor's *chat name* at the beginning of the message.

Ending a Chat Session

Press		To
1	ⓜ	open the **Chat Menu**
2	⊙	scroll to **End Chat**
3	**SELECT** (⊏)	select **End Chat**
4	**YES** (⊐)	end the chat session

A chat session also ends when you turn off your phone, answer an incoming call, or start a new chat session.

Your chat partner is not notified when you end a chat session. If your partner sends more chat text, your phone treats it as an incoming text message, with your chat partner's *chat name* at the beginning of the message.

If you exit the chat log without selecting **End Chat**, and your chat partner sends another message, your phone notifies you and adds it to the chat log. You can re-enter the session by returning to the chat log.

Creating a Phonebook Entry

You can store a phonebook entry on your phone or on the SIM card.

Entering Information

Shortcut: Enter a phone number in the idle display, then press **STORE** (⊟) to create a phonebook entry with the number in the **No.** field.

To create or edit a phonebook entry:

Find the Feature ☰ > **Phonebook**
☰ > **New**
> **Phone Number** or **Email Address**

A phone number or email address is required for a phonebook entry. All other information is optional. You can enter the following information for a phonebook entry:

Entry Details	Description
Name	a name for the entry
Category (for entries stored to the phone)	the category that classifies the entry

Entry Details	Description
No. or **Email**	the phone number or email address
Type (for phone numbers stored to the phone)	the type of phone number (only for phone numbers not stored on the SIM)
Store To (for phone numbers)	select whether to store a number on your **Phone** or **SIM**
Voice Name (for entries stored to the phone)	record a voice name for the entry Press and release **RECORD** (⊡), then say the entry's name (in two seconds).
Speed No.	the number you use to *speed dial* the entry. Entries with a speed dial number from 1 to 100 are stored on your phone. Entries with a speed dial number of 101 or higher are stored on your SIM card. You cannot store Email entries on your SIM card.
Ringer ID (for entries stored to the phone)	the alert your phone should use when you receive calls or messages from this entry
Picture (for entries stored to the phone)	the picture that should display when you receive calls or messages from this entry
More	create another entry with the same **Name**

Completing a Phonebook Entry

When you are finished entering information for a phonebook entry:

Press	To
DONE (-)	store the entry and return to the phonebook list

Recording a Voice Name For a Phonebook Entry

A voice name lets you call the phonebook entry using voice dial. You can record a voice name for a new or existing phonebook entry.

Note: *You cannot record a voice name for an entry stored on a SIM card.*

Record your voice name in a quiet location. Hold the phone about 4 inches (10 centimeters) from your mouth, and speak directly into the phone's microphone in a normal tone.

Find the Feature ☰ > **Phonebook**

Press	To
1 ◎	scroll to the entry
2 **VIEW** (-)	view entry details
3 **EDIT** (-)	edit the entry
4 ◎	scroll to **Voice Name**
5 **RECORD** (-)	begin recording
6 **RECORD** (-) and release, then say the entry's name (within 2 seconds)	record the voice name

Press		To
7	**RECORD** ( ) and release, then repeat the name	confirm the voice name
8	Press **DONE** ( )	store the voice name

Dialling a Phonebook Entry

Use one of the following procedures to call a number (or send a text message to an email address) stored in your phonebook.

Note: *You can also use speed dial or 1-touch dial.*

Using the Phonebook List

Find the Feature > **Phonebook**

Press		To
1	keypad key letters	jump to entries that begin with that letter (optional)
2		scroll to the entry you want
3		call the entry

Using Voice Dial

Find the Feature > **Voice Dial**

Say the prerecorded phonebook entry name.

Assigning a Phone Theme

You can choose a single theme to set your wallpaper, screen saver, alert style, and other settings.

To download a theme, see page 60. When you receive the theme, you can instantly apply its settings when your phone prompts you to **Apply Now?** Your phone saves the downloaded files so that you can always apply them as individual items.

When you select a theme for your phone, the theme instantly applies all of its settings to your phone:

Find the Feature > **Media Centre** > **Themes**

Press	To
1	scroll to the theme you want
2 **SELECT** ( )	apply the theme

Notes:

- *Phone settings that are set by the theme display the value* **(Set by theme)**. *Changing any one of the values set by the theme resets the* **Themes** *selection to* **Custom**, *though the theme's settings all remain except for the one you changed.*
- *When you manually set the theme to* **(None)**, *all fields affected by the theme still use the current setting, with a value of* **(Set by theme)**.
- *You can download, use, and delete themes, but you cannot edit them. Downloaded themes may arrive in MTF files, compressed with files that they reference.*

Using the Micro-Browser

The micro-browser lets you access Web pages and Web-based applications on your phone. Contact your service provider to set up access, if necessary.

Note: *Your phone may use a high-speed GPRS (General Packet Radio Service) network connection. This type of connection can be identified by a GPRS indicator in the idle display that disappears when you start a micro-browser session. If a (connected call) indicator displays when you start a micro-browser session, your phone is using a standard voice channel connection. Your network connection charges may vary depending on the type of connection used.*

Starting a Micro-Browser Session

Find the Feature MENU > **Web Access** > **Browser**

Press	To
1 NAVIGATION KEY	scroll to a bookmark or service, or application
2 **SELECT** (SELECT KEY)	select the item

Shortcut: If you open a text message with a Web address (URL) in it, you can press MENU > **Go To** to launch the micro-browser and go directly to the URL.

If you are unable to establish a network connection with the micro-browser, contact your service provider.

Interacting With Web Pages

Press	To
up or down	scroll through a page
left or right	go back to the previous page or forward to the next one
	open the **Browser Menu**

Downloading Pictures, Games, and Sounds

You can download a picture, animation, sound, game upgrade, or theme from a Web page by selecting its link. A picture or animation displays when downloading is complete. A sound begins to play when downloading is complete.

You can store these object files on your phone, and use them as screen saver images, wallpaper images, and ring tones.

To download files with the browser on a desktop computer or your phone:

Downloading a File Using a Web Browser

1	In the browser, go to the Web site and find the file you want.
2	Follow the directions on the site to purchase the file (payment details vary). The site sends a text message to your phone, containing the attached file or a URL link to the file.
3	Open the message and store the file (see page 48).

Notes:

- *Call charges apply during download sessions.*
- *When your phone runs out of memory for downloaded files, new files overwrite the old ones. Downloaded files share your phone's memory, so you can make room for a picture, for example, by deleting ring tones.*
- *Some ring tones vibrate automatically. If you use one of these tones, your phone vibrates even when it is not set to* **Vibrate** *or* **Vibe&Ring**.

Selecting or Creating a Web Session

Use this feature to select or create a *Web session*, or network connection profile. You can use different Web sessions to connect to the Internet in different ways.

Find the Feature Ⓜ > **Web Access** > **Web Sessions** > [**New Entry**]

To create a Web session, you must configure the following settings. Contact your service provider to obtain the following information, if necessary. Actual field names and values may vary depending on the technologies available to your service provider. Some settings may not be available for all phone models.

Setting	Description
Name	Web session name
Homepage	default home page
Gateway IP 1	primary WAP gateway IP address
Port 1	primary WAP port number
Domain 1	primary domain name
Service Type 1	primary WAP or HTTP security
Gateway IP 2	secondary WAP gateway IP address

Setting	Description
Port 2	secondary WAP port number
Domain 2	secondary domain name
Service Type 2	secondary WAP or HTTP security
DNS 1	primary domain name service (DNS) IP address
DNS 2	secondary domain name service (DNS) IP address
Timeout	time at which the phone exits the micro-browser application when no keypress activity is detected
CSD No. 1	primary phone number to use to set up a CSD connection
User Name 1	user name for primary CSD number
Password 1	password for primary CSD number
Speed (Bps) 1	connection speed for primary CSD number
Line Type 1	line type (modem or ISDN) for primary CSD number
CSD No. 2	secondary CSD dial-up phone number
User Name 2	user name for secondary CSD number
Password 2	password for secondary CSD number
Speed (Bps) 2	connection speed for secondary CSD number
Line Type 2	line type (modem or ISDN) for secondary CSD number

Setting	Description
GPRS APN	GPRS access point name (the name of the WAP service provider)
User Name	user name for GPRS APN connection
Password	password for GPRS APN connection

Java Applications

You can install and run Java applications on your phone. These applications add new features and services to your phone.

Download an Application With the Micro-Browser

Find the Feature (Menu) > WebAccess > Browser

Go to the page that contains the application, then:

Press	To
1 (Navigation)	scroll to the application
2 SELECT (Left Soft Key)	view the application details
3 DWNLOAD (Left Soft Key)	download the application

You may see one of the following error messages when you download a kJava application. This section describes some common problems and their solutions.

Problem	Resolution
Insufficient Storage or Memory Full	You must delete another Java application before storing the file. See page 65.

Problem	Resolution
Application Already Exists	The same version of this application is already installed. If an older version is installed, the message **Different Version Exists** displays, and you can update the application.
Failed: Invalid File or **Failed: File Corrupt**	The application file does not work on your phone. Contact the Web site host for details.

Note: *Some games make your phone vibrate and light up.*

Launch a Java Application

Find the Feature Ⓜ > **Games & Apps** > *the application*

Use Control Keys

Your phone's keys perform the following functions in a Java application.

	Function
⊙	Move up, down, left, or right in a game.
5 JKL	"Fire" your weapon in a game.
⌐	End the application.
✆	Call a number in the application.
Ⓜ	Open the Java applications menu.

Analyse or Delete a Java Application

Find the Feature (Ⓜ) > **Games & Apps**

Press	To
1 ⊙	scroll to the application
2 Ⓜ	open the application manager menu
3 ⊙	scroll to a menu option
4 **SELECT** (⊟)	select the option to perform procedures as described in the following list

The application manager menu includes the following options:

Option	Description
View Details	Display the suite name, vendor, version, number of apps, flash usage, and memory requirements.
Delete	Delete the suite.
Show Memory or **Hide Memory**	Show or hide the application's memory size in the application list view.

Edit Network Connection Settings

Entering the DNS IP Address

Your phone must be set up with a valid domain name service (DNS) IP address before you can run Java applications that require an active network connection. In many cases, your service provider

has already entered this address for you. Contact your service provider to obtain the DNS IP address, if necessary.

Find the Feature Ⓜ > **Java Settings** > **DNS IP**

Press	To
1 keypad keys	enter the DNS IP address
2 **OK** (⊟)	save the IP address

Approving Connections

When Java applications try to establish network connections, call phone numbers, or send text messages, your phone prompts you for approval. To automatically approve connections, calls, or messages:

Find the Feature Ⓜ > **Java Settings**

Press	To
1 ⊙	scroll to **Network Access**, **Phonebook Permissions**, or **SMS Permissions**
2 **SELECT** (⊟)	select the type of connection to approve
3 ⊙	scroll to **Always Ask**, **Ask Once Per App**, or **Never Ask**
4 **SELECT** (⊟)	select the highlighted setting

View Java Version and Available Memory

To view Java version information, or the amount of phone memory available for Java applications:

Find the Feature Ⓜ > **Java Settings** > **Java System**

Press	To
1 ◎	scroll through information as described in the following list
2 **OK** (⊟)	close the display

Option	Displays
CLDC Version	The connected limited device configuration version on your phone.
MIDP Version	The mobile information device profile version on your phone.
Data Space	Memory available for application data (such as phonebook entries or game scores).
Program Space	Amount of free memory available for Java applications.
Heap Size	Amount of runtime memory available for Java applications.
Flash Space	Available space for Java applications, including free memory and used memory.

To automatically show an application's memory size in the application list view, see page 67.

Playing Games

Your phone comes with games preloaded and you have the opportunity to purchase and download additional games. If you get an incoming call, message, alarm, or alert while playing a game, the game pauses.

Selecting and Starting a New Game

Find the Feature MENU > **Games & Apps** > *the game*

When the game is over, you can play again or return to the games menu. Depending on the game:

Press	To
BACK (-) **or** **NO** (-)	return to the games menu
NEW (-) **or** **YES** (-)	start another session of the game you just played

Ending a Game

You can end a game at any time.

Press	To
BACK (-) **or** END	end the game session and return to the games menu

Editing Sound with MotoMixer

The MotoMixer lets you edit and save special MIDI-based sound files called *Base Tracks* on your phone. These sound files are made up of 4 instruments such as *piano*, *bass*, *drums*, and *guitar*. The phone comes preloaded with base tracks (which cannot be edited or deleted), but you can download others and use them all to create or edit your own MIDI files.

Create or Edit a Mix File

To create or edit a MotoMixer file:

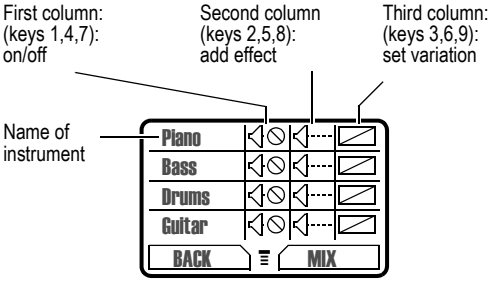
Find the Feature Ⓜ > **Media Centre** > **MotoMixer** > [**New Mix**] or *a tune to edit*

Press	To
1 ⊙	scroll to the base track
2 **SELECT** (⊟)	select the base track
3 **CHANGE** (⊟)	select **Name**
4 keypad keys	enter a name for the mix file you are creating (to enter text, see page 29)
5 **OK** (⊟)	store the name
6 **CHANGE** (⊟)	select **Tempo**
7 ⊙ left or right	adjust the tempo setting
8 **OK** (⊟)	store the tempo setting
9 **CHANGE** (⊟)	select **Mix** to open the mix editor
10 **MIX** (⊟)	start playing/mixing the track

Press	To
11 keypad keys	edit the instruments (see following section) The track plays to the end and stops. To edit your mix, press **MIX** (⊏) again.
12 **BACK** (⊏)	close the base track editor
13 **DONE** (⊏)	close the mix file display

Mix File Editing Display and Keys

You can select the instruments you want to play and when you want to play them.



Press **MIX** (⊏) to play the mix file. Turn instruments on or off, add effects, and/or set an instrument variant using the following keypad keys.

Key	Effect
1	Turn on/off first instrument (**Piano** above)
2 ABC	Add effect to first instrument
3 DEF	Set variant for first instrument

Key	Effect
4 GHI	Turn on/off second instrument (**Bass** above)
5 JKL	Add effect to second instrument
6 MNO	Set variant for second instrument
7 PQRS	Turn on/off third instrument (**Drums** above)
8 TUV	Add effect to third instrument
9 WXYZ	Set variant for third instrument
*	Turn on/off fourth instrument (**Guitar** above)
0 +	Add effect to fourth instrument
#	Set variant for fourth instrument

The track plays one time and then stops. Press **MIX** (⊟) again to continue mixing the track. Use the following keys to perform additional mix functions:

☰	Open the **Mix Menu** to reset 1 or all instruments
BACK (⊟)	Return to the **Mix Details** display when you are finished mixing

Note: *To download new MotoMixer files, see page 60.*

Use, Edit, or Delete a Mix File

To edit or delete a mix file, or set a mix file as a ring tone:

Find the Feature Ⓜ > **Media Centre** > **MotoMixer**

Press	To
1 ◉	scroll to the file you want
2 Ⓜ	open the mix menu
3 ◉	scroll to **Edit**, **Delete**, **Play**, or **Set as Ring Tone**
4 **SELECT** (▭)	select the option

Setting Up Your Phone

Storing Your Name and Phone Number

To store or edit your name and phone number information on your SIM card:

Find the Feature ☰ > Settings > Phone Status > My Tel. Numbers

If you do not know your phone number, contact your service provider. To view your phone number from the idle display or during a call, see page 22.

Setting the Time and Date

To use the datebook, you must set the time and date.

Find the Feature ☰ > Settings > Other Settings > Initial Setup > Time and Date

Note: *The first time you turn your phone on after installing or replacing the battery, your phone prompts you to enter the time and date.*

Setting an Alert Style

Your phone can ring or vibrate when you receive a call, message, or other event. This is called an *alert*. An indicator in the display shows the current alert style:

	Loud Ring		Soft Ring
	Vibrate		Vibe&Ring
	Silent		

To set an alert style:

Find the Feature > **Alert Styles** > **Ring Style**

Press	To
1	scroll to the style
2 SELECT ( )	select the style

Tip: You can choose a single theme to set your wallpaper, screen saver, alert style, and other settings. From idle, press > **Media Centre** > **Themes** and select a theme.

Each alert style has settings for specific event alerts and ringer and keypad volume. To change these settings:

Find the Feature > **Alert Styles** > *Loud* **Detail**

Loud changes to the name of the current Ring Style.

Note: *Some ring tones vibrate automatically. If you use one of these tones, your phone vibrates even when it is not set to* **Vibrate** *or* **Vibe&Ring**.

Setting Answer Options

You can use different methods to answer an incoming call.

Find the Feature > **Settings** > **In-Call Setup** > **Answer Options**

Setting	Description
Multi-Key	answer by pressing any key

Setting a Wallpaper Image

You can set a picture or an animation as a wallpaper (background) image in your phone's idle display.

Note: *When you set an animation as a wallpaper image, only the first frame of the animation displays.*

Find the Feature Ⓜ > **Settings** > **Other Settings** > **Personalise** > **Wallpaper**

Setting	Description
Picture	Select the picture or animation for the background image in your idle display.
Layout	Select **Centre** or **Tile**.

Tip: You can choose a single theme to set your wallpaper, screen saver, alert style, and other settings. From idle, press Ⓜ > **Media Centre** > **Themes** and select a theme.

Selecting a Screen Saver

You can set a picture or an animation as a screen saver image. The image displays when the phone detects no activity for a specified time.

The screen saver image shrinks to fit the display, if necessary. An animation repeats for 1 minute, then the first frame of the animation displays.

Find the Feature Ⓜ > **Settings** > **Other Settings** > **Personalise** > **Screen Saver**

Setting	Description
Picture	Select the picture that displays when your phone is idle.

Setting	Description
Delay	Select how long your phone must be idle before the screen saver picture displays.

Tip: You can choose a single theme to set your wallpaper, screen saver, alert style, and other settings. From idle, press Ⓜ > Media Centre > Themes and select a theme.

Setting Display Colour

You can select the colour palette that your phone uses to display indicators, highlights, and soft key labels.

Find the Feature Ⓜ > Settings > Other Settings > Personalise > Colour Style

Setting Display Contrast

Find the Feature Ⓜ > Settings > Other Settings > Initial Setup > Contrast

Adjusting the Backlight

You can set the amount of time that the display backlight remains on, or turn off the backlight to conserve battery power.

Find the Feature Ⓜ > Settings > Other Settings > Initial Setup > Backlight

Zooming In or Out

Press and release Ⓜ, then press and hold Ⓜ to zoom in or out on the display. Zoom in to increase text size, zoom out to display more information.

You can also zoom in or out from the menu.

Find the Feature Ⓜ > Settings > Other Settings > Initial Setup > Zoom

Conserving Battery Power

Some networks and phones include a battery save setting to conserve battery power.

Find the Feature Ⓜ > Settings > Other Settings > Initial Setup > Battery Save

Calling Features

For basic instructions on how to make and answer calls, see page 21.

Redialling a Number

From the idle display:

Press		To
1		view the dialled calls list
2		scroll to the entry you want
3		redial the number

Calling an Emergency Number

Your service provider programs one or more emergency phone numbers (such as 999) that you can call under any circumstances, even when your phone is locked.

Note: *Emergency numbers vary by country. Your phone's emergency number(s) may not work in all locations, and sometimes an emergency call cannot be placed due to network, environmental, or interference issues.*

Press		To
1	keypad keys	dial the emergency number
2		call the emergency number

Using Voicemail

You can listen to your voicemail messages by calling your network voicemail phone number. Voicemail messages are stored on the network—not on your phone.

Storing Your Voicemail Number

Storing your voicemail number in your phone makes it easy for you to listen to new voicemail messages. Your voicemail number is provided by your service provider.

Find the Feature Ⓜ > **Messages**
Ⓜ > **VoiceMail Setup**
> **VoiceMail No.**

Press	To
1 keypad keys	enter the phone number for your voicemail
2 **OK** (⊏)	store the number

Tip: You cannot store pause, wait, or n characters in this number. If you want to store a voicemail number with these characters, create a phonebook entry for it. Then, you can use the entry to call your voicemail. For more about these characters, see page 87.

Receiving a New Voicemail Message

When you receive a voicemail message, your phone displays (voice message waiting) and **New VoiceMail**. Some networks only indicate when you have messages, whether they are new or not.

Press	To
CALL ( )	call the voicemail phone number you stored and listen to the message

Listening to a Voicemail Message

Find the Feature > **Messages** > **VoiceMail**

Your phone calls your voicemail number. If no voicemail number is stored, the phone prompts you to store one.

Phone Features

Main Menu

This is the standard main menu layout. **Menu organisation and feature names may vary on your phone.** Not all features may be available for all users.

- **Voice Dial**
- **Phonebook**
- **Recent Calls**
  - Received Calls
  - Dialed Calls
  - Notepad
  - Call Times
  - Call Cost
  - Data Times
  - Data Volumes
- **Chat ***
- **Alert Styles**
  - Ring Style
  - *alert* Detail
- **Media Centre**
  - Themes
  - Pictures
  - Sound
  - MotoMixer
- **Games & Apps**
- **WebAccess**
  - Browser
  - Web Shortcuts
  - Stored Pages
  - History
  - Go to URL
  - Web Sessions
  - Browser Setup
- **Office Tools**
  - Datebook
  - Calculator

More

- **Alarm Clock**
- **Settings**
  - (see next page)
- **MyMenu**
- **Messages ***
  - Create Message
  - Voicemail
  - Message Inbox
  - Browser Msgs
  - Info Services
  - Quick Notes
  - Outbox
  - Drafts
- **SIM Applications ***
- **Fixed Dial**
- **Service Dial ***
- **Quick Dial**
- **Java Settings**
  - Java System
  - Network Access
  - Phonebook Permission
  - SMS Permission
  - DNS IP

Note: *Select* **More** *when it displays in the menu to see more menu items.*

* optional network, SIM card, or subscription-dependent features

Settings Menu

- **Call Divert ***
  - Voice Calls
  - Fax Calls
  - Data Calls
  - Cancel All
  - Divert Status
- **Phone Status**
  - My Tel. Numbers
  - Credit Info/Available *
  - Active Line
  - Battery Meter
  - Other Information
- **In-Call Setup**
  - In-Call Timer
  - Call Cost Setup *
  - My Caller ID
  - Talk and Fax *
  - Answer Options
  - Call Waiting *
- **Security**
  - Phone Lock
  - Lock Keypad
  - Lock Application
  - Fixed Dial
  - Call Barring *
  - SIM PIN
  - New Passwords
- **Other Settings**
  - Personalise
    - Main Menu
    - Keys
    - Colour Style
    - Greeting *
    - Wallpaper
    - Screen Saver
    - Quick Dial *
  - Initial Setup
    - Time and Date
    - 1-Touch Dial
    - Backlight
    - Zoom
    - Scroll
    - Animation
    - Language
    - Battery Save
    - Contrast
    - DTMF
    - Master Reset
    - Master Clear
  - Network
    - New Network
    - Network Setup
    - Available Networks
    - My Network List
    - Service Tone
    - Call Drop Tone
  - Car Settings
  - Headset
    - Auto Answer
    - Voice Dial

Note: *This is the standard phone menu layout. Menu organisation and feature names may vary on your phone. Not all features may be available for all users.*

* optional network, SIM card, or subscription-dependent features

Shortcuts
Open **Phonebook**: **Press** ▲ or ▼ in idle.
Set Ring Volume: **Press** ◀ or ▶ in idle.
Change Display Zoom: Press ⓜ, then hold ⓜ.

Feature Quick Reference

You can do more with your phone than make and receive phone calls! For example, you can:

- store frequently called numbers in the phonebook for easy dialling
- organise your meetings and other events in the datebook
- browse the Web
- download applications
- send messages

This section provides information to help you use features on your phone that are not described in this user guide.

Calling Features

Feature	Description
Mute a Call	During a call, press **MUTE** (⊟) To unmute, press **UNMUTE** (⊟)
Conference Call	During a call: Ⓜ > **Hold**, dial next number, press 📞, press **LINK** (⊟)
Call Diverting	Set up or cancel call diverting: Ⓜ > **Settings** > **Call Divert**
Call Barring	Restrict outgoing or incoming calls: Ⓜ > **Settings** > **Security** > **Call Barring**

Feature	Description
Caller ID	*Calling line identification* (caller ID) displays the phone number for incoming calls. To hide your phone number before you make a call or send a message: MENU > **Settings** > **In-Call Setup** > **My Caller ID** > **Next Call Only**
Cancel an Incoming Call	While the phone is ringing or vibrating, press **IGNORE** (-). The call may be diverted, or the caller may hear a busy signal.
Turn Off an Alert	To turn off your call alert when an incoming call arrives, press ⊙ left or right before answering the call.
Dial Internat'l Numbers	Press 0+ for 2 seconds to insert the international access code (+). Follow this with the country code and the number you are calling.
View Recent Calls	MENU > **Recent Calls** > **Received Calls** or **Dialled Calls** ***Note:*** *✓ means the call connected. Select a call and press ↶ to dial it, or press MENU for more options.*
Return Missed Calls	When your phone displays **Missed Calls**, press **VIEW** (-) to see the list of calls, and press ↶ to dial the selected call.
View Last Entry	To see the last digits you entered: MENU > **Recent Calls** > **Notepad**

Feature	Description
Attach a Number	While entering a phone number, press MENU > **Attach Number** to attach a number from the phonebook or recent calls list.
Speed Dial	Call a phonebook entry by pressing its **Speed Dial No.** plus # SEND. **Example:** Press 2 ABC 2 ABC # SEND to dial phonebook entry **22**.
1-Touch Dial	Call phonebook entries **1** through **9** by pressing and holding the entry number in the idle display.
Call Waiting	While you are on a call, you can press SEND to answer a second incoming call. Then, press **SWITCH** (-) to switch between the calls or **LINK** (-) to connect them. To turn call waiting on or off: MENU > **Settings** > **In-Call Setup** > **Call Waiting**
Put a Call on Hold	During the call, press MENU > **Hold**. Your phone displays a (flashing phone) when a call is on hold.
Transfer a Call	During a call, press MENU > **Transfer** *(target number)* SEND to transfer it. ***Note:*** *You can also press* MENU > **Hold** *(target number)* SEND*, speak to the receiving party, then* MENU > **Transfer**

Message Features

Feature	Description
Send Message	Send a text message: Ⓜ > **Messages** > **Create Message** To enter text, see page 29.
Insert Pictures and Sounds	While composing a message: Ⓜ > **Insert**
Received Messages	Read received messages: Ⓜ > **Messages** > **Message Inbox** Press Ⓜ to perform various operations on the selected message.
Store Pictures and Sounds	Highlight a picture or sound in a message, then: Ⓜ > **Store**

Chat Features

Feature	Description
Start Chat	Start a new chat session: Ⓜ > **Chat** Ⓜ > **New Chat**
Receive Chat Request	When you receive a chat request: Press **ACCEPT** (⊏) or **IGNORE** (⊐)
End Chat	During a chat session: Ⓜ > **End Chat**

Phonebook Features

Feature	Description
Create Entry	Create a new phonebook entry: Ⓜ > **Phonebook** Ⓜ > **New** > **Phone Number** or **Email Address**
Dial Number	Call a number in the phonebook: Ⓜ > **Phonebook** > *entry to call*
Voice Dial Number	Voice dial a number in the phonebook: Press Ⓜ > **Voice Dial**, and say the entry's name (in 2 seconds)
Store a PIN Code in a Number	While entering the number: Ⓜ > **Insert Pause**, **Wait**, or '**n**' **Pause**: waits for the call to connect, then sends the remaining digit(s). If your network does not recognise the first pause character, try two (**pp**). **Wait**: waits for the call to connect, then prompts you for confirmation before it sends the remaining digit(s). '**n**': prompts you for a number before dialling the call. The number you enter is inserted into the dialling sequence in place of the **n** character

Feature	Description
Phonebook Categories	You can put phonebook entries into categories. When you get a call or message from someone in a category, your phone uses the category's special ring. To set up a category, press Ⓜ > **Phonebook** Ⓜ > **Categories**. Scroll to the category, then press Ⓜ > **Edit** To set an entry's category, press Ⓜ > **Phonebook** > *entry to edit*, then press **EDIT** (⊏).
1-Touch Dial	Set 1-touch dial to call entries stored in your phone memory phonebook or the SIM card phonebook: Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **1-Touch Dial**

Personalising Features

Feature	Description
Event Alert	Change an event alert: Ⓜ > **Alert Styles** > *alert* **Detail** > *event name*
Ring Volume	Adjust ringer volume: Ⓜ > **Alert Styles** > *alert* **Detail** > **Ring Volume**
Keypad Volume	Adjust keypad key press volume: Ⓜ > **Alert Styles** > *alert* **Detail** > **Key Volume**
My Tones	Compose your own ring tones, manage ring tones that you have composed or downloaded: Ⓜ > **Media Centre** > **MotoMixer**

Feature	Description
Themes	Apply the wallpaper, screen saver, alert style, and other settings in a theme: Ⓜ > **Media Centre** > **Themes**
Main Menu	Reorder your phone's main menu: Ⓜ > **Settings** > **Other Settings** > **Personalise** > **Main Menu**
Soft Keys	Change soft key labels in the idle display: Ⓜ > **Settings** > **Other Settings** > **Personalise** > **Keys**
Shortcuts	Create a shortcut to a menu item: Highlight the menu item, then press and hold Ⓜ. Select a shortcut: Ⓜ > **MyMenu** > *shortcut name*

Menu Features

Feature	Description
Language	Set menu language: Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **Language**
Master Reset	Reset all options *except* unlock code, security code, lifetime timer: Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **Master Reset**
Master Clear	Reset all options *except* unlock code, security code, lifetime timer, clear all user settings and entries: Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **Master Clear**

Dialling Features

Feature	Description
Fixed Dial	Turn fixed dialling on or off: Ⓜ > **Settings** > **Security** > **Fixed Dial** Use the fixed dial list: Ⓜ > **Fixed Dial**
Service Dial	Dial service phone numbers: Ⓜ > **Service Dial**
Quick Dial	Dial pre-programmed phone numbers: Ⓜ > **Quick Dial**
DTMF Tones	Activate DTMF tones: Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **DTMF** Send DTMF tones during a call: Press number keys. Send stored numbers as DTMF tones during a call: Highlight a number in the phonebook or recent call lists, then press Ⓜ > **Send Tones**.

Call Monitoring Features

Network connection time is the elapsed time from the moment you connect to your service provider's network to the moment you end the call by pressing the end key. This time includes busy signals and ringing.

The amount of network connection time you track on your resettable timer may not equal the amount of time for which you are billed by your service provider. For billing information, please contact your service provider directly.

Feature	Description
Call Times	View call timers: Ⓜ > **Recent Calls** > **Call Times**
In-Call Timer	Display time or cost information during a call: Ⓜ > **Settings** > **In-Call Setup** > **In-Call Timer**
Call Cost	View call cost trackers: Ⓜ > **Recent Calls** > **Call Cost**

Hands-Free Features

Feature	Description
Auto Answer (car kit or headset)	Automatically answer calls when connected to a car kit or headset: Ⓜ > **Settings** > **Other Settings** > **Car Settings** or **Headset** > **Auto Answer**

Data and Fax Call Features

Feature	Description
Send Data or Fax	Connect your phone to the device, then place the call through the device application
Talk Then Fax	Connect your phone to the device, enter the number, press Ⓜ > **Talk then Fax**, then press ✆ to make the call

Network Features

Feature	Description
Network Settings	View network information and adjust network settings: Ⓜ > **Settings** > **Other Settings** > **Network**

Personal Organiser Features

Feature	Description
Set Time and Date	Press Ⓜ > **Settings** > **Other Settings** > **Initial Setup** > **Time and Date**
Add Datebook Event	Add an event to the datebook: Ⓜ > **Office Tools** > **Datebook** > *day* Ⓜ > **New**
View Datebook Event	View or edit event details: Ⓜ > **Office Tools** > **Datebook** > *day* > *event name*

Feature	Description
Respond to Event Reminder	View event when reminder displays: **VIEW** (▭) Dismiss event reminder: **EXIT** (▭)
Set Alarm Clock	You can set alarms to make your phone ring. Ⓜ > **Alarm Clock** > [**New Alarm**] Alarms do *not* display in the datebook and do not ring if your phone is off.
View Alarm Clock	To see or change an alarm you set: Ⓜ > **Alarm Clock** > *the alarm* Scroll (◎) to the alarm. Press the right softkey (▭) to **ENABLE** or **DISABLE** the alarm. Press Ⓜ for more options.
Respond to Alarm	Alarms ring for 30 minutes unless you press **DISABLE** (▭) to turn off the alarm, or **SNOOZE** (▭) to snooze for 8 minutes.
Calculator	Calculate numbers: Ⓜ > **Office Tools** > **Calculator**
Currency Converter	Convert currency: Ⓜ > **Office Tools** > **Calculator** Ⓜ > **Exchange Rate** Enter exchange rate, press **OK** (▭), enter amount, and select **$** function.

Security Features

Feature	Description
SIM PIN	Lock or unlock the SIM card: Ⓜ > **Settings** > **Security** > **SIM PIN** **Caution:** If you enter an incorrect PIN code 3 times in a row, your SIM card is disabled and your phone displays **SIM Blocked**.
Lock Application	Lock phone applications: Ⓜ > **Settings** > **Security** > **Lock Application**

News and Entertainment Features

Feature	Description
Launch Micro-Browser	Start a micro-browser session: Ⓜ > **Web Access** > **Browser**
Web Sessions	Select or create a Web session: Ⓜ > **Web Access** > **Web Sessions**
Launch Game or Application	Launch a game or application: Ⓜ > **Games & Apps**, highlight the application, press **SELECT** (⊟)
Download Game or Application	Download a game or application: Ⓜ > **Web Access** > **Browser**, find the application, press **SELECT** (⊟), press **DWNLOAD** (⊟) **Note:** Your phone must have a valid domain name service (DNS) IP address to download games and applications. If your phone does not have a DNS address, contact your service provider.

Feature	Description
Java Permissions	When Java applications try to make network connections, call phone numbers, or send text messages, your phone prompts you for approval. To automatically approve connections, calls, or messages: Ⓜ > **Java Settings** > **Network Access** or > **Phonebook Permission** or > **SMS Permission**
Application Manager	View information about a Java game or application: Highlight the application and press Ⓜ
Java System	View Java version and memory information: Ⓜ > **Java Settings** > **Java System**

Specific Absorption Rate Data

This model phone meets international standards for exposure to radio waves

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organisations through periodic and thorough evaluation of scientific studies. The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.* Tests for SAR are conducted in accordance with CENELEC** testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a base station, the lower the power output of the phone.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions and locations (e.g., at the ear and worn on the body) that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is: 0.71 W/kg.***

While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure. Please note that modifications to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

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* The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.

** CENELEC is a European Union standards body.

*** Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

Warranty Information

Motorola guarantees you, the original purchaser, the Personal Communicator and accessories which you have purchased from an authorised Motorola dealer (the "Products"), to be in conformance with the applicable Motorola specifications current at the time of manufacture for a term of [1] year from date of purchase of the Product(s) (Warranty Term).

You must inform Motorola of the lack of conformity to the applicable specifications of any of the Products within a period of two (2) months from the date on which you detect a defect in material, workmanship or lack of conformity and in any event within a term not to exceed the Warranty Term, by submitting the Product for service to Motorola. Motorola shall not be bound by Product related statements not directly made by Motorola nor any warranty obligations applicable to the seller.

A list of the Motorola Call Centre numbers is enclosed with this Product.

During the Warranty term, Motorola will, at its discretion and without extra charge, as your exclusive remedy, repair or replace your Product which does not comply with this warranty; or failing this, to reimburse the price of the Product but reduced to take into account the use you have had of the Product since it was delivered. This warranty will expire at the end of the Warranty Term.

This is the complete and exclusive warranty for a Motorola Personal Communicator and accessories and in lieu of all other warranties, terms and conditions, whether express or implied.

Where you purchase the product other than as a consumer, Motorola disclaims all other warranties, terms and conditions express or implied, such as fitness for purpose and satisfactory quality.

In no event shall Motorola be liable for damages nor loss of data in excess of the purchase price nor for any incidental special or consequential damages* arising out of the use or inability to use the Product, to the full extent such may be disclaimed by law.

This Warranty does not affect any statutory rights that you may have if you are a consumer, such as a warranty of satisfactory quality and fit for the purpose for which products of the same type are normally used under normal use and service, nor any rights against the seller of the Products arising from your purchase and sales contract.

(*)including without limitation loss of use, loss of time, loss of data, inconvenience, commercial loss, lost profits or savings.

How to get warranty service?

In most cases the authorised Motorola dealer which sold and/or installed your Motorola Personal Communicator and original accessories will honour a warranty claim and/or provide warranty service. Alternatively, for further information on how to get warranty service please contact either the customer service department of your service provider or Motorola's call centre at the telephone numbers below for your country.

In order to claim the warranty service you must return the Personal Communicator and/or accessories in question to Motorola please avoid leaving any supplementary items like SIM cards. The Product should also be accompanied by a label with your name, address, and telephone number; name of operator and a description of the problem. In the case of vehicular installation, the vehicle in which the Personal Communicator is installed should be driven to the Authorised Repair Centre, as analysis of any problem may require inspection of the entire vehicular installation.

In order to be eligible to receive warranty service, you must present your receipt of purchase or a comparable substitute proof of purchase bearing the date of purchase. The phone should also clearly display the original compatible electronic serial number (IMEI) and mechanic serial number [MSN]. Such information is contained with the Product.

Conditions

This warranty will not apply if the type or serial numbers on the Product has been altered, deleted, duplicated, removed, or made illegible. Motorola reserves the right to refuse free-of-charge warranty service if the requested documentation can not be presented or if the information is incomplete, illegible or incompatible with the factory records.

Repair, at Motorola's option, may include reflashing of software, the replacement of parts or boards with functionally equivalent, reconditioned or new parts or boards. Replaced parts, accessories, batteries, or boards are warranted for the balance of the original warranty time period. The Warranty Term will not be extended. All original accessories, batteries, parts, and Personal Communicator equipment that have been replaced shall become the property of Motorola. Motorola does not warrant the installation, maintenance or service of the products, accessories, batteries or parts.

Motorola will not be responsible in any way for problems or damage caused by any ancillary equipment not furnished by Motorola which is attached to or used in connection with the Products, or for operation of Motorola equipment with any ancillary equipment and all such equipment is expressly excluded from this warranty.

When the Product is used in conjunction with ancillary or peripheral equipment not supplied by Motorola, Motorola does not warrant the operation of the Product/peripheral combination and Motorola will not honour any warranty claim where the Product is used in such a combination and it is determined by Motorola that there is no fault with the Product. Motorola specifically disclaims any responsibility for any damage, whether or not to Motorola equipment, caused in any way by the use of the Personal Communicator, accessories, software applications and peripherals (specific examples include, but are not limited to: batteries, chargers, adapters, and power supplies) when such accessories, software applications and peripherals are not manufactured and supplied by Motorola.

What is not covered by the warranty

This warranty is not valid if the defects are due to damage, misuse, tampering, neglect or lack of care and in case of alterations or repair carried out by unauthorised persons.

1. Defects or damage resulting from use of the Product in other than its normal and customary manner.
2. Defects or damage from misuse, access to incompatible sources, accident or neglect.
3. Defects or damage from improper testing, operation, maintenance, installation, adjustment, unauthorised software applications or any alteration or modification of any kind.
4. Breakage or damage to antennas unless caused directly by defects in material or workmanship.
5. Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.
6. Defects or damage due to range, coverage, availability, grade of service, or operation of the cellular system by the cellular operator.
7. Defects or damage due to moist, liquid or spills of food.
8. Control unit coil cords in the Product that are stretched or have the modular tab broken.
9. All plastic surfaces and all other externally exposed parts that are scratched or damaged due to customer normal use.
10. Leather cases (which are covered under separate manufacturer's warranties).
11. Products rented on a temporary basis.
12. Periodic maintenance and repair or replacement of parts due to normal wear and tear.

Note: *The talk-time, stand-by time and total life cycle of a Motorola rechargeable battery for your Personal Communicator will depend on usage conditions and network configurations. As a consumable product, the specifications indicate that you should be able to obtain optimum performance for your Motorola Personal Communicator within the first six months from date of purchase and up-to (200) charges.*

The warranty for Motorola rechargeable batteries becomes void if (i) the batteries are charged other than by Motorola approved battery chargers specified for the charging of the battery, (ii) any of the seals on the battery are broken or show evidence of tampering, (iii) the battery is used in equipment or service other than the cellular telephone equipment for which it is specified.

UG.C550.GSM.book Page 103 Wednesday, November 12, 2003 11:06 AM

Index

A

accessories
  connector ports 1
  optional 12
  standard 12
alarm clock 93
alert
  creating 69, 88
  defined 73
  indicators 24, 73
  personalising 88
  setting 73, 74
  volume 88
animation 60
  inserting in message 86
  managing 42
  screen saver 43
  storing 86
  wallpaper 43, 75
application, locking and unlocking 94
Attach Number feature 85

B

backlight 76
barring calls 83
battery
  Battery Save feature 76
  charging 14–15
  extending battery life 15, 76
  installing 13
  level indicator 15, 24, 26
block cursor, defined 30
browser. *See* micro-browser

C

calculator 93
call
  alert profile, setting 73, 74
  answer options 74
  answering 22
  barring 83
  call waiting 85
  cancelling 84
  costs 91
  dialled calls list 84
  dialling 21
  diverting 83
  emergency number 78
  ending 21, 22
  hold 85
  ignoring 84
  making 21
  placing 21

prefix digits, inserting 85
received calls list 84
receiving 22
terminating 84
timers 91
transferring 85
unanswered call 84
call waiting 85
caller ID 84
calling line identification. *See* caller ID
camera
taking pictures 41
viewing pictures 42
car kit
automatic answer 91
categories, phonebook 88
chat 50, 86
clock 23
codes. *See* passwords
colour, display 76
conference call 83
contrast, display 76
cursor 29

D

data call
receive 92
send 92
date, setting 73
datebook 92
default passwords 39
dialled calls list 84
dialling
fixed numbers 90
quick dial numbers 90
service numbers 90
dialling a number 21
display
backlight 76
colour 76
contrast 76
described 23
frozen 20
idle display 23
illustration 23
language 89
resetting 20
zoom setting 77
diverting calls 83
downloading 94
DTMF tones
activating 90
sending 90

E

earpiece 1
volume, adjusting 21
email address, storing in phonebook 54
emergency number 78

end key 1, 27
  functions 22
ending a call 21, 22
Enter Unlock Code message 38, 39

F

fax call
  receive 92
  send 92
fixed dial 90
  storing an entry 54, 56
flashing cursor, defined 29
4-way navigation key 26

G

games 68, 94
GPRS indicator
  displayed 59
GPRS, defined 59

H

hands-free use
  automatic answer 91
headset
  automatic answer 91
hold a call 85

I

idle display, defined 23
ignoring a call 84
incoming call
  cancelling 84
  ignoring 84
  terminating 84
indicators
  alert setting 24, 73
  alert type 24, 73
  battery level 15, 24, 26
  GPRS 24, 59
  menu 23
  message 25
  message waiting 24
  roam 24, 25
  signal strength 24
  silent alert 24, 73
  text entry 25
  transmit 25
  vibrate alert 24, 73
international calls 84
iTAP software
  activating 36
  entering words 32

J

Java applications 63, 94

K

key
  end 1, 22, 27
  4-way navigation 26
  left soft key 1, 27, 89

menu 1, 22, 27
navigation 1, 26
right soft key 1, 27, 89
send 1, 21, 22
volume control 21
keypad
answering calls 74
volume, adjusting 88

L

language, setting 89
left soft key 1
functions 27
personalising 89
lock
application 94
phone 37
SIM card 94
loud ring alert 24, 73

M

making a call 21
master clear 89
master reset 89
Memory is Full! message 51
menu
Browser Menu 60
entering text 29
key 1
language, setting 89
lists 28
navigating 27
personalising 89
rearranging features 89
using features 29
menu indicator
defined 23
illustration 23
menu key 22, 27
message
chat 50, 86
creating 44
deleting 48, 86
locking 48, 86
reading 48, 86
receipts 46
receiving 47
reminders, text message 47
sending 44, 86
voicemail 79
message indicator
defined 25
message waiting indicator
illustration 24
micro-browser
animation 60
Browser Menu 60
browser setup 94
defined 59
functions 60
go back to previous page 60
Java applications 63, 94

picture 60
sound 60
starting 59
using 94
Web sessions 94
microphone 1
MMS, defined 41
MotoMixer 69
mute call 83
my phone number 22
my telephone number 22
my tones 88

N

n character, storing in a number 87
navigation key 1, 26
network settings 92
notepad
defined 84
entering digits 84
number, viewing your own 22
numeric text entry method 36

O

1-touch dial
defined 85
setting preference 88
using 85
optional accessory, defined 12
optional feature, defined 12

P

passwords
changing 39
default 39
if you forget a password 39
pause, storing in a number 87
phone
accessories, optional 12
accessories, standard 12
answer options 74
clear stored information 89
date, setting 73
keypad, answering calls 74
language, setting 89
locking 37
network settings 92
1-touch dial 85
passwords 39
reset all options 89
security code 39
speed dial, using 85
text entry indicator 25
time, setting 73
unlock code 39
unlocking 20, 37
phone number
attaching to prefix digits 85
redialling 78
sending text message to 44
storing in phonebook 54, 56, 87

viewing your own 22
phonebook
categories 88
dialling a number 57, 87
1-touch dial 85
prefix digits, inserting 85
speed dial number 55, 85
speed dial, using 85
storing an entry 54, 56, 87
voice dialling 87
voice name entry 56
picture
inserting in message 86
managing 42
screen saver 43
storing 60, 86
taking 41
wallpaper 43, 75
PIN code
entering 94
PIN code, storing in number 87
postcard 44
predictive text entry
activating 36
entering words 32
profile
setting 73, 74
prompt, storing in a number 87

Q

quick dial 90

R

receipts, text message 46
received calls list 84
receiving a call 22
recent calls 84
redial
busy number 78
reminders
chat message 53
text message 47
resetting display 20
right soft key 1
functions 27
personalising 89
ring alert
volume, adjusting 21
ring and vibrate alert 24, 73
ring. *See* alert
roam indicator
defined 25
illustration 24

S

screen saver 43
security code 39
send key 1, 21, 22
sending a call. *See* making a call
service dial 90
short message 44

shortcuts
creating 89
signal strength indicator
defined 24
illustration 24
silent alert indicator 24, 73
SIM Blocked message 20, 94
SIM card
defined 16
locking 94
precautions 16
SIM Blocked message 20, 94
SIM PIN code
entering 94
soft keys 1
illustration 27
personalising 89
soft ring alert 24, 73
sound
inserting in message 86
storing 60, 86
special characters 87
speed dial 85
changing number 55
symbol text method 34, 35
symbols, entering 34, 35

T

tap method text entry 30
telephone number, viewing your own 22
template 44
text
block cursor 30
character chart 31
entering from keypad 29
entry method, changing 36
entry method, setup 37
flashing cursor 29
iTAP software predictive text entry 32
numeric entry method 36
symbol chart 35
symbol method 34, 35
tap method 30
text entry indicator
defined 25
text message
deleting 48
locking 48
reading 48
receiving 47
reminders 47
sending 44
text method, changing 36
text method, setup 37
Text Msg Menu 49
options 49
themes 58
time, setting 73
timers 91
transfer a call 85

transmit indicator
  defined 25
travel charger, using 14

U

unlock
  application 94
unlock code 37, 39

V

vibrate alert
  indicator 24, 73
  setting 73, 74
voice dial
  dialling a number 57, 87
  recording voice name 56
voice name
  defined 56
  recording 56
voicemail 79
volume
  earpiece 21
  keypad 88
  ring 21
  ringer 88

W

wait, storing in a number 87
wallpaper 43, 75
Web pages 59, 60, 94
Web sessions 94

Z

zoom setting 77