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Copyright and Legal Information

The wireless phone described in this manual is approved for use in GSM 900 and 1800 networks.

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Part number: 8E30-57011-50002 (Edition 2).

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For Your Safety

You should observe and follow the guidelines given in this manual for the safe and efficient use of your phone. Failure to comply with these guidelines and requirements may void your warranty and may invalidate any approvals given to the phone. Please see the Safety Information chapter of this manual before you use the phone.

Warning: Throughout the main body of this manual, text in this format is used to act as a warning. Please read each warning carefully.

Approved Accessories Warning

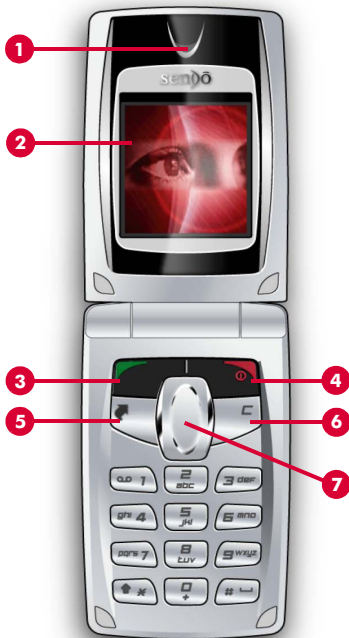
Use only batteries, chargers and accessories approved by Sendo for use with this phone model. The use of any other types may invalidate any warranty applying to the phone, and may be dangerous. For availability of approved accessories, please check with your dealer or visit www.sendo.com.

When you disconnect the power cord of any accessory, grasp and pull the plug, not the cord.

Network Services







A number of features included in this guide are called network services. They are services provided by wireless service providers. Before you can take advantage of any of these network services, you must subscribe to these service(s) from your home wireless service provider and obtain instructions for their use. Some of these network services may not be available when roaming on a network other than your home network.

1 Your phone



Colours and layout shown above may not exactly match the phone supplied.

Layout

- 1 Earpiece**
- 2 Display** – Display indicators, menu options and other information is shown here.
- 3 Left soft key**  – This key performs the function immediately above it on the display.
- 4 Right soft key/Power key**  – A short press of this key performs the function immediately above it on the display. A long press of this key will switch the phone on and off.
- 5 Quick access key**  – The function of this key will vary depending on your network service provider. It provides quick access to a certain function such as messaging.
- 6 Clear key**  – This key erases text or takes you back to your previous step, depending on what you're doing. A long press of this key takes you back to the main screen.
- 7 Navigation keys**   – Used to scroll up and down in menus and features.

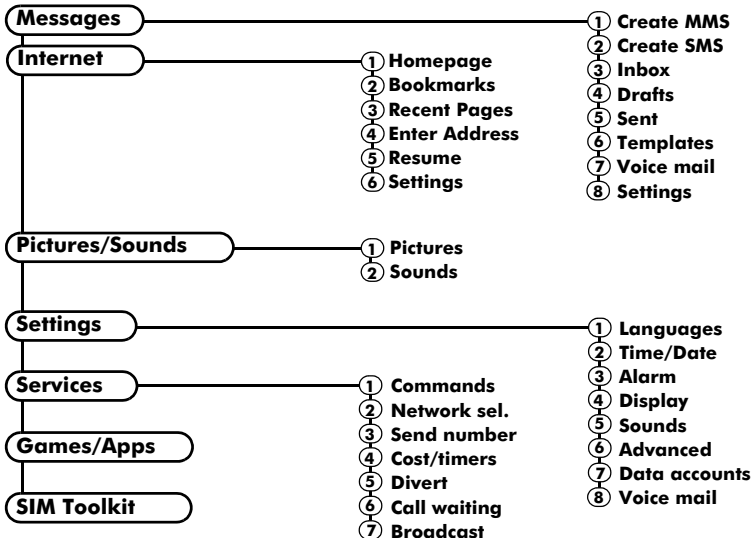


Colours and layout shown above may not exactly match the phone supplied. Also, note that the phone covers cannot be bought separately and are not interchangeable.

External Layout

- 1 **Charger/accessories connector** - Insert the charger connector here. This connector is also used to connect accessories such as a hands-free kit.
- 2 **Wrist/neck strap loop** - Used to attach a wrist strap or neck strap.
- 3 **External Display** - Display indicators, time and date are shown here.
- 4 **External Speaker** - Used to play ringtones, alerts and sounds.

Menus



Available menu items and features will vary by model of phone and network service provider. Please review your phone's menu to determine the menu items and features available on your phone.

Display indicators

Main screen

Indicator	Meaning
	Battery level - low
	...
	Battery level - high
	Battery charging (phone on)
	Battery charging (phone off - external screen only)
	Signal strength - weak
	Signal strength - strong
	GPRS service available
	GPRS service not available (these icons are network dependent)
	New SMS, EMS or MMS message
	New voice mail message (this icon is network dependent)
	Indicates you had a missed call
	All incoming calls are diverted
	Keypad locked
	Silent mode active
	Alarm clock set

Note: The external screen displays white icons. So, for example, a full battery will show as a white bar.






In contacts lists




Indicator	Meaning
	Mobile phone number
	Work phone number
	Home phone number
	Email address
	SIM contact


In messages list

Indicator	Meaning
	Message has not been read (subject text in bold)
	Message has been read (normal subject text)
Yellow icon	MMS (multimedia) message
Blue icon	SMS (text) message



In calls list

Type	Meaning
	Mobile number
	Work number
	Home number
	SIM contact
	Unknown contact






Direction	Meaning
	Incoming call from a number
	Outgoing call to a number
	Missed call from a number

 **Note:** The Type and Direction icons are used together to indicate the number/contact type and the direction of the call.

In lists

Indicator	Meaning
	Shows the option that is currently activated
	Indicates that more information is available. When a line like this is highlighted in features such as the contacts list, the text will scroll automatically to reveal the additional information.

Text entry

Indicator	Meaning
	Multitap text input - lower case
	Multitap text input - upper case
	T9 predictive text input (lower case)
	T9 predictive text input (upper case)
	Numeric mode

Internet

Indicator	Meaning
G	GPRS WAP session
C	GSM WAP session

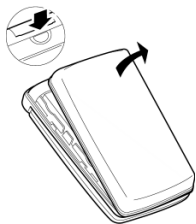
2 Getting started

To use your phone, you must first insert the SIM card supplied by your network service provider, and then charge the battery.

Note: You cannot insert or remove the SIM unless you remove the battery. Always turn your phone off before you remove the battery. To remove the battery, pull the tab on the left side of the battery and lift out.

Removing the back cover

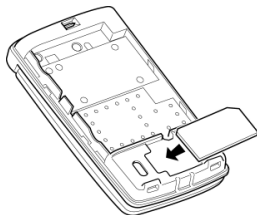
Press the button, on the top of the back cover of the phone, and gently lift the cover off.



Inserting the SIM card

Slide the SIM into place, with the clipped corner on the right, making sure that the

gold-coloured contacts of the card are facing down, touching the contacts of the phone.



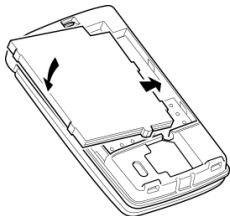
Warning: Keep all SIM cards out of reach of small children. This small part can be swallowed.

Warning: The SIM card is easily damaged by scratches or bending, so be cautious when inserting and removing the card.

Inserting the battery

Insert the battery into the phone, starting with the right side first. Align the tabs on the edge of the battery with the tabs on the edge of the phone. Make sure the gold-coloured contacts

of the battery are touching the contacts on the phone. Push down into place.



If you need to remove the battery, press up on the tabs on the left side of the battery and lift out.

- ❏ **Note:** Always turn your phone off before you remove the battery.

Charging the battery

You must charge the battery for at least 12 hours before using the phone for the first time. After this, the battery will normally take around 2 to 3 hours to charge.

Insert the connector on the charger lead into the connector on the top left of the phone. Plug the charger into a wall socket. When charging commences, an animated charging icon or charger cable icon appears. When the battery is fully charged, a full battery icon will appear and you can disconnect the charger.

- ⚠ **Warning:** Only use chargers designed for use with your M570 and approved by Sendo. Incorrect use of chargers, or use of any other charger, may damage your phone and may invalidate your warranty.

Once you connect the charger, you can switch your phone on. If the battery is completely empty, it may take a few minutes before you can make or receive a call once you plug the phone into a charger.

- ❏ **Note:** When the battery is completely discharged it may take some time for the battery charging icon to appear after you have connected the charger.

Charging and Discharging

Please observe the following notes and precautions regarding the use of batteries and related equipment.

Note

If you remove your battery you will find the phone's label on the back portion of the phone. This label includes information about the phone, such as the model number.

Do not remove the phone's label. In the unlikely event that you ever need to make a warranty claim or seek assistance with respect to use of your phone, you may be asked for this information.

Note

Note that a new battery's full performance is achieved only after two or three complete charge and discharge cycles. The operation times provided are reasonable estimates and may be affected by network conditions, charging and phone usage.

The battery can be charged and discharged hundreds of times, but it will eventually wear out. When the operating time (talk time and standby time) is noticeably shorter than normal, it is time to buy a new battery.

Caution: Only use batteries approved by Sendo and recharge your battery only with the chargers approved by Sendo. When a charger is not in use, disconnect it from the power source. Do not leave the battery connected after the battery indicator shows that the battery is full, or for longer than a single day, since overcharging may shorten its life. If left unused a fully charged battery will discharge itself over time.

For longer operation times, discharge the battery from time to time by leaving your phone switched on until it turns itself off and the battery is fully discharged.

Do not attempt to discharge the battery by any other means.

Use the battery only for its intended purpose.

Never use any charger or battery that is damaged or worn out.

Note

Warning: Do not short circuit the battery. All batteries can cause property damage, injury or burns if a conductive material such as jewellery or keys comes into contact with the exposed terminals. The material may complete an electrical circuit and become quite hot. Exercise care in handling your phone battery. For example, avoid carrying your phone battery loose in a pocket or purse. This product is designed for use with Sendo-approved batteries only. Use of unapproved batteries may be dangerous and may cause damage to the battery or the phone and may void your warranty.


Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, may reduce the capacity and lifetime of the battery. Always try to keep the battery between 15°C and 25°C (59°F and 77°F). A phone with a battery that has been exposed to temperature extremes may temporarily not work, even when the battery is fully charged.



Dispose of the battery properly. Comply with all local laws or regulations in disposing of your battery. Do not dispose of batteries in a fire.




3 The basics

Powering up/down


To switch the phone on, press .

If the phone asks for a PIN code, enter the code that is supplied with the SIM card. The code will be displayed as asterisks. When complete, press , **OK**.


When you switch the phone on for the first time (or after removing the battery) you will also be asked to enter the date (in the format dd/mm/yyyy). When complete, press , **OK**. You will then be asked to enter the time (in 24 hour format). When complete, press , **OK**.



 **Note:** If you make a mistake, use the up and down keys,  and , to move between the characters.




Wait a few seconds while the phone searches for the network. Once the network has been found, the main screen appears and your phone is ready to be used. The main screen shows the network name and two icons giving the signal strength (top right) and battery level (top left).



To switch the phone off, press and hold .

Navigation and scrolling

To enter the main menu on your phone, press , **Menu** from the main screen.

You can scroll through menus using the up and down keys,  and . When you find the menu option that you are looking for,




press , **Select** to activate. Press , **Back** or  to return to the previous level.

When scrolling in menus or messages, continue to hold  or  to increase the scrolling speed.

My number



Your phone number is stored on your SIM card and should be stated in the documentation that came with the card.

If you need to remind yourself of your number, try calling another phone and make a note of the number. Alternatively, contact your network service provider.

Your number may also be available through the My number feature. Press , **Contacts** from the main screen and select the **My number** option. Select **Consult**, press , **Options** and select **Details** to display your phone number (press  to return to previous screens).

Screensaver

A screensaver is a picture that is displayed when the phone is open and has been idle for a certain amount of time.

 **Note:** When the screensaver is displayed, press  to return to normal display.

To modify the screensaver settings, see the *Display settings* section on Page 61.

Power save

To get better battery performance, when your phone is open it will automatically switch to power save mode after it has been idle for a certain amount of time. In this mode, the screen will go blank and the backlight will be switched off.

- **Note:** When the power save mode is active, press any key to return to normal display. If your screensaver is active as well, you will have to press .

SIM Toolkit

Your network service provider may offer some special services or applications. The name of the menu may change to indicate the type of service, for example “*Information*”.

For more details, please contact your network service provider.

Shortcuts

Shortcuts to some useful features such as your contacts list and calls list:


Shortcut	Description
Contacts list	Press from the main screen to access your contacts list. From here you can call, save and send messages to any of the entries.


Shortcut	Description
Calls list	Press from the main screen to access the calls list. From here you can call, save and send messages to any of the entries.
Keypad lock	To lock/unlock the keypad, press , then from the main screen. The locked symbol, , is displayed on the main screen and external screen when the phone is locked.
Silent mode	To enter/exit silent mode press then from the main screen. The silent symbol, , is displayed on the main screen and external screen when the phone is in silent mode. Note: <ul style="list-style-type: none"> ◆ If the vibrate function is on, the phone will still vibrate whilst in silent mode. ◆ If the phone is switched off, silent mode is cancelled.
Silence ringtone	If you can't answer a call, but you don't want to reject it, press to silence the ringtone.
Scrolling	When scrolling in menus or messages, continue to hold or to increase the scrolling speed.
Language	If the phone language is changed by mistake, press and hold from the main screen to display the language list. Scroll to the language you want (using and) and press .


4 Calls


Making a call


Dialling a number

- 1 Key in the area code and number that you want to call, then press , *Call* to dial.



If you make a mistake, press  to delete a single number.

To delete the entire number and return to the main screen, press and hold .


- 2 **Tip:** Press and hold  until the letter **p** appears to insert a pause of 3 seconds.

- 2 To end the call, press , *End*.

Making an international call







- 1 Press and hold  until the plus sign "+" is displayed. This replaces the international access code.
- 2 Enter the country code, area code, and phone number.
- 3 Press , *Call* to dial.

Making an emergency call

- 1 Key in the emergency number for your present location (e.g. 999, 911, 112 or other official emergency number). Emergency numbers vary by location.
 - 2 Press , *Call* to dial.
- Warning:** To make an emergency call, the phone must be switched on, open, properly charged and used in a service

area with adequate signal strength. Also, emergency calls may not be possible when certain network services or phone features are in use. Do not rely on your mobile phone as your only method of emergency communications.

Making calls from the contacts list

- 1 Press  from the main screen to access your contacts list. You can also press , *Contacts* then select the *Search* option.
- 2 Type in the first letter(s) of the name or scroll (using  and ) to the contact that you want.
- 3 Press , *Call* to dial. If the selected contact has more than one phone number stored, e.g. *Mobile, Work, Home*, scroll to the number you want in the list displayed, and press , *Call* to call the number. The favourite number for the contact is highlighted first.

For more information about creating and using your contacts list, see the *Contacts* chapter on Page 38.

Speed dialling

This feature allows you to dial a number simply by pressing and holding a single key.

► To make a call using speed dial

- 1 From the main screen, press and hold the number key assigned to the contact you want to call.

- **Note:** If the contact has more than one phone number stored, e.g. *Mobile*, *Work*, *Home*, the favourite number is called.

For information about creating and deleting speed dials, see the *Contacts* chapter on Page 38.

Making a call from the calls list

The phone stores a list of your recent incoming, outgoing and missed calls.

▶ To dial a number from the calls list

- 1 Press to access the list from the main screen. Scroll and find the entry that you want and press , *Call* to dial.

For information about the calls list, see the *Using the calls list* section on Page 13.

Answering a call

To answer a call the phone must be open.

To accept a call press , *Accept*.

To reject a call, press , *Reject*.

You can set up your phone so that any call is automatically answered when you open the phone. For details, see the *Active flip* setting on Page 63.

- **Note:** If you can't answer a call, but you don't want to reject it, press to silence the ringtone.

Call waiting

This feature means you are informed of a second incoming call by an audible melody in the earpiece.

- **Note:** Please refer to the *Call waiting* section on Page 68 for more information on how to activate call waiting.

Press , *Reject* to reject the second call.

Press , *Accept* to put the current call on hold and activate the second call.


To end the active call and return to the held call, press , *End*.


To switch between calls, press , *Options* and then select the *Swap* option.


In the main screen, the active call is shown using the icon and the call on hold is shown using the icon.

- **Note:** Your network may not support call waiting or may require you to subscribe to this feature. If you do not have call waiting or are roaming on another network, accepting a second call will end the first call (or you simply may not be able to accept another call). You will not be able to switch between calls.


Conference calls

This feature allows you to connect all parties when you have accepted two incoming calls. During the call, press , *Options* and select *Conference* to connect the callers.

To end the call, press , *End*.



 **Note:** Conference calls is a network service. You may have to subscribe to this service and it may not be available when roaming. Check with your network service provider for details.

In-call options

When you are in a call, you can press , *Options*. The possible menu options are listed below.

Select this	To
<i>Contacts</i>	Access your contacts list.
<i>Hold/Unhold</i>	Put the active call on hold/reactivate the held call.
<i>Mute/Unmute</i>	Switch the microphone off/on.
<i>Send message</i>	Send a text message.
<i>Swap</i>	Swap between the current call and the call on hold.
<i>Conference</i>	Connect all current callers.
<i>SIMToolkit</i>	Access the SIM Toolkit.
<i>End all</i>	End all calls.

Adjusting the volume






The earpiece volume can be adjusted during a call. Press  to make the speech louder and  to make it quieter.


Using the calls list

The phone stores a list of your recent incoming, outgoing and missed calls.



The list stores up to 30 entries. If a number is stored in your contacts list, the contact name is displayed.

Type and Direction icons on the left of the screen indicate the type of number/contact and the direction of the call:

-  Mobile number
-  Work number
-  Home number
-  SIM contact
-  Unknown contact
- ▶ Incoming call from a number
- ◀ Outgoing call to a number
- × Missed call from a number

For example, ▶ indicates an incoming call from a work number stored in your contacts.

Making a call from the calls list

Press  to access the list. Scroll and find the entry that you want and press , *Call* to dial.

Calls list options

When you have highlighted an entry in the calls list, press , *Options* to display the menu options listed below.

Select this	To
-------------	----

<i>Save no.</i>	Save the number to your contacts list.
-----------------	--

<i>Send message</i>	Send a text message or MMS message directly to this entry.
---------------------	--

<i>Details</i>	View the details for this entry.
----------------	----------------------------------

<i>Delete</i>	Delete this entry.
---------------	--------------------

<i>Delete all</i>	Delete all entries in the calls list.
-------------------	---------------------------------------

5 Messages

This chapter shows you how to create, send, receive, and manage different types of messages:

Text messages

Simple and special text messages. See the *Text messages* section below.


MMS messages

Multimedia (MMS) messages that can contain text, pictures, and sounds. See the *MMS messages* section on Page 19.

Voicemail messages

Voice messages from your voice mailbox. See the *Calling your voice mail* section on Page 26.

For information on using predictive text and multitap text input methods, see the *Entering text, numbers and symbols* section on Page 24 .


-  **Note:** The contents of the *Messages* menu may vary by network service provider. Please review your phone's menu to determine the menu items and features available on your phone.

Using Messages

When you select *Messages* from the main menu, a list of options is displayed.

At the top of the list are the *Create* options, which provide a shortcut to sending an SMS or MMS message.

The rest of the list shows the default Messages folders:

-  **Note:** The number of messages that can be stored depends on the size of each message.

Inbox

Contains received SMS and MMS messages.

Drafts

Stores messages you have created and saved.

Sent

Stores messages sent from your phone.


Templates


Stores a set of SMS and MMS templates that you can use to generate a new message.




Text messages




You can send and receive text messages to/from any compatible phone. See the *Compatible formats* section on Page 18 for details of the types of text message you can send and receive.




Reading a text message

When you receive a text message, the envelope  icon is displayed at the top of the main screen.

- Press , *Read* to display the new message directly from the main screen.

If you have received more than one message, the *Inbox* is displayed. Scroll to the message using the  and  keys and then press , *Select*.

To read old messages select *Inbox* from the *Messages* menu. Scroll to the message using the  and  keys and then press , *Select*.

- 2 The message is displayed including any ringtones, pictures, logos, icons, animations or sounds. Use the  and  keys to scroll through the message.
 - **Note:** Sounds cannot be saved from a text message and are played once, when the message is opened.
- 3 Press  *Options* to access the message options listed below:


Select this To




- | | |
|---------------------|---|
| <i>Delete</i> | Remove the message. |
| <i>Reply</i> | Send a text message to the sender. |
| <i>Call</i> | Call the sender. Alternatively if there is a number in the message, highlight it and select this option to call the number. |
| <i>Save no.</i> | Add the sender's phone number to your contacts list. |
| <i>Save picture</i> | Save a picture which appears in the incoming message. The picture is stored in your <i>Pictures</i> list. See the <i>Pictures</i> section on Page 56 for more details. <ul style="list-style-type: none"> ➤ Note: This option is only displayed if a picture is included in the message and you are allowed to save it. |


Select this To


- | | |
|----------------------|--|
| <i>Save ringtone</i> | Save a ringtone which has been sent with the incoming message. The ringtone is stored in your <i>Sounds</i> list. See the <i>Sounds</i> section on Page 58 for more details. <ul style="list-style-type: none"> ➤ Note: This option is only displayed if a ringtone is included in the message and you are allowed to save it. |
| <i>Time/date</i> | Display the date and time of the message. <ul style="list-style-type: none"> ➤ Note: If this option is not displayed, the date and time information will be contained in the message. |
| <i>Forward</i> | Send the message to someone else. <ul style="list-style-type: none"> ➤ Note: You may be prevented from sending items that are copy protected. |

Sending a text message



- ▶ To send a text message from *Messages*
 - 1 Enter the *Messages* menu and select the *Create SMS* option.
 - 2 Write your message using the numeric keypad. See the *Entering text, numbers and symbols* section on Page 24 for details of entering text. When you have finished, press , *Send*.

- ?** **Tip:** You can save messages to your *Drafts* folder to send later. Press , *Options* and select the *Save* option.
- 3** Enter the destination phone number, or press , *Contacts* and select a name and number from your contacts list.
- +** **Note:** If you reply to a message, you do not have to re-enter the number. This is done automatically.
- 4** Press , *Send* to send the message.
- +** **Note:** You can save messages you send to others in your *Sent* folder (if you have sufficient memory remaining). See the *SMS and MMS settings* section on Page 27 for details.
- ▶ To send a text message from contacts**

 - 1** Scroll to a contact in the contacts list, press , *Options* and select *Send message* then *SMS*.
 - 2** Enter your message and send it in the normal way. The favourite number for the contact will be used for the message - you can change this if you need to.
- ▶ To send a text message from the main screen**


 - 1** Enter the phone number you want to send a text message to.
 - 2** Press , *Options* and select *Send message* then *SMS*.

▶ To send a text message from the calls list



- 1** Press the up key  from the main screen to access the calls list.
- 2** Scroll to an entry in the calls list, press , *Options* and select *Send message* then *SMS*.

Sending ringtones, pictures and more

You can send ringtones, simple pictures, sounds, and contacts in your text messages to compatible phones. See the *Compatible formats* section on Page 18 for details of the types of text message you can send and receive.



From the message screen, select *Options*  and select the relevant option:


Select this To


Add picture Add a picture. Scroll to the picture you want to insert into the message. Press  *Select* to display the picture, and then press  *Add* to add it to your message.


- +** **Note:** Unlike MMS messages, you can only send simple pictures in text messages. Only compatible pictures will be shown here.

Select this To

Add contact Add a contact. Scroll to the contact you want to insert into the message. Press  **Select** to display the contact information, and then press  **Add** to add it to your message. The contact information is added as text (name and number) to your message.

Add ringtone Add a ringtone. Scroll to the ringtone to insert into the message and press  **Add**.


Add sound Add a sound. Scroll to the sound to insert into the message and press  **Add**.

 **Note:** You may be prevented from sending items that are copy protected.

Compatible formats

You can send and receive text messages of up to 160 characters to any compatible phone. This is known as an SMS (Short Message Service) message and is supported by almost all mobile phones.

If a text message you send or receive is any longer than 160 characters, it is automatically broken down into several small messages, which are joined together as one message when all of the small messages have been received.

 **Note:** When you send a long text message, if the phone receiving the messages does not support this feature,

then the messages are received separately and may not be in the correct order.

You can also send and receive special text messages that can contain ringtones, contacts or simple messaging pictures, logos, icons, animations or sounds. These text messages are often referred to as EMS (Enhanced Messaging Service) messages or Smart messages. Your Sendo M570 phone can send SMS and EMS messages and receive SMS, EMS and Smart Messaging messages.

Any phone you send an EMS item to, must support EMS messages. If SMS only is supported, only the text content will be received by the other user.

The table below lists the compatible formats for EMS and Smart Messaging items supported by the M570.

Item	Format
Ringtone	EMS (send and receive): sp-midi polyphonic ringtones, plus i-melody monophonic ringtones. Smart Messaging (receive only): Standard Smart Messaging monophonic format only.
Picture Logo Icon	EMS (send and receive): All bitmap formats (black and white, greyscale, colour) supported. Smart Messaging (receive only): Logos and icons only.

Item	Format
Animation	EMS only (send and receive): Standard EMS animations.
Sound	EMS only (send and receive): Standard EMS sounds.

- **Note:** You may be prevented from sending items that are copy protected.

MMS messages

You can send and receive MMS (multimedia) messages to/from other mobile phones or Email addresses. MMS messages are text messages which can contain pictures (photos, graphics, animations, etc) and sounds (alerts, ringtones, etc). The M570 supports all standard MMS formats.

- **Note:** The maximum message size supported by the M570 phone is 100KB. However, this may be limited further by your network. Contact your network service provider for details.

MMS connection

Before you can begin sending and receiving MMS messages you must have set up GPRS connections for MMS messaging. These settings may have already been configured on your phone by your network service provider. Simply try sending an MMS message or check with your network service provider for details.

- **Note:** You need GPRS and MMS enabled for your SIM card, to send and receive MMS messages. Contact your network service provider for information.

If your phone is not configured already, the fastest and easiest way to do this is to visit:


<http://www.sendo.com/config>


to automatically configure your settings. The Sento Easy Configurator sends an SMS message to your phone containing the settings you require. Alternatively, you can ask your network service provider to send you this information (if available).




See the *SMS and MMS settings* section on Page 27 for details of how to configure your phone's GPRS connection settings for MMS messaging.




- **Note:** Your network service provider can tell you what MMS services are available, and what charges may apply.



Reading an MMS message

When you receive an MMS message, the envelope  icon is displayed at the top of the main screen:


- 1 Press , *Read* to display the new message directly from the main screen.

If you have received more than one message, the *Inbox* is displayed. Scroll to the message using the  and  keys and then press , *Select*.




To read old messages select **Inbox** from the **Messages** menu. Scroll to the message using the  and  keys and then press , **Select**.

- 2 The message is now downloaded to your phone and the message information is displayed (**From**, **Date**, etc.). To view the message, press , **Play**.
- 3 The message is now displayed, including any pictures and sounds. Once all slides in the message have been displayed, you can press , **Options** to access the message options listed below:

Select this To

- Delete** Remove the message.
- Reply** Send an MMS message to the sender.
- Reply to all** Send an MMS message to the sender and all recipients.
-  **Note:** Additional costs may be incurred by selecting more than one recipient. Check with your network service provider for details.
- Play** Play the message slides.
- Call** Call the sender. Alternatively if there is a number in the message, highlight it and select this option to call the number.
- Save no.** Add the sender's phone number to your contacts list.

Select this To

- Next slide** Go to the next slide.
- Previous slide** Go to the previous slide.
- Save picture** Save a picture which appears in the incoming message. The picture is stored in your **Pictures** list. See the **Pictures** section on Page 56 for more details.
-  **Note:** This option is only displayed if a picture is included in the message and you are allowed to save it.
- Save sound** Save a sound or ringtone which has been sent with the incoming message. The sound is stored in your **Sounds** list. See the **Sounds** section on Page 58 for more details.
-  **Note:** This option is only displayed if a sound or ringtone is included in the message and you are allowed to save it.
- Close** Close the message.
- Forward** Send the message to someone else.
-  **Note:** You may be prevented from sending items that are copy protected.
-


Sending an MMS message

▶ To send an MMS message from Messages

- 1 Enter the *Messages* menu and select the *Create MMS* option.
- 2 An MMS message consists of slides or pages. When you start a new message, you will be on the first slide.

Write your message using the numeric keypad. See the *Entering text, numbers and symbols* section on Page 24 for details of entering text.

As you add more text and multimedia items, you will add more slides - see below.

- ▶ **Note:** You can only have one picture and one sound per slide. If you add another picture or sound, a new slide will be created and the item added.
- 3 Press *Options*  to display the following:

















Select this	To
<i>Add picture</i> *	Insert a picture, stored in the phone, into the message.
<i>Add sound</i> *	Insert a sound, stored in the phone, into the message.
<i>Text colour</i>	Select the text colour for all slides.
<i>Delete slide</i>	Delete the current slide.
<i>Add slide</i>	Add a new slide to the message.





Select this	To
<i>Save</i>	Save the current message to your <i>Drafts</i> folder.
<i>Save as template</i>	Save the current message to your <i>Templates</i> folder.
<i>Preview</i>	Preview the MMS message.
<i>Slide timing</i>	Set a timing for this slide. This defines how long the slide will be displayed for when the message is received.
<i>Background colour</i>	Select the background colour for all slides.
<i>Next slide</i>	Go to the next slide.
<i>Previous slide</i>	Go to the previous slide.

- ▶ **Note:** You may be prevented from sending items that are copy protected.

As you add text, multimedia items and slides, the size of the message can be checked using the counter in the top right of the screen. This displays the size of the message in KB (Kilo Bytes) and the slide information (e.g. 1/2 denotes slide 1 of 2).


- ▶ **Note:** The maximum message size supported by the M570 phone is 100KB. However, this may be limited further by your network. Contact your network service provider for details.

- ?** **Tip:** You can remove multimedia items from the message by simply highlighting the item and pressing .
- 4** When you have finished your message, press , **Send**. The message sending options are displayed.
- Note:** You can save messages you send to others in your **Sent** folder (if you have sufficient memory remaining). See the **MMS settings** section on Page 27 for details.
- 5** With the **To:** field highlighted, press , **Select**. Enter the phone number or Email address of the person you want to send the message to, using the numeric keypad. If the person's details are stored in your contacts list, press , **Contacts** and select a name and number or Email address from your contacts list. You can enter up to 20 numbers or Email addresses, by repeatedly selecting the **To:** field and then the **Add recipient** option.
- Note:** If you reply to a message, you do not have to re-enter the number. This is done automatically.
- Note:** Additional costs may be incurred by selecting more than one recipient. Check with your network service provider for details.
- 6** If you would like to copy the message to someone, press the down  key to move to the **Cc:** field and press , **Select**. Enter the details for the person you would like to copy the message to. Again, you can enter up to 20 numbers and Email addresses.
- 7** Press the down  key to move to the **Subject:** field and press , **Select**. Enter a subject for the message.
- 8** If you would like to be notified when your message has been read, press the down  key to move to the **Read report** field and press , **Select**. Scroll to the **On** option and press , **Select**.
- 9** If you would like to be notified when your message has been sent, press the down  key to move to the **Delivery report** field and press , **Select**. Scroll to the **On** option and press , **Select**.
- 10** When your message is complete, press , **Send** to send the message.
- ▶ To send an MMS message from contacts**
- 1** Scroll to a contact in the contacts list, press , **Options** and select **Send message** then **MMS**.
- 2** Enter your message and send it in the normal way. The favourite number for the contact will be used for the message - you can change this if you need to.
- ▶ To send an MMS message from the main screen**
- 1** Enter the phone number you want to send an MMS message to.

- 2 Press , *Options* and select *Send message* then *MMS*.
- ▶ To send an MMS message from the calls list
 - 1 Press the up key  from the main screen to access the calls list.
 - 2 Scroll to an entry in the calls list, press , *Options* and select *Send message* then *MMS*.
- ▶ To send an MMS message from the pictures and sounds lists
 - 1 Select *Pictures / Sounds* from the main menu, and select the *Pictures* or *Sounds* option to display the pictures or sounds list.
 - 2 Scroll to the item you want to send, press , *Options* and select the *Send MMS* option.

Using templates

To save time, you can generate a text message or MMS message from a template - a standard message from your phone's memory.


- ▶ To create a message using a template
 - 1 From the main *Messages* menu, select the *Templates* folder.
 - 2 The list of current templates is displayed. Scroll to the template you want to use and press , *Select*.
 - 3 A new SMS or MMS message is created using the template. You can now change

the message, save it and/or send it in the normal way.

- ▶ To create an MMS template
 - 1 From the main *Messages* menu, select the *Create MMS* option.
 - 2 Enter the message details in the normal way. When you have finished your template, press , *Options* and select the *Save as template* option.

Sorting and deleting messages

Each folder in the *Messages* menu allows you to sort and delete messages.

- ▶ To sort messages
 - 1 Whilst in a folder, press , *Options* and select the *Sort* option.
 - 2 Select one of the following:

By date

Sort the messages in date order (most recent first).

By type

Sort the messages in type order (MMS then SMS).



By sender

Sort the messages in alphabetical order of sender. This option is only available in the *Inbox* folder.

By receiver

Sort the messages in alphabetical order of receiver. This option is only available in the *Sent* folder.

► To delete messages

- 1 Whilst in a message or a folder, press  or , *Options* and select one of the following delete options:

Delete






Delete this message only.


Delete all


Delete all messages from the folder.

Entering text, numbers and symbols

You can enter text, numbers and symbols in a number of ways. The current input mode is indicated at the bottom of the screen by one of these icons:



-  Multitap text input - lower case
-  Multitap text input - upper case
-  Numeric mode
-  T9 predictive text input (lower case)
-  T9 predictive text input (upper case)

You can switch between Multitap, numeric and predictive text modes by repeatedly pressing .

-  **Note:** When you select a field that requires text or numeric entry, the phone automatically changes to the appropriate input mode.


The table below lists the characters associated with each key on the numeric keypad:

Key	List of characters available
1	1 . , @ ' ? ! " : ; & i
2	a b c 2 ã ä å æ ç
3	d e f 3 é ê
4	g h i 4 i
5	j k l 5
6	m n o 6 ñ ò ó ø
7	p q r s 7 ß
8	t u v 8 ù ú
9	w x y z 9
0	0 (numeric mode only)
#	Space (short press)

-  **Tip:** For all input modes, a long press on  displays a table showing all the symbols available. See the *Entering symbols* section below for details.

Multitap standard text input

When you are in Multitap mode (sometimes called multipress mode), you enter a letter by pressing the number key on which the letter is printed. Press the key repeatedly until the required character is displayed. If you pass the character you want, keep pressing the key to scroll through all the characters again.

For example, to enter the letter "r" press  three times.

If a word you are entering contains two consecutive letters which are located on the same key, enter the first one and then wait for

the cursor to reappear before entering the second.

Also, you will notice that some intelligent features are built in. For example, when entering the first word in a sentence, the text input mode changes automatically from upper case to lower case after the first letter.

Some punctuation marks (including full stops, hyphens and apostrophes) are available on . Alternatively, press and hold to pick a symbol to insert from the character table (see the *Entering symbols* section below).

When you have finished entering a word, press to enter a space and move on to the next word.

For example, to enter the name "Ross" when you are in lower case mode:

- 1 Press to enter upper case mode,
- 2 Press three times, to display "R", you will then return to lower case mode.
- 3 Press three times, to display "o".
- 4 Press four times, to display "s". Now pause slightly until the cursor reappears.
- 5 Then press four times, to display "s".

Predictive text input

To save time when you are writing a text message or MMS message, your phone has a built-in dictionary feature which uses the letters that you are typing to complete the word.

This input method allows you to simply press each key once. For example, to write the name "Ross", press , then , then , then just once each.

The word may change as you type, but don't worry about what is on the screen until you have finished the word. Sometimes different words share the same sequence of key presses. If the finished word is wrong, press to scroll through other possibilities. If the word that you are looking for is still not there, press repeatedly to change the text mode to or and enter the word again.

After you have completed a word, press the space key to enter a space and move on to the next word. Press and hold to pick a symbol to insert from the character table (see the *Entering symbols* section below).

Some intelligent punctuation (including full stops, hyphens and apostrophes) are also available on . The punctuation mark is completed when you enter the next keystroke.

Entering numbers

To enter a number in upper case or lower case text input mode, simply press the number key repeatedly until the number is displayed.

To enter a number in predictive text input mode, press the number key and then scroll through the characters (by pressing) until the number is displayed.

If you have multiple numbers to enter, it is often more convenient to use the numeric input mode. Press **[*#]** repeatedly to change the mode to **[123]**. Now whenever you press any of the number keys, only the number is entered.

Entering symbols

For all input modes, a long press on **[#*]** displays a table, similar to the one below, showing all the symbols available to you:

.	,	-	!	?	@	()	:
&	'	"	/	_	;	\$	%	+
*	=	<	>	#	£	¥	Δ	□
§	Γ	ι	θ	Λ	≡	Π	Σ	Φ
Ψ	Ω	ζ	ι	à	ä	â	æ	ç
é	è	À	A	É	ò	ñ	Æ	€
[]	{	}	\		~	^	
1	2	3	4	5	6	7	8	9

► To enter a symbol:

- 1 Use the **[↶]** and **[↷]** keys to scroll to the row containing the symbol you want.
- 2 Press the numeric key (**[00 1]** to **[9 999]**) to select the symbol.

Calling your voice mail

You can access your voice mailbox by doing one of the following:

- ▶ **Note:** Voice mail is a network service. You may have to subscribe to this service and it may not be available when roaming. Check with your network service provider for details.
- ♦ When you have a new message in your voice mailbox, your phone displays either the voice mail icon **[📞]** in the main screen or a text message sent from the network. This depends on your network service provider. From the main screen press **[📞]**, **Call** (if available) to call your voice mailbox or **[📞]** to cancel the message.
- ♦ From the main screen press and hold **[00 1]**.
- ♦ Select the **Voice mail** option from the **Messages** menu.

If the phone asks for the voice mailbox number, enter it and press **[📞]**, **Call**. The number can be obtained from your network service provider.

To enter/change a voice mailbox number, you can also select the **Voice mail** option from the **Settings** menu. See the **Voice mail** section on Page 65 for more details.

SMS and MMS settings

Select the *Settings* option from the main *Messages* menu.

SMS settings

This menu provides the following settings for SMS messaging:

Select this To

Status report Set whether or not you want to be informed when your correspondent has received your text message.

Save sent Save all sent text messages to the *Sent* folder (On).

Centre number Enter or change the service centre number for text messaging.

Characters Choose whether you want to enter text in *GSM* (Latin characters) or *Unicode* (Non Latin characters) mode. Unicode characters take up more room on your phone so the length of a standard text message is restricted to half the usual number of characters.

MMS settings


This menu provides settings for MMS messaging. These settings may have already been configured on your phone by your network service provider. If your phone is not configured already, the fastest and easiest way to do this is to visit:

<http://www.sendo.com/config>

to automatically configure your settings. The Sendo Easy Configurator sends an SMS message to your phone containing the settings you require. Alternatively, you can ask your network service provider to send you this information (if available).

MMS settings are grouped into profiles. A profile is a collection of settings for MMS messaging. You can create up to 5 MMS profiles on your phone.

This menu provides the following settings:

 **Note:** Some of these settings may not be required for your network. Contact your network service provider for details.

Select profile

Select the current profile.

Rename profile

Rename the current profile.

Sending

Allows you to set the MMS sending options:

Select this To

Validity period Set a maximum amount of time allowed for a message to reach a recipient. If the recipient cannot be reached within the time, the message is removed from the message service centre.

Read report Select whether or not you want to be notified when your messages have been read.

Select this	To
<i>Delivery report</i>	Select whether or not you want to be notified when your messages have been sent.
<i>Priority</i>	Select the priority setting for MMS messages.
<i>Show number</i>	Select whether or not you want to show your phone number (<i>Yes</i>) or hide it (<i>No</i>) when sending MMS messages.
<i>Save sent</i>	Select whether or not you want to automatically save sent messages to your <i>Sent</i> folder.
<i>Slide timing</i>	Set the default slide timing for MMS messages you send.
<i>Delivery time</i>	Set the default time before MMS messages are sent. Note that a message is always sent to the service centre immediately and is then delayed for the specified time before being sent on to the recipient.

Retrieval mode

Allows you to set the MMS receiving options:



Select this	To
<i>Home network</i>	Select how you want to retrieve MMS messages when you're on your home network: <i>Automatic</i> - Always retrieve messages immediately. <i>Always ask</i> - Always ask before retrieving messages.
<i>Roaming network</i>	Select how you want to retrieve MMS messages when you're on a roaming network: <i>Automatic</i> - Always retrieve messages immediately. <i>Always ask</i> - Always ask before retrieving messages. <i>Restricted</i> - Never retrieve messages (whilst roaming) until you return to your home network.
<i>Send read report</i>	Select whether you want to <i>Always</i> send read reports when you read MMS messages, or only <i>On request</i> or <i>Never</i> .
<i>Del. Rep. allowed</i>	Select whether you want to send delivery reports (<i>Yes</i>) when you receive MMS messages.

MMSC

Enter the web address (URL) of your MMS message centre.

Network

Allows you to set the MMS network options:

Select this	To
<i>Connection type</i>	Select the MMS connection type: <i>Temporary</i> , or <i>Permanent</i> .
<i>Data account</i>	Select the data account to use for MMS messaging. See the <i>Data accounts</i> section on Page 64 for details on data accounts.  Note: The data account used must be an MMS data account.
<i>WAP gateway</i>	Set the IP address of the WAP gateway used for MMS messaging.  Note: An IP address is made up of 4 groups of numbers (maximum of 3 numbers per group). If any of the groups only has 1 or 2 numbers then you must enter a zero, or zeros, ahead of the existing numbers to make the group up to 3. You can get the IP address from your network service provider.
<i>Login</i>	Enter the gateway login name.
<i>Password</i>	Enter the gateway password.
<i>Secure port</i>	Enter the gateway port number for secure connections.

6 Internet

Your M570 phone is provided with an internet WAP browser. This provides you with access to internet sites with WAP content only. Contact your network service provider for information about what WAP services are available, tariffs, and how to use the services provided.

When you select *Internet* from the main menu, the following options are displayed:

Home


Go to your homepage. Note that the title of this option will reflect the title of your homepage.

- **Note:** If there is no default homepage defined on your phone, see the *Setting your homepage* section on Page 31.

Bookmarks

Store the addresses of your favourite websites, so that you can access them quickly.

Recent Pages

Display a list of recently visited pages. Press , *Go to* to go to the highlighted page.

Enter Address

Enter a WAP address (URL) to go to.

Resume

Resume the previous internet connection.




Settings


Enter all the information you need to connect to the internet.

- **Note:** Your phone may already have all the settings required to use the internet. If not, you must enter the settings required before you can start browsing. See the *Settings* section on Page 32 for details.

Connecting to an internet page

To begin browsing the internet, select one of the following options from the *Internet* menu:


- ◆ Select *Home*.
- ◆ Select *Bookmarks*, scroll to a bookmark and press , *Select*.
- ◆ Select *Recent Pages*, scroll to a page and press , *OK*.
- ◆ Select *Enter Address*, enter a WAP site address (URL) and press , *OK*.

- **Note:** Once you press *Select* or *OK*, if you press and hold , the internet connection will be cancelled.



Downloading

You can download compatible pictures and ringtones to your phone as well as Java games and applications. See the *Pictures / Sounds* chapter on Page 56 for details of downloading pictures and ringtones and see the *Java* chapter on Page 54 for details of downloading Java games and applications.


In browser options

While you are using the internet, press , **Options** to access the menu options listed below:


Select this To


- Page options** This option on the menu will change depending on the website you are viewing. For example, if there is a search option on the page, this item in the menu could be **Search**.
- Homepage** Return you to the homepage. Note that the title of this option will reflect the title of your homepage.
- Back** Move back to the last screen visited.
- Forward** Move forward to a screen you have previously visited in the session.
- Recent Pages** Display a list of recently visited pages. Press , **Go to** to go to the highlighted page.
- Refresh** Reload the page you are currently using. Any updates to the page are displayed.
- Bookmarks** Display your bookmarks. Press , **Select** to go to the highlighted bookmark.
- Enter Address** Enter a new address (URL) to display.
- Empty cache** Clear the phone memory of recently accessed WAP pages.

Select this To

- Save as homepage** Save the URL of the current page as your homepage.
- Exit** Close the WAP session and returns to the main menu.
- Tip:** You can also press and hold  to close a WAP session.
- Settings** Go to the internet **Settings** menu. See the internet **Settings** section on Page 32 for details.
- Save as** Download the highlighted object to your phone. You can change the filename if you wish.
-

Setting your homepage

To specify your homepage select **Settings** from the **Internet** menu. Scroll to the **Edit homepage** option and press , **Select**.




Now enter the URL (WAP address) and press , **OK**. The homepage is saved.

Note: Some network service providers do not allow users to specify their own homepage. Contact your service provider for more details.

Bookmarks



Use the **Bookmarks** menu to save WAP addresses, giving you quick access to your favourite sites.

▶ **To create a bookmark from the *Internet* menu**






- 1 Select the **Bookmarks** option from the **Internet** menu and then select **Add Bookmark**.
- 2 Enter the **Title** and WAP **Address**, and press , **OK** (use the  and  keys to scroll between **Title** and **Address**).

The bookmark title now appears in your list.

▶ **To create a bookmark in the browser**

- 1 While you are using the internet, press , **Options** and select **Bookmarks**.
- 2 Scroll to the **Add Bookmark** option and press , **Select**. This will add the current WAP page address to your list.




▶ **To edit a bookmark**

- 1 Select the **Bookmarks** option from the **Internet** menu.
- 2 Scroll to the bookmark to edit and press , **Options**. Scroll to the **Edit** option and press , **Select**.
- 3 Change the title or URL and then press , **OK** (use the  and  keys to scroll between **Title** and **Address**).

The bookmark is updated.

▶ **To delete a bookmark**

- 1 Select the **Bookmarks** option from the **Internet** menu.

- 2 Scroll to the bookmark to delete and press , **Options**. Scroll to the **Delete** option and press , **Select**. Press , **OK** to confirm.

The bookmark is deleted.

Settings

This menu provides settings for internet access. These settings may have already been configured on your phone by your network service provider. If your phone is not configured already, the fastest and easiest way to do this is to visit:

<http://www.sendo.com/config>

to automatically configure your settings. The Sendo Easy Configurator sends an SMS message to your phone containing the settings you require. Alternatively, you can ask your network service provider to send you this information (if available).

Internet settings are grouped into profiles. A profile is a collection of settings for internet access. You can create up to 5 internet profiles on your phone.

This menu provides the following settings:

- ▶ **Note:** Some of these settings may not be required for your network. Also, certain settings may be locked by your network service provider. Contact your service provider for details.

Edit homepage

Enter the URL of your homepage.

Select Profile

Select the current profile. Note that a profile must be selected before any internet settings can be selected.

Connection

Allows you to select the connection options:

Select this To

Data Account Select the data account to use for internet access. See the *Data accounts* section on Page 64 for details on data accounts.

- + **Note:** The data account used must be a WAP data account.

Connection type Select the WAP connection type: *Temporary* or *Permanent*.

Proxy Address Set the IP address of the proxy server used for internet access.

- + **Note:** An IP address is made up of 4 groups of numbers (maximum of 3 numbers per group). If any of the groups only has 1 or 2 numbers then you must enter a zero, or zeros, ahead of the existing numbers to make the group up to 3. You can get the IP address from your network service provider.

Proxy Port Enter the proxy server port number for WAP connections. Typically, this will be 9201.

Select this To

Proxy Secure Port Enter the proxy server port number for secure WAP connections. Typically, this will be 9203.

Proxy Username Enter the username to use with the proxy server.

Proxy Password Enter the password for the proxy server.

Security This option provides access to the advanced WAP security features. It is strongly recommended that you only change these settings in conjunction with your network service provider. The options are listed below for information only.
Certificates, Change Auth. Pin, Change SignText, Session Info, Current Certificat., Contracts

Browser Options

Select whether or not to *Show Images* in the WAP browser.

Rename Profile

Rename the current profile.

Cache

Allows you to select the cache options:

Select this To

Cache Mode Select whether or not the WAP browser will cache (store) internet pages on your phone. This can provide faster access to WAP sites when you revisit the same pages. However, caching does use up memory on your phone.

Clear Cache Clear the cache of recently accessed WAP pages.

Cookies

Enable or disable cookies using the **Enable Cookies** option, or clear all internet cookies on your phone using the **Clear Cookies** option.

Cookies are small text files used by some web sites to store information, about you and your preferences, on your phone. This allows revisited sites to provide you with a personal web page, for example. Only the information that you provide can be stored in a cookie. For example, a site cannot determine your Email address unless you choose to provide it. Allowing a web site to create a cookie does not give that site or any other site access to anything else on your phone, and only the site that created the cookie can read it. However, although cookies should not present a significant security risk, you may not want to have this information used or stored.

Clear Recent Pages

Delete all links to recently visited pages.



7 Personalise your phone

This chapter summarises the main features that can be used to personalise your M570 phone. These include ringtones, sounds, themes, screensavers and backgrounds.







Ringtones

You can set a main ringtone and set individual ringtones for entries in your contacts list.

▶ To set a main ringtone

- 1 Press , *Menu* from the main screen and select the *Settings* menu.
- 2 Select the *Sounds* option and then the *Ringer* option.
- 3 Scroll through the list of ringtones. As you pause on each ringtone, it will be played. Press , *Select* to select the ringtone.

▶ To set a ringtone for a contact


- 1 Press , *Menu* from the main screen, select the *Pictures / Sounds* menu and then select the *Sounds* option.
- 2 Scroll through the list of ringtones:
 - ◆ Press , *Play* to play the ringtone and  to return to the ringtone list.
 - ◆ Press , *Options* and select the *Attach* option to select the ringtone.
- 3 Scroll through the list of contacts and press , *Select* to set the ringtone. If the contact has more than one number (*Mobile, Work, Home*), scroll to the number you want and press , *Select*.

The ringtone will only be played when a call is received from the individual number (as long as the caller's number can be seen by your phone).

Sounds

You can set the sounds played for actions and events on your phone.

▶ To set sounds

- 1 Press , *Menu* from the main screen and select the *Settings* menu.
- 2 Select the *Sounds* option and then the *Key tones* option. This option allows you to set the type of keypad tones that you would like to hear when pressing the keys:

Off

No sound emitted on a key press.

On

Short, low volume tone.

DTMF

These are standard tones, as used in touch tone phones. Each number has its own specific tone.

- 3 Select the *On/Off melody* option. The phone can play a melody whenever you switch it on or off. Select this option to switch this feature *On* or *Off*.
- 4 Select the *Flip melody* option. The phone can play a melody whenever you open or close the flip. Select this option to switch this feature *On* or *Off*.

- 5 Select the **Events** option. This option allows you to set the sounds that you would like to hear for certain events:

New message

The phone can play a sound when a new message is received (SMS, EMS, MMS or voicemail). Select this option to switch this feature **On** or **Off**, and to **Change** the sound played.

New broadcast

The phone can play a sound when a new broadcast message is received. Select this option to switch this feature **On** or **Off**.





Low battery

The phone can play a sound when the battery is low. Select this option to switch this feature **On** or **Off**.

Volume and vibrate

You can change the volume of ringtones and sounds, and set the vibrate feature.

▶ To set the volume and vibrate feature

- 1 Press , **Menu** from the main screen and select the **Settings** menu.
 - 2 Select the **Sounds** option and then the **Volume** option to change the volume setting for ringtones and sounds. Use the  and  keys to increase and decrease the volume level.
- 📌 **Tip:** Press the  key with the volume set to maximum, and an arrow will appear.

With this setting, ringtones are played with a steadily increasing volume.

- 3 Select the **Vibrator** option to set the vibrate feature for incoming calls and event/alert sounds:

Off

Deactivates the vibrate feature.




On

Sets the phone to vibrate for an incoming call or message.

Vibrate then ring

Sets the phone to vibrate for a few seconds before the phone starts to ring.

- ➡ **Note:** This option is not available on all models. None of the vibrate settings affects any of the sounds settings.

- 4 To enter/exit silent mode, you can press  then  from the main screen. The silent symbol, , is displayed on the main screen and external screen when the phone is in silent mode.


- ➡ **Note:** If the vibrate function is set to on, the phone will still vibrate whilst in silent mode.

- ➡ **Note:** If the phone is switched off, silent mode is cancelled. This helps to ensure no calls are missed.

Display

You can change the way your phone displays information as well as the theme (colour scheme), wallpaper and screensaver.

▶ To set your phone's displays

- 1 Press , *Menu* from the main screen, select the *Settings* menu and then select the *Display* option.
- 2 Select from the following options to choose your display settings:

External

Use this to select the type of display you want on your phone's external screen - choose from *Advanced* or *Simple*.

Backlight

You can specify default times for the backlight on the phone.

- ▶ **Note:** The backlight timer settings do not affect the backlight settings for WAP and games.

LCD contrast

Set the contrast of the internal colour LCD screen.

Themes

Choose the colour scheme to be used throughout all your phone's menus.


Wallpaper

Turn this feature *On* or *Off* and assign a picture from the phone's memory (using *Select picture*). The wallpaper is displayed in the main screen. The *Format* option lets

you choose how to display the image: *Full screen* (resize the image to fill the screen), *Centre* (centre the image on the screen), *Mosaic* (tile a small image to fill the screen).

Screensaver

Turn this feature *On* or *Off*, set the delay before it becomes active and assign a screensaver picture or animation from the phone's memory (using *Select picture*). The screensaver settings do not affect power save mode.


- ▶ **Note:** When the screensaver is displayed, press  to return to normal display.

Animations

Select this option to turn main menu animations *On* or *Off*.

8 Contacts


You can store up to 250 contacts in the contacts list on your phone, as well as set favourite numbers, attach pictures and ringtones and define speed dials. For each contact, you can save mobile, work and home numbers as well as an Email address.


You can quickly access your contacts list by pressing,  from the main screen.

Note: For all contact phone numbers, you must include the city or area code and phone number. You may want to store all contact phone numbers in international format. That is, the international access code (+), the country code (without leading zeros), city or area code (some countries require the leading zeros to be omitted from the city/area code) and phone number.

Phone contacts and SIM contacts

You can choose to store contacts to your phone or SIM card by default.

Note: When you display your contacts list, all SIM and phone contacts are listed. SIM contacts are identified by the SIM  icon.

To set your default, press , **Contacts** from the main screen and select the **Default** option:

Phone

This option will save new contacts to your phone by default. This allows you to save multiple numbers for a contact.

SIM




This option will save new contacts to your SIM card by default. You can only save one number per entry. However, if you change phones but keep the same SIM card, your contacts can be copied to the other phone.

Note: The number of contacts you can store on your SIM will vary. Check with your network service provider.













Tip: Whichever option you choose, you can copy contact information between your phone and SIM. See the *Copying contacts* section on Page 42 for details.


Adding a contact


▶ To add a contact


- 1 Press , **Contacts** from the main screen and select the **Add new** option.
- 2 You now enter the edit screen. Use the  and  keys to scroll between the fields


and press , **Select** to edit each field as needed:

Field	Description
Name	For SIM and Phone Contacts: Enter the name you wish to store for the contact, and press  , OK . Use the keypad as described in the <i>Entering text, numbers and symbols</i> section on Page 24, to enter the details.
Number 	For SIM Contacts only: Enter the contact's phone number and press  , OK .
Mobile Number 	For Phone Contacts only: Enter the contact's mobile phone number and press  , OK .
Work Number 	For Phone Contacts only: Enter the contact's work phone number and press  , OK .
Home Number 	For Phone Contacts only: Enter the contact's home phone number and press  , OK .
Email address 	For Phone Contacts only: Enter the contact's Email address and press  , OK . Use the keypad as described in the <i>Entering text, numbers and symbols</i> section on Page 24, to enter the details.
 Tip:	You can send MMS messages to an Email address.

 **Note:** You must have a name and one number in order to save the contact.

3 When you have finished, press , **Save** to save the contact details.

4 For phone contacts, you will be asked to select a favourite number for the contact. This number is then displayed first when calling the contact. Scroll to the number you want to select as the favourite, and press , **Select**.


 **Note:** You can store up to 250 favourite numbers but only 10 of these can be over 32 characters long.


5 The contact information is now stored.

▶ To add a contact from the main screen

1 From the main screen, enter the phone number you wish to store.


2 Press , **Options** and select **Save**.

3 For a phone contact, select the type you want to associate with this number (mobile, work or home). Scroll to the type you want and press , **Save**.







4 Enter the name you want to store in the contacts list, and press , **OK**. Use the keypad as described in the *Entering text, numbers and symbols* section on Page 24, to enter the characters.

5 The contact information is now stored.

Speed dials

 **Note:** You can assign speed dials to SIM contacts but this information will not be stored in the SIM.


▶ To add a speed dial

- 1 Press , **Contacts** from the main screen and then select the **Search** option.
 - 2 Type in the first letters of the name or scroll and find the one that you want.
 - 3 Press and hold one of the keys  to  until the key number appears on the left of the screen, beside the name. This indicates that the speed dial is successfully assigned.
-  **Note:** If the contact has more than one phone number stored, e.g. **Mobile**, **Work**, **Home**, the speed dial is linked to the favourite number.
-  **Note:**  is normally reserved for voicemail.

▶ To remove a speed dial


- 1 Scroll to the name in the contacts list.
- 2 Press and hold the number key already assigned to the name, until the key number is removed from the left of the screen, beside the name.

▶ To make a call using speed dial




- 1 From the main screen, press and hold the number key assigned to the contact you want to call.
-  **Note:** If the contact has more than one phone number stored, e.g. **Mobile**, **Work**, **Home**, the favourite number is called.

Attaching pictures and ringtones


You can attach pictures and ringtones to your contacts. When you receive a call from the contact, the attached picture is displayed on the internal screen and the attached ringtone is played (as long as the caller's number can be seen by your phone).



-  **Note:** You can attach pictures and ringtones to SIM contacts but this information will not be stored in the SIM.

▶ To attach a picture or ringtone

- 1 Press , **Contacts** from the main screen and then select the **Search** option.
- 2 Type in the first letters of the name or scroll and find the one that you want.
- 3 Press , **Options** and select the **Attach picture** option or **Attach sound** option as required.
- 4 Scroll through the displayed list and press , **Select** for the picture/ringtone you want. Note that if a picture/ringtone is already attached to the contact, this will be highlighted first - simply select another one if you want to change it.








▶ To unattach a picture or ringtone

- 1 Press , **Contacts** from the main screen and then select the **Search** option.
- 2 Type in the first letters of the name or scroll and find the one that you want.


- 3 Press , *Options* and select the *Unattach picture* option or *Unattach sound* option as required.
 - 4 Press , *OK* to confirm the action.
- Tip:** You can unattach all pictures and/or all ringtones from the *Pictures / Sounds* menu. See the *Pictures / Sounds* chapter on Page 56 for details.



Edit contacts

▶ To edit contact details


- 1 Press , *Contacts* from the main screen and then select the *Search* option.
- 2 Type in the first letters of the name or scroll and find the one that you want.
- 3 Press , *Options* and select the *Edit* option.
- 4 You now enter the Edit screen. Simply scroll to an entry you want to change and press , *Change*.
- 5 Make the desired changes to the contact details and press , *OK* to accept the change or , *Back* to reject it.
- 6 Press , *Save* to save all the changes or  to cancel them and return to the contacts list.

▶ To change a favourite number

- 1 Press , *Contacts* from the main screen and then select the *Search* option.
- 2 Type in the first letters of the name or scroll and find the one that you want.

- 3 Press , *Options* and select the *Favourite* option.
- 4 The current favourite is highlighted. Scroll to the number you want to be the favourite, and press , *Select*.



Contacts list options

When a name is highlighted in the contacts list, press , *Options* to display the menu options listed below:

Select this To

<i>Send message</i>	Send an SMS or MMS message directly to this contact.
<i>Edit</i>	Edit the details for this contact.
<i>Details</i>	View the details for this contact.
<i>Attach picture</i>	Attach a picture for this contact.
<i>Attach sound</i>	Attach a ringtone for this contact.
<i>Unattach picture</i>	Unattach the picture for this contact.
<i>Unattach sound</i>	Unattach the ringtone for this contact.
<i>Copy to SIM/ Copy to phone</i>	Copy your contact details from your SIM to your phone or from your phone to your SIM. See the <i>Copying contacts</i> section below for details.
<i>Favourite</i>	Select a favourite number for this contact (phone contacts only).
<i>Delete</i>	Delete this contact.


Finding a contact

- ❏ **Note:** When you display your contacts list, all SIM and phone contacts are listed. SIM contacts are identified by the SIM  icon.
- 1 Press , **Contacts** from the main screen and select the **Search** option.
- 2 Type in the first letter(s) of the name or scroll and find the one that you want.

You can call the contact directly from here or view the contacts list **Options** menu.



Copying contacts

You can copy contacts in one of two ways.

- ▶ **To copy a single contact**
 - 1 Highlight a contact in your contacts list.
 - 2 Press , **Options** and select the **Copy to SIM** or **Copy to phone** option as displayed.
- ▶ **To copy all contacts**
 - 1 From the main **Contacts** menu, select the **Copy contacts** option.
 - 2 You will be asked to confirm the copy.
- ❏ **Note:** If you are storing your contacts to your SIM, you will copy all your phone contacts (favourite numbers only) to your SIM. Similarly, if you are storing your contacts on your phone, you will copy all your SIM contacts to your phone.

Deleting contacts

You can delete contacts in one of two ways.

- ▶ **To delete a single contact**
 - 1 Highlight a contact in your contacts list.
 - 2 Press , **Options** and select the **Delete** option.
- ▶ **To delete all contacts**
 - 1 From the main **Contacts** menu, select the **Delete all** option.
 - 2 You will be asked to confirm the deletion. Press , **Yes** to delete your contacts.

- ❏ **Note:** If you are storing your contacts to your SIM, only the SIM contacts are deleted. Similarly, if you are storing your contacts on your phone, only the phone contacts are deleted.


Fixed names

This option in the main **Contacts** menu provides access to a separate set of contacts, protected by your PIN2 code. Calls and messages are restricted to the numbers in your fixed names contacts list.

This feature can be useful, for example, for parents who want to restrict calls and messages for their children, or for corporate use.

- ❏ **Note:** Emergency numbers and use of the WAP browser are NOT restricted by the fixed names feature.

▶ To use the fixed names feature

- 1 Select the **Fixed names** option from the **Contacts** menu.
 - 2 Select **On** and enter your PIN2 code (see the **Your PIN2 code** section below) to activate the feature.
 - 3 You will only have access to your fixed name contacts and you will only have access to a limited **Contacts** menu.
 - 4 You can use the **Contacts** menu options in the same way as the normal contacts feature. However, adding, changing and deleting contacts will require the PIN2 code.
-  **Note:** All fixed name contacts are stored in your SIM only.


▶ To disable the fixed names feature

- 1 Select the **Fixed names** option from the **Contacts** menu and select **Off** to deactivate the feature - you will be asked for your PIN2 code.
- 2 When you return to your normal contacts list, the fixed names contacts are available for use. However, deleting or changing these contacts will require the PIN2 code.

Your PIN2 code

Your PIN2 (Personal Identity Number) code is a code that you can use to protect your phone. If you enter the wrong PIN2 code three times, the PIN2 code is locked and you may be asked to enter a PUK2 (Personal Unlock Key) code.

The PIN and PUK codes may be listed in the information that you received with your SIM card or they may only be available from your network service provider (these may be different for PIN and PIN2).

-  **Note:** Sendo cannot provide your PIN or PUK codes.

Further Contacts menu options

The **Contacts** menu also provides the following options:

Memory



Display the number of contact entries in your phone and SIM (for example, 50/250 means you have used 50 of 250 possible entries).

Service numbers

Your network service provider may have pre-programmed some useful numbers into your SIM card. These numbers normally give access to special services. For more information contact your service provider.

- ▶ **Note:** This option is only displayed if your network service provider supports service numbers.

My number

Your own mobile phone number may be available through the *My number* option. If a number or name is listed here, select *Consult*, press , *Options* and select *Details* to display your phone number (press  to return to previous screens).

The M570 comes with some great games for you to play:

- ◆ **Funny Farmer** - Build and manage your own virtual farm and even play against other gamers using a remote account. See the *Funny Farmer* section below.
 - ◆ **Solitaire** - The classic kill-time card game. See the *Solitaire* section on Page 48.
 - ◆ **Sumito** - Quick thinking, puzzle action. See the *Sumito* section on Page 49.
 - ◆ **Tenpin** - Score the perfect 300 in this classic tenpin bowling game. See the *Tenpin* section on Page 49.
 - ◆ **Splat** - Stop the moles from digging up your garden. Fast paced, hard hitting action. See the *Splat* section on Page 50.
- 📌 **Note:** The actual games supplied with your phone is dependent on your network service provider. Check the *Games / Applications* menu to see what games are listed.

You can download other Java games to your phone directly from the Internet. See the *Java* chapter on Page 54 for details of how to install and remove games and applications on your phone.



Funny Farmer



The object of the game is to build a virtual farm where you're the farmer. You can grow crops, rear livestock and sell your produce at the local shop. The more care you take of the

















farm, the more money you can make, and the bigger and better the farm can become. Your ultimate aim is to win all 8 farming trophies available.

▶ To start a game of Funny Farmer


- 1 From the *Games / Applications* menu, scroll to the *Funny Farmer* game and press , *Launch*.
- 2 Scroll to *New game* to start a new game or *Continue* to continue a previously saved game, and press , *Ok*.

▶ To play Funny Farmer

When the game begins you have a small amount of money available. Use this cash to buy any seeds you can afford at the shop. You must plant the seeds and water them in order to grow produce which you can sell back to the shop. As you sell the produce and make more money you will be able to afford more seeds, chickens, cows and even add extensions to your farm.

- ? **Tip:** You can save the game at any time and return to it later by pressing , *Options* and selecting *Save and exit*.
- ♦ Use the keypad to move the farmer up , down , left  and right .
- ♦ Press  to perform an action. For example, if you are standing next to a crop when you press , the crop is watered.
- ♦ To end the day, use the keypad to take the farmer to the bedroom, face the bed and then press . If you don't do this, the day ends when the clock reaches 22:00.
- ♦ Press , *Options* to exit the game. You can choose whether you want to save your current game or not.
- ♦ Press , *Items* to check your full inventory and current status.
- ♦ Press  at any time for Help.
- ♦ There are some occasions when pressing  results in a choice. For example, when you are in the shop you can either buy or sell. You can also choose what you want to buy or sell, and in what quantity. Use the up  and down  keys to make your selections and press , *Ok* to confirm.
- ♦ In a shop, press the  key to scroll a name that does not display fully on the screen.

Funny Farmer options

Press , *Options* to display the following list of options:

Services

Account details - Display your username and password if you have set up a remote account.

Upload status - Upload the current game status to your remote account.

Challenge details - Display the current challenge details (if you are taking part in a challenge).

Save and Exit

Save the current game and exit Funny Farmer.

Exit



Exit Funny Farmer without saving the game.

Remote Account

Funny Farmer allows you to play against other gamers using a remote account. Once you have set up an account, you can rank your Funny Farmer games against other players and play challenges.

- ▶ **Note:** Remote accounts and details of the facilities and costs is dependent on your network service provider. Contact your service provider for further information.

▶ **To set up a remote account**

- 1 Select the **Upload status** option from the **Services** menu.
- 2 Press , **Ok** and enter a username.
- 3 Press , **Ok** and you will then be prompted to select a connection profile.

Your username is sent to the Funny Farmer registration server, which will verify that the name is unique and valid. If the username passes these checks an account will be created for you. If not, an error message is sent back, prompting you to retry.


Upon successful registration, your username and password are sent back to the game. You can view your username and password by selecting the **Account details** option from the **Services** menu.

▶ **To rank your performance**

- 1 Select the **Upload status** option from the **Services** menu.


The entire game status (of the current game) is uploaded to the game server. You will then receive a high score based on your game progress and your current and previous ranking compared to other players.

▶ **To start a new challenge**

- 1 Select the **Start new challenge** option when you start Funny Farmer.
- 2 A list of currently available challenges is sent to the game. Challenges arrive in the form of the challenge name and description.
- 3 Scroll to the challenge you wish to play and press , **Ok**.

Once a challenge is accepted a new game starts and a separate saved game is created. This can be saved without overwriting the main game. This way, you can switch between the main game and challenge game without affecting either.

The challenge details can be recalled by selecting the **Challenge details** option from the **Services** menu.

-  **Note:** You can only take part in one challenge at a time.
- 4 Select the **Upload game status** option from the **Services** menu to update the game server with your current challenge status. The server will then check to see if you have met the challenge criteria.








Solitaire



From the *Games / Applications* menu, scroll to the *Solitaire* game and press , *Launch*. To start a new game, scroll to *NEW GAME* and press .

The object of the game is to use all the cards in the deck to build up the four suit stacks in ascending order, beginning with the aces.

▶ To play Solitaire

- ◆ Each card stack has a keypad character next to it. To move a card simply press the character on the keypad to select the card you want to move, then press the character of the stack you want to move it to. If the card cannot be moved then it will stay where it is. For example, to move an ace card from the deck to the suit stack marked 8, press  to select the ace and then  to move it to the suit stack.
- ◆ Press  to cancel a card selection.
- ◆ When you have moved all the cards you can, press  to turn over the next set of cards on the deck.
- ◆ The game can be paused by pressing  or . Once paused, you can *RESUME*, start a *NEW GAME* or *EXIT* - press  to confirm your choice.

▶ Rules of the game

- ◆ You can build column stacks and suit stacks:

Column Stacks - Cards are stacked in descending order, alternating between red cards and black cards. For example, you can move the five of diamonds to the six of spades. You use the column stacks to free up cards that you need to build the suit stacks.

Suit Stacks - Cards are stacked in ascending order, beginning with aces. For example, you can move the two of diamonds to the ace of diamonds.

- ◆ The top card on the deck (facing up) is the only card from the deck that can be moved.
- ◆ You can move a card from the deck to a column stack or suit stack.
- ◆ You can move a card from a column stack to a suit stack or vice versa.
- ◆ You can also move a card (or set of cards) from a column stack to another column stack. For example, you can move a set of cards containing a black 9 and red 8, to a red 10 on another column stack.
- ◆ After moving a card from a column stack, the next card is turned over.
- ◆ When a column stack is empty, you can move a king (along with any cards that might be in its stack) to the empty column stack.







Sumito



From the *Games / Applications* menu, scroll to the *Sumito* game and press , *Launch*. To start a new game, scroll to *NEW GAME* and press .

The object of the game is to arrange the building blocks that fall down the screen, so that they interlock to form one or more continuous horizontal lines. Once a line has been formed, it will be removed and all the blocks above it will fall down a line. You will be awarded points for each block positioned and each line formed. The game ends when the blocks reach the top of the play area.

Use the keypad to control the game:

-  - Move the block left.
-  - Move the block right .
-  - Rotate the block.
-  - Drop the block faster.
-  - Drop the block into place.
-  - Pause or exit the game.



Your score and the game status are shown at the side of the display. The shape of the next block is also shown. The level of difficulty will increase the longer the game is played.


Tenpin





From the *Games / Applications* menu, scroll to the *Tenpin* game and press , *Launch*. To start a new game, scroll to *New* and press .

The object of the game is to knock as many of the pins down as possible. The game is played over 10 frames and in each frame you have two attempts to knock down all of the pins.


You can position the ball on the lane by pressing  or  to move across the lane.

To bowl the ball straight press  when the Swing bar is positioned in the centre of the bowling ball.

To bowl at an angle press  when the Swing bar is to the left or right of the bowling ball.

The game can be paused by pressing the  key.

Try to get the top score of 300 and enter your name on the Hi-score table!






Type your name using the keypad and press , *OK* to see the Hi-score table. Press *OK* again to return to the game menu.


Splat



From the *Games / Applications* menu, scroll to the *Splat* game and press , *Launch*. To start a new game, scroll to *New* and press . You will start on level 1. When you are


ready to play, press any key.

The object of the game is to stop the moles from digging up your garden. You will see a 3x3 grid of mole holes; when you see a mole peep through the hole, hit it by pressing the appropriate  to  key. For example, if a mole appears in the middle hole, press  because it is positioned in the middle of the  to  keys.


Points are awarded for each mole hit. Watch out for surrender flags, if you hit a mole that has surrendered, points will be deducted from your score. Your score and the game status are shown at the bottom of the display. The game can be paused by pressing the  key.


At the end of a level you will receive a bonus according to your accuracy. Get an accuracy score of 70% or more to progress to the next level.

The game ends when you fail to progress to the next level or you complete the final level. You may be able to enter your name on the

hi-score table. Type your name using the keypad and select , *OK* when finished.

Volume

In the *Games / Applications* menu, highlight the Tenpin or Splat game, press , *Options* and select the *Volume* option. Set the volume level for game sounds and music (*Mute*, *Quiet*, *Normal*, *Loud*).

 **Note:** The volume setting made here only applies to the Tenpin and Splat games supplied with your phone.

10 Applications

The M570 comes with some very useful applications:

- ◆ **Calculator** - A calculator with all the basic arithmetic functions. See the *Calculator* section below.
- ◆ **Converter** - Convert currency, length, weight, temperature and many more with this converter tool. See the *Converter* section on Page 52.
- ➡ **Note:** The actual applications supplied with your phone is dependent on your network service provider. Check the *Games / Applications* menu to see what applications are listed.

You can download other Java applications to your phone directly from the Internet. See the *Java* section on Page 54 for details of how to install and remove applications and games on your phone.

Calculator










You can use the calculator to perform standard arithmetic such as addition, subtraction, multiplication, and division.

▶ To use the calculator

- 1 From the *Games / Applications* menu, scroll to the *Calculator* option and press , *Launch*.

When you open the calculator, you can see a blank sheet where calculations will be performed. Under this, the

mathematical symbols that you can use are displayed.

- 2 Use the phone's keypad to enter a number. Press the  key to insert a decimal point. If you make a mistake, press the clear key  to erase the last digit entered or press the  key to clear the current calculation and start again.
- 3 Use the  and  keys to scroll through the mathematical symbols to the one that you want, and press .
- 4 Enter another number using the numeric keypad.
- 5 Use the  and  keys to scroll to the = symbol, and press  to perform the calculation.

❓ **Tip:** You can perform several calculations, one after the other.

➡ **Note:** The calculator has limited accuracy, and rounding errors may occur.

- 6 Press , *Options* and select *Exit* to exit the calculator.

▶ To use the memory functions
















- ◆ Select M+ (Memory Add) to add a number to the number already in the memory.
- ◆ Select MR (Memory Recall) to recall a number from memory.
- ◆ Select MC (Memory Clear) to clear the memory. Note that the memory is also cleared when you exit the calculator.



Converter

Use the converter to convert:

- ◆ Area
- ◆ Currency
- ◆ Energy
- ◆ Length
- ◆ Mass
- ◆ Power
- ◆ Pressure
- ◆ Temperature
- ◆ Time
- ◆ Velocity
- ◆ Volume

▶ To use the converter




- 1 From the *Games / Applications* menu, scroll to the *Converter* option and press , *Launch*.
- 2 Use the  and  keys to scroll between the fields.
- 3 The top field is the conversion type (*Area*, *Currency*, etc.). Use the  and  keys to scroll through a list of possible conversion types.
- 4 Use the  and  keys to scroll to the first Unit field (*Square mm*, *Square cm*, etc.).
- 5 Use the  and  keys to scroll through a list of available units. Highlight the unit that you want to convert **from**.
- 6 Use the  and  keys to scroll to the next Unit field.
- 7 Use the  and  keys to scroll through a list of available units. Highlight the unit that you want to convert **to**.
- 8 Use the  and  keys to scroll to the first Value field, and enter the numerical value you want to convert, using the phone's keypad. The converted value is displayed in the second Value field.


You can insert a decimal point in a value by pressing the  key. To insert a negative value, use the  key.











Currency conversion

The currency converter can be used in the same way as the other conversion types. However, before you can start currency conversions you need to download the latest exchange rates from the currency server, or find them out for yourself and enter them manually.

▶ To download exchange rates

- 1 In the converter, press , *Options*.
- 2 Scroll to the *Download rates* option and press , *Ok* to download the current exchange rates from the currency server. Press , *Agree* to confirm.

 **Note:** You may be charged for connecting to the network to download exchange rates.

- **Note:** Currency data is available only on an 'as is' basis without any warranty. Sendo obtains currency data from third party sources and is not responsible for the timeliness, accuracy, reliability or completeness of the currency data. Sendo does not warrant that access to the currency data will be uninterrupted or error-free. For details of the currency rate provider, please refer to the information provided when downloading rates.
- ▶ **To set the exchange rates manually**
- 1 In the converter, press , *Options*.
 - 2 Scroll to the *Edit rates* option and press , *Ok*.
 - 3 Scroll to the Code or Name field and use the  and  keys to scroll through the list of currencies. Highlight the currency that you want to set the rate for.
 - 4 Scroll down to the Value field and enter the exchange rate against U.S. Dollars (USD). Press , *Ok* to save the new rate. For example, if 1 U.S. Dollar is currently equal to approximately 0.625 UK pounds sterling (GBP), you should enter 0.625 as the exchange rate for the UK pound sterling.
 - 5 Repeat the above steps for all currencies that you want to perform conversions on.
- ▶ **To manage your currencies**
- 1 You can restrict the currencies displayed in the currency converter.
 - 2 In the converter, press , *Options*.
 - 3 Scroll to the *Currency manager* option and press , *Ok*.
 - 4 Scroll through the list of currencies and check the box next to each currency you want to display in the converter. Use the  key to check and uncheck a currency box.
- ❓ **Tip:** Press the  key to scroll a currency name that does not display fully in the field.
- 5 When you have finished, press , *Ok* to update your currency list.

11 Java

The *Games / Applications* menu also allows you to manage the Java games and applications that came with your phone, as well as any you have downloaded.

? **Tip:** A Java file designed for use on a mobile phone is sometimes known as a MIDlet.

Downloading and installing

You can download compatible Java games and applications to your phone, directly from the Internet. For example, check out:


wap.sendo.com from your phone, or **www.sendo.com/shop** from a PC or Mac

! **Warning:** Games and applications which have not been supplied by Sendo are not guaranteed to work correctly, and you install them at your own risk. Product failures caused by any game or application not approved by Sendo will not be covered by your warranty.

+ **Note:** The maximum Java file size supported by the M570 phone is 100KB. However, this may be limited further by your network. Contact your network service provider for details.

+ **Note:** If you experience any problems with downloaded content, please contact the content provider.

▶ To download and install a Java file

◆ Using the WAP browser, simply go to the WAP page containing the Java file and it will be downloaded to your phone. You can change the filename if you wish. Press , **Save** to save and install the Java game or application.

+ **Note:** Extra games and applications consume memory. If the phone starts to run low on memory, you may have to remove a Java game or application that you have installed.


◆ The *Games / Applications* menu may also have a *Download more* option provided by your network service provider. Select this option to launch the WAP browser and open an internet page containing details of Java games and applications for your phone.

+ **Note:** This menu option is only available if supported by your network service provider. Also, you may be charged for the WAP connection and/or any Java games and applications you receive. For more details, please contact your service provider.


Deleting



You can delete one or more Java games and applications from your phone.


▶ To delete a single Java file

- 1 In the *Games / Applications* menu, scroll to the Java game/application you want to delete.
- 2 Press , *Options* and select the *Delete* option. This will delete the highlighted game/application.


▶ To delete all Java file

- 1 In the *Games / Applications* menu, highlight any Java game/application.
- 2 Press , *Options* and select the *Delete all* option. This will delete all the Java games and applications installed on your phone.

 **Tip:** To prevent your downloaded Java files being deleted, you can lock the file. Simply highlight the Java file, press , *Options* and select the *Lock* option.

 **Note:** All games and applications supplied with your phone cannot be deleted.

Options

In the *Games / Applications* menu, press , *Options* to display the menu options listed below:

Select this To

<i>Delete</i>	Delete the highlighted file.
<i>Details</i>	Display Java details (status, size, etc.) for the highlighted file.

Select this To


Lock *Lock* or *Unlock* the highlighted file. A locked file cannot be deleted.

Sort Sort the Java games and applications into alphabetical order or sort by time (newest to oldest).

Delete all Delete all unlocked Java files. Note that all games and applications supplied with your phone cannot be deleted.

Memory Display the total, used and free memory for Java games and applications.

Data accounts Select the data account to use for network access by Java games and applications. See the *Data accounts* section on Page 64 for details on data accounts.

 **Note:** The data account used must be for use by Java games and applications. This may be the same account as used for WAP access. Contact your network service provider for details.

12 Pictures / Sounds

Select *Pictures / Sounds* from the main menu. This menu allows you to manage the pictures and sounds on your phone.

Pictures

You can send pictures in EMS and MMS messages, or attach pictures to any main menu item, the wallpaper, the screensaver or to a contact in your contacts list.

The M570 supports standard EMS, GIF (as well as animated GIF), JPEG, BMP, WBMP, and PNG picture formats.

Downloading, receiving and saving

You can download compatible pictures to your phone, directly from the Internet or save pictures contained in an EMS or MMS message. For example, check out:

wap.sendo.com from your phone, or

www.sendo.com/shop from a PC or Mac

⚠ Warning: Pictures which have not been supplied by Sendo are not guaranteed to work correctly, and you install them at your own risk. Product failures caused by any picture not approved by Sendo will not be covered by your warranty.

📄 Note: If you experience any problems with downloaded content, please contact the content provider.

▶ **To receive, download and save a picture**

◆ If you receive a picture in an EMS or MMS message, press **↵**, **Options** and select the **Save picture** option.

◆ To download a picture using the WAP browser, simply go to a WAP page containing the picture and it will be downloaded to your phone. You can change the filename if you wish. Press **↵**, **Save** to save the picture.

◆ You can also save pictures displayed on a WAP page. Simply highlight the picture, press **↵**, **Options** and select the **Save as** option. You can change the filename if you wish. Press **↵**, **Save** to save the picture.

📄 Note: Pictures consume memory. If the phone starts to run low on memory, you may have to remove a picture that you have saved.

◆ The **Pictures** menu may also have a **Download more** option provided by your network service provider. Select this option to launch the WAP browser and open an internet page containing details of pictures for your phone.

📄 Note: This menu option is only available if supported by your network service provider. Also, you may be charged for the WAP connection and/or any pictures you receive. For more details, please contact your service provider.

Managing your pictures

From the *Pictures / Sounds* menu, select the *Pictures* option to display all your pictures. You can view the pictures in full screen mode by pressing , *View*. Use the and keys to view each picture in turn.

Use the and keys to choose a picture and press or , *Options* to display the menu options listed below:

Select this To

<i>Send as EMS</i>	Send the picture in an EMS text message.
<i>Send as MMS</i>	Send the picture in an MMS message. Note: Only the compatible option (<i>EMS</i> or <i>MMS</i>) is displayed. Also, you may be prevented from sending items that are copy protected.
<i>Attach</i>	Used to attach the selected picture to, for example, a menu or contact. See the <i>Attaching a picture</i> section on Page 57.
<i>Unattach</i>	Remove the association of the selected picture with an item.
<i>Rename</i>	Rename the selected picture.
<i>Delete</i>	Delete the selected picture.
<i>Lock</i>	<i>Lock</i> or <i>Unlock</i> the picture. A locked picture cannot be deleted.

Select this To

<i>Unattach all</i>	Remove the association of all pictures to all items. Press , <i>OK</i> to confirm.
<i>Details</i>	Display picture details (format, size, etc.) for the highlighted picture.
<i>Display</i>	Select how you want to display your pictures in the pictures list: <ul style="list-style-type: none"> ◆ <i>Off</i> - Display picture name only. ◆ <i>Thumbnails</i> - Display picture name and thumbnail. ◆ <i>Full screen</i> - Display pictures in full screen mode.
<i>Sort</i>	Sort the pictures into alphabetical order or sort by time (newest to oldest).
<i>Delete all</i>	Delete all unlocked pictures.
<i>Memory</i>	Display the amount of used memory and free memory on your phone.

Note: If you delete any pictures supplied with your phone, you can download them again from wap.sendo.com

Attaching a picture

From the menu described above, select the *Attach* option.

From the menu that follows, it is possible to attach a picture to any main menu item, the wallpaper, the screensaver or to a contact in your contacts list. Make your choice using the and keys and press , *Select*.

If you select the *Contacts* or *Main menu* option a new sub-menu will be displayed. Select the contact or menu name you would like to attach the picture to.

➤ **Note:** To display pictures in the main menu, animations will be set to *Off*. See the *Display* settings section on Page 61 for details.

Sounds

You can send sounds in EMS and MMS messages, or attach ringtones to a contact in your contacts list.

The M570 supports standard EMS and MMS sounds, AMR, SMAF and sp-midi polyphonic ringtones, plus i-melody and Standard Smart Messaging monophonic ringtones.

Downloading, receiving and saving



You can download compatible ringtones to your phone, directly from the Internet or save ringtones contained in an EMS or MMS message. For example, check out:

wap.sendo.com from your phone, or

www.sendo.com/shop from a PC or Mac

⚠ **Warning:** Ringtones which have not been supplied by Sendo are not guaranteed to work correctly, and you install them at your own risk. Product failures caused by any ringtone not approved by Sendo will not be covered by your warranty.

▶ To receive, download and save a ringtone




- ◆ If you receive a ringtone in an EMS or MMS message, press , *Options* and select the *Save ringtone* or *Save sound* option.
- ◆ Using the WAP browser, simply go to a WAP page containing the ringtone and it will be downloaded to your phone. You can change the filename if you wish. Press , *Save* to save the ringtone.




➤ **Note:** Ringtones consume memory. If the phone starts to run low on memory, you may have to remove a ringtone that you have saved.

- ◆ The *Sounds* menu may also have a *Download more* option provided by your network service provider. Select this option to launch the WAP browser and open an internet page containing details of ringtones for your phone.





➤ **Note:** This menu option is only available if supported by your network service provider. Also, you may be charged for the WAP connection and/or any ringtones you receive. For more details, please contact your service provider.

Managing your sounds

From the *Pictures / Sounds* menu, select the *Sounds* option to display all your sounds. You can play the sounds by pressing , *Play*. Use the  and  keys to play each sound in turn.


Use the  and  keys to choose a sound and press , *Options* to display the menu options listed below:

Select this To



- Volume** Change the volume setting for ringtones and sounds. Use the  and  keys to increase and decrease the volume level.
- Set as ringer** Set this sound as the main ringtone for your phone.
- Send as MMS** Send the sound in an MMS message.
 **Note:** You may be prevented from sending items that are copy protected.
- Attach** Attach the selected sound to a contact in your contacts list. See the *Attaching a ringtone* section on Page 59.
- Unattach** Remove the association of the selected sound with a contact.
- Rename** Rename the selected sound.
- Delete** Delete the selected sound.
- Lock** *Lock* or *Unlock* the sound. A locked sound cannot be deleted.
- Unattach all** Remove the association of all sounds to all contacts. Press , *OK* to confirm.
- Details** Display sound details (format, size, etc.) for the highlighted sound.

Select this To

- Sort** Sort the sounds into alphabetical order or sort by date (ascending or descending).
- Delete all** Delete all unlocked sounds.
- Memory** Display the amount of used memory and free memory on your phone.
-

 **Note:** If you delete any sounds supplied with your phone, you can download them again from wap.sendo.com

Attaching a ringtone

From the menu described above, select the *Attach* option. Scroll through the list of contacts and press , *Select* to attach the ringtone. If the contact has more than one number (*Mobile*, *Work*, *Home*), scroll to the number you want and press , *Select*.

The ringtone will only be played when a call is received from the individual contact/number (as long as the caller's number can be seen by your phone).





13 Settings

Select **Settings** from the main menu. This menu allows you to define the settings for your phone.

- 📌 **Note:** The contents of the **Settings** menu may vary by network service provider. Please review your phone's menu to determine the menu items and features available on your phone.

Languages


This menu allows you to change the language on the phone.

- 🔔 **Tip:** If the phone language is changed by mistake, press and hold  in the main screen to display the language list. Scroll to the language you want (using  and ) and press .


Time/Date

Select this menu to set the time and date on your phone. The options are:

Set time

Enter the time and press , **OK**. The time will be stored.

Set date

Enter the date and press , **OK**. The date will be stored.

Time format

Use this to choose whether to display the time in AM/PM or 24hr format.

Auto update

You can update the time and date automatically from the network. Select **On** to use the time and date from the network, select **Off** to never use the time and date from the network, or select **Confirm** to check the time and date from the network before any update.

- 📌 **Note:** The availability of this service will vary, please check with your network service provider.


Display clock


Turn the time display on the external and internal screen **On** or **Off**.

Alarm

You can use your phone as an alarm clock.



Set the alarm to **On** and enter the time when you require the phone to ring (in 24 hour format). When it rings press:

, **Off** to switch it off, or

, **Snooze** to stop the alarm for ten minutes. The alarm will then sound again.

Please observe the following notes:

Note

When activated, the alarm will sound for approximately 45 seconds before switching off (if you do not press , **Off** or , **Snooze**).

Note

If the alarm activates during a call, the phone will beep and the display will flash to indicate that the alarm is active. As described above, press **Off** to switch it off, or **Snooze** to stop the alarm for ten minutes.

If the volume is set to silent mode, the alarm will activate but there will be no sound. The phone will still vibrate if the vibrate feature is on.

The alarm will sound even if the phone is switched off. The phone will power on (if battery power is available) but you will not be able to receive or make calls. If the volume was set to silent mode before the phone was switched off, the alarm will still sound as silent mode is cancelled when the phone is switched off. Once the alarm finishes, the phone will switch off automatically.

Display

This menu allows you to change the settings for your phone's displays. The options are as follows:

External

Use this to select the type of display you want on your phone's external screen - choose from **Advanced** or **Simple**.

Backlight

You can specify default times for the backlight on the phone.

Note: The backlight timer settings do not affect the backlight settings for WAP and games.

LCD contrast

Select the contrast of the internal colour LCD screen using the **▲** and **▼** keys.

Themes

Select this option to choose the theme (colour scheme) to be used throughout all your phone's menus.

Wallpaper

Select this option to turn this feature **On** or **Off** and assign a picture from the phone's memory (using **Select picture**). The wallpaper is displayed in the main screen. The **Format** option lets you choose how to display the image: **Full screen** (resize the image to fill the screen), **Centre** (centre the image on the screen), **Mosaic** (tile a small image to fill the screen).

Screensaver

Select this option to turn this feature **On** or **Off**, set the **Delay** before it becomes active and assign a screensaver picture or animation from the phone's memory (using **Select picture**). The screensaver is displayed when the phone is open and has been idle for the set delay.

Note: When the screensaver is displayed, press **Esc** to return to normal display.

The screensaver settings do not affect power save mode.


Animations

Select this option to turn main menu animations **On** or **Off**.

Sounds



This menu allows you to change the settings for your phone's sounds. The options are listed below.



Ringer




Select this option to set the main ringtone for incoming calls. Scroll through the list of ringtones - as you pause on each ringtone, it will be played. Press , **Select** to select the ringtone.

? **Tip:** You can also set ringtones for individual contacts. See the *Attaching a ringtone* section on Page 59 for details.

Volume


Select this option to change the volume setting for ringtones and sounds. Use the  and  keys to increase and decrease the volume level.

➡ **Note:** The earpiece volume can be adjusted during a call. Press  to make the speech louder and  to make it quieter.

To enter/exit silent mode, you can press  then  from the main screen. The silent symbol,  is displayed on the main screen and external screen when the phone is in silent mode.

➡ **Note:** If the vibrate function is set to on, the phone will still vibrate whilst in silent mode.

➡ **Note:** If the phone is switched off, silent mode is cancelled. This helps to ensure no calls are missed.

? **Tip:** Press the  key with the volume set to maximum, and an arrow will appear. With this setting, ringtones are played with a steadily increasing volume.

Key Tones

This menu allows you to set the type of keypad tones that you would like to hear when pressing the keys:

Off

No sound emitted on a key press.

On

Short, low volume tone.

DTMF

These are standard tones, as used in touch tone phones. Each number has its own specific tone.

On/Off melody

The phone can play a melody whenever you switch it on or off. Select this option to switch this feature **On** or **Off**.

Flip melody

The phone can play a melody whenever you open or close the flip. Select this option to switch this feature **On** or **Off**.

Vibrator

Select this menu to set the vibrate function for incoming calls and alert sounds:

Off

Deactivates the vibrate function.

On

Sets the phone to vibrate for an incoming calls or messages.

Vibrate then ring

Sets the phone to vibrate for a few seconds before the phone starts to ring.

- ❏ **Note:** This option is not available on all models. None of the vibrate settings affects any of the sounds settings.

Events

This menu allows you to set the sounds that you would like to hear for certain events:

New message

The phone can play a sound when a new message is received (SMS, EMS, MMS or voicemail). Select this option to switch this feature **On** or **Off**, and to **Change** the sound played.

New broadcast

The phone can play a sound when a new broadcast message is received. Select this option to switch this feature **On** or **Off**.

Low battery

The phone can play a sound when the battery is low. Select this option to switch this feature **On** or **Off**.

- ❏ **Note:** Alert sounds can only be applied to those services supported by your network service provider. When roaming, certain services may not be supported. Contact your service provider for details

Advanced

Select this menu to define how you deal with incoming calls and to set your security settings. The options are as follows:

Active flip

When active flip is activated, all incoming calls are accepted automatically when you open the phone. Closing the phone ends a call.


Auto redial

When auto redial is activated, the phone will automatically redial a number when the call attempt fails. If the other user's phone is busy, the phone will wait a few seconds before each attempt, and then beep when it succeeds.

Auto answer

This function is only applicable when certain hands-free accessories (for example, a personal hands-free headset) are connected to the phone. When you receive an incoming call with this feature activated, the phone rings three times before automatically accepting the call.


Any key answer

When this function is activated, you can answer an incoming call by pressing any key, except , *Reject*.

Security

Used to define your PIN security settings. See the *Security* section below for details.

Factory settings

Select this option to reset the phone's settings to their original values. Press , *OK* to confirm the reset.

- **Note:** Not all settings can be restored to their original values.

Security

The *Security* menu under *Advanced* settings is used to define your PIN settings. Your PIN (Personal Identity Number) is a code that you can use to protect your phone against unwanted use. This is the number that the phone may ask for at switch on. The options are as follows (depending on what PIN activation settings you have selected):

Activate PIN

Enter your PIN at switch on (if your SIM card supports this).

Deactivate PIN

You do not have to enter your PIN at switch on.

Change PIN

Select this to change your PIN code.

Change PIN2

Some network services require a separate security code - the PIN2 code. Select this option to change your PIN2 code.

To activate, deactivate or change the PIN code, you need to enter the current PIN code. To change the PIN2 code, you need to enter the current PIN2 code. If you don't know your PIN code or PIN2 code, contact your network service provider.

If you enter the wrong PIN or PIN2 code three times, the SIM card is locked and you may be asked to enter a PUK (Personal Unlock Key) code - these may be different for PIN and PIN2. The PUK codes may be listed in the information that you received with your SIM card or they may only be available from your network service provider.

- **Note:** Sendo cannot provide your PIN or PUK codes. Contact your network service provider for information.

Data accounts

Select this option to define the accounts used for MMS and WAP services. These settings may have already been configured on your phone by your network service provider. If your phone is not configured already, the fastest and easiest way to do this is to visit:

<http://www.sendo.com/config>

to automatically configure your settings. The Sendo Easy Configurator sends an SMS

message to your phone containing the settings you require. Alternatively, you can ask your network service provider to send you this information (if available).

Data accounts are grouped into profiles. A profile is a collection of settings for network access. Select an account from the list displayed to change the current settings, or select **Add new** to define a new account. The settings are as follows:


Name

A name for the account.

Username

The username to log on to the external data network.

Password

The password to log on to the external data network. Enter your password and press , **OK** to save.

Access point

If you are using a GPRS connection, use this option to specify the GPRS access point name.

Dial up number

If you are using a GSM connection, use this option to specify the dial up number.

Dial type


If you are using a GSM connection, use this option to specify whether you want to use an **Analog** or an **ISDN** connection. Press , **OK** to save your selection.

Connect. type

Select whether to use a GSM, GPRS, or CSD connection. To use GPRS, you must have a GPRS subscription. Please check with your network service provider.

Voice mail

Select this option to enter/change your voice mailbox number. This number is available from your network service provider.

 **Note:** Voice mail is a network service. You may have to subscribe to this service and it may not be available when roaming. Check with your network service provider for details.

14 Services


Select **Services** from the main menu. This menu allows you to set up network services such as call waiting.

- ❏ **Note:** The contents of this menu may vary by network service provider. Please review your phone's menu to determine the menu items and features available on your phone.

Commands

This menu allows you to send special commands to the network to get specific information. This could be information such as the time and date, your own phone number, or the amount of credit remaining on your SIM card.

The commands, and whether this feature is available, can be obtained from your network service provider.

You can store the number of the command and a name. Once stored, scroll to the command and press , **Send** to get the required information from the network.

Network sel. (selection)




This menu allows you to choose how the phone searches for the network. The options are as follows:

- ❏ **Note:** The ability to select alternative networks will depend on the service, or roaming, agreement of your network service provider.

Mode

- ♦ **Automatic** - Sets the search mode to automatic. The phone searches all available networks and automatically selects one.
- ♦ **Manual** - Sets the search mode to manual. This allows you to search available networks and select one - see below for details.

Search

- ♦ Searches for and then displays all available networks.
- ♦ If you are in manual mode (see above) then you can select a network which will become your default network. To do this, scroll through the network list (using  and ) and press , **Select** on the network that you wish to use. Once you select a network, your phone will always try to select this network. Network selection stays manual until you switch to automatic mode.

Send number

This menu allows you to select whether you hide your identity or not when you call someone. The options are as follows:

Network

This sets the phone to the Network default setting.

On

Your telephone number is sent to your correspondent when you call.

Off

Your telephone number is not sent to your correspondent when you call.

Cost/timers

This menu contains information on the amount of time you have spent on calls and the amount of data transferred using GPRS. The options are as follows:

Outgoing

Displays the total time that you have spent on your phone on outgoing calls.


Incoming

Displays the total time that you have spent on your phone on incoming calls.

GPRS data

Displays the amount of data transferred using GPRS services.

- **Note:** The actual time/data invoiced for calls and services by your network service provider may vary, depending on network features to which you subscribe, rounding off, taxes and other fees and charges.

Press , **Reset** to reset a counter to zero.

Divert

This network feature allows you to divert your incoming calls to your voice mailbox or to another number. The options are as follows:

- **Note:** Your network may not support all of these features. Any unsupported features will not be shown in the menu.

If busy

When activated, calls will be diverted if you are already in a call.

If no answer

When activated, calls will be diverted if you do not answer your phone.

Unreachable

When activated, calls will be diverted if your phone is off or if you are out of coverage.

All conditional

When activated, the calls which you have specified here are diverted. Select voice, fax, data or all calls.

All calls

When activated, all of your incoming calls will be diverted.

For each of the above, you can check, activate or cancel the service.

- **Note:** Certain divert features may not be available if roaming on another network. Contact your network service provider for details.

Call waiting

This menu allows you to activate or deactivate the call waiting feature. For more information on call waiting, please see the *Answering a call* section on Page 12.

- **Note:** Call waiting is a network service. You may have to subscribe to this service and it may not be available when roaming. Check with your service provider for details.

Broadcast




Your network service provider may offer Cell Broadcast messages. This could be information on the traffic, weather, events, or local information which is broadcast by the network to all mobiles in a specific area. When you activate this feature, you may receive messages about the selected topic. Contact your service provider for more details.







- **Note:** This is a network service which may not always be available. Check with your service provider.




15 Troubleshooting

15

Troubleshooting

Problem	Possible cause	Possible corrective action
Phone does not power on/does not charge	Delay in phone powering on	No action required. Your M570 phone may take a few seconds to power up, this is normal.
	Battery empty	Fully charge the battery and then press  .
	Battery contacts dirty	Don't worry if the battery icon does not change immediately, but do check if the charging icon has appeared after half an hour.
	Charger incorrectly connected	Clean contacts on battery and phone with a dry cloth, attach battery, wait a few seconds and press  . Check the wall socket, and the connection to the phone.
Battery	How long should I charge the battery the first time?	12 hours continuous, whilst switched off.
I don't get as much battery life as I expected	The phone uses battery power when it is switched on even if it is not in a call. Making calls and playing with the different functions of the phone will run down the battery faster. The stated battery life is under optimum conditions.	Charge the phone regularly.
"Insert SIM" is displayed when I switch on the phone	SIM card is incorrectly inserted or missing.	 Check that the SIM card is positioned correctly. Try again.
	SIM card is damaged or dirty	Visually check the SIM and clean the contacts with a soft, dry cloth if necessary. Try again.
The PIN code is blocked	You have entered the PIN code incorrectly 3 times	Enter the PUK (Personal Unlock Key) code supplied with the SIM card. If you do not have this code, contact your network service provider.

Problem	Possible cause	Possible corrective action
The PIN2 code is blocked	You have entered the PIN2 code incorrectly 3 times	Enter the PIN2 PUK (Personal Unlock Key) code supplied with the SIM card. If you do not have this code, contact your network service provider.
"NCK Code" is displayed on my handset	The handset is locked to a network and a SIM from another network has been placed in the phone	Remove the SIM and insert the correct network SIM. Sendo cannot supply your NCK code. If you wish to obtain your NCK code, contact the original network service provider the phone was purchased for use on.  Warning: If you enter the wrong NCK code you could block the phone.
"Blocked" is displayed on my handset	The NCK code has been entered incorrectly 10 times and the handset has been security disabled	Contact your network service provider for advice.  Note: The number of incorrect entries depends on your network service provider.
There's a problem with my downloaded ringtone, picture, game or application	Corrupt file Incompatible format Copy protected content	Contact your content provider for advice.
A key on the keypad is not working	Key lock on Screensaver mode is active	The keypad may be locked. Check the screen for the  symbol. Press  and  in quick succession to unlock the keypad. Press  to return to normal display.
Poor display	Low temperature Incorrect contrast setting. Wallpaper settings	Move to a warmer place and let the phone warm up. You may have an incorrect contrast setting for the display. Go to the Settings menu, select Display and finally select the LCD contrast option. Change the setting as needed. If you've added your own wallpaper, check that the colours do not clash with the text colours used on screen as this could make it difficult to read.

Problem	Possible cause	Possible corrective action
Can't connect to network	Weak signal	You may be in an area of poor coverage. Move to an area with a better signal.
	Invalid SIM card	Contact your network service provider.
	Network not allowed	Try reselecting the network. Switch off and then back on.
Can't make/receive calls	Weak signal	Check that the service provider name is displayed on the screen. If not, try to reconnect to the network or move to an area with a better signal.
	Phone is switched off	Press  for a few seconds.
	Battery is low	Phone can power down if the battery is very low. Charge the battery.
	Check the number	Use the full area code and country code in the number.
	Call key not pressed	After dialling the number you must press  , <i>Call</i> .
	Network is busy	If you hear rapid beeps, then the network is busy. Hang up and try again or try in another area.
	Fixed names or call barring is activated	Check the fixed names settings (in <i>Contacts</i>). Otherwise check the call barring settings with your network service provider.
	Not registered with network service provider	After purchasing your phone, you may need to call your network service provider to activate the line.
	No credit left on your prepaid card	Recharge your credit.
Low earpiece volume	Low setting	Press  when you are in a call to increase the volume.
Low ringtone volume	Low setting	Go into the <i>Sounds</i> menu in <i>Settings</i> , select <i>Volume</i> and increase the setting.

Problem	Possible cause	Possible corrective action
Cannot enter some words	Wrong word displayed	Your phone has T9 text input (i.e. it predicts what words you are trying to enter). When you finish a word, press [?] repeatedly to scroll through the possible words.
	Wrong entry mode	To enter a special word press [*#] repeatedly to change to normal Multitap mode ((ab) or (AB)).
I can't send or receive MMS messages	Incorrect MMS settings	See the <i>MMS settings</i> section on Page 27 for details. You may need to contact your network service provider for details of the settings required.
	Your SIM card is not GPRS or MMS enabled	You need a GPRS and MMS enabled SIM card in order to use MMS services. Contact your network service provider for information.
	No GPRS coverage	You may be in an area of poor GPRS coverage. Move to an area with a better signal.
"Message list full" is displayed in the main screen	Your messages memory is full of text and MMS messages, therefore you cannot receive any more messages.	Go into the <i>Inbox</i> of the <i>Messages</i> menu and delete some of your messages.
Some features do not work	Feature not supported by the operator or your subscription.	Call your network service provider.
Some menus are missing	There are restrictions on your SIM card or subscription.	Call your network service provider.
My phone language is wrong	Language changed by mistake or incorrect setting	If the phone language is incorrect or changed by mistake, press and hold [*#] from the main screen to display the language list. Scroll to the language you want (using [^] and [v]) and press [✓] .
I can only enter names of up to 7 characters in my contacts list	Your phone is in Unicode mode.	Change the Characters Message Setting to GSM mode. See the Message Settings section for more information.
I can only enter one number for a contact	You are using SIM contacts.	Change the <i>Default</i> setting in <i>Contacts</i> to <i>Phone</i> .

Problem	Possible cause	Possible corrective action
"List full" is displayed on my Contacts screen	Contacts list full	This will not cause problems using your phone, but if you want to add more contacts you must delete some existing contacts.
I'm having problems using GPRS on my phone	Your SIM card is not GPRS enabled	You need a GPRS enabled SIM card in order to use GPRS services. Contact your network service provider for information.
	No GPRS coverage	You may be in an area of poor GPRS coverage. Move to an area with a better signal.
A "Wap Error" message is displayed on the screen	Weak signal	You may be in an area of poor network coverage. Move to an area with a better signal.
	Incorrect Internet settings	See the <i>Settings</i> section (Page 32) in the <i>Internet</i> chapter for details. You may need to contact your network service provider for details of the settings required.

 **Note:** For all further questions, support and service issues, please go to www.sendo.com/support.

Global Warranty

Sendo International Limited (“Sendo”) warrants, subject to the exclusions and limitations set forth below, that your cellular phone, battery and accessories (collectively “Product”) is free from defects in materials and workmanship according to the following terms and conditions:

1. The limited warranty for the Product commences on the date of purchase and continues for a period of one (1) year from that date. Upon request from Sendo, you, (the “Consumer”) must prove the date of the original purchase of the Products by dated itemised receipt.
2. The limited warranty extends to the original purchaser of the Product, the Consumer, and is not assignable or transferable to any subsequent purchaser or user.
3. The warranty extends only to Consumers who purchase the Product in the market for its intended sale.
4. During the limited warranty period, Sendo will repair, or replace, at Sendo's sole option, any defective parts, or any parts that will not properly operate for their intended use with new or refurbished replacement items if such repair or replacement is needed because of a malfunction or failure of the Product during normal usage. No charge will be made to the Consumer for any such parts. Sendo will also pay for the labour charges incurred by Sendo

in repairing or replacing the defective parts. This warranty does not apply to any damage or failure to operate caused by use of the Product other than in accordance with the instructions contained in the User Manual, or for periodic maintenance or repair due to normal wear and tear. Sendo's limit of liability under the limited warranty shall be the actual cash value of the Product at the time the Consumer returns the Product for repair, determined by the price paid by the Consumer for the Product less a reasonable amount for usage. Sendo shall not be liable for any other losses or damages. These remedies are the Consumer's exclusive remedies for breach of warranty.

5. The warranty will be invalidated if any of the following circumstances are applicable:
 - a) The Product has been subject to abnormal use, abnormal conditions, improper storage, exposure to moisture or dampness, unauthorised modifications, unauthorised connections, unauthorised repair, misuse, neglect, abuse, accident, alteration, improper installation, or other acts which are not the fault of Sendo, including damage caused by shipping.
 - b) Physical damage to the surface of the Product, including scratches or cracks in or to the outside casing or Liquid Crystal Display, or damages caused by dropping the Product.
 - c) The Product has been damaged from external causes such as liquid, water, collision with an object, or from fire, flooding,

sand, dirt, windstorm, lightning, earthquake or damage from exposure to weather conditions, an Act of God, or battery leakage, theft, blown fuse, or improper use of any electrical source, damage caused by computer or internet viruses, bugs, worms, Trojan Horses, cancelbots or damage caused by the connection to other products not recommended for interconnection by Sendo.

d) The Product has been altered or repaired by anyone other than an authorised Sendo service centre or if it has been used with unapproved accessories or other ancillary items.

e) For adaptations or adjustments made to the Product to comply with local standards in any country other than one for which the Product was designed and manufactured.

f) Loss or integrity of any user data stored in the Product or any storage device used in conjunction with the Product at any time

g) The Sendo authorised service centre was not advised by the Consumer in writing of the alleged defect or malfunction of the Product within fourteen (14) days after the expiration of the applicable limited warranty period.

h) The Product serial number plate or the accessory data code has been removed, defaced or altered.

i) The defect or failure to operate was caused by the defective function of the cellular system or by inadequate signal reception.

6. Any implied warranty of satisfactory quality, merchantability, or fitness for a particular purpose or use, shall be limited to the duration of the foregoing written warranty. Otherwise, the foregoing warranty is the Consumer's sole and exclusive remedy and is in lieu of all other warranties, express or implied. Sendo does not warrant uninterrupted or error free Internet or data connections. Sendo shall not be liable for special, incidental or consequential damages, including but not limited to, loss of anticipated benefits or profits, loss of savings or revenue, punitive damages, loss of use of the product or any associated equipment, loss of data, cost of capital, cost of any substitute equipment or facilities, downtime, the claims of any third parties, including customers, and injury to property, resulting from the purchase or use of the product or arising from breach of the warranty, breach of contract, negligence, strict tort, or any other legal or equitable theory, even if Sendo knew of the likelihood of such damages. Sendo shall not be liable for delay in rendering service under the limited warranty, or loss of use during the period that the product is being repaired or loss of data.

7. Some jurisdictions do not allow limitation of how long an express or implied warranty lasts and so the one year warranty period referred to above may not apply, to you, the Consumer. Some jurisdictions do not allow the exclusion or limitation of incidental and consequential damages and so to the extent

that such limitations are not allowed, the above limitations or exclusions may not apply, to you, the Consumer. This limited warranty gives the Consumer specific legal rights and the Consumer may also have other legal rights under the legislation of some jurisdictions. These legal rights vary from jurisdiction to jurisdiction and are not prejudiced by anything contained in this limited warranty. It also means that in some jurisdictions our responsibility to you the Consumer may be more extensive than in other jurisdictions.

8. The Consumer shall take the following steps to make a claim under this limited warranty:

Please do not ship the Product for service without first contacting the nearest Sendo Authorised Service Centre.

Contact information for the world-wide network of Sendo authorised service centres is available at www.sendo.com.

If the Product qualifies for in-warranty service, the Consumer must prove the date of the original purchase of the Products by a dated proof of purchase.

Back up all data. If the Consumer has sensitive information stored on the Product copy it to another device and delete it from the Product before repair.

The Consumer must ship the Product prepaid and insured. Expenses related to removing

the Product from an installation are not covered under this limited warranty.


If the Product is returned for service and the Product is deemed out of warranty under the terms and conditions of this warranty, the Consumer will be notified and given an estimate of the applicable charges. If the estimate is refused a minimum service fee for collection, inspection and quotation of said product would be due.

9. Subject to any more extensive legal rights granted to the Consumer by law of the Consumer's jurisdiction, Sendo neither assumes nor authorises any authorised service centre or any other person or entity to assume for it any other obligation or liability beyond that which is expressly provided for in this limited warranty including the provider or seller of any extended warranty or service agreement.

10. This is the entire warranty between Sendo and the Consumer, and supersedes all prior and contemporaneous agreements or understandings, oral or written, and all communications relating to the Product, and no representation, promise or condition not contained herein shall modify these terms.

11. This limited warranty allocates the risk of failure of the Product between the Consumer and Sendo. The allocation is recognised by the Consumer and is reflected in the purchase price of the Product.

12. Diagnostic instructions and other service information is available free of charge at www.sendo.com. Information on out of warranty repair costs and charges is available at www.sendo.com.

 **Note:** Register your warranty at www.sendo.com/warranty/index.aspx as soon as you purchase your phone. This information is stored for support purposes.

IMPORTANT SAFETY INFORMATION

You should observe and follow these guidelines for the safe and efficient use of your phone. Failure to comply with these guidelines and requirements may void your warranty and may invalidate any approvals given to your phone.

Drive Safely

Do not use a hand-held phone while driving. Give your full attention to driving. If using a hand-held phone, pull over safely and park the vehicle in a safe location first. Always place the phone in its holder; do not place the phone on the passenger seat, near an airbag or where it can break loose in a collision or sudden stop.

Always obey local laws and regulations regarding the use of a cellular phone in the areas where you drive. In some areas, it is illegal to use a cellular telephone while driving, and hands-free operation is required in many other areas. Do not hold your phone in your hand while driving.

Do not use a headset (such as a headset that covers both ears) that interferes with your ability to hear emergency vehicle sirens or the warning horns of other vehicles. Driving safely always comes first!

Operation

Remember to follow any special regulations in force in any area and always switch off your phone whenever you are instructed not to use it, or when its use may be illegal or cause interference or danger. Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Read the user's manual of any accessory or device and its operation and safety instructions before using it with your phone. Do not connect incompatible products.

Do not use your phone if the antenna is damaged. Replace the antenna only with one approved by the manufacturer. Unapproved antennas or modifications may damage your phone, degrade its performance and violate local regulations. This phone is equipped with an internal antenna on the bottom area of the phone. Do not touch or cover the antenna area unnecessarily while a call is in progress as it may interfere with reception. Contact with the antenna affects call quality and may cause your phone to transmit at a higher power level than otherwise needed. Hold your phone as you would any other phone.

The charger is compatible only with power sources indicated on its label. Do not connect the charger to a power source of a different voltage, frequency or pin type. Do not use the charger outdoors or in areas where it may become wet. Unplug the charger from the wall socket using the body of the charger, not the cord. Locate the cord so that it will not be tripped over, stepped on or damaged. Do not use the charger if it is damaged. Unplug the charger from the wall socket before cleaning it. Use a slightly damp cloth for cleaning, and allow the charger to dry fully before plugging it in.

Only use accessories approved by Sendo. Using unapproved accessories with your phone may result in degraded performance, fire, electric shock or injury, and may void the warranty. Please check with your dealer for the availability of approved accessories. Your phone is intended for use only with chargers approved by the manufacturer. Any other use will invalidate any approval given to your phone and may be dangerous.

Children

Your phone is not a toy. Do not allow small children to play with it. They could hurt themselves or others. Children could also damage the phone or make calls that increase your telephone bill.

Pacemakers

Sendo recommends that a minimum separation of 20 cm (or 6 inches) be maintained between a wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by, and recommendations of, Wireless Technology Research. Persons with pacemakers:

- ◆ Should always keep the phone more than 20 cm (or 6 inches) from their pacemaker when the phone is switched on;
- ◆ Should not carry the phone in a breast pocket;
- ◆ Should use the ear furthest away from the pacemaker to minimise the potential for interference.
- ◆ If you have any reason to suspect that interference is taking place, switch off your phone immediately.

Hearing Aids

Some wireless phones may interfere with some hearing aids. In the event of such interference, you should consult your service provider.

Medical Equipment

Operation of wireless phones may interfere with inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if it is adequately shielded from external RF energy. Turn off your phone in hospitals and other

health care facilities when any regulations posted in these areas instruct you to do so, as equipment that could be sensitive to external RF energy may be in operation.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (e.g. electronic fuel injection systems, electronic anti-skid (anti-lock) braking systems, electronic speed control systems, air bag systems). Check with the supplier or its representative regarding your vehicle. You should also consult the supplier of any equipment that has been added to your vehicle.

Do not place your phone or any accessories in the area over an airbag or in the airbag's deployment area. An airbag inflates with great force, and serious injury could occur.

Using your phone in a vehicle demands special considerations. The fitting of any accessories to a vehicle should only be undertaken by a suitably qualified person to ensure that vehicle systems are not adversely affected, and that the accessory gives optimum performance.

Only qualified personnel should service the phone, or install the phone in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty that may apply to the unit.

Check regularly that all wireless phone equipment in your vehicle is mounted and operating properly.

Do not store or carry flammable liquids, gases or explosive materials in the same compartment as the phone, its parts or accessories.

Switch off your phone before boarding a non-commercial aircraft or when instructed to do so on a commercial airline. The use of wireless telephones in

an aircraft may interfere with the operation of the aircraft and may be illegal.

Posted Areas

Turn off your phone in any area where posted notices so require.

Potentially Explosive Atmospheres

Turn off your phone and do not remove its battery when in any area with a potentially explosive atmosphere, and obey all signs and instructions. It is rare, but your phone or its accessories could generate sparks. Sparks in such areas could cause an explosion or fire resulting in property damage, bodily injury or even death. Areas with potentially explosive atmospheres are often, but not always, clearly marked. They include: Fuelling areas, such as petrol stations, below deck on boats, and fuel or chemical transfer and storage facilities. Follow these guidelines also when you enter areas where fuel odours are present, such as when a gas leak occurs in a home; areas where the air contains chemicals or particles, such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

Turn off your phone when at gas or petrol stations (service stations). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

Blasting Areas

To avoid interfering with blasting operations, turn your phone off when in a “blasting area” or in areas posted “turn off two-way radio”. Obey all signs and instructions.




Emergency Calls

IMPORTANT!

This phone, like any wireless phone, operates using radio signals, wireless and landline networks as well as user-programmed functions that cannot guarantee connection in all conditions. Do not rely solely upon your wireless phone for emergency communications (e.g. medical emergencies).

Remember, to make or receive any calls, the phone must be switched on and in a service area with adequate signal strength. Emergency calls may not be possible on all wireless phone networks or when certain network services and/or phone features are in use. Check with local service providers.

To make an emergency call:

- 1 If the phone is not on, switch it on.
- 2  **Note:** Some networks may require that a valid SIM card be properly inserted in the phone.
- 3 Press and hold the Clear key  for several seconds to ready the phone for calls.
- 4 Key in the emergency number for your present location (e.g. 999, 911, 112 or other official emergency number). Emergency numbers vary by location.
- 5 Press the Call  key.

If certain features are in use (Key guard, Locking, Call Restricting, etc.), you may first need to turn those features off before you can make an emergency call.

When making an emergency call, follow all instructions of the emergency operation and do not hang up until requested to do so.

Servicing

Do not attempt to disassemble or repair your phone, as you may damage the phone or injure yourself and

will void your warranty. Only qualified personnel at an authorised service centre should perform repairs. Your phone does not contain any consumer serviceable parts. Make back up copies of all data and delete security sensitive data before sending your phone in for repair.

Back Up Data

To avoid loss of important information, remember to make back up copies of all data regularly.

Disposal

Your battery and other components may require precautions to be taken for safe disposal. The battery type is indicated on the battery label. Please follow all local and/or governmental laws and regulations when disposing of your phone or battery.

Care and Maintenance

Follow these care and maintenance instructions to improve the performance and life of your phone. Failure to follow the suggestions may invalidate your phone's warranty:

- ◆ Keep it and all its parts and accessories out of small children's reach.
 - ◆ Keep it dry.
 - ◆ Do not use or store it in dusty or dirty areas.
 - ◆ Do not attempt to take the phone apart.
 - ◆ Do not drop, throw or shake it.
 - ◆ Do not use soaps, chemicals, cleaning solvents, or strong detergents to clean it. Use a moist cloth to wipe it.
 - ◆ Avoid exposing your phone to any severe shocks, extreme (hot or cold) temperatures or moisture.
 - ◆ Keep your phone away from open flames such as lit candles or cigarettes.
- ◆ Use only the supplied or an approved replacement antenna. Unauthorised antennas, modifications or attachments could damage the phone and may violate regulations governing radio devices.
 - ◆ If the phone, battery, or any accessory is not working properly, take it to your nearest qualified service facility. Back up all data before taking your phone to a service centre as maintenance or recovery of data is not guaranteed. If you have any sensitive information, please back it up and then delete it from your phone before taking your phone to the service centre.

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Licensor has no obligation to furnish You with technical support except as agreed in writing between You and Licensor in the Limited Warranty provided with the phone.

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Mobile Manufacturers Forum statement: Understanding SAR

To communicate with the network, mobile phones emit low levels of radio waves (also known as radiofrequency or 'RF' energy) when being used. Governments around the world have adopted comprehensive guidelines, developed by independent scientific organisations, governing the exposure to RF energy. Mobile phones are designed to operate within these stringent limits.

What is SAR?

SAR stands for Specific Absorption Rate which is the unit of measurement for the amount of RF energy absorbed by the body when using a mobile phone. Although the SAR is determined at the highest certified power level in laboratory conditions, the actual SAR level of the phone while operating can be well below this value. This is because the phone is designed to use the minimum power required to reach the network. Therefore, the closer you are to a base station, the more likely it is that the actual SAR level will be lower.

Does a lower SAR mean that a phone is safer?

No. Variations in SAR do not mean that there are variations in safety. While there may be differences in SAR levels among phone models, all mobile phones must meet RF exposure guidelines.

Where can I get the SAR values for my phone?

SAR information for new model phones will be included with the materials that come with the mobile phone. In addition, this information will be available from the website of your mobile phone manufacturer.

Where can I go if I want more information?

There are several good sources of information by government and international agencies on the general issue of mobile phones and health:

World Health Organisation (WHO)

www.who.int/emf

U.S. Food and Drug Administration

www.fda.gov/cdrh/ocd/mobilphone.html

U.K. National Radiological Protection Board

www.nrpb.org.uk

The Mobile Manufacturers Forum, the international association of mobile phone manufacturers, also has a comprehensive website – www.mmfa.org - to help answer consumer questions on health issues.

Sendo SAR Statement

THIS MOBILE PHONE MEETS REQUIREMENTS FOR EXPOSURE TO RADIO FREQUENCY ENERGY.

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the limits for exposure to radio frequency (RF) recommended by international guidelines. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines 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. The SAR limit recommended by international guidelines is 2.0 Watts/kg*. Tests for SAR are conducted using standard operating positions with the phone transmitting at its highest operating power level. Although the SAR is determined at the highest operating power level, the actual SAR of the phone while operating normally 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 communicate with the network. In general, the closer you are to a base station, the lower the power output of the phone.

The highest SAR value for the Sendo 570 model phone when tested for use at the ear is 0.664 W/Kg. Always read and follow the operating and safety instructions that came with your phone.

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

Regulatory compliance

Your phone has been designed to comply with applicable standards when used correctly in accordance with the user instructions. Sendo GSM 900/1800 phones and accessories have been tested and certified for compliance with the following EC Directives and international standards, as applicable:

European (EC) Directives

1999/5/EC (R&TTED)

89/336/EEC (EMCD)

73/23/EEC (LVD), as amended by 93/68/EEC

International Standards

IEC/UL/AS-NZ/BS EN60950 (Electrical Safety)

EN301 489-7 (EMC)

EN301 489-1 (EMC)

EN301 511 (GSM900/DCS1800)

International SAR (Human Exposure) Standards

EN50360/EN50361 (European)

IEEE Std C95.3 (USA)

AS/NZ 2772.1 (ACA, Australia)

Declaration of conformity

We: Sendo International Ltd.
Of: Sendo Base Station, Hatchford Brook, Hatchford Way,
Sheldon, Birmingham, B26 3RZ, United Kingdom.

Declare under our sole responsibility that the product referenced within this user guide and uniquely identified by the IMEI and type number affixed to the product, to which this declaration relates, is in compliance with the essential requirements of the Radio and Telecommunications Terminal Equipment Directive (R&TTE) 1999/5/EC.

The conformity assessment procedure referred to in Article 10 and detailed in Annex IV of the R&TTE Directive (1999/5/EC) has been followed with the involvement of the UK Notified Body, BABT, Claremont House, 34 Molesey Road, Walton-On-Thames, KT12 4RQ, England.

A copy of the original Declaration of Conformity is available for download from the Sendo website.

Class of equipment: This product is designated Class 1 equipment (R&TTED 1999/5/EC), the use of which is harmonised throughout all EU member states. This product is designated for use on licensed GSM 900/1800 MHz networks.

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CE 0168

8E30-57011-50002

Printed in the EU.

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