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SDA

User Manual



Congratulations on the purchase of your new Windows Mobile™ SDA .

Please read before operating your device.

THE DEVICE IS NOT CHARGED WHEN YOU TAKE IT OUT OF THE BOX.

DO NOT REMOVE THE BATTERY PACK WHEN THE DEVICE IS CHARGING.

WHEN INSERTING YOUR SIM CARD, MAKE SURE THE DEVICE IS POWERED OFF, AND THAT THE SIM CARD SNAPS INTO THE SOCKET SECURELY.

YOUR WARRANTY IS INVALIDATED IF YOU OPEN OR TAMPER WITH THE DEVICE'S OUTER CASING. (For more information, see the enclosed warranty card)

EXPLOSIVE ATMOSPHERES

When in any area with a potentially explosive atmosphere or where flammable materials exist, the product should be turned off and the user should obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death. Users are advised not to use the equipment at refueling points such as service or gas stations. Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots, chemical plants or where blasting operations are in progress. Areas with a potentially explosive atmosphere are often, but not always, clearly marked. These include fuelling areas, below deck on boats, fuel or chemical transfer or storage facilities, and areas where the air contains chemicals or particles, such as grain, dust, or metal powders.

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Chapter 1

Getting Started

1.1 Knowing your SDA

1.2 Status indicators

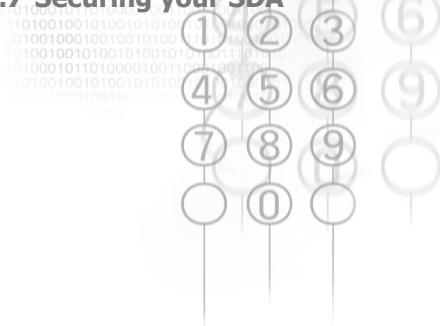
1.3 Setting up your SDA

1.4 Accessories

1.5 Navigating

1.6 Entering text and numbers

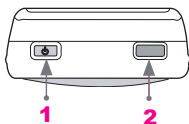
1.7 Securing your SDA



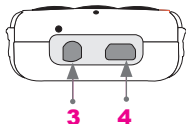
1.1 Knowing your SDA

This section will help you to familiarize yourself with your SDA phone's hardware, including a basic introduction to the buttons and features found on the top, bottom, front, side, and rear of the phone. A brief explanation of the LED indicator is also provided.

Top View



Bottom View



1. Power button

When your SDA is turned Off, press and hold the **Power** button to turn it On, and vice versa. When the SDA is On, press and quickly release the **Power** button to display the **Quick List**, which allows you to change or lock your SDA's setting.

2. Infrared port

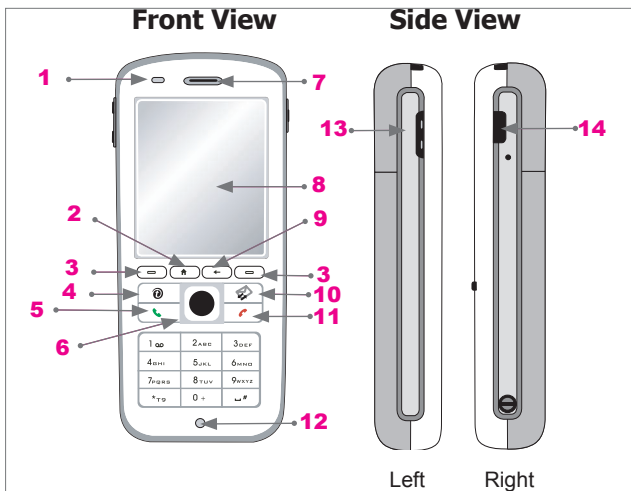
Allows your SDA to receive data from another IR-compatible device through beaming.

3. Earphones plug

Plug the earphones jack here to use the handsfree mode or listen to sound or multimedia files.

4. Mini USB connector

Attach the mini-USB cable here to synchronize your SDA with a desktop or notebook PC, or to charge its battery.



1. LED indicator

The LED Indicator notifies you of the battery and network status of your SDA phone. The meaning of the various colors in the LED Indicator are described in a table on the page after next.

2. Home key

Press to return to the Home screen.

3. Left Softkey and Right Softkey

Performs the function shown on the screen immediately above the key. (The Left Softkey is also known as "Softkey 1" and the Right Softkey is "Softkey 2." See the last page of this chapter for another usage.)

4. t-zones

Press to launch the T-Mobile website, where you can access your E-Mail, t-news, t-sports, t-music, t-games, and more.

5. Talk key

Press to start a call or answer an incoming call. Press and hold to turn the speakerphone mode on or off, or switch between an active call and a call on hold.

6. Navigation Pad

Use to scroll selection up, down, left, or right. Press straight down on the center of the Navigation Pad (known as the "Action" button) to select. In a text field, use the navigation pad to move the cursor right or left, character by character.

7. Speaker**8. Display screen**

The status indicators concerning the current mode, battery strength, the current activity, or active program are displayed at the top. In the center of the screen is the active menu or program. At the bottom of the screen are the menus or commands related to the active program.

9. Back key

Press to go back to the previous screen, or to backspace over one character in a text field. Press and hold to delete the entire contents of the field.

10. Messages

Press for quick access to SMS, MMS, and E-Mail.

11. End key

Press to end a call; press to return to the Home screen; or press and hold to lock the keypad.

12. Light Sensor

If enabled in **Settings > Power Management**, dark conditions sensed here will activate a backlight under the keypad, making it easier to see the buttons.

13. Volume Up/Down button


Lets you adjust the volume during the talk mode. During the standby mode, press and hold the **Volume Down** button to launch the **Voice Tag** feature. Press and hold the **Volume Up** button to launch the **Voice Notes** recorder.

14. Camera button (if your SDA has a built-in camera) OR: Voice Notes button (if no built-in camera)

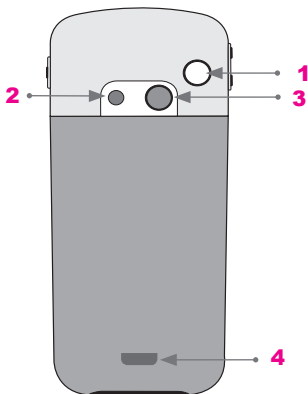
If your SDA has a camera, and if not already in camera mode, press to switch to camera mode. (If already in camera mode, pressing this button captures a still image or begins capturing a video clip, depending on the current capture submode.)

If your SDA has no camera, pressing this button will invoke the Voice Notes (audio recording) program, as explained in Chapter 8 (section 8.4).

The various colors that might display in the LED Indicator (item 1 in the previous illustration) are explained below:

LED Indicator	Status
Solid green	Battery is fully charged
Blank	Battery case is empty
Solid Amber	Battery is charging
Flashing green	Network is attached
Flashing red	Battery very low (less than 4%)
Flashing blue	Bluetooth set to "On" mode or "Discoverable" mode
Flashing amber	Battery temperature is hotter or colder than the functional limits of 0 to 48 degrees Celsius, and has stopped charging
Amber / green LED off	Battery fault. The "Battery Fault" icon is displayed (). In this case, the flashing green LED can be recovered by unplugging the AC adaptor.
Dim	Network is disconnected.

Rear View



1. Car antenna connector

Allows you to attach your SDA to a car antenna for better network signal reception. Simply peel off the rubber cap and connect the antenna jack. Replug the rubber cap if unused.

2. Camera lens (Optional)

If your SDA has a built-in camera, the lens of the camera is located in this position. The “live” incoming video stream enters here, when Camera mode is active.

3. Self-Portrait mirror (Optional)



















If your SDA has a built-in camera, a mirror will be located in this position. Position the phone until the mirror reflects the image you want to capture.

4. Battery release latch

Press to release the latch to access the battery, SIM card, and Mini-SD card.

1.2 Status indicators

Status indicators are located in the Title Bar at the top of the phone's display screen. The following table lists common status indicators and their meanings:

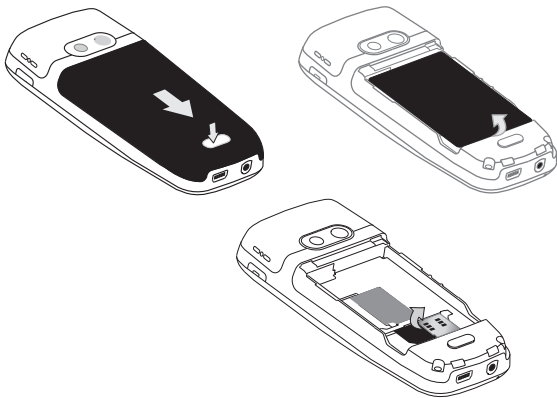
	New e-mail
	New voice mail
	New instant message
	Voice call active
	Data call active
	Call forwarding
	Call on hold
	Missed call
2	"1" indicates Line 1; "2" indicates Line 2
	Battery full
	Battery very low (less than 4%)
	Battery fault
	Signal strength
	Radio off
	GPRS available
	GPRS in use
	Ringer off
abc	Multipress input lower
ABC	Multipress text input mode, uppercase
<u>ABC</u>	Multipress text input mode, caps lock
t9	T9 text input mode, lowercase
T9	T9 text input mode, uppercase
	Caller ID monitor is off
	Caller ID monitor is running

1.3 Setting up your SDA

In this section you will learn how to install a battery, SIM card, Mini SD card, and how to charge the battery.

Installing the SIM Card

The SIM (Subscriber Identification Module) card contains a computer chip that stores your personal number, phone book, and other services provided by your cellular service provider.

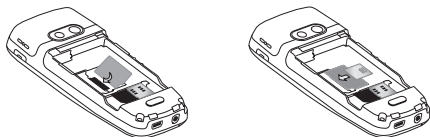


To insert a SIM card:

1. Press on the **battery release latch** and move the backside cover downward to open.
2. Remove the battery by lifting it up from the bottom end.
3. Pry the SIM metal socket open.
4. Insert the SIM card with the gold-plated contact area on the card facing down. Push the metal socket down to lock into place.

Installing the Mini SD card

Use only the Mini SD (Secure Digital) card in your SDA. You can install the Mini SD card to store images, video clips, music, and other data you may have obtained.



To insert a Mini SD card:

1. Remove the back phone cover as shown on the previous page.
2. Slide the Mini SD card into the holder, with the gold-plated contact area facing down.
3. Push the card down and pull up the metal latch to secure it into place.

Charging the battery

Your SDA is powered by a rechargeable Lithium-Ion battery. The battery will eventually wear out after a few hundred charges or discharges. Replace the battery through an authorized vendor when the operating time is noticeably shorter than usual.

Mode	Estimated battery life
Talk Time	3.5 to 4 hours
GPRS	2 hours prox.
Standby	140 hours

Fully charge the new battery before using your SDA for the first time. When the low-battery indicator appears, save any unsaved data you are working on by synchronizing your SDA with your PC or a Microsoft Exchange Server. Do not restart your SDA until you have connected the device to an external power source.

NOTE: Do not leave your SDA connected to a charger for longer than a week because overcharging can shorten a battery's lifespan. Your battery will automatically discharge when the phone is not in use. Leaving the battery in extremely hot or cold places may also reduce its capacity or shorten its lifespan.

To charge your battery:

Your SDA can be charged whether it is powered on or off. Charge your battery by plugging the power cable to the **mini USB connector** at the base of the device, or by using the AC adaptor.



If your SDA is turned off, charging is indicated by an amber light. If your SDA is turned on, charging is indicated by the solid amber light on the LED indicator and the charging icon. The completed charge is indicated by either a green light or a charged icon. You can also charge your SDA using the USB Sync cable while connected to the PC's USB port.

Battery Capacity Indicator



Full



50%-74% capacity



28%-49% capacity



Less than 27% capacity



Very Low alert (less than 4%)

1.4 Accessories

Mini USB cable

A USB cable is provided to allow you to synchronize information between your SDA and a desktop or notebook PC using ActiveSync. You can also charge the SDA's battery by plugging the cable to a PC USB port.



Stereo earphones with handsfree function

Use the earphones to listen to sound or multimedia files. The earphones can also function as a handsfree device.

Using the earphones

Connect the earphones cable to the earphones jack located at the base of the phone. Press the "Press To Talk" button to receive an incoming call. Press and hold it to end a call. Rotate the Volume buttons to adjust the sound level.



1.5 Navigating

This section shows you how to move through your SDA screens in order to perform tasks quickly and easily.

Navigation Pad

The Navigation Pad provides the easiest and quickest way to move around your SDA's programs and settings.



Using the Navigation Pad

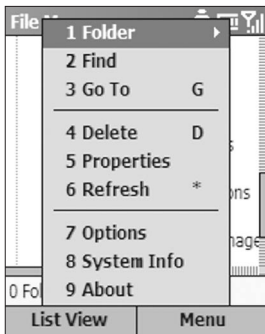
- Press the left side of the Navigation Pad, or right side, or the top or the bottom, to move/scroll the selection focus on the screen left, right, up, or down.
- Select a highlighted item by pressing straight down on the center of the Navigation Pad, which is also known as the **Action button**. In many cases, scrolling to an item and pressing the Action button executes a command, or takes you to a program or setting. When you scroll to a check box, pressing the Action button selects or clears the box.

Softkeys

There are two softkeys on your SDA, located directly below the display screen: the Left Softkey ("Softkey 1") and the Right Softkey ("Softkey 2"). Each softkey performs the command displayed immediately above it on the screen (called the "Softkey label"), making it easy to navigate around your SDA and to perform common commands. Note that you can also use *Settings* on the Start menu, as described in Chapter 4, to assign different applications to the Right Softkey function. (See the last page of this chapter for another usage of the softkeys.)

Menus

On many screens, the function of the Right Softkey is to open a menu which displays a list of options that are relevant to the current screen/application. Selecting a menu option will either perform that command or take you to another part of the user interface where you can perform the command.



To select a command:

Press the Up or Down navigational button until the command you want is highlighted, then press the Action button. Or:

You can choose menu commands quickly by pressing the number on the keypad that corresponds to the number shown to the *left* of the command you want, when the menu is open. Each command has a number. Or:

For some commands, there is also a shortcut key that can be pressed when the menu is *not* open. Those shortcuts are shown to the *right* of the command on the menu.

The Home button

Pressing the **Home** button takes you to the Home screen, which is your starting place for most tasks. You can gain access to all of the phone features and programs from the Home screen.

The Home screen displays the icons of the five applications that were most recently accessed so you can quickly reactivate those applications. Your upcoming appointments, the number of text messages in the inbox, and your current profile are displayed. To open an application, scroll to one of these items and press the Action button on the Navigation Pad. (Note: The Camera application will be available only if your SDA has a built-in camera.)



The Home screen (shown above on the left) is the default display when you turn on your SDA. When you press the Left Softkey in the Home screen, the Start Menu displays.

The Back button

Pressing the **Back** button takes you to the previous screen, in a similar manner to the Back button on an Internet browser. In a text field, pressing the Back key moves the cursor back and deletes the character to the left (similar to pressing the Backspace key on a keyboard).

The Start menu

Your SDA comes with many bundled programs that you can start using immediately. (To install additional programs on your SDA, refer to the Application CD that came with it.)

To use the Start menu:

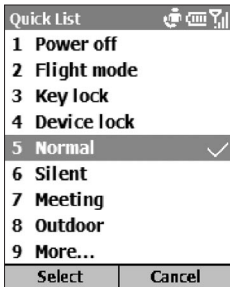
1. In the Home screen, press the Left Softkey (beneath the word **Start**). The first “page” of the Start menu was illustrated on the previous page.
2. Select a program by scrolling to it and pressing the Action button. You can also select the program by pressing the corresponding number on the menu.

The Quick List

The Quick List offers a list of functions, such as locking your SDA, locking the phone's keypad, and turning on the Flight mode, as well as the list of available profile types.

To use the Quick List:

1. Press *and quickly release* the **Power** button on top of the SDA to display the Quick List. (Caution: If you press and hold too long, the device will power off.)
2. Select the item you want by scrolling to it and pressing the Action button or the related number.



1.6 Entering text and numbers

Your SDA supports three input modes for entering text and numbers: **Multipress**, **T9**, and **Numeric**. The Multipress and T9 modes are used for entering text, and the Numeric mode is for entering numbers. When you select a field that requires text or numeric entry, your SDA will automatically select the appropriate input mode. When the cursor is in a field which requires text or number input, you can switch input modes yourself by holding down the asterisk (*) key to pop up the menu. Commands on the menu are **Symbols**, **123**, **Abc**, and **T9 English**. One of the following status indicators will display in the Title Bar to show which input mode is currently active:

Indicator	Mode
abc	Multipress text input mode, lowercase
Abc	Multipress text input mode, uppercase
<u>ABC</u>	Multipress text input mode, caps lock
t₉	T9 text input mode, lowercase
T₉	T9 text input mode, uppercase
<u>T9</u>	T9 text input mode, caps lock
123	Numeric input mode

Multipress mode

When you are in Multipress mode, you can enter a letter by pressing the number key on which the letter appears. To enter the first letter on the number key, press the key once, to enter the second letter, press the key twice quickly, and so on. The letter entered most recently is underlined until you have completed the keypresses for the letter and moved on to the next letter.

For example: To enter the word "hat," press **44**, **2**, **8**.

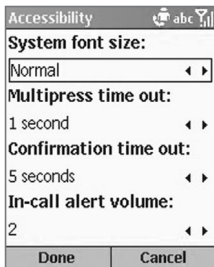
When you enter letters that are on the same number key, you must pause after entering the first letter and wait until the underline disappears before entering the next letter, so your SDA can process the first letter. This pause is called the "Multipress time-out," and you can adjust the length of the pause between keypresses.

For example: To enter the word "cat," press **222**, pause, press **2**, and then press **8**. Press the **#** key to move a space.

To enter punctuation in Multipress mode, press **1** repeatedly until you see the punctuation mark that you want.

To change the Multipress time-out:

1. Select **Settings** from the Start menu.
2. Select **Accessibility**.
3. In the **Multipress time-out** field, select the length of the pause between keypresses that you prefer.



T9 mode

When you are in the T9 mode, just press the number keys that contain the letters that you want to form a word. T9 will then analyze your keypresses and attempt to complete the word.

For example: To enter the word "shoe," press **7, 4, 6, 3**.

To enter text in T9 mode:

1. Press and hold the * key until the input menu appears. Select **T9 English** from the menu. The **t9** indicator should appear at the top of the display.
2. Enter letters by pressing the keys on which the letters appear. Press a key only once for each letter.
3. Press the # key to accept the word and enter a space after it, or press the Down button on the Navigation Pad to scroll through the available words; press the **Action** button to accept the word choice.
4. Press **1** and then press the Up or Down button on the Navigation Pad to cycle through common punctuation symbols.

NOTE: T9 cannot always find the word you want in the T9 dictionary. In these cases, switch to **Multipress** mode. After you have entered the word in Multipress mode, the word will be added to the T9 dictionary.

Numeric mode

When you are in the Numeric mode, just press the number(s) you want to enter on the keypad. If a field permits a numerical entry only, such as the **Work** phone field in **Contacts**, the input mode will automatically default to Numeric mode.

Miscellaneous input tasks

- **To enter a space:** In Multipress or T9 mode, press the # key.
- **To start a new line:** Press the Action button.
- **To switch between uppercase, lowercase, and caps lock:** Press the * key.
- **To enter a symbol:** Press and hold the # key, select the symbol you want, and then press the **Done** softkey.
- **To enter a number, an asterisk (*), or a pound sign (#):** Press and hold the * button on the phone keypad to pop up a selection list, then select **123** for Numeric mode. You can then press the desired corresponding key on the keypad.
- **To delete characters:** Press the Back button to backspace over a single character. Press and hold the Back button to backspace and delete all text in a field.
- **To enter the plus (+) sign for international calls:** Press and hold 0.

1.7 Securing your SDA

You can customize the level of security you want to have on your SDA by locking the SIM card, the keypad, or the entire SDA.

Locking the keypad

The keypad lock turns off the keypad functionality. This is a helpful feature if, for example, your SDA is turned on and in your pocket, and you want to prevent accidental keypresses from dialing a number, etc. One way is to select **Settings > Security > Enable Phone Lock** from the Start menu. Another way:

- **To lock your keypad:** When in the Home screen, press and hold the **End** button. The Left Softkey will display **Unlock**, indicating that your phone is locked.
- **To unlock your keypad:** When in the Home screen, press the **Unlock** softkey, and press the **#** key.

Locking the SIM card

Locking your SIM (Subscriber Identity Module) card prevents you from using your SDA, but you can still turn it on and make emergency calls. When you turn your SDA on, you will be prompted for your PIN1 password, which you must enter correctly before you can use the phone.

- **To lock the SIM:** Select **Settings > Security > Enable SIM Lock**, and then press the Action button. Enter your PIN1 password, and then press the **Done** softkey.
- **To unlock the SIM:** Select **Settings > Security > Disable SIM Lock**, and then press the Action button. Enter your PIN1 password, and then press the **Done** softkey.

Locking your SDA

Locking your SDA prevents access to personal data. When you enable this feature, your SDA will automatically lock after a specified time of inactivity. A screen will be displayed requiring your phone lock password before access is granted. You can still receive calls and make emergency calls when the SDA is locked.

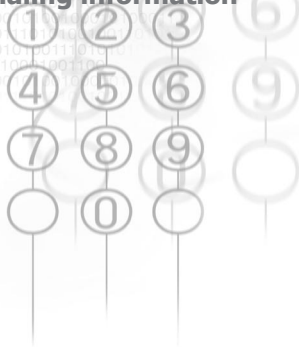
- **To lock your SDA:**
 1. Press the **Power** button and quickly release, to display the Quick List. Select **Device lock**, then press the **OK** softkey.
 2. In the **Lock phone after** field, select the amount of time you want your SDA to be inactive before the it automatically locks.
 3. In the **Password** field, enter the password you want to use, to access your SDA when it is locked.
 4. In the **Confirm password** field, enter the password again, then press the **Done** soft key.
- **To unlock your SDA:** Press the **Unlock** softkey, enter your password, and then press the **Unlock** softkey again.
- **To turn off phone lock:** Select **Settings > Security > Disable Phone Lock**, enter your password, and then press the **Done** softkey.

NOTE: If you forget your password, there is a way to regain access to your SDA - Please call your customer care service for information how to reset your device - but you will lose all programs and personal data you installed (If you had previously synchronized your SDA with a PC, you can then get the lost data and programs back easily by synchronizing with your PC again).

Chapter 2

Using your SDA

- 2.1 Making a call
- 2.2 Receiving a call
- 2.3 Photo Caller ID
- 2.4 In-call options
- 2.5 Retrieving a voice mail message
- 2.6 Reviewing your calls
- 2.7 Speed Dials and Voice Tags
- 2.8 Additional dialing information



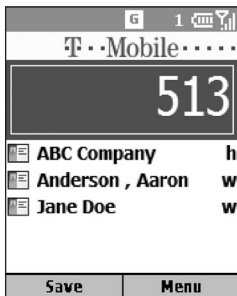
2.1 Making a call

There are several ways to make a call on your SDA.

Making a call from the Home screen

When in the Home screen, press the numbers on the keypad to enter the phone number, and then press the **Talk** button to make the call. Press the **Back** button if you need to backspace over a digit.

As you enter a phone number, your phone searches **Contacts**, **Call History**, **Speed Dial** lists, and your **SIM** card, to find a matching number. Matching names and numbers will be displayed. When you see the name of the person you want to call (or the entire number) displayed, select it and press the **Talk** button.



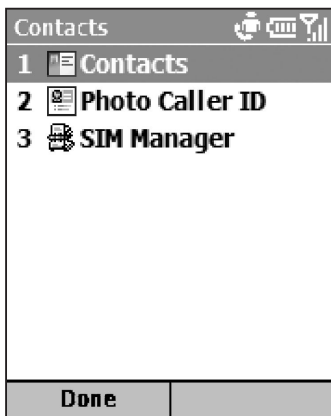
In this example, the first few digits of a phone number have been entered. The names listed in this screen have all been found to have phone numbers that start with these digits. At this point, you can select the desired name without having to enter more numbers.

Making a call from Contacts

Accessing your Pocket Contacts

When in the Home screen, you can press the Right Softkey to open the Contacts list directly (if you have not changed the assignment of the Right Softkey to a different application using **Settings > Right Softkey**). Or, you can select **Contacts** from the Start menu, then select **Contacts** from the screen shown below.

NOTE: You can also access your Contacts by selecting **Photo Caller ID** in this list, as explained in section 2.3.



To make a call by Contact name

The standard Pocket Contacts listing will appear (this screen is illustrated in Chapter 8, section 8.1). If there are many contacts listed, you can enter the first few letters of the desired contact's name to perform a search. Select the name you want to call, then press the **Talk** button. The phone number that has been specified as the default phone number for that contact entry will be dialed.

To change the default number for a Contact:

Select the contact whose default phone number you want to change, then press the Right or Left navigational button to change the default number. The abbreviation at the right side of the list indicates the default number. For example, if you change “w” to “m,” the default number changes from Work phone (w) to Mobile phone (m). A list of abbreviations and their meanings is included in Chapter 8, section 8.1.

To make a call from an open Contact Card:

Select the desired contact, then press the Action button to display all the information for that contact. Select the number you want to call, then press the **Talk** button. (See section 8.1 of Chapter 8 for an illustration of a Contact Card.)

Making a call using a recently dialed number

When in the Home screen, press the **Talk** button to display a list of recently-dialed names/numbers. Select the item you want to dial, then press the **Talk** button again. Note that you can also use the menu in this screen to open a *Call Info* screen for the selected item.

Making a call from the Call History list

Select **Call History** from the Start menu. Select the number or name you want to call, then press the **Talk** button.

Making a call from a hyperlink

When you see an underlined phone number presented as a hyperlink in an E-mail message, just scroll to it, and press the **Action** button to make the call.

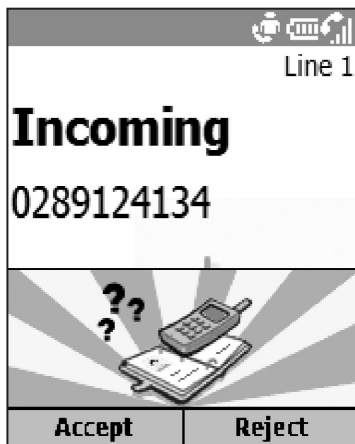
Making emergency calls

Calls to emergency service numbers can be made under any circumstances, even if you have locked the SIM card and/or your phone. To place an emergency call, dial the emergency number appropriate for your location, and press the **Talk** button.

2.2 Receiving a call

When you receive a call, the name and number of the caller are displayed on the screen. If the name of the caller is not in your Contacts list, only the caller's phone number is displayed. You can answer a call by pressing the **Talk** button or the Left softkey ("Accept").

If don't want to take the call, press the Right softkey ("Reject"). Note that selecting **Reject** will connect the caller to your voice mail box, if you subscribe to this service.



NOTE: This is the default behavior for incoming calls. See the next section if you want a Photo ID (which you have associated with the caller) to be displayed on your screen during incoming calls.

Answering a second call using Call Waiting

If you are already talking on your SDA when you receive another call, the *Call Waiting* screen will appear. To place the current call on hold and answer the incoming call, press the Left Softkey (“Accept”) or the **Talk** button to simultaneously place the first call on hold and answer the second call.

If you want to end the first call before answering the incoming call, press the **End** button, and then press the **Accept** soft key or the **Talk** button to accept the incoming call.

Rejecting a Call Waiting call

If you are already talking on your SDA when you receive another call, and you don't want to answer the incoming call, press the Right Softkey (“Reject”) in the *Call Waiting* screen. This will keep your current call in progress, but will connect the “call waiting” caller to your voice mail box, if you subscribe to this service.

2.3 Photo Caller ID

Photo Caller ID is an application that adds more fun to using your SDA. It allows you to assign photos or animated GIF files to the entries in your *Contacts*. Then when a person calls you (for whom you have previously assigned a photo ID in *Contacts*), that photo ID will appear on your SDA's incoming call screen.

You can also perform maintenance on the *Contacts*, even create new *Contacts* and *Groups* and assign members to the *Groups*, right from within Photo Caller ID.

Photo Caller ID does not run automatically when you turn on your SDA. You must invoke it after your SDA is turned on.

Starting the Photo Caller ID program

To invoke Photo Caller ID, select **Contacts** from the Start menu to open the *Contacts* screen shown earlier in Section 2.1, then select **Photo Caller ID** from the choices in that screen.

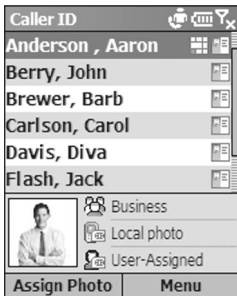
The *Caller ID* screen will then open, and all of your *Contacts* will be listed. The icon shown below will display in the Title Bar. It indicates that the “Caller ID monitor” is running, and that Photo IDs (if assigned) will display when incoming calls are received. (Section 1.2 of Chapter 1 illustrates the Photo Caller ID monitor “On” and “Off” icons.)



NOTE: Even if Photo Caller ID is not running, you can still use Caller ID to assign photos and manage contacts and groups. The photos will display within your *Contacts* application, but incoming calls will not be able to display the Photo IDs you assigned. **(To disable Photo Caller ID manually, use Options > General as mentioned later in this section.)**

Main List View and Detailed View

When you start the Photo Caller ID application, the main **List View** will display as shown in the example below on the left. The Contacts entries fully mirror those in your Pocket Contacts. Any changes you make to your Contacts data using Photo Caller ID will simultaneously be made in your Pocket Contacts. In the example below, a Photo ID has already been assigned to the selected Contact entry. The icon at the rightmost side of each Contact indicates whether the Contact resides in your phone's local memory or on the SIM card. If a Photo ID has been assigned, an additional icon will indicate such.



Main (List) View



Detailed View

To switch to **Detailed View**, press the **Action** button. All data that has been entered for the selected Contact will be listed. To switch back to List View, select **Cancel** from the menu.

Menu Commands

The menu in Detailed View lets you display the Next or Previous contact entry; Edit or Delete the current contact; and Assign or Unassign a photo ID to it.

The menu in the main List View contains the following commands:

New

Opens a standard screen in which you can enter data and create a new entry in your Pocket Contacts.

Delete

Select the entry you want to delete, then select **Delete**. A message will remind you that if you delete this entry using Photo Caller ID, it will also be deleted in your SDA's Contacts.

Reset Filter

This command is enabled after you have performed any manual filtering of entries using your SDA's keypad. For example, if you have pressed the keys for "j," "a," "c," and "k" to list only the entries containing the string "jack," you can select **Reset Filter**, or press the * shortcut key, to reset the main view so that all entries are once again listed. (NOTE: This command does not affect any filtering you may have done using the **Filter** command explained on the next page.)

Manage Group

This command provides a convenient interface that lets you perform complete management of your contacts groups. Initially, it opens the *Manage Group* screen, which lists all currently existing groups and the number of members assigned to each group, as well as the Photo ID assigned to the selected group (if any).

Press the Right Softkey in the *Manage Group* screen to open the menu, which lets you create **New** groups, **Rename** or **Delete** groups, **Assign Members** to groups, **Assign Photo** or **Unassign Photo**, and **Preview** the behavior of an already-assigned photo and/or template.

The **Assign Photo**, **Unassign Photo**, and **Preview** commands in the *Manage Group* screen operate the same as those for assigning individual Photo IDs, as explained later in “*Assigning a Photo ID to a Contact*.” Note that a Photo ID assigned to a group will display during an incoming call only if no individual Photo ID has been assigned to the caller. The individually-assigned Photo ID has precedence over the group-assigned Photo ID.

Filter

This command opens a submenu that lets you control which category of items are listed on the screen: **SIM Only**, **Contacts Only**, and **Group**. By default, **No Filter** is active.

Assign Photo

Explained later in “*Assigning a Photo ID to a Contact*.”

Preview

This command is available if a Photo ID is currently assigned to the selected Contact entry. First, select a Contact entry in the list that already has a photo assigned to it. Then select **Preview**, or press the # button on your phone keypad.

Options

Selecting **Options** opens a submenu that contains three commands: **Set Default Photos**, **Display Settings**, and **General**.

Set Default Photos — Opens a screen that lets you assign, change, or unassign default Photo IDs for *Unknown Photo*, *Not-found Photo*, and general *Default Photo*, as follows:

Unknown Photo: This photo will display whenever the phone number of the incoming call is not known to Photo Caller ID because no phone number was “passed in” to your SDA. This would occur if the person calling you has blocked their phone number from being displayed to the receiver, or has not enabled the broadcast of their Caller ID.

Not-found Photo: This option in the *Set Default Photos* screen lets you assign a generic Photo ID to any incoming call from a person whose number is not found in your Contacts. That is, the phone number of the incoming call is known, but has no matching entry in your Contacts.

Default Photo: This photo will display when the incoming call is found to be from a matching entry in your Contacts database, but so far there is no user-assigned Photo ID for either that individual Contact entry, or for the Group it belongs to.

Display Settings — Selecting this from the Options sub-menu opens the *Display Settings* screen, which allows you to specify whether the Photo ID should consist of only a photo (**Use Photo Only**), or a photo merged with a template (**Use Template**). Options available in this screen will depend on which of these is active in the *Display Style* field.

General — Opens a screen that contains two options:

Storage Path for Re-sized Photos: Every time you use **Assign Photo** to assign a photo, Photo Caller ID will automatically copy and re-size the original photo file. You can then delete the original file, if you wish to save valuable storage space in the phone. The **Storage Path for Resized Photos** field allows you to specify whether you want these re-sized photos to be saved to your phone or to your Storage Card.

Display Photo During Incoming or Waiting Call: Active by default. If you uncheck this checkbox and then select “Done,” **Photo Caller ID will be disabled**. The phone will recover its original background image for incoming calls, and the Incoming Call monitor will be unloaded from memory. No photos will display when the checkbox is not checked.

Assigning a Photo ID to a Contact

The **Assign Photo** command lets you assign an image file or animated GIF file (“Photo ID”) to an individual Contact entry stored in your Pocket Contacts, or Phonebook entry on the SIM card. You can also specify a size, and a position for the Photo ID.

And, to add more fun and a stronger visual impact to your incoming calls, you can assign an animated “template ID,” which will serve as a frame around the image, if desired. Templates are animated GIF files, and are available in both Portrait and Landscape orientation. You can choose to display the Photo ID only, or the Photo ID together with a template ID, and easily change Photo IDs and/or Template IDs at any time. A collection of templates are included in the **\\Storage\My Documents\IA Caller ID Photos** folder of your SDA.

NOTE: The steps in this section are for the **Assign Photo** command on the main menu (individual Contact assignment), but this same basic procedure can also be followed when:

- Assigning a Photo ID to a Group (using the **Assign Photo** command on the menu in the *Manage Group* screen).
- Assigning “Unknown Photo,” “Not-found Photo,” and “Default Photo” (using the **Assign Photo** command on the menu in the *Set Default Photos* screen).
- Assigning an individual Photo ID using the **Assign Photo** command on the menu accessed when in *Detailed View*.

First, make sure the photo you want to use is either a JPEG, BMP, or GIF file (either still or animated GIF). By default, the **\\Storage\My Documents** folder is searched for these file types. If the file you want to use is located somewhere else, you can optionally search other folders in Step 2 below.

1. In the main *Caller ID* screen, select the desired Contact in the list.
2. Select **Assign Photo** from the menu, or simply press the Left Softkey. The first *Assign Photo* screen will appear. In it, your JPEG, BMP, and GIF files will be displayed as thumbnails.

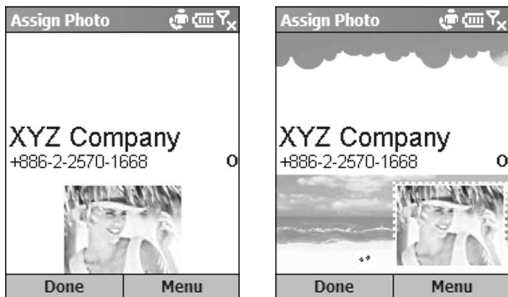


Optional: If your SDA has a built-in camera, you can use Photo Caller ID's **New from Camera** command to take a new picture and then assign it as a Photo ID right away. Open the menu in this *Assign Photo* screen and select **New from Camera**. This switches to the Camera mode. After taking a new photo, you will be returned to Photo Caller ID so you can assign the new photo as a Photo ID.

3. Select the file you want to use as the Photo ID.
4. Press the Left Softkey ("Next"). A *Preview* screen opens.

If **Use Template** is active in the *Display Settings* screen, the photo is previewed in a template when you press “Next.” An example is shown below in the figure on the right. You can use the menu in this *Preview* screen to preview the **Next Template** or **Previous Template**, or press the Right or Left navigational buttons.

If **Use Photo Only** happens to be active in the *Display Settings* screen, the photo alone is previewed with a pre-set sample name and phone number, according to the current Position setting in *Display Settings*. An example is shown on the left below.



5. If this *Preview* screen already shows the setup you want, press the Left Softkey (“Done”).

Or, to access various setup options, press the Right Softkey to open the menu.

Select **Display Settings** from the menu if you want to switch to either Photo Only assignment or Use Template assignment. If you choose **Photo Only**, you can specify one of several positions, and a size. If you choose **Use Template**, you can specify the template to be used, and the method for fitting the photo on the *Incoming Call* screen.

You can also open the *Display Settings* screen outside of the “Assign Photo” process by selecting **Options > Display Settings** from the main menu in List View, and you can preview the behavior of any Photo ID assignment by selecting **Preview**.

2.4 In-call options

Listed below are all the menu options that might possibly be available when a call is in progress. Some of these options are only available when multiple calls are in progress or during a conference call.

End — Disconnect the call.

Hold — Place the active call on hold.

Unhold — Activate the call on hold.

Swap — Switch between two calls.

Save Contacts — Create a Contact record for the caller.

Conference — Join together all existing calls, if you have subscribed to this service.

Private — Break one call out of a conference and make this call active while the rest of the conference is on hold.

Speakerphone — Increase the volume of the earphone.

Mute — Mute the microphone for the active call. The other party will not hear anything you say, but you can still hear the other party.

Unmute — Turn the microphone back on for the active call.

2.5 Retrieving a voice mail message

On the Home screen, press and hold **1** to call your voice mailbox, and follow the prompts to retrieve your messages.

NOTE: This is actually a Speed Dial (see section 2.7). Speed Dial **1** is reserved for voice mail access and the number is configured in your settings.

2.6 Reviewing your calls

Using **Call History** and **Call Timers**, you can view information about phone calls that you have made and received. For example, you can see who has called you recently and find out how much time you have spent talking on your SDA.

Call History

Call History displays the last 36 calls that you have made, received, and missed. Each entry in Call History contains the start time of the call, the duration, the caller's name, if available, and the caller's number. The oldest calls are automatically deleted from the list to make room for the newest calls.

To view your Call History, select **Call History** from the Start menu. If desired, you can then filter the list so that only Missed Calls, Incoming Calls, or Outgoing Calls are listed. Simply open the menu in the Call History screen, select **Filter**, and then select the desired category from the submenu.

Other commands on the menu in the *Call History* screen besides **Filter**:

Find Contact — Lets you view Contact information related to the selected entry.

E-mail — Select the entry in the Call History list to whom you want to send E-mail, then select **E-mail** on the menu. You will be switched to the *Messaging* screen.

View Timers — Opens the *Call Timers* screen. See the subsection below for details.

Delete — Removes the selected item from the list.

Delete List — Removes all items in Call History.

Save to Contacts — Creates a new Contact entry using the info related to the selected item in Call History.

Call Timers

Call Timers gives you detailed information regarding the length of your last call, the total number of calls made and received, calls by type (incoming, outgoing, roaming, and data), and a lifetime counter.

Call Timers is useful for keeping track of your calling patterns, for example to determine what type of calling plan you want. It can also help you estimate your monthly billing. You can reset Call Timers to zero (0), for example to start timing calls for a new monthly billing cycle.

To access the Call Timers screen, select **Call History** from the Start menu, then open the menu in the *Call History* screen and select **View Timers**.

2.7 Speed Dials and Voice Tags

You can create “Speed Dials” for frequently-called phone numbers by simply pressing and holding one or two keys. You may choose Speed Dial entries from 2-99. Speed Dial **1** is reserved for voice mail access, and the number is configured in your settings.

You can create a Speed Dial for a phone number, a program on the Start menu, an E-mail address, or Web page address (URL) that is stored in Contacts.

Speed Dials

Creating a Speed Dial for a phone number

1. In the Home screen, press the Right Softkey (“Contacts”), then select **Contacts** from the list. Or, select **Contacts** from the Start menu.
2. Select the desired Contact entry and then press the Action button to access its Contact card. All data entered for that Contact will be listed.
3. Select the phone number for which you want to assign a Speed Dial.
4. Press the Right Softkey to open the menu and select **Add Speed Dial**.
5. In the **Keypad Assignment** field of the *Add Speed Dial* screen, select the number you want to assign as the Speed Dial. Press the Left or Right navigational button to select, or press the Action button to view the full list of choices.
6. Press the Left Softkey (“Done”) to save the new Speed Dial.

For URLs and E-mail addresses

You can also create Speed Dials for URLs (Web addresses) and E-mail addresses that are stored in Contacts. In Step 3 above, just select the desired E-Mail address or URL address (instead of a phone number).

Making a call using a Speed Dial

When in the Home screen, press and hold the number on the keypad that you have assigned as a Speed Dial for a number. If the Speed Dial number consists of two digits, press the first digit and then press and hold the second digit.

Viewing Speed Dials you have created

In the Home screen, select **Speed Dial** from the Start menu. All Speed Dial entries will be listed. In addition, you can use the menu in this screen to perform the following:

Run — Invokes the contact method associated with the selected Speed Dial (dials a number, starts Internet Explorer, or invokes Messaging). You can perform this same function by pressing the Left Softkey (“Go”).

Find Contact — Opens the Contact card associated with the selected Speed Dial.

Delete — Deletes the selected Speed Dial entry from the list.

Filter — Lets you filter the list.

Voice Tags

You can record a voice tag (“Speed Dial Voice Recognition”) for a phone number, E-mail address, or Web page address that is stored in your Contacts. Then, when you verbally speak the voice tag, your SDA automatically dials the associated phone number, opens an E-mail message using the associated address, or goes to the associated Web page.

Creating a Voice Tag for a phone number, E-mail address, or URL in your Contacts

1. In the *Home* screen, press the Right Softkey (“Contacts”) or select **Contacts** from the Start menu.
2. Select the desired Contact entry, then press the Action button to access the related Contact card. All data entered for that Contact will be listed.
3. Select the phone number, E-mail address, or Web page address for which you want to assign a Voice Tag.
4. Press the Right Softkey to open the menu, and select **Add Voice Tag**.
5. After the message/beep, begin recording the voice tag (preferably one easy-to-recognize word).
6. Your SDA will automatically play back the voice tag. If successful, a message will indicate such. Select **OK** to close the message screen.
7. The *Add Speed Dial* screen will display. It displays, and allows you to edit, the **Name**, **Value**, and **Keypad Assignment**. Press the Left Softkey (“Done”) when ready to save the new voice tag.

To use the voice tag, press and hold the Volume Down button on the left side of your SDA for three seconds in the Home screen, to invoke the recording function. Say the word that you recorded as a voice tag. Your SDA plays back the voice tag and then dials the associated phone number; or opens a new E-mail message; or goes to the associated Web page (whichever you chose prior to creating it in Step 3 above).

Creating a Voice Tag for an application

You can also associate a voice tag with an application. For example, to build a voice tag for the **Calendar** application, do as follows:

1. In the Home screen, press the Left Softkey (“Start”) to open the Start menu.
2. In the Start menu, highlight **Calendar** in the menu.
3. Press the Right Softkey to open the menu and select **Add Voice Tag**.
4. After the message/beep, say “Calendar.”
5. Your SDA will automatically play back the voice tag. If successful, a message will indicate such. Select **OK** to close the message screen.
6. The *Add Speed Dial* screen will display. It displays, and allows you to edit, the **Name**, **Value**, and **Keypad Assignment**. Press the Left Softkey (“Done”) when ready to save the new voice tag.

Then, in the future, you can invoke the Calendar application by holding the recording button in the Home screen and then saying “Calendar” after the beep. The system will repeat the voice tag “Calendar” to indicate that it recognized the word, and will then launch Calendar. If the phone misinterprets the word, press the **End** softkey and start over, making sure to speak the word clearly and closely into your SDA’s microphone.

Editing, Deleting, and Playing Voice Tags

Select **Speed Dial** from the Start menu. Select the desired voice tag from the list. Then:

- To change it, select **Edit**, then make changes and select **Done**.
- To delete it, select **Delete** from the menu.
- To play back an existing voice tag at any time, select **Play Voice Tag** from the menu.

NOTE: You can also create **Voice Notes**. This feature provides a convenient way for you to create a verbal reminder (in lieu of entering text) by using your phone’s built-in audio recorder. See *Using Voice Notes* in Chapter 8 for details.

2.8 Advanced dialing information

The following information covers advanced dialing options that may be useful for phone numbers requiring special dialing instructions.

Inserting an international country code

International calls require a country code to be included in the phone number. A plus sign (+) must appear first, followed by the country code and the rest of the phone number. To enter the plus sign, press and hold **0** until **+** appears.

Inserting a three-second pause in a dialing sequence

Some international calls require a three-second pause in the dialing sequence in order for the call to process successfully. To insert a pause:

1. In the Home screen, press the Right Softkey ("Contacts"), or select **Contacts** from the Start menu.
2. Select the Contact entry that contains the phone number in which you want to insert a pause, then press the Action button to access the Contact card for that entry.
3. Press the Left Softkey ("Edit"), or select **Edit** from the menu.
4. In the Edit Contact screen, select the specific phone number in which you want to insert the pause. Then press the Left or Right navigational buttons to position the cursor within the number where you want to insert a three-second pause.
5. Open the menu and select **Insert Pause**. The letter "**p**" will appear in the number for your reference, to show where the three-second pause will occur in the dialing sequence.
6. Press the Left Softkey ("Done").

Inserting a manual pause in a dialing sequence

There may be phone numbers that require a pause longer than three seconds in the dialing sequence. For these cases, you can pause as long as you want, and manually continue the dialing sequence using the **Talk** button.

Follow the same steps outlined above in “Inserting a three-second pause in a dialing sequence,” except in Step 5, select **Insert Wait** from the menu. The letter “w” will appear in the number for your reference, to show where the indefinite pause will occur in the dialing sequence. Don’t forget that when you call a number containing a “manual pause,” you will need to press the **Talk** button to continue dialing.

Chapter 3

Using Album and optional Camera

3.1 Camera mode (optional)

3.2 Album mode

NOTE: If your SDA has a built-in camera, read section 3.1 to learn how to use the Camera mode. If your SDA has no camera, then skip to section 3.2 to learn how to use the Multimedia Album program.



3.1 Camera mode (optional)

NOTE: *The information in this section is applicable only if your SDA has a built-in camera. If it has no camera, please skip to section 3.2, “Album Mode.”*

When in **Photo** capture mode, you can capture standard still images. In **Picture Theme** capture mode, you can place your captured images into attractive frames (templates). Use **Photo ID** capture mode to capture an image that you want to assign to one of your Contacts as a Photo ID. Or, switch to **Video** or **MMS Video** capture mode and capture “live” video streams (with audio if desired), then share them with others. You can send the captured files via E-mail or MMS.

Invoking Camera mode

If your SDA has a built-in camera, you can use any of these methods to switch to Camera mode:

- Press the Camera button on the right side of your SDA. The live incoming video stream will be shown on your screen. If you have not yet started the Camera application, the Photo capture mode will be active by default. If you previously started the Camera in the current phone session, the most recently used capture mode will be active.
- Select **Camera** from the Start Menu, or select **Multimedia Album** from the Start Menu and then press the Left Softkey (**Camera**).
- If already invoked recently, you can select the appropriate icon in the “recently used programs” bar at the top of the Home screen:

Choosing a Capture submode

When in Camera mode, select **Capture Mode** from the main menu, and then select either **Photo**, **Video**, **MMS Video**, **Photo ID**, or **Picture Theme** from the submenu. Or, press the **1** key on your keypad repeatedly (when the menu is closed) to scroll through the various capture modes and activate one.

Capturing a still image

Select **Camera** from the Start Menu to go directly to Photo capture mode. If already in a different capture mode, press the Right Softkey to open the menu and select **Photo** from the **Capture Mode** submenu, or press **1** on the keypad to switch to different capture submodes.

The current capture size (Resolution) dimensions are shown near the top of the screen. Press **2** on your keypad to select the Resolution (640 x 480, 320 x 240, or 160 x 120). Press the Up button if you want to Zoom In, or the Down button to Zoom back out. Near the bottom of the screen, the current Zoom ratio is shown. (The size of the Preview window, shown in the example below, is fixed at 176 x 144 pixels.)

Besides specifying a capture size, you can also specify the destination storage media for saved files, rename them after capturing them, and an output quality (the output format for image capture is JPEG). The number of images you can still capture, according to available memory and your current settings, is always displayed.

To capture the image shown on your screen, press the hardware Camera button on the right side of the phone, or the Left Softkey ("Capture"), or the Action button.



Capturing a video using Video mode

Select **Camera** from the Start Menu, then select **Camera Mode > Video**. Or press **1** on your phone keypad until **Video** is the active mode.

The Capture Size dimensions are shown near the top of the screen. Press **2** on your keypad to select the size (176 x 144, or 128 x 96). Press the Up button if you want to Zoom In, or the Down button to Zoom back out.

To specify the output format, select **Options** from the menu and then **Modes**. In the *Encoder* field, select either **MPEG-4**, **H.263**, or **Motion-JPEG AVI**. Also in this screen, you can change the Resolution, or set a limit to the video file size, if desired.

Select **Options > Video** to specify whether or not to capture audio to accompany the video clip, and to change the default filenaming convention if desired. As a shortcut, you can press the **6** button on your phone keypad to toggle audio-capture capability On and Off. An icon resembling a microphone in the lower left of the Video Capture screen indicates whether audio capture is enabled or disabled. When Off, a diagonal line is drawn through the icon.

The amount of time available for your next video capture, according to available memory and your current settings, is always displayed.

To begin capturing a video clip, press the hardware Camera button on the right side of your SDA, or the Left Softkey ("Capture"), or the Action button. Press any of them again to stop recording. If a limit has been set for the video file size, recording will stop automatically when the limit is reached.

Capturing a video using MMS Video mode

The usage and options for **MMS Video** capture mode are the same as for Video capture mode, except for the following:

Whereas the Video capture mode allows you to set any file size limitation, **MMS Video** mode is permanently set to a specific file size limitation to ensure that it will not be too large to send as an MMS attachment. When the file size of the video currently being recorded reaches that limit, the recording process will automatically be stopped (if you don't stop it manually before that).

In addition, when in **MMS Video** mode, there are only two choices for *Encoder* type: MPEG-4, and H.263. Typically, it is recommended that you use H.263 for video files to be sent as MMS attachments.

Using Photo ID mode

The **Photo ID** capture mode captures a still image in the same way as Photo capture mode, but captures at a fixed size (176 x 180) which is convenient to use directly as a Photo ID for one of your contacts. Immediately after capturing an image using Photo ID capture mode, you can select **Save As > Caller ID Photo** from the menu in the Review screen (shown later in the subsection entitled **The Review screen**) to invoke the Photo Caller ID application.

In Photo Caller ID, all entries in your Pocket Contacts will be listed. Select the Contact to which you want to assign the image you just captured. Then press the Left Softkey ("Next") and press it again ("Done") to assign the photo. After that, you will be returned to the Capture screen of Capture mode automatically.

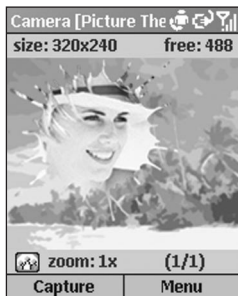
Using Picture Theme mode to frame your captured photos

The Picture Theme capture mode lets you place your captured images into selected frames.

When in Camera mode, select **Capture Mode > Picture Theme** from the menu, or press **1** on your keypad until Picture Theme is the active capture mode.

When you switch to Picture Theme, one of your templates in the **\My Documents\Frames** folder will be loaded. To load a different template, press the Left or Right navigational buttons; or select **Select Template** from the menu to browse and preview each template. The filename, dimensions, and number of images required for that template will be displayed in the *Select Template* screen, as shown below on the left.

The figure on the right below shows the Picture Theme capture mode, ready to capture an image. The incoming video stream is previewed in the “place holder” where the captured image will be placed. (In templates that require two or more images, the focus switches to another “place holder” after the first one is filled.)



To capture an image, press the hardware Camera button on the right side of the phone, the Left Softkey (“Capture”), or the Action button. The image will be saved with the frame.

Zoom capability is determined by the currently loaded template, as shown later in the table in the “Zooming In and Out” section.

The Review screen

If the **Review after capture** checkbox is checked in the **Options > General** screen (it is checked by default), a *Review* screen will appear immediately after you have captured a file using any of the five capture submodes.

In the example below, a video file has just been captured, so the first frame of the video file is shown in the *Review* screen.



In the previous figure, the Title Bar indicates **Zoom** mode. This means you can press the Up and Down buttons to Zoom In and Out.

Or, press the Action button to switch to **Pan** mode. If the image is too large to fit in the display area, you can press the Up, Down, Left, or Right buttons to pan the image to the desired position.

Commands on the menu in the *Review* screen vary according to the type of captured file, as follows:

Play — This command is available on the menu only if the newly-captured file is a video file. A Progress Bar at the bottom of the screen will indicate progress of the playback.

Send — If the newly-captured file is a video file in Motion-JPEG AVI or MPEG-4 format, this submenu contains only the **via E-mail** command, which invokes a new Compose E-mail screen with the file already attached. If the new file is a video in H.263 format, or if it is a still image (Photo, Photo ID, Picture Theme), both **via E-mail** and **via MMS** are available on this submenu. (The MMS Composer application is explained in Chapter 6.)

File — This submenu lets you:

- **Delete** (if you decide you don't want to keep the file)
- **Move to** (select the folder where you want to move it to)
- **Copy to** (select the folder where you want to copy it to)

Save As — If the newly-captured file is a video, this submenu lets you save the first frame of the video as your **Home Screen** image, and also contains a command to **Restore Home Screen** if you want to re-set to the original Home screen. In addition to the above two commands, if the file is a still image, the **Caller ID Photo** command will be available. This invokes the *Photo Caller ID* application (as explained in the previous chapter) and lets you assign the image as a Photo ID to an entry in your Pocket Contacts.

Rename — Keeps the file and lets you change its name.

Back — Keeps the file with its default filename, and returns to the Capture screen, ready to do more captures.

Album — Switches to the Thumbnail View of **Album** mode, where you can view, organize, and manipulate the files.

Zooming in and out

When in one of the five capture modes, you can press the Up/Down button to Zoom In/Out. However, Zoom capability depends on the current Capture Mode, Encoder type, and Resolution (Capture Size), all of which can be specified in the **Options > Mode** screen.

Another way to zoom is to select **Zoom** on the menu.

Capture mode	Capture Size setting	Zoom available
Photo	160 x 120	1x, 2x, 4x
	320 x 240	1x, 2x
	640 x 480	None
Photo ID	176 x 180	1x, 2x
Picture Theme	Depends on the size of the currently loaded template. Examples:	
	160 x 120 template	1x, 2x, 4x
	320 x 240 template	1x, 2x
	640 x 480 template	None
	800 x 480 template	None
Video and MMS Video	128 x 96	1x, 2x
	176 x 144	1x, 2x

NOTE: “1x” indicates normal (unzoomed) size.

Adjusting for various lighting conditions

From the main menu, select **Ambience**. The Ambience submenu lets you easily adjust the Capture screen so that it looks its best in various environments. **Auto** is the default setting, which means it will automatically adjust to different lighting conditions. You can optionally select **Daylight**, **Incandescent**, **Fluorescent**, or **Night**.

Or, you can affect the color display of the incoming video stream by selecting **Grayscale** (black and white), **Sepia** (light orange hue) or **Cool** (blue tint).

Adjusting Camera Properties

In addition, you can select **Adjust View** from the Ambience submenu if you wish to make adjustments to various Camera Properties of the sensor output. After the *Adjust View* screen opens, you can press the Up or Down button to change the Property (either **Gamma**, **Brightness**, **Saturation**, or **Hue**), then press the Right or Left button to change the value of the current Camera Property. If you wish to reset the Camera Properties to their original default settings, simply open the menu in the *Adjust View* screen and select **Restore Default**.

Setting various Options

After you select **Options** from the menu, you can enter different screens to customize various behaviors of Camera mode, as follows:

General

In the *General* screen, you can:

- Specify the storage media to which newly-captured files are saved by default: **Storage Card**, or **Internal Memory** (`\\Storage\\My Documents\\...`).

- Set the “Flicker adjustment” according to the electrical voltage used in your country.
- Enable the “Review after capture” mode, so that every time you capture any new image or video file, you will enter the Review screen (shown and explained earlier). It is enabled by default.
- Disable the audible “shutter” sound so that images will be captured silently (does not affect video captures).

Counter

By default, sequential numbers are incorporated into the filename of each new image or video you capture. This screen lets you re-set the counters individually to 001.

Photo

All still images you capture are saved in the JPEG format. In the *Photo* screen, you can specify a JPEG quality (Basic, Normal, Fine, SuperFine), and you can change the default filename prefix if desired.

The location you specify in the Template Folder field is where Camera will look for templates when you enter Picture Theme mode. You can choose **Storage Card** or **Internal Memory**. If Internal Memory is chosen, Camera will look in the **\Storage\My Documents\Frames** folder of your phone, where a collection of template files is located. Likewise, if Storage Card is chosen, it will look in **\My Documents\Frames** of the Storage Card.

Video

By default, all video clips you capture will have accompanying audio recorded along with the video. In this screen, you can disable or re-enable the recording of audio along with your video files. (Or, when in a Capture screen, you can simply press **6** on your phone keypad to toggle audio capture On and Off.) You can also change the default filename prefix which is used for each new video capture.

Modes

The fields available in the *Modes* screen will vary depending on the Capture Mode and Encoder type selected. (The “Encoder” is the output format of newly-captured files.)

If **Photo** is the selected Capture Mode, you can choose the desired Resolution (capture size). They are all listed in the table in the “Zooming In and Out” section.

If **Video** is the selected Capture Mode, you can use the Encoder field to specify what file format to record in, and a desired Resolution. In addition, you can set a maximum limit to the file size. For example, if you enter 600 KB in the Limit Video File Size field, then recording will automatically stop when that file size is reached.

If **MMS Video** is the selected Capture Mode, the “Limit Video File Size” field is not available. This is because the maximum file size is set to a pre-defined limit for MMS Video captures. Encoder types available are MPEG-4 and H.263.

There are no changeable options available in the *Modes* screen when **Picture Theme** or **Photo ID** is the selected Capture Mode.

NOTE: Another way to enter the *Modes* screen is to select **Menu > Capture Mode > Manage**.

Switching to Album Mode to view and manage your images/videos

- Select **Album** from the menu when in a Capture mode or in Review mode.
- Press the * key or the # key on your phone when in a Capture mode.
- Select **Multimedia Album** from the Start menu.

3.2 Album mode

The Album program allows you to view/play the image, video, and audio files you have obtained from E-mail, a mini SD card, infrared beaming, or synchronized from a PC (as well as images or videos you have captured yourself, if your SDA has a built-in camera).

You can manipulate and organize the files into “albums” and slide shows with fancy transition effects. View images as thumbnails in various sizes, or in an enlarged view. You can zoom in/out, flip horizontally or vertically, rotate, sort, associate files, and more. In addition, if you connect to a server with media content via the Internet, Album can play the streaming media.

Supported File Formats	
Still-image formats	JPEG (.jpg, .jpeg, .jpe); GIF (.gif, .giff); Bitmap files (.bmp, .2bp, .wbmp, .wbm)
Animation format	Animated GIF
Video format	Motion-JPEG AVI (.avi) MPEG-4 Simple profile (.mp4) 3GPP – H.263 baseline (.3gp)
Audio formats	MPEG-4 AAC (Advanced Audio Coding) in .MP4 format WAV MIDI (standard MIDI type 0, 1, and SP-MIDI)

Note that some file types, although not supported by Album, will still be represented as icons in Thumbnail View, such as WMA, WMV, and MP3. For example, MP3 files will be represented as Windows Media Player icons in Album, and selecting the icon will invoke Media Player to play the file.

Thumbnail view mode

The Album program searches for the supported image, video, and audio files in your \My Documents folder. You can use the **Change Folder** command to search other folders if desired. Select **Scan Subfolder Files** in **Options > General** if you also want the subfolders of the parent folder to be searched.

Shown below on the left is Large thumbnail size. An example of List View is shown on the right. Use the **Options > Thumbnail** screen to change to other thumbnail views such as Normal, Small, or Portrait. You can also opt to show an index number and an “info bar” which displays data about the selected thumbnail (shown on the left below).



Large thumbnails with Info Bar



List View

To play a video file or audio file, or to view a still image in an enlarged view, select the related thumbnail and then press the **Action** button to switch to Detailed View.

Detailed View mode

Detailed View mode utilizes more of the screen to display still images or to play back video, animated GIF, or audio files.

Press the Left or Right navigational button to display the previous or next file. Press the Up or Down button to Zoom In or Out. If too large to fit in the display area, press the Action button to switch to Pan mode. You can then press Up/Down/Left/Right to pan the desired portion into view.

The figure below shows a video file during playback. The Title Bar shows us that this file is indexed as #1 and Pan mode is active.



A progress bar and time counter near the bottom of this screen indicate that 12 seconds have played thus far, and the file format is H.263 video with AMR audio track.

If you wish to view files in Full Screen mode, select **View > Full Screen** from the menu, or press the **6** button on your keypad to toggle between Detailed View and Full Screen. Press **7** to play/pause, or **8** to mute/unmute audio play.

Press ***** for **Actual Size**, or **#** for a **Fit-in-window** display.

Slide Show view mode

First, in Thumbnail View mode, select the thumbnail that you want to appear initially in the slide show. Then select **Slide Show** from the menu. The slide show will then begin with the currently selected file.

Or, as a shortcut, you can press **0** when in either Thumbnail View or Detailed View to start a slide show. Each image, video, and audio file in the current folder will be played using the full screen, according to the settings that have been specified in the Slide Show Options screen.

The Slide Show Options screen can be accessed by either selecting **Slide Show Options** from the menu during Slide Show view mode, or by selecting **Options > Slide Show** from the menu when in Thumbnail View mode. The options are summarized in the next section.

During a slide show, pressing **6** will also toggle the display of the Title Bar and Softkey Labels on and off; or, select **Full Screen** from the menu. Even if the Softkey labels are not displayed, you can still press the Right Softkey to open the menu, or the Left Softkey to end the slide show. You can also end a slide show by selecting **End Show** from the menu, or by pressing the * button or your phone's *Back* button.

To pause a slide show, press the Action button. When ready to continue playing the slide show, press the Action button again.

During a slide show, you can press the Left and Right navigational buttons to traverse to the previous or next slide.

To choose the type and speed of transition effects to be used during a slide show, select **Transition Effects** from the menu when in Slide Show view. Or, when in Thumbnail view, you can select **Options > Transition Effects** from the menu.

Summary of Options screens

Select **Options** from the menu when in Thumbnail view to access the following screens:

General

The options in this screen let you choose whether or not to:

- Search subfolders of the current folder for files of the supported types.
- Show the images in ROM in the Album screen.
- Force backlight to remain on during video and audio playback.
- Force power to remain on during video and audio playback.
- Mute audio while playing video files.
- Automatically replay video, audio, and animated GIF files.
- Show or hide the Progress Bar during playback in Detailed View.
- Automatically smart-rotate left, right, or never.

Slide Show

In this screen you can specify:

- The amount of time each file will display during the slide show.
- A rule for slide rotation during slide shows.
- The order of slide play (forward, backward, or random).
- Whether or not to force the backlight and system power to stay on during a slide show.
- Whether or not you want each slide show to start in Full Screen view (Title Bar and Softkey labels are hidden).

Transition Effects

Select from dozens of transition effects to be used between slides during a slide show, and specify the speed. This screen also lets you preview each choice before selecting it.

Sort By

Lets you sort the sequence of the files in the current folder according to Name, Date, Size, or Type. Then specify Ascending or Descending order.

Thumbnail

Choose the size for the thumbnails displayed in Thumbnail mode: Small, Normal, Large, Portrait, or List view. In addition, you can optionally show an index number in the upper left corner of each thumbnail; and an “Info Bar” in which data about the selected file is displayed.

Association

Choose the filetypes you want to associate with Album. Then, whenever you select a file of that type, it will automatically be opened in Album (Bitmap, JPEG, GIF, AVI, MPEG-4, MIDI, and WAV).

Network

The values in the two **UDP Port Range** fields refer to the range of protocol used to transfer data through the Internet. These should already be assigned to the optimal values by your operator, and normally will not need to be changed. Specify the network to be used in the **Connect Via** field.

Summary of Menu Functions

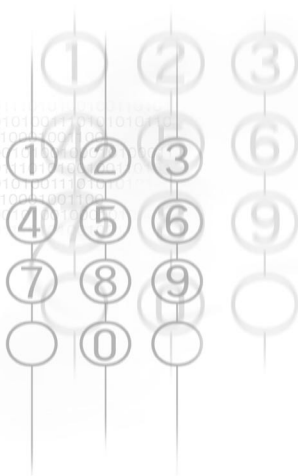
Some of the functions that the menus in Thumbnail View and Detailed View allow you to perform:

- Send the selected file via E-mail or MMS Composer.
- Delete, move, or copy the selected file.
- Save As a Caller ID Photo.
- Save As RingTone Line 1 or Line 2 (if a MIDI file is selected).
- Rename the selected file.
- View Properties of the selected file (such as name, folder, date, size, type, colors, frames, dimensions, resolution, audio type, channel, etc.).
- View the current file in Full Screen (Title Bar and Softkey labels are hidden).
- Rotate an image 90 degrees clockwise.
- Change to another folder and display files of the supported filetypes in that folder, including sub-options to switch to \My Documents on your SD card, jump up one level, or select recently visited folders.
- The New command in Thumbnail view includes a sub-option to invoke the voice recorder function of your phone and record a Voice Note.
- If your SDA has a built-in camera, a command will be available which lets you switch from Album mode to Camera mode, capture a photo or video, and automatically return to Album mode right away.

Chapter 4

Personalizing your SDA

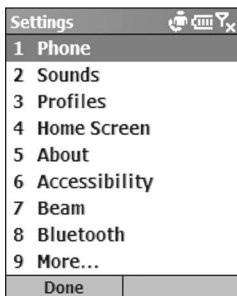
4.1 Customizing phone settings



4.1 Customizing phone settings

You can easily view and change various settings in your SDA. For example, you can use your own sounds for ring tones, use your favorite photo for the *Home* screen background, set up Call Forwarding to manage your calls more efficiently, define the Right Softkey to invoke different applications, and more.

Select **Settings** from the Start menu. The items in the *Settings* screen are illustrated below.



Phone

When you select **Phone** in the *Settings* screen shown above, the *Phone* screen appears and offers the following options:

Call Barring

Enables you to block incoming and/or outgoing calls.

Call Forwarding

Enables you to forward calls to another number.

Call Options

Specify your Voice Mail number, SMS Service Center number, Country code, and Area code. If you check the **Any key answer** checkbox, you will be able to answer incoming calls by pressing any key. If **Show SIM Contacts** is checked, entries on the SIM card will be displayed in your Contacts list.

Call Waiting

Turn the Call Waiting function on or off.

Caller ID

Let your identification be known to all callers; to only the people in your contacts; or to no callers.

Channels

Configure cell broadcast.

Fixed Dialing

Limit your calling area to one or more specific phone numbers and/or area codes.

Networks

Identifies your current network, and allows you to change your network selection from Automatic to Manual. In addition, the menu in the *Networks* screen lets you find a new network, select a network, and list preferred networks.

Sounds

Sounds settings are used to customize the sounds for ring tones, notifications, and reminders.

Select **Settings** from the Start menu, then select **Sounds** in the *Settings* screen. The *Sounds* screen will open, in which you can specify what sound file to use for the following functions:

- Ring tone (line 1 and line 2)
- Reminders
- New E-mail arrival
- New SMS text message arrival
- New voice message arrival
- New instant message arrival
- New channel message arrival
- Alarm clock
- SIM toolkit messages
- Exclamation
- Question
- Warnings
- Keypad control

After selecting one of the fields above, you can press the Right or Left navigational buttons to select different sounds. Or, press the Action button to open the *Select an Item* screen to view the entire list of sounds available for that field, and select from that screen.

You can use the menu in the *Sounds* screen to **Play** or **Delete** the selected item.

Press the Left Softkey ("Done") to save all changes.

To use your own sound:

1. Go to where the desired sound file is stored on your desktop computer, and copy the file. The WAV, MIDI, and WMA filetypes can be used.
2. In ActiveSync on your desktop computer, click **Explore**, go to **\Storage\Application Data\Sounds**, then paste the sound file into the **Sounds** folder.
3. Select **Settings > Sounds** from the Start menu.
4. Select the desired category (such as Ringtone, Reminders, New E-mail, etc.), specify a sound, then press the Left Softkey ("Done").

Profiles

Profile settings are used to configure how your SDA notifies you of events such as an incoming call, an approaching appointment, or an arriving message. For example, when you are attending a meeting, you can choose the *Meeting* profile, which lowers the ring of your SDA and notifies you of incoming calls via vibration. Each profile is pre-defined to use either an audible ring notification, or a vibration notification, with different alarm types, volumes, etc., as listed in the table on the next page.

On the Start menu, select **Settings > Profiles**. Select the desired profile, then press the Left Softkey ("Done").

You can also select a different profile using the Quick List. To display the Quick List screen, press the Power button on your phone and release quickly. Scroll to the desired profile and then press the Action button to select it.

The following table lists the profiles that come with your SDA, and their default attributes.

Profile Name	Ring Type	Ring Volume	Alarm Type	Alarm Volume	Notification Type	Notification Volume	System Sound Volume
Normal	Ring	3	Increasing	3	Play sound	3	3
Silent	Vibrate	Off	Vibrate	Off	Vibrate	Off	Off
Meeting	Vibrate	1	Play sound	1	Play sound	1	Off
Outdoor	Ring	Loud	Increasing	Loud	Play sound	Loud	Loud
Automatic	(Toggles between the Normal profile and the Meeting profile, based on your Calendar)						
Headset	Ring	3	Increasing	3	Play sound	3	3
Car	Ring	4	Increasing	4	Play sound	4	4
Speaker phone	Ring	Loud	Increasing	Loud	Play sound	Loud	Loud

To edit a profile's default attributes, select the desired profile in the Profiles screen, then select **Edit** from the menu. If you later want to restore the settings back to the default attributes, select **Reset to default** from the menu.

Home screen

Home screen settings are used to change the Home screen layout, the color scheme, the background image, and the time delay before the Home screen appears when your SDA is idle.

To view or change these settings, select **Settings > Home Screen** from the Start menu.

Note that the images available for selection in the **Background Image** field are those currently in the **\Storage\My Documents** folder of your SDA. (If the image file you want to use is not there, copy the file to **\Storage \My Documents**.)

About

Select **Settings > About** from the Start menu to open the *About* screen, which displays information about your SDA's operating system such as version numbers, copyright information, total/available storage, and total/available memory.

Accessibility

Select **Settings > Accessibility** to view or modify your settings for System Font Size, Multipress Time-out, Confirmation Time-out, and In-call Alert Volume.

Beam

If you want to receive infrared or Bluetooth beams from other devices, you must turn on the option to receive incoming beams.

To receive incoming beams:

1. Select **Settings > Beam** from the Start menu.
2. Select **Receive incoming beams**. Your SDA will receive all incoming beams from other devices until you clear this option.

Bluetooth

Please see the next chapter for usage of this setting.

Right Soft Key

This feature lets you assign a different function to the Right Softkey. By default, pressing the Right Softkey in the Home screen opens the *Contacts* screen. If you want to “map” it to another application, select **Settings > Right Soft Key**. In the *Right Soft Key* screen that opens, simply select the application you want to assign to the Right Softkey, then press **Done**. After that, the label for the Right Softkey in the Home screen will display the application you chose, and pressing the Right Softkey (when that application name is shown in the label) will invoke that application.

Certificates

On your SDA, you can add and delete public key certificates. These certificates help establish your identity when you log on to a secure network, such as a corporate network. Certificates also help establish the identity of other computers, such as servers, with which you connect. This helps prevent unauthorized users from accessing your device and its information.

You can store two types of certificates on your SDA: **Personal** certificates that establish your identity, and **Root** certificates that establish the identity of servers with which you connect. Your SDA may include a set of pre-installed certificates.

Certificates that establish your identity:

Select **Settings > Certificates > Personal**, then select **View** from the menu to view the selected certificate, or **Delete** to delete it.

Certificates that identify servers you've connected to:

Select **Settings > Certificates > Root**, then select **View** from the menu to view the selected certificate, or **Delete** to delete it.

Data Connections

Please see the next chapter for usage of this setting.

Date and Time

Select **Settings > Date and Time** to change your local time zone, the current date and time, set the alarm time, and turn the alarm feature on or off.

Owner Information

Select **Settings > Owner Information** from the Start menu to enter your personal information such as name, phone number, and E-mail address. This is helpful, for example, in the event that you lose your SDA, so that you can be contacted if it is found. In the *Owner Information* screen, there is also a *Notes* field in which you can enter any other miscellaneous information if desired.

Power Management

Select **Settings > Power Management** from the Start menu if you want to check the current battery level. Also in the *Power Management* screen, you can adjust various power-saving settings. **Backlight time-out**, **Display time-out**, and **Light Sensor** enabled or disabled.

The light sensor is located at the bottom of your SDA, under the **0** button on your keypad. Selecting **On** in the **Light Sensor Enable** field will cause a blue “backlight” behind your keypad to activate in dark conditions, making it easier to see the buttons. Selecting **Off** in this field will conserve battery power, but there will be no keypad light in a dark environment.

NOTE: You can also view the Battery Level in the form of a percentage, using the File Manager application described in Chapter 8. (Select the **System Info** command on the menu in File Manager.)

Regional Settings

In the *Regional Settings* screen, (**Settings > Regional Settings**), you can change the language used by your SDA. After changing the language and some of the other settings, you must power your SDA off and back on in order to make the changes take effect. The following items can be adjusted: Language, Locale, Short Date style, Long Date style; and the format of Time, Positive numbers, Negative numbers, Positive currency amounts, and Negative currency amounts.

when language is changed that maybe not all applications will be changed into new language too because of default “language set” in SDA.

Chapter 5

Getting Connected

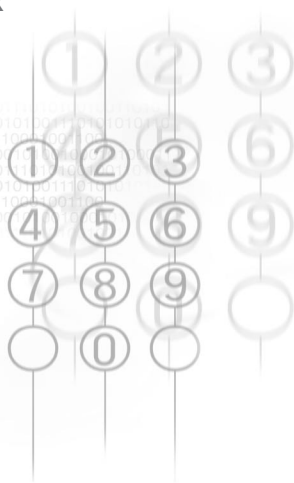
5.1 Connecting to the Internet

5.2 Pocket Internet Explorer

5.3 Bluetooth

5.4 Modem Link

5.5 EmailWiz



5.1 Connecting to the Internet

When in the Home screen, select **Settings > Data Connections** to access the *Data Connections* screen. The settings in this screen enable you to set up Dial-up, Virtual Private Network (VPN), Proxy, and General Packet Radio Service (GPRS) connections so you can connect to the Internet or your corporate network.

With a data connection, you can browse the Web, download E-mail, chat using MSN Messenger, or synchronize wirelessly with the server. Check with your service provider to see if a data connection has already been set up for you, and if over-the-air configuration is supported.

Dial-up Connections

You need to set up a dial-up connection to connect directly to the Internet or to your corporate network.

To create a dial-up connection to the Internet:

1. When in the *Home* screen, select **Settings > Data Connections**.
2. Press the Right Softkey to open the menu in the *Data Connections* screen and select **Edit Connections**.
3. Select **Dial-up Connections** in the *Connections* screen.
4. In the *Dial-up Connections* screen, select **Add** from the menu.
5. In the *Add Dialup* screen, enter a name for the connection in the **Description** field.
6. In the **Connects to** field, select **The Internet**.
7. Enter the appropriate information for the remaining fields, and press the **Done** softkey.

To create a dial-up connection to your corporate network:

1. When in the Home screen, select **Settings > Data Connections**.
2. Press the Right Softkey to open the menu in the *Data Connections* screen and select **Edit Connections**.
3. Select **Dial-up Connections** in the *Connections* screen.
4. In the *Dial-up Connections* screen, select **Add** from the menu.
5. In the *Add Dialup* screen, enter a name for the connection in the **Description** field.
6. In the **Connects to** field, select **Work**.
7. Enter the appropriate information for the remaining fields, and press the **Done** softkey.

In the same way as above, you can choose the following in the *Connections* screen, then select **Add** from the menu to add new connections:

VPN Connections

A VPN connection is used to access your corporate network using an existing Internet connection.

Proxy Connections

A Proxy connection is used to access the Internet using an existing connection to your corporate or a WAP network.

GPRS Connections

If there is GPRS coverage in your area, you can set up a GPRS connection to access your corporate network or the Internet, which is faster than a Dial-up connection.

Options

After selecting **Settings > Data Connections**, you can select **Options** from the menu in the *Data Connections* screen to specify number of redial attempts, amount of idle time to wait before disconnecting, and type of connection your desktop has.

Adding a URL Exception

Some URLs for Web pages on your company Intranet may use periods, for example: intranet.companyname.com. To view these pages in Pocket Internet Explorer, you must create a URL exception. Otherwise, the pages will not display.

NOTE: You do not need to create URL exceptions for Internet URLs.

1. Select **Settings > Data Connections** from the Start menu.
2. Select **Work URL Exceptions** from the menu.
3. Select **Add** from the menu.
4. In the **URL Pattern** field, enter the URL. Separate multiple URLs with a semicolon (;). Then select **Done**.

5.2 Pocket Internet Explorer

Using Pocket Internet Explorer (IE), you can browse the World Wide Web on your SDA. Pocket IE supports HTML (Hypertext Markup Language), cHTML (compact Hypertext Markup Language), xHTML, WML 2.0, and WAP (Wireless Application Protocol). It also supports JScript, ActiveX controls, and CSS (cascading style sheets). The browser supports images and sounds, but it does not support frames on a Web page.

Starting Internet Explorer

When in the Home screen, select **Internet Explorer** from the Start menu. The first time you do this, a default list of Favorites should appear. If you select one and then press the Action button or the Left Softkey (“Go”), IE will open that web page. (The Quick Start Guide contains a few sample illustrations of Internet Explorer screens.)

Entering a URL

To go to a WWW site not listed in your Favorites, open the menu and select **Address Bar**. In the *Address Bar* screen, enter the desired URL, then press the **Go** softkey.

Viewing a list of recently-visited web pages

In the *Address Bar* screen, select **View History** and then press the Action button or the **Go** softkey to view a list of recently-visited Web pages. To go to a Web page listed in the *History* screen, select it and then press the Action button or the **Go** softkey.

Press the **Back** button on your SDA phone to return to a Web page you visited in the same session.

The phone caches the Web pages that you view and stores them until the cache is full. It then replaces the oldest pages with the new pages. If you go back to a page that is cached on your SDA, you see the stored version unless you refresh the page to see the latest version.

NOTE: While you are connected to the Internet, you can change between Pocket Internet Explorer and other programs on your SDA by pressing the Home key and invoking the program you want. This does not close your Internet connection. Subsequently returning to Internet Explorer in the same session would re-display the most recently opened Web page. (To terminate the Internet Explorer program, you can use the Task Manager utility explained in Chapter 9.)

Using the Favorites list

If you see a Web page you want to visit another time, mark it as a favorite. The next time you want to visit that Web page, you can select it from your Favorites list.

If you select **Add Favorite** from the menu when the desired Web page is open, the name and URL of the current page is already filled in. You can edit the *Name* field and/or *Address (URL)* field if necessary. If you previously created additional folders, select a folder in the *Folder* field. Then select **Add** to add it to your Favorites.

By default, only the Favorites folder exists. To create a new folder in which to place URLs, select **Add Folder** from the menu in the Favorites screen.

To edit the Name, Address (URL), or Folder fields of an existing entry in your favorites, select the desired Favorite in the list, then select **Edit** from the menu. To delete a favorite, select **Delete**.

Customizing Pocket Internet Explorer

You can customize Web browsing options, change the network to connect to, and make more memory available on your SDA by clearing stored cookies and Web pages.

Select **Options** from the menu, then select either *General*, *Connections*, *Memory*, *Layout*, or *Properties*.

5.3 Bluetooth

Bluetooth is a short-range wireless communications technology. Devices with Bluetooth capabilities can exchange information over a distance of about 10 meters (30 feet) without requiring a physical connection.

Unlike infrared beaming, you don't need to line up the devices to beam information with Bluetooth. The devices only need to be within a range of about 10 meters. You can even beam information to a device in a different room, as long as it's within range.

The software included with your SDA phone allows you to use Bluetooth to beam information such as files, contact cards, appointments, and tasks to other Bluetooth-enabled devices.

Bluetooth modes

Select **Settings > Bluetooth > Bluetooth**. Then select **On**, **Off**, or **Discoverable**. The behavior of each of these modes is summarized below.

On — The Bluetooth radio is turned on and you can use Bluetooth features.

Off — The Bluetooth radio is turned off. You might want to turn the radio off at times to conserve battery power, or in situations where radio use is prohibited, like on airplanes and in hospitals. Bluetooth is also turned off when you turn Flight Mode on.

By default the Bluetooth radio is turned off. If you turn it on, and then turn off your device, the Bluetooth radio also turns off. When you turn on your device again, the Bluetooth radio turns on automatically.

Discoverable — The Bluetooth radio is turned on, and any other Bluetooth devices within range (about 10 meters) can detect your device and attempt to beam information to it, establish a bond, or use a Bluetooth service. In this mode, other devices can detect your device, whether or not a bond has been created. However, in order to receive a beam from another device, you must accept it on your device.

If you no longer want your device to be discoverable, select **Off** to turn off the radio; or **On** to leave the radio on but not allow detection by other devices.

NOTE: Bluetooth must be set to **Discoverable** mode if you want to use it in conjunction with Modem Link. See the next section, **5.4 Modem Link**.

Bonds

A bond is a relationship that you create between your SDA phone and another Bluetooth device in order to exchange information more securely. Creating a bond involves entering the same personal identification number (PIN) on the two devices you want to bond. Once a bond is created, the devices recognize the bond and are able to exchange information without your entering a PIN again.

To create a bond:

1. Make sure that the two devices are within 10 meters of each other and that Bluetooth is in discoverable mode on both devices.
2. When in the Home screen, select **Settings > Bluetooth > Bluetooth** from the Start menu.
3. Select **Bonded Devices** from the menu, and then **New**. Your device searches for other Bluetooth devices and displays them in the list.
4. Select the device you want, then select **Add**.

5. In **PIN**, enter a PIN of between 1 and 16 characters, and select **Done**.
6. Enter the same PIN on the other device.
7. If desired, enter the name of the other device in **Name**, and select **Done**.

To accept a bond:

1. Make sure that Bluetooth is turned on and in Discoverable mode.
2. When prompted to bond with the other device, select **Yes**.
3. In **PIN**, enter a PIN of between 1 and 16 characters, and select **Done**. You must enter the same PIN that was entered on the device requesting the bond.
4. Optionally, you can enter the name of the device requesting the bond in the **Name** field.
5. Select **Done**. The bond is now created. You can now exchange information with the other device.

To delete a bond:

1. Select **Settings > Bluetooth > Bluetooth** from the Start menu.
2. Select **Bonded Devices** from the menu.
3. Select the bond you want to delete, then select **Delete** from the menu.

NOTE: Select **Settings > Bluetooth > BT Setting** to enter a name for your device; to enable/disable Beam Authentication requirements; or perform ActiveSync setup (bond with other Bluetooth device which supports serial port or ActiveSync profile as your ActiveSync partner).

5.4 Modem Link

Using **Modem Link**, you can use your SDA phone as an external modem for another device or computer by using an infrared, bluetooth, or USB connection.

To set up an infrared, USB, or Bluetooth connection:

1. Ensure that your SDA is not connected to another device.
2. Select **Accessories > Modem Link** from the Start menu.
3. In the **Connection** field, select **USB, IrCOMM, or Bluetooth**. The default Baud Rate is set at 115,200.
4. Press the Right Softkey to open the menu in the *Modem Link* screen, then select **Activate** from the menu.
5. Press the Left Softkey (“Done”).

NOTE: In order for the **Bluetooth** option to be available in the **Connection** field in Step 3 above, you need to set Bluetooth to **Discoverable** mode as described earlier in Section 5.3. You also need to enable Bluetooth Modem capability on your desktop/laptop PC (*Start menu > Settings > Network and Dial-up Connections*). In addition, when creating a new modem on your desktop/laptop PC, you must enter this *Extra Initialization* command in the *Properties > Advanced* tab: **AT+CGDCONT=1,"IP","APN field",,,,0,0**. (In this command, the value you insert in the **APN field** position depends on your operator.)

For details about setting up Modem Link with a desktop PC or laptop PC, please refer to the separate User's Manual for Modem Link.

Deactivating:

To deactivate the Modem Link at any time, select **Deactivate** from the menu in Step 4 above. (Failing to deactivate the modem link when you are finished using it might result in problems with using ActiveSync in the same session.)

5.5 EmailWiz

Before you can send or receive e-mail, you need to set up an e-mail account on your SDA phone. The **EmailWiz** utility is provided to help simplify the set-up process. This utility allows you to collect e-mail from most e-mail service providers (MSPs) worldwide.

To set up an e-mail account:

1. Select **EmailWiz** from the Start Menu.
2. In the initial screen that appears, press the Left Softkey (“Next”).
3. In the next screen that appears, enter your e-mail address, then press **Next** again to open the “Details” screen.
4. In the Details screen, enter the remaining information to complete setting up e-mail on your SDA phone.
 - E-mail Service Provider — EmailWiz will try to match the e-mail address you entered (in Step 3) with an e-mail service provider contained in a database stored on your SDA phone, and will display it in this field. If this field is empty, select the e-mail provider from the list, or enter it manually.
 - E-Mail Address — This field will be populated by the address you entered in Step 3.
 - Username — EmailWiz extracts your user name from your e-mail address, and fills in this part. Again, it can be manually edited.
 - Password — You must enter your e-mail password in this field. (Asterisks will appear on-screen instead of the actual characters entered.)
5. Press the Left Softkey (“Next”) to complete the configuration. When configuration is complete, a success screen is displayed, and a Welcome message will be sent to your e-mail Inbox.

NOTE: An alternative way to set up an e-mail account is explained in section 6.1 of the next chapter.

Composing New E-Mail

To compose a new e-mail message:

1. Select **Messaging** from the Start menu.
2. Select **E-Mail** from the *Messaging* screen.
3. In the *E-Mail* screen, press the Left Softkey (“New”).
4. The *New Message* screen will appear. In the **To** and **Cc** fields, you can enter the e-mail address(es), or open the menu (Right Softkey) to choose from your Contacts.
5. Enter the Subject and content of the message, then press the Left Softkey to Send.

Note that there are options on the menu that let you insert pre-defined text strings into the message, insert recordings, and other options.

NOTE: E-mail deleted from your SDA phone will also be deleted from your Inbox folders the next time you synchronize with your PC. Chapter 7 discusses synchronizing.

Chapter 6

Messaging Features

- 6.1 Setting up accounts
- 6.2 Managing accounts
- 6.3 Creating messages
- 6.4 Receiving E-mail and SMS messages
- 6.5 Viewing message folders
- 6.6 Managing messaging
- 6.7 Instant messaging
- 6.8 MMS messaging



6.1 Setting up accounts

Your SDA is equipped with powerful messaging features such as the ability to send and receive E-mail, Short Message Service (SMS), and Multimedia Messaging (MMS). It also allows you to view and manage your message folders, customize message notifications and use MSN Messenger to communicate with others. Please note that not all E-mail services allow users to set up POP3 on mobile devices. Consult your network administrator or service provider for more information on toll and service charges or other related information. This section describes the steps required for setting up your SDA to send and receive E-mail messages.

Configuring E-mail accounts

You can send E-mail messages by synchronizing or by connecting directly to an E-mail server through your Internet service provider or a corporate network.

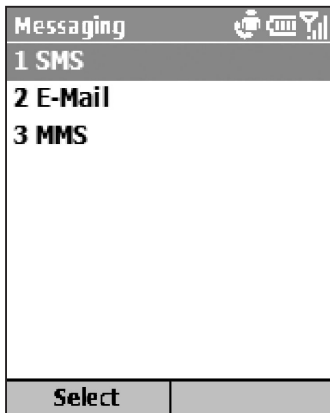
To set up an E-mail account:

1. Select **Messages** from the Start menu.
2. Select **E-Mail**.
3. In the screen that appears after you select **E-Mail**, press the Right Softkey to open the menu, and select **Options**.
4. Select **Account Setup**, then select **New** from the menu.
5. Enter your display name for this E-mail account, and your E-mail address, and select **Next**.

NOTE: Before configuring E-mail on your SDA, you must have an Internet and E-mail account. You will also need to configure your device's data connection, as described in Chapter 5.

6. In **E-mail address**, enter the address for this account. Leave the **Automatic setup** box checked to obtain E-mail setting from the Internet. Your SDA will make an Internet connection and attempt to determine the server settings for E-mail.

7. In **User name**, enter your user name. This is usually the first part of your E-mail address, which appears before the "at" sign (@).
8. In **Password**, enter your password.
9. In **Domain**, enter the domain name, if required.
10. To save your password, so that you do not need to enter it each time you connect to your E-mail server, select **Save password > Next**.
11. In **Server type**, scroll to select the type of E-mail server that hosts your mailbox (IMAP4 or POP3) and select **Next**. In **Account name**, enter a name for this account. You must use a different name for each account that you set up.
12. In **Network**, scroll to the type of network that your E-mail server runs on and select **Next**.
13. Enter information about your E-mail servers and select **Next**. If you are not sure what to enter, ask your network administrator.
14. Select message download options and select **Next**.
15. Select a connection option, select **Next > Finish**.



6.2 Managing accounts

Use and manage up to eight messaging accounts with your SDA.

Viewing the list of accounts

Select **Messages** from the Start menu. All accounts are listed, and the number of unread messages in the Inbox of each account is shown in parentheses.

Moving between accounts

If you have an account open, you can quickly switch to another account by scrolling right or left, or selecting **Switch Accounts** from the menu.

Changing E-mail account options

Select **Messages** from the Start menu and then select an account. Select **Menu > Options** and then select the type of option to change. Select **Done** to confirm.

Deleting an account

Select **Messages** from the Start menu, and then select an account. Select **Menu > Options > Account Setup**. Scroll to an account and then select **Delete** from the menu.

6.3 Creating E-mail and SMS messages

You can start creating a new E-mail, text message (SMS), or media message (MMS) from **Messages**. You can also create a new E-mail or text message from **Contacts**.

To create a message using Messages:

1. Select **Messages** from the Start menu.
2. Select an account, and then select **New**.
3. In **To**, enter the recipient's E-mail address, or SMS number. Insert a semicolon (;) between multiple addresses or numbers.
4. In **Cc**, optionally enter the E-mail addresses of persons to receive a copy. (This field does not appear for SMS messages.)
5. In **Subj**, enter a subject. (This field does not appear for SMS messages.)
 - To save time you can insert predefined text into messages. In **Subj**, select **Menu > Insert Text** for E-mail and text messages; scroll to the text and select **Insert**.
 - You can also insert a voice recording into a message. Select **Menu > Insert Recording**, and you will be prompted to start recording. Speak into your SDA's microphone and press Stop (left softkey) when finished. When you press Done, you are returned to the New Message screen, and the audio file is automatically attached.
 - At any time, you can request a delivery receipt by selecting **Menu > Message Options**, and then tick the "Request message delivery notification" box.

To create a message from a contact card:

1. Select **Contacts** from the Start menu.
2. Select the desired Contact, and select the E-mail address or text message number to use.
3. Select the account to use; in **Subj**, enter a subject. This field does not appear for text messages.
4. Enter a message. Select **Send**. E-mail messages are stored in Outbox and sent to recipients the next time you synchronize, or connect to your E-mail server and receive mail. Text messages are sent immediately.

Your SDA is capable of sending and receiving long messages consisting of over 640 characters, depending on the memory available in the phone. However, the number of characters is limited by your operator, who will charge you in increments of 160 characters. Messages longer than that will automatically be sent in chunks as multiple small messages. If a long message is received on a smartphone, the chunks will be unified and delivered as one SMS message. Conversely, if the recipient has a feature phone, each individual SMS message will be delivered individually to the feature phone. In either case, for example, 640 characters would cause you to be charged for four messages, whereas 641 characters would require you to be charged for five messages.

To cancel a message, select **Menu > Cancel Compose**.

Saving a draft of a message

You can save a draft of a message that you are composing to finish and send later. Select **Messages** from the Start menu. Choose an account and select **New**. Enter the text of the message. Select **Menu > Postpone Message**. A draft of the message is stored in the **Drafts** folder of the account.

Reopening and sending a message draft

Select **Messages** from the Start menu. Select an account and select **Menu > Folders**. Select **Drafts** and then scroll to the draft message you want to open.

Edit the message and select **Send**. E-mail messages are stored in Outbox and sent to recipients the next time you synchronize or connect to your E-mail server and send and receive mail. Text messages are sent immediately. For information about how to send MMS media messages, please see section 6.8 of this chapter.

Inserting signatures into messages

For each messaging account, you can specify a signature to be automatically inserted into messages that you send.

To specify a signature to insert:

1. In the *Home* screen, select **Start > Messages**.
2. Choose the desired account, then select **Menu > Options > Signatures**.
3. Scroll right to switch to the account for which to specify a signature.
4. Select **Use signature with this account**.
5. To insert a signature in every message you send, select **Include when replying and forwarding**. Otherwise, a signature is inserted only in new messages.
6. Replace the text within the **Signature** box with a signature to insert, and select **Done**. The signature is inserted into messages that you send from this account.

To stop inserting a signature:

1. In the *Home* screen, select **Start > Messages**.
2. Select the appropriate item (E-Mail, MMS, SMS, etc.).
3. Select **Options** from the menu, then select **Signatures** from the list.
4. In the *Signatures* screen, select the account for which you want to stop inserting a signature into messages.
5. Clear the **Use signature with this account** checkbox, then select **Done**. A signature will no longer be inserted into messages that you send from this account.

6.4 Receiving E-mail and SMS messages

You can receive E-mail and SMS messages through Inbox synchronization, or by connecting to your E-mail server. You can then view all of the messages in your Inbox.

When you connect to the E-mail server or synchronize your Inbox with your PC, only the first 0.5 KB of each new message are downloaded to the Inbox on your SDA by default. Only small attachments are downloaded, and the original messages remain on the E-mail server or your computer.

When you receive an E-mail message, your SDA plays a sound, and displays an icon which looks like an envelope, in the Title Bar at the top of the Home screen. By default, the Home screen also displays the number of unopened E-mail and SMS messages. To quickly view new messages, scroll down and select the message notification area on the Home screen, or select the Message soft key.

Working with the message list

Received messages are displayed and stored in the Inbox folder of the appropriate account. By default, messages are displayed in the order received, allowing you to change the display order and date of sent messages.

Viewing the Inbox message list

Select **Messages** from the Start menu. Scroll right or left, or press **Menu** then select the appropriate account. The Inbox message list displays your received messages.

Changing message list display options

Select **Messages** from the Start menu. Highlight the account, then select **Menu > Options > Display**. Change the display options, then press the Left Softkey ("Done").

Marking a message as Read or Unread

Select **Messages** from the Start menu. Highlight the account and scroll to the message to mark, then select **Menu > Mark as Read/Unread > Send**.

E-mail messages are stored in **Outbox** and sent to recipients the next time you synchronize or connect to your E-mail server. SMS messages are sent immediately.

To forward a message:

1. From an open message, select **Forward** from the menu.
2. In **To**, enter the recipient's E-mail address or SMS number. Insert a semicolon (;) between multiple addresses or SMS numbers.
3. Optionally, you can enter an introductory message by scrolling to the message area, pressing the Action button to insert a blank line, and entering your text.
4. Select **Send**. SMS messages are sent immediately. E-mail messages are stored in **Outbox** and sent to recipients the next time you synchronize or connect to your E-mail server.

Deleting a message:

Select **Messages** from the Start menu. Go to the account that contains the message you want to delete. Scroll to the desired message, then select **Delete** from the menu.

Working with large messages and attachments

When you receive large E-mail messages and attachments, your SDA downloads only a portion of them. You can view the partial message or attachment and decide if you want to download the rest of it.

When you synchronize, your SDA downloads the first 0.5 KB of each new E-mail message by default. When you connect to an Internet E-mail server, it downloads the amount (in KB) of each new message that you specified when you set up the account. The message size includes its attachments. The original messages and attachments remain on the server or your PC.

The attachment size is omitted from messages received from a POP3 E-mail server.

In the message list, messages that contain an attachment are indicated by the display of an icon that looks like an envelope with a paper clip. *Within a message*, attachments are displayed as a list of hyperlinks at the bottom of the message, and are preceded by the “attachment” icon. The hyperlink includes the file name and size of the attachment.

The following icons indicate the status of each attachment:

 Not downloaded

 Marked for download

 Downloaded

Downloading a complete E-mail message

Select **Messages** from the Start menu. Select the appropriate account, then select the message you want to download. Select **Menu > Mark for Download**. The complete message is retrieved the next time you synchronize, or the next time you connect to your E-mail server and send/receive E-mail.

Downloading an attachment

In an open message with an attachment to download, select the attachment. The attachment is downloaded the next time you synchronize, or connect to your E-mail server and send/receive E-mail. If there are multiple attachments in the message, all attachments are downloaded.

View an attachment

In an open message containing a downloaded attachment, select the attachment. Note that you can open attachments only for files that are supported by your SDA's installed applications.

6.5 Viewing message folders

Each messaging account has a set of folders in which your SDA stores messages for that account.

- **Deleted Items:** contains messages that you have deleted (until you empty this folder).
- **Drafts:** contains messages that you save before sending.
- **Inbox:** contains received messages.
- **Outbox:** contains sent E-mail messages awaiting synchronization, or messages that will be sent upon the next E-mail server connection. SMS messages are sent immediately over the network and appear in your SMS Outbox folder only for a few seconds.
- **Sent Items:** contains copies of sent messages.

You can move a message to a different folder within the same account.

When you synchronize or send and receive E-mail, your SDA synchronizes any additional E-mail folders that you have created in Outlook on your desktop computer or on your E-mail server. It also synchronizes the messages contained in those folders, if the folders are marked for synchronization.

To view message folder contents:

1. Select **Messages** from the Start menu.
2. Select the desired account (E-Mail, MMS, SMS, etc.) to go to that account's screen.
3. Select **Folders** from the menu to display the list of folders for that account (Deleted Items, Drafts, etc.).
4. Select the folder to display its contents.

Moving a message to a different folder:

1. Select **Messages** from the Start menu.
2. Select the desired account to go to that account's screen.
3. Select **Folders** from the menu to display the list of folders for that account (Deleted Items, Drafts, etc.).
4. Select the folder to display its contents.
5. Highlight the message in that folder which you want to move.
6. Select **Move** from the menu.
7. Select the folder to which you want to move the selected message.

To empty the deleted items folder:

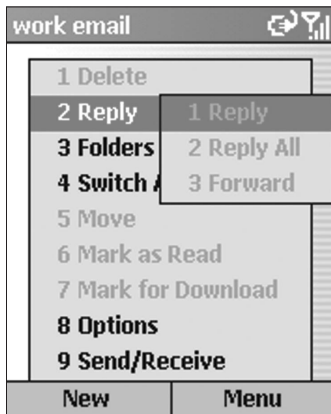
1. Select **Messages** from the Start menu.
2. Select the desired account to go to that account's screen.
3. Select **Folders** from the menu to display the list of folders for that account.
4. Select the **Deleted Items** folder.
5. Select **Empty Folder** from the menu.

6.6 Managing messaging

All E-mail and SMS messages are stored in the respective Inbox of each account in Messaging. By default, the most recently received messages are displayed at the top of the Inbox list. Using the menu options, you can customize your Inbox settings to control the way you send, receive, and view messages.

Using Messaging menu options

It is easy to accomplish common messaging tasks from your Inbox. Select **Messages** from the Start menu and go to the desired account. You can press the **New** softkey to compose a new message, or press the **Menu** softkey to reply to, forward, or delete messages. The menu contains several other options also, as illustrated below and explained on the next page.



The commands on the menu (illustrated on the previous page) are:

Messaging Option	Function
Delete	Delete the selected message.
Reply	Reply to an open or selected message.
Reply All	Reply to the sender and those who received a copy of the open or selected message.
Forward	Forward the selected message.
Folders	View the folders in this account.
Switch Accounts	Switch between this account and another.
Move	Move the open or selected message to another folder.
Mark as Read	Display the header text of a message in your Inbox in lightface, indicating that the message has been read.
Mark for Download	Retrieve the entire E-mail message from the E-mail server the next time you connect.
Options	Display a list of Inbox options that you can customize (explained on the next page).
Send/Receive	Connect to your E-mail server to send and receive messages.

Customizing messaging options

You can optimize Messaging according to your work environment. For example, you can change the way your messages are displayed, specify how you want your messages to be sorted, edit pre-defined text strings, limit the size of messages you want to automatically download, and change your synchronization schedule.

Select **Options** from the menu shown in the previous illustration to access the following commands.

Options Menu	Function
Display	Enable/disable display of date/time; sort messages by date/subject/sender in ascending or descending order.
Sending	Specify whether you want to include the original message text in your reply; save a copy of your sent messages; use Unicode for SMS messages when necessary; or request text message delivery notifications.
Edit My Text	Edit predefined text which can be inserted into messages.
Signatures	Create a “signature” and specify when to use it.
Account Setup	Set up your accounts.
Import SIM Messages	Import SMS messages from a SIM card to your inbox. The messages are not removed from the SIM card after they are imported.

6.7 Instant messaging

MSN Messenger on your SDA provides the same chat/instant message environment as MSN Messenger on your desktop computer. Among other things, you can use it to:

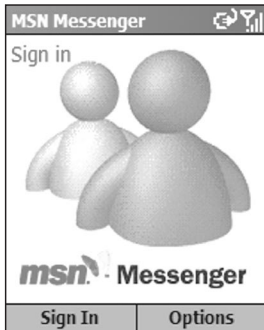
- Send and receive instant messages.
- See the status of others in your Messenger contacts list, or change your own status (for example: *available*, *busy*, *out to lunch*).
- Invite other people to a chat.
- Block contacts from seeing your status or from sending you messages.

Setting up MSN Messenger

You need either a **.NET Passport** account or a **Hotmail** account to set up MSN Messenger. To set up a .NET Passport account, go to: <http://www.passport.com>. Once you have an account, you need to create a connection on your SDA that allows you to connect to the Internet. For more information about creating connections, see Chapter 5.

Using MSN Messenger

You can sign in to MSN Messenger using your Hotmail credentials or your .NET Passport.



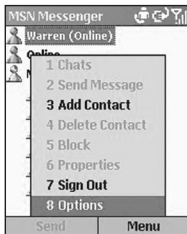
To sign in to, and sign out of, MSN Messenger

1. Select **MSN Messenger** from the Start menu. The screen shown above opens.
2. Press the Left Softkey ("Sign In").
3. In the **Sign-in Name** field, enter the sign-in name that you use for Hotmail, or your .NET Passport. (Example: name_123@hotmail.com).
4. In the **Password** field, enter your Hotmail or .NET Passport password. Tick the **Remember my password** checkbox if you don't want to enter your password in the future.
5. Select **Sign In**. Similarly, select **Sign Out** from the menu when you are ready to log out of MSN Messenger.

NOTE: If you do not sign out of MSN Messenger, you will remain on a data connection. This may result in additional charges from your service provider.

Adding an MSN Messenger contact

In the MSN Messenger contacts list, select **Add Contact** from the menu. Add the **Hotmail** or **.NET Passport** sign-in name of a person with whom you want to chat. That sign-in name will be added to the contacts list.



Deleting an MSN Messenger contact

In the MSN Messenger contacts list, select the contact. Then select **Delete Contact** from the menu.

Sending an instant message

Sign in to **MSN Messenger**. Highlight the contact in the list with whom you want to chat. Select **Send Message** from the menu, then enter your message and press the Left Softkey (“Send”). This starts a chat with the contact.

To reply to an instant message from someone

1. Select **Chats** from the menu.
2. Select the name of the person sending the instant message. The message displays, along with a box for your reply.
3. Enter your reply and select **Send**.

If you want to be able to receive instant messages at any time that your SDA is connected to a network, select **Menu > Options > Passport Account > Run this program when connection is available > Done**.

Inviting a contact to an ongoing chat

During a chat session, select **Invite** from the menu and then choose a contact from the list. The contact receives an instant message and can join the chat.

Changing between chats

Select **Chats** from the menu. In the list of ongoing chats, select the name of the contact with whom you want to chat.

Return to the contacts list

During a chat, select **My Contacts** from the menu.

Ending a chat

Select **End Chat** from the menu.

Seeing who is already chatting

Select **Chats** from the menu. Chats in progress (of those in your contacts) are listed.

Blocking or unblocking an MSN Messenger contact

In the MSN Messenger contacts list, select the contact's name. Then select **Block** from the menu. That contact will no longer be able to see your status or send you messages. If you later want to unblock the contact, select **Unblock** from the menu.

Changing your status

In the MSN Messenger contacts list, select your name. Select a status description, such as **Away**. This status will be displayed next to your name in the contact lists of your contacts.

Changing your display name

In the MSN Messenger screen listing your contacts, select **Options > Passport Account** from the menu. In **My display name**, enter your name as you want it to display in the contacts lists of your contacts.

6.8 MMS messaging

You can use **MMS** to create, view, store, send, or receive multimedia messages that include text, photos, videos, or audio files.

Editing MMS Settings

1. Select **Configurations** from the Start menu.
2. Select **MMS Settings**. The Preferences screen will open. The fields in this screen are explained below.



Retrieve Immediately — Choose whether or not to download messages as soon as they are available on the server.

No. of Attempts — Specify the number of times your messages will attempt to be sent before stopping.

Connect Via — Select your type of Internet/Network connection (Work, WAP Network, etc.).

Photo Resolution — Choose from a variety of resolutions (160 x 120, 320 x 240, 640 x 480, etc.). Note that lower resolutions will normally lessen the time needed to send/receive a message.

MMSC Settings

The MMSC (“Multimedia Messaging Service Centre”) settings are normally pre-set to the appropriate values, and in most cases you will not need to change them.

However, if you want to view or edit them, select **MMSC Settings** from the menu in the *Preferences* screen. The *MMSC Settings* screen will open. It contains the **Name**, **MMSC URL**, **WAP Gateway**, and **Max. Sending Size** fields.

To view or edit the settings for an existing item, select the desired item listed in the *MMSC Settings* screen and then press the Left Softkey (“Edit”), or select **Edit** from the menu.

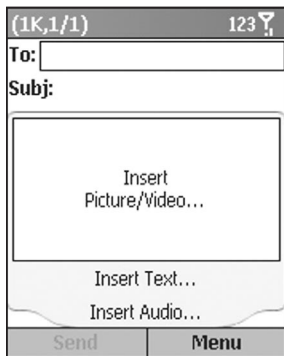
To create a new item, press the Right Softkey to open the menu in the *MMSC Settings* screen, then select **New** from the menu and fill in the **Name**, **MMSC URL**, **WAP Gateway**, and **Max. Sending Size** fields.

Creating and sending an MMS message

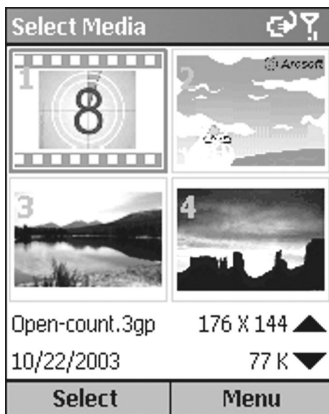
MMS Composer lets you create messages consisting of multiple slides. Each slide can contain a photo or video, audio (with photos only), and text. Messages will display similar to a slide show. You can then send your messages to other mobile devices or e-mail accounts.

MMS Composer is structured like most typical mail programs. It consists of the Inbox, Outbox, Sent Items, Drafts, and Deleted Items folders. To change folders, ensure that you are in the proper MMS account, then select **Folders** from the menu. The steps below assume you are in the Inbox, Outbox, or Sent Items folder.

1. Select **Messages** from the Start menu. In the Messaging screen, select **MMS**.
2. Press the Left Softkey (“New”).
3. An empty message screen will appear. In the **To** field, enter the recipient’s phone number or e-mail address. You can enter it manually, or press the Action button or select **Insert Contact** from the menu, to choose a person from your Contacts. In the **Subj** field, enter a subject.



- **To insert a Photo or Video file:**
 - a. In the screen shown on the previous page, select the **Insert Picture/Video...** box. (If necessary, press the Up or Down button on the navigation pad to select.)
 - b. Press the Action button. All of your available photo and video files will be displayed in a Thumbnail view.
 - c. Highlight the photo or video you want to attach, and press **Select**.



In addition, the menu (Right Softkey) accessed from the *Select Media* screen contains the following commands:

Select — Inserts the currently highlighted photo/video into your message.

Play/Open — Plays the highlighted video or opens the highlighted photo.

Information — Displays various data about the selected file.

Delete — Removes the selected file.

Capture Picture — *Optional*: If your SDA has a built-in camera, this command will be available to let you take a new picture and attach it to the MMS slide.

Capture Video — *Optional*: If your SDA has a built-in camera, this command will be available to let you capture a video clip and attach it to the MMS slide.

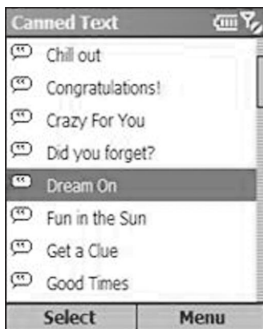
List View/Thumbnail View — Toggles the display between List View (basic file list) and Thumbnail View (thumbnails of the files).

Change Folder — Lets you choose a different folder from which you can select a photo or video to add to your message.

- **To insert text:**

Select the **Insert Text...** portion of the screen and manually enter the desired text. If you want to save text you have entered (for re-use in a later message), you can press the Right Softkey to open the menu, and select **Save to Canned Text**.

Or, if you want to insert previously-saved text, select **Insert Canned Text** from the menu. The *Canned Text* screen will open. Choose the text you want, then press the Left Softkey (“Select”) to insert it.



In addition, the menu (Right Softkey) accessed from the *Canned Text* screen contains the following commands:

Select — Inserts the currently highlighted canned text into your message.

New — Lets you create a new “canned text” word or phrase. Type in the text, and then press **Save**.

Edit — Allows you to modify the currently selected canned text.

Delete — Removes the currently selected canned text from the choices available in the *Canned Text* screen.

- **To attach an audio file:**

NOTE: An audio file cannot be inserted into a slide if you have already inserted a video file into that slide.

- a. Select the **Insert Audio...** portion of the screen.
- b. Press the Action button. All of your available audio files will be displayed.
- c. Highlight the audio file you want to attach, then press **Select**.

In addition, the menu accessed from this screen contains the following commands:

Select — Inserts the currently highlighted audio file into your message.

Play — Plays the currently selected file.

Information — Displays various data about the selected file.

Delete — Removes the currently selected file from your device.

Capture Audio — Lets you record a new audio track. A *Record* screen will open. Press **Record** to start recording, and **Stop** to stop recording. You can then preview the new recording by pressing **Play**. Press **Done** to add it to your message.

Change Folder — Lets you choose a different folder from which you can select an audio file to add to your message.

4. Add more slides if desired:

All of the content you insert is included onto a single slide. The recipient will see the photo or video along with any text. Attached audio will play as well. However, you aren't limited to having only one slide. Press the Right navigational button to create a new slide (you can also select **Slides > Add** from the menu). You can proceed to add additional photos/videos/audio and text on new slides. Use the Left/Right navigational buttons to toggle between the different slides you've created. You can also navigate using **Slides > Next** and **Slides > Previous** on the menu.

5. Press **Send** to transmit the MMS message, or select **Send Message** from the menu.

If your account is set up to receive/send messages "manually," your message will be routed to the Outbox for sending. To send the message, go to the Outbox of the MMS account, and select **Send/Receive** from the menu.

You will automatically get an administrator message in your MMS Inbox prompting you to send the message if your account is set up to receive/send messages "automatically." To send the message immediately, scroll to the System Administrator message, then select **Send/Receive** from the menu.

To access these additional options, press the Right Softkey to open the menu:

Insert Object — Insert a picture/video, audio track, or text into the current slide. This works the same as doing it on the slide directly.

Capture — Take a picture, or record video or audio, and attach the newly-captured file to your MMS message.

Clear Picture/Video/Text/Audio — Removes the selected photo/video/text/audio file from the message.

Slides — Add, remove, or jump to the next/previous slide. You can also adjust the duration of the current slide.

Template — Choose **New From Template** to create a message with pre-set content. Choose **Save As Template** to save your current message as a new template.

Send Options — Set the expiration, delivery time, and/or priority of your message. You can also choose to send the message anonymously and enter recipients to send copies to.



Preview Message — “Plays” your message so you can see what the recipient will see.

Send Message — Sends the message.

Cancel — Cancels the creation of the message.

This command only appears on the menu when you are in the **To** field:

Recipients — Choose **Add** to add recipients from your address book, or **Clear All** to remove any recipients you may have already added.

This command only appears on the menu when you are in the **Subject** field:

Edit Subject — Choose **Canned Text** to add a previously saved text string to your subject, or **Clear** to erase the current Subject text.

Viewing MMS messages

When previewing a message you are creating, or when viewing a message in one of your folders, you can press the Left Softkey to **Pause** or resume **Playback** of the message. Or, you can press the Right Softkey to open the menu, which contains:

Stop/Play — Stops or resumes message playback.

Object View — Displays a list view of the various message components. Highlight a component and press **Open** to view it. The menu accessed from the *Object View* screen lets you open, save, or view info about that component.

Next — Jumps to the next slide, if any.

Previous — Jumps to the previous slide.

When the message has completed playback, you will see a list of various message info. Press **Done** to exit.

Chapter 7

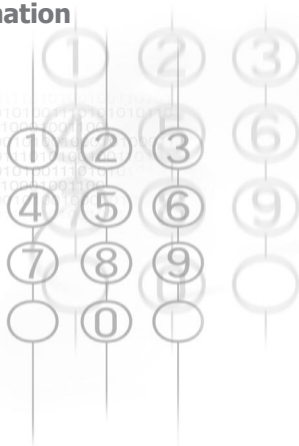
Synchronizing

7.1 Using ActiveSync

7.2 Installing ActiveSync

7.3 Server ActiveSync

7.4 Other information



7.1 Using ActiveSync

Maintaining a steady connection between your SDA phone and your desktop or notebook PC is essential. This process of sharing information is called "synchronization." **ActiveSync** synchronizes information stored on your phone, from your PC or **Exchange Server**. It also allows you to share files between your phone and your PC.

When you synchronize, **ActiveSync** compares the information on your mobile device with the information on your PC and/or **Exchange Server**, and updates all locations with the most recent information.

With **ActiveSync**, you can:

- Keep your **Outlook** information up-to-date by synchronizing your SDA phone with your PC.
- Maintain connection with your **Inbox**, **Calendar**, and **Contacts** with a server so that you have the latest information, even when your computer is turned off.
- Copy (rather than synchronize) files between your SDA and your PC. Installation of new phone software applications and utilities are done through ActiveSync.
- Have control over when synchronization occurs by selecting a synchronization schedule.
- Select which types of information are synchronized and specify how much information is synchronized. For example, you can choose how many weeks of past appointments to synchronize.
- Using **Server ActiveSync**, you can synchronize information directly with a **Exchange Server** if your company is running **Mobile Information Server**.

7.2 Installing ActiveSync

Before synchronization can begin, you must install ActiveSync 3.7 or above on your desktop or notebook PC. Use the Application CD that came with your device, or install ActiveSync for free by downloading the software from Microsoft's web site at <http://www.microsoft.com/windowsmobile>. ActiveSync is already installed on your SDA.

Creating a partnership

After the ActiveSync installation is completed, the **New Partnership** wizard will help you set up a partnership between your SDA and your desktop or notebook PC. Your first synchronization process will automatically begin when you finish using the wizard. After the first synchronization, you will notice that the information from your PC, which you selected, now appears on your SDA. Before setting up ActiveSync, connect your SDA phone to your computer using a USB port, or via infrared connection.

Selective synchronization

The first synchronization begins automatically after you finish using the **New Partnership** wizard.

By default, **ActiveSync** does not automatically synchronize all **Outlook** information. You can use **ActiveSync** options to turn synchronization for specific information types on and off:

1. On your PC, open the **ActiveSync** program. Click on **Options**.
2. By default, **Calendar**, **Contacts**, **Tasks**, and **Inbox** will be synchronized. De-select the check box for the item (s) you do not want to synchronize.
3. To adjust the settings for a particular type of information, click on the type and then select **Settings**. For example, you may select which folders in Inbox to synchronize.

7.3 Server ActiveSync

Before synchronizing information with a server, make sure all the requested server authentication information such as username, password, and the name of the Mobile Information Server are correct. In the **New Partnership** wizard, select **Synchronize with Mobile Information Server and/or this PC**, instead of **Synchronize with this PC**.

To set up Server ActiveSync:

1. In your SDA's *Home* screen, press the **Start** softkey, then select **ActiveSync** from the list of programs.
2. In the *ActiveSync* screen, select **Menu > Options...**
3. Select **Server Settings**, and then **Connection**.
4. In the **User name** field, enter your Exchange user name.
5. In **Password**, enter your Exchange password.
6. In **Domain**, enter the name of the domain of your Exchange server (if required).
7. If you want the device to save your password so that you need not enter it when connecting, select **Save password**.
8. If configuring a **Server Name**, enter the name of your Exchange server.
9. Select **Done** repeatedly until you are returned to the *ActiveSync* screen. To begin synchronizing with the server, press the **Sync** softkey.

To change server synchronization settings:

First, disconnect your SDA from the PC. In the phone's *Home* screen, select **Start > ActiveSync**. In the *ActiveSync* screen, open the menu and select **Options > Server Settings**. Select synchronization settings to edit *Calendar*, *Contacts*, or *Inbox*; change the amount of information to be synchronized. To synchronize the information, select the **Sync [Information Type] with a server** checkbox on the appropriate synchronization settings page.

Scheduling server synchronization

You can create a schedule for automatically synchronizing information on your SDA with a PC or with a **Exchange Server**. To set up a synchronization schedule with your PC, you must use ActiveSync on the PC. For instructions, see *Change desktop synchronization schedule* in ActiveSync Help on the PC.

To set up a synchronization schedule with an Exchange server, you must use ActiveSync on your SDA. You can schedule synchronization of your SDA on two separate schedules:

Peak times schedule: To synchronize during working hours or other times you experience higher mail volumes.

Off-peak schedule: To synchronize during times when you experience lower mail volumes. When you are roaming, you can synchronize manually to reduce roaming charges, or you can synchronize using the mobile schedules.

1. To edit schedule settings, your SDA must be disconnected from your PC. On your phone's *Home* screen, select **Start**.
2. Select **ActiveSync**.
3. Select **Menu** and then **Options**.
4. Select **Mobile Schedule**.
 - a. Select how often to synchronize in the **Peak time sync** list.
 - b. Select how often to synchronize in the **Off-peak time sync** list.
 - c. Select whether or not to synchronize on a schedule in the **Roaming sync** list.
 - d. Select **Sync outgoing items as they are sent** to synchronize every time you send E-mail.
5. Select **Done**.

If you create a schedule for synchronizing while connected to a PC as well as a schedule for synchronizing remotely (wirelessly), your SDA synchronizes according to both schedules.

Synchronizing Automatically

With ActiveSync you can schedule automatic synchronization between your SDA and a server every time an item arrives or is changed at the server. Your SDA is informed of that event and synchronizes automatically to retrieve those items, making your SDA always up-to-date. You must synchronize your SDA at least once (such as after creating a partnership) before you can see and change the settings for synchronization as items arrive.

NOTE: You can synchronize as items arrive, only if your company or service provider is running **Exchange Server** with **Exchange ActiveSync**.

Scheduling synchronization

1. Select **ActiveSync** from the Start menu.
2. In the *ActiveSync* screen, open the menu and select **Options... > Mobile Schedule**.
3. In the *Mobile Schedule* screen, set the **Peak time sync** field and/or the **Off-peak time sync** field to the desired time increment.
4. Optionally select **Sync outgoing items as they are sent**.
5. Press the Left Softkey ("Done").

7.4 Other information

Remote synchronization

Remote synchronization is when your SDA is synchronizing over a wireless connection instead of using a direct local connection to a desktop computer. Synchronizing remotely with your desktop computer may depend on your network configuration. For example, you may need to set up a virtual private network (VPN) connection to your network.

To synchronize remotely, you need to set up a connection first. Then configure your SDA. In the ActiveSync window, select **Options > PC Settings** from the menu: In **Use**, select the computer name. Then select or clear **Use mobile schedule to sync with this PC**, and **Sync with this PC during manual sync**.

Synchronizing Inbox

When you select Inbox for synchronization in ActiveSync, E-mail messages are synchronized as part of the general synchronization process. During synchronization, the following events occur:

- Messages are copied from the Outlook Inbox folder on your PC, or from Exchange Server, to the Inbox folder on your phone.
- By default, when synchronizing Inbox information with your PC or Exchange Server, you receive only messages from the last 3 days and the first 500 bytes of each new message.
- The messages on your SDA and on your PC are linked. When you delete a message on your SDA, it is deleted from your PC the next time you synchronize, and vice versa.
- Messages in subfolders of other Outlook E-mail folders are synchronized only if the folders have been selected for synchronization in Inbox on your SDA.

NOTE: SMS and MMS messages are not received in Messaging through synchronization. Instead, they are sent to your SDA phone by way of your cellular service provider.

Synchronizing Calendar

When you select **Calendar** for synchronization in ActiveSync, by default Calendar items from the last two weeks are synchronized. Calendar items created on your SDA are copied to your desktop computer and/or server during synchronization, and vice versa. Similarly, Calendar items that are deleted from your phone are deleted from your PC and/or server during synchronization, and vice versa.

Synchronizing Contacts

When you select **Contacts** for synchronization in ActiveSync, by default all of your contacts are synchronized. Contacts created on your SDA are copied to your PC and/or server during synchronization, and vice versa. Similarly, contacts that are deleted from your SDA are deleted from your desktop computer and/or server during synchronization, and vice versa.

Synchronizing Tasks

Task synchronization is automatically selected in ActiveSync. By default, all of your incomplete tasks are synchronized. Tasks created on your phone are copied to your desktop computer during synchronization, and vice versa. Similarly, tasks that are deleted from your phone are deleted from your desktop computer during synchronization, and vice versa.

NOTE: Tasks can be synchronized only with your desktop computer; they cannot be synchronized with a server.

ActiveSync error messages

If your information cannot be successfully synchronized, you will see an error message on your phone. To view more information about the error, scroll to it and press the Action key. You might also want to consult "Synchronizing Information" in ActiveSync Help on your desktop computer.

Chapter 8

Applications

8.1 Using Contacts and Beaming

8.2 Using Calendar

8.3 Using Tasks

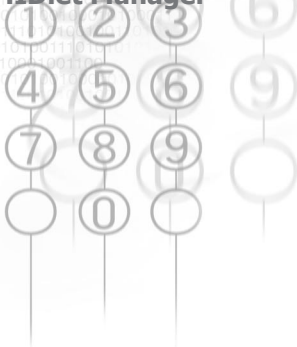
8.4 Using Voice Notes

8.5 Using Windows Media Player

8.6 Using Calculator

8.7 Using JAVA MIDlet Manager

8.8 Games



Pocket Outlook includes **Contacts**, **Calendar**, **Tasks**, **Messages/Inbox**, and **Voice Notes**. You can use these programs individually or together. For example, E-mail addresses stored in **Contacts** can be used to address E-mail messages in Inbox.

For information about Inbox and messaging, see Chapter 6. The other applications in Pocket Outlook mentioned above are explained on the next several pages.

Using ActiveSync, you can synchronize information in Outlook or Exchange on your PC with your phone. You can also synchronize this information directly with a Exchange server. Each time you synchronize, ActiveSync compares the changes you made on your SDA, and PC or server, and updates both with the latest information.

For information on using ActiveSync, see Chapter 7.

8.1 Using Contacts and Beaming

You can think of Contacts as an online address book, where you can store information about people and businesses you communicate with in contact cards. For example, you can store multiple phone numbers, E-mail and street addresses, Web pages, birthday, anniversary date, etc. You can use Contacts to dial phone numbers and compose E-mail and SMS messages directly from a contact card.

The Contact list

The Contacts list displays the names of your contacts alphabetically, along with an abbreviation for the default communication method, such as the person's work phone number (w) or home phone number (h). This makes it easy to reach the contact using the method you prefer. Note that if the contact entry includes a work phone number, your phone will automatically set it as the default number.

To access Contacts:

If you have not assigned the Right Softkey to a different application, you can press the Right Softkey when in the Home screen (“Contacts”) to directly open the screen shown below. Or, you can select **Contacts** from the Start menu to open the screen illustrated in Chapter 2, section 2.1, then select **Contacts** from the list in that screen.

Contacts	
ABC Company	h
Anderson, Aaron	w
Berry, John	m
Brewer, Barb	pgr
Carlson, Carol	w2
Davis, Diva	e2
Flash, Jack	h2
Jane Doe	web
Johnny Appleseed	w
New	Menu

The following table shows some of the abbreviations that might be displayed in the Contacts list, and their meanings.

Abbreviation	Meaning
w	Work phone
w2	Second work phone
wfx	Work facsimile
h	Home phone
h2	Second home phone
m	Mobile phone
pgr	Pager
car	Car phone
txt	Text message number
e	E-mail address
e2	Second E-mail address
e3	Third E-mail address
web	Web page

To call a contact using the default number:

1. Press the Right Softkey (“Contacts”) when in the Home screen to directly open the Contacts. Or, select **Contacts** from the Start menu, then select “Contacts” in the list.
2. Select the contact you want to call.
3. Press the **Talk** button. The phone dials the contact’s default phone number. The abbreviation for this number appears to the right of the contact name.

NOTE: If you want to change the default number, select the desired Contact entry and press the **Action** button. Then select the number you want to assign as the default, and select **Set as Default** from the menu.

To call a contact using a number other than the default number:

- Select the contact in the list, press the Left or Right navigational buttons to display the abbreviation for the number you want to use, then press the **Talk** button.

To find a contact by entering a name:

- Begin entering the name of the contact to find until the name is displayed. For example, to find "Sandra," enter 7, 2, 6, 3, 7, 2 because these numbers correspond to the letters for that name.

To filter contacts:

- Select **Filter** from the menu, then select the category whose entries you want to display, such as Business, Miscellaneous, or Personal. Only the contacts assigned to the category you select are displayed in the list.

To create a new contact:

- When the Contacts list is displayed, press the Left Softkey ("New"), or select **New Contact** from the menu. After entering the desired data, press **Done**.

To delete a contact:

- Select the desired entry in the Contacts list, then select **Delete** from the menu.

To assign a Photo ID to a contact:

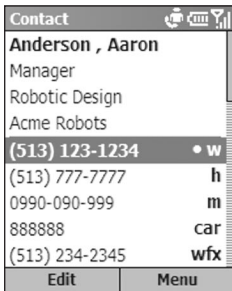
- Use the **Photo Contacts** (Caller ID) application. This was explained earlier in Chapter 2.

Contact cards

To view a “contact card,” select the desired contact in the list and press the Action button. A contact card displays all of the information that you have entered for that contact. You can use the menu to add it to your Speed Dial, send a text message, save it to your SIM card, set the selected number as the default number, beam the Contact, delete it, or edit it.

To view and edit an existing contact card:

- Select the desired entry from the Contact list. Press the **Action** button to view the contact card. If you wish to modify it, press the Left Softkey (“Edit”) or select **Edit** from the menu.



To call a contact from a contact card:

- Select the desired entry from the Contact list. Press the Action button to access that contact card. Press the Up or Down navigational button to select the number you want to call, then press the Action button to dial that number.

To send E-mail from a contact card:

1. Select the desired entry from the Contact list.
2. Press the Action button to open the related contact card.
3. Select the E-mail address, and press the **Action** button.
4. Select an account to use, and press the **Action** button.
5. Enter a subject, compose your message, and then select **Send**.

Using contact card menu options

Select the desired contact in the list, then press the Action button to access the related contact card (shown in the figure on the previous page). Using the menu accessed from that screen, you can perform the functions listed below.

Add Speed Dial

Enables you to create a shortcut to a phone number, E-mail address, or Web URL by assigning one or two numbers as a speed dial. (Explained in more detail in Chapter 2.)

Send Text Message

Enables you to send a short message to the contact person.

Add Voice Tag

After recording a Voice Tag, it serves as a shortcut to a phone number, E-mail address, or Web URL when you speak the Voice Tag. (Explained in more detail in Chapter 2.)

Save to SIM

Saves the contact to the SIM card.

Set as Default

Makes the selected phone number or E-mail address the default communication method for the contact.

Beam Contact

Sends the contact card to another mobile device or a desktop PC using infrared.

Delete

Removes the contact card from the Contacts list.

Edit

Enables you to modify information in the contact card.

Beaming information

You can use the Bluetooth or infrared port on your SDA to send and receive (beam) contact information between your SDA and another mobile device or a PC that has Bluetooth or an infrared port and supports vCards and vCal. However, you cannot beam SIM contacts. See Chapter 5 for more information about Bluetooth.

To beam a contact:

1. Press the Right Softkey (“Contacts”) when in the Home screen to directly open the Contacts. Or, select **Contacts** from the Start menu, then select “Contacts” in the list.
2. Select the Contact entry you want to beam.
3. Select **Beam Contact** from the menu in the Contacts screen.
4. Scroll to the device to which you want to beam.
5. Do one of the following:
 - To beam by infrared, make sure that the infrared ports are unobstructed and within close range of each other.
 - To beam by using Bluetooth, make sure that both Bluetooth radios are turned on and that Bluetooth is discoverable on the receiving device.
6. Press the Left Softkey (“Beam”).
Status information will then be displayed, indicating the name of the device to which your SDA is beaming, and whether the beaming process is pending, finished, or has failed.

To receive beamed information:

1. Select **Settings** from the Start menu.
2. In the Settings screen, select **Beam**.
3. Select the **Receive incoming beams** checkbox so that the checkbox is checked.
4. Do one of the following:
 - To receive by infrared, align the infrared ports so that they are unobstructed and within close range of each other.
 - To receive by using Bluetooth, make sure your Bluetooth radio is turned on and in discoverable mode.
5. Select **Done**. Your SDA is now capable of receiving beams (until you clear the **Receive incoming beams** checkbox).

NOTE: Your SDA can receive beamed files of any type, but you may need to copy some files to your PC for viewing.

SIM contacts

SIM contacts are stored on your SIM card. When you insert your SIM card into a different device, you can view and use the SIM contact information on the new device. Unlike regular contact cards, you can store only one phone number for each SIM contact.

To create a new SIM contact:

1. Press the Right Softkey (“Contacts”) when in the Home screen to directly open the Contacts. Or, select **Contacts** from the Start menu, then select “Contacts” in the list.
2. Open the menu and select **New SIM Contact**.
3. Enter the Name and Number, then select **Done**.

The new contact appears in your contact list. A SIM icon will display to the right of the name, indicating that the contact is stored on your SIM card.

8.2 Using Calendar

Calendar is the scheduling program on your SDA, where you can create and view appointments and view your calendar by day, week, or month. When you create and edit appointments in Calendar, your changes are reflected in Outlook on your PC when you synchronize.

To open Calendar:

- On the Home screen, select **Calendar** from the Start menu.

To create a new appointment:

1. In the Calendar screen, select **New** from the menu.
2. Enter information about the appointment.

When inputting a Calendar entry, note that in the **Reminder** field you can specify the amount of time prior to the appointment that you want to be reminded. If you don't want to be reminded, select **None**. The default reminder time is 15 minutes. If you want to change the reminder time later, open the desired Calendar entry and then press the Left Softkey ("Edit"), or select **Edit** from the menu in the Calendar screen, and scroll to the **Reminder** field.

When you create a new appointment on your SDA, you can synchronize Calendar with your PC or Exchange Server to keep your schedule information up-to-date in all locations.

To edit an appointment:

1. Select **Calendar** from the Start menu.
2. Select the desired appointment, press the **Action** button, and then select **Edit** from the menu or press the Left Softkey (“Edit”).
3. If the appointment is recurring, select **Yes** to edit only the current occurrence, or select **No** to edit the series.
4. Make your changes and select **Done**.

To delete an appointment:

1. Select **Calendar** from the Start menu.
2. Scroll to the appointment to delete.
3. Select **Menu** and then **Delete**.
4. If the appointment is recurring, select **Yes** to delete only the current occurrence, or select **No** to delete the series.

Viewing your schedule

You can view your schedule in three different views: Agenda, Week, and Month.

Agenda View is the default view for calendar information. This view displays meetings and appointments scheduled for the current day. Appointments are shown in chronological order according to start time. All-day appointments are shown as a single line at the top of the Agenda view.

When in Agenda View, you can select **Week View** or **Month View** from the menu. Press the Left or Right navigational buttons to select a desired date/time, then press the **Action** button to view the corresponding entries, if any. Or, use the menu to **Go to Today**, **Go to Date**, set **Options**, or return to the default **Agenda View**.

Note that in Month View, arrows pointing upward represent morning appointments, and arrows pointing downward represent afternoon appointments. If you have both morning and afternoon appointments on the same day, the arrows form a colored box. All-day events are indicated by an empty box. If you have morning and afternoon appointments and an all-day event on the same day, an empty box surrounds a colored box.

Customizing the calendar view

You can change viewing options for Calendar, such as specifying the first day of the week and the number of days per week to display, as well as showing and hiding week numbers.

1. In the Home screen, select **Start**.
2. Select **Calendar**.
3. Select **Menu** and then **Options**.
4. Scroll to select the options you want and select **Done**.

Importing calendar information

You can import calendar information from another calendar program that uses the iCal or vCal format. You can import calendar information from attachments in E-mail messages, SMS messages, and links in Pocket Internet Explorer, or by beaming. When you import information and then synchronize, the information is added to Outlook on your PC.

8.3 Using Tasks

A task is a personal or work-related project, assignment, or errand to track through to completion. A task can occur once, or it can recur. A recurring task can repeat at regular intervals, or repeat based on the date you mark the task complete.

The task list

The task list is your "things to do" list. When you create or edit tasks with Outlook on your PC and then synchronize with your SDA, additional task information may display.

A task that has been marked as high priority is preceded by an exclamation mark, and one marked as low priority by a downward-pointing arrow. On color devices, overdue tasks are displayed bold and red.

Note that if you synchronize tasks with your PC, completed tasks are removed from your SDA during synchronization. They are then displayed in gray with a strikethrough on your PC.

To create a new task:

- Select **Tasks** from the Start Menu. "Enter new task here" is displayed. Press the Up navigational button to move the focus to that field, then enter the task name and press the **Action** button.

To mark a task as Complete:

- Select **Tasks** from the Start Menu. Select the desired task in the list (one whose checkbox is not checked) and then press the Left Softkey ("Complete").

To change a completed task to Incomplete:

- Select **Tasks** from the Start Menu. Select the desired task in the list (one that has already been marked as Complete with a checked checkbox) and then press the Left Softkey ("Activate").

8.4 Using Voice Notes

You can use Voice Notes to create and play back short voice recordings and verbal reminders, in line of entering text, using your SDA's built-in audio recorder. Voice Notes are included in the All Notes list and are named consecutively (Recording1, Recording2, and so on).

To create a Voice Note:

1. Select **Voice Notes** from the Start menu, or hold down the Volume Up button for about three seconds (on the left side of your SDA), or press the **Voice Notes** button on the right side of your SDA. The *All Notes* screen displays.
2. Press the Left Softkey ("Record"), or select **Record** from the menu. Right after you do this, the recording process begins, so be ready to start speaking into your SDA's microphone immediately. A counter displays the number of seconds elapsed during recording.
3. Press the Left Softkey ("Stop") to stop recording a voice note. The voice note is saved (to **\Storage\My Documents\Notes**), and appears in the *All Notes* list of Voice Notes. By default, the first recording is named Recording1.

To rename, play, or delete a Voice Note:

- Select the desired Voice Note file, then select either **Rename**, **Play**, or **Delete** from the menu.

If you delete a voice note that has a default name, such as Recording1, this name becomes available for the next new voice note that you create.

NOTES:

- Voice Note files will be shown as thumbnails in the Album application, and you can play them as you would any other audio file while in Album mode.
- You can also record a new voice note using the Album application. While in Thumbnail View mode, select **New > Voice Note** from the menu.

8.5 Using Windows Media Player

Using Windows Media Player 7.0 or later, you can play Windows Media audio and video files and MP3 audio files on your SDA. You can also copy digital music and video directly from your PC to your SDA by using either Windows Media Player or ActiveSync. For more information about copying files using Windows Media Player, see Media Player Help on your PC. For more information about copying files using ActiveSync, see ActiveSync Help on your PC.

Invoking Media Player and playing a file

When in the Home screen, open the Start menu and select **Windows Media**. The initial Media Player screen will display a Playlist. The figure below lists some sample MP3 audio files.



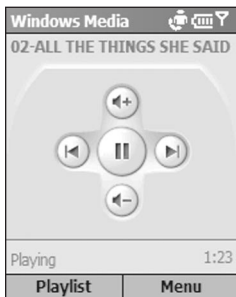
By default, files of the supported filetypes residing locally in your SDA are listed. Select the file you want to play, then press the Action button or the Left Softkey (“Play”). Or, open the menu to display a “Favorites” list, open a URL, view data about the selected file, customize settings, or delete the file (see table on next page).

When playback of an audio or video file is in progress, the menu contains the following options:

Option	Function
Play/Pause	Play or pause playback of the current file.
Next	Skip to the next file in the current play list and start playing it. This command is not available if the last file is the current selection.
Previous	Skip to the previous file in the play list. If a file is currently being played, it will start re-playing from the beginning.
Full Screen	If the file currently being played is a video file, this option utilizes the entire screen to display the video. This command is not available during audio file playback.
Open URL	Play a streaming media file on a network (for example, content streamed from an Internet radio station.)
Properties	Displays information about the selected file, such as file name, duration, location, bit rate, and audio codec.
Settings	Opens the Settings screen, in which you can adjust the volume and specify various playback options.
Add to Favorites	Adds the file that is playing to your Favorites playlist.

Selecting **Settings** on the menu opens a screen that lets you:

- Adjust the volume. Press the **Right** navigational button to increase the volume, up to a maximum of 10. Press the **Left** button to decrease volume; 0 is silent.
- Specify whether or not to utilize the full screen during playback of video files using Media Player.
- Select **Repeat** if you want Media Player to automatically repeat playback of a file as soon as it finishes playing.
- Select **Shuffle** if you want Media Player to randomly select the next file to play from the current playlist.
- Select **Background Play** if you want files to continue playing while you use another program.



As shown in the figure above, the amount of time elapsed during playback is displayed. In this screen, you can press the **Up** navigational button to increase volume, or press **Down** to decrease volume. Press the **Right** navigational button to start playing the next sequential file, or press **Left** to play the previous file. Press the **Action** button to **Pause** or **Play**.

To **play a streaming media file on a network**, open the menu in the Windows Media Player screen, then select **Open URL**. In the Open URL screen, enter the desired Web page address. Press the Left Softkey (“Play”) to play.

To **add a streaming media file to Favorites**, simply open the menu while it is playing, and select **Add to Favorites**. To access your Favorites list, select **Favorites** from the menu in the Media Player window. To delete a file from Favorites, select the file and then select **Delete** from the menu. To play a file, select **Play**.

Supported file formats

Windows Media Player supports the MP3 (.mp3) file format, as well as Windows Media files with the following extensions: **.asf, .asx, .wax, .wm, .wma, .wmv, .wmx, .wvx**.

Supported audio and video codecs

Media Player can play files that have been compressed by using any of the following audio and video codecs.

Audio codecs:

- Windows Media Audio codec version 2.0, 7.0, 8.0, and 9.0.
- * Fraunhofer IIS-A MPEG-1 Audio Layer-3 codec.

Video codecs:

- Windows Media Video codec version 7.0, 8.0, and 9.0.
- Microsoft MPEG-4 video codec version 3.0.
- ISO MPEG-4 video codec version 1.0.

NOTE: Some digital media content from the Internet, CD tracks, and videos have associated licenses that protect them from being unlawfully distributed or shared. To ensure that the license is copied with the content, use the **Portable Device** (or **Copy to CD or Device**) feature in Windows Media Player 7.0 or later on your PC to copy content to your phone. See also the Windows Media Player **Help** on your PC.

8.6 Using Calculator

Calculator performs basic arithmetic, such as addition, subtraction, multiplication, and division.

To perform a calculation:

1. When in the Home screen, select **Accessories** from the Start menu.
2. Select **Calculator**.
3. Enter the first number of the formula using the keypad.
4. Press the Right Softkey ("Options"). From the menu select the type of calculation to perform: **Add**, **Subtract**, **Multiply**, **Divide**, or **Decimal Point**.

NOTES:

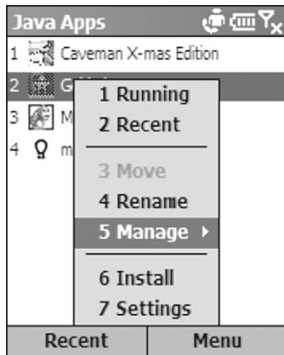
- A decimal point can also be inserted conveniently by pressing the asterisk (*) key on your keypad.
 - In addition, you can scroll through the available mathematical symbols by pressing the # key until the symbol you want is displayed (instead of selecting from the menu).
 - Or, you can use the navigation pad to select a mathematical symbol as follows: Press the Up button for the plus sign (+); Down for the minus sign (-); Left for the division sign (/); and Right for the multiplication sign (X).
5. Enter the second number of the formula using the keypad.
 6. Open the **Options** menu again and select **Equals**, or press the Action button.

To clear a displayed number or calculation, press the **Left** softkey ("Clear").

To clear the last digit entered, press your phone's **Back** button.

8.7 Using Java MIDlet Manager

Your phone supports Java 2 Edition, J2ME. The Java MIDlet Manager (JMM) allows you to download Java applications such as games and tools specifically designed for mobile phones. You will find that some Java applications and games may have already been installed on your phone. When you select MIDlet Manager from the Start menu in the Home screen, a screen similar to the example shown below will appear. This figure also shows the main menu.



The Java MIDlet Manager gives you the flexibility of installing and managing additional J2ME applications from the Internet.

Downloading Java games and utilities

To install, run, and manage MIDlet programs (MIDlets) on your SDA, you have to first download the MIDlet directly to your device from your desktop or notebook PC.

To download and install MIDlets directly from the Internet:

1. Connect to the Internet and select a MIDlet you wish to download. (Download both the **.jad** file and related **.jar** file.)
2. Confirm that you wish to download the relevant files before the download begins. Once the download is complete, the Java MIDlet Manager automatically starts and prompts you to install your new MIDlet.

To download MIDlets from the Internet on your PC:

1. Make sure that your phone is synchronized to your PC. Using your Internet Explorer, go to **www.midlet.org** or any site that provides MIDlets for download.
2. Choose the game or utility you want to install, download it, and save it to your hard drive.
3. Click on the file and move it to your phone, to Mobile Device\phone\Storage\My Documents.

To install MIDlets on your SDA from your PC:

1. Click on **Install** in the **MIDlet Manager** menu.
2. Choose a MIDlet available from the Install screen. Select a MIDlet by moving up/down using the navigation pad, or by pressing the related number on the keypad.

Uninstalling and re-installing MIDlets

To Uninstall

In the *Java Apps* screen (an example was shown in the previous figure), use the navigation pad to highlight the MIDlet you want to uninstall, then select **Manage** from the menu. Select **Uninstall** from the Manage submenu. You will be asked to confirm your selection.

To Re-install:

In the *Java Apps* screen, select **Install** from the menu to access the *Install* screen. Use the navigation pad to highlight the MIDlet you want to re-install, then select **Install** from the menu in the *Install* screen.

Running MIDlets

To run a MIDlet, go to the **Java Apps** screen and select the required MIDlet using the navigation pad or the related number on the keypad. Consult the content provider on how to use the game or utility you have installed. Some MIDlets have an Exit or Stop command within their menu structure. The content providers determine the location of this command.

Other menus and commands

Some of the other functions available include:

Settings

Select **Settings** from the menu to access these options:

Display Options — Allows you to adapt the way the MIDlet manager displays information. **Sort Options** allows you to choose whether you view your MIDlets in groups or as a list. **View Options** allows you to determine how lists of MIDlets are ordered.

System Info — Displays information about the total storage space for MIDlets, the amount currently used and the amount currently available.

About Java MIDlet Manager — Displays version information.

Choose Network Type — Opens the *Select Service* screen and enables you to choose your connection.

Rename

Select the MIDlet you want to rename, then enter the new name for that MIDlet in the dialog box.

Running

Lists the MIDlet(s) currently running on your phone.

Recent

Lists the most recently run MIDlets (maximum of nine can be listed).

Move

Lets you move the selected item into a different group.

Manage > Upgrade

You may be able to upgrade certain MIDlets using a network connection. The availability of this feature is determined by MIDlet manufacturers/distributors and their licensing arrangements. You must be connected to an appropriate network for this feature to be available, for example a corporate intranet or the Internet.

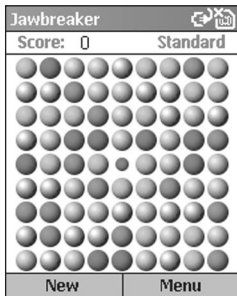
Manage > Uninstall

Deletes the selected MIDlet from your SDA's memory. Ensure that the MIDlet you want to select is not running. Also note that you cannot uninstall a MIDlet individually from a MIDlet suite. You must uninstall the complete MIDlet suite.

8.8 Games

Jawbreaker

The object of Jawbreaker is to clear out all the balls. The rule is that you may only clear out adjacent same-colored balls. The score depends on the number of the balls you clear out at every move.



To start a game of Jawbreaker, select **Games** from the Start menu, then select **Jawbreaker**. To start a new game, press the Left Softkey, or select **New Game** from the menu. The menu also lets you view **Statistics** or set **Options**.

To score, navigate to the ball you want to clear and press the Action button.

Score equation: $S = B * (B-1)$

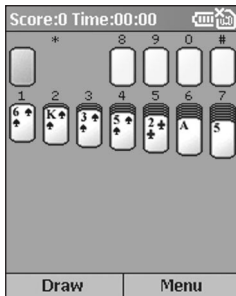
S: Score per move

B: Number of balls you clear out

For example, you score 30 points for clearing out 6 balls at one move.

Solitaire

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



To start a game of Solitaire, select **Games** from the Start menu, then select **Solitaire**. To start a new game, select **New Game** from the menu.

To play Solitaire:

- Move any aces on the seven stacks to the four card spaces at the top of the screen, and then make any other available plays.
- When you have made all available plays, press the **Draw** soft key to turn over cards.

The card that is face up on the deck is always available for play.

To move cards:

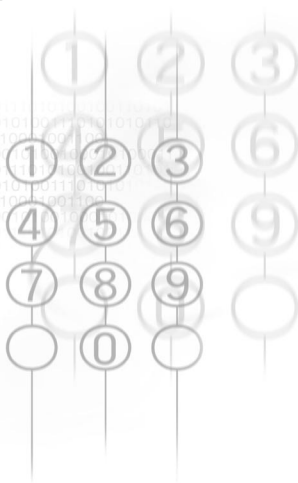
A number or character is displayed above each card stack. On the keypad, press the number or character of the card to move, and then press the number or character of the stack to which you want to move the card.

Pressing the Up navigational button moves a card to one of the four stacks in the upper right corner of the screen if it belongs there. For example, if an ace appears in one of the lower stacks, press the number above it, and then press the Up navigational button.

Chapter 9

Maintaining Your SDA

- 9.1 Adding and removing programs
- 9.2 File Manager
- 9.3 Task Manager
- 9.4 Space Maker



9.1 Adding and removing programs

You can use **Add/Remove Programs** on the Tools Menu of ActiveSync to add and remove programs. If you are connected via ActiveSync (see Chapter 7), and the program you want to install has an installer file that can be executed from the PC, installation will be performed automatically when you invoke the Installer file on your PC.

If the program installation is done via a CAB file, copy the CAB file to the \Storage\My Documents folder of your SDA. Then select the CAB file in File Manager (explained on the next page) and press the Action button; it will then install automatically.

If you do install additional programs into your SDA, and then want to remove one or more of those programs, another way to do so (besides Add/Remove Programs in ActiveSync) is to select **Settings** from the Start Menu, and then **Remove Programs**. All of the programs you've installed yourself will be listed in the *Remove Programs* screen. Select the program you want to delete, then press the Right Softkey to open the menu and select **Remove**.

NOTE: When you use the **Clear Storage** utility (**Start menu > Accessories > Clear Storage**) to reset all of your SDA phone settings back to the manufacturer default values, this will also erase all of your data.

9.2 File Manager

Select **Accessories > File Manager** from the Start menu to invoke the File Manager application.

File Manager provides many easy-to-use features for file and folder management. It operates in either of two major views, with a separate menu of commands for each view.

Tree View displays the entire file structure in your SDA's memory. The functions in Tree View primarily focus on folder management.

List View displays the details of the selected folder (its subfolders and files). The functions in List View are basically file-oriented. Note that some files may not be displayed for security reasons.

Tree view

When initially invoked, File Manager is in Tree View by default. An example is illustrated below.



Menu Commands in Tree View

Folder

Selecting **Folder** opens a submenu that lets you create a **New Folder** which will be a subfolder under the current folder; or **Rename**, **Copy**, or **Move** the currently selected folder.

Find

This command lets you search for files according to filename and/or text content. First select the folder where you want the search to be executed, then select **Find**. The Find screen will open. In it, enter part or all of a filename (if you wish to search by name), and/or enter a text string (if you wish to search for all files containing that string). You can also specify the folder to be searched. If any matches are found, the Find Result screen will open.

Go To

Allows you to switch to other folders conveniently. Shortcut: press **G** (the 4 key on your SDA keypad) when the menu is not open.

Delete

Allows you to delete an entire folder and all of its contents. Shortcut: press **D** (the 3 key on your SDA keypad) when the menu is not open. To delete individual files, use **Delete** on the menu when in List View.

Refresh

Re-paints the Tree View to reflect the actual current contents in memory. You can also press the asterisk (*) shortcut key to update the screen.

Properties

Displays data related to the selected folder. (If you wish to view information about an individual file, use the Properties command in List View.)

Options

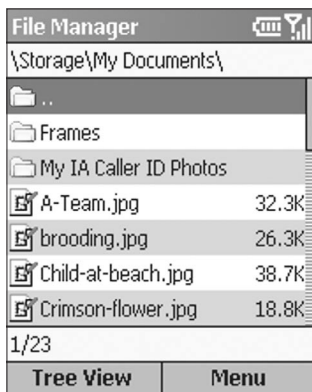
The Options screen contains several checkboxes that allow you to customize certain behaviors of File Manager. For example, you can choose to use a small font, show or hide file extensions, show or hide files in ROM, etc. Select *Reset Default* (on the menu in the Options screen) if you ever want to reset all options to the default behavior.

System Info

The System Info screen displays useful information about Battery power, Memory usage, Flash and Device data.

List view

If in Tree View, press the Left Softkey to switch to List View. If the currently selected folder in Tree View contains no subfolders, pressing the Action button will also switch to List View. (If the selected folder in Tree View *does* have subfolders, pressing the Action button expands or collapses the tree for that folder.)



Menu Commands in List View

You can perform many additional file management functions using the commands on the menu when in List View, as follows:

File

Selecting **File** opens a submenu that lets you create a **New Folder** which will be a subfolder under the current folder; or **Rename**, **Copy**, **Move**, or **Duplicate** the currently selected file(s).

Selecting **Associate** on the File submenu allows you to associate all files that have the same extension as the selected file with a specific application program. Then whenever you select a file of the associated filetype, it will open using the application you specified.

Even if a particular filetype is already associated with a particular application, you can perform a one-time override of that default association using the **Open With** command on the File submenu. It allows you to select a file, and then individually select the application that you want to open the file with.

Create Shortcut on the File submenu enables you to create a shortcut for a file and place it in any folder. First select the file for which you want to create a shortcut, then select **Create Shortcut** and select the folder where you want it to be placed.

Zip Extraction

This command lets you “unzip” (extract) ZIP files that you may have received into your SDA via ActiveSync, infrared beaming, E-mail, etc. First, select the desired file (filename must have an extension of **.zip**). Then select **Zip Extraction**. This opens a submenu containing the **Contents** and **Extract Here** commands.

Select **Extract Here** from the submenu if you just want to extract all the files immediately and place them in the current folder.

Selecting **Contents** from the submenu will list all the files contained in the selected ZIP file. In the screen listing the individual files, you can open a menu containing several options. Among them are

Extract To — If you don't want all files in the list to be extracted, you can first select only the files you want. Then select the folder/subfolder where you want to place the extracted files and press the Left Softkey ("Extract").

Integrity Test — This command checks to see if the data contained in all of the individual files (contained in the current ZIP file) is correct.

View — This command is available when only one individual file or one folder is selected. If an individual file within the ZIP file is selected, then the **View** command invokes the application associated with that filetype and displays the file. If the ZIP file contains folders, and one of the folders within the ZIP file is selected, then the **View** command will open the folder and display a list of the files within it. A "plus sign" (+) will be shown in front of encrypted items in a ZIP file.

Selection

The next command on the main menu in List View (after the Zip Extraction command) is **Selection**. It opens a submenu that lets you **Go to Top**, **Go to End**, **Select All**, **Select None**, **Invert Select**, or enable **Select Multiple** if you want to select more than one item in the list. In the *Select Multiple* screen, the menu offers additional options to select only the folders in the list, or only the files in the list.

Sort By

Lets you sort the items in the list by **Name**, **Size**, or **Date**, in either **Ascending** or **Descending** order.

Send

This command opens a submenu containing two commands:

Send via E-mail — Only one file can be E-mailed at a time. (If multiple files are selected, this command will be disabled.) First, select the file you want to E-mail, then select this command. The *Compose New* screen will open with the selected file already attached.

Send via Infrared — First, select one or more files that you want to send, or an entire folder, then select this command. In the *Send Data* screen that opens, press the Left Softkey (“Beam”) to start beaming. After the files have finished being sent, you can beam them again to another device, if desired, by pressing the Left Softkey again (“Restart”).

Run

If the currently selected file is an executable program file, selecting **Run** will invoke that application. Or, if you have used the **Associate** command on the *File* submenu to associate a particular filetype with a particular application, selecting **Run** (when a file of that filetype is selected) will start the associated application. The Action button is the shortcut key for this command.

Delete

Select the file or folder you want to delete, then select **Delete** on the menu (or press **D** on your SDA keypad when the menu is not open).

Refresh

When you select **Refresh** from the menu, or press the asterisk (*) shortcut key on your keypad when the menu is closed, the contents of the List View will be re-painted to reflect the actual current contents in memory.

Properties

If a file or folder is selected in the list at the time you select **Properties** from the main List View menu, the Properties screen will display related information. Also, in the bottom portion of the screen, you can change some attributes of the file or folder, and view others. (This command is disabled if multiple files/folders are disabled.)

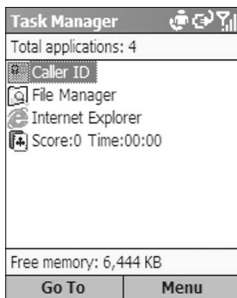
Options

The Options screen is the same one you can access from the menu in Tree View. It contains several checkboxes that allow you to customize certain behaviors of File Manager. For example, you can choose to use a small font, show or hide file extensions, show or hide files in ROM, etc. Select *Reset Default* (on the menu in the Options screen) if you ever want to reset all options to the default behavior.

9.3 Task Manager

Select **Accessories > Task Manager** from the Start menu to invoke the Task Manager application. Task Manager lists all the tasks/applications currently running on your SDA. You can then easily switch to and activate any currently running task, terminate any tasks, and view free memory/battery information.

When Task Manager is initially invoked, it lists all tasks/applications that are currently running in the memory of your SDA. An example is illustrated below.



Menu Commands

Go To

This command activates the selected application/task. First, select the application in the list that you want to use. Then select **Go To** from the menu, or press the Action button, to switch to that application and make it the active task. (You can also use the Left Softkey to activate a task if the menu is not open.)

Refresh

Selecting the **Refresh** command, or pressing the asterisk (*) key on your SDA keypad, will update and repaint the list of currently running tasks.

Stop

The **Stop** command (or the **7** key on the keypad if the menu is not open) stops the selected application. If for any reason the task cannot be terminated, a message will inform you of such. After you have stopped an application, the amount of Free Memory (shown near the bottom of the screen) is updated.

Stop All

Selecting **Stop All**, (or pressing the **2** key if the menu is not open), tells Task Manager to try to stop *all* the listed applications. A message will ask you to confirm that you want to terminate all currently running applications. Press the Left Softkey (“OK”) to confirm.

Stop All But Selected

First select the one task in the list that you do not want to stop. Then select **Stop All But Selected**. All other running tasks will then be terminated, except the one you selected.

System Info

Select **System Info** to view details concerning your Power/Battery, Memory, Flash, and Device information. The illustration below shows the upper half of a sample *System Info* screen.

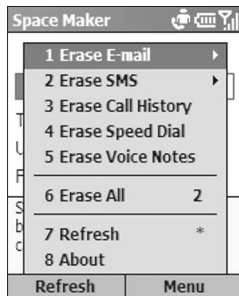
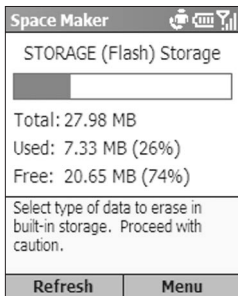
System Info	
Power Status	
Main Battery:	Charging (87%)
Backup Battery:	Unknown
Memory Information	
Total Memory:	23.14 MB
Storage Memory:	2.85 MB
Used:	525.83 KB
Free:	2.34 MB
Program Memory:	20.29 MB
Used:	13.84 MB
Free:	6.45 MB
OK	

9.4 Space Maker

Your SDA has a built-in, unremovable default storage card. The nomenclature of the card is hardware-dependent (in some phones it is known as “Flash” Storage). The SDA uses this card to store certain data, such as the data in your Contacts, Tasks, Appointments (Calendar), and E-mail items. There are times when free storage space might become low, at which time you might want to delete any less-needed items in order to free up space.

Space Maker (**Start menu > Accessories > Space Maker**) makes it easy for you to delete specific categories of any unwanted data in Flash storage as you see fit, thereby letting you control the amount of space available.

The main Space Maker screen, shown below on the left, displays the total amount of space available in your particular built-in storage, the amount of space currently being occupied by your data on the card (and percentage) and the amount of space currently not being used (and percentage).



Keypad shortcuts: When the menu is not open, you can press the **2** key to invoke the Erase All command, or press the asterisk (*) key to update the storage usage data to reflect the current “Used” and “Free” amounts.

Menu Commands

Erase E-mail

Selecting **Erase E-mail** will open a submenu that gives you the flexibility to delete all E-mail; or only the E-mail marked as “Read;” or only the E-mail in these individual folders: Deleted Items, Drafts, Inbox, Outbox, or Sent Items.

Deleting All E-mail — Select **All** to delete all E-mail in all folders. All attachments will also be deleted. Note that SMS and MMS messages will not be deleted. (If you wish to delete SMS messages in your Inbox, use the **Erase SMS** command described on the next page.)

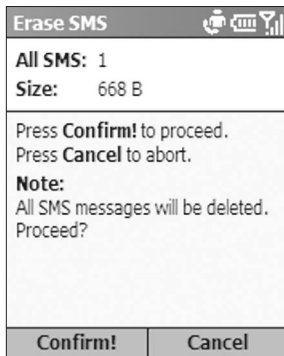
After you select **All** from the submenu, a confirmation screen will appear. It displays the number of E-mailings that will be deleted, and the amount of space currently being used by those E-mailings which will be “freed up” in your Flash storage after the command has executed. Press the Left Softkey to **Confirm**, or the Right Softkey to Cancel.

After the “Delete All E-mail” operation has finished, all E-mail will be deleted from your SDA. Therefore, the next time you synchronize after deleting, your E-mail will be out-of-sync, since it will be gone from the SDA but will still exist on your PC. If you want E-mail to be synchronized on both SDA and PC, first delete your current partnership and then create a new partnership.

Deleting Individual Categories of E-mail — Likewise, you can select one of the following commands from the submenu to delete only the E-mail in those categories: **Read** (deletes all E-mail marked as “Read”); **Deleted Items**; **Drafts**; **Inbox**; **Outbox**; and/or **Sent Items**. In each case, a screen will open which displays the number of items in that category, and the total space being used by those items (similar to the example illustrated on the next page).

Erase SMS

The **Erase SMS** command opens a submenu that gives you a choice of deleting all SMS (Short Message Service) messages, or only the messages marked as “Read.” Whether you select **All** or **Read** from the submenu, a confirmation screen will appear and display the number of SMS messages that will be deleted, as well as the amount of space being used by those SMS messages. An example is shown below. Press the Left Softkey (“Confirm”) to delete. You will then be returned to the main Space Maker screen illustrated earlier, and the new total “Used” and “Free” storage amounts will be displayed.



Erase Call History

To delete all Call History data, select **Erase Call History** on the menu. A confirmation screen will display the number of Call History records that will be deleted, and the amount of space currently being used by those records (similar to the screen shown above). Press the Left Softkey to Confirm that you want to delete all **Call History** records, or the Right Softkey to Cancel.

Erase Speed Dial

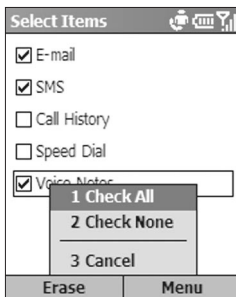
To delete all Speed Dial entries, select **Erase Speed Dial** on the menu. A confirmation screen will display the number of Speed Dial records that will be deleted, and the amount of space currently being used by that data. Press the Left Softkey to delete, or the Right Softkey to cancel.

Erase Voice Notes

This command deletes all voice recordings you have created and stored in Flash storage, using your SDA's **Voice Notes** function. In the confirmation screen, press the Left Softkey to delete.

Erase All

When you select the **Erase All** command from the menu (or press **2** on the keypad when the menu is not open), the screen shown below opens. It allows you to conveniently select multiple categories of data that you want to delete (rather than deleting categories of data one-by-one using the individual commands on the main menu).



After checking the desired checkboxes, press the Left Softkey to begin the **Erase** process. You will still be given an opportunity to confirm the deletion of each category individually. Note that only the categories listed above will be erased. MMS messages are not deleted.

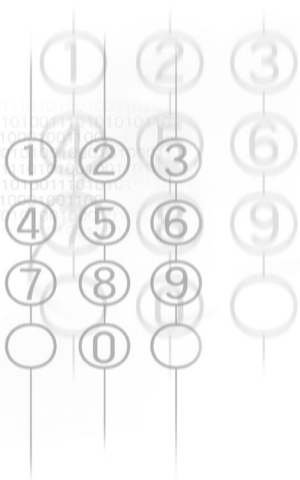
Refresh

Selecting **Refresh** on the menu, or pressing the asterisk (*) shortcut key, or the Left Softkey in the main screen, updates and re-displays the amounts of **Used Storage** and **Free Storage**.

Whenever you use any of the “**Erase**” commands on the menu, the **Refresh** operation will be performed automatically to show you the new storage amounts resulting from the deletion.

Appendix

Regulatory Notices
Troubleshooting
Specifications
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Regulatory Notices

Agency Identification Numbers

For regulatory identification purposes, your product is assigned a model number of ST20A. The Battery Pack has been assigned a model number of ST26A.

To ensure continued reliable and safe operation of your SDA phone, use only the accessories listed below with your ST20A.

NOTE: This product is intended to be used with a certified class 2 limited power source, rated 5 volts DC, minimum 1A power supply unit.

European Union Notice

Products with CE marking comply with the R&TTE Directive (99/5/EC), the EMC Directive (89/336/EEC) and the Low Voltage Directive (73/23/EEC) issued by the Commission of the European Community.

Compliance with these directives implies conformity to the following European Norms (in brackets are the equivalent international standards):

- EN 60950 (IEC 60950) - Safety of Information Technology Equipment.
- ETSI EN 301 489-7 - Electromagnetic compatibility and Radio spectrum Matters (ERM); ElectroMagnetic Compatibility (EMC) for radio equipment and services; Part 7: Specific conditions for mobile and portable radio and ancillary equipment of digital cellular radio telecommunications systems (GSM and DCS).

- ETSI EN 301 511 – Global System for Mobile communications (GSM); Harmonized standard for mobile stations in the GSM 900 and DCS 1800 bands covering essential requirements under article 3.2 of the R&TTE directive (1999/5/EC).
- ANSI/IEEE C.95.1-1992- specific absorption rate in mobile phone emission condition for body health.
- FCC part 15 - Radio Frequency Devices and part 24 – Personal Communications Services.
- EN 50360 - 2001– Product standard to demonstrate the compliance of mobile phones with the basic restrictions related to human exposure to electromagnetic fields (300 MHz – 3 GHz).
- SAR: FCC: (1g) 1900MHZ: Body 0.513 mW/g; Head 0.241 mW/g. CE: (10g) 900MHZ: Body 0.503 mW/g; Head 0.183 mW/g. 1800MHZ: Body 0.619 mW/g; Head 0.297 mW/g.
- ETSI EN 301 489-1 Electromagnetic compatibility and Radio spectrum Matters (ERM); ElectroMagnetic Compatibility (EMC) standard for radio equipment and services; Part 1: Common technical requirements.
- ETSI EN 301 489-17 Electromagnetic compatibility and Radio spectrum Matters (ERM); ElectroMagnetic Compatibility (EMC) standard for radio equipment and services; Part 17: Specific conditions for 2.4 GHz wideband transmission systems and 5 GHz high performance RLAN equipment.
- ETSI EN 300 328 Electromagnetic compatibility and Radio spectrum Matters (ERM); Wideband Transmission systems; data transmission equipment operating in the 2.4 GHz ISM band and using spread spectrum modulation techniques.

Federal Communications Commission Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or TV reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- **Reorient or relocate the receiving antenna.**
- **Increase the separation between the equipment and receiver.**
- **Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.**
- **Consult the dealer or an experienced radio or television technician for help.**

Modifications

The FCC requires the user to be notified that any changes or modifications made to the device that are not expressly approved by High Tech Computer Corporation may void the user's authority to operate the equipment.

Important Safety Information

Retain and follow all product safety and operating instructions. Observe all warnings on the product and in the operating instructions.

To reduce the risk of bodily injury, electric shock, fire, and damage to the equipment, observe the following precautions.

Safety Precautions for RF Exposure

Tests for SAR are conducted using standard operating positions specified by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operation can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output. Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (for example, at the ear and worn on the body) as required by the FCC for each model. (Body-worn measurements may differ among phone models, depending upon available accessories and FCC requirements). For body worn operation, to maintain compliance with FCC RF exposure guidelines, use only original manufacturer approved accessories. When carrying the phone while it is on, use the specific original manufacturer supplied or approved carrying case, holster, or other body-worn accessory.

Use only original manufacturer-approved accessories, or accessories that do not contain any metal: Use of non-original manufacturer-approved accessories may violate FCC RF exposure guidelines and should be avoided.

Heed service markings: Except as explained elsewhere in the Operating or Service documentation, do not service any product yourself. Service needed on components inside these compartments should be done by an authorized service technician or provider.

Damage requiring service: Unplug the product from the electrical outlet and refer servicing to an authorized service technician or provider under the following conditions:

- **Liquid has been spilled or an object has fallen into the product.**
- **The product has been exposed to rain or water.**
- **The product has been dropped or damaged.**
- **There are noticeable signs of overheating.**
- **The product does not operate normally when you follow the operating instructions.**

Avoid hot areas: The product should be placed away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

Avoid wet areas: Never use the product in a wet location.

Avoid pushing objects into product: Never push objects of any kind into cabinet slots or other openings in the product. Slots and openings are provided for ventilation. These openings must not be blocked or covered.

Mounting Accessories: Do not use the product on an unstable table, cart, stand, tripod, or bracket. Any mounting of the product should follow the manufacturer's instructions, and should use a mounting accessory recommended by the manufacturer.

Avoid unstable mounting: Do not place the product with an unstable base.

Use product with approved equipment: This product should be used only with personal computers and options identified as suitable for use with your equipment.

Adjust the volume: Turn down the volume before using headphones or other audio devices.

Cleaning: Unplug the product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a slightly damp cloth for cleaning, but NEVER use water to clean an LCD screen.

Safety Precautions for Power Supply Unit

Use the correct external power source: A product should be operated only from the type of power source indicated on the electrical ratings label. If you are not sure of the type of power source required, consult your authorized service provider or local power company. For a product that operates from battery power or other sources, refer to the operating instructions that are included with the product.

Handle battery packs carefully: This product contains a Lithium ion battery. There is a risk of fire and burns if the battery pack is handled improperly. Do not attempt to open or service the battery pack. Do not disassemble, crush, puncture, short external contacts or circuits, dispose of in fire or water, or expose a battery pack to temperatures higher than 60°C (140°F).

Exposure to Radio Frequency (RF) Signals

Your wireless SDA phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on the safety standards previously set by both U.S. and international standards bodies:

- American National Standards Institute (ANSI) IEEE. C95.1-1992
- National Council on Radiation Protection and Measurement (NCRP). Report 86. 1986
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Ministry of Health (Canada), Safety Code 6. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the **Specific Absorption Rate**, or SAR. The SAR limit set by the FCC is 1.6W/kg.

In the U.S. and Canada, the SAR limit for mobile phones used by the public is 1.6 Watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in usage. Normal conditions only ensure the radiative performance and safety of the interference. As with other mobile radio transmitting equipment, users are advised that for satisfactory operation of the equipment and for the safety of personnel, it is recommended that no part of the human body be allowed to come too close to the antenna during operation of the equipment.



Your SDA phone contains a lithium-ion battery pack. There is a risk of fire and burns if the battery pack is handled improperly. Do not disassemble, crush, puncture, short external contacts, or dispose of in fire or water. Do not attempt to open or service the battery pack. Replace only with the battery pack designated for this product. Recycle or dispose of batteries properly. Do not discard with your regular trash.

Safety Precautions

SAFETY IN AIRCRAFT: This product can cause interference to an aircraft's navigation system and network. In most countries it is against the law to use this product on board an airplane.

ENVIRONMENTAL SAFETY: Do not use this product in gas stations, fuel stores, chemical plants and locations containing explosives.

ROAD SAFETY: Vehicle drivers in motion are not permitted to use handheld telephony services, except in emergency. In some countries, using hands-free devices as an alternative is allowed.

MEDICAL EQUIPMENT SAFETY: This product may cause medical equipment malfunction. In most hospitals or medical centers use of this product is forbidden.

Other tips and cautions

- Avoid using the product near metal structures (for example, the steel frame of a building).
- Avoid using the product near strong electromagnetic sources, such as microwave ovens, sound speakers, TV and radio.
- Avoid using this product after a dramatic change in temperature.

Troubleshooting

If you encounter a problem with your SDA, please review the list below to try and find your problem. If still having problems, please contact Technical Support or your dealer.

Problem	Solution
■ My SDA's screen is blank.	<ul style="list-style-type: none">• Your SDA is designed by default to switch to a screen saver. To turn it on, press any key.• Your battery may be run down. Charge the battery immediately.
■ My SDA does not make any sound or vibrate when the phone rings or alarms occur.	<ul style="list-style-type: none">• Check the Sounds settings by selecting Settings > Sounds from the Start menu.• Select Calendar from the Start menu and then select Options from the Calendar menu to see if Set Reminders is activated.
■ My SDA operation has become very slow.	You may have opened too many programs. To release the operation load, you can terminate unneeded programs using the Task Manager utility (see Chapter 9).
■ A "battery low" warning message pops up on the screen.	Plug the AC power into your phone to charge it.

Problem

Solution

- | Problem | Solution |
|--|---|
| ■ Viewing my incoming messages. | Select Messages from the Start menu, then select either MMS , SMS , or E-Mail . |
| ■ A warning message about “Running out of memory” pops up on the screen. | Some ways to create space on your SDA are: <ul style="list-style-type: none">• Delete any unnecessary files such as old e-mail, image files, or large video files.• Delete unneeded programs by selecting Settings from the Start menu and then Remove Programs.• Use Task Manager to terminate unneeded tasks (see Chapter 9).• Use Space Maker to delete misc. unneeded items (see Chapter 9). |
| ■ I cannot open an image or video file. | The filetype of the image or video may not be supported. See Chapter 3 for a list of all supported image/video file formats. |

ActiveSync Problems

Problem	Solution
■ ActiveSync operation cannot be performed or connected.	<ul style="list-style-type: none"><li data-bbox="474 211 937 285">• Make sure the ActiveSync cradle/cable is connected securely.<li data-bbox="474 335 937 492">• Make sure you have installed the ActiveSync software found on the Companion CD that came with your phone.<li data-bbox="474 542 937 742">• Make sure the settings are correct in File Menu > Connection Settings... in the Microsoft ActiveSync window on your desktop computer.<li data-bbox="474 792 937 989">• Chapter 7 discusses ActiveSync. If still not working, try to remove the ActiveSync software (using Control Panel on your desktop computer) and then re-install.

Problem

Solution

- ActiveSync is connected, but data or information cannot be transferred.

Check **Tools Menu > Options...** in the ActiveSync window on your desktop computer to see if the information type you want has been selected for synchronizing. See more details about ActiveSync in Chapter 7.

- I cannot perform over-the-air synchronization.

Ensure that Mobile Information Server has been installed.

Connection Problems

Problem	Solution
■ Unable to use Infrared (IR) to transfer information.	Try the following: <ul style="list-style-type: none">• Transfer only one file, or no more than 25 contact cards, at a time.• Line up the IR ports so that they are unobstructed and within close range.• Make sure nothing is between the two IR ports.• Adjust the room lighting. Some types of light interfere with IR connections. Try moving to a different location or turning off some lights. Do not try to use infrared beaming in the sunlight.
■ Cannot connect to the Internet.	Try the following: <ul style="list-style-type: none">• Ensure that you have set up and connected to an Internet Service Provider.• Ensure that the wireless connection to your mobile Service Provider is switched on and that the signal is unobstructed.• Verify with your Internet Service Provider that your user name and password are correct.

Problem

Solution

- Cannot end a Bluetooth connection.

If another device leaves its link On when it is pairing with your SDA, the only way to disconnect is by deactivating the Bluetooth link. Select **Settings > Bluetooth** from the Start menu, then set the *Bluetooth* field to **Off**.

- Cannot find a particular device.

- Ensure that the other device is activated.
- Ensure that you are within 10 meters of each other, and that there are no obstructions.
- Ensure that the other device is not in "Hidden" mode.

Specifications

System Information

Processor	TI OMAP, 200 MHz
Memory — ROM	64 MB (Standard)
— RAM	32 MB (Standard) SDRAM
Operating System	Windows Mobile™ SDA 2003

Display

Type	Transflective 2.2 inch TFT-LCD
Resolution	176 x 220 at 64K colors

GSM/GPRS Tri-Band Module

GSM900	880 ~ 915, 925 ~ 960 MHz
DCS1800	1710 ~ 1785, 1805 ~ 1880 MHz
DCS1900	1850 ~ 1910, 1930 ~ 1990 MHz

Expansion Slots

SD / MMC Slot	Mini-SD memory card
----------------------	---------------------

Connection

Infrared	IrDA SIR
I/O port	Standard 5-pin mini-USB port for signals (for USB and power)
Audio	Stereo headphone jack
Bluetooth	Class 2 transmit power

Controls and Lights

Navigation	5-way navigation pad
Buttons	2 Softkeys Back Home t-zones Messages Voice Notes (right side of phone) 2 phone function : Call, End Volume control button (up, down) Record Audio (hold Vol. Down 3 sec.) Power on / off One dialing keypad
Lights	Event notification Charge status GSM/GPRS signals Bluetooth connection

Audio

Microphone/Speaker	Built-in microphone and 3-in-1 speaker
Headphone	MP3 stereo

Power Supply

Battery	1050mAh (typical) Lithium ion removable, rechargeable battery
Talk time	3.5 to 4 hours
Standby	140 hours

AC adapter

- AC input / Frequency	100 ~ 240 VAC / 50 ~ 60Hz
- Rated Output	5V / 1A DC (typical)

* Contents subject to change without notice.

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