

**Nokia N-Gage  
User Guide**

FCC Draft

# Nokia N-Gage User Guide

What information is needed?	Numbers	Where is the number?
My number		Wireless service provider
Voice mail number		Wireless service provider
Wireless provider's number		Wireless service provider
Provider's customer care		Wireless service provider
Model number		Label on back of phone (under battery). Insert X-ref.
Phone type		Back of title page
IMEI number		Label on back of phone (under battery). Insert X-ref.

The wireless phone described in this guide is approved for use in the XXXX GSM networks in North and South America.

## LEGAL INFORMATION

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## EXPORT CONTROLS

This product contains commodities, technology or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

## FCC/INDUSTRY CANADA NOTICE

Your phone may cause TV or radio interference (for example, when using a telephone in close proximity to receiving equipment). The FCC or Industry Canada can require you to stop using your telephone if such interference cannot be eliminated. If you require assistance, contact your local service facility. This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

The term "IC:" before the certification/registration number only signifies that Industry Canada technical specifications were met.

# 1 For your safety

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Further detailed information is given in this manual.



Do not switch the device on when wireless phone use is prohibited or when it may cause interference or danger.

## ROAD SAFETY COMES FIRST



Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.

## INTERFERENCE



All wireless devices may get interference, which could affect performance.



## SWITCH OFF IN HOSPITALS

Follow any regulations or rules. Switch the device off near medical equipment.



## SWITCH OFF IN AIRCRAFT

Wireless devices can cause interference in aircraft.



## SWITCH OFF WHEN REFUELING

Don't use the device at a refuelling point. Don't use near fuel or chemicals.



## SWITCH OFF NEAR BLASTING

Don't use the device where blasting is in progress. Observe restrictions, and follow any regulations or rules.



## USE SENSIBLY

Use only in the normal position. Don't touch the antenna unnecessarily.



## QUALIFIED SERVICE

Only qualified personnel may install or repair equipment.



## ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.



## WATER-RESISTANCE

Your wireless device is not water-resistant. Keep it dry.



## BACKUP COPIES

Remember to make backup copies of all important data.



## CONNECTING TO OTHER DEVICES

When connecting to any other device, read its user's guide for detailed safety instructions. Do not connect incompatible products.






## FUSE REPLACEMENT

Replace a blown fuse with a fuse of the same type and size. Never use a fuse with a higher rating!





## CALLING

Ensure the device is switched on and in service. Enter the phone number, including the area code, then press . To end a call, press . To answer a call, press .



## EMERGENCY CALLS

Ensure the device is switched on and in service. Press  as many times as needed (for example, to exit a call, to exit a menu, etc.) to clear the display. Enter the emergency number, then press . Give your location. Do not end the call until told to do so.

## • NETWORK SERVICES

The wireless device described in this guide is approved for use on the EGSM 900 and GSM 1800 and 1900 networks.

A number of features included in this guide are called Network Services. These are special services that you arrange through your wireless service provider. Before you can take advantage of any of these Network Services, you must subscribe to them through your service provider and obtain instructions for their use from your service provider.



**Note:** Some networks may not support all language-dependent characters and/or services.

## • CHARGERS AND ENHANCEMENTS



**Note:** Check the model number of any charger before use with this device. This device is intended for use when supplied with power from ACP-12, LCH-9 and LCH-12.



**Warning:** Use only batteries, chargers and enhancements approved by Nokia for use with this particular device model. The use of any other types may invalidate any approval or warranty applying to the device, and may be dangerous.

For availability of approved enhancements, please check with your dealer.

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

When using the features in this product, honor the privacy rights of others and obey all laws.



## 2 General information

The Nokia N-Gage™ mobile game deck provides many gaming and music capabilities in addition to common mobile features, such as the telephone features, messaging features, a clock, an alarm clock, a calculator, calendar, and more.


### • STANDBY MODE

When the device is turned on, and the screen saver is not active, the main screen is displayed and the device is in standby mode. Typically, you return to this mode to begin new tasks.

The indicators described in this illustration appear when the game deck is ready for use, with no characters keyed in. The image shown in this graphic was created specifically for this example. Your image may be different.

**A** The selection key bar shows the current shortcuts assigned for the selection keys  and . To change these shortcuts and the background image, see "Standby mode" on page 38.

**B** The navigation bar shows the currently active profile. If the selected profile is **Normal**, the current date appears instead of a profile name. For more information, see "Navigation bar" on page 8, and "Profiles" on page 92.

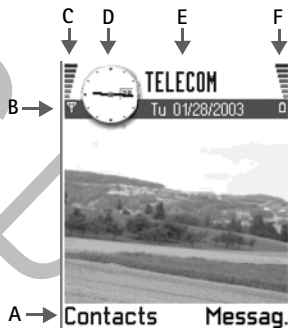
The antenna symbol is replaced with the GPRS symbol  when the GPRS connection is set to **When available** and a connection is currently available. See "Packet data (GPRS)" on page 41, and "GPRS" on page 45.

**C** The signal indicator shows the signal strength of the cellular network at your location. The higher the bar, the stronger the signal.

**D** The clock displays the time. To set up your clock, see "Clock" on page 104, and settings for "Standby mode" on page 38.

**E** The cellular network displayed is the cellular network currently in use.

**F** The battery indicator shows the battery strength. The higher the bar, the more power left in the battery.





**F** Your game deck has a screen saver. If there are no actions for five minutes, the display is cleared and a screen saver becomes visible. To deactivate the screen saver, press any key.

## ● ACTION INDICATORS

One or more of the following icons may be shown when the game deck is in the standby mode:



Indicates that you have received new messages to the Inbox in Messaging. If the indicator is blinking, the game deck memory is low and you must delete some data. For further information, see "Memory low" on page 127.



Indicates that you have received new e-mail (network service).



Indicates that you have received one or several voice messages. See "Call your voice mailbox" on page 14.



Indicates that there are messages waiting to be sent in Outbox.



Shown when **Incoming call alert** has been set to **Silent** and **Message alert tone** to **Off** in the currently active profile. See "Profiles" on page 92.



Indicates that the game deck's keypad is locked.



Indicates that you have an active alarm. See "Clock" on page 104.



Indicates that a Bluetooth connection is active. Note that ( ) appears when data is transmitted using a Bluetooth connection.



Indicates that all calls to the game deck are forwarded.



Indicates that all calls to the game deck are forwarded to a voice mailbox. See "Call forwarding settings" on page 18. If you have two phone lines, this indicator **1** shows the call is forwarded for line 1 and **2** for line 2. See "Line in use (network service)" on page 40.



Indicates that you can make calls using phone line 2 only (network service). See "Line in use (network service)" on page 40.




## Data connection indicators

When an application is establishing a data connection, one of the indicators below blinks in the standby mode. When an indicator appears continuously, the connection is active.





- D** A data call
- D<sup>+</sup>** A high-speed data call
- G** An active GPRS connection (replaces antenna symbol)
- G** The GPRS connection is on hold (occurs during voice calls)
- F** A fax call
- [BT]** A Bluetooth connection

## • MENU

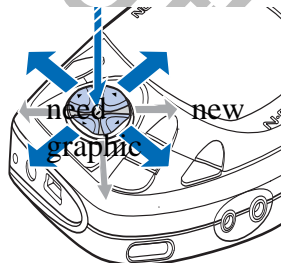
- Press  (Menu key) to open Menu (grid or list). In the menu grid, you can access all the applications in your game deck. Options in Menu are Open, List view or Grid view, Move, Move to folder, New folder, Help, and Exit.




## Moving in the menu

Press the controller key on the top , bottom , left , and right  (shown with numbers 1, 2, 3, 4, 5) to move in the menu grid.

You can press the controller key to move diagonally (shown with letters a, b, c, d) i don't see them/cl (new graphic coming RW) when playing games.




## OPEN APPLICATIONS OR FOLDERS



Scroll to an application or a folder and press the controller key in the middle  (shown with blue arrow 5) to open it.

Select **Options** > List view if you want to view the applications in a list.

## CLOSE APPLICATIONS

Backstep by pressing **Back** as many times as is needed to return to the standby mode or select **Options** > **Exit**.

If you press and hold , the game deck returns to the standby mode and the application is left open in the background.

 **Note:** Pressing  will always end a call, even if another application is active and appears on the display.



When you switch the game deck off, applications are closed and any unsaved data is saved automatically.

## Rearrange the menu

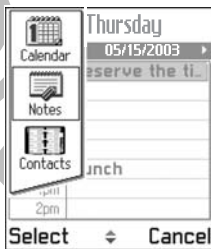
You can rearrange the menu in any order you like. You can move applications that you use more often from a folder to the menu grid. You can also create new folders.

- 1 Scroll to the item you want to move and select **Options** > **Move**.  
A check mark is placed beside the application.
- 2 Move the selection where you want the application to be and press **OK**.

## Switch between applications


If you have several applications open and want to switch from one application to another, press and hold  (menu key). The application switching window opens and shows a list of open applications. Scroll to an application and press  to select it.

If memory is low, the game deck may close some applications. The game deck saves unsaved data before an application closes.




## • OPTIONS LISTS

This guide provides the options list commands on the side of the page. These lists tell you which commands are available in different views and situations as the available commands change depending on the selected view.


 **Tip:** In some situations, when you press the controller key, a shorter options list appears, listing the main commands available.

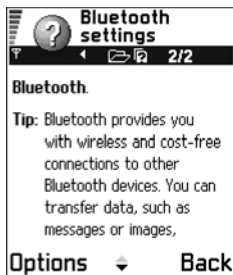
## • ONLINE HELP

Your Nokia N-Gage game deck has an online help that you can access from any application that has an **Options** list. Press the  key to open the **Options** list.

## • NAVIGATION BAR

In the navigation bar, the following information and indicators appear:

- Small arrows or tabs that tell you if there are more views, folders, or files you can move to
- Editing indicators. See "Write text" on page 68
- Other information, for example, **2/14** means that the current picture is the second of 14 pictures in the folder. Press  to see the next picture.




## • APPLICATION ACTIONS




**Open items for viewing**—When you are viewing a list of files or folders, to open an item, scroll to an item and press the controller key or select **Options > Open**.

**Edit items**—To open an item for editing, you sometimes need to first open it for viewing and then select **Options > Edit**, if you want to change its contents.

**Rename items**—To give a new name to a file or folder, scroll to it and select **Options > Rename**.

**Remove, delete items**—Scroll to the item and select **Options > Delete**, or press . To delete many items at a time, you first need to **mark** them.

**Mark an item**—There are several ways to select items in a list.

- To select one item at a time, scroll to it and select **Options > Mark/Unmark > Mark** or press  and the controller key at the same time. A check mark is placed next to the item.
- To select all items in the list, select **Options > Mark/Unmark > Mark all**.
- To mark multiple items, press and hold  while moving the controller key up or down. As the selection moves, a check mark is placed next to the items. To end the selection, stop the scrolling with the controller key and then release . After you have selected all the items you want, you can move or delete them by selecting **Options > Move to folder** or **Delete**. To unmark an item, scroll to it and select **Options > Mark/Unmark > Unmark**.

or press  and the controller key at the same time.

**Create folders**—To create a new folder, select **Options > New folder**. You are asked to give a name to the folder (max. 35 letters).

**Move items to a folder**—To move items to a folder or between folders, select **Options > Move to folder** (not shown if there are no folders available). When you select **Move to folder**, a list of available folders opens and you can also see the root level of the application (for moving an item out of a folder). Select the new location you want the item to be moved to and press **OK**.




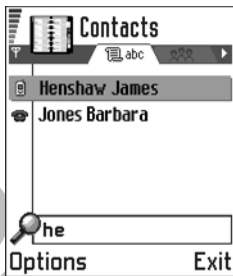
**Tip:** For information on how to insert text and numbers, see “Write text” on page 68.

## SEARCH FUNCTION





You can search for a name, file, folder, or shortcut by using the search field. In some situations the search field is not visible automatically, but you can activate it by selecting **Options > Find** or just by entering letters.

- To search for an item, start to key in text in the search field.  
The game deck immediately starts to search for matches and moves the selection on the best match.
- To make the search more accurate, key in more letters and the selection moves to the item that best matches the letters.
- When the correct item is found, press  to open it.



## VOLUME CONTROL

When you have an active call or are listening to a sound, press  or  to increase or decrease the volume level, respectively.



The following icons indicate voice volume mode:



Earpiece mode



For loudspeaker mode




**Tip:** Using the supplied headset is a fun way to use the game deck for calls, games or listening to music.

## • LOUDSPEAKER

Your game deck has a loudspeaker for hands-free use. To locate the loudspeaker, see the picture of the different keys and parts in the *Quick Start* guide. The loudspeaker allows you to speak and listen to the game deck from a short distance (such as on a nearby table) without having to hold the game deck to your ear. The loudspeaker can be used during a call, with sound applications, and when viewing multimedia messages. RealOne Player™ uses the loudspeaker by default when you watch a video. Using the loudspeaker makes it easier to use other applications while in a call.

### Activate the loudspeaker

To use the loudspeaker during an active call, select **Options > Activate loudsp.** A tone is played,  appears in the navigation bar, and the volume indicator changes.



**Important:** Do not hold the game deck near your ear when the loudspeaker is in use as the volume may be extremely loud.

The loudspeaker needs to be activated separately each time for phone calls, but the sound applications such as **Composer** and **Recorder** use the loudspeaker by default.

### Turn off the loudspeaker

When you have an active call or music is playing, select **Options > Activate handset.**

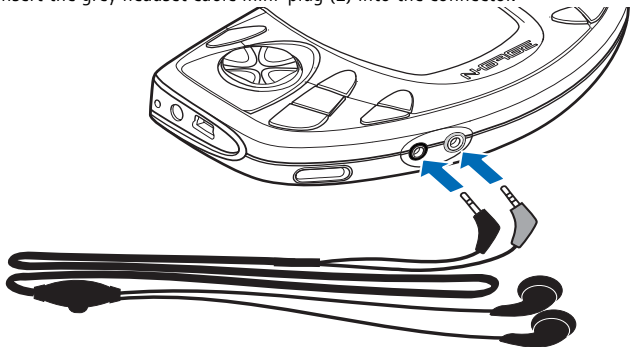
### Attach and use the headset

A stereo headset is supplied for using with your phone. In addition to using the headset for calls, you can also use it to listen to the FM radio or the music player in your game deck. The headset wire is the FM radio antenna.

If you use a different headset, it must be compatible for the FM radio to function properly. To make a call with a headset on, use the keypad. Once the call is established you can use the headset to speak and listen to the other party.



## Connect the headset

Insert the black headset cable mini-plug (1) into the connector on the game deck, and insert the grey headset cable mini-plug (2) into the connector.



The headset lead functions as the antenna of the radio, so let it hang freely.



**Note:** Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing. To adjust the volume level when a headset is connected to your game deck, press  or .



**Warning:** When using a stereo headset your ability to hear outside sounds is reduced. Do not use a headset where it can endanger your safety.

## Use the headset to receive calls

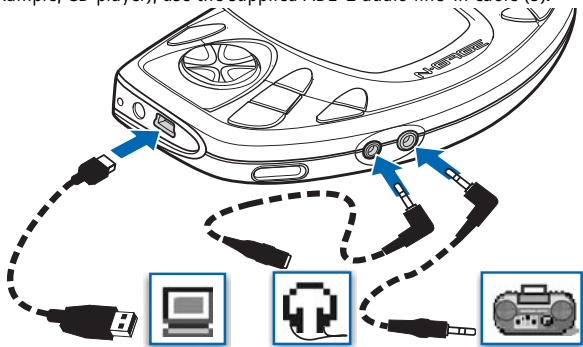
To answer a call while using the headset, press the remote control button (3) which is located in the microphone part of the headset. To end the call, press the same button.


## • ATTACH AND USE SUPPLIED CABLES

With the sales package, you receive two cables that you can use with your game deck.


You can use the Nokia Audio Manager to store and organize your sound files. For more information, see "Nokia Audio Manager" on page 32.

- 1 To connect your game deck to a compatible external audio system (for example, CD player), use the supplied ADE-2 audio line-in cable (3).



 **Note:** Recording should be monitored from the headset socket on the external device. Adjust the volume on the external device so that there is no distortion.

- 2 To attach the game deck to a compatible PC, use the supplied DKE-2 USB mini-B cable (1).

 **Important:** Install the Nokia Audio Manager PC software from the CD-ROM to your PC before connecting the supplied DKE-2 USB mini-B cable.

- 3 To connect your game deck to your own headphones, use the supplied ADA-2 adapter cable (2).

## • SHARED MEMORY

The following features in this device may share memory: games, contacts, text messages, multimedia messages, images and ringing tones, RealOne Player™, calendar and to-do notes, and downloaded applications. Using one or more of these features may reduce the memory available for the remaining features sharing memory. For example, saving many multimedia messages may use all of the available memory. Your phone may display a message that the memory is full when you try to use a shared memory feature. In this case, delete some of the information or entries stored in shared memory features before continuing. Some of the features, such as contacts, may have a certain amount of memory specifically allotted to them in addition to the amount of memory shared with other features.



**Note:** Music tracks are stored on the memory card and therefore do not use the shared memory of the game deck.

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# 3 Using your game deck as a phone



## • MAKE A CALL

- 1 In the standby mode, key in the phone number, including the area code.
- 2 Press or to move the cursor.  
Press to remove a number.

For international calls, press twice for the international prefix (the + character replaces the international access code) and then key in the country code, the area code without 0, and the phone number.

- 1 Press to call the number.
- 2 Press to end the call (or to cancel the call attempt).

To adjust the volume during a call, press to increase and to decrease the volume level.



**Note:** Pressing always ends a call, even if another application is active.

## The Contacts directory

- 1 To open the **Contacts** directory, press **Contacts**.
- 2 To find a contact, scroll to the desired name, or key in the first letters of the name.

The Search field opens automatically and matching contacts are listed.

- 3 Press to start the call.
- 4 If the contact has more than one phone number, scroll to the number and press to start the call.

## Call your voice mailbox

The voice mailbox (network service) lets callers leave voice messages.


- To call your voice mailbox, press and in the standby mode.
- If the game deck asks for the voice mailbox number, key it in and press **OK**.  
You can obtain this number from your service provider.

See also "Call forwarding settings" on page 18.



Each phone line may have its own voice mailbox number. See "Line in use (network service)" on page 40.

## Change the voice mailbox number


To change the phone number of your voice mailbox, press  and go to **Tools > Voice mailbox** and select **Options > Change number**. Key in the number (obtained from your service provider) and press **OK**.





**Tip:** If your voice mail requires a password, you may want to add a touch tone number after the voice mailbox number. This way the password is given automatically every time you call your voice mail. For example, +555123 4567p1234#. The letter 'p' inserts a pause and 1234 is the password.

## 1-touch dialing



To view the 1-touch dialing grid, press  and go to **Tools > 1-touch dial** (is this speed dialing-will gui change?/cl).

- 1 Assign a phone number to one of the 1-touch dialing keys (  to  ). See "Assign 1-touch dialing keys" on page 55.
- 2 Set the **1-touch dialing** function to **On**.
- 3 To call the number: In the standby mode, press and hold the corresponding 1-touch dialing key until the call is started.

## Make a conference call


Conference calling is a network service that allows you to make a conference call with up to six participants, including yourself.

- 1 Make a call to the first participant.
- 2 To make a call to a second participant, select **Options > New call**.
- 3 Key in or search the memory for the phone number of the participant and press **OK**.  
The first call is automatically put on hold.
- 4 When the second call has been answered, join the first participant in the conference call by selecting **Options > Conference**.
- 5 To add a new person to the call, select **Options > New call**, and then select **Options > Conference > Add to conference**.
- 6 Key in or search the memory for the phone number of the participant and press **OK**.

To have a private conversation with one of the participants, perform the following steps:

- 1 Select **Options > Conference > Private**.
- 2 Scroll to the desired participant and press **Private**.


The conference call is put on hold in your game deck, and the other participants can still continue talking with each other while you have a private discussion with one participant only.


- 3 Once you have finished the private conversation, select **Options > Add to conference** to return to the conference call.
- 4 To drop one participant from the conference call, select **Options > Conference > Drop participant**, scroll to the participant, and press **Drop**.
- 5 To end the active conference call, press .



## ● ANSWER A CALL

To answer an incoming call, press , or if you are using the supplied headset press the remote control button.

To end the call, press , or if you are using the supplied headset, press the remote control button.

If you do not want to answer a call, press . The caller will hear a "line busy" tone.

When a call comes in, press **Mute** to quickly mute the ringing tone.



**Tip:** To adjust the game deck tones for different environments and events, for example, when you want your game deck to be silent, see "Profiles" on page 92.





**Note:** It is possible that the game deck may assign a wrong name for the phone number. This happens if the phone number of the caller is not stored in **Contacts** but the seven last digits of the number match another number that is stored in **Contacts**. In this case, call identification is not correct.



**Tip:** To end all calls at the same time, select **Options > End all calls** and press **OK**.

## Call waiting

If you have activated the call waiting network service, the network will notify you of a new incoming call while you have a call in progress. See "Call waiting" on page 39.

- 1 During a call, press  to answer the waiting call.  
The first call is put on hold.
- 2 To switch between the two calls, press **Swap**.
- 3 To end the active call, press .



**Tip:** If you have activated the **Call forwarding > If busy** function to forward calls, for example, to your voice mailbox, rejecting an incoming call also forwards the call. See "Call forwarding settings" on page 18.

## Options during a call

Your game deck includes a comprehensive list of menu options that are available for handling phone calls. Some options apply only to specific network services that you may or may not have active, such as conference calling.

Press **Options** during a call for some of the following options:

**Mute or Unmute, End active call, End all calls, Hold or Unhold, New call, Conference, Private, Drop participant, Answer, and Decline.**





**Swap** is used to switch between the active call and the call on hold.

**Transfer** is used to connect an incoming call or a call on hold with an active call and to disconnect yourself from both calls.

**Send touch tone** is used to send DTMF tone strings, for example, passwords or bank account numbers.



**Glossary:** DTMF tones are the tones you hear when you press the number keys on the game deck keypad. DTMF tones allow you to communicate with voice mailboxes and computerized telephony systems, for example:

- 1 Key in the digits with keys  to .
- Each keystroke generates a DTMF tone that is transmitted during the call.
- Press  repeatedly to produce **\***, **p** which inserts a pause of about two seconds before or between DTMF characters, and **w** which causes the remaining sequence to wait until you press **Send** during the call. Press  to produce **#**.




2 To send the tone, press **OK**.



**Tip:** You can also store a sequence of touch tones for a contact card. When you make a call to the contact, you can retrieve the sequence. Add DTMF tones to the phone number or **DTMF** fields in a contact card.

## Call forwarding settings



Press  and go to **Tools > Call forwarding**.

When this network service is activated, you can direct your incoming calls to another number, for example, to your voice mailbox number. For details, contact your service provider.

- Select one of the forwarding options. For example, select **If busy** to forward voice calls when your number is busy or when you decline incoming calls.
- Select **Options > Activate** to set the forward setting on, **Cancel** to set the forward setting off, or **Check status** to check whether forwarding is activated or not.
- To cancel all active forwarding, select **Options > Cancel all forwarding**.


For information about the call forwarding indicators, see "Action indicators" on page 5.



**Note:** You cannot restrict incoming calls and have call forwarding active at the same time. See "Call restrictions" on page 49.

## • CALLS, call log, AND GENERAL LOG



Press  and go to **Extras > Log**.

In Log you can monitor phone calls, text messages, packet data connections, and fax and data calls registered by the game deck. You can filter the general log to view just one type of event, such as text messages, and create new contact cards based on the log information.




**Note:** Connections to your remote mailbox, multimedia messaging center, or browser pages are shown as data calls or packet data connections in the general communications log.



**Tip:** To view a list of sent messages, go to the main menu and press **Messaging > Sent**.




## Recent calls register



Press  and go to **Extra > Log > Recent calls**.


The game deck registers the phone numbers of missed, received, and dialed calls, and the approximate duration and cost of your calls. The game deck registers missed and received calls only if the network supports these functions, and the game deck is switched on and within the network's service area.

Call icons are as follows:

-  Missed calls
-  Received calls
-  Dialed numbers

Options in the Missed calls, Received calls, Dialed numbers views are Call, Use number, Delete, Clear list, Add to Contacts, Help, and Exit.

## MISSED AND RECEIVED CALLS

If you miss a call, a note appears in the display. Press **Show** to see the number. If you have missed more than one call, the numbers are listed. To return a call, scroll to the number you want and press , or press Exit to return to standby.

To view a list of the last 20 missed calls, go to **Log > Recent calls > Missed calls**.


To view a list of the last 20 accepted calls (network service), go to **Log > Recent calls > Received calls**.

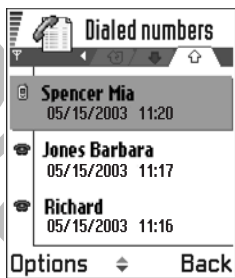
## DIALED NUMBERS

 **Tip:** Press  in the standby mode to open the Dialed numbers view.



To view the 20 phone numbers that you have most recently called or attempted to call, go to **Log > Recent calls > Dialed nos.**

## ERASE RECENT CALL LISTS


- To clear all recent call lists, select **Options > Clear recent calls** in the Recent calls main view.
- To clear one of the call registers, open the register you want to erase and select **Options > Clear list**.
- To clear an individual call, open a register, scroll to the call, and press .



## Call duration

 Press  and go to **Extras > Log > Call duration**.


Allows you to view the duration of your incoming and outgoing calls.

 **Note:** The actual time invoiced for calls by your service provider may vary, depending upon network features, rounding-off for billing, and so forth.




**Tip:** To see the call duration timer during an active call, select **Options > Settings > Show call duration > Yes**.

## ERASE CALL DURATION TIMERS

Select **Options > Clear timers**. For this you need the lock code. See "Security" on page 46. To clear an individual event, scroll to it and press .

## Call costs



Press  and go to **Extras > Log > Call costs**.

The call cost features only apply if your service provider is providing call cost services. If you have this option activated, you can check the cost of the last call or all calls. The call costs are displayed separately for each SIM card.



**Note:** The actual invoice for calls and services from your service provider may vary, depending upon network features, rounding-off for billing, taxes and so forth.

## CALL COSTS LIMIT

Your service provider can limit your calls to a certain amount of charging units or units of currency. When the limited charging mode is active, calls can be made only as long as the preset credit limit (call cost limit) is not exceeded and you are in a network that supports call cost limit. The number of remaining units appears during a call and in the standby mode. When the charging units have expired, **Call cost limit reached** appears. Contact your service provider for information on the limited charging mode and charging unit prices.

## CHARGING UNITS OR CURRENCY

You can set the game deck to show the remaining talk-time in charging units or units of currency. For this, you may need the PIN2 code. See page 46.

- 1 Select **Options > Settings > Show costs in**.  
The options are **Currency** and **Units**. If you choose **Currency**, a note requesting you to write the unit price appears.
- 2 Key in the cost of your home network charging or credit unit and press **OK**.
- 3 Write a name for the currency. Use a three-letter abbreviation, for example, EUR.



**Note:** When no more charging units or currency units are left, calls may only be possible to the emergency number programmed into your game deck (for example, 911).

## SET A LIMIT

- 1 Select **Options > Settings > Call cost limit > On**.  
The game deck requests you to enter the limit in units. For this you may need the PIN2 code.


- Depending on the **Show costs** in setting, enter either the amount of charging units or currency.

When the charging limit you have set is reached, the counter stops at its maximum value and **Reset all calls' cost counter** appears. To be able to make calls, go to **Options > Settings > Call cost limit > Off**. For this you need the PIN2 code, see page 46.



The actual invoice for calls and services from your service provider may vary, depending upon network features, rounding off for billing, taxes, and so forth.

## ERASE COUNTERS

Select **Options > Clear counters**. For this you need the PIN2 code. See page 46. To clear an individual event, scroll to it and press .

## • GPRS DATA COUNTER






Press  and go to **Extras > Log > GPRS counter**.

The data counter allows you to check the amount of data sent and received during packet data (GPRS) connections. This might be useful if you are charged for your GPRS connections by the amount of data sent and received.

### View the general call log



Press , go to **Extras > Log**, press  .

In the general log, for each call or message received, you can see the sender or recipient name, phone number, name of the service provider, or access point. Text messages sent in more than one part or by packet data connections are shown as one entry

The call log icons are as follows:



Incoming



Outgoing



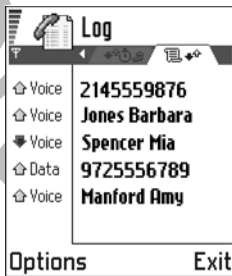
Missed calls or messages

### FILTER THE LOG

- Select **Options > Filter**. A list of filters opens.
- Scroll to a filter and press **Select**.


### ERASE THE LOG

To erase all the Log contents, Recent calls register, and Messaging delivery reports, select **Options > Clear log**. Press **OK** to confirm.





## PACKET DATA COUNTER AND CONNECTION TIMER

To view how much data, measured in kilobytes, has been transferred and how long a certain GPRS connection has lasted, scroll to an incoming or outgoing event with the access point icon  and select **Options > View details**.

## CALLS SETTINGS

- Select **Options > Settings**. The list of settings opens.
- The log events remain in the game deck memory for a limited number of days (**Log duration**) and then are automatically erased. This helps free memory.




**Note:** If you select **No log**, all the log contents, recent calls register, and messaging delivery reports are permanently deleted.

- For **Call duration**, **Show costs in**, **Call cost limit**, see the sections "Call duration" on page 19, and "Call costs" on page 20.

## • SIM FOLDER



Press  and go to **Tools > SIM**.



Your SIM card may provide additional services that you can access in this folder. Check with your service provider for details.

Options in the SIM directory are **Open**, **Call**, **New SIM contact**, **Edit**, **Delete**, **Copy to Contacts**, **My numbers**, **SIM details**, **Help**, and **Exit**.




**Note:** For availability, rates, and information on using SIM services, contact your SIM card vendor, network operator, service provider, or other vendor.

- In the SIM directory, you can see the names and numbers stored on the SIM card, you can add or edit them, and you can make calls.

## • MEMORY CARD



Press  and go to **Tools > Memory card**. (UI says **Memory**)  
cl)



If you have a memory card you can use it to store your games, music tracks, multimedia files like video clips and sound files, images, and messaging information. You can also back up information from your game deck memory

Details on using the memory card with other features and applications of your game deck are given in the sections describing these features and applications.



**Important:** Keep all memory cards out of the reach of small children.

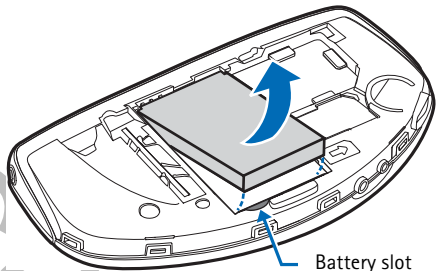


**Note:** Use only memory cards that are compatible with your game deck. Data stored on a memory card using another device may be corrupted when you try to use it on the game deck.

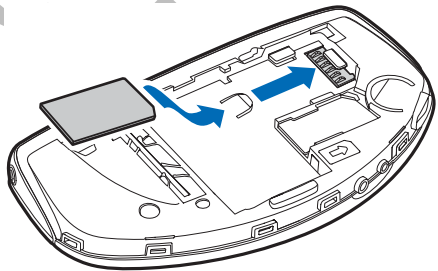
Options in the memory card are Backup device mem., Restore from card, Format mem. card, Memory card name, Set password, Change password, Remove password, Unlock memory card, Mem. in use, Help, and Exit.

## Insert the memory card

- 1 Make sure the game deck is switched off.
- 2 With the back of the game deck facing you, slide open the cover, put your finger in the slot, then lift the battery. (See "Insert the SIM card" in the Quick Start guide for instructions on removing the cover.)



- 3 Remove the existing memory card (if installed).
- 4 Position the memory card in its slot with the gold contacts of the card facing down.
- 5 When you have secured the card in place, replace the battery and replace the cover.



**Important:** Do not remove the memory card in middle of an operation. Be sure to close all memory card applications and turn the game deck off before removing the card.

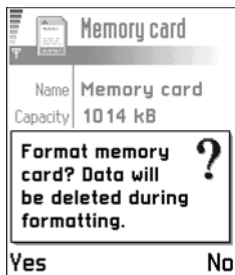


**Important:** If you are installing an application to the memory card and need to restart the game deck, do not remove the card until the restart is complete. Otherwise the application files may be lost.

## Format the memory card

The memory card must be formatted before its first use. If it is not preformatted, format the card using these steps.

- 1 Select **Options > Format mem. card.**
- 2 Confirm your request.  
After you confirm, formatting starts.



**Important:** When a memory card is formatted all data on the card is permanently lost.

## Back up and restore information

To backup information from your game deck memory to the memory card, select **Options > Backup device mem.**

To restore information from the memory card to the game deck's memory, select **Options > Restore from card.**

## Password

You can set a password to lock your memory card against unauthorized use.



**Note:** The password is stored in your game deck and you do not have to enter it again while you are using the memory card on the same game deck. If you want to use the memory card on another game deck, you will be asked for the password.

### SET, CHANGE, OR REMOVE YOUR PASSWORD

Select **Options > Set password, Change password, or Remove password.**

For every option, you will be asked to enter and confirm your password. The password can be up to eight characters long.



**Note:** Once the password is removed, the memory card is unlocked and can be used on another game deck without a password.

## Unlock a memory card

If you insert another password protected memory card in your game deck, you will be prompted to enter the password of the card. To unlock the card, select **Options > Unlock memory card.**

## Check memory consumption

Using the **Mem. in use** option, you can check the memory consumption of different data groups and the available memory for installing new applications or software on your memory card. To check memory consumption, select **Options > Mem. in use**.



FCC Draft

## 4 Games



**Note:** Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

The performance of games may be reduced if you have many applications open. Therefore, close other applications before playing games.

You can use the primary games keys,  and , for playing games. Other keys may be used depending on the game. Refer to the instructions supplied with the game for further information.



**Tip:** You can answer and end a call while continuing to play a game.



Playing games consumes power and the game deck operating time is reduced. The music player is not accessible when playing games.

You can purchase a variety of games for your game deck. For availability of different games, contact your local retailer or visit [www.n-gage.com](http://www.n-gage.com).

### • START A GAME

Each game is supplied on a separate memory card. Insert the memory card of the game into the Nokia N-Gage game deck. See "Memory card" on page 22. The game icon automatically appears on the display screen.

Refer to the playing instructions supplied with the game for further information. Also, you can play Java games that you have downloaded from the Internet. See "Install a Java application" on page 114.

Press , scroll to the game icon and press .

OR

Press  >  to start the game.

### Start a two-player game

You may play a two-player game using a Bluetooth connection with a friend who has the same game on a compatible device. Before starting a two-player game, ensure that the Bluetooth connection settings of the devices are compatible. See "Bluetooth WIRELESS connection" on page 119. Refer to the instructions supplied with the game for details of how to start the game, different levels and additional features etc.

## Start a multiplayer game

You may play some games with multiple players using Bluetooth connections with friends who have the same game on a compatible device. Before starting a multiplayer game, ensure that the Bluetooth settings of the devices are compatible. See "Bluetooth WIRELESS connection" on page 119. Refer to the instructions supplied with the game for details on how to start the game, different levels, and additional features.

FCC Draft

## 5 Music player and radio

You can listen to music saved on the memory card or the radio with your game deck. You can also record music from the radio or an external music source. You can record or transfer music tracks of near CD-quality to your memory card.

The memory card can only display the details of the first 255 music tracks.

To transfer music tracks from a compatible PC to the game deck, see "Nokia Audio Manager" on page 32.

### • MUSIC PLAYER



With the **Music Player**, you can listen to music tracks stored in the memory card. To listen, attach the headset to the game deck, or listen through the loudspeaker.





**Note:** Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.



Press  to turn on the music player.



**Warning:** Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing.

Once you have turned the music player on, it starts playing tracks. To adjust the volume level of the headset or the loudspeaker, press  or  to increase or decrease the volume level.

Music can only be played from a 16-MB, 64-MB or 128-MB memory card.


Using the music player consumes additional power, and the game deck operating time is reduced.

## Listen to music


- 1 Press  or  to highlight the control button:

Play or pause  or  (toggles)

Stop 

Next track 

You can also press the headset button to select the next track.

Previous track 

Record 



- 2 Press  to select.

Options in **Music Player** are **Track list**, **Settings**, **Activate loudsp. /Deactivate loudsp.**, **Help**, and **Exit**.

In the **Track list** you can view and play the music tracks that you have stored in your game deck.

Options in **Track list** are **Play**, **Delete**, **Rename**, **Select**, **Unselect**, **Help**, and **Exit**. An unselected track remains in the track list but cannot be played.

To view stored music tracks, press **Options > Track list**.

 **Tip:** When listening to music you can press  to display available options.

To play one of the music tracks in **Track list**, press  or  to highlight the track and then press **Options > Play**.

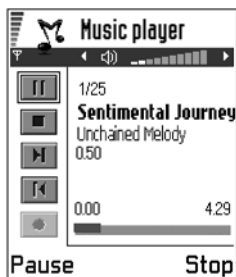
To answer and make calls while listening to the music player. During a call, the track is paused and the music player is muted. When you end the call, the music player will automatically resume.

To answer an incoming call while using the headset, press the headset button. The music player is paused when the game deck rings. To end the call, press the headset button again. See "Attach and use the headset" on page 10 for more information.

To edit the settings, press **Options** and select **Settings**. The following options are available:

**Sound style**—You can select the style of the music tracks you play in order to automatically set equalizer options and enhance playback quality. Bass and Treble levels. Balance become available according to the selected style: **Rock**, **Pop**, **Dance**, **Jazz**, **Classic**, **Latin**, and **Normal**.

**Play options**—Select **Normal** to play the tracks stored in your game deck in the order in which they appear in the track list. You can also select **Random** or **Repeat**.





**Extra Bass**—You can add more bass to the current music style.






Options in Settings are Change, Help, and Back.

## Record from external equipment

You can connect your game deck to compatible external audio equipment, for example, a CD-player, and record music directly to your game deck.

Do not use this feature illegally! Music can be protected by copyright. The recording of such music tracks is permitted for your personal use only. It is illegal to copy such music tracks for the purpose of selling or distribution. Copyright protections may prevent some content from being copied, modified, transferred or forwarded.

To record a music track from compatible external audio equipment, perform the following steps:




- 1 Connect the external audio equipment. See "Attach and use supplied cables" on page 11 for more information.
- 2 Press  and go to Media > Music Player.
- 3 Press  or  to highlight the record  control button and press  to record.
- 4 Press **Stop** to stop recording. The music player assigns the default name **Recording** to each track and attaches a unique number so you can record multiple tracks. For example, the first track is named **Recording(01)**. To change the track name press **Options** > **Track lists** > **Rename**.



You can answer and make calls while recording. The volume of the music player is muted but recording continues in the background. When you end the call, the music player view will automatically return.



## • RADIO

Your game deck must be switched and it must have a headset attached to use this feature. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

To open Radio,  press  and go to Media > Radio, or press .



You can listen to the radio using either the headset (see "Attach and use the headset" on page 10) or the loudspeaker, but the headset must be attached. The lead of the headset functions as the antenna of the radio, so let it hang freely, and always make sure it is connected.

To adjust the volume level of the headset or the loudspeaker, press  or  to increase or decrease the volume level.




**Note:** The quality of the radio broadcast depends on the radio station's coverage in that particular area.











Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing.



**Tip:** Press the headset button to select the next channel.

To quickly turn on Radio press the special radio key .

You can select the next channel , previous channel , auto tune up , auto tune down , and record  by pressing  or  to highlight the control button and  to select.

Options in Radio are Channels, Activate loudsp./Deactivate loudsp., Auto tune up, Auto tune down, Manual tuning, Save channel, Help, and Exit.





## Tune a radio channel

When Radio is on, select **Options > Auto tune up** or **Auto tune down** for automatic tuning. When a channel is found, the new frequency appears.




**Note:** If you have radio channels already saved, then the channel number and name may also be displayed.

Frequency range is 87.5–108.0 MHz.

You can also tune manually by selecting **Options > Manual tuning** and pressing  or  to move the frequency up or down (0.05 MHz steps).



**Tip:** If you know the desired frequency, use the keypad to enter it directly (press  for a decimal point).

To save the channel in the game deck, select **Options > Save channel**. Scroll to the channel location where you want to store the channel and press **OK**. Type in the name of the radio station and press **OK**.

Empty slots show a default frequency of 87.5 MHz.

## Use the radio

Options in the channels list are Listen, Activate loudsp./Deactivate loudsp., Rename, Delete, Help, and Exit.

When the radio is on you can turn it off by pressing Cancel.

When the loudspeaker is activated the headset is muted.




You can answer and make calls while listening to the radio. During a call, the volume of the radio is muted. When you end the call, the radio will automatically resume.



Using the radio consumes power, and the game deck's operating time is reduced.

If you have radio channels already saved, you can select **Options > Channels** to select the channel to which you want to listen. You can also select a radio channel location, 1–9, by pressing the corresponding number key. You can also select a radio channel location 10–20 by pressing one numbered key immediately after another. For example, 1 + 0 = 10, 1 + 5 = 15, and 2 + 0 = 20.

If the headset is disconnected the radio will time-out after 5 minutes and close.

## Record from the radio

You can record the current radio channel by pressing  and  to highlight the record control button and  to record.

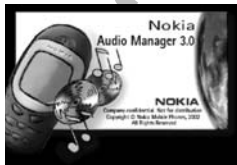
When in the record mode, the record button  becomes the stop  control button, or press **Stop**

You can answer and make calls while recording the radio. The radio is muted and recording continues in the background. When you end the call, the radio will automatically resume.



## • NOKIA AUDIO MANAGER

With Nokia Audio Manager, you can select digital music tracks on a compatible PC and transfer them to your Nokia N-Gage game deck memory card. The Nokia Audio Manager software also allows you to create M3U playlists on the PC, with references to either MP3 tracks or tracks saved from CDs. In order for the PC to access the media storage area (memory card) on the game deck, you must connect your




game deck to the PC using the supplied DKE-2 USB mini-B cable. See “Attach and use supplied cables” on page 11. The contents of the game deck memory card can then be displayed in the Mobile Device area of the Music Studio window of the Nokia Audio Manager, so you work directly on the PC. The music tracks on the playlists can be, for example, transferred from your CDs.



**Tip:** You can find the Nokia Audio Manager application on the CD-ROM supplied in the sales package.

## System requirements

To install and use Nokia Audio Manager, you need the following:

- An Intel compatible PC running Windows 98 Second Edition, Millennium Edition, Windows 2000 or Windows XP operating system
-  **Note:** The software is not supported on a PC which has had its system upgraded from Windows 95 or 3.1 to Windows 98.
- Pentium MMC 266 MHz CPU (Pentium 300 MHz recommended)
  - At least 35 MB of free disk space
  - Minimum of 48 MB of memory space recommended on the computer (64 MB suggested for Windows 2000)
  - Computer display with 800 x 600 pixels and more than 65536 colors, High color settings
  - CD ROM drive SCSI/ANSI X3T10-1048D standard. ATAPI/SFF-8020i standard

## Install Nokia Audio Manager



**Note:** Do not connect the USB cable to your PC before you have installed the Nokia Audio Manager PC software from the CD-ROM supplied in the Nokia N-Gage game deck sales package.

- 1 Start Windows.
- 2 Insert the CD-ROM supplied in the sales package in the CD-ROM drive of your PC.
- 3 If the CD-ROM does not launch itself automatically, open Windows Explorer and select the CD-ROM drive.
- 4 Right click the Nokia Audio Manager icon and select Autorun.
- 5 Follow the installation instructions that appear on the display of the computer to successfully complete the installation.  
When the installation of the software program is complete, Nokia Audio Manager folder is added to your Programs.
- 6 Reboot the computer after installation of the Nokia Audio Manager software.


## MUSIC TRACK TYPES SUPPORTED

The Nokia Audio Manager supports MP3 music tracks and M3U playlists. Playlists can be created in **Music Studio**. When a playlist is selected for transfer to the game deck's memory card, only the tracks named in the playlist are transferred. Tracks created by the CD player have an .AAC file extension. These files can be played on the PC by the Nokia Audio Manager and transferred to the memory card of the game deck.

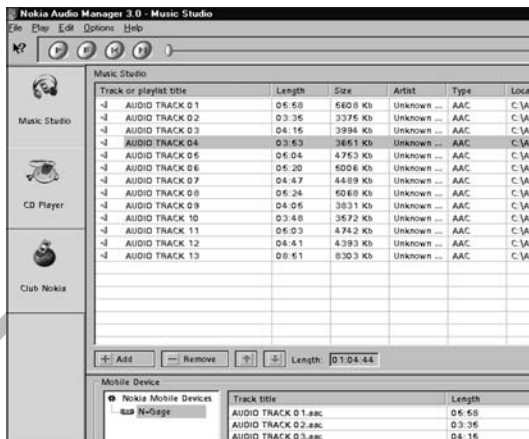
### Save CD tracks

- 1 On the PC, open Nokia Audio Manager.  
The initial screen appears.
- 2 Insert a music CD in the CD drive of your PC, and click on the CD Player icon.
- 3 If, by default, all track information is not displayed, click on the **Load CD** button.
- 4 To save tracks, select the tracks and click on the **Save tracks** button.  
Do not remove the CD until the save operation is complete. A progress bar will indicate approximately how long it will take to save the tracks.
- 5 To transfer the saved tracks to **Music Studio**, click the **+ Add** button, select the desired tracks and click **Open**.
- 6 You can now transfer the tracks in **Music Studio** to your Nokia N-Gage game deck.

### Transfer music tracks to your device

- 1 Save the tracks and playlists in **Music Studio**. See "Save CD tracks" on page 34 for further instructions.  
 **Note:** Check that the compatible PC and game deck are connected using the supplied USB cable. See "Attach and use supplied cables" on page 11.
- 2 On the PC, open Nokia Audio Manager.  
The initial screen appears.
- 3 Click on the icon in the mobile device area of **Music Studio**.
- 4 Click on the tracks or playlists that you want to transfer to the memory card

of your game deck.



## 5 Click Transfer to device.

If you selected more music than can fit on the game deck memory card, you get an error note. Remove some music tracks and try again.

## Transfer using Windows Explorer

After you have installed the Nokia Audio manager, it is possible to use Windows Explorer to transfer MP3 or .AAC music tracks to the memory card of your game deck.

- 1 Check that the compatible PC and game deck are connected using the supplied USB cable. See "Attach and use supplied cables" on page 11.
- 2 Open Windows Explorer and display the disks mounted on the PC. One of the lettered drives should have the name Nokia N-Gage game deck.
- 3 Before transferring tracks using Windows Explorer, check the size of the files to be transferred.
- 4 Click on this to display a window that shows the contents of the game deck memory card.
- 5 Open a second window of Windows Explorer and display the contents of the folder on the PC from where you wish to transfer MP3 and .AAC tracks.
- 6 Select the tracks on the compatible PC that you wish to transfer to the game deck and drag and drop these tracks into the first window. The tracks will now be transferred to the game deck.



**Note:** Windows Explorer may indicate that the file transfer is complete before sufficient time. This is not necessarily the case and you must allow approximately 10 seconds for each 1 MB to be transferred. If the transfer is interrupted earlier the files may not be transferred.

If you selected more music than can fit on the memory card of the game deck, you get an error note. Remove some music tracks and try again.

## Club Nokia window


The Nokia Audio Manager includes a browser window that allows you to browse the Internet if your computer has an internet connection. By default, this browser has a Club Nokia home page. Any URL may be entered into the location field. To search the Internet, the location must be set to a site that has a search engine. Tracks from the Internet must be downloaded to the PC before they can be added to the music studio window for transfer to the game deck.

## Edit fields in tracks on the compatible PC





When tracks or playlists are displayed in Music Studio, it is possible to edit track and artist information. See the Nokia Audio Manager help for further details.

## 6 Settings



➔ Press  and go to **Tools > Settings**.

### • CHANGE NORMAL SETTINGS


- 1 Scroll to a setting group and press  to open it.
- 2 Scroll to a setting you want to change and press  to do the following:
  - Switch between options if there are only two (**On/Off**)
  - Open a list of options or an editor
  - Open a slider view, and press  or  to increase or decrease the value

### Device settings







#### GENERAL



**Device language**—You can change the language for the display texts in your game deck. This change will also affect the format used for date and time and the separators used, for example, in calculations. If you select *Automatic*, the game deck selects the language according to the information on your SIM card. After you have changed the display text language, you must restart the game deck.

 **Note:** Changing the settings for **Device language** or **Writing language** affects every application in your game deck and the change remains effective until you change these settings again.


**Writing language**—You can change the writing language of your game deck. Changing the language affects the following:


- The characters available when you press any key (  —  )
- The predictive text dictionary used
- The special characters that are available when you press the  and  keys



**Example:** You are using a game deck where the display texts are in English but you want to write all your messages in French. After you change the language, the predictive text dictionary searches for words in French and the most common special characters or punctuation marks used in the French language are available when you press the  and  keys.




**Tip:** You can also make this change in some of the editors. Press  and select **Writing language**.

**Dictionary**—Sets the predictive text input **On** or **Off** for all editors in the game deck. You can also change this setting when you are in an editor. Press  and select **Dictionary > Dictionary on** or **Off**.





**Note:** The predictive text dictionary is not available for all languages.



**Welcome note or logo**—Press  to open the setting. The welcome note or logo appears briefly each time you switch on the game deck. Select **Default** if you want to use the default image. Select **Text** to write a welcome note (up to 50 letters). Select **Image** to select a photo or picture from **Images**.

**Orig. device settings**—You can reset some of the settings to their original values. To do this, you need the lock code. See “Security” on page 46. After resetting the settings, the game deck may take a longer time to power on.

All documents and files you have created are left as they are.

## Standby mode

**Background image**—You can select any image to be used as a background image in the standby mode. Select **Yes** to select an image from **Images**.

**Left selection key and Right selection key**—You can change the shortcuts that appear over the left  and right  selection keys in the standby mode. In addition to the applications, you can have the shortcut point to a function, for example, **New message**.



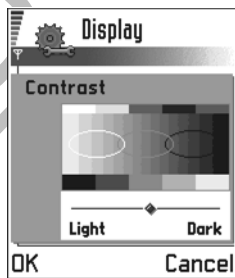
**Note:** You cannot have a shortcut to an application that you have installed.

## Display

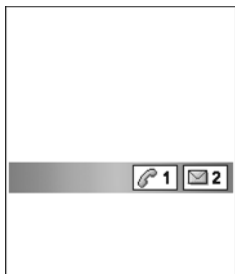
**Contrast**—To change the contrast of the display to lighter or darker.

**Color palette**—To change the color palette used on the display.

**Screen saver timeout**—The screen saver is activated when the screen saver timeout period is over. When the screen saver is active, the display is cleared and you can see the screen saver bar. To deactivate the screen saver press any key.




**Screen saver**—Select what appears on the screen saver bar: time and date or a text you have written yourself. The location and background color of the screen saver bar changes in one minute intervals. Also, the screen saver changes to indicate the number of new messages or missed calls.



## Call settings



**Note:** To change the settings for call forwarding, press  and go to **Tools > Call forward**. See "Call forwarding settings" on page 18.


### SEND MY CALLER ID

This network service allows you to set your phone number to be displayed (Yes) or hidden (No) from the person to whom you are calling, or the value may be set by your network operator or service provider when you make a subscription (Set by network).

### CALL WAITING

The network will notify you of a new incoming call while you have a call in progress. Select **Activate** to request the network to activate call waiting, **Cancel** to request the network to deactivate call waiting, or **Check status** to check if the function is active or not.



### AUTOMATIC REDIAL

When this setting is activated, your game deck will make a maximum of ten attempts to connect the call after an unsuccessful call attempt. Press  to stop automatic redialing.

### SUMMARY AFTER CALL

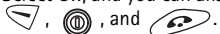
Activate this setting if you want the game deck to briefly display the duration and cost of the last call. To show costs, the **Call cost limit** needs to be activated for your SIM card. See page 20.




### 1-TOUCH DIALING

Select **On** and the numbers assigned to the 1-touch dialing keys ( — ) can be dialed by pressing and holding the key. See also "Assign 1-touch dialing keys" on page 55.

## ANYKEY ANSWER

Select **On**, and you can answer an incoming call by briefly pressing any key, except



Voice message indicators, , , or , are shown if you have one or several voice messages.

## LINE IN USE (NETWORK SERVICE)


This setting appears only if the SIM card supports two subscriber numbers, that is, two phone lines. Select which phone line (**Line 1** or **Line 2**) you want to use to make calls and send text messages. Calls on both lines can be answered irrespective of the selected line.



**Note:** You will not be able to make calls if you select *Line 2* and have not subscribed to this network service.

To prevent line selection, select **Line change** > **Disable** if supported by your SIM card. To change this setting, you need the PIN2 code.



**Tip:** To switch between the phone lines, press and hold  in the standby mode.

## • CONNECTION SETTINGS






### Data connections and access points



**Glossary:** Access point—The point where your game deck connects to the Internet by way of a data call or packet data connection. An access point can be provided, for example, by a commercial Internet service provider (ISP), service provider for mobile devices, or network operator.

To define settings for access points, go to **Settings** > **Connection settings** > **Access points**.

A data connection is required to connect to an access point. Your game deck supports three kinds of data connections:

- A GSM data call ()
- GSM high-speed data call ()
- Packet data (GPRS) connection ()

There are three different kinds of access points that you can define: MMS, browser, and Internet access point (IAP). Your service provider will know what kind of an access point is needed for the service you wish to access. You need to set access point settings to do the following:

- Send and receive multimedia messages.
- Send and receive e-mail.

- View Browser pages,
- Download Java™ applications.
- Use Image upload.
- Use your game deck as a modem.

See also "Data connection indicators" on page 6.

## GSM data calls verify all settings

A GSM data call enables data transmission rates to a maximum of 14.4 kb/s. For availability and subscription to data services, contact your network operator or service provider.

### DATA CALL SETTINGS

- To insert basic GSM data call settings, go to **Settings > Connection settings > Access points** and select **Options > New access point**. Enter the following: **Data bearer: GSM data, Dial-up number, Session mode: Permanent, Data call type: analog, and Maximum data speed: Automatic.**
- High-speed data call (High-Speed Circuit Switched Data, HSCSD)



**Glossary:** High-speed data enables data transmission rates to a maximum of 43.2 kb/s.

For availability and subscription to high-speed data services, please contact your network operator or service provider.

Sending data in HSCSD mode may drain the game deck battery faster than normal voice or data calls, as the game deck may send data more frequently to the network.



**Tip:** The Settings wizard program included in the PC Suite for your Nokia N-Gage game deck can help you configure access point and mailbox settings. You can also copy existing settings, for example, from your compatible computer to your game deck. See the CD-ROM supplied in the sales package.

## Packet data (GPRS)



**Glossary:** Sends (GPRS) data in short packets over the mobile network.

### PACKET DATA CONNECTION SETTINGS

- You may need to subscribe to the GPRS service. Contact your network operator or service provider.
- Go to **Settings > Connection settings > Access points** and select **Options > New access point**. Fill in the following: **Data bearer: GPRS and Access point name:** enter the name given by your service provider. See "Create an access point" on page 42 for further information.

## PACKET DATA AND APPLICATIONS PRICING

Both the active GPRS connection and the applications used over GPRS require a fee. For more detailed information on fees, contact your network operator or service provider. See also "Packet data counter and connection timer" on page 22.

### Create an access point

Options in the Access points list are **Edit**, **New access point**, **Delete**, **Help**, and **Exit**.

You may have preset access point settings in your game deck, or you may receive access point settings in a smart message from a service provider. See "Receive smart messages" on page 79.

If there are no access points defined when you open **Access points**, you will be asked if you want to create one.

If access points are defined, create a new access point, by selecting **Options > New access point**. Then select from the following:

- **Use default settings** to use the default settings. Make the needed changes and press **Back** to save the settings.
- **Use existing settings** to use existing setting information as the basis for the new access point settings. A list of existing access points is opened. Select one and press **OK**. Access point settings are opened with some fields already filled.

### Access points


Options when editing access point settings are **Change**, **Advanced settings**, **Help**, and **Exit**.

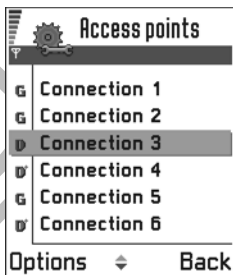
Here you can see a short explanation for every setting that may be needed for different data connections and access points.



**Note:** Start to fill in the settings from the top because depending on what data connection you select (**Data bearer**) or whether you need to insert a **Gateway IP address**, only certain setting fields are available. Carefully follow the instructions given by your service provider.

### EDIT

When you open **Access points**, the list of currently available access points opens. Scroll to the access point you want to edit, and press .



## DELETE

In the list of access points, scroll to the access point you want to remove and select **Options > Delete**.

**Connection name**—Enter a descriptive name for the connection.

**Data bearer**—The options are **GSM data**, **High speed GSM**, and **GPRS**. Depending on what data connection you select, only certain setting fields are available. Fill in all fields marked with **Must be defined** or with a red asterisk. Other fields can be left empty, unless you have been instructed otherwise by your service provider.




**Note:** To be able to use a data connection, the network service provider must support this feature, and if necessary, activate it for your SIM card.

**Access point name** (for packet data only)—The access point name makes a connection to the GPRS network. You obtain the access point name from your network operator or service provider.

**Dial-up number** (for GSM data and high-speed data only)—The modem telephone number of the access point.

**User name**—Write a user name if required by the service provider. The user name may be needed to make a data connection, and is usually given by the service provider. The user name is often case-sensitive.

**Prompt password**—If you must key in a new password every time you log on to a server, or if you do not want to save your password to the game deck, choose **Yes**.

**Password**—A password may be needed to make a data connection, and is usually given by the service provider. The password is often case-sensitive. When you are writing the password, the characters you enter are shown briefly and then changed to asterisks (\*). The easiest way to enter numbers is to press  and select **Insert number** and then continue entering letters.

**Authentication**—**Normal** or **Secure**.

**Gateway IP address**—The IP address that the required Browser gateway uses.

**Homepage**—Depending on what you are setting up, write either the service address, or the address of the multimedia messaging center.

**Connection security**—Choose whether Transport Layer Security (TLS) is used for the connection. Follow the instructions given by your service provider.

**Session mode**—**Permanent** or **Temporary**.

**Data call type** (for GSM data and high-speed data only)—**analog**, **ISDN v.110**, or **ISDN v.120** defines whether the game deck uses an analog or digital connection. This setting depends on both your GSM network operator and Internet Service Provider (ISP), because some GSM networks do not support certain types of ISDN connections. For details, contact your ISP. If ISDN connections are available, they establish connections more quickly than analog methods.





ISDN connections are a way to establish a data call between your game deck and your access point. ISDN connections are digital from end to end and as such offer quicker set-up times and faster data rates than analog connections. In order to use an ISDN connection, both your Internet service provider and network operator must support it.

**Maximum data speed** (for GSM data and high-speed data only)—The options are **Automatic**, 9600, 14400, 19200, 28800, 38400, or 43200, depending on what you have chosen in **Session mode** and **Data call type**. This option allows you to limit the maximum connection speed when high-speed data is used. Higher data rates may cost more, depending on the network service provider.



**Note:** The speeds above represent the maximum speed at which your connection will operate. During the connection, the operating speed may be less, depending on network conditions.



**Tip:** When you are writing, press  to open the special characters table. Press  to enter a space.

See also "Settings" on page 73, "E-mail settings" on page 89, and "Set up browser service" on page 106.

## ADVANCED SETTINGS OPTIONS

**Device IP address**—The IP address of your phone.

**Primary name server**—The IP address of the primary DNS server.



**Glossary:** DNS—(domain name service). An Internet service that translates domain names such as **www.NokiaUSA.com** into IP addresses like **192.100.124.195**.

**Second. name server**—The IP address of the secondary DNS server.



**Note:** If you need to enter the **Device IP address**, **Primary name server**, or **Second. name server**, contact your Internet service provider to obtain these addresses.

The following settings are shown if you have selected data call and high-speed data as the connection type:

**Use callback**—This option allows a server to call you back once you have made the initial call. Contact your service provider to subscribe.

**Callback type**—The options are **Use server no.** or **Use other no.** Ask your service provider for the correct setting to use; it will depend on the service provider's configuration.

**Callback number**—Key in your game deck data phone number. Usually this number is the data call phone number of your game deck.

**Use PPP compression**—When set to **Yes**, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to **No**. Contact your service provider for guidance.

**PPP (point-to-point protocol)**—a common networking software protocol that enables any computer with a modem and a phone line to connect directly to the Internet.

- **Use login script**—The options are **Yes** or **No**.
- **Login script**—Insert the login script.
- **Modem initialization (modem initialization string)**—Controls your game deck using modem AT commands. If required, enter characters specified by your GSM network service provider or Internet service provider.

## • GPRS

 Go to **Settings > Connection settings > GPRS**.

The GPRS settings affect all access points using a packet data connection.


**GPRS connection**—If you select **When available** and you are in a network that supports packet data, the game deck registers to the GPRS network and sending text messages will be done using GPRS. Also, starting an active packet data connection, for example, to send and receive e-mail, is quicker. If you select **When needed**, the game deck will use a packet data connection only if you start an application or action that needs it.

**Access point**—The access point name is needed when you want to use your game deck as a packet data modem to your computer. For more information on modem connections, see “Quick guide for Nokia modem options” on the game CD supplied with the game deck.



**Note:** If there is no GPRS coverage and you have chosen **When available**, the game deck will periodically try to establish a packet data connection.

## Data call

 Select **Settings > Connection setting > Data call**.

The data call settings affect all access points using a data call and high-speed data call.

**Online time**—If there are no actions the data call is dropped automatically after a time-out period. The options are **User defined**, in which case you enter a time, or **Unlimited**.



## Date and time



The date and time settings allow you to define the date and time used in your game deck, as well as change the date and time format and separators. Choose **Clock type > analog** or **Digital** to change the clock shown in the standby mode. Choose **Auto time update** if you want the mobile phone network to update time, date, and time zone information to your game deck (network service). You must restart your game deck for Auto Time Update settings to take effect.



**Tip:** See also "Device settings" on page 37.

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## • SECURITY



### Device and SIM

Explanations for the different security codes that may be needed:

**PIN code (4–8 digits)**—The PIN code protects your SIM card against unauthorized use. The PIN code is usually supplied with the SIM card.

After three consecutive incorrect PIN code entries, the PIN code is blocked. If the PIN code is blocked, you need to unblock the PIN code before you can use the SIM card again. See the information about the PUK code.

**PIN2 code (4–8 digits)**—The PIN2 code, supplied with some SIM cards, is required to access some functions, such as call cost counters.

**Lock code (5 digits)**—The lock code can be used to lock the game deck and keypad to avoid unauthorized use.



**Note:** The factory setting for the lock code is **12345**. To avoid unauthorized use of your game deck, change the lock code. Keep the new code secret and in a safe place separate from your game deck.

**PUK and PUK2 codes (8 digits)**—The PUK (Personal Unblocking Key) code is required to change a blocked PIN code. The PUK2 code is required to change a blocked PIN2 code. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your game deck for the codes.

You can change the lock code, PIN code, and PIN2 code. These codes can only include numbers, **0–9**.




**Note:** Avoid using access codes similar to emergency numbers, such as 911.

**PIN code request**—When the PIN code request is active, the code is requested each time the game deck is switched on. Note that deactivating the PIN code request may not be allowed by some SIM cards.

**PIN code, PIN2 code, or Lock code**—Open this setting if you want to change the code.



**Tip:** To lock the game deck manually, press . A list of commands opens. Select **Lock device**.

**Autolock period**—You can set an autolock period, a time-out after which the game deck is automatically locked and can be used only if the correct lock code is entered. Key in a number for the time-out in minutes or select **None** to turn off the autolock period.

To unlock the game deck, key in the lock code.



**Note:** When the game deck is locked, calls may be possible to the emergency number programed into your game deck (such as 911).

**Lock if SIM changed**—Select **Yes** if you want the game deck to ask for the lock code when an unknown, new SIM card is inserted into your game deck. The game deck maintains a list of SIM cards that are recognized as the owner's cards.

Options in the Fixed dialing view are **Open**, **Call**, **New contact**, **Edit**, **Delete**, **Add to Contacts**, **Add from Contacts**, **Help**, and **Exit**.



To view the list of Fixed dialing numbers, press  and go to **Tools > Fixed dialing**.

**Fixed dialing**—You can restrict your outgoing calls to selected phone numbers, if supported by your SIM card. You need the PIN2 code for this function. When this function is active, you can only call those phone numbers that are included in the fixed dialing list or which begin with the same digits as a phone number on the list.



**Note:** When Fixed dialing is set on, calls may be possible to certain emergency numbers in some networks (such as 911).

- To add new numbers to the fixed dialing list, select **Options > New contact or Add from Contacts**.


**Closed user group**—You can specify a group of people to whom you can call and who can call you. For more information, contact your network operator or service provider. Select **Default** to activate the default group agreed on with the network operator, **On** if you want to use another group (you need to know the group index number), or **Off**.



**Note:** When calls are limited to **Closed User Groups**, calls may be possible to certain emergency numbers in some networks (such as 911, or other official emergency number).

**Confirm SIM services (network service)**—To set the game deck to display confirmation messages when you are using a SIM card service.

## Certificate management

In the **Certificate management** main view, you can see a list of authority certificates that have been stored in your game deck. Press  to see a list of user certificates, if available.



**Glossary:** Authority certificates are used by some browser services, such as banking services, for checking signatures or server certificates or other authority certificates. User certificates are issued to users by a certifying authority.

Options in the certificate management main view are **Certificate details**, **Delete**, **Trust settings**, **Mark/Unmark**, **Help**, and **Exit**.

Digital certificates should be used if you want to do the following:

- Connect to an online bank or another site or remote server for actions that involve transferring confidential information.
- Reduce the risk of viruses or other malicious software and be sure of the authenticity of software when downloading and installing software.

Digital certificates are used to verify the origin of browser pages and installed software. However, they can only be trusted if the origin of the certificate is known to be authentic.



**Important:** The existence of a certificate does not offer any protection by itself; the certificate manager must contain correct, authentic, or trusted certificates for increased security to be available.

### CERTIFICATE DETAILS—CHECKING AUTHENTICITY

You can only be sure of the correct identity of a browser gateway or a server when the signature and the period of validity of a browser gateway or server certificate have been checked.

You will be notified on the game deck display if the identity of the browser server or gateway is not authentic or if you do not have the correct security certificate in your game deck

To check certificate details, scroll to a certificate and select **Options > Certificate details**. When you open certificate details, certificate management checks the validity of the certificate and one of the following notes may appear:

**Certificate not trusted**—You have not set any application to use the certificate. For more information, see See “Change trust settings” on page 49.

**Expired certificate**—The period of validity has ended for the selected certificate.

**Certificate not valid yet**—The period of validity has not yet begun for the selected certificate.

**Certificate corrupted**—The certificate cannot be used. Contact the certificate issuer.



**Important:** Certificates have a restricted lifetime. If **Expired certificate** or **Certificate not valid yet** appears even if the certificate should be valid, check that the current date and time in your game deck are correct.

## CHANGE TRUST SETTINGS

Scroll to an authority certificate and select **Options > Trust settings**. Depending on the certificate, a list of the applications that can use the selected certificate appears. For example:

**Services > Yes**—the certificate is able to certify sites.

**Application manager > Yes**—the certificate is able to certify the origin of new software.

**Internet > Yes**—the certificate is able to certify e-mail and imaging servers.



**Important:** Before changing these settings, you must make sure that you trust the owner of the certificate and that the certificate belongs to the listed owner.

## • CALL RESTRICTIONS



Call restrictions is a network service that allows you to restrict the making and receiving of calls with your game deck. For this function, you need the restriction password, which you can obtain from your service provider.

Scroll to one of the barring options.

- Select **Options > Activate** to request the network to set call restriction on, **Cancel** to set the selected call restriction off, or **Check status** to check if the calls are barred or not.
- Select **Options > Edit restrictions passw.** to change the restriction password.
- Select **Options > Cancel all restrictions** to cancel all active call restrictions.



**Note:** When calls are barred, calls may be possible to certain emergency numbers in some networks (such as 911).

Call restrictions affects all calls, including data calls.

You cannot have incoming calls restrictions, call forwarding, or fixed dialing active at the same time. See "Call forwarding settings" on page 18.

# Network



## NETWORK SELECTION

- **Automatic** sets the game deck to automatically search for and select one of the cellular networks available in your area, or
- **Manual** lets you select the desired network manually from a list of networks. If the connection to the manually selected network is lost, the game deck will sound an error tone and ask you to select a network again. The selected network must have a roaming agreement with your home network, that is, the operator whose SIM card is in your game deck.



**Glossary:** Roaming agreement—An agreement between two or more network service providers to enable the users of one service provider to use the services of other service providers.

## CELL INFO DISPLAY

Select **On** to set the game deck to indicate when it is used in a cellular network based on Micro Cellular Network (MCN) technology and to activate cell info reception.

## Enhancement settings



Indicators shown in the standby mode are as follows: **NEED ICONS**

A headset is connected.

A loopset is connected.

Scroll to an enhancement folder and open the settings:


- Select **Default profile** to select the profile you want to be activated each time when you connect a certain enhancement to your game deck. See "Profiles" on page 92.
- Select **Automatic answer** to set the game deck to answer an incoming call automatically after five seconds. If the Incoming call alert is set to **Beep once** or **Silent**, automatic answer cannot be in use.



**Note:** If you are using a loopset, you must activate it separately. Open the loopset folder and select **Use loopset > Yes**. If you have activated a loopset, the headset will use the same settings as the loopset.

## 7 Contacts



➡ To open Contacts, in the standby mode press  or press **Contacts**.

In **Contacts**, you can store and manage contact information, such as names, phone numbers, and addresses. Contacts use shared memory. See "Shared memory" on page 12.

You can also add a personal ringing tone, voice tag, or a thumbnail image to a contact card. You can create contact groups, which allow you to send text messages or e-mail to many recipients at the same time.


Options in the Contacts directory are **Open**, **Call**, **Create message**, **New contact**, **Edit**, **Delete**, **Duplicate**, **Add to group**, **Belongs to groups**, **Mark** or **Unmark**, **Send business card**, **Contacts info**, **Help**, and **Exit**.



### • CREATE CONTACT CARDS

- 1 Open **Contacts** and select **Options > New contact**.  
An empty contact card opens.
- 2 Fill in the fields you want and press **Done**.  
The contact card is saved and closed, after which you can see it in the Contacts directory.


### Copy contacts

To copy names and numbers from a SIM card to your game deck, press  and go to **Tools > SIM directory**. Select the names you want to copy and select **Options > Copy to Contacts**.

If you want to copy a telephone, fax, or pager number from **Contacts** to your SIM card, go to **Contacts**, open a contact card, scroll to the number, and select **Options > Copy to SIM direct**.



### • EDIT CONTACT CARDS

Options when editing a contact card are **Add thumbnail** or **Remove thumbnail**, **Add detail**, **Delete detail**, **Edit label**, **Help**, and **Exit**.

- 1 In the contacts directory, scroll to the contact card you want to edit and press  to open it.
- 2 To change the information on the card, select **Options > Edit**.
- 3 To save your changes and to return to the contact card view, press **Done**.

## Delete

In the **Contacts** directory, scroll to the contact card you want to delete and select **Options > Delete**.

- 1 Mark the cards to be deleted: scroll to a contact you want to delete and select **Options > Mark**.  
A check mark is placed next to the contact card.
- 2 When you have marked all the contacts you want to delete, select **Options > Delete**.  
You can also mark many items if you press and hold  and simultaneously press .

## Add and remove

Open a contact card and select **Options > Edit**.



To add an extra field, select **Options > Add detail**.

To delete a field you do not need, select **Options > Delete detail**.

To rename a contact card field label, select **Options > Edit label**.

## Insert a picture

There are two different types of pictures you can add to a contact card. See "Images and Screen shot" on page 58 for more information on how to store pictures.




- To attach a small thumbnail image to a contact card, open a contact card, select **Options > Edit** and then select **Options > Add thumbnail**. The thumbnail image is also shown when the contact is calling you.
- To add an image to a contact card, open a contact card, and press  to open the Image view (). To attach an image, select **Options > Add image**.



## • VIEW A CONTACT CARD

Options when viewing a contact card, when the selection is on a telephone number are **Call, Create message, Edit, Delete, Defaults, Add voice tag or Voice**

tags, Assign or Remove 1-touch dial, Ringing tone, Copy to SIM direct., Send business card, Help, and Exit.

Contact information view () shows all information inserted in the contact card. Press  to open the Image view (.


Only fields that have information appear in the contact information view. Select **Options > Edit** to see all fields and add data to the contact.

## Assign default numbers and addresses

If a contact has several telephone numbers or e-mail addresses, to speed up calling and sending messages, you can define certain numbers and addresses to be used as the default.

Open a contact card and select **Options > Defaults**. A popup window opens, listing the different options.



**Example:** Scroll to **Phone number** and press **Assign**. A list of phone numbers in the selected contact card appears. Scroll to the one you want to have as the default and press . When you return back to the contact card view, you can see the default number underlined.

## • VOICE DIALING

You can make a phone call by speaking a voice tag that has been added to a contact card. Any spoken words can be a voice tag. Before using voice dialing, note the following:

- Voice tags are not language-dependent. They are dependent on the speaker's voice.
- Voice tags are sensitive to background noise. Record them and make calls in a quiet environment.
- Very short names are not accepted. Use long names and avoid similar names for different numbers.
- You must say the name exactly as you said it when you recorded it. This may be difficult in, for example, a noisy environment or during an emergency, so you should not rely solely upon voice dialing in all circumstances.





**Example:** You can use a person's name for a voice tag, for example, "John's mobile."

## Add a voice tag

Voice tags can only be added to phone numbers stored in the game deck memory. See "Copy contacts" on page 51. You can have only one voice tag per contact card.



- 1 In the **Contacts** directory, scroll to the contact to which you want to add a voice tag and press  to open the contact card.
- 2 Scroll to the number to which you want to add the voice tag and select **Options > Add voice tag**. The message **Press Start, then speak after tone** appears.
- 3 Press **Start** to record a voice tag.  
The game deck sounds a starting tone and **Speak now** appears.  
When recording, hold the game deck at a short distance away from your mouth. After the starting tone, say clearly the words you want to record as a voice tag. After recording, the game deck plays the recorded tag and **Playing voice tag** appears.
- 4 If you do not want to save the recording, press **Quit**.  
When the voice tag is saved, **Voice tag saved** appears and a beep sounds. A symbol  appears next to the number in the contact card.




**Note:** Your game deck will store up to 25 voice tags attached to phone numbers. If the memory becomes full, delete some of the voice tags.

To view a list of defined voice tags, select **Options > Contacts info > Voice tags** in the **Contacts** directory.

## MAKE A VOICE TAG CALL


To make a call by using a voice tag, end all active data connections.

- 1 In the standby mode, press and hold .  
A short tone sounds and **Speak now** appears.  
When you are making a call by saying a voice tag, the loudspeaker is in use.
- 2 Hold the game deck at a short distance away from your mouth and say the voice tag clearly. You must say the voice tag exactly as you said it when you recorded it.  
The game deck plays the original voice tag, displays the name and number, and after 1.5 seconds dials the number of the recognized voice tag.
- 3 If the game deck plays the wrong voice tag or to retry voice dialing, press **Retry**.



**Note:** When an application using a data call or GPRS connection is sending or receiving data, you cannot make a call by using voice dialing.

## REPLAY, ERASE, OR CHANGE A VOICE TAG

To replay, erase, or change a voice tag, open a contact card and scroll to the number that has a voice tag (indicated by ) and select **Options > Voice tags >** and either one of the following:

**Playback**—to listen to the voice tag again

**Delete**—to erase the voice tag

**Change**—to record a new voice tag. (Press **Start** to record.)


## • ASSIGN 1-TOUCH DIALING KEYS

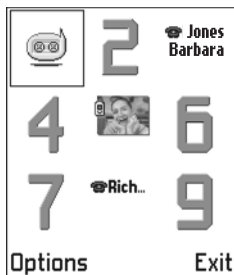
Use 1-touch dialing as a quick way to call frequently used numbers. You can assign 1-touch dialing keys to eight phone numbers. Number **1** is reserved for the voice mailbox.

- 1 Open the contact card for which you want a 1-touch dialing key and select **Options > Assign 1-touch dial**.

The 1-touch dialing grid opens, showing you the free numbers.


- 2 Scroll to a number and press **Assign**. When you return to the contact information view, you can see the 1-touch dial icon next to the number.

- 3 To call the contact by 1-touch dialing, press , go to **Tools > Settings > Call > 1-touch dialing**, set the function to **On**, go to the standby mode, and press and hold the 1-touch dialing key until the call is started.



## • ADD A RINGING TONE

You can set a ringing tone for each contact card and group. When that contact or group member calls you, the game deck plays the chosen ringing tone (if the caller's telephone number is sent with the call and your game deck recognizes it).

- 1 Press  to open a contact card or go to the Groups list and select a contact group.
- 2 Select **Options > Ringing tone**. A list of ringing tones opens.
- 3 Use the controller key to select the ringing tone you wish to use for the contact or group and press **Select**.
- 4 To remove the ringing tone, select **No personal tone** from the list of ringing tones.

For an individual contact, the game deck always uses the ringing tone that was assigned last. So, if you first change a group ringing tone and then the ringing tone of a single contact that belongs to that group, the ringing tone of the single contact will be used when the contact calls you the next time.

## • SEND CONTACT INFORMATION

- 1 In the contacts directory, scroll to the card you want to send.
- 2 Select **Options > Send bus. card** then select the method. The choices are **Via text message**, **Via e-mail** (available only if the correct e-mail settings are in place), and **via Bluetooth**. The contact card you want to send has now become a "business card". For further information, see the "Messaging" chapter, and "Send data" on page 121.

You can add received business cards to your Contacts directory. See "Receive smart messages" on page 79 for further information.



**Note:** Contact information can only be sent to or received from compatible devices.




**Glossary:** When you send or receive contact information, the term "business card" is used. A business card is a contact card in a format suitable to be sent in a text message, usually in "vCard" format.

## • MANAGE CONTACT GROUPS


You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. See also page 55 for how to add a ringing tone for a group.

Options in the Groups list view are **Open**, **New group**, **Delete**, **Rename**, **Ringing tone**, **Contacts info**, **Help**, and **Exit**.

### Create contact groups


- 1 In the contacts directory, press  to open the groups list.
- 2 Select **Options > New group**.
- 3 Write a name for the group or use the default name *Group* and press **OK**.

### Add members


- 1 In the contacts directory, scroll to the contact you want to add to a group and select **Options > Add to group**. A list of available groups opens.
- 2 Scroll to the group to which you want to add the contact and press .

You can also add multiple members.



- 1 In the groups list, open a group and select **Options > Add members**.
- 2 Scroll to a contact and press  to mark it.  
Repeat this action on all the contacts you want to add and press **OK** to add them to the selected group.

## Remove members

- 1 Go to the groups list, scroll to the group you want to modify, and press .
- 2 Scroll to the contact you want to remove and select **Options > Remove from group**.
- 3 Press **Yes** to remove the contact from the group.

## Data import


You can move calendar, contacts, and to-do data from many different Nokia phones to your game deck using PC Suite for Nokia N-Gage game deck data import application. See PC Suite online help for the Nokia N-gage game deck data import application.

## 8 Images and Screen shot

### • IMAGES



Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

➔ Press  and go to **Media > Images**.

### Store pictures

**Images** allows you to view, organize, delete, and send photos and pictures stored in your game deck. In **Images** you can organize images sent to your Inbox in a multimedia or a picture message, as an e-mail attachment, using a Bluetooth connection, or saved from the screen shot application. After receiving the image in **Inbox**, you need to save it in **Images**.

In the images main view you can see a list of photos and folders. In the list you can see the following:

- The date and time an image was saved
- A small thumbnail picture
- The number of items inside a folder
- A tab showing whether the images or folders are located in the game deck memory or the memory card, if used.

Options in **Images** are **Open**, **Send**, **Image uploader**, **Delete**, **Move to folder**, **New folder**, **Mark/Unmark**, **Rename**, **View details**, **Add to favorites**, **Update thumbnails**, **Help**, and **Exit**.





### View images

When you open **Images** and you use a memory card, the starting tab is determined by which memory is selected as the **Memory in use**.

- 1 Press  or  to move from one memory tab to another.
- 2 To browse the images, press  and .
- 3 Press , to open an image.

When the image is open, you can see the name of the image and the number of images in the folder on the top of the display.

Options when viewing an image are **Send**, **Rotate**, **Zoom in**, **Zoom out**, **Full screen**, **Delete**, **Rename**, **View details**, **Add to favorites**, **Help**, and **Exit**.

When you are viewing an image, pressing  or  takes you to the next or previous picture in the current folder.


You can view animated GIF files in the same way as other images. Animations are played only once. When an animation stops, you will see a fixed image. To view the animation again, you must close it and then reopen it.

## ZOOM IN OR OUT

- 1 Select **Options > Zoom in** or **Zoom out**.  
You can see the zooming ratio at the top of the display. See also section "Keyboard shortcuts" in this chapter.
- 2 Press **Back** to return to the initial view.  
The zoom ratio is not stored permanently.  
You cannot zoom in on GIF animations while they are playing.



## FULL SCREEN

When you select **Options > Full screen**, the panes around the picture are removed so that you can see more of the image. Press  to go back to the initial view.

## MOVE THE FOCUS

When you are zooming or viewing an image in full screen mode, use the controller key to move the focus to the left, right, up, or down, so that you can take a closer look at one part of the picture, for example, its upper right corner.

## ROTATE

Select **Options > Rotate > Left** to rotate an image 90 degrees counter-clockwise or **Options > Rotate > Right** to rotate the image clockwise. The rotation status is not stored permanently.

## KEYBOARD SHORTCUTS



rotate  
clockwise



scroll up



scroll right



rotate  
counter-clockwise



scroll down



Zoom in



Toggle Screen view  
(Press and hold to  
return to normal view)



scroll left



Zoom out

## IMAGE DETAILS VIEW

To view the detailed information about an image, scroll to the image and select **Options > View details**. A list of image information appears:

**Format**—JPEG, GIF, PNG, TIFF, MBM, BMP, WBMP, OTA, WMF, Unsupported, or Unknown.


**Date and Time**—when the image was created or saved

**n x n**—the size of the image in pixels

**Size**—in bytes or kilobytes

**Color**—True color, 65536 colors, 4096 colors, 256 colors, 16 colors, Greyscale, or Black/white

## Arrange images and folders


- To remove an image or folder, scroll to it and select **Options > Delete**.
- To rename an image or a folder, scroll to the image or folder you want to rename and select **Options > Rename**. Write the new name and press .

See "Application Actions" on page 8 for further information on how to create folders and mark and move items to folders.

## Send images

You can send images using different messaging services to compatible devices.

- 1 Scroll to the image you want to send and select **Options > Send**.
- 2 Select the method from the following choices: **Via multimedia**, **Via e-mail** or **Via Bluetooth**.

If you select to send the image in an e-mail or a multimedia message, an editor opens. Press  to select the recipients from the Contacts directory or write the phone number or e-mail address of the recipient in the **To:** field. Add text or sound and select **Options > Send** For more information, see "Create and send new messages" on page 71.

If you want to send the image using a Bluetooth connection, see "Send data" on page 121 for more information.



**Note:** When sending images, your device may display **Message Sent**. This indicates the message has been sent to the message center number programmed into your device. This does not indicate the message has been received at the intended destination. For more details about messaging services, check with your service provider.



**Tip:** You can send several images at a time using a Bluetooth connection. To send several images at a time you need to mark them first. To mark several images at a time, use the **Options > Mark/Unmark** commands, or press and hold while pressing or . As the selection moves, a check mark is placed next to the images. To end the selection, stop the controller key and then release .

## Picture messages folder

In the picture messages folder, you can find graphics sent to you in picture messages.

Options in the picture messages folder are **Open, Send, Delete, Mark/Unmark, Rename, View details, Help, and Exit.**

If you want to save a graphic you have received in a picture message, go to **Messaging > Inbox**, open the message, and select **Options > Save picture.**

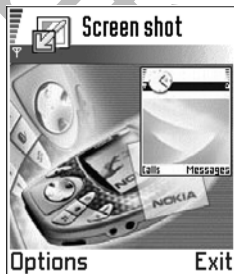
### VIEW PICTURES

- 1 Scroll to the picture you want to view and press .
- 2 Press to view the next picture in the folder.
- 3 Press **Back** to return to the main picture messages view.

## • SCREEN SHOT

Press and go to **Media > Screen shot.**




The **Screen shot** application lets you capture images from the screen of your game deck. You can then send them to your friends in multimedia messages. You can run **Screen shot** in the background so that it disappears from the screen and is only activated when you press a key combination that you assign in **Settings** (the default is + ). See "Run in the background" on page 62, and "Change settings" on page 62.





Options in Screen shot are **Keep app. active**, **Settings**, **Help**, and "To continue taking screen shots, select 'Keep app. active' instead of exiting. Exit now?".

You can select one of three formats: **Low JPG**, **High JPG** or **MBM?**.

- 1 Press  and select **Media > Screen shot**.
- 2 Select **Options > Keep app. active**.  
Press **Edit + control key** to make a **Screen Shot** appears and the application disappears from the screen.
- 3 Press  +  to capture a screen.



**Note:** If memory is getting low, the game deck may close some applications. The game deck saves any unsaved data before an application is closed. See "Switch between applications" on page 7.

## Run in the background

When you select **Options > Keep app. active**, the application disappears from the screen. **Screen shot** is still active, has no effect on any application you want to run, and lets you capture the screen contents anytime (for example, when you are playing a game) by pressing a key combination that you assign in **Settings**. See "Change settings" on page 62.

## Change settings

Select **Settings** to open a list of **Screen shot** settings you can define.

**Take scr. shot with**—Select a key combination to activate **Screen shot**.

**Folder name**—Write a descriptive name for the folder where the screen shots are saved.

**Screen shot name**—Write a descriptive name for the image.

**Screen shot quality**—Select one of three formats:

- **Low JPG**
- **High JPG**
- **MBM?**

**Use default name**—Select **Yes** if you want to save the image using the name you entered in the **Screen shot name** option. Select **No** to set an individual name for every image (the name you entered in the **Screen shot name** option appears by default).

Options available are **Take scr. shot with**, **Folder name**, **Screen shot name**, **Screen shot quality**, and **Use default name**.


You can save multiple images with the same image name (for example "Screenshot"). The images are saved as "Screenshot," "Screenshot(01)," "Screenshot(02)," etc.

## 9 RealOne Player™



**Note:** Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.



Press  and go to **Media > RealOne**.

With the RealOne Player you can play media files stored in the game deck memory or on a memory card, or play music and video files and stream live content from the Internet.

Options in list view are **Play**, **Open**, **Rename**, **Edit link** (shown if a remote media clip (link) is selected), **Delete** (shown if a local media clip is selected), **New folder**, **Move to folder**, **Mark/Unmark**, **Send**, **Add to favorites**, **Settings**, **About product**, **Help** and **Exit**.



**Glossary:** Media files are video, music or audio clips which you can play on a media player like the RealOne Player. Files with extensions .3gp, .amr, .rm, .ram, .ra and .rv. are supported by the RealOne Player.

RealOne Player uses shared memory. See "Shared memory" on page 12.

### • PLAY MEDIA FILES



**Note:** You cannot connect to a site unless you have configured an access point. See **Default Access Point** setting on page 65.

You can play any music or video file from the supported format list shown when you start the RealOne Player or directly from the Internet.

- To play a media file stored in your game deck's memory or memory card, open RealOne Player, scroll to the file and select **Options > Play**.
- To play a media file directly, or stream live content from the Internet, select **Options > Open > URL address** and enter the URL for the desired Internet site.



Before your media file or stream begins playing, your game deck will connect to the site and load the file.



**Glossary:** Streaming is playing sound or video in real time as it is downloaded from the Internet, as opposed to storing it in a local file first.









**Glossary:** Buffering is the temporary storage of a part of your streaming content into the game deck memory before it is played.

## Media Guide

From your RealOne Player you can open a browser page containing a Media Guide with links to streaming media sites and files.

To view the Media Guide, open RealOne Player and select **Options > Open > Guide**.

## Volume control

- To increase the volume, press , or to decrease the volume, press .
- To mute the sound, press  and hold until the  indicator appears.
- To turn on the sound, press  and hold until you see the  indicator.



## • SEND MEDIA FILES

You can send media files by using the **Send** option from your video clip list. This feature requires related network service.

- 1 Scroll to the file you want to send and select **Options > Send**.
- 2 Select **Via Bluetooth** or **Via multimedia** to send the file.

## • CHANGE THE SETTINGS



**Tip:** When you select one of the settings, a tab view is opened. Press  or  to move between the different setting tabs. The following icons indicate the setting:

 Video

 Playback

 Network

 Proxy

To change the **Video** settings, select **Options > Video** to open the following list of settings:

**Video quality**—Choose **Sharp images** to have better picture quality, but slower framerate, or **High framerate** for faster framerate, but lower picture quality.

**Automatic scaling**—Choose **On** to have automatic resizing of the video image.

To change the **Playback** settings, select **Options > Playback** to open the following setting:

**Repeat**—Choose **On** to have the playing video or audio file restart automatically once it has finished.

To change the **Network** settings, select **Options > Network** to open the following list of settings:

**Default Access Point**—As defined in **Connection settings**, see “Access points” on page 42.

**Bandwidth**—Choose **Automatic** to enable the best delivery rate available.

**Maximum bandwidth**—Choose the maximum bandwidth for streaming content.

**Connection time-out**—Open the slider view to change the waiting time for the initial server connection on a streaming session.

**Server time-out**—Open the slider view to change the time allowed for no response from the server.

**Highest port and Lowest port**—Enter the port numbers for streaming. If not you are not sure of the numbers, contact your service provider.

To change the **Proxy** settings, select **Options > Proxy** to open the following list of settings:

**Use Proxy, Host address, Port**—Choose whether a proxy is used.

# 10 Messaging



**Note:** Your game deck must be switched on to use the functions in the **Messaging** folder. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.



Press  and go to **Messaging**.

In **Messaging** you can create, send, receive, view, edit, and organize text messages, multimedia messages, e-mail messages, and smart messages (special text messages containing data).

In addition to these, you can receive messages and data using a Bluetooth connection, receive WAP service messages, and cell broadcast messages and send service commands.

Options in the **Messaging** main view are **Create message**, **Connect** (shown if you have defined settings for the mailbox), or **Disconnect** (shown if there is an active connection to mailbox), **SIM messages**, **Cell broadcast**, **Service command**, **Settings**, **Help**, and **Exit**.

Text and multimedia messages use shared memory. See "Shared memory" on page 12.

When you open **Messaging**, you can see the **Create message** function and a list of default folders:



**Inbox**—contains received messages except e-mail and cell broadcast messages. E-mail messages are stored in the **Mailbox**. You can read cell broadcast messages by selecting **Options > Cell broadcast**.



**My folders**—for organizing your messages into folders.



**Tip:** Organize your messages by adding new folders under **My folders**.



**Mailbox**—When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. See page 81 for further information on online and offline modes. After you have defined settings for a new mailbox, the name given to that mailbox will replace **Mailbox** in the main view. See "E-mail settings" on page 89.




**Drafts**—stores draft messages that have not been sent.





**Sent**—stores the last 20 messages that have been sent. To change the number of messages to be saved, see "Other folder settings" on page 91.






**Outbox**—is a temporary storage place for messages waiting to be sent.

 **Reports**- you can request the network to send you a delivery report of the text messages, smart messages, and multimedia messages you have sent. To turn on delivery report reception, select **Options > Settings > Text message**, scroll to **Receive report**, and select **Yes**.


 **Note:** Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.

 **Note:** Before you can create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See "E-mail settings" on page 89, and "Multimedia messages settings" on page 87.



 **Tip:** When you have opened one of the default folders, for example, **Sent**, you can easily move between the folders: by pressing  to open the next folder (**Outbox**), or by pressing  to open the previous folder (**Drafts**).

## • GENERAL MESSAGE INFORMATION

The message status is always either draft, sent, or received. Messages can be saved to the **Drafts** folder before they are sent. Messages are temporarily placed to **Outbox** to wait for sending. After a message has been sent, you can find a copy of the message in the **Sent** folder. Received and sent messages are in read-only state until you select **Reply** or **Forward**, which copies the message to an editor. Note that you cannot forward e-mail messages you yourself have sent.

 **Note:** Messages or data that sent using a Bluetooth connection are not saved in the **Draft** or **Sent** folders.


### Open a received message

- When you receive a message,  and 1 new message appears in the standby mode, press **Show** to open the message.
- If you have more than one new message, press **Show** to open the **Inbox** to see the message headings. To open a message in **Inbox**, scroll to it and press .


### Add a recipient

When you create a message, there are several ways to add a recipient. You can write the phone number or e-mail address of the recipient in the **To:** field, or copy the recipient information from another application and then paste it to the **To:** field. See "Copy text" on page 71. Also, you can enter a recipient from the **Contacts** directory:

- 1 To open the **Contacts** directory, press  or  in the **To:** or **Cc:** fields, or select **Options > Add recipient**.

- 2 Scroll to a contact and press  to mark it.  
You can mark several recipients at a time.
- 3 Press **OK** to return to the message.  
The recipients are listed in the **To:** field and automatically separated with a semicolon (;).



**Tip:** Press  to delete a recipient to the left of the cursor.



**Note:** If you write many phone numbers or e-mail addresses in the **To:** field, you must remember to add a semicolon (;) between each item to separate them from each other. When you retrieve recipients from the Contacts directory, the semicolon is added automatically.

## Sending options













To change how a message is sent, select **Options > Sending options** when you are editing a message. When you save the message, its sending settings are also saved.

## • WRITE TEXT

You can enter text in two different ways. You can use the method traditionally used in mobile devices or you can use an advanced method called predictive text input.

### Use traditional text input



The indicator  appears on the top right of the display when you are writing text using traditional text input.



- Press a number key ( – ) repeatedly until the desired character appears. Note, that there are more characters available for a number key than are printed on the key.
- To insert a number, press and hold the number key.
- To switch between letter and number mode, press and hold .
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press  to end the time-out period), and key in the letter.
- If you make a mistake, press  to remove a character. Press and hold  to clear more than one character.
- The most common punctuation marks are available under . Press  repeatedly to reach the desired punctuation mark.  
Press  to open a list of special characters. Use the controller key to move through the list and press **OK** to select a character.
- To insert a space, press . To move the cursor to the next line, press  three times.
- To switch between the different character cases, **Abc**, **abc**, and **ABC**, press .


**ABC** and **abc** indicate the selected case. **Abc** means that the first letter of the word, is written in upper case, and all the other letters will automatically be written in lower case. **123** indicates number mode.

## Use predictive text input



To activate predictive text input, press  and select **Dictionary on**. This will activate predictive text input for all editors in the game deck. The  indicator appears at the top of the display.

 **Tip:** To set predictive text input on or off, press  twice quickly when writing text.







- 1 Write the desired word by pressing the keys  – . Press each key only once for one letter. The word changes after every key press.

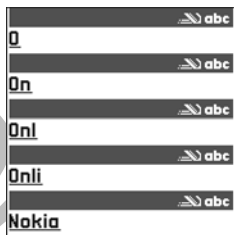
 **Note:** The word match evolve as you add new letters, so wait until you have keyed in the whole word before you check the result.

For example, to write "Nokia" when English dictionary is selected, press

 for N,  for o,  for k,  for i, and  for a.












As you can see, the word suggestion changes after each key press.

- 2 When you have finished the word, check that it is correct.
  - If the word is correct, you can confirm it by pressing  or by pressing  to insert a space. The underlining disappears and you can begin to write a new word.
  - If the word is not correct, press  repeatedly to view the matching words the dictionary has found one by one, or press  and select **Dictionary > Matches** to view a list of matching words. Scroll to the word you want to use and press  to select it.
  - If ? appears after the word, the word you intended to write is not in the dictionary. To add a word to the dictionary, press **Spell**, key in the word (up to 32 letters) using traditional text input, and press **Save**. The word is added to the dictionary. When the dictionary becomes full, a new word replaces the oldest added word.
  - To remove the ? and clear characters one by one from the word, press .







## Predictive text input tips


- To erase a character, press . Press and hold  to clear more than one character.
- To change between the different character cases **Abc**, **abc**, and **ABC**, press . Note that if you press  quickly twice the predictive text input is turned off.
- To insert a number in letter mode, press and hold the desired number key, or press  and select **Insert number**. Key in the numbers you want, and press **OK**.
- To switch between letter and number mode, press and hold .
- The most common punctuation marks are available under . Press  and then  repeatedly to reach the desired punctuation mark.
- Press and hold  to open a list of special characters. Use the controller key to scroll through the list and press **OK** to select a character. Or press  and select **Insert symbol**.





**Tip:** The predictive text input will try to guess which commonly used punctuation mark (.,?!') is needed. The order and availability of the punctuation marks depend on the language of the dictionary.

- Press  repeatedly to view the matching words the dictionary has found one by one.


You can also press , select **Dictionary** and select

- **Matches**—to view a list of words that correspond to your key presses. Scroll to the desired word and press the .
- **Insert word**—to add a word (max. 32 letters) to the dictionary by using traditional text input. When the dictionary becomes full, a new word replaces the oldest added word.
- **Edit word**—to open a view where you can edit the word, available only if the word is active (underlined).


### WRITE COMPOUND WORDS

Write the first half of a compound word and confirm it by pressing . Write the last part of the compound word and complete the compound word by pressing  to add a space.

### TURN PREDICTIVE TEXT INPUT OFF

Press  and select **Dictionary > Off** to turn predictive text input off for all editors in the game deck.












### Edit options

When you press , the following options appear (depending on the editing mode and situation you are in):

- Dictionary (predictive text input), Alpha mode (traditional text input), Number mode
- Cut, Copy—available only if text has been selected first
- Paste—available only when text has been either cut or copied to the clipboard
- Insert number and Insert symbol
- Writing language (changes the input language for all editors in the game deck. See “Device settings” on page 37.)

## COPY TEXT

To work with text in the clipboard, use the following methods:

- To select letters and words, press and hold  while pressing  or . As the selection moves, text is highlighted.
- To select lines of text, press and hold  while pressing  or .
- To end the selection, release the controller key.
- To copy the text to clipboard press and hold  and press **Copy**. You can also release  and then press it once to open a list of editing commands, for example, **Copy** or **Cut**.
- To remove the selected text from the document, press .
- To insert the text into a document, press and hold  and press **Paste**. Or press  once and select **Paste**.

## • CREATE AND SEND NEW MESSAGES



**Note:** When sending messages, your game deck may display **Sent**. This is an indication that the message has been sent by your game deck to the message center number programmed into your game deck. This is not an indication that the message has been received at the intended destination. For more details about messaging services, check with your service provider.




You can start to create a message in two ways:

- Selecting **New message > Create: Text message, Multimedia message, or E-mail in Messaging**.
- Start to create a message from an application that has the option **Send**. In this case the file that was selected (such as an image or text) is added to the message

## Write and send text messages

- 1 Select **New message**.


A list of message options opens.

- 2 Select **Create: Text message**.  
The editor opens with the cursor in the **To:** field.
- 3 Press  to select recipients from the Contacts directory or write the phone number of the recipient.  
Press  to add a semicolon (;) to separate each recipient. Press  to move to the message field.
- 4 Write the message.



**Note:** Your game deck supports sending multiple text messages at the same time. Therefore, the normal 160-character limit for one text message can be exceeded. If your text exceeds 160 characters, it will be sent in two or more messages and message sending may cost more.

In the navigation bar, you can see the message length indicator counting backwards from 160. For example, 10 (2) means that you can still add 10 characters for the text to be sent as two messages.

- 5 To send the message, select **Options > Send** or press .  
Options in the text message editor are **Send**, **Add recipient**, **Insert**, **Delete**, **Message details**, **Sending options**, **Help**, and **Exit**.

## Send smart messages

Smart messages are special text messages that can contain data. You can send the following smart messages:

- Picture messages
- Business cards containing contact information in generic (vCard) format
- Calendar notes (vCalendar format)

For more information, see "Send contact information" on page 56, "Send calendar entries" on page 99, and "Send bookmarks" on page 108.



**Tip:** You can also receive ringing tones, operator logos, or settings from service providers. See page 79.

## Create and send picture messages


Options in the picture message editor are **Send**, **Remove picture**, **Add recipient**, **Delete**, **Insert**, **Message details**, **Help**, and **Exit**.

Your game deck allows you to send and receive picture messages. Picture messages are text messages that contain small black-and-white graphics. There are several default pictures available in the **Picture msgs.** folder in **Media > Images**.



**Note:** This function can be used only if it is supported by your network operator or service provider. Only devices that offer picture message features can receive and display picture messages.

To send a picture message, perform the following steps:

- 1 Do one of the following:  
Go to **Media > Images > Picture msgs.** and select a picture to be sent. Select **Options > Send**.  
OR  
Select **Messaging > New message > Create: Text message** and select **Insert > Picture**.
- 2 Enter recipient information and add text.
- 3 Select **Options > Send** or press .  
Each picture message is made up of several text messages. Therefore, sending one picture message may cost more than sending one text message.



## Multimedia messages

A multimedia message can contain a combination of text and video clips, or text, images and sound clips, but never a combination of images and video clips.

Options in the multimedia message editor are **Send**, **Add recipient**, **Insert**, **Preview message**, **Remove**, **Objects**, **Delete**, **Message details**, **Sending options**, **Help**, and **Exit**.



**Important:** Copyright protections may prevent some images, ringing tones and other content from being copied, modified, transferred, or forwarded.



**Note:** This function can be used only if it is supported by your network operator or service provider. Only devices that offer compatible multimedia message or e-mail features can receive and display multimedia messages. Devices that do not have these features may receive details of a link to a web page.

## SETTINGS

You may receive the settings as a smart message from your network operator or service provider. See "Receive smart messages" on page 79.

For availability of and subscription to data services, please contact your network operator or service provider.



- 1 Go to **Settings > Connection settings > Access points** and define the settings for a multimedia messaging access point:  
**Connection name**—Give a descriptive name for the connection.  
**Session mode**—Select a data connection type: **GSM data**, **High speed GSM**, or **GPRS**.  
**Gateway IP address**—enter the address.  
**Homepage**—enter the address of the multimedia messaging center.  
Domain names such as **www.NokiaUSA.com** can be translated into IP addresses like **192.100.124.195**.
- 2 If you selected **GSM data** or **High speed GSM**, fill in **Dial-up number**—a phone number for the data call.
- 3 If you selected **GPRS**, fill in: **Access point name**—the name given by your service provider.  
For further information on different data connections, see also “Connection settings” on page 40.
- 4 Go to **Messaging > Options > Settings > Multimedia message**.
- 5 Open **Preferred connection** and select the access point you created to be used as the preferred connection. See also “Multimedia messages settings” on page 87.




## SET UP MEMORY

The memory in use defines whether the game deck memory or the memory card are used as default. To define the memory in use, go to **Messaging > Options > Settings > Other Memory in use**, and select either the game deck’s memory or the memory card.

## CREATE MULTIMEDIA MESSAGES

When you send a multimedia message to a compatible device other than a Nokia N-Gage game deck, use a smaller image size and a sound clip that is no longer than 15 seconds. The default setting is **Image size: Small**. If you want to check the image size setting, go to **Messaging > Options > Settings > Multimedia message** or select **Options > Sending options** when you are creating a multimedia message. When you are sending a multimedia message to an e-mail address or another Nokia N-Gage game deck, if possible, use the larger image size (network dependent). To change the setting, select **Options > Sending options > Image size > Large** when you are creating a multimedia message.

- 1 In **Messaging**, select **New message > Create: Multimedia message** and press .
- 2 Press  to select the recipients from the Contacts directory or write the

- phone number or e-mail address of the recipient in the **To:** field.
- 3 Add a semicolon (;) to separate each recipient. Press  to move to the next field.
  - 4 You can add the different objects of the multimedia message in any order.
    - To add an image, select **Options > Insert > Image**.
    - To add a sound, select **Options > Insert > Sound clip** or **New sound clip**. When sound has been added, the  icon appears in the navigation bar.
    - To add video, select **Options > Insert > Video clip**.
    - To write text, press .
    - If you select **Insert > Image**, **Sound clip**, **Video clip**, or **Template**, a list of items opens. Scroll to the item you wish to add and press **Select**.
    - If you chose **Image**, you must first select whether the image is stored—in the game deck memory or the memory card.
    - If you select **Insert > New sound clip**, **Recorder** opens and you can record a new sound. The new image or sound is automatically saved and a copy is inserted in the message.




**Note:** A multimedia message can contain only one image and one sound clip.

- 5 To send the message, select **Options > Send** or press .

## PREVIEW A MULTIMEDIA MESSAGE

To see how a multimedia message will appear, select **Options > Preview message**.

## REMOVE AN OBJECT

To remove a multimedia object, select **Options > Remove > Image Video clip** or **Sound clip**. Press  to remove text.

## WORK WITH MEDIA OBJECTS

To see all the different media objects included in a multimedia message, open a multimedia message and select **Options > Objects** to open the Objects view.

Options in the Objects view are **Open**, **Insert**, **Place image first / Place text first**, **Remove**, **Help**, and **Exit**.

In the **Objects** view, you can change the order of the different objects, delete objects, or open an object in a corresponding application.

You can see a list of different objects and their file sizes.

## E-MAIL

Before you can send, receive, retrieve, reply to, and forward e-mail, you must do the following:



- Configure an Internet Access Point (IAP) correctly. See "Connection settings" on page 40.
- Define your e-mail settings correctly. See "E-mail settings" on page 89.




**Note:** Follow the instructions given by your remote mailbox and ISP.

Use the following procedure to write and send e-mail messages:


Options in the e-mail editor are **Send**, **Add recipient**, **Insert**, **Attachments**, **Delete**, **Message details**, **Sending options**, **Help**, and **Exit**.

- 1 Select **New message > Create: E-mail**.  
The editor opens.
- 2 Press  to select the recipients from the Contacts directory or write the e-mail address of the recipient in the **To:** field.  
Add a semicolon (;) to separate each recipient. If you want to send a copy of your e-mail to someone, write the address in the **Cc:** field.
- 3 Press  to move to the next field.
- 4 Write the message.
- 5 To add an attachment to the e-mail, select **Options > Insert > Image**, **Sound clip**, **Video clip** or **Note**.


 appears in the navigation bar to indicate the e-mail has an attachment.  
**Template** adds prewritten text to the e-mail.

You can also add an attachment to an e-mail by selecting **Options > Attachments** in an open e-mail. The Attachments view opens so you can add, view, and remove attachments.

If you chose **Image**, you must first indicate whether the image is stored—in the phone's memory or the memory card.


- 6 To remove an attachment, scroll to the attachment and select **Options > Remove**.
  - 7 To send the e-mail, select **Options > Send** or press .
- E-mail messages are automatically placed in Outbox before sending. If something goes wrong while the game deck is sending the e-mail, the e-mail



- is left in the Outbox with the status **Failed**.
- 8 To send files other than sounds and notes as attachments, open the appropriate application and select the option **Send > Via e-mail**, if available.
  - 9 To send the e-mail, select **Options > Send** or press . E-mail messages are automatically placed in **Outbox** before sending. If something goes wrong while the game deck is sending the e-mail, the e-mail is left in the Outbox with the status **Failed**.
  - 10 To send files other than sounds and notes as attachments, open the appropriate application and select the option **Send > Via e-mail**, if available.







## • INBOX—RECEIVE MESSAGES






Messages and data can be received using text message or multimedia service using a Bluetooth wireless connection from compatible devices. When there are unread messages in **Inbox**, the icon changes to .

Options in **Inbox** are **Open**, **Create message**, **Delete**, **Message details**, **Move to folder**, **Mark/Unmark**, **Help**, and **Exit**.

In **Inbox**, the message icons tell you what kind of a message it is. Here are some of the icons that you may see:

-  An unread text message
-  An unread smart message
-  An unread multimedia message
-  An unread WAP service message
-  Data received using a Bluetooth wireless connection
-  An unknown message type

### View messages in Inbox

- 1 To open a message, scroll to the message and press .
- 2 Press  or  to move to the previous or next message in the folder.


### Message view options

The available options depend on the type of message you have opened for viewing:

**Save picture**—saves the picture to **Media > Images > Picture msgs**.

**Reply**—copies the address of the sender to the **To:** field. Select **Reply > To all** to copy the address of the sender and **Cc.** field recipients to the new message.

**Forward**—copies the message contents to an editor.

**Call**—call by pressing .



**View image**—allows you to view and save the image.

**Play sound clip**—allows you to listen to the sound in the message.

**Objects**—shows you a list of all the different multimedia objects in a multimedia message.

**Attachments**—shows you a list of files sent as e-mail attachments.

**Message details**—shows detailed information about a message.




**Move to folder / Copy to folder**—allows you to move or copy messages to **My folders**, **Inbox**, or other folders you have created. For more information on using folders, see "Application Actions" on page 8.

**Add to Contacts**—allows you to copy the phone number or e-mail address of the message sender to the Contacts directory. Choose whether you want to create a new contact card or add the information to an existing contact card.

**Find**—Searches the message for phone numbers, e-mail addresses, and Internet addresses. After the search, you can make a call or send a message to the found number or e-mail address, or save the data to Contacts or as a browser bookmark.

## View multimedia messages in Inbox

You can recognize multimedia messages by their icon :

- 1 To open a multimedia message, scroll to it and press .  
You can see an image, read a message, and hear a sound simultaneously.
- 2 If sound is playing, press  or  to increase or decrease the volume.
- 3 To mute the sound, press **Stop**.


### MULTIMEDIA MESSAGE OBJECTS

Options in the Objects view are **Open**, **Save**, **Send**, **Help**, and **Exit**.

To see what kinds of media objects have been included in the multimedia message, open the message and select **Options > Objects**. In the **Objects** view you can view files that have been included in the multimedia message. You can choose to save the file in your game deck or to send it, for example, using wireless technology to another device.






**Tip:** You can open a vCard file and save the contact information in the file to **Contacts**.

To open a file, scroll to it and press .





**Important:** Multimedia message objects may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. For more information, see "Certificate management" on page 48.

## SOUNDS IN A MULTIMEDIA MESSAGE

Sound objects in a multimedia message are indicated by  indicator in the navigation bar. Sounds are by default played through the loudspeaker. To stop the sound, press **Stop** while the sound is playing. You can change the volume level by pressing  or .

If you want to listen to a sound again after all the objects have been shown and the playing of the sound has stopped, select **Options > Play sound clip**.

## Receive smart messages

Your game deck can receive many kinds of smart messages — text messages that contain data (also called Over-The-Air (OTA) messages). To open a received smart message, open **Inbox**, scroll to the smart message () and press .

**Picture message**—to save the picture in the **Picture msgs. folder in Media > Images** for later use, select **Options > Save picture**.

**Business card**—to save the contact information, select **Options > Save business card**.



**Note:** If certificates or sound files are attached to business cards, they will not be saved.

**Ringing tone**—to save the ringing tone to **Composer**, select **Options > Save**.

**Operator logo**—to save the logo, select **Options > Save**. The operator logo can now be seen in the standby mode instead of the network operator's own identification.

**Calendar entry**—to save the invitation to **Calendar**, select **Options > Save to Calendar**.

**WAP message**—to save the bookmark, select **Options > Save to bookmarks**. The bookmark is added to the **Bookmarks list** in browser service. If the message contains both browser access point settings and bookmarks, select **Options > Save all** to save the data. Or, select **Options > View details** to view the bookmark and access point information separately. If you do not want to save all data, select a setting or bookmark, open the details and select **Options > Save to settings** or **Save to bookmarks** depending on what you are viewing.



**Tip:** To change the default access point settings for **WAP** or multimedia messaging, go to **Services > Options > Settings > Default access point** or **Messaging > Options > Settings > Multimedia message > Preferred connection**.

**E-mail notification**—Tells you how many new e-mails you have in your remote mailbox. An extended notification may list more detailed information such as subject, sender, attachments, and so on. In addition, you can receive a text message service number, voice mailbox number, profile settings for remote synchronization, access point settings for the browser, multimedia messaging or e-mail, access point

login script settings, or e-mail settings. To save the settings, select **Options > Save to SMS sett.**, **Save to Voice mail**, **Save to settings**, **Save to settings (checkthis/cl)**, or **Save to e-mail sett.**



**Tip:** If you receive a vCard file with a picture attached, the picture will be saved to Contacts as well.

## Service messages

Service messages are sent by your provider and are notifications of, for example, news headlines. They may contain a text message or address of a browser service. For availability and subscription, contact your service provider.

Service providers can update an existing service message every time a new service message is received. Messages can be updated even if you have moved them from Inbox to another folder. When service messages expire, they are deleted automatically.

Options when viewing a service message are **Download message**, **Move to folder**, **Message details**, **Help**, and **Exit**.

### VIEW SERVICE MESSAGES

- 1 Scroll to a service message (📧) and press (🔍).
- 2 To download or view the message, press **Download message**. The game deck starts to make a data connection, if needed.
- 3 Press **Back** to return to Inbox.

### VIEW SERVICE MESSAGES IN BROWSER

When you are browsing, select **Options > Read service msg.s.** to download and view new service messages.

## • MY FOLDERS



Options in **My folders** are **Open**, **New message**, **Delete**, **Message details**, **Move to folder**, **New folder**, **Rename**, **Help**, and **Exit**.

In **My folders** you can organize your messages into folders, create new folders, and rename and delete folders. Select **Options > Move to folder**, **New folder**, or **Rename folder**. For more information, see "Move items to a folder" on page 9.

You can use text templates to avoid rewriting messages that you send often. To create a new template, select **Options > New template**.

## • REMOTE MAILBOX



When you open this folder, you can connect to your remote mailbox to retrieve new e-mail headings or messages, or to view your previously retrieved e-mail headings or messages offline.

If you select **New message > Create: E-mail** or **Mailbox** in **Messaging** and you have not set up your e-mail account, you will be prompted to do so. See "E-mail settings" on page 89.

When you create a new mailbox, the name you give to the mailbox automatically replaces **Mailbox** in **Messaging**. You can have up to six mailboxes.



**Tip:** The Settings wizard program included in the PC Suite for the Nokia N-Gage game deck can help you configure access point and mailbox settings. You can also copy existing settings, for example, from your computer to your game deck. See the CD-ROM supplied in the sales package.

### Open the mailbox

When you open the mailbox, you can choose whether you want to view the previously retrieved e-mail messages and e-mail headings offline or connect to the e-mail server.

When you scroll to your mailbox and press , the game deck asks you if you want to **Connect to mailbox?** Select **Yes** to connect to your mailbox or **No** to view previously retrieved e-mail messages offline.

Another way to start a connection is to select **Options > Connect**.

### View e-mail messages when online

When you are viewing messages online, you are continuously connected to a remote mailbox using a data call or a packet data connection. See also "Data connection indicators" on page 6, "GSM data calls **verify all settings**" on page 41, and "Packet data (GPRS)" on page 41.

Options when viewing e-mail headings are **Open**, **New message**, **Connect / Disconnect**, **Retrieve**, **Delete**, **Message details**, **Copy**, **Mark/Unmark**, **Help**, and **Exit**.

