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User's Guide

Preliminary draft copy of US-English user guide for Nokia 6600

XXXXXXX
Issue 1.7 DRAFT

CE 168

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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 phone on when wireless phone use is prohibited or when it may cause interference or danger.

ROAD SAFETY COMES FIRST
Don't use a hand-held phone while driving.

INTERFERENCE
All wireless phones may get interference, which could affect performance.

SWITCH OFF IN HOSPITALS
Follow any regulations or rules. Switch the phone off near medical equipment.

SWITCH OFF IN AIRCRAFT
Wireless devices can cause interference in aircraft.

SWITCH OFF WHEN REFUELLING
Don't use the phone at a refuelling point. Don't use near fuel or chemicals.

SWITCH OFF NEAR BLASTING
Don't use the phone 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 phone equipment.

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

WATER-RESISTANCE
Your phone is not water-resistant. Keep it dry.

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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.

CALLING
Ensure the phone 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 phone is switched on and in service. Press as many times as needed (e.g. 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.

When using the features in this device, obey all laws and honour privacy and legitimate rights of others.

Network services

The wireless phone 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.

This phone supports WAP 2.0 protocols (HTTP and SSL) that run on TCP/IP protocols. Some features of this phone, such as MMS, browsing, e-mail, remote SyncML, and content downloading via browser or over MMS, require network support for these technologies.

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

Chargers and enhancements

WARNING! Use only batteries, chargers and enhancements approved by the phone manufacturer for use with this particular phone model. The use of any other types may invalidate any approval or warranty applying to the phone, and may be dangerous.

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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 and LCH-12.

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.

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1. General information

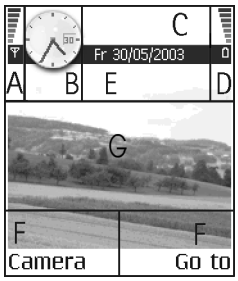
Your Nokia 6600 provides various functions that are handy for daily use, such as Camera, Video recorder, Messaging, E-mail, Wallet, Clock, Calculator, and Calendar.

WARNING! All of the features in this device, other than the alarm clock require the phone to be switched on to use the features. Do not switch the device on when wireless phone use may cause interference or danger.

Stickers in the sales package

- The stickers included on the warranty card, in the sales package, contain important information for service and customer support purposes. The sales package also includes instructions on how you should use these stickers.

Standby mode



The indicators described below are shown when the phone is ready for use, with no characters keyed in. In this state, the phone is in 'standby mode'.

A Shows the signal strength of the cellular network at your current location. The higher the bar, the stronger the signal. The antenna symbol is replaced with the GPRS symbol when *GPRS connection* has been set to *When available* and a connection is available in the network or in the current cell. See 'Packet data (General Packet Radio Service, GPRS)', p. 82. See 'GPRS', p. 86.

B Shows an analogue or a digital clock. See 'Date and time', p. 86.

C Indicates in which cellular network the phone is currently being used.

D Shows the battery charge level. The higher the bar, the more power left in the battery.

E Navigation bar: shows the currently active profile. If the selected profile is *General*, the current date is displayed instead of the profile name. See 'Navigation bar - moving horizontally', p. 17.

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F Shows the current shortcuts assigned for the selection keys and .

G Background image: You can select any image to be used as a background image in standby mode. See 'Themes', p. 98.

Note: Your phone has a screen saver. If there are no actions for one minute, the display is cleared and a screen saver becomes visible. To deactivate the screen saver, press any key.See 'Themes', p. 98.

Indicators related to actions

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

- Indicates that you have received new messages to the Inbox in Messaging. If the indicator is blinking, the phone memory is low and you must delete some data. See 'Memory low', p. 132.

- Indicates that you have received new e-mail.

- Indicates that you have received one or several voice messages. See 'Calling your voice mailbox', p. 22.

- Indicates that there are messages waiting to be sent in Outbox. See 'Messaging - General information', p. 51.

- Shown when *Ringing type* has been set to *Silent*, *Message alert tone* to *Off*, and *Chat alert tone* to *Off* in the currently active profile.

- Indicates that the phone's keypad is locked. See the Getting Started guide.

- Indicates that you have an active alarm.

- Indicates that Bluetooth is active. When data is transmitted via Bluetooth, is shown.

- Indicates that all calls to the phone are diverted. - Indicates that all calls to the phone are diverted to a voice mailbox. See 'Settings for call diverting', p. 24. If you have two phone lines, the divert indicator for the first line is and for the second line . See 'Line in use (network service)', p. 80.

2 - Indicates that you can make calls using phone line 2 only (network service). See 'Line in use (network service)', p. 80.

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Data connection indicators

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

for a data call, for a high speed data call,

The GPRS symbol is shown instead of the antenna symbol when there is an active GPRS connection, when there are multiple GPRS connections, and for when the GPRS connection is put on hold during voice calls.

for a fax call,

for a Bluetooth connection, and

for an infrared connection.

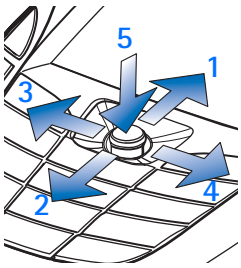
Menu

- Press (Menu key) to display the main Menu. In the Menu, you can access all the applications in your phone.

Options in the Menu: *Open*, *List view* / *Grid view*, *Move*, *Move to folder*, *New folder*, *App. downloads*, *Memory details*, *Help* and *Exit*.

Moving in the Menu

- Move the joystick up, down, left and right (shown with blue arrows 1 to 4) to navigate the Menu.



Opening applications or folders

- Scroll to an application or a folder and press the centre of the joystick (shown with blue arrow 5) to open it.

Closing applications

- Backstep by pressing Back or Exit as many times as needed to return to standby mode or select Options→ *Exit*.

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

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Note: Pressing will always end a call, even if another application is active and displayed.

When you switch the phone off correctly, using the Power key, the phone will attempt to save any unsaved data and close any applications that are still open. Hence the process may take a short time.

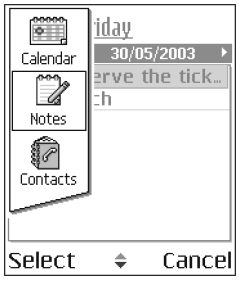
Rearranging the Menu

You can rearrange the Menu icons as required. You can place more rarely used applications in folders and move applications that you use more often from a folder to the main Menu. 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.

Switching 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 showing a list of applications that are currently open. Scroll to an application and press to go to it.



Note: If memory is getting low, the phone may close some applications. The phone saves any unsaved data before an application is closed.

Options lists

Options: These lists tell you which commands are available in different views and situations.

Note: The available commands change depending on the view you are in.

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Help

Your Nokia phone has a help function that you can access from any application that has the Options selection, and can be accessed using the key. You can also access the help function from the main menu.

Navigation bar – moving horizontally

In the navigation bar, you can see:

- small arrows or tabs that tell you if there are more views, folders, or files you can move to.
- editing indicators. See 'Writing text', p. 52.
- 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.

Actions common to all applications

- **Opening items for viewing** - When you are viewing a list of files or folders, to open an item, scroll to an item and press , or select Options→ *Open*.
- **Editing 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. Use the joystick to scroll through all fields of the item.
- **Renaming items** - To give a new name to a file or folder, scroll to it and select Options→ *Rename*.
- **Removing, deleting items** - Scroll to the item and select Options→ *Delete* or press . To delete many items at a time, you first need to mark them. See the next paragraph: 'Marking an item'.
- **Marking an item** - There are several ways to select items when you are in a list.
  - To select one item at a time, scroll to it and select Options→ *Mark/Unmark*→ *Mark* or press and at the same time. A check mark is placed next to the item.

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- To select all items in the list, select **Options**→ *Mark/Unmark*→ *Mark all*.
- **Marking multiple items** - Press and hold , then move the joystick down or up. As the selection moves, a check mark is placed next to the items. To end the selection, stop the scrolling with the joystick 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 at the same time.
- **Creating folders** - To create a new folder, select **Options**→ *New folder*. You are asked to give a name to the folder (max. 35 letters).
- **Moving 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 location you want the item to be moved to and press **OK**.
- **Sending items** - To send items, to compatible devices, scroll to the item that you want to send, select **Options**→ *Send*. Select the method, the choices are *Via multimedia*, *Via Bluetooth*, *Via infrared*, and *Via e-mail*.
  - If you select to send the item in an e-mail or a multimedia message, an editor opens. Press to select the recipient(s) 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*. See 'Creating and sending new messages', p. 56.
  - Via infrared. See 'Sending and receiving data via infrared', p. 126.
  - Via Bluetooth. See 'Sending data via Bluetooth', p. 122.

Searching for items

You can search for a name, file, folder, or shortcut by using the search field. In some situations the search field is not visible

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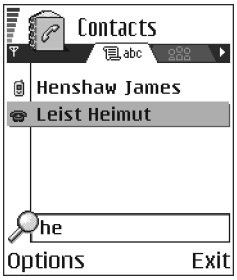
automatically, but you can activate it by selecting Options→ *Find* or just by starting to key in letters.

1. To search for an item, start to key in text in the search field. The phone immediately starts to search for matches and moves the selection to 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.

2. When the correct item is found, press to open it.



Volume control

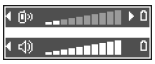
- When you have an active call or are listening to a sound, press or to increase or decrease the volume level, respectively.

Voice volume icons:
- for earpiece mode,
- for loudspeaker mode.

Loudspeaker

Your phone has a loudspeaker for handsfree use. The loudspeaker allows you to speak and listen to the phone from a short distance without having to hold the phone to your ear, for example, having it on a table nearby. The loudspeaker can be used during a call, with sound and video applications, and when viewing multimedia messages. Sound and video applications use the loudspeaker by default. Using the loudspeaker makes it easier to use other applications while in a call.

Activating the loudspeaker



To change to using the loudspeaker during an already active call, select Options→ *Activate loudsp.*. A tone is played, is shown in the navigation bar, and the volume indicator changes.

Note: The loudspeaker cannot be activated when you have connected a headset to the phone.

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Important: Do not hold the phone near to your ear when the loudspeaker is in use, because the volume may be extremely loud.

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

Turning off the loudspeaker

- When you have an active call, select Options→ *Activate handset*.

Headset mode

To adjust the volume level when a headset is connected to your phone, press or or use the headset's keys, if available.

Keyguard

Use the keyguard (keypad lock) to help prevent accidental key presses.

In standby mode, press and then . When the keys are locked, appears on the display. Press and then to unlock the keys.

When keyguard is on, press to answer a call. During a call, the phone can be operated in the normal way.

Note: When keyguard is on, calls may be possible to the emergency number programmed into your phone (e.g. 112 or other official emergency number). Just key in the emergency number and press . The number is displayed only after you have keyed in its last digit.

Shared memory

The following features in your phone use shared memory: contacts, text messages, and multimedia messages, images and ringing tones, Video recorder, RealOne Player™, calendar and to-do notes, and downloaded applications. Using any of these features leaves less memory for other features. This is especially true with heavy use of any of the features. For example, saving many images may take all of the shared memory and your phone may display that the memory is full. In this case, delete some of the information or entries reserving the shared memory.

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2. Your phone

Making a call

1. In standby mode, key in the phone number, including the area code. 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.

   Note: Calls described here as international may in some cases be made between regions of the same nation.
2. Press to call the number.
3. Press to end the call (or to cancel the call attempt).

Note: Pressing will always end a call, even if another application is active and displayed.

You can make a call using your voice so that you do not need to look at the display to key in the number. See 'Voice dialling', p. 30.

Making a call using the Contacts directory

1. To open the Contacts directory, go to Menu→ 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.

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

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Calling your voice mailbox

The voice mailbox (network service) is an answering service where callers who are unable to reach you can leave you voice messages.

- To call your voice mailbox, press 1 and in standby mode.
- If the phone asks for the voice mailbox number, key it in and press OK. You can obtain this number from your service provider.

See 'Settings for call diverting', p. 24.

Each phone line may have its own voice mailbox number. See 'Line in use (network service)', p. 80.

Changing the voice mailbox number

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

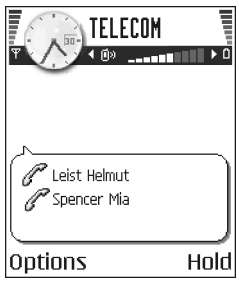
Speed dialling a phone number

To view the speed dialling grid, go to Menu→ Tools→ Speed dial.

1. Assign a phone number to one of the speed dialling keys (2 abc - 9 wxyz). See 'Assigning speed dialling keys', p. 31.
2. To call the number: In standby mode, press the corresponding speed dialling key and . If the *Speed dialling* function is set to *On*: Press and hold the corresponding speed dialling key until the call is started.

Making a conference call

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



1. Make a call to the first participant.
2. To make a call to a new participant, select Options→ *New call*. Key in or search the memory for the phone number

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of the participant and press **OK**. The first call is automatically put on hold.

3. When the new call has been answered, join the first participant in the conference call. Select **Options**→ *Conference*.
4. To add a new person to the call, repeat step 2 and then select **Options**→ *Conference*→ *Add to conference*.
   - To have a private conversation with one of the participants: Select **Options**→ *Conference*→ *Private*. Scroll to the desired participant and press **Private**. The conference call is put on hold in your phone, and the other participants can still continue talking with each other while you have a private discussion with one participant only. Once you have finished the private conversation, press **Cancel** to return to the conference call.
   - To drop one participant from the conference call, select **Options**→ *Conference*→ *Drop participant*, then scroll to the participant and press **Drop**.
5. To end the active conference call, press .

Answering a call

- To answer an incoming call, press .
- To end the call, press .

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

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

Options during a call

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 *Reject*.

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

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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 DTMF is used to send DTMF tone sequences, for example, passwords or bank account numbers.

Note: You may not have all of these options. Contact your service provider for more details.

1. Key in the digits with 0 - 9. Each keystroke generates a DTMF tone, which is transmitted while the call is active. Press * repeatedly to produce: *****, **p** (inserts a pause of approximately two seconds before, or between DTMF characters.), and **w** (if you use this character, the remaining sequence is not sent until you press Send again during the call). Press # to produce **#**.
2. To send the tone, press OK.

Call waiting (network service)

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

1. During a call, press to answer the waiting call. The first call is put on hold.

   To switch between the two calls, press Swap.
2. To end the active call, press .

Settings for call diverting

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.

Go to Menu→ Tools→ Settings→ Call divert.

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

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See 'Indicators related to actions', p. 14.

Note: You cannot have barring of incoming calls and call diverting active at the same time. See 'Call barring (network service)', p. 90.

Log – Call register and general log

Press in standby mode or go to Menu→ Log.

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

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

Recent calls register

Go to Menu→ Log→ *Recent calls*.

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

Options in the Missed, Received, Dialled views: *Call*, *Create message*, *Use number*, *Delete*, *Clear list*, *Add to Contacts*, *Help*, and *Exit*.

Missed calls and received calls

To view a list of the last 20 phone numbers from which somebody has tried to call you without success (network service), go to Log→ *Recent calls*→ *Missed calls*.

Tip! When you see a note in standby mode about missed calls, press Show to access the list of missed calls. To call back, scroll to the number or name you want and press .

To view a list of the 20 numbers or names from which you have most recently accepted calls (network service), go to Log→ *Recent calls*→ *Received calls*.

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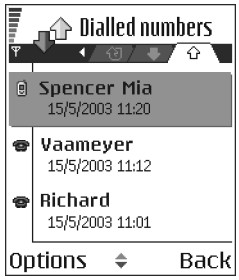
Dialled numbers



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

Erasing 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 event, open a register, scroll to the event, and press C.

Call duration

Go to **Menu**→ **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.

Erasing call duration timers - Select **Options**→ *Clear timers*. For this you need the lock code. See 'Security', p. 87.

GPRS data counter

Go to **Log**→ *GPRS counter*.

The GPRS data counter allows you to check the amount of data sent and received during packet data (GPRS) connections. For example, you may be charged for your GPRS connections by the amount of data sent and received.

Viewing the general log

Go to **Menu**→ **Log** and press .

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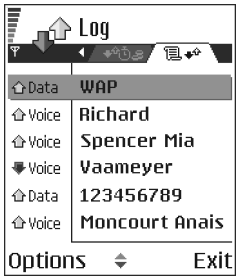
In the general log, for each communication event, you can see the sender or recipient name, phone number, name of the service provider, or access point.



Note: Sub-events, such as a text message sent in more than one part and packet data connections, are logged as one communication event.

Filtering the log

1. Select **Options**→ *Filter*. A list of filters opens.
2. Scroll to a filter and press **Select**.

Erasing the contents of the log

- To erase all the log contents, Recent calls register, and Messaging delivery reports permanently, select **Options**→ *Clear log*. Confirm by pressing **Yes**.

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*.

Log settings

- Select **Options**→ *Settings*. The list of settings opens.
  - *Log duration* - The log events remain in the phone memory for a set number of days after which they are automatically erased to free memory.

    Note: If you select *No log*, all the log contents, Recent calls register, and Messaging delivery reports are permanently deleted.
  - *Show call duration*. See 'Call duration', p. 26.

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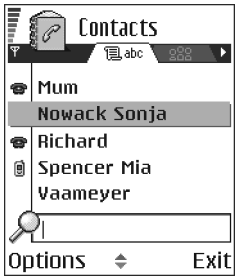
3. Personal information

Contacts

To open Contacts, press in standby mode or go to Menu→ Contacts.



In Contacts, you can store and manage contact information, such as names, phone numbers, and addresses.

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: *Open*, *Call*, *Create message*, *New contact*, *Edit*, *Delete*, *Duplicate*, *Add to group*, *Belongs to groups*, *Mark/Unmark*, *Copy to SIM direct.*, *Go to web address*, *Send*, *Contacts info*, *SIM directory*, *Settings*, *Help*, and *Exit*.

Creating 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 in the phone memory and closed, after which you can see it in the Contacts directory.

Copying contacts between the SIM card and phone memory

- To copy names and numbers from a SIM card to your phone, select Options→ *SIM directory*, scroll to the name(s) you want to copy and select Options→ *Copy to Contacts*.
- If you want to copy a phone, 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.*

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Editing contact cards

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

See 'Actions common to all applications', p. 17.

Inserting an image in a contact card

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. After you attach a thumbnail image to a contact card, you can select *Add thumbnail* to replace the image with a different thumbnail or *Remove thumbnail* to remove the thumbnail from the contact card.

Viewing a contact card

The contact information view ( ) shows all information inserted in the contact card.

The name field is always displayed in the contact information view, but other fields are only displayed if they contain information.

Options when viewing a contact card, when the selection is on a phone number: *Call*, *Create message*, *Edit*, *Delete*, *Defaults*, *Add voice tag* / *Voice tags*, *Assign speed dial* / *Remove speed dial*, *Ringing tone*, *Copy to SIM direct.*, *Send*, *Help*, and *Exit*.

Assigning default numbers and addresses

If a contact has several phone 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 pop-up window opens, listing the different options.

Example: Scroll to *Phone number* and press **Assign**. A list of phone numbers in the selected contact card is shown. 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's name underlined.

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Voice dialling

You can make a phone call by saying a voice tag that has been added to a contact card.

Voice tags

Any spoken word(s) can be a voice tag.

- When recording, hold the phone at a short distance away from your mouth. After the starting tone, say clearly the word, or words, you want to record as a voice tag.

Before using voice dialling, note that:

- Voice tags are not language dependent. They are dependent on the speaker's voice.
- Voice tags are sensitive to background noise. Record and use them in a quiet environment.
- Very short names are not accepted. Use long names and avoid similarnames for different numbers.

Note: 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 dialling in all circumstances.

Adding a voice tag to a phone number

Note: Voice tags can only be added to phone numbers stored in the phone's memory. See 'Copying contacts between the SIM card and phone memory', p. 28.

1. In the Contacts main view, scroll to the contact that you want to add a voice tag to, and press to open the contact card.
2. Scroll to the number that you want to add the voice tag to, and select **Options**→ *Add voice tag*.
3. The text *Press 'Start', then speak after tone* is displayed.
   - Press **Start** to record a voice tag. The phone sounds a starting tone and the note *Speak now* is displayed.
4. Say the voice tag. The phone will stop recording after approximately 5 seconds.
5. After recording, the phone plays the recorded tag and the note *Playing voice tag* is displayed.

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6. When the voice tag has been successfully saved, the note *Voice tag saved* is displayed and a beep sounds. A symbol can be seen next to the number in the contact card.

Making a call using a voice tag

1. In standby mode, press and hold . A short tone is played and the note *Speak now* is displayed.
2. When you are making a call by saying a voice tag, hold the phone at a short distance away from your mouth and face and say the voice tag clearly.
3. The phone plays the original voice tag, displays the name and number, and after a few seconds dials the number of the recognised voice tag.

- If the phone plays the wrong voice tag, or to retry voice dialling, 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 dialling. To make a call by using a voice tag, end all active data connections.

Replaying, erasing, or changing a voice tag

To replay, erase, or change a voice tag, scroll to the item that has a voice tag (indicated by), select **Options**→ *Voice tag*, and then either:

- *Playback* - to listen to the voice tag again, or
- *Delete* - to erase the voice tag, or
- *Change* - to record a new voice tag. Press **Start** to record.

Assigning speed dialling keys

Speed dialling is a quick way to call frequently used numbers. You can assign speed dialling keys to eight phone numbers. Number **1** is reserved for the voice mailbox.

1. Open the contact card for which you want a speed dialling key and select **Options**→ *Assign speed dial*. The speed dialling grid opens, showing you the numbers from **1**-**9**.

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

- To call the contact by speed dialling, go to standby mode and press the speed dialling key and .

Adding a ringing tone for a contact card or group

You can set a ringing tone for each contact card and group. When that contact or group member calls you, the phone plays the chosen ringing tone (if the caller's telephone number is sent with the call and your phone recognises 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 joystick to select the ringing tone you wish to use for the contact or group and press **Select**.

- To remove the ringing tone, select *Default tone* from the list of ringing tones.

Note: For an individual contact, the phone will always use 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.

Managing contact groups

You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. A ringing tone may be added to a group. See 'Adding a ringing tone for a contact card or group', p. 32.

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

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Creating 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 1* and press **OK**.

Adding members to a group

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 .

Calendar

Go to **Menu**→ **Calendar**

In Calendar, you can keep track of your appointments, meetings, birthdays, anniversaries, and other events. You can also set a calendar alarm to remind you of upcoming events. Calendar uses shared memory. See 'Shared memory', p. 20.

Creating calendar entries

1. Select **Options**→ *New entry* and select:
   - *Meeting* to remind you of an appointment that has a specific date and time.
   - *Memo* to write a general entry for a day.
   - *Anniversary* to remind you of birthdays or special dates. Anniversary entries are repeated every year.
2. Fill in the fields. See 'Calendar entry fields', p. 34. Use the joystick to move between fields. Press to change between upper and lower case,and predictive text.
3. To save the entry, press **Done**.

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Editing calendar entries

Options when editing a calendar entry: *Delete*, *Send*, *Help*, and *Exit*.

1. In the Day view, scroll to the entry and press to open it.
2. Edit the entry fields and press **Done**.

- If you are editing a repeated entry, choose how you want the changes to take effect: *All occurrences* - all repeated entries are changed / *This entry only* - only the current entry will be changed.

Deleting calendar entries

- In the Day view, scroll to the entry you want to delete and select **Options**→ *Delete* or press . Press **Yes** to confirm.
- If you are deleting a repeated entry, choose how you want the change to take effect: *All occurrences* - all repeated entries are deleted / *This entry only* - only the current entry will be deleted.

Calendar entry fields

- *Subject* / *Occasion* - Write a description of the event.
- *Location* - the place of a meeting, optional.
- *Start time*, *End time*, *Start date*, and *End date*.
- *Alarm* - Press to activate the fields for *Alarm time* and *Alarm date*.
- *Repeat* - Press to change the entry to be repeating. Shown with in the Day view.
- *Repeat until* - You can set an ending date for the repeated entry, for example, the ending date of a weekly course you are taking. This option is shown only if you have selected to repeat the event.
- *Synchronisation* - If you select *Private*, after synchronisation the calendar entry can be seen only by you and it will not be shown to others with online access to view the calendar. This is useful when, for example, you synchronise your calendar with a calendar on a compatible computer at work. If you select *Public*, the calendar entry

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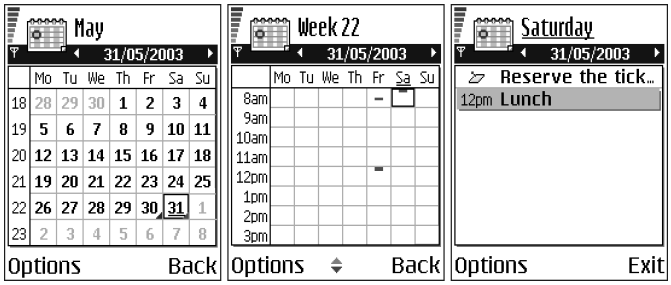
is shown to others who have access to view your calendar online. If you select *None*, the calendar entry will not be copied when you synchronise your calendar.

Calendar views

Press # in the Month, Week, or Day views to automatically highlight today's date.

To write a calendar entry, press any digit key (1 – 0) in any calendar view. A Meeting entry is opened and the characters you keyed in are added to the *Subject* field.



Synchronisation icons in Month view:
– *Private*, – *Public*, – *None*, and – the day has more than one entry.

Calendar entry icons in Day and Week views:
– *Memo*, and – *Anniversary*.

Month view

In the Month view, one row equals one week. Today's date is underlined. Dates that have calendar entries are marked with a small triangle at the bottom right corner. There is a frame around the currently selected date.

- To open the Day view, scroll to the date you want to open and press .
- To go to a certain date, select **Options**→ *Go to date*. Write the date and press **OK**.

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Week view

In the Week view, the calendar entries for the selected week are shown in seven day boxes. Today's day of the week is underlined. Memos and Anniversaries icons are placed before 8 o'clock. Meeting entries are marked with coloured bars according to starting and ending times.

- To view or edit an entry, scroll to the cell that has an entry and press to open the Day view, then scroll to the entry and press to open it.

Options in the different calendar views: *Open*, *New entry*, *Week view* / *Month view*, *Delete*, *Go to date*, *Send*, *Settings*, *Help*, and *Exit*.

Day view

In the Day view, you can see the calendar entries for the selected day. The entries are grouped according to their starting time. Memos and Anniversaries are placed before 8 o'clock.

- To open an entry for editing, scroll to it and press .
- Press to go to the next day or press to go to the previous day.

Settings for calendar views

Select **Options**→ *Settings* and select:

- *Calendar alarm tone* - To select a personalised alarm tone, or no tone at all.
- *Default view* - To select the view that is shown first when you open Calendar.
- *Week starts on* - To change the starting day of the week.
- *Week view title* - To change the title of the Week view to be the week number or the week dates.

Setting calendar alarms

1. Create a new Meeting or Anniversary entry, or open a previously created entry.
2. Scroll to *Alarm* and press , then select *On* to open the *Alarm time* and *Alarm date* fields.
3. Set the alarm time and date.

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4. Press Done. An alarm indicator is shown next to the entry in the Day view.

Stopping a calendar alarm

- The alarm duration is one minute. To stop the alarm, press Stop. If you press any other key, the alarm is set to snooze.

To-do

Go to Menu→ To-do.

In To-do you can keep a list of tasks that you need to do. The To-do list uses shared memory. See 'Shared memory', p. 20.

1. To start to write a to-do note, press any digitkey (1 - 0). The editor opens and the cursor blinks after the letters you have keyed in.
2. Write the task in the *Subject* field. Press * to add special characters.
   - To set the due date for the task, scroll to the *Due date* field and key in a date.
   - To set a priority for the to-do note, scroll to the *Priority* field and press .
3. To save the to-do note, press Done. If you remove all characters and press Done, the note will be deleted, even if you edit a previously saved note.

- **To open a to-do note**, scroll to it and press .
- **To delete a to-do note**, scroll to it and select Options→ *Delete* or press C.
- **To mark a to-do note as completed**, scroll to it and select Options→ *Mark as done*.
- **To restore a to-do note**, select Options→ *Mark as not done*.

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Importing data from compatible Nokia phones

You can move calendar, contacts, and to-do data from compatible Nokia phones to your phone using the PC Suite Data Import application. Instructions for using the application can be found in the help function of PC Suite on the CD-ROM.

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4. Multimedia

Camera

Press Camera in standby mode or go to Menu→ Camera.

With the camera you can take pictures of people or events while on the move. The images are automatically saved in the Gallery application, where you can rename them and organise them in folders. You can also send images in a multimedia message, as an e-mail attachment, or via a Bluetooth or infrared connection. The camera produces JPEG images.

Taking pictures

Note: Obey all local laws governing the taking of pictures. Do not use this feature illegally.

Options before taking a picture: *Capture*, *Go to Gallery*, *Self-timer*, *Settings*, *Help*, and *Exit*.

1. Press Camera in standby mode. The Camera application opens and you can see the view to be captured.

   You can see the viewfinder and the cropping lines, which show you the image area to be captured. You can also see the image counter, which shows you how many images, depending on the selected picture quality, fit in the memory of your phone or memory card, if you use one.

2. Press to zoom in on your subject before taking the picture. Press to zoom out again. The zoom indicator on the display shows the zoom level.

3. To take a picture, press . Do not move the phone before the Camera application starts to save the image. The image is saved automatically in the Gallery. See 'Gallery', p. 47.

Note: The resolution of a zoomed picture is lower than that of a non-zoomed picture, but the image remains the same size. You may notice the difference in image quality if viewed on a PC, for example.

Note: Camera goes into battery saving mode if there have been no key presses within a minute. To continue taking pictures, press .

Options after a picture has been taken: *New image*, *Delete*, *Send*, *Rename image*, *Go to Gallery*, *Settings*, *Help*, and *Exit*.

After the image has been saved:

- If you do not want to save the image, select **Options**→ *Delete*.
- To return to the viewfinder to take a new picture, press .

You can insert an image into a contact card. See 'Inserting an image in a contact card', p. 29.

Self-timer

Use the self-timer to delay the taking of a picture, so that you can include yourself in the picture.

1. Select **Options**→ *Self-timer*.
2. Select the delay *10 seconds*, *20 seconds*, or *30 seconds*.
3. Press *Activate*. The camera will take the picture after the selected delay has elapsed.

Settings

In the Camera application settings, you can adjust the image quality setting, change the default image name, and change the memory location of saved images.

1. Select **Options**→ *Settings*.
2. Scroll to the setting you want to change:
   - *Image quality* - *High*, *Normal*, and *Basic*. The better the image quality, the more memory the image consumes. See 'Images and memory consumption', p. 41.
   - *Default image name* - By default, Camera names images in the format 'Image.jpg'. *Default image name* allows you to set a name for the images stored.
   - *Memory in use* - Select whether you want to store your images in the phone memory or on the memory card, if you use one.

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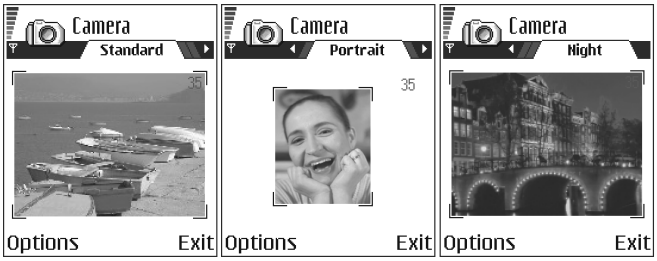
Camera mode affects image size and orientation

With the different Camera modes, you can affect the size and orientation of the picture to be taken. When you are taking a picture, press or to change between the different modes. Choose:

- *Standard* when you want to take normal landscape pictures,
- *Portrait* when you want to take a smaller icon-sized, vertical picture, which can be added to a contact card, or
- *Night* when the lighting is dim and the Camera needs a longer exposure time for the picture to be of good quality. Note that, in dim conditions, any movement while taking a picture may cause it to get blurred. The image size and orientation is the same for *Standard* and *Night*.



- When you are taking a picture in Standard or Night mode, the viewfinder resolution is 160x120 pixels, and in Portrait mode, 80x96.
- The pictures taken in Standard or Night mode are saved in 640x480 pixel (VGA) format and those taken in Portrait mode are saved in 80x96 pixel format.
- When you are viewing images, they are scaled to fit the display, which has 176x208 pixels. This means that Standard and Night mode pictures will appear more detailed when viewed on a higher resolution screen, for example, a computer or when zoomed in Images.

Images and memory consumption

Your phone has approximately 6 MB (megabytes) of free memory for images, contact information, calendar, messages, and so on. See 'Shared

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memory', p. 20. Portrait pictures (always taken in High quality) are so small that they take up very little memory. Pictures taken using the High quality setting and those taken in Night mode take up the most memory.

If 1 MB of memory is used for images only, it would fit approximately 22 Normal quality pictures taken in Standard mode. In the table below, you can see approximately how many images would fit in 1 MB of memory.

	Image quality		
Picture type	Basic	Normal	High
Standard	55	22	15
Night	50	25	18
Portrait	-	-	>300

Viewing images

Pictures taken with the Camera are stored as images in the Gallery. See 'Gallery', p. 47.

Select an image from the list of images in the *Images* folder in the Gallery to start the image viewer and display the image.

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

Options when viewing an image: *Send*, *Set as wallpaper*, *Rotate*, *Zoom in*, *Zoom out*, *Full screen*, *Delete*, *Rename*, *View details*, *Add to 'Go to'*, *Help*, and *Exit*.

In the images thumbnail view:

1. Press or to move between the phone and memory card.
2. To browse the list of images, press and .
3. Press to open an image. When the image is open, you can see the name of the image.

You can view animated GIF files in the same way as other images.

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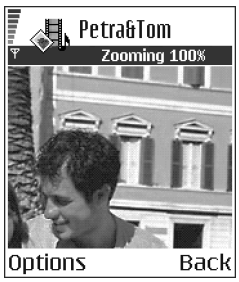
Zooming on a saved image



1. Select Options→ *Zoom in* or *Zoom out*. You can see the zooming ratio at the top of the display. See 'Keyboard shortcuts', p. 43.
2. Press to return to the initial view. The zooming ratio is not stored permanently.

If you zoom in on GIF animations while they are playing, the animation will freeze until normal zoom is resumed, when play will continue.

Full screen

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

Moving the focus

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

Keyboard shortcuts

- Rotate 90 degrees: 1 - anticlockwise, 3 - clockwise. The rotation status is not stored permanently.
- 5 - zoom in, 0 - zoom out, press and hold to return to the normal view.
- * - change between full screen and normal view.

Video recorder

Goto Menu→ Video recorder.

Note: Obey all local laws governing the taking of videos. Do not use this feature illegally.

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With the Video recorder you can record video clips, on your phone or on a memory card, if you use one. You can also send video clips that you have recorded.

Video recorder uses shared memory. See 'Shared memory', p. 20.

Options in the Video recorder main view: *Record*, *Go to Gallery*, *Settings*, *About product*, *Help*, and *Exit*.

Recording a video clip

You can record video clips up to 95 kB in size, which relates to approximately 10 seconds in duration, so that it can be conveniently sent as a multimedia message. Video clips are recorded in the 3GPP file format with the .3gp file extension.

- Open the Video recorder and press to start recording.
- To pause recording at any time, press . Press again, to resume recording.
- Press to zoom in on your subject before, or during, recording. Press to zoom out again.

The video clip is saved to either the phone's memory or the memory card, depending on the setting of your *Memory in use*. See 'Setting up your Video recorder', p. 44.

- To immediately play the video clip you just recorded, select **Options**→ *Play*.
- To play previously saved video clips, go to the Gallery. See 'Gallery', p. 47.

Options in Video recorder when you have recorded a clip: *Play*, *New video clip*, *Send*, *Rename*, *Delete*, *Go to Gallery*, *Settings*, *About product*, *Help*, and *Exit*.

Setting up your Video recorder

Use the following settings to define how videos are recorded.

- Select **Options**→*Settings* and choose:

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- *Image size* - Select *Small* or *Large*. *Large* reduces frame rate.
- *Audio* - Select *On* or *Off*. *On* reduces the maximum recording duration.
- *Default video name* - Define a default name.
- *Memory in use* - Select *Phone memory* or *Memory card*.

RealOne Player™

Go to Menu→ RealOne Player.

Note: Obey all local laws regarding video playback. Do not use this feature illegally.

With RealOne Player™, you can play local media files stored in the phone memory, or memory card, or stream media files over the air from a streaming link. The streaming link can be activated during a browsing session or stored in the phone memory, or memory card.

Media files are video, music or audio clips. Files with extensions .3gp, .amr, .mp4, .rm, .ram, .ra and .rv. are supported by RealOne Player.

RealOne Player does not necessarily support all file formats or all the variations of a file formats. For example, RealOne Player will attempt to open all .mp4 files. However, some .mp4 files may include content that is not compliant with 3GPP standards and, therefore, is not supported by this phone. In this case, the operation might fail and result in partial playback or in an error message.

RealOne Player uses shared memory. See 'Shared memory', p. 20.

Options in RealOne Player when a clip has been selected: *Play*, *Continue*, *Stop*, *Mute*, *Unmute*, *Clip details*, *Send*, *Settings*, *Help*, and *Exit*.

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Playing media files

- To play a media file stored in your phone's memory or memory card, select **Options**→ *Open* and:
  - *Most recent clips* - to play one of the last 6 files played in RealOne Player, or
  - *Saved clip* - to play a file saved in the Gallery. See 'Gallery', p. 47.

  Scroll to a file and press to play the file.
- To stream content over the air:
  - Select a streaming link saved in the Gallery. Before your live content begins streaming, your phone will connect to the site and load the file.
  - Open the link to a file in the browser.

To stream live content, you must first configure your default access point. See 'Access points', p. 83.

Note: Many service providers will require you to use an Internet access point (IAP) for your default access point. Other service providers allow you to use a WAP access point. Contact your service provider for more information.

Note: In RealOne Player, you can only open an rtsp:// URL address. You cannot open an http:// URL address, however RealOne Player will recognise an http link to a .ram file since a .ram file is a text file containing an rtsp link.

Shortcuts during play

When a media file is playing use the joystick to seek (move quickly through the media file), and to mute the sound, as follows:

Press and hold to seek forwards, or press and hold to seek backwards through the media file.

Press and hold until the indicator is displayed to mute the sound.

Press and hold until you see the indicator to turn on the sound.

Changing the settings

Select **Options**→ *Settings* then either *Video* or *Connection*.

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Press or to move between the different setting tabs for *Video* and *Connection*.

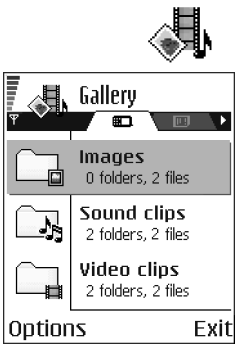
Select *Video* to change the following list of settings:

- *Contrast* - Open the slider view to change the contrast.
- *Repeat* - Choose *On* to have the playing video or audio file restart automatically once it has finished.

Select *Connection* to change the connection settings.

Gallery

Go to Menu→ Gallery.



Use the Gallery to store and organise your images, sound clips, and video clips, streaming links and RAM files.

Gallery uses shared memory. See 'Shared memory', p. 20.

Open the Gallery to see a list of the folders in the phone memory. Press to see the folders on the memory card, if you use one.

Select a folder *Images*, *Sound clips*, or *Video clips* (or other folder that you have created) and press to open it.

In the open folder you can see:

- an icon depicting the type of each file in the folder, or in the case of an image, a small thumbnail picture; a preview of the image,
- the name of the file,
- the date and time a file was saved, or the size of the file, and
- subfolders, if present.

Options: *Open* (folder or item), *Send*, *Delete*, *Create new*, *Move to folder*, *Copy to folder*, *New folder*, *Mark/Unmark*, *Edit*, *Rename*, *Gallery downloads*, *Image uploader*, *Receive via infrared*, *View details*, *Add to 'Go to'*, *Settings*, *Help*, and *Exit*.

You can browse, open, and create folders, mark, copy and move items to folders. See 'Actions common to all applications', p. 17.

Opening files

Select any file and press to open it. Each file will open in its corresponding application as follows:

- Images - open in the Image viewer. See 'Viewing images', p. 42.
- Sound clips - open and play in the Recorder application. See 'Recorder', p. 108.
- Video clips, RAM files, and streaming links - open and play in the RealOne Player application. See 'RealOne Player™', p. 45.
- Subfolders - open to display contents.

Other default folders

Picture messages folder

Use this folder to store pictures sent to you in picture messages.

- Select the folder *Images*→ *Picture msgs.*.

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

To save a picture that you have received in a picture message, go to **Messaging**→ *Inbox*, open the message, and select **Options**→ *Save picture*.

Wallpapers folder

Use this folder to store pictures that you want to use as background images.

- Select the folder *Images*→ *Wallpapers*.

Downloading files

To download files into the Gallery using the browser:

- Select **Options**→ *Gallery downloads* and choose from *Graphic downloads*, *Video downloads*, or *Sound downloads*. The browser opens and you can choose a bookmark for the site to download from. See 'Viewing bookmarks', p. 112.

To download files, you must first configure your default access point. See 'Access points', p. 83.

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Once items have been downloaded, the browser closes and the phone returns to the Gallery view.

Note: Many service providers will require you to use an Internet access point (IAP) for your default access point. Other service providers allow you to use a WAP access point. Contact your service provider for more information.

Uploading images to an image server (network service)

You can send your pictures to an image server to allow others to share your pictures online.

Note: You can only upload .JPG files to an image server.

Before you can upload images, you must enter the settings for the image server. See 'Set up the image server', p. 49. You can get these settings from your service provider.

1. Select **Options**→ *Image uploader*.
2. To begin an upload, mark the images, or the entire folder that you want to upload, and select *Upload*.
3. Enter a name for the folder on the image server that the images will be stored in and press .

Set up the image server

1. Select **Settings**→ *Image servers* and press . Fill in the details for each field. See 'Access points', p. 83.
2. Press .

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5. Messaging

Go to Menu→ Messaging.

In Messaging you can create, send, receive, view, edit, and organise:

- text messages,
- multimedia messages,
- e-mail messages, and
- smart messages, special text messages containing data.

Text messages and multimedia messages use shared memory. See 'Shared memory', p. 20.

You can also receive messages and data via an infrared or Bluetooth connection, receive service messages, cell broadcast messages, and send service commands.

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

When you open Messaging, you can see the *New 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 organising your messages into 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 'Viewing e-mail messages when online', p. 66. After you have defined settings for a new mailbox, the name given to that mailbox will replace *Mailbox* in the main view. See 'Settings for e-mail', p. 74.

Drafts - stores draft messages that have not been sent.

Sent - stores the last 15 messages that have been sent. You can change the number of messages to be saved . See 'Settings for the Other folder', p. 76.

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Note: Messages or data that have been sent via an infrared or Bluetooth connection are not saved in the Draft or Sent folders.

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* or *Multimedia 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 create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See 'Settings needed for e-mail', p. 60. See 'Settings needed for multimedia messaging', p. 58.

Messaging – General 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 in the 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, and that restrictions may apply to forwarding received messages.

Opening a received message

- When you receive a message, and the note *1 new message* is shown in 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 .

Adding a recipient to a message

When you create a message, there are several ways to add a recipient:

- add recipients from the Contacts directory. To open the Contacts directory, press or in the *To:* or *Cc:* fields, or select **Options**→ *Add recipient*. Scroll to a contact and press to mark it. You can mark several recipients at a time. Press **OK** to return to the message. The recipients are listed in the *To:* field and automatically separated with a semicolon (;).
- 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 'Copying text', p. 55.

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.

Writing text

You can key in text in two different ways, using the method traditionally used in mobile phones or another method called predictive text input.

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

Using traditional text input

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

- Press a number key (1 - 9), repeatedly until the desired character appears. Note that there are more characters available for a number key than are printed on the key.

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

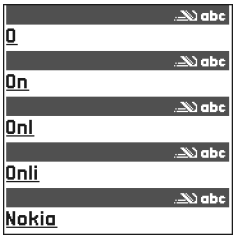
- To insert a number, press and hold the number key.

  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 then key in the letter.
- If you make a mistake, press C to remove a character. Press and hold C to clear more than one character.
- The most common punctuation marks are available under 1. Press 1 repeatedly to reach the desired punctuation mark.

  Press * to open a list of special characters. Use the joystick to move through the list and press Select to select a character. To insert multiple special characters, press 5 to select, scroll to the next character, press 5 again. Continue until you have entered all characters, and press Select to return to the message.
- To insert a space, press 0. To move the cursor to the next line, press 0 three times.
- To switch between upper and lower case, press #.

Using predictive text input

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



1. Write the desired word by pressing the keys 2 - 9. Press each key only once for one letter. The word changes after every key press.

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

6 mno for N, 6 mno for o, 5 jkl for k, 4 ghi for i, and 2 abc for a.

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 0 to insert a space. The underlining disappears and you can begin to write a new word.
   - If the word is not correct, you have the following options:
     - Press * repeatedly to view the matching words the dictionary has found one by one.
     - 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 the **?** character is shown 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 (max. 32 letters) using traditional text input, and press OK. 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 C.

Tips on using predictive text input

- To erase a character, press C. Press and hold C to clear more than one character.
- To change between the different character cases **Abc**, **abc**, and **ABC**, press #. Note that if you press # twice quickly 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 number mode, key in the numbers you want, and press OK.
- The most common punctuation marks are available under 1. Press 1 repeatedly to reach the desired punctuation mark.

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Press and hold * to open a list of special characters. Use the joystick to scroll through the list and press Select to select a character. Or press and select *Insert symbol*. To insert multiple special characters, press 5 jkl to select, scroll to the next character, press 5 jkl again. Continue until you have entered all characters, and press Select to return to the message.

Note: 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.

When a word has been entered with predictive text on, you can 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 .
- *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).
- *Off* - to turn off predictive text input for all editors in the phone.

Writing 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 0 to add a space.

Copying text

If you want to copy text to the clipboard, the following are the easiest methods:

1. To select letters and words, press and hold . At the same time, press or . As the selection moves, text is highlighted.

   To select lines of text, press and hold . At the same time press or .

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2. To end the selection, release pressing the joystick while still holding .
3. To copy the text to the clipboard, while still holding , press **Copy**.

   Or, release and then press it once to open a list of editing commands, for example, *Copy* or *Cut*.

   If you want to remove the selected text from the document, press .
4. To insert the text into a document, press and hold and press **Paste**.

   Or, press once and select *Paste*.

Editing options

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

- *Dictionary* (predictive text input),
- *Alpha mode* / *Number mode* (traditional text input),
- *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 symbol*, and
- *Writing language:* - changes the input language for all editors in the phone. See 'Phone settings', p. 78.

Creating and sending new messages

Note: When sending messages, your phone may display the word "*Sent*". This is an indication that the message has been sent by your phone to the message centre number programmed into your phone. 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.

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You can start to create a message in two ways:

- By selecting *New message*→ *Create:*→ *Text message*, *Multimedia message*, or *E-mail* in the Messaging main view, or
- 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.

Writing and sending text messages

Options in the text message editor: *Send*, *Add recipient*, *Insert*, *Delete*, *Check contacts*, *Message details*, *Sending options*, *Help*, and *Exit*.

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. Press to select recipient(s) 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.
3. Write the message. 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.
4. To send the message, select **Options**→ *Send* or press .

Note: Your phone supports the sending of 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 you more.

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Creating and sending picture messages

Your phone 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 *Images*→ *Picture messages* folder in the Gallery.

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

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

To send a picture message:

1. There are two possibilities, either:
   - Go to **Menu**→ **Gallery**→ *Images*→ *Picture messages* and select a picture to be sent. Select **Options**→ *Send*, or
   - Select **Messaging**→ *New message*→ *Create:*→ *Text message* and select **Options**→ *Insert*→ *Picture*.
2. Enter recipient information and add text.
3. Select **Options**→ *Send* or press .

Note: 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, images, video and sound clips.

Note: Multimedia messages can be used only if supported by your network operator or service provider. Only devices that offer multimedia messages or e-mail features can receive and display multimedia messages.

Settings needed for multimedia messaging

You may receive the settings as a smart message from your network operator or service provider. See 'Receiving smart messages', p. 64.

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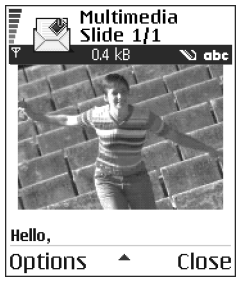
For availability of and subscription to data services, please contact your network operator or service provider.

- Go to **Messaging**→ **Options**→ *Settings*→ *Multimedia message*. Open *Access point in use* and select the access point you created. See 'Settings for multimedia messages', p. 73.

Creating multimedia messages

Note: When you are sending a multimedia message to any phone other than Nokia 6600, it is recommended to use a smaller image size and a sound clip that is no longer than 15 seconds. The default setting is *Image size*: *Small*. When you are sending a multimedia message to an e-mail address or another Nokia 6600, if possible, use the larger image size (network dependent). To change the setting, select **Messaging**→ **Options**→ *Settings*→ *Multimedia message*→ *Image size*→ *Large*.

Options in the multimedia message editor: *Send*, *Add recipient*, *New presentation*, *Insert*, *Remove*, *Move*, *Preview message*, *Objects*, *Delete*, *Check contacts*, *Message details*, *Sending options*, *Help*, and *Exit*.



1. In Messaging, select *New message*→ *Create:*→ *Multimedia message* and press .
2. Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To:* field. Add a semicolon (;) to separate each recipient. Press to move to the next field.
3. You can add the different objects of the multimedia message in any order you want.
   - To add an image, select **Options**→ *Insert*→ *Image* or *New image*.
   - To add a sound, select **Options**→ *Insert*→ *Sound clip* or *New sound clip*. When sound has been added, the icon is shown in the navigation bar.
   - To write text, press .
   - If you select *Insert*→ *Image*, *Sound clip*, or *Video clip*, a list of items opens. Scroll to the item you wish to add and press **Select**.

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Note: If you chose *Image*, *Sound clip*, or *Video clip*, first you need to select whether the image is stored in the phone's memory or the memory card, if one is used.

- If you select *Insert*→ *New image*, Camera opens and you can take a new picture. Press *Delete* to remove the picture and take another instead.
- If you select *Insert*→ *New sound clip*, Recorder opens and you can record a new sound. The sound is automatically saved and a copy is inserted in the message.

4. To add a new slide, select **Options**→ *Insert*→ *Slide*.
5. To send the message, select **Options**→ *Send* or press .

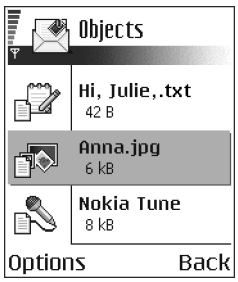
Important: Copyright protections may prevent some images, ringtones, and other content from being copied, modified, transferred or forwarded.

Removing an object from a multimedia message

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

Working with different 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.



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

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

E-mail

Settings needed for e-mail

Before you can send, receive, retrieve, reply to, and forward e-mail to a separate e-mail account, you must:

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- Configure an Internet access point (IAP) correctly. See 'Connection settings', p. 81.
- Define your e-mail settings correctly. See 'Settings for e-mail', p. 74.

Note: Follow the instructions given by your remote mailbox and Internet service provider.

Writing and sending e-mail messages

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

1. Select *New message*→ *Create:*→ *E-mail*. The editor opens.
2. Press to select the recipient(s) 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. Press to move to the next field.
3. Write the message. If you want to add an attachment to the e-mail, select **Options**→ *Insert*→ *Image*, *Sound clip*, *Video clip*, or *Note*. will appear in the navigation bar to indicate that the e-mail has an attachment. *Template* adds pre-written 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 where you can add, view, and remove attachments.

   Note: If you chose *Image*, first you need to select whether the image is stored in the phone's memory or the memory card, if one is used.
4. To remove an attachment, scroll to the attachment and select **Options**→ *Remove*.
5. To send the e-mail, select **Options**→ *Send* or press .

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

Note: E-mail messages are automatically placed in Outbox before sending. In case something goes wrong while the phone is sending the e-mail, the e-mail is left in Outbox with the status *Failed*.

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Inbox – receiving messages

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

Messages and data can be received via text message, multimedia message, an infrared connection, or a Bluetooth connection. When there are unread messages in Inbox, the icon changes to .

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

for an unread text message and for an unread smart message,

for an unread multimedia message,

for an unread service message,

for data received via infrared,

for data received via Bluetooth, and

for an unknown message type.

Options in different message viewers

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

- *Save picture* - saves the picture to the *Picture messages* folder in the Gallery.
- *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.

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- *Move to folder* / *Copy to folder* - allows you to move or copy message(s) to My folders, Inbox, or other folders you have created.
- *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 bookmark.

Viewing multimedia messages in Inbox

Multimedia message objects

Options in the Objects view: *Open*, *Save*, *Send*, *Call*, 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 phone or to send it, for example, via infrared to another device.

Important: Multimedia message objects may contain viruses or otherwise be harmful to your phone or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See 'Certif. management', p. 89.

Sounds in a multimedia message

Sound objects in a multimedia message are indicated by in the navigation bar.

- 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*.

Viewing a multimedia presentation

When you have received a multimedia message that includes a presentation, select *Play presentation*, the presentation will open and start.

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A multimedia message containing presentation content can still be viewed as a standard multimedia message.

Objects within the presentation may not start automatically. If, for example, a video does not play when the presentation starts, move to the video clip object using the joystick and press . All objects can be selected individually and opened.

Receiving smart messages

Your phone 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 messages* folder in the Gallery 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 the Gallery, select **Options**→ *Save*.
- *Operator logo* - to save the logo, select **Options**→ *Save*. The operator logo can now be seen in standby mode instead of the network operator's own identification.
- *Calendar entry* - to save the invitation to Calendar, select **Options**→ *Save to Calendar*.
- *Browser message* - to save the bookmark, select **Options**→ *Save to bookmarks*. The bookmark is added to the Bookmarks list in browser services.

  If the message contains both browser access point settings and bookmarks, to save the data select **Options**→ *Save all*. 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.

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- *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 synchronisation, 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*, or *Save to e-mail sett.*.

Service messages (network service)

You can order service messages (pushed messages) from service providers. Service messages can be notifications of, for example, news headlines and they may contain a text message or address of a browser service. For availability and subscription, contact your service provider.

Viewing service messages in Inbox

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

1. In Inbox, scroll to a service message ( ) and press .
2. To download or view the service, press **Download message**. The phone starts to make a data connection, if needed.
3. Press **Back** to return to Inbox.

Viewing service messages in the browser

When you are browsing, select **Options**→ *Read service msgs.* to download and view new service messages.

My folders

In My folders you can organise your messages into folders, create new folders, and rename and delete folders.

Templates folder

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

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Remote mailbox (network service)

When you open this folder, you can either connect to your remote mailbox to:

- retrieve new e-mail headings or messages, or
- view your previously retrieved e-mail headings or messages offline.

If you select *New message*→ *Create:*→ *E-mail* or *Mailbox* in the Messaging main view and you have not set up your e-mail account, you will be prompted to do so. See 'Settings needed for e-mail', p. 60.

When you create a new mailbox, the name you give to the mailbox automatically replaces *Mailbox* in the Messaging main view. You can have several mailboxes (max. six).

The Settings wizard program included in PC Suite for this phone can help you configure access point and mailbox settings. You can also copy existing settings, for example, from your computer to your phone. See the CD-ROM supplied in the sales package.

Opening 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 phone 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*.

Viewing e-mail messages when online

When you are online, you are continuously connected to a remote mailbox via a data call or a packet data connection. See 'Data connection indicators', p. 15. See 'GSM data calls', p. 81. See 'Packet data (General Packet Radio Service, GPRS)', p. 82.

Note: If you are using the POP3 protocol, e-mail messages are not updated automatically in online mode. To see the newest e-mail messages, you need to disconnect and then make a new connection to your mailbox.

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Viewing e-mail messages when offline

When you view e-mail messages offline, your phone is not connected to the remote mailbox. This mode may help you to save on connection costs. See 'GSM data calls', p. 81.

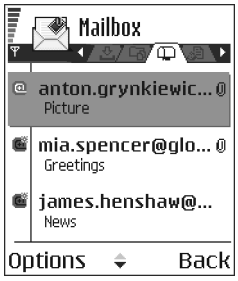
To view e-mail messages offline, you must first retrieve e-mail messages from your mailbox, see the next section.

You can continue reading the retrieved e-mail headings and/or the retrieved e-mail messages offline. You can write new e-mail messages, reply to the retrieved e-mail messages, and forward e-mail messages. You can order the e-mail messages to be sent the next time you connect to the mailbox. When you open *Mailbox* the next time and you want to view and read the e-mail messages offline, answer **No** to the *Connect to mailbox?* query.

Options when viewing e-mail headings: *Open*, *Create message*, *Connect* / *Disconnect*, *Reply*, *Retrieve e-mail*, *Delete*, *Message details*, *Mark as read*, *Sort by*, *Copy to folder*, *Mark/Unmark*, *Help*, and *Exit*.

Retrieving e-mail messages from the mailbox

- If you are offline, select **Options**→ *Connect* to start a connection to a remote mailbox.



The remote mailbox view is similar to the Inbox folder in Messaging. You can move up and down in the list by pressing or . The following icons are used to show the status of the e-mail:

- new e-mail (offline or online mode). The content has not been retrieved from the mailbox to your phone (the arrow in the icon is pointing outwards).

- new e-mail, the content has been retrieved from the mailbox (arrow pointing inwards).

- for e-mail messages that have been read.

- for e-mail headings that have been read and the message content has been deleted from the phone.

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1. When you have an open connection to a remote mailbox, select **Options**→ *Retrieve e-mail*→:
   - *New* - to retrieve all new e-mail messages to your phone.
   - *Selected* - to retrieve only the e-mail messages that have been marked. Use the *Mark/Unmark*→ *Mark* / *Unmark* commands to select messages one by one. See 'Actions common to all applications', p. 17.
   - *All* - to retrieve all messages from the mailbox.

   To cancel retrieving, press **Cancel**.
2. After you have retrieved the e-mail messages, you can continue viewing them online. Select **Options**→ *Disconnect* to close the connection and to view the e-mail messages offline.

Opening e-mail messages

Options when viewing an e-mail message: *Reply*, *Forward*, *Delete*, *Attachments*, *Message details*, *Move to folder* / *Copy to folder*, *Add to Contacts*, *Find*, *Help*, and *Exit*.

- When you are viewing e-mail messages either in online or offline mode, scroll to the e-mail you want to view and press to open it. If the e-mail message has not been retrieved (arrow in the icon is pointing outwards) and you are offline and select *Open*, you will be asked if you want to retrieve this message from the mailbox. The data connection is left open after the e-mail has been retrieved. Select **Options**→ *Disconnect* to end the data connection.

Disconnecting from mailbox

When you are online, select **Options**→ *Disconnect* to end the data call or GPRS connection to the remote mailbox. See 'Data connection indicators', p. 15.

Viewing e-mail attachments

Options in the Attachments view: *Open*, *Retrieve*, *Save*, *Send*, *Delete*, *Help*, and *Exit*.

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- Open a message that has the attachment indicator and select Options→ *Attachments* to open the Attachments view. In the Attachments view, you can retrieve, open, or save attachments, in supported formats. You can also send attachments, via infrared or Bluetooth.

Important: E-mail attachments may contain viruses or otherwise be harmful to your phone or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See 'Certif. management', p. 89.

Retrieving attachments to the phone

- If the attachment has a dimmed indicator, it has not been retrieved to the phone. To retrieve the attachment, scroll to it and select Options→ *Retrieve*.

Note: If your mailbox uses the IMAP4 protocol, you can decide whether to retrieve e-mail headings only, messages only, or messages and attachments. With the POP3 protocol, the options are e-mail headings only or messages and attachments. See 'Settings for e-mail', p. 74.

Opening an attachment

1. In the Attachments view, scroll to an attachment and press to open it.
   - If you are online, the attachment is retrieved directly from the server and opened in the corresponding application.
   - If you are offline, the phone asks if you want to retrieve the attachment to the phone. If you answer *Yes*, a connection to the remote mailbox is started.
2. Press Back to return to the e-mail viewer.

Saving attachments separately

To save an attachment, select Options→ *Save* in the Attachments view. The attachment is saved in the corresponding application. For example, sounds can be saved in the Gallery, and text files (.TXT) in Notes.

Note: Attachments, such as images, can be saved on the memory card, if one is used.

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Deleting e-mail messages

- To delete an e-mail from the phone while still retaining it in the remote mailbox:

  Select **Options**→ *Delete*→ *Phone only*.

Note: The phone mirrors the e-mail headings in the remote mailbox. So, although you delete the message content, the e-mail heading stays in your phone. If you want to remove the heading as well, you have to first delete the e-mail message from your remote mailbox and then make a connection from your phone to the remote mailbox again to update the status.

- To delete an e-mail from both the phone and the remote mailbox:

  Select **Options**→ *Delete*→ *Phone and server*.

Note: If you are offline, the e-mail will be deleted first from your phone. During the next connection to the remote mailbox, it will be automatically deleted from the remote mailbox.
If you are using the POP3 protocol, messages marked to be deleted are removed only after you have closed the connection to the remote mailbox.

Undeleting e-mail messages when offline

To cancel deleting an e-mail from both the phone and server, scroll to an e-mail that has been marked to be deleted during the next connection ( ), and select **Options**→ *Undelete*.

Outbox

Outbox is a temporary storage place for messages that are waiting to be sent.

Status of the messages in Outbox:

- *Sending* - A connection is being made and the message is being sent.
- *Waiting* / *Queued* - For example, if there are two similar types of messages in Outbox, one of them is waiting until the first one is sent.
- *Resend at* (time) - Sending has failed. The phone will try to send the message again after a time-out period. Press *Send* if you want to restart the sending immediately.
- *Deferred* - You can set documents to be 'on hold' while they are in Outbox. Scroll to a message that is being sent and select **Options**→ *Defer sending*.

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- *Failed* - The maximum number of sending attempts has been reached. If you were trying to send a text message, open the message and check that the Sending settings are correct.

Viewing messages on a SIM card

In the Messaging main view, select Options→ *SIM messages*.

Before you can view SIM messages, you need to copy them to a folder in your phone. See 'Actions common to all applications', p. 17.

Cell broadcast (network service)

In the Messaging main view, select Options→ *Cell broadcast*.

You may be able to receive messages on various topics, such as weather or traffic conditions from your service provider. For available topics and relevant topic numbers, contact your service provider. In the main view you can see:

- the status of the topic: - for new, subscribed messages and - for new, unsubscribed messages.
- the topic number, topic name, and whether it has been flagged ( ) for follow-up. You will be notified when messages belonging to a flagged topic have arrived.

Options in Cell broadcast: *Open*, *Subscribe* / *Unsubscribe*, *Hotmark* / *Unhotmark*, *Topic*, *Settings*, *Help*, and *Exit*.

Note: A packet data (GPRS) connection may prevent cell broadcast reception. Contact your network operator for the correct GPRS settings. See 'Packet data (General Packet Radio Service, GPRS)', p. 82.

Service command editor

In the Messaging main view, select Options→ *Service commands*.

You can send service requests, such as activation commands for network services (also known as USSD commands), to your service provider. For more information, contact your service provider. To send a request:

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- in standby mode or when you have an active call, key in the command number(s) and press Send, or
- if you need to enter letters as well as numbers, select Messaging→ Options→ *Service commands*.

Messaging settings

The Messaging settings have been divided into groups according to the different message types.

Settings for text messages

Go to Messaging and select Options→ *Settings*→ *Text message* to open the following list of settings:

- *Message centres* - Lists all the message centres that have been defined.

  Options when editing message centre settings: *New msg. centre*, *Edit*, *Delete*, *Help*, and *Exit*.

- *Msg. centre in use* (Message centre in use)- Defines which message centre is used for delivering text messages and smart messages such as picture messages.
- *Receive report* (delivery report)- When this network service is set to *Yes*, the status of the sent message (*Pending*, *Failed*, *Delivered*) is shown in the Reports.
- *Message validity* - If the recipient of a message cannot be reached within the validity period, the message is removed from the message service centre. Note that the network must support this feature. *Maximum time* is the maximum amount of time allowed by the network.
- *Message sent as* - The options are *Text*, *Fax*, *Paging*, and *E-mail*. For further information, contact your network operator.

  Note: Change this option only if you are sure that your message centre is able to convert text messages into these other formats.

- *Preferred connection* - You can send text messages via the normal GSM network or via GPRS, if supported by the network. See 'Packet data (General Packet Radio Service, GPRS)', p. 82.

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- *Reply via same ctr.* (network service) - By setting this option to *Yes*, if the recipient replies to your message, the return message is sent using the same message service centre number. Note that this may not work between all operators.

Settings for multimedia messages

Go to **Messaging** and select **Options**→ *Settings*→ *Multimedia message* to open the following list of settings:

- *Access point in use* (**Must be defined**) - Select which access point is used as the preferred connection for the multimedia message centre. See 'Settings needed for multimedia messaging', p. 58.

Note: If you receive multimedia message settings in a smart message and save them, the received settings are automatically used for the Access point. See 'Receiving smart messages', p. 64.

- *Multimedia reception* - Select:

  Only in home net. - if you want to receive multimedia messages only when you are in your home network. When you are outside your home network, multimedia message reception is turned off.

  Always on - if you always want to allow the reception of multimedia messages.

  Off - if you do not want to receive multimedia messages or advertisements at all.

Important:

  - If the settings *Only in home net.* or *Always on* have been selected, your phone can make an active data call or GPRS connection without your knowledge.

- *On receiving msg.* - Select:

  Retr. immediately - if you want the phone to try to retrieve multimedia messages instantly. If there are messages with Deferred status, they will be retrieved as well.

  Defer retrieval - if you want the multimedia messaging centre to save the message to be retrieved later. When you want to retrieve the message, set *On receiving msg.* to *Retr. immediately*.

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Reject message - if you want to reject multimedia messages. The multimedia message centre will delete the messages.

- *Allow anon. messages* - Select *No*, if you want to reject messages coming from an anonymous sender.
- *Receive adverts* - Define whether you want to allow reception of multimedia message advertisements or not.
- *Receive report* - Set to *Yes*, if you want the status of the sent message (*Pending*, *Failed*, *Delivered*) to be shown in the Reports.
- *Deny report sending* - Choose *Yes*, if you do not want your phone to send delivery reports of received multimedia messages.
- *Message validity* (network service) - If the recipient of a message cannot be reached within the validity period, the message is removed from the multimedia message centre. *Maximum time* is the maximum amount of time allowed by the network.
- *Image size* - Define the size of the image in a multimedia message. The options are: *Small* (max. of 160*120 pixels) and *Large* (max. 640*480 pixels).
- *Default speaker* - Choose *Loudspeaker* or *Handset*, depending on whether you want the sounds in a multimedia message to be played through the loudspeaker or the earpiece. See 'Loudspeaker', p. 19.

Settings for e-mail

Go to **Messaging** and select **Options**→ *Settings*→ *E-mail*.

Open *Mailbox in use* to select which mailbox you want to use.

Settings for Mailboxes

Options when editing e-mail settings: *Edit*, *New mailbox*, *Delete*, *Help*, and *Exit*.

Select *Mailboxes* to open a list of mailboxes that have been defined. If no mailboxes have been defined, you will be prompted to do so. The following list of settings is shown (this information is available from your e-mail service provider):

- *Mailbox name* - Write a descriptive name for the mailbox.

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- *Access point in use* (**Must be defined**) - The Internet access point (IAP) used for the mailbox. Choose an IAP from the list. See 'Connection settings', p. 81.
- *My e-mail address* (**Must be defined**) - Write the e-mail address given to you by your service provider. The address must contain the @ character. Replies to your messages are sent to this address.
- *Outgoing mail server:* (**Must be defined**) - Write the IP address or host name of the computer that sends your e-mail.
- *Send message* (network service) - Define how e-mail is sent from your phone. *Immediately* - A connection to the mailbox is started immediately after you have selected *Send*. *During next conn.* - E-mail is sent when you connect to your remote mailbox the next time.
- *Send copy to self* - Select *Yes* to save a copy of the e-mail to your remote mailbox and to the address defined in *My e-mail address*.
- *Include signature* - Select *Yes* if you want to attach a signature to your e-mail messages and to start to write or edit a signature text.
- *User name:* - Write your user name, given to you by your service provider.
- *Password:* - Write your password. If you leave this field blank, you will be prompted for the password when you try to connect to your remote mailbox.
- *Incoming mail server:* (**Must be defined**) - The IP address or host name of the computer that receives your e-mail.
- *Mailbox type:* - Defines the e-mail protocol your remote mailbox service provider recommends. The options are *POP3* and *IMAP4*.

  Note: This setting can be selected only once and cannot be changed if you have saved or exited from the mailbox settings.
- *Security* - Used with the POP3, IMAP4, and SMTP protocols to secure the connection to the remote mailbox.
- *APOP secure login* - Used with the POP3 protocol to encrypt the sending of passwords to the remote e-mail server. Not shown if IMAP4 is selected for *Mailbox type:*.
- *Retrieve attachment* (not shown if the e-mail protocol is set to POP3) - To retrieve e-mail with or without attachments.

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- *Retrieve headers* - To limit the number of e-mail headers you want to retrieve to your phone. The options are *All* and *User defined*. Used with the IMAP4 protocol only.

Settings for service messages

When you go to **Messaging** and select **Options**→ *Settings*→ *Service message*, the following list of settings opens:

- *Service messages* - Choose whether or not you want to allow reception of service messages.
- *Authentic. needed* - Choose if you want to receive service messages only from authorised sources.

Settings for Cell broadcast

Check with your service provider whether Cell broadcast is available and what the available topics and related topic numbers are. Go to **Messaging**→ **Options**→ *Settings*→ *Cell broadcast* to change the settings:

- *Reception* - *On* or *Off*.
- *Language* - *All* allows you to receive cell broadcast messages in every possible language. *Selected* allows you to choose in which languages you wish to receive cell broadcast messages. If the language you prefer could not be found in the list, select *Other*.
- *Topic detection* - If you receive a message that does not belong to any of the existing topics, *Topic detection*→ *On* allows you to save the topic number automatically. The topic number is saved to the topic list and shown without a name. Choose *Off* if you do not want to save new topic numbers automatically.

Settings for the Other folder

Go to **Messaging** and select **Options**→ *Settings*→ *Other* to open the following list of settings:

- *Save sent messages* - Choose if you want to save a copy of every text message, multimedia message, or e-mail that you have sent to the Sent items folder.

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- *No. of saved msgs.* - Define how many sent messages will be saved to the Sent items folder at a time. The default limit is 20 messages. When the limit is reached, the oldest message is deleted.
- *Memory in use* - Define the memory store. Choices are phone's memory or memory card, if one is used.

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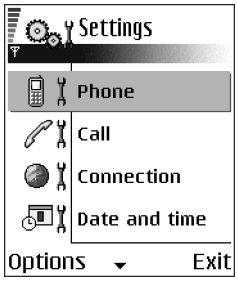
6. Tools

Settings

Changing general settings

Go to Menu→ Tools→ Settings.



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

You may be able to receive some settings from your service provider in a short message. See 'Receiving smart messages', p. 64.

Phone settings

General

- *Phone language* - You can change the language for the display texts in your phone. This change may also affect the format used for date and time and the separators used, for example, in calculations. There are three languages installed in your phone. If you select *Automatic*, the phone selects the language according to the information on your SIM card. After you have changed the display text language, you must restart the phone.

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

- *Writing language* - You can change the writing language of your phone permanently. Changing the language affects:

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  - the characters available when you press any key (1 - 9),
  - the predictive text dictionary used, and
  - the special characters that are available when you press the * and 1 keys.
- *Dictionary* - To set predictive text input *On* or *Off* for all editors in the phone. Select a language for entering predictive text from the list available. You can also change this setting when you are in an editor. Press and select *Dictionary*→ *Dictionary on* or *Off*.
- *Welcome note or logo* - The welcome note or logo is displayed briefly each time you switch on the phone. Select *Default* if you want to use the default image or animation. Select *Text* to write a welcome note (max. 50 letters). Select *Image* to select a photo or picture from the Gallery.
- *Orig. phone settings* - You can reset some of the settings to their original values. To do this, you need the lock code. See 'Security', p. 87. After resetting the settings, the phone may take a longer time to power on. All documents and files that you have created are left as they are.

Standby mode

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

Note: You can only have shortcuts to pre-installed applications and functions.

Display

- *Screen saver timeout* - The screen saver is activated when the screen saver time-out 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.

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Call settings

Send my caller ID (network service)

- 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.

Call waiting (network service)

- 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 phone will make a maximum of ten attempts to connect the call after an unsuccessful call attempt. Press to stop automatic redialling.

Summary after call

- Activate this setting if you want the phone to briefly display the duration of the last call.

Speed dialling

- Select *On* and the numbers assigned to the speed dialling keys (2 abc - wxyz 9) can be dialled by pressing and holding the key. See 'Assigning speed dialling keys', p. 31.

Anykey answer

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

Line in use (network service)

- This setting is shown 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 for making calls and sending short 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.