INSTRUCTION MANUAL

A preliminary draft copy of the Users Manual follows:

EXHIBIT 8

Motorola T720
CDMA R2.1
Mobile Phone User's Guide

FCC Submission Draft

February 18, 2002

Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola T720 wireless phone.

Headset Jack
Insert headset accessory for hands-free use.

Earpiece

Display

Menu Key

Left Soft Key
Perform functions identified by left display prompt.

Status Light
See incoming call and service status.

Right Soft Key
Perform functions identified by right display prompt.

Power Key & End Key
Turn phone on and off, end phone calls, exit menu system.

Voice Key
Record voice notes, phonebook and shortcut names.

Volume Keys
Adjust earpiece and ringer volume.

Send Key
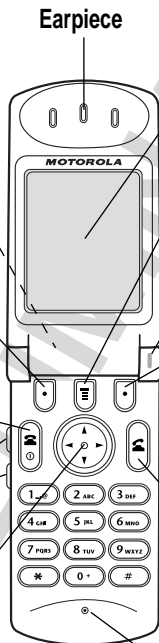Send and answer calls, view recent dialed calls list.

4-Way Navigation Key
Scroll through menus and lists, set feature values.

Accessory Connector Port
Insert charger and phone accessories.

Microphone

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Personal Communications Sector
600 North U.S. Highway 45
Libertyville, Illinois 60048

1-800-331-6456 (United States)
1-888-390-6456 (TTY/TDD United States)
1-800-461-4575 (Canada)

www.motorola.com (United States)
www.motorola.ca (Canada)

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Menu Map

Main Menu

- **Recent Calls**
  - Received Calls
  - Dialed Calls
  - Notepad
  - Call Times
- **Phonebook**
- **Picture Viewer**
- **Datebook**
- **Quick Dial**
- **Radio**
- **Chat**
- **Messages**
  - Inbox
  - Create Msg
  - Voicemail
  - Email Msgs
  - Browser Alerts
  - Quick Notes
  - Outbox
  - Drafts
- **Ring Styles**
  - Style
  - *Style* Detail
  - My Tones
- **Shortcuts**
- **Voice Notes**
- **Browser**
- **My Java Apps**
- **Calculator**
- **Games**
- **Settings**
  (see next page)

Note: This is the standard phone menu layout. You or your service provider may have changed the menu layout or changed some feature names. Not all features may be available for all users.

For example, the **Radio** feature on the main menu (left) is displayed only when the optional FM Stereo Radio Headset accessory is plugged into the accessory connector port on your phone (see phone illustration, page 1).

Shortcuts
Change display zoom: Press ▣, then press and hold ▣
Display my phone number: Press ▣ ⌗
Dial voicemail number: Press and hold ①ₒ
Go to dialed calls list: Press ◖
Exit menu system: Press ⊚

Settings Menu

- **Phone Status**
  - My Tel. Number
  - Active Line
  - Battery Meter
  - Other Information
- **Connection**
  - Incoming Call
- **In-Call Setup**
  - In-Call Timer
  - Answer Options
- **Security**
  - Phone Lock
  - Lock Application
  - Restrict Calls
  - New Passwords
- **Java Tools**
  - Java App Loader
  - Java System
  - Network Access

- **Other Settings**
  - Personalize
    - Main Menu
    - Keys
    - Greeting
    - Banner
    - Wallpaper
    - Screen Saver
    - Quick Dial
  - Initial Setup
    - Time and Date
    - Auto PIN Dial
    - Auto Redial
    - Backlight
    - Status Light
    - Zoom
    - TTY Setup
    - Scroll
    - Animation
    - Language
    - Contrast
    - DTMF
    - Master Reset
    - Master Clear
  - Network
  - Car Settings
  - Headset

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About This Guide

This user guide introduces you to the many features in your Motorola wireless phone.

Navigating To a Menu Feature

You can access many of your phone's features through the menu system. This guide shows you how to navigate to a specific menu feature as follows:

Find the Feature　　　$\boxdot$ > **Messages**
　　　　　　　　　　　　　> **Text Msgs**

The > symbol means that you should scroll to and select the feature. This example shows that you must press $\boxdot$, scroll to and select **Messages**, then scroll to and select **Text Msgs**.

Optional Features

Features marked with this label are optional network and/or subscription-dependent features. These features may not be offered by all service providers in all geographical areas. Contact your service provider for more information.

Optional Accessories

Features marked with this label require the use of an optional Motorola Original™ accessory.

Safety and General Information

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

The information provided in this document supersedes the general safety information contained in user guides published prior to July 2000. For information regarding radio use in a hazardous atmosphere please refer to the Factory Mutual (FM) Approval Manual Supplement or Instruction Card, which is included with radio models that offer this capability.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

RF Operational Characteristics

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits radio frequency (RF) energy. The phone operates in the frequency range of 824 MHz to 849 MHz in analog and digital mode and 1851.25 MHz to 1908.75 MHz in digital mode.

When you communicate with your phone, the system handling your call controls the power levels at which your phone transmits. The output power level typically may vary over a

range from _____ watts to _____ watts in analog mode and
_____ watts to _____ watts in digital mode.

Exposure To Radio Frequency Energy

Your Motorola phone is designed to comply with the following
national and international standards and guidelines regarding
exposure of human beings to radio frequency electromagnetic
energy:

- United States Federal Communications Commission,
  Code of Regulations; 47 CFR part 2 sub-part J

- American National Standards Institute (ANSI) / Institute
  of Electrical and Electronic Engineers (IEEE) C95.
  1-1992

- Institute of Electrical and Electronic Engineers (IEEE)
  C95.1-1999 Edition

- National Council on Radiation Protection and
  Measurements (NCRP) of the United States, Report
  86, 1986

- International Commission on Non-Ionizing Radiation
  Protection (ICNIRP) 1998

- Ministry of Health (Canada) Safety Code 6. Limits of
  Human Exposure to Radiofrequency Electromagnetic
  Fields in the Frequency Range from 3 kHz to 300 GHz,
  1999

- Australian Communications Authority
  Radiocommunications (Electromagnetic
  Radiation-Human Exposure) Standard 1999

To assure optimal phone performance and make sure human
exposure to radio frequency electromagnetic energy is within

the guidelines set forth in the above standards, always adhere to the following procedures:

Portable Phone Operation and EME Exposure

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the phone and may violate FCC regulations.

Do NOT hold the antenna when the phone is in use. Holding the antenna affects call quality and may cause the phone to operate at a higher power level than needed.

Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone. **Speak directly into the microphone.**

Body-Worn Operation

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

Data Operation

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

Approved Accessories

For a list of approved Motorola accessories, visit our website at www.mot.com.

Electromagnetic Interference/Compatibility

Note: Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed, or otherwise configured for electromagnetic compatibility.

Facilities

To avoid electromagnetic interference and/or compatibility conflicts, turn off your phone in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.

Aircraft

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

Medical Devices

Pacemakers

The Advanced Medical Technology Association recommends that a minimum separation of 6 inches (15 centimeters) be

maintained between a handheld wireless phone and a pacemaker. These recommendations are consistent with the independent research by, and recommendations of, the United States Food and Drug Administration.

Persons with pacemakers should:

- ALWAYS keep the phone more than six inches (15 centimeters) from your pacemaker when the phone is turned ON.

- NOT carry the phone in the breast pocket.

- use the ear opposite the pacemaker to minimize the potential for interference.

- turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

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

Other Medical Devices

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

Safety and General Use While Driving

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

When using your phone while driving, please:

- give full attention to driving and to the road.

- use hands-free operation, if available.

- pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

For Vehicles With an Air Bag

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

Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless the phone is a model specifically identified as being "Intrinsically Safe." Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

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

Operational Cautions

Antennas

Do not use any portable phone that has a damaged antenna. If a damaged antenna comes into contact with your skin, a minor burn can result.

Batteries

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains touches exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.

ITC01-101

Getting Started

What's in the Box?

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

To purchase Motorola Original™ accessories, contact the Motorola Customer Call Center at 1-800-331-6456 in the United States or 1-800-461-4575 in Canada.

Installing the Battery

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

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

Do This

1 Remove the battery from its protective clear plastic case.

Do This

2 If the phone's battery door is in place, slide down the release latch and lift the door off of the phone.

Release latch
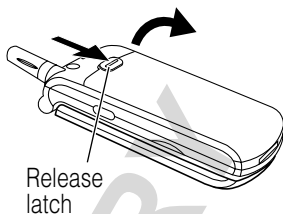
3 Insert the battery, printed arrows first, into the battery compartment and push down.
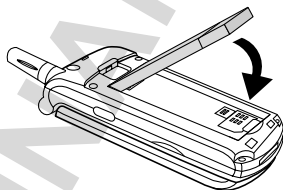
4 Insert the teeth at the bottom of the battery door into the slot at the base of the phone, then push the door down and snap it into place.
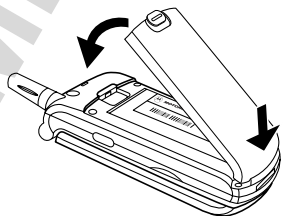
Charging the Battery

New batteries are shipped partially charged. Before you can use your phone, you need to install and charge the battery, as indicated by the following instructions. Some

batteries perform best after several full charge/discharge cycles.

Do This

1   Plug the travel charger into your phone with the release tab facing up.
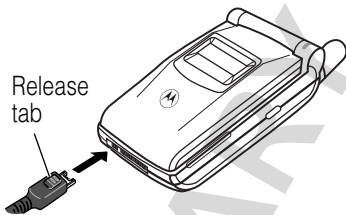
Release tab

2   Plug the other end of the travel charger into the appropriate electrical outlet.

3   When your phone indicates that the battery is fully charged (Charge Complete), press the release tab and remove the travel charger.

Note: When you charge the battery, the battery level indicator in the upper right corner of the display shows how much of the charging process is complete.

Replacing the Convertible Cover

You can replace the top cover on your flip phone to personalize its appearance.

Optional Accessory

Your phone is designed to be used only with Motorola Original accessories. See your Motorola retailer for new or replacement covers.

Do This	
1 Insert your fingernail into the slot at the base of the flip cover, then pull up and lift the cover off the phone	
2 Insert the tabs on the top edge of the new cover into the slots at the top of the flip, then push the cover down and snap it into place.	
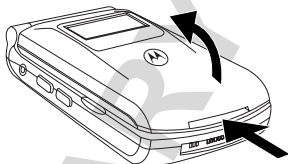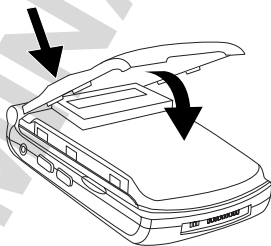
Turning Your Phone On

Do This	To
1 Open your phone	expose the keypad
2 Press and hold $\boxed{\circ}$	turn on your phone

Power key

Getting Started
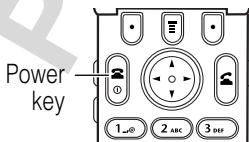
Do This	To
3 If necessary, enter your four-digit unlock code and press OK (⊡)	unlock your phone
	The unlock code is originally set to 1234. Your service provider may change this number before you receive your phone.

Sending a Call

To call a number, your phone must be unlocked and have a network connection with adequate signal strength.

Do This	To
1 Extend the antenna	optimize signal reception
2 Press the keypad keys	dial the phone number
	Tip: If you make a mistake, press DELETE (⊡) to delete the last digit, or press and hold DELETE (⊡) to clear all digits.
3 Press ⌁	send the call

Note: You can make an emergency call even when the phone is locked. See page 34.

Ending a Call

Press	To
⊙⊙	end the call

Receiving a Call

To receive a call, your phone must have a network connection with adequate signal strength. If your phone is locked, you must unlock it to answer the call.

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

Press	To
🔄 or ANSWER (◻)	answer the call

Displaying Your Phone Number

From the idle display:

Press	To
🗐 ⌗	see your phone number

About Your Phone

See page 1 for a basic phone diagram.

Display

Some phone functions must be performed from the *idle display*, the standard display that you see when you are *not* on a call or using the menu.

Phone status indicators appear at the top of the idle display, along with the name of your service provider, and the current time.

Use the 4-way navigation key ($\odot$) to select a feature represented by the icons in the center of the idle display, or press $\textcircled{\scriptsize{=}}$ to enter the main menu.

Labels at the bottom corners of the display show the current soft key functions.

❸ In Use Indicator
❹ Roam Indicator
❺ Message Waiting Indicator
❻ Voice Message Waiting Indicator

❷ Digital/ Analog Signal Indicator

❶ Signal Strength Indicator

Clock

Phonebook

Messages

Micro-Browser

❼ Battery Level Indicator

❽ Active line Indicator

❾ Ring Style Indicator

Datebook

❿ Menu Indicator

Soft Key Labels

Service Provider Name

4:00pm

SETTING SHORTCUT
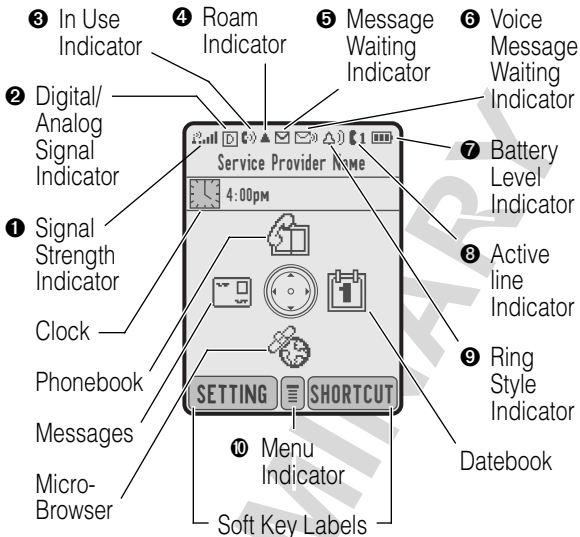
❶ Signal Strength Indicator Vertical bars show the strength of the network connection. You cannot send or receive calls when the ▪ (no signal) indicator is displayed.

❷ Digital (▯) or Analog (▯) Signal Indicators Your service provider may use one or both indicators to show whether you are receiving a digital or analog signal.

❸ In Use Indicator Shows that a call is in progress.

❹ Roam Indicator Shows that your phone is seeking or using another network system outside your home network.

About Your Phone

❺ Message Waiting Indicator Appears when you receive a text message.

❻ Voice Message Waiting Indicator Appears when you receive a voicemail message.

❼ Battery Level Indicator Vertical bars show the amount of charge left in your battery. Recharge the battery as soon as possible when your phone displays `Low Battery` and you hear the low battery alert.

❽ Active Line Indicator Shows the current active line.

❾ Ring Style Indicator Shows the current selected ring style. The default setting is a ringer.

  $\triangle$) = loud ring $\triangle$» = soft ring

  ⌀d⌀ = vibrate   ⌀$\triangle$ = ring and vibrate

  $\triangle^z_z$ = silent

❿ Menu Indicator Indicates that you can press ⊟ to enter the main menu or open a feature sub-menu.

Changing the Zoom Setting

You can set your phone's display to show nine lines or seven lines of text plus soft key labels. Nine lines of text display more information, while seven lines increase text size.

To change the display view, press ⊙ once, then press and hold ⊙ again within two seconds of the first press.

You can also adjust the zoom setting from the menu. See page 66.

Status Light

The status light shows when you have an incoming call or message, or when your phone is *roaming* (using a non-home system). The light changes color to indicate different conditions:
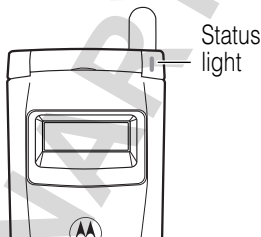
Status light

Indication	Status
alternating red/green	incoming call
flashing green	in service, home system
flashing yellow	roaming, non-home system
flashing red	no service

Note: You can turn off the status light to increase your phone's *standby time*, the length of time that your phone's battery retains power when the phone is turned on but is not in use. To turn off the status light, see page 66.

Volume Keys

Use the upper and lower
volume keys to adjust
your phone's earpiece
and ringer volume.

Volume
keys

When	Press	To
you are in a call	volume keys	increase or decrease earpiece volume
the idle display is showing (with flip opened)	volume keys	increase or decrease ringer volume

External Display

When the flip is closed, the external display shows the time
and date. It also displays messages to notify you of events
(like incoming calls) that need your attention.

4-Way Navigation Key

4-way
navigation
key

The 4-way navigation
key functions as a
joystick that you can use to navigate the menu system,
change feature settings, and play games.
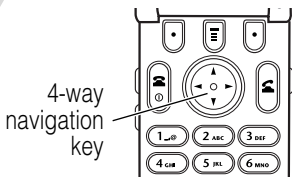
Tip: Down and up are your primary movements within menus. Move left and right to change feature settings, navigate the datebook, and edit text.

Battery Use

Battery performance depends on many factors, including your wireless carrier's network configuration; signal strength; the temperature at which you operate your phone; the features and/or settings you select and use; and your voice, data, and other application usage patterns.

Battery Care

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

To maximize your battery's performance:

- Always use Motorola Original™ batteries and battery chargers. The phone warranty does not cover damage caused from using non-Motorola batteries and/or battery chargers.

- New batteries or batteries that have been stored for long periods of time may require a longer charge time.

- Maintain the battery at or near room temperature when charging.

  - Do not expose batteries to temperatures below - 10°C (14°F) or above 45°C (113°F). Always take your phone with you when you leave your vehicle.

  - When you do not intend to use a battery for a while, store it uncharged in a cool, dark, dry place, such as a refrigerator.

- Over extended periods of time, batteries gradually wear down and require longer charging times. This is normal. If you charge your battery regularly and notice a decrease in talk time or an increase in charging time, then it is probably time to purchase a new battery.

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

Extending Battery Life

- **Talk less or send fewer messages**
  It's simple, but the more you talk or send messages, the more battery power you use.

- **Turn off your status light**
  The status light uses power. To turn it off, see page 66.

- **Turn off your display backlight**
  The backlight uses power, too. To turn it off, see page 66.

- **Avoid keypad-intense functions**
  Activities that require intensive keystroke use (such as playing a game or using messaging) reduce your phone's talk and standby time.

- **Spend less time on the Internet**
  Using your phone's Internet micro-browser reduces the phone's talk and standby time.

Sending and Receiving Calls

For basic instructions on how to send a call, end a call, and receive a call, see pages 23–24.

Redialing a Number

If you hear an ordinary busy signal:

Press	To
1	hang up
2	redial the busy number

Using Automatic Redial

If the network is busy, you hear a fast busy signal, and your phone displays `Call Failed`.

With automatic redial, your phone automatically repeats the call attempt for four minutes. When the call goes through, your phone rings or vibrates one time, displays `Redial Successful`, and then connects the call.

You must turn on automatic redial to use the feature. See the "Auto Redial" option on page 66.

When automatic redial is turned off, you can manually activate the feature to redial a phone number. When you hear a fast busy signal and see Call Failed:

Press	To
$\odot$ or RETRY ($\boxdot$)	activate automatic redial

Caller ID

The *calling line identification* (caller ID) feature displays the caller's phone number for incoming calls.

If the caller's name is stored in your phonebook, the phone displays the name. If caller ID information is not available, the phone displays Incoming Call.

Returning an Unanswered Call

Your phone keeps a record of your unanswered calls, and displays:

- the $\boxed{I}$ (missed call) indicator
- X Missed Calls Y Unknown, where X is the total number of missed calls and Y is the number of missed calls with no caller ID information

Press	To
1 VIEW ($\boxdot$)	see the received calls list
2 $\odot$	select a call to return
3 $\odot$	send the call

Dialing an Emergency Number

Your service provider programs one or more emergency phone numbers, such as 911, that you can call under any circumstances, even when your phone is locked.

Note: Emergency numbers vary by country. Your phone's emergency number(s) may not work in all locations.

	Press	To
1	keypad keys	dial the emergency number
2	[icon]	call the emergency number

Terminating an Incoming Call

While the phone is ringing or vibrating:

Press	To
[icon] or IGNORE ([icon])	cancel the incoming call

Depending on your phone settings and the type of subscription you have with your service provider, the call may be forwarded to another number, or the caller may hear a busy signal.

Dialing With Speed Dial

Each entry you store in your phonebook is assigned a unique *speed dial* number. To speed dial a phonebook entry:

| Press		To
1	keypad keys	enter the speed dial number for the entry you want to call
2	#	submit the number
		Note: Some networks let you skip this step for speed dial numbers 1 through 99.
3	⎡⎤	call the entry

Dialing With One-Touch Dial

To call phonebook entries 1 through 9, just press and hold the one-digit speed dial number for one second.

It is recommended that you reserve phonebook entry 1 (speed dial number 1) for storing and dialing your voicemail. In many cases, your service provider has already done this for you. For more information, see page 100.

Dialing a Number In a Text Message

To dial a phone number embedded in a text message that you receive:

Press	To
1 🗐	open the Text Msg Menu
2 💠	scroll to Call Back
3 SELECT (◻)	dial the number

Additional Dialing Features

While dialing (with digits visible in the display), you can open the Dialing Menu to perform the following tasks:

Press	To
🗐 > Attach Number	attach a number from the phonebook or recent call lists
🗐 > Send Message	open a new text message with the number in the To field

To insert a special character for calls that require additional digits (for example, to make a calling card call, or to retrieve messages from an answering machine):
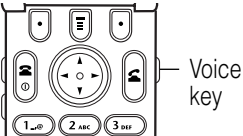
Press	To
ⓘ > Insert Pause	insert a p (pause) character
	Your phone dials the preceding digits, waits for the call to connect, then sends the remaining digit(s).
ⓘ > Insert Wait	insert a w (wait) character
	Your phone dials the preceding digits, waits for the call to connect, then prompts you for confirmation before it sends the remaining digit(s).
ⓘ > Insert 'n'	insert an n (number) character
	Your phone prompts you for a number before dialing the call. The number you enter is inserted into the dialing sequence in place of the n character

You can also call a number using these features:

Do This	To Call
Press and release the voice key, then speak a voice name (in two seconds). Voice key	a phonebook entry using voice dial See "Recording a Voice Name For a Phonebook Entry" on page 77.
Press ▤ > Recent Calls > Received Calls or Dialed Calls > *entry to call*	a missed call, or a recent received or dialed call

Using Features While On a Call

Using Call Waiting

When you are on a call, an alert tone sounds to indicate that you have received a second call. To answer the second call:

Press		To
1	⎢⟨	answer the new call
2	⎢⟨	switch back to the first call

Making a Three-Way Call

During a call, you can call and connect a third party for a three-way call. You cannot do this if you already have a call on hold.

Press		To
1	keypad keys	enter the third party's number
		Note: Some networks may require you to press ⎢⟨ first.
2	⎢⟨	call the new person
3	⎢⟨	connect the two calls
4	⎢○⎟	end the entire call

Using Features While On a Call

Additional On-Call Features

Press	To
MUTE (⊙) (if available) or ⊟ > Mute	mute the call
SPEAKER (⊙) (if available) or ⊟ > Spkrphone On	activate an attached speakerphone
⊟ > My Tel. Number	view your phone number
⊟ > Send Tones	send a number to the network as DTMF tones (for credit card or password calls) To activate DTMF tones, see the "DTMF" option on page 67.
⊟ > Received Calls or Dialed Calls	view recent received or dialed call numbers
⊟ > Messages	view or send messages
⊟ > Datebook	view datebook entries
⊟ > Other Information	view phone specifications

Using the Menu

Navigating to a Feature

Use these keys to move through the menu system:

Current
selection.

Menu Key
Open a sub-menu
when ☰ appears
in the bottom
center of
the display.

Left Soft Key
Perform the
function shown
in the lower left
corner of the
display (usually
EXIT or BACK).

Right Soft Key
Perform the
function shown
in the lower
right corner of
the display
(usually SELECT
the highlighted
menu item).

End Key
Exit the menu
system without
making
changes,
return to the
idle display.

**4-Way
Navigation Key**
Scroll **up** or **down**
through menus
and lists. Scroll
left or **right** to
cycle through
and set the value
of the highlighted
menu item.

Highlight an icon in the main menu by using ⊕ to scroll up, down, left, or right. Icons are animated as you select them. Selecting 🔲 (**More**) displays additional main menu features. The following icons represent features that may be shown in the main menu, depending on your service provider and the services to which you subscribe.

Main Menu Icon	Feature
🔲	Phonebook
🔲	Message Center
🔲	Datebook
🌐	Micro-Browser
🔲	Calculator
🔲	Shortcuts
🔲	Recent Calls
⚙️	Settings
🔲	More
🔲	Games
🎵	Media Center
☕	J2ME
☎️	Quick Dial List

Main Menu Icon	Feature
📡	Radio
📟	SMS Interactive
🔊	Voice Notes

Selecting a Feature Option

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

Press **BACK** (◻) to go back to the previous screen.

Press ▤ to open the sub-menu.

```
⚟.ıll                     ▥
      Dialed Calls
10) John Smith                Highlighted
                              item
 9) Lisa Owens
 8) Adda Thomas
 7) Jack Bradsh..
 6) Mary Smith
 5) Dave Thomp...
 BACK   ▤   VIEW
```

Press **VIEW** (◻) to view details of the highlighted item.

- Press ⊕ to scroll up or down to highlight the item you want.

- In a numbered list, press a number key to highlight the item.

- In an alphabetized list, press a key multiple times to cycle through the letters on the key and highlight the closest matching list item.

Entering Feature Information

Some features require you to enter information :

Press ⊙ to scroll down to additional items.

```
[5.ull]                    [▥]
─Entry Details─
Name:John Smith
No.:2125551212
Type:Work        📅
Voice Name:
Speed No.:2
↓Ringer ID:Contin...
[ CANCEL ]  [ CHANGE ]
```

Highlighted item

Press CHANGE (◌) to edit the information.
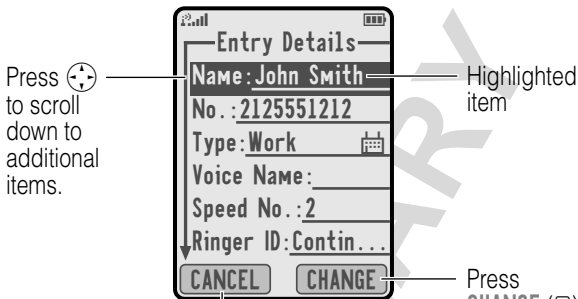
Press CANCEL (◌) to exit without making changes. DONE (◌) appears when you enter or edit information.

- Enter numbers or text with the keypad.

- When an item has a list of possible values, press ⊙ to the left or right to scroll through and select a value.

- When an item has a list of possible numeric values, press a number key to set the value.

- If you enter or edit information and do not want to save your changes, press 🔘 to exit without saving.

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

Flashing cursor indicates insertion point.
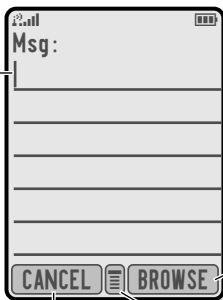
Press **BROWSE** (◻) to view and insert a name, number, or message from previously stored information.

Press **CANCEL** (◻) to exit without making changes.

Press ▤ to open the sub-menu.

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

Block cursor indicates current highlighted character.

Msg:

Press **OK** (⎕) to accept and store the text.
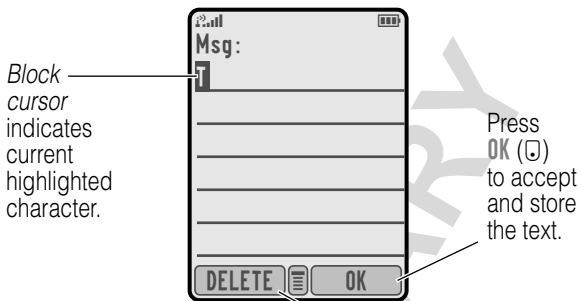
DELETE 📑 OK

After two seconds, the block cursor reverts to a flashing cursor and moves to the next position.

Press **DELETE** (⎕) to delete the character to the left of the insertion point.

Entering Text

Multiple text entry methods make it easy for you to enter names, numbers, email addresses, and text messages on your phone.

Choosing a Text Mode

Press ⓙ from any text entry screen to select the text mode from the `Entry Method` menu:

iTAP
:   Let the phone predict each word as you enter it (see page 52).

Tap Method
:   Enter letters, numbers, and symbols by pressing a key one or more times (see page 48).

Numeric
:   Enter numbers only.

Symbol
:   Enter symbols only (see page 51).

Browse
:   Browse your phonebook or recent call lists to select a name or number.

Note: The text mode you select remains active until you change it by selecting another mode.

Tap Method

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

Press ▤ from any text entry screen and select the Tap Method menu option.

	Do This	To
1	Press a number key one or more times	select a letter, number, or symbol shown in the "Character Chart" on page 50
2	Continue pressing number keys	enter the remaining characters
3	Press OK (▫)	store the text when you are finished

Entering Text

General Text Entry Rules

Press a number key repeatedly to cycle through its characters (see "Character Chart" on page 50):

Press a number key to enter text at flashing cursor location.

Press a number key as many times as necessary to enter the desired character.

Press and hold a number key to cycle between tap method and numeric text entry mode.

MOTOROLA

MSG: .

CANCEL ☰ BROWSE
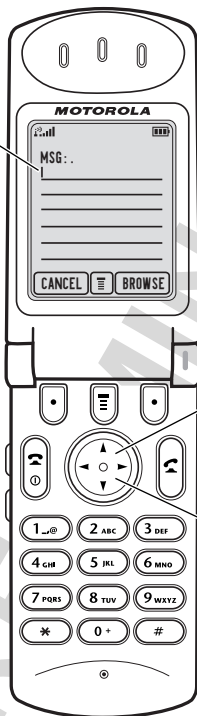
Press navigation key **up** or **down** to change character in block cursor to uppercase or lowercase.

Press navigation key **left** or **right** to move flashing cursor to the left or right in text message.

- If you do not press a key for two seconds, the character in the block cursor is accepted, and the cursor moves to the next position.

- The first character of every sentence is capitalized. (Press ⊙ down to force the character to lowercase while it is highlighted by the block cursor).

- Your phone may support multiple languages. The current language setting determines whether a new message begins on the left or right side of the display.

  You can switch languages within a message. Press ⊟ to select the text mode and language you want to use.

Character Chart

Use this chart as a guide for entering spaces, letters, numbers, and symbols with the tap method.

1͟☺	space . 1 ? ! , @ _ & ~ : ; " - ( ) ' ¿ ¡ % £ $ ¥ ¤ €
2 ᴀʙᴄ	a b c 2 ä å á à â ã α β ç
3 ᴅᴇꜰ	d e f 3 δ ë é è ê φ
4 ɢʜɪ	g h i 4 ï í î γ
5 ᴊᴋʟ	j k l 5 λ
6 ᴍɴᴏ	m n o 6 ñ ö ø ó ò ô õ ω
7 ᴘǫʀs	p q r s 7 π ß σ
8 ᴛᴜᴠ	t u v 8 θ ü ú ù û
9 ᴡxʏᴢ	w x y z 9 ξ ψ
0 ₊	+ - 0 x * / \ [ ] = > < # §

Note: This chart may not reflect the exact character set available on your phone.

Symbol Mode

Your phone provides an alternate way to enter symbol characters in a message. Press ▤ from any text entry screen and select the **Symbol** menu option.

	Do This	To
1	Press a number key one time	display its symbol options at the bottom of the display (see "Symbol Chart" on page 51)
2	Press ⊙	highlight the symbol you want
	or	
	Press the number key multiple times	
3	Press **SELECT** (▫)	enter the symbol at the flashing cursor location

Symbol Chart

Use this chart as a guide for entering characters in symbol mode.

①₀	*space* . ? ! , @ _ & ~ : ; " - ( ) ' ¿ ¡ % £ $ ¥ ¤ €
②ᴀʙᴄ	@ _ \
③ᴅᴇꜰ	/ : ;
④ɢʜɪ	" & '
⑤ᴊᴋʟ	( ) [ ] { }

Entering Text

6_{MNO}	¿ ¡ ~
7_{PQRS}	< > =
8_{TUV}	\$ £ ¥ ¤ €
9_{WXYZ}	# % *
$0+$	+ - x * / = > <
	# §

Predictive Text Entry with iTAP™ Software

iTAP™ software provides a predictive text entry method that lets you enter the letters of a word using only one keypress per letter.

Press ⊟ from any text entry screen and select the **iTAP** menu option.

Enter Words

	Do This	**To**
1	Press a number key one time	enter the first letter of the word
		The letters associated with the key are shown at the bottom of the display.

	Do This	To
2	Press number keys (one per letter)	enter the rest of the word
		Alternative words and letter combinations are shown at the bottom of the display. The word choices are updated with each keypress.
3	Press $\odot$	highlight the word you want
4	Press SELECT ($\Box$)	enter the word at the flashing cursor location
		A space is automatically inserted after the word.

For example, to spell the word "act," press 2_{ABC} 2_{ABC} 8_{TUV}. The display shows:

Flashing cursor indicates insertion point.

Press DELETE ($\Box$) to clear the last letter.

```
Msg:
_____
_____
_____
_____
Act Cat Bat Abu ►
[ DELETE ]  [ SELECT ]
```

Press $\odot$ to scroll and see additional word choices.

Press SELECT ($\Box$) to insert the highlighted word.

Enter Novel Words

You may enter a word that is not in the iTAP software dictionary. If the word you want is not displayed:

Do This	To
1 Press DELETE (⬡) one or more times	delete letters until you see a letter combination that matches the start of the word
2 Press ⬤	highlight the letter or letter combination
3 Press SELECT (⬡), then press ⬤ to the left	shift the text entry cursor to the left and "lock" the selected word portion
4 Continue to enter letters and highlight letter combinations	spell the word

Punctuation

Press	To
⓪ or ①ₑ	enter punctuation or other characters as shown in the "Character Chart" on page 50

Capitalization

The first word of a sentence is automatically capitalized, with following words in lowercase.

Press	To
⊙ up or down	change the words to initial character capitalized, all uppercase characters, or all lowercase characters

Enter Numbers

Do This	To
1 Enter the first digit and then highlight it	put the iTAP software in number entry mode
2 Press number keys	add digits to the number
3 Press SELECT (◻)	enter the number at the flashing cursor location

Delete Letters and Words

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

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

Menu Feature Descriptions

This chapter describes all of your phone's features in order of the menu map shown on pages 3–4.

Main Menu

RECENT CALLS

Received Calls $\boxed{\text{≡}}$ > Recent Calls
> Received Calls

View a list of recently received calls. See "Viewing the Received Calls or Dialed Calls List" on page 70.

Dialed Calls $\boxed{\text{≡}}$ > Recent Calls
> Dialed Calls

View a list of recently dialed calls. See "Viewing the Received Calls or Dialed Calls List" on page 70.

Notepad $\boxed{\text{≡}}$ > Recent Calls
> Notepad

Call or store the last number entered on the keypad. See "Using the Notepad" on page 71.

Call Times $\boxed{\text{≡}}$ > Recent Calls
> Call Times

View call timers that track time spent on your last call, dialed calls, received calls, all calls since reset, and all calls total. See "Viewing and Resetting Call Timers" on page 72.

PHONEBOOK M > Phonebook

> Store names and numbers as entries in your
> phonebook, then call numbers by selecting them
> from the phonebook list. See "Phonebook" on
> page 74.

PICTURE VIEWER M > Picture Viewer

> View and manage the pictures and animations
> stored on your phone. See "Picture Viewer" on
> page 82.

DATEBOOK M > Datebook

> Use the datebook calendar to schedule and review
> your appointments. See "Datebook" on page 86.

QUICK DIAL M > Quick Dial

> Dial pre-programmed numbers. Your
> service provider may program your phone
> with one or more quick dial numbers, such
> as the customer service number. You can call them
> by selecting them from the quick dial list.
>
> **Note:** Your service provider may use a different
> name for this feature.

RADIO M > Radio

> Listen to FM radio stations with the optional
> Motorola Original™ FM Stereo Radio
> Headset accessory. This menu feature is
> displayed only when the FM Stereo Radio
> Headset is plugged into the accessory
> connector port on your phone. See "Radio" on
> page 92.

CHAT $\text{\textcircled{\footnotesize\textbf{§}}} >$ Chat

Exchange text messages in real time with another wireless phone user. See "Chat" on page 95.

MESSAGES $\text{\textcircled{\footnotesize\textbf{§}}} >$ Messages

Adjust message settings, view and manage the various types of messages your phone can receive and/or send:

Inbox	Send and manage text messages. See "Messages—Text" on page 102.
Create Msg	Create new text messages. See "Sending a Text Message" on page 108.
Voicemail	Listen to your recorded voice messages. See "Messages—Voicemail" on page 100.
Email Msgs	Send and receive email messages. See "Messages—Email" on page 115.
Browser Alerts	Read alert messages received by your micro-browser.

Quick Notes	Select and send pre-written messages from the quick notes list. See "Sending a Quick Note Text Message" on page 110.
Outbox	View all outgoing text messages, delivered and undelivered.
Drafts	Store and edit text messages that you have written but not sent.

RING STYLES

Style   > Ring Styles
                      > Style

Select the ring style your phone uses to notify you of incoming calls, messages, or other events. See "Ring Styles" on page 133.

Style Detail   > Ring Styles
                      > *Style* Detail

Change details about the current ring style. *Style* represents the name of the ring style. See "Ring Styles" on page 133.

My Tones   > Ring Styles
                      > My Tones

Create custom alert tones for your phone. See "Using My Tones" on page 135.

SHORTCUTS   > Shortcuts

Create keypad or voice shortcuts to menu features. See "Shortcuts" on page 142.

VOICE NOTES $\Box$ > Voice Notes

Use the voice key to record messages and phone calls. See "Voice Notes" on page 145.

Note: Recording phone calls is subject to varying state and federal laws regarding privacy and recording of conversations.

BROWSER $\Box$ > Browser

Access Web pages and run Web-based applications. The micro-browser delivers WAP (Wireless Application Protocol) pages from your service provider directly to your phone. See "Micro-Browser" on page 151.

MY JAVA APPS $\Box$ > My Java Apps

Run J2ME applications, including games, that are installed on your phone. See "J2ME Applications" on page 156.

CALCULATOR $\Box$ > Calculator

Use your phone as a calculator or currency converter. See "Calculator" on page 161.

GAMES $\Box$ > Games

Play games on your phone. See "Games" on page 164.

Settings Menu

PHONE STATUS

My Tel. Number $\boxed{\cdot}$ > Settings
> Phone Status
> My Tel. Number

View, enter, and edit information about your name and phone number.

Active Line $\boxed{\cdot}$ > Settings
> Phone Status
> Active Line

Change the active phone line to send and receive calls from either of the available numbers.

Battery Meter $\boxed{\cdot}$ > Settings
> Phone Status
> Battery Meter

View a detailed battery charge meter.

Other Information $\boxed{\cdot}$ > Settings
> Phone Status
> Other Information

View your phone's feature specifications (if available from the service provider).

CONNECTION

Connect your phone to a computer or hand-held device to send and receive data and fax calls on the connected device. See "Data and Fax Calls" on page 182.

Incoming Call $\boxdot$ > Settings
                          > Connection
                          > Incoming Call

Specify the format for the next incoming call. You can select Fax In Only, Data In Only, or Normal. See "Receiving a Data or Fax Call" on page 186.

IN-CALL SETUP

Set the features that are active during a call, such as the in-call timer and call answering options.

In-Call Timer $\boxdot$ > Settings
                          > In-Call Setup
                          > In-Call Timer

Adjust call timer Display and Beep settings. You can set your timer to beep at a selected interval during your calls. (60 seconds is the default.) You can also turn on or off a display timer during calls as follows:

Time   Display the elapsed time for the current call.

Off   No in-call timer display.

Answer Options $\boxdot$ > Settings
                          > In-Call Setup
                          > Answer Options

Turn call answering options on or off:

Multi-Key   Answer by pressing any key.

Open to Answer Answer by opening the flip.

SECURITY

Phone Lock   ☰ > Settings > Security
                 > Phone Lock

Lock and unlock your phone. See "Locking and
Unlocking Your Phone" on page 190.

Lock Application   ☰ > Settings > Security
                       > Lock Application

Lock and unlock specific phone applications (such
as phonebook or datebook). When an application is
locked, users must enter the unlock code to use the
application.

Restrict Calls   ☰ > Settings > Security
                     > Restrict Calls

Restrict incoming and outgoing calls. See
"Restricting Calls" on page 191.

New Passwords   ☰ > Settings > Security
                    > New Passwords

Change your unlock code (originally set to 1234) or
your security code (originally set to 000000). See
"Assigning a New Code or Password" on page 188.

JAVA TOOLS

Java App Loader   ☰ > Settings
                      > Java Tools
                      > Java App Loader

Download a J2ME application to your phone
from a computer. See "Downloading an
Application From a Computer" on page 156.

Menu Feature Descriptions

Java System $\textcircled{\tiny{=}}$ > Settings > Java Tools
  > Java System

View the J2ME software version in your phone, and view information about the phone memory available for J2ME applications. See "Viewing J2ME Version and Available Memory" on page 159.

Network Access $\textcircled{\tiny{=}}$ > Settings > Java Tools
  > Network Access

Approve Internet connections for J2ME applications. See "Launching a J2ME Application" on page 157.

OTHER SETTINGS

Personalize $\textcircled{\tiny{=}}$ > Settings
  > Other Settings
  > Personalize

Set several personal phone options:

Main Menu   Change the order of the main menu. See "Reordering Menu Items" on page 173.

Keys   Change the functions of the soft keys in the idle display. See "Customizing a Soft Key Function" on page 173.

Greeting   Change the text displayed when you turn on your phone.

Banner	Change the text that appears in the idle display.
	Note: Banner text does not appear in your phone's external display.
Wallpaper	Change the background image used in the idle display. See "Wallpaper" on page 174.
Screen Saver	Change your phone's screen saver image. See "Screen Saver" on page 175.
Quick Dial	Change quick dial number(s).

Initial Setup $\text{\textcircled{E}}$ > Settings
> Other Settings
> Initial Setup

Set many basic phone options:

Time and Date	Set the phone's time and date.
Auto PIN Dial	Some networks require an authenticating PIN to allow outgoing calls. Use this feature to automatically dial your PIN.

Auto Redial	Use this option to turn on or turn off the automatic redial feature. When you turn on automatic redial, your phone automatically redials calls that fail due to busy network conditions. See "Using Automatic Redial" on page 32.	
Backlight	Set the amount of time that the display backlight remains on, or turn off the backlight to conserve battery power.	
Status Light	Turn the status light off (to conserve battery power) and on.	
Zoom	Switch between six lines (**Zoom Out**) and four lines (**Zoom In**) of display text.	
TTY Setup	Set your phone to operate in one of three TTY modes, or return to normal **Voice** mode. See "TTY Operation" on page 176.	*Network / Subscription Dependent Feature*
Scroll	Force the cursor to stop or wrap around when it reaches the top or bottom of a list in the display.	

Menu Feature Descriptions

66

Animation	Turn animation off (to conserve battery power) or on. Animation makes your phone's menus move smoothly as you scroll up and down.
Language	Set the language for phone menus.
Contrast	Adjust the contrast setting for your display.
DTMF	Your phone can send a number to the network as dual tone multi-frequency (DTMF) tones. DTMF tones are used to communicate with automated systems that require you to enter a number such as a code, password, or credit card number. User this option to set DTMF tones to be long, short, or off.
Master Reset	Reset all options back to their original factory settings *except* for the unlock code, security code, and lifetime timer.

Master Clear   Reset all options back to
                      their original factory settings
                      except for the unlock code,
                      security code, and lifetime
                      timer, *and* clear all user
                      settings and entries.

                      Note: This option *erases all
                      user-entered information*
                      stored in your phone's
                      memory, including
                      phonebook and datebook
                      entries. Once you erase the
                      information, it cannot be
                      recovered.

Network   ⊟ > Settings
                      > Other Settings
                      > Network

View and adjust your phone's network
settings.

Your service provider registers your phone to a
network. You can view information about the current
network, change how your phone searches for a
network, and activate alerts that indicate when a
call is dropped or network registration changes.

Car Settings   ⊟ > Settings
                      > Other Settings
                      > Car Settings

Adjust hands-free car kit settings.

You can set your phone to route calls directly to the
car kit when it detects a connection, and

automatically answer calls after two rings. See
"Hands-Free Use" on page 178.

Note: The use of wireless devices and their
accessories may be prohibited or restricted in
certain areas. Always obey the laws and regulations
on the use of these products.

Headset
　　　　　　　　　　　　M > Settings
　　　　　　　　　　　　　　> Other Settings
　　　　　　　　　　　　　　> Headset

Set your phone to automatically answer
calls after two rings when connected to a headset.
See "Hands-Free Use" on page 178.

Recent Calls

Viewing the Received Calls or Dialed Calls List

Your phone keeps a list of the calls you recently received and dialed, even if the calls did not connect. The lists are sorted from newest to oldest entries. The oldest entries are deleted as new ones are added.

Shortcut: Press $\triangleleft$ to go directly to the dialed calls list from the idle display.

Find the Feature $\boxdot$ > Recent Calls

Press	To
1 $\bigodot$	scroll to Received Calls or Dialed Calls
2 SELECT ($\boxdot$)	select the list
3 $\bigodot$	scroll to an entry
	Note: ✓ means the call connected.
4 $\triangleleft$	call the entry's number
or	
VIEW ($\boxdot$)	view entry details
or	
$\boxdot$	open the Last Calls Menu to perform other procedures as described in the following list

The `Last Calls Menu` includes the following options:

Option	Description
Store	Create a phonebook entry with the number in the `No.` field.
Delete	Delete the entry.
Delete All	Delete all entries in the list.
Send Message	Open a new text message with the number in the `To` field.
Add Digits	Add digits after the number.
Attach Number	Attach a number from the phonebook or recent call lists, after the highlighted number.
Send Tones	Send the number to the network as DTMF tones (for credit card or password calls).

Using the Notepad

Your phone stores the most recent string of digits entered on the keypad in a temporary memory location called the *notepad*. This can be a phone number that you called, or a number that you entered but did not call. To retrieve the number stored in the notepad:

Find the Feature   ⊟ > `Recent Calls`
                        > `Notepad`

Press	To
⟨ⓢ⟩	call the number
or	
⟨≣⟩	open the Dialing Menu to attach a number or insert a special character
or	
STORE (⟨ⓙ⟩)	create a phonebook entry with the number in the No. field

Viewing and Resetting Call Timers

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

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

You can view the following network connection times:

Timer	Description
Last Call	Time spent on the last call dialed or received. You cannot reset this timer.

| Timer	Description
Dialed Calls	Total time spent on dialed calls since the last time you reset this timer.
Received Calls	Total time spent on calls received since the last time you reset this timer.
All Calls	Total time spent on dialed and received calls since the last time you reset this timer.
Lifetime	Total time spent on all calls on this phone. You cannot reset this timer.

To view a call timer:

Find the Feature $\textcircled{\scriptsize{=}}$ > Recent Calls
> Call Times

Press	To
1 $\textcircled{\cdot}$	scroll to the timer you want
2 SELECT (□)	view the recorded time

To reset the call timer:

Press	To
1 RESET (□)	reset the time (if available)
2 YES (□)	confirm the reset

Phonebook

You can store a list of names and phone numbers or email addresses in your phone's electronic phonebook.

To see the names stored in your phonebook, press
▤ > Phonebook from the idle display. Scroll to a name and press VIEW (▢) to view details of the phonebook entry as shown in the following display.

Fields in a Phonebook Entry

Voice Name indicator indicates a recorded voice name

Entry's **Name**

Entry's **phone number** or **email address**

Type indicator identifies number type:

🏢 Work
🏠 Home
☎ Main
📱 Mobile
📠 Fax
📟 Pager
✉ Email
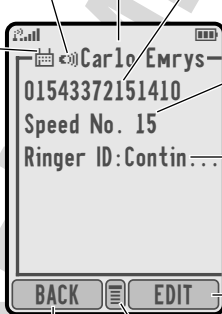
Entry's speed dial number

Entry's ringer ID setting

Edit entry

```
📶            📋
🏢◁))Carlo Emrys
01543372151410
Speed No. 15
Ringer ID:Contin...



   BACK  📋  EDIT
```

Return to list

Press ▤ to open the Phonebook Menu

Note: When you set a distinctive ringer alert for a phonebook entry, the Ringer ID setting appears below the speed dial number.

Storing a Phonebook Entry

A phone number or email address is required for a phonebook entry. All other information is optional.

Shortcut: Enter a phone number in the idle display, then press STORE (⬚) to create a phonebook entry with the number in the No. field. Go directly to step 3 in the following procedure to continue.

Enter Information

Find the Feature   ⬚ > Phonebook
                       ⬚ > New

Press		To
1	⬒	scroll to Phone Number or Email Address
2	SELECT (⬚)	select the entry type
3	CHANGE (⬚)	select Name
4	keypad keys	enter a name for the entry
5	OK (⬚)	store the name
6	CHANGE (⬚)	select No. or Email
7	keypad keys	enter the phone number or email address
8	OK (⬚)	store the phone number or email address
9	CHANGE (⬚)	select Type
		Note: This option is not available for email entries.
10	⬒	scroll to the number type

Press	To
11 SELECT (◻)	select the number type
12 RECORD (◻)	record a voice name for the entry, if desired (see page 77)
or	
Go to step 13 if you do not want a voice name	
13 ⊕	scroll to Speed No.
	The next available speed dial number is assigned to a new phonebook entry.
14 CHANGE (◻)	select Speed No. if you want to change it
15 keypad keys	enter a different speed dial number, if desired
16 OK (◻)	store the speed dial number
17 CHANGE (◻)	select Ringer ID if you want to assign a distinctive ringer alert for the phone number
	Your phone uses the alert to notify you when you receive a call from this phone number (see page 134).
18 ⊕	scroll to the alert you want
19 SELECT (◻)	store the ringer ID alert
20 SELECT (◻)	select MORE if you want to create another entry with the same Name

Complete Phonebook Entry

When you are finished entering information for a phonebook entry:

Press	To
DONE (☐)	store the entry

Recording a Voice Name For a Phonebook Entry

You can record a voice name for a new or existing phonebook entry. This lets you call the phonebook entry using the voice dial feature (see page 79).

Tip: Make your recording in a quiet location. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone in a normal tone of voice.

Find the Feature ☐ > Phonebook

Do This	To
1 Press ☼	scroll to the entry
2 Press VIEW (☐)	view entry details
3 Press EDIT (☐)	edit the entry
4 Press ☼	scroll to Voice Name
5 Press RECORD (☐)	begin recording
6 Press and release the voice key and say the entry's name (in two seconds)	record the voice name

Do This	To
7 Press and release the voice key and repeat the name	confirm the voice name
8 Press DONE (◻)	store the voice name

Dialing a Phonebook Entry

You can use the phonebook list, voice dial, speed dial, or one-touch dial to call a number (or send a text message to an email address) stored in your phonebook. To use speed dial, see page 35. To use one-touch dial, see page 35.

Phonebook List

To call or send email to a phonebook entry:

Find the Feature ◻ > Phonebook

| Press	To
1 ⊕	scroll to the entry
2 ⦗⦘	send the call (phone number) or open a new text message with the address in the To field (email address)

Voice Dial

To call a number or send an email using voice dial:

Do This	To
Press and release the voice key and say the entry's name (in two seconds).	send the call (phone number) or open a new text message (email address)

Editing a Phonebook Entry

Find the Feature   ⊟ > Phonebook

Press	To
1 ⊕	scroll to the entry
2 VIEW (◻)	view entry details
3 EDIT (◻)	edit the entry

Edit the entry by following the procedures described on page 75.

Deleting a Phonebook Entry

Find the Feature   ⊟ > Phonebook

Press	To
1 ⊕	scroll to the entry
2 ⊟	open the Phonebook Menu
3 ⊕	scroll to Delete
4 SELECT (◻)	select Delete

Press	To
5 YES (◻)	confirm the deletion

Synchronizing with TrueSync Software

You can synchronize phonebook entries between your phone and computer or hand-held device with Starfish TrueSync® software, a Motorola accessory product. See the TrueSync user guide for more information.

Note: TrueSync software is designed to synchronize with basic features of many popular Personal Information Management (PIM) software and hardware products.

Sorting the Phonebook List

You can sort your phonebook list by speed dial number (the standard), name, email address, or voice dial.

Tip: The voice dial sort is identical to the name sort, except that entries with voice name tags appear first.

Find the Feature ◻ > Phonebook

Press	To
1 ◻	open the Phonebook Menu
2 ◔	scroll to Setup
3 SELECT (◻)	select Setup
4 ◔	scroll to Sort by
5 CHANGE (◻)	select Sort by

Phonebook

Press		To
6	$\odot$	scroll to the sort order you want
7	SELECT ($\Box$)	select the sort order

Picture Viewer

Use the picture viewer to manage the pictures and animations stored on your phone.

Downloading Pictures

You can download pictures and animations onto your phone from the micro-browser application, or from a text message.

To download a picture or animation from the micro-browser, see "Downloading Pictures, Animations, and Sounds" on page 152.

To download a picture or animation from a text message, see "Storing Pictures, Animations, and Sounds From a Text Message" on page 105.

Managing Pictures

You can view information about the pictures and animations stored on your phone, rename or delete pictures, and change the wallpaper and/or screen saver images that your phone displays.

Find the Feature $\equiv$ > Picture Viewer

Press		To
1	$\odot$	scroll to the picture you want
		Pictures in the picture selection list are listed in alphabetical order.
2	SELECT ($\square$)	view the picture in the picture viewer
3	$\odot$ left or right	scroll to and view the previous/next picture in the list
	or	
	DETAILS ($\square$)	view information about the selected picture
	or	
	$\square$	open the Picture Viewer menu to perform other procedures as described in the following list

Picture Viewer

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The Picture Viewer menu includes the following options:

Option	Description
Details	View information about the selected picture, including picture name, file type, and file size.
	Note: This option is available only when a name is highlighted in the picture selection list. To view information about a picture as it is displayed, press DETAILS ($\Box$).
Set as Wallpaper	Set the selected picture as the phone's wallpaper image.
Set as Screen Saver	Set the selected picture as the phone's screen saver image.
Rename	Rename the selected picture.
Delete	Delete the selected picture.
	Press Yes ($\Box$) to confirm the deletion.

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

You can adjust the way that wallpaper and screen saver images are displayed by pressing ▣ > Settings > Other Settings > Personalize and then selecting the desired option. For more information, see "Wallpaper" on page 174 and "Screen Saver" on page 175.

Datebook

The datebook is a calendar that lets you schedule and organize events such as appointments and meetings. The datebook can also send a reminder alarm for specific events.

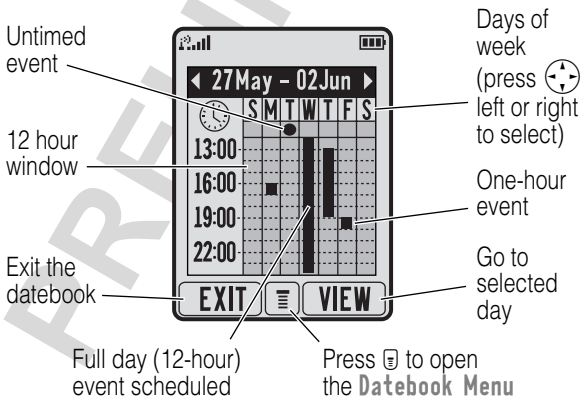**Note:** You must set the correct time and date in order to use the datebook.

To schedule or review datebook events:
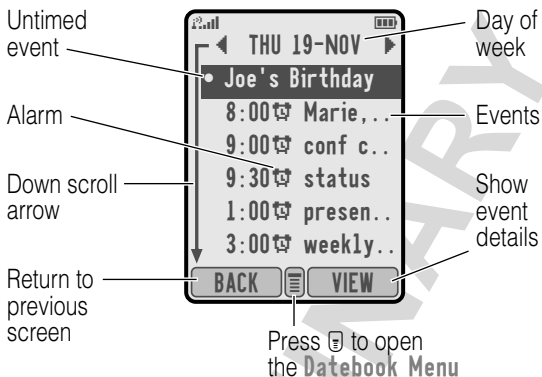
Find the Feature   ⓔ > Datebook

Week View

The datebook initially displays a calendar for the week. Lines or filled boxes indicate scheduled events.
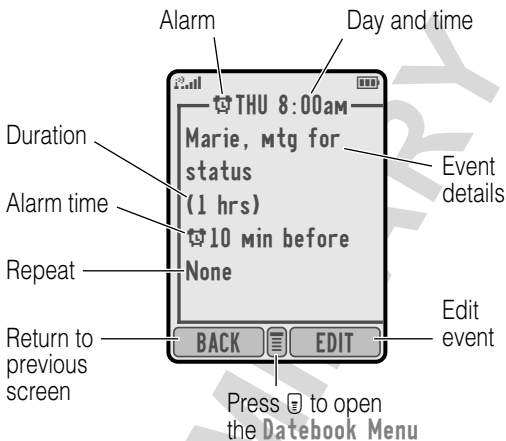
Untimed event →

12 hour window

Days of week (press ⊕ left or right to select)

One-hour event

Go to selected day

Exit the datebook

EXIT   ⓔ   VIEW

Full day (12-hour) event scheduled

Press ⓔ to open the Datebook Menu

Datebook

Day View

Select a day and press VIEW (⬚) to see the day's events. .

Untimed event

Alarm

Down scroll arrow

Return to previous screen

```
⌁ull                    ▥
◄  THU 19-NOV  ►
● Joe's Birthday
  8:00⌚ Marie,..
  9:00⌚ conf c..
  9:30⌚ status
  1:00⌚ presen..
  3:00⌚ weekly..
  BACK    ▤    VIEW
```

Day of week

Events

Show event details

Press ▤ to open the Datebook Menu

Datebook

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Event View

Select an event and press VIEW (◌) to see event details.

Alarm — ☎THU 8:00am — Day and time

Marie, mtg for status — Event details

Duration — (1 hrs)

Alarm time — ☎10 min before

Repeat — None

Return to previous screen — BACK

Edit event — EDIT

Press ▤ to open the Datebook Menu

Storing a Datebook Event

A title is required for a datebook event. All other information is optional.

Find the Feature   ▤ > Datebook > *day*
   ▤ > New

Press	To
1 CHANGE (◌)	select Title
2 keypad keys	enter a title for the event
3 OK (◌)	store the event title

Datebook

Press		To
4	⊙	scroll to other fields and enter information as necessary
		You can set start time, duration, date, repeat interval, and reminder alarm.
5	DONE (◻)	store the event

Changing Event Information

Find the Feature   ⊟ > Datebook

Press		To
1	⊙ left or right	scroll to the day
2	VIEW (◻)	display the day view
3	⊙	scroll to the event
4	VIEW (◻)	display the event view
5	EDIT (◻)	edit the event
6	⊙	scroll to the information you want to change
7	CHANGE (◻)	edit the information
8	keypad keys	enter new information
9	DONE (◻)	store the information

Copying an Event

Find the Feature   ⊟ > Datebook

Press		To
1	⊙ left or right	scroll to the day
2	VIEW (◻)	display the day view
3	⊙	scroll to the event
4	▣	open the Datebook Menu
5	⊙	scroll to Copy
6	SELECT (◻)	copy the event
7	YES (◻)	confirm the copy
		Your phone assumes you want to change the date, and displays the Date field.
8	keypad keys	enter date information
9	▶ (◻) **or** ⊙ to the right	move to month, day, and year
10	DONE (◻)	save the copy of the event
11	DONE (◻)	return to the day view

Deleting an Event

Find the Feature ▣ > Datebook

Press		To
1	⊙ left or right	scroll to the day
2	VIEW (◻)	display the day view
3	⊙	scroll to the event
4	▣	open the Datebook Menu

Press		To
5	⊙	scroll to Delete
6	SELECT (◻)	select Delete
7	YES (◻)	confirm the deletion

Radio

You can use your phone to listen to FM radio stations when the optional Motorola Original™ FM Stereo Radio Headset accessory is plugged into the phone's accessory connector port.

Turning the Radio On and Off

Press	To
Radio (⬝)	turn the radio on and off

Alternatively, you can use the following procedure:

	Press	To
1	▤	open the menu
2	⬤	scroll to Radio
3	On (⬝) or Off (⬝)	turn the radio on or off

Note: The Radio menu feature and soft key options appear only when the FM Stereo Radio Headset is plugged into the accessory connector port.

Radio

Tuning a Station

| Do This	To
Press ⊙	scroll to the next frequency
or	
Press and hold ⊙	scroll to the next available stereo station

Storing a Preset

Do This	To
Press and hold a number key (① to ⑨)	assign its preset number to the tuned station

Selecting a Preset

Press	To
a number key (① to ⑨)	tune the station stored at the preset location

Sending and Receiving Calls With the Radio On

Your phone rings or vibrates as usual to notify you of an incoming call, message, or other event.

Do This	To
Press IGNORE (▢)	ignore the call

Do This	To
Press ANSWER (⌶)	answer the call
or	**Note:** You can use the FM Stereo Radio Headset microphone to converse with the other party during a call
Press the button on the FM Stereo Radio Headset microphone	

To end the call and resume the FM broadcast:

Do This	To
Press 🔋	end the call
or	
Press and hold the button on the FM Stereo Radio Headset microphone	

Turn the radio off before dialing outgoing calls from the phone keypad. You do not have to turn off the radio to dial emergency numbers, or numbers selected from your phonebook or recent call lists.

Tip: To dial a recently called number, press ⌐ or the button on the FM Stereo Radio Headset microphone to go to the dialed calls list (see page 70).

Radio

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Chat

You can exchange text messages in real time with another wireless phone user by opening a chat session. The text messages you send appear immediately on your chat partner's phone. Only one chat session can be active at a time.

Starting a Chat Session

To start a chat session with another wireless phone user:

Find the Feature $\text{\textifont} > \text{Chat}$
$\text{\textifont} > \text{New Chat}$

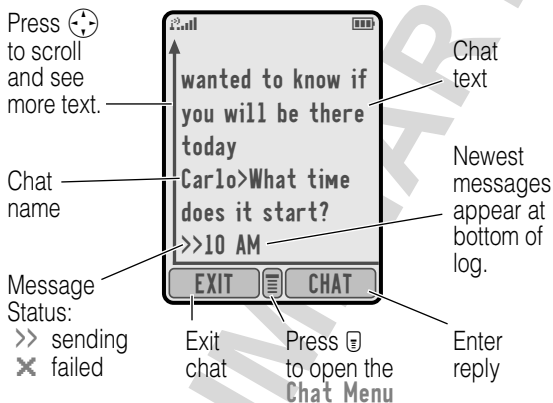| Press	To
1 keypad keys	enter your Chat Name for the session (up to 10 characters)
2 OK (◻)	save your Chat Name
3 keypad keys	enter the phone number for your chat partner
or	
BROWSE (◻)	select a phone number from the phonebook or recent call lists
4 OK (◻)	save the phone number
5 keypad keys	enter your first chat message for the session

Chat

Press	To
6 OK (◻)	send the chat message
	Your phone displays your new chat log, with ≫ next to the text. When your chat partner replies, the reply appears below your text.
7 CHAT (◻)	enter a reply to your partner
8 OK (◻)	send your reply and return to the chat log

Notes:

- If you send a chat message to a phone that only has text messaging, the chat text appears as a text message on the other phone. The reply appears as chat text on your phone.

- You can also start a chat session while reading a text message. Open the Text Msg Menu and select Chat. The Chat option takes you to the chat name editor, and inserts the message's Reply To number in the To field. This option is not available for email messages.

- When no more chat messages can be stored, your phone displays Memory is Full! and the network temporarily holds your new messages. To receive these new messages, you must delete some existing messages from your inbox, outbox, or drafts folder.

Using the Chat Log

The chat log displays the text exchanged in a chat session. During a session, your phone displays the current log. When you open chat, the phone displays the log from the previous session (unless you cleared it).

Press ⊕ to scroll and see more text.

Chat name

Chat text

Newest messages appear at bottom of log.

Message Status:
>> sending
✕ failed

🔋 ...	
wanted to know if you will be there today	
Carlo>What time does it start?	
>>10 AM	

EXIT 📋 CHAT

Exit chat

Press 📋 to open the Chat Menu

Enter reply

The Chat Menu includes the following options:

Option	Description
New Chat	Opens a new chat session.
Call Partner	Send a voice call to your chat partner.
Call Number	Send a voice call to the number listed in the chat log.
Store Number	Create a phonebook entry for the number listed in the chat log.

Option	Description
End Chat	End the current chat session.
Go to Top	Scroll to the top of the chat log.
Go to Bottom	Scroll to the bottom of the Chat log.
Clear Log	Clear all text from the chat log.
Re-send	Resend the most recent chat text, if it failed.
Send Message	Open the chat editor to send chat text to your partner.

Responding to Chat

When you receive a chat message, your phone displays
Chat from *chat name* (where *chat came* is the person
requesting the session), and gives an alert. If reminders
are turned on, your phone sends a reminder at regular
intervals until you respond to the chat notification, or until
you turn off your phone. (See "Setting Reminders" on
page 141.)

Press	To
ACCEPT (⬚)	accept the chat session
IGNORE (⬚)	refuse the chat session
	If you ignore the chat request, the other person receives no response.

Chat

If a chat session is in progress and you receive another chat request, the new request appears as an incoming text message, with the *chat name* at the beginning of the text.

Ending a Chat Session

To end a chat session:

Press	To
1 ⊟	open the Chat Menu
2 ⊙	scroll to End Chat
3 SELECT (◻)	select End Chat
4 YES (◻)	confirm that you want to end the chat session

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

You can also end a chat session by turning off your phone, answering an incoming call, or starting a new chat session with someone else.

If you exit chat without selecting End Chat, and if your chat partner sends more text, your phone notifies you and adds it to the chat log. You can re-enter the session by opening chat again.

Messages—Voicemail

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

Storing Your Voicemail Number

Storing your voicemail number on your phone makes it easy for you to listen to new voicemail messages. In many cases, your service provider has already done this for you.

Find the Feature ⊡ > Messages
⊡ > VoiceMail Setup

Press	To
1 keypad keys	enter your voicemail number
2 OK (⊡)	store the number

Your service provider additionally may store your voicemail number as phonebook entry number 1, so you can use one-touch dial to listen to your voicemail messages. If necessary, see "Storing a Phonebook Entry" on page 75 to store your voicemail number for one-touch dial access.

Receiving a Voicemail Message

When you receive a voicemail message, your phone displays the ▣ (voice message waiting) indicator and a **New VoiceMail** notification.

Do This	To
Press **CALL** (◻)	listen to the message

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

Listening to a Voicemail Message

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

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

Shortcut: If your voicemail number is also stored as phonebook entry number 1, you can press and hold ①◦ to listen to your voicemail message(s).

Turning Off the Voice Message Waiting Indicator

To clear the ▣ (voice message waiting) indicator:

Find the Feature   ▤ > **Messages**
                          ▤ > **Clear Count**

Messages—Voicemail

Messages—Text

Text messages are brief messages that you can send and receive.

Quick notes are pre-written text messages that you can customize and send quickly.

Your message inbox must be set up *before* you can send and receive messages. The number of messages the inbox can hold depends on the length of the messages, and the number of other messages and drafts stored on your phone.

Setting Up the Message Inbox

Note: In many cases, your service provider has already set up the inbox for you.

Find the Feature $\ulcorner\!\!\!\urcorner$ > Messages
$\ulcorner\!\!\!\urcorner$ > Inbox Setup

Press	To
1 CHANGE ($\square$)	change the Cleanup setting
2 $\odot$	scroll to the number of days you want to keep messages in the inbox, or the number of messages you want to keep
3 SELECT ($\square$)	select the cleanup setting
4 DONE ($\square$)	save the inbox settings

Receiving a Text Message

Note: Your message inbox must be set up before you can receive text messages. See page 102.

When you receive a text message, your phone displays the ✉ (message waiting) indicator and a New Inbox Message notification.

Press	To
READ (□)	open the message

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

When your phone displays Memory is Full!, you must delete some existing messages to receive new messages.

Reading, Locking, or Deleting a Text Message

Messages in the message inbox are sorted from newest to oldest. The oldest messages are deleted automatically as specified by the inbox cleanup setting (see page 102). If you want to save a message, you should lock it to prevent it from being deleted during cleanup.

Find the Feature   □ > Messages > Inbox

Press	To
1 ⊙	scroll to the message
	The following indicators show message status:
	✉ = unread
	✉! = unread and urgent
	📬 = read
	📬! = read and urgent
	🔒 = read and locked
2 READ (□)	open the message
3 SAVE (□)	close the message
or	
DELETE (□)	delete the message
or	
▤	open the Text Msg Menu to perform other procedures as described in the following list

The Text Msg Menu includes the following options:

Option	Description
Create Message	Open a new text message.
Call Back	Call the number in the message header or embedded in the message.
Go To	Launch the micro-browser and go to a Web address (URL) embedded in the message.

Option	Description
Reply	Open a new text message with the sender's Reply To number or email address in the To field.
Forward	Open a copy of the text message with an empty To field.
Lock/Unlock	Lock or unlock the message.
Store Number	Create a phonebook entry with the embedded number in the No. field.
Delete	Delete the message.
Delete All	Delete all inbox messages.
Store Address	Create a phonebook entry with the embedded email address in the Email field.
Inbox Setup	Open the inbox setup menu.

Storing Pictures, Animations, and Sounds From a Text Message

You can receive a text message with pictures, animations, and/or sounds (such as music or alert tones) inserted in the message. Pictures and animations are displayed automatically as you scroll through the message. A sound begins playing when you scroll to the sound file in the message.

You can store these pictures and animations on your phone, and use them for screen saver or wallpaper

images. Sounds can be stored and used as alert tones for incoming calls or other events.

Select an Image or Sound File

To store an image or sound file from a text message, you must first select the file you want to store. While reading the message:

Press	To
1 ⊙ up or down	scroll to and highlight the inserted picture, animation, or sound file
2 ⊟	open the Text Msg Menu
3 ⊙	scroll to Store
4 SELECT (⊡)	display a list of message items that can be stored
5 ⊙	scroll to File Attachment
6 SELECT (⊡)	display the highlighted image or sound file

Store a Picture or Animation File

To store the current displayed picture or animation:

Press	To
1 STORE (⊡)	view a list of picture storage options
2 ⊙	scroll to Store Only
3 SELECT (⊡)	store the picture or animation

To set the picture or animation as your new screen saver or wallpaper image:

Press	To
1 STORE (⊡)	view a list of picture storage options
2 ⊕	scroll to Set as Screen Saver or Set as Wallpaper
3 SELECT (⊡)	store the picture and set it as the screen saver or wallpaper image

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

For more information about using pictures and animations, see "Picture Viewer" on page 82, "Wallpaper" on page 174, and "Screen Saver" on page 175.

Store a Sound File

To store the current displayed sound file:

Press	To
1 STORE (⊡)	view a list of sound storage options
2 ⊕	scroll to Store Only
3 SELECT (⊡)	store the sound
	Your phone adds the sound to the My Tones list along with the other custom tones you have created.

To set the sound as an alert tone for a specific event:

	Press	To
1	STORE (⊙)	view a list of sound storage options
2	⊕	scroll to Set As Ring Tone
3	SELECT (⊙)	set the sound as an alert
		Your phone displays the message Set As Which?, and lists the events (incoming calls, text messages, etc.) for which an alert may be set
4	⊕	scroll to the event for which you want to set the new alert
5	SELECT (⊙)	store the sound and set it as the new alert for the selected event
		The new alert tone setting is saved to the current alert profile

For more information about using sound files, see page 135.

Sending a Text Message

You can send a text message to one or more recipients. You can manually enter each recipient's phone number or email address, or select numbers/addresses from the phonebook or recent call lists.

Note: When you manually enter numbers and/or email addresses, you must insert a space between each entry. Press ⟨1∞⟩ one time, wait for the space to appear, then enter the next number or email address.

Find the Feature   ⟨ **> Messages**
                        > Create Message

Press	**To**
1 CHANGE (□)	select To
2 keypad keys	enter one or more phone numbers and/or email addresses
	Tip: Press ⟨1∞⟩ to insert a space between each number/address that you enter manually.
or	
BROWSE (□)	select numbers/addresses from the phonebook or recent call lists
3 OK (□)	store the numbers/addresses
4 CHANGE (□)	select Msg
5 keypad keys	enter the message
	Note: Message length is limited. A counter at the top of the display shows how many characters are left.
6 OK (□)	store the message
7 CHANGE (□)	select Priority

Press		To
8	$\odot$	scroll to the priority you want
9	SELECT ([])	set the priority
10	CHANGE ([])	select Call
11	keypad keys	enter a number for the recipient to call back
12	OK ([])	store the number
13	DONE ([])	finish the message
14	YES ([])	send the message
	or	
	NO ([])	cancel the message or save it in the drafts folder

Sending a Quick Note Text Message

Quick notes are pre-written messages that you can edit and send quickly (for example, Meet me at ...). You can also create and store new quick notes.

Find the Feature   [] > Messages
               > Quick Notes

Press		To
1	$\odot$	scroll to the quick note

Press	To
2 READ (☉)	read the quick note
or	
☷	open the Quick Note Menu to perform other procedures as described in the following list

The Quick Note Menu includes the following options:

Option	Description
New	Create a new quick note.
Edit	Edit the quick note.
Delete	Delete the quick note.
Send	Open a new message with the quick note in the Msg field.

Inserting Pictures, Animations, and Sounds in a Text Message

You can insert pictures, animations, and/or sounds (such as music or alert tones) into the body of a text message as you compose it.

Insert a Picture or Sound File

Use the keypad keys to enter your message as usual.

When you come to a spot in the message where you want to insert a picture or sound file:

	Press	To
1	⊟	open the Message Menu
2	⊕	scroll to Insert
3	SELECT (◻)	display a list of the different file types you can insert in the message
4	⊕	scroll to Picture, Animation, or Sound
5	SELECT (◻)	select the type of file you want to insert
6	⊕	scroll to the image or sound file you want
7	VIEW (◻) (for an image file) **or** PLAY (◻) (for a sound file)	preview the highlighted file
8	INSERT (◻)	insert the highlighted image or sound file in the text message at the current cursor location

A generic file type indicator identifies the type and location of the inserted file in the text message.

Notes:

- Your phone may be configured to allow only predefined images and sounds in a text message. The predefined image and sound files on your phone are identified by an indicator.

- You can attach up to five pictures, at a maximum size of 255x255 pixels (8 Kb) per picture.

View or Delete an Inserted File

To view or delete an inserted image or sound file in a text message that you are composing:

Press	To
1 $\binom{\cdot}{\cdot}$	place the cursor to the right of the file type indicator in the message that you are composing
2 $\binom{\cdot}{\cdot}$ to the left	highlight the file type indicator
3 SELECT ($\oslash$)	display/play the inserted file
or	
4 DELETE ($\searrow$)	delete the inserted file from the text message

Viewing the Status of Sent Text Messages

Messages that you send are stored in the outbox.

Find the Feature $\qquad$ $\underline{\text!}$ > Messages > Outbox

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

» = sending in progress   ✉ = delivered

✕ = sending failed

Messages—Email

You can send and receive email messages from your phone. New email messages that you receive are stored on your service provider's email server until you download them to your phone.

You must set up the email message inbox *before* you can send and receive email messages.

Setting Up the Email Inbox

Note: Your service provider may have already programmed the email inbox settings for you.

Find the Feature
　　　　　　　 M > Messages
　　　　　　　　 > Email Msgs
　　　　　　　 M > Email Msg Setup

Press	To
1 CHANGE (□)	change the Protocol for your service provider's email server type
2 ⊙ up or down	scroll to the protocol
3 OK (□)	store the protocol
4 CHANGE (□)	enter or change your User ID
5 keypad keys	enter your user ID
6 OK (□)	store your user ID
7 CHANGE (□)	enter or change your Password

Press	To
8 keypad keys	enter your password, which will be displayed as asterisks
9 OK (⊡)	store your password
	You are prompted to enter the password a second time for confirmation.
10 CHANGE (⊡)	change the Receiving host
11 keypad keys	enter the IP address or host name that handles your incoming email
12 OK (⊡)	store the receiving host
13 CHANGE (⊡)	change the SMTP host
14 keypad keys	enter the IP address or host name that handles your outgoing email
15 OK (⊡)	store the SMPT host
16 CHANGE (⊡)	enter or change the Return address
17 keypad keys	enter your email address
18 OK (⊡)	store the return address
19 CHANGE (⊡)	change the Cleanup setting
20 ⊙ up or down	scroll to the number of days or number of messages that should be kept in your inbox

Press	To
21 SELECT (⊡)	select the cleanup setting
	If you select Custom, continue. Otherwise, go directly to step 26.
22 ⊙ up or down	scroll to the number of days or messages
23 ▶ (⊡)	move to the type identifier
or	
⊙ to the right	
24 ⊙ up or down	scroll to days or msgs
25 DONE (⊡)	store the custom cleanup setting
26 CHANGE (⊡)	change the Save on server setting
27 ⊙ up or down	scroll to Yes (to save copies of your email messages on your service provider's email server) or No
28 OK (⊡)	store the save on server setting
29 CHANGE (⊡)	change the Check new msgs setting

Press	To
30 ⊙ up or down	scroll to the interval at which your phone will receive new email and send outgoing email (every 5 mins, 10 mins, or 15 mins). If you select No, you must manually Send/Receive Mail (see page 128). If you select Custom, continue. Otherwise, go directly to step 35.
31 ⊙ up or down	scroll to the number of minutes or days
32 ▶ (⊡) **or** ⊙ to the right	move to the type identifier
33 ⊙ up or down	scroll to mins or days
34 DONE (⊡)	store the custom send/receive interval
35 CHANGE (⊡)	change Hide fields
36 ⊙ up or down	scroll to No or Hide fields
37 SELECT (⊡)	select the Hide Fields setting If you selected Hide Fields, continue. Otherwise, go directly to step 40.

Press	To
38 PICK (⬚)	select the fields to hide when composing new email (cc and/or bcc)
39 Done (⬚)	store the hide fields setting
40 CHANGE (⬚)	enter your email auto signature
41 keypad keys	enter the text that will be appended to your outgoing email messages
42 OK (⬚)	store your auto signature
43 DONE (⬚)	save the email message inbox settings

Receiving an Email Message

Note: You must set up the email message inbox before you can receive text messages. See "Setting Up the Email Inbox" on page 115.

If you set up your phone to check for new email messages (Check new msgs in the Email Msg Setup), your phone displays the ✉ (message waiting) indicator and a New Message notification, and gives an alert when you receive a new email message. If reminders are turned on, your phone sends a reminder at regular intervals until you close the new message notification, read the message, or turn off your phone. (See "Setting Reminders" on page 141.)

From the new message notification:

Press	To
READ (⊙)	open the message (or your email message inbox if there are multiple messages)

As memory space for storing email messages gets close to full, the ⊠ (message waiting) indicator flashes and your phone displays Memory is Low! when you receive a new email message. When no more messages can be stored, your phone displays Memory is Full! and the network temporarily holds your new email messages. To receive these new messages, you must delete some existing messages from your email inbox and manually check for new messages. (See page 128).

Reading, Locking, or Deleting an Email Message

You can open your email message inbox to read, lock, or delete messages at any time.

Messages in the email inbox are sorted from newest to oldest. The oldest messages are deleted automatically as specified by the inbox cleanup setting (see page 115). If you want to save a message, you should lock it to prevent it from being deleted during cleanup.

Note: If you create personal folders, the email inbox will list folders instead of messages. See page 130.

Find the Feature   ⊟ > Messages
                        > Email Msgs

Press	To
1 ⊙	scroll to the message you want
	The following indicators show message status:
	⊠ = unread
	⊡! = unread and urgent
	△ = read
	☖! = read and urgent
	🔒 = read and locked
2 READ (◻)	open the message
3 MORE (◻)	scroll to the next page or message
4 SAVE (◻)	close the message without changes
DELETE (◻)	delete the message
or	
⊟	open the Email Msg Menu to perform other procedures as described in the following list

The Email Msg Menu includes the following options:

Option	Description
Reply	Open a new email message, with the originator's email address in the To field.
Reply All	Open a new email message, with all of the original recipients' email addresses in the appropriate fields (To, cc, and bcc).
Forward	Open a copy of the email message, with an empty To field.
Lock/Unlock	Lock or unlock the message.
Move to	Move the message to a personal folder (see page 131).
Store Address	Store an email address embedded in the message in your phonebook.
Store Number	Store a phone number embedded in the message in your phonebook.
Delete **or** Delete All	Delete a message or all email inbox messages. Press Yes (◻) to confirm the deletion.
Create Email	Open a new email message.
Send/Receive Mail	Connect to your email service provider to receive new email and send outgoing email.

Option	Description
Email Msg Setup	Open the email message inbox setup menu.

Sending an Email Message

You can send an email message to one or more recipients. The email message feature lets you enter each recipient's email address, or select addresses from the phonebook.

When you enter email addresses in the To, cc, or bcc field, you must insert a space between each address. Press *1.*, wait for the space to appear, then enter the next address. (Comma, semicolon, or colon can also be used.)

Find the Feature
$\quad$ $\sqdot$ > Messages
$\quad$ $\quad$ > Email Msgs
$\quad$ $\quad$ $\sqdot$ > Create Email

Press	To
1 CHANGE (ロ)	select To

Press		To
2	keypad keys	enter one or more email addresses
		Tip: Remember to press 1⊙ to insert a space between each address.
	or	
	BROWSE (⊡)	select addresses from the phonebook. Press ADD (⊡) to select from the phonebook list. Press DONE (⊡) when finished selecting from the list.
3	OK (⊡)	store the email address(es) in the To field
4	CHANGE (⊡)	select cc
		Note: cc may be hidden as specified by the inbox Hide fields setting (see page 115).
5	keypad keys	enter email addresses or select them from the phonebook. See step 2 for entering email addresses.
	or	
	BROWSE (⊡)	
6	OK (⊡)	store the email address(es) in the cc field

Press	To
7 CHANGE (◻)	select bcc
	Note: bcc may be hidden as specified by the inbox Hide fields setting (see page 115).
8 keypad keys **or** BROWSE (◻)	enter email addresses or select them from the phonebook. See step 2 for entering email addresses.
9 OK (◻)	store the email address(es) in the bcc field
10 CHANGE (◻)	select Subject
11 keypad keys	enter the subject (see "Entering Text" on page 47)
	Note: The subject can be up to 128 characters.
12 OK (◻)	store the subject
13 CHANGE (◻)	select Msg

Press	To
14 keypad keys **or** BROWSE (☐)	enter the email message (see "Entering Text" on page 47) insert a quick note (see page 127) **Note:** Message length is limited. When 40 or fewer characters remain, a two-digit counter at the top of the display shows how many are left. Auto signature is included in the count.
15 OK (☐)	store the email message
16 CHANGE (☐)	select Priority
17 ☼	scroll to Normal or Urgent
18 SELECT (☐)	store the priority
19 CHANGE (☐)	select Priority
20 ☼	scroll to the priority you want
21 SELECT (☐)	set the priority
22 CHANGE (☐)	select Call
23 keypad keys	enter the number you want your recipient to call back (the message's From field)
24 OK (☐)	store the number
25 DONE (☐)	finish the message Your phone displays Send Message Now?

Press	To
26 YES (⬚)	send the message
or	
NO (⬚)	cancel the message or save it as a draft
	A saved message is stored in the drafts folder, where you can edit it and send it at a later time.

Inserting a Quick Note Into an Email Message

Quick notes are short, pre-written messages that you can select, edit, and send in a text or email message (for example, Meet me at ...). You can also create new quick notes and store them for later use.

For information on editing and creating quick notes, and sending quick notes in a text message, see "Sending a Quick Note Text Message" on page 110.

To insert a quick note into an email message, while in the message body (Msg field):

Press	To
1 BROWSE (⬚)	list the quick notes
2 ⬭	scroll to a quick note
3 SELECT (⬚)	insert the quick note

Manually Sending and Receiving Email

You can set up your phone to connect to your service provider at regular intervals, download new email to your inbox, and send outgoing email from your outbox (see page 115).

If you do not set up your phone to periodically check for new messages, you must manually connect to your email service provider to send and receive email.

Find the Feature
  > Messages
  > Email Msgs
  > Send/Receive Mail

Press	To
1 YES (◌)	connect to your email service provider in response to Connect Now?
2 READ (◌)	open the new message (or your email message inbox if there are multiple new messages)

Viewing the Status of Sent Email Messages

Email messages that you send are stored in the outbox. To view the contents of your outbox:

Find the Feature $\textcircled{\scriptsize{=}}$ > Messages
                        > Email Msgs
                        > Outbox
                        > Message Status

Messages are sorted from newest to oldest. The following indicators identify message status:

$\gg$ = sending in progress $\boxtimes$ = delivered

$\times$ = sending failed

Calling a Phone Number in an Email Message

Press	To
1 $\textcircled{\cdot}$	scroll to and highlight the phone number in the message
	Note: Periods, commas, slashes, hyphens, and parentheses are ignored.
2 CALL ($\textcircled{\scriptsize{0}}$)	call the number

To store the number in the phonebook, press $\textcircled{\scriptsize{=}}$ and select Store Number.

Sending Email to an Embedded Email Address

Press	To
1 ⊙	scroll to and highlight the address in the message
2 MAIL TO (⊡)	open a new email, with the selected email address in the **To** field

To store the address in the phonebook, press ⊡ and select **Store Address**.

Go to a URL in an Email Message

Press	To
1 ⊙	scroll to and highlight the URL (the URL must be underlined in the message)
2 GO TO (⊡)	start a browser session and go to the selected URL

Creating Personal Folders

Your phone has an email inbox, outbox, drafts folder, and sent folder. You can create up to 5 personal folders to help you organize your mail.

If you create personal folders, the email msg inbox will list the inbox folder first, followed by personal folders in alphabetical order.

Find the Feature $\odot$ > Messages > Email Msgs
$\qquad\qquad\qquad\qquad$ $\odot$ > Folder

Press	To
1 $\odot$	scroll to Create
2 SELECT ($\odot$)	open a New Folder screen
3 keypad keys	enter the folder name
4 OK ($\odot$)	save the folder

Moving Email to a Personal Folder

Find the Feature $\odot$ > Messages
$\qquad\qquad\qquad\qquad\qquad$ > Email Msgs

Press	To
1 $\odot$	scroll to the message
2 $\odot$	open the Email Msg Menu
3 $\odot$	scroll to Move to
4 SELECT ($\odot$)	list personal folders
5 $\odot$	scroll to the personal folder
6 SELECT ($\odot$)	move the message

Renaming a Personal Folder

Press	To
1	⊕	scroll to Rename
2	SELECT (▢)	list personal folders
3	⊕	scroll to the folder to rename
4	SELECT (▢)	select the folder
5	YES (▢)	open the New Folder Name screen
6	keypad keys	enter the new folder name
7	OK (▢)	save the folder

Deleting a Personal Folder

Press	To
1	⊕	scroll to Delete
2	SELECT (▢)	list personal folders
1	⊕	scroll to the folder to delete
2	SELECT (▢)	select the folder
3	YES (▢)	delete the folder

Ring Styles

Your phone rings or vibrates to notify you of an incoming call or other event. This ring or vibration is called an *alert*. You can select one of five different ring styles:

    △) = loud ring   △» = soft ring

    ▒◻▒ = vibrate   ⟩△ = ring and vibrate

    △ᶻ = silent

The ring style indicator in the display shows the current ring style (see page 26).

Each ring style contains settings for specific event alerts, and ringer and keypad volume.

Selecting a Ring Style

Find the Feature   [≡] > Ring Styles > Style

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

Customizing a Ring Style

Change Style Settings

You can change the alerts that notify you of the following events: incoming calls, text messages, voicemail messages, data calls, fax calls, alarms, and reminders. Any changes you make are saved to the current ring style.

Find the Feature $\quad$ $\boxdot$ > Ring Styles
$\qquad$ > *Style* Detail

Note: *Style* represents the current ring style.

Press	To
1 $\odot$	scroll to the event
2 CHANGE ($\boxdot$)	select the event
3 $\odot$	scroll to the alert you want
4 SELECT ($\boxdot$)	select the alert

Activate and Deactivate Ringer IDs

When ringer IDs are turned on, your phone uses distinctive ringer alerts to notify you of incoming calls or messages from specific entries stored in your phonebook. To assign a ringer ID to a phonebook entry, see page 75.

Find the Feature $\quad$ $\boxdot$ > Ring Styles
$\qquad$ > *Style* Detail

Note: *Style* represents the current ring style.

Press	To
1 $\odot$	scroll to Ringer IDs

Press	To
2 CHANGE (◻)	change the ringer IDs setting
3 ☼	scroll to On or Off
4 SELECT (◻)	select the option

Set Ringer or Keypad Volume

Find the Feature ◻ > Ring Styles
> *Style* Detail

Note: *Style* represents the current ring style.

Press	To
1 ☼	scroll to Ring Volume or Key Volume
2 ☼ left or right	scroll to the desired volume
3 OK (◻)	confirm the new volume

Using My Tones

You can create and store up to 32 custom alert tones on your phone. The tones appear in the list of available alerts.

Create a Tone

Find the Feature ◻ > Ring Styles
> My Tones

Press	To
1 ☼	scroll to [New Tone]
2 SELECT (◻)	select [New Tone]
3 CHANGE (◻)	select Notes

Press		To
4	keypad keys	enter notes (see page 136)
5	OK (⊡)	store the notes
6	CHANGE (⊡)	select Name
7	keypad keys	enter a name for the tone
8	OK (⊡)	store the name
9	DONE (⊡)	store the tone

Ring Styles

Enter Notes

Use the keypad keys to enter each note. Press a key multiple times to cycle through its notes or options (pitch, octave, or length). The default setting for a new tone is a quarter note in octave two.

Key	Phone Display	Description
①	1	set octave one
	2	set octave two
	3	set octave three
② ABC	A	note A
	B	note B
	C	note C
③ DEF	D	note D
	E	note E
	F	note F
④ GHI	G	note G
	R	rest

Key	Phone Display	Description
(7ᴘ𝚚ʀꜱ)	#	sharp
	b	flat
(0+)	q	quarter note or rest
	h	half note or rest
	w	whole note or rest

Enter a note as follows:

Task	Action
Change the octave	Set the new octave (1, 2, or 3) *before* selecting the note. The octave applies to all following notes until you change it again.
Select the note (required)	Press a keypad key.
Change a note to a sharp or flat	Enter a sharp or flat (# or b) *after* selecting the note.
	Some sharps and flats are played as standard notes. For example, B# is the same as C. Press ⊙ to scroll to valid notes when entering a new note.
Change a note's length	Set the new length (q, h, or w) *after* selecting the note. The length applies to all following notes until you change it again.

Ring Styles

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Task	Action
Add a rest	Enter one or more rests (R characters) as needed in the tone sequence. Set the length of the rest by entering a q, h, or w character *after* the rest, just as you would for a note.
Listen to a new tone as you compose it	Press ⊚ to enter the Compose Menu, and select Play All to play the notes you have entered.

Example

Press the following keys to play this sequence of notes and rests in octave three: **C** (quarter note), **E flat** (quarter note), **half rest**, and **G** (whole note):

	Press	To	Phone Display
1	(1.) (1.) (1.)	set octave three	3
2	(2ABC) (2ABC) (2ABC)	enter a quarter note **C**	C
3	(3DEF) (3DEF) (7PQRS) (7PQRS)	enter a quarter note **E flat**	Eb
4	(4GHI) (4GHI) (0+) (0+)	enter a **half rest**	Rh

Press		To	Phone Display
5	$\boxed{4_{GHI}}$ $\boxed{0^+}$ $\boxed{0^+}$ $\boxed{0^+}$	enter a whole note **G**	Gw

Play a Tone

Find the Feature $\boxed{\scriptstyle\exists}$ > Ring Styles
                  > My Tones

Press		To
1	$\boxed{\odot}$	scroll to the tone
2	$\boxed{\scriptstyle\exists}$	open the My Tones Menu
3	$\boxed{\odot}$	scroll to Play
4	SELECT ($\boxed{\cdot}$)	select Play
5	PLAY ($\boxed{\cdot}$)	play the tone again
	or	
	CANCEL ($\boxed{\cdot}$)	return to my tones list

Edit a Tone

You cannot edit the predefined alert tones included with your phone. To edit a custom alert tone:

Find the Feature $\boxed{\scriptstyle\exists}$ > Ring Styles
                  > My Tones

Press		To
1	$\boxed{\odot}$	scroll to the tone
2	EDIT ($\boxed{\cdot}$)	open the tone details

Ring Styles

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Press	To
3 ⊙	scroll to the item you want to edit (Name or Notes)
4 CHANGE (⬚)	select the item
5 keypad keys	enter new text or notes
6 OK (⬚)	store the tone

Delete a Tone

You cannot delete the predefined alert tones included with your phone. To delete a custom alert tone:

Find the Feature ⬚ > Ring Styles
> My Tones

Press	To
1 ⊙	scroll to the tone
2 ⬚	open the My Tones Menu
3 ⊙	scroll to Delete
4 SELECT (⬚)	select Delete
5 YES (⬚)	confirm the deletion

Download a Tone

You can download custom alert tones from the micro-browser application, or from a text message. To download tones from the micro-browser, see page 152. To download tones from a text message, see page 105.

Ring Styles

Send Tones

You can send alert tones to other wireless phone users. To insert a tone in a text message, see page 111.

Setting Reminders

A reminder is an alert that rings or vibrates at regular intervals to notify you about a voicemail or text message that you have received, or a datebook event that you have scheduled.

Find the Feature
  $\square$ > Ring Styles
  > *Style* Detail
  > Reminders

Note: *Style* represents the current ring style.

Press	To
1 $\odot$	scroll to Beep or Vibrate to set the reminder alert type, or Off to turn off all reminders
2 SELECT ($\square$)	select the reminder alert

Shortcuts

Your phone includes several standard shortcuts. You can create additional shortcuts to frequently used menu items.

Standard Shortcuts

The following shortcuts are pre-programmed in your phone. You cannot edit or delete these shortcuts.

Do This	To
Press 🔲, then press and hold 🔲 (within two seconds)	zoom in/out on your phone display
Press 🔲 ⌗	display your phone number
Press ⌃	go to the dialed calls list
Press ⌢	exit the menu system

Creating a Shortcut

You can create a keypad shortcut *plus* an optional voice shortcut to a menu item. A voice shortcut takes you directly to the menu item when you say the shortcut name.

Tip: Make your recording in a quiet location. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone in a normal tone of voice.

Do This	To
1 Press 🔲	enter the menu system

Shortcuts

	Do This	To
2	Press $\bigodot$	scroll to the menu item
3	Press and hold $\boxed{\vdots}$	open the shortcut editor
4	Press YES ($\boxed{\cdot}$)	view shortcut options
5	Press CHANGE ($\boxed{\cdot}$)	change the keypad shortcut number
	or	
	Press DONE ($\boxed{\cdot}$)	select the default keypad shortcut number
	or	
	Press $\bigodot$	scroll to Voice to assign a voice shortcut
6	Press RECORD ($\boxed{\cdot}$)	begin recording
		The phone displays Press Voice Key then say voice shortcut.
7	Press and release the voice key and say the shortcut's name (in two seconds)	record the shortcut name
8	Press and release the voice key and repeat the name	confirm the shortcut name
9	Press DONE ($\boxed{\cdot}$)	store the shortcut name

Shortcuts

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Using Shortcuts

Use a Keypad Shortcut

Press	To
1 ▤	open the menu
2 *the keypad shortcut number*	go to the menu item or perform the menu action

Select a Shortcut From the List

Find the Feature   ▤   > Shortcuts
                          > *the shortcut you want*

Use a Voice Shortcut

Do This	To
1 Press ▤	open the menu
2 Press and release the voice key and say the shortcut's name (in two seconds)	go to the menu item or perform the menu action

Voice Notes

You can use the voice note feature to record personal messages and phone calls on your phone.

Recording a Voice Note

Use this procedure to record a voice note from the idle display, or to record a phone call in progress. Your phone plays an alert tone to notify the other party that the call is being recorded.

Note: Recording phone calls is subject to varying state and federal laws regarding privacy and recording of conversations.

Tip: Make your recording in a quiet location. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone in a normal tone of voice.

Do This	Result
1 Press and hold the voice key for the duration of the recording.	The phone sounds an alert tone and begins recording.
2 Speak your voice note.	The phone records the voice note.
3 Release the voice key to stop recording.	The phone displays the voice note number and total recording time.

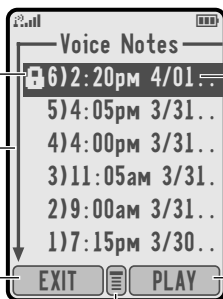# *Viewing the Voice Notes List*

Find the Feature   ⊟ > **Voice Notes**

Locked voice note

Down scroll arrow

Return to previous screen

Time/date recorded

Play the highlighted voice note

```
Ral                     IIII
      ─Voice Notes─
  ⊟6)2:20pm 4/01..
    5)4:05pm 3/31..
    4)4:00pm 3/31..
    3)11:05am 3/31.
    2)9:00am 3/31..
    1)7:15pm 3/30..
 EXIT   ⊟   PLAY
```

Press ⊟ to open the
Voice Notes Menu

Playing a Voice Note

Find the Feature $\boxdot$ > Voice Notes

Press	To
1 $\overset{.}{\odot}$	scroll to the voice note
2 PLAY ($\boxdot$)	play the voice note

When you connect an optional Motorola Original™ headset or FM Stereo Radio Headset accessory to your phone, playback is automatically routed to the headset.

Tip: You can play a voice note while taking a call. It will not be transmitted to the other party.

Playback Screen

The playback screen is displayed as the voice note plays.

Indicates % played

Press ◄Ô► left to rewind

Return to previous screen

Voice note number

Press $\overset{.}{\odot}$ right to fast forward

Erase voice note

Voice Note 3

SAVE   DELETE

Press $\boxdot$ to open the Voice Notes Menu
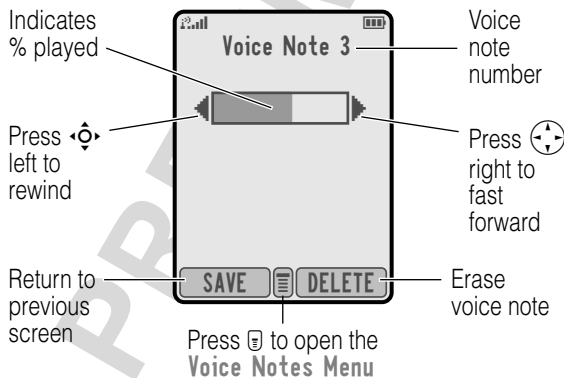
Voice Note Controls

Stop playback and go to **Voice Notes Menu**.

Stop playback and return to voice notes list.

Raise or lower playback volume of voice note.

Press **left** to rewind three seconds, resume playing. Press **left and hold** to rewind to the beginning.

Press **up/down** to stop playback and scroll to next voice note.

Press any number key to alternately stop and start playback.

If voice note is unlocked, stop playback and display **Delete Voice Note?**

If voice note is locked, stop playback and unlock voice note.

Press **right** to fast forward three seconds, resume playing. Press **right and hold** to fast forward to end.

When playback is complete, press **right** to restart.
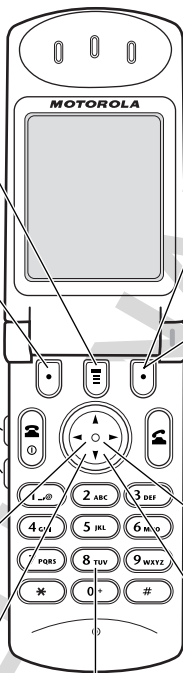
Locking and Unlocking a Voice Note

Lock a voice note to prevent it from being deleted. You must unlock a voice note to delete it.

Find the Feature $\boxdot$ > Voice Notes

Press		To
1	$\overset{\leftrightarrow}{\updownarrow}$	scroll to the voice note
2	$\boxdot$	open the Voice Notes Menu
3	$\overset{\leftrightarrow}{\updownarrow}$	scroll to Lock or Unlock
4	SELECT ($\square$)	lock or unlock the voice note

To lock or unlock a voice note during playback:

Press		To
1	$\boxdot$	open the Voice Notes Menu
2	$\overset{\leftrightarrow}{\updownarrow}$	scroll to Lock or Unlock
3	SELECT ($\square$)	lock or unlock the voice note

Playback stops when you lock or unlock a voice note. Press any number key to resume playback.

Deleting a Voice Note

Find the Feature   ☰ > Voice Notes

	Press	To
1	⊕	scroll to the voice note
2	☰	open the Voice Notes Menu
3	⊕	scroll to Delete or Delete All
4	SELECT (⊙)	select the highlighted option
5	YES (⊙)	confirm the deletion

Notes:

- Press NO (⊙) to cancel deletion.

- You cannot delete a locked voice note.

- You cannot recover a deleted voice note.

Micro-Browser

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

Starting a Micro-Browser Session

**Find the Feature** $\boxdot$ > Browser

Press	To
1 $\odot$	scroll to a bookmark, service, or application
2 SELECT ($\boxdot$)	select the item

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

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

Interacting With Web Pages

Press	To
$\odot$	scroll through text, or highlight a selectable item
SELECT ($\square$)	select the highlighted item
$\square$	call the highlighted phone number from the micro-browser
keypad keys, followed by OK ($\square$)	enter information Press $\circledast$ to delete one letter at a time if you make a mistake.
$\circledast$	go back to the previous page
$\square$	open the Browser Menu

Downloading Pictures, Animations, and Sounds

You can use the micro-browser to download pictures, animations, and sounds onto your phone for use as screen saver images, wallpaper images, or alert tones.

To download an image or sound file from a Web page, simply select its link. A picture or animation is displayed when downloading is complete. A sound file begins to play when downloading is complete.

Store a Picture or Animation File

To store the current displayed picture or animation:

Press	To
1 STORE ($\bigcirc$)	view the list of picture storage options
2 $\cdot\hat{\mathbb{Q}}\cdot$	scroll to Store Only
3 SELECT ($\bigcirc$)	store the picture or animation

To set the picture or animation as your new screen saver or wallpaper image:

Press	To
1 STORE ($\bigcirc$)	view the list of picture storage options
2 $\cdot\hat{\mathbb{Q}}\cdot$	scroll to Set as Screen Saver or Set as Wallpaper
3 SELECT ($\bigcirc$)	store the picture and set it as the screen saver or wallpaper image

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

For more information about using pictures and animations, see "Picture Viewer" on page 82, "Wallpaper" on page 174, and "Screen Saver" on page 175.

Store a Sound File

To store the current displayed sound file:

Press		To
1	STORE ($\varnothing$)	view the list of sound storage options
2	·Ô·	scroll to Store Only
3	SELECT ($\varnothing$)	store the sound
		Your phone adds the sound to the My Tones list along with the custom tones you have created.

To set the sound as an alert tone for a specific event:

Press		To
1	STORE ($\varnothing$)	view the list of sound storage options
2	·Ô·	scroll to Set As Ring Tone
3	SELECT ($\varnothing$)	set the sound as an alert
		Your phone displays the message Set As Which?, and lists the events (incoming calls, text messages, etc.) for which an alert may be set
4	·Ô·	scroll to the event for which you want to set the new alert

Press	To
5 SELECT ($\bigcirc$)	store the sound and set it as the new alert for the selected event
	The new alert tone setting is saved to the current alert profile

For more information about using sound files, see page 135.

J2ME Applications

You can install and run J2ME (Java 2 Micro Edition) applications on your phone. These applications add new features and services to your phone.

Downloading an Application With the Micro-Browser

Find the Feature   M > Browser

Go to the page that contains the J2ME application you want, then:

	Press	To
1	⊙	scroll to the application
2	SELECT (□)	view the application details
3	DWNLOAD (□)	download the application

Downloading an Application From a Computer

See page 182 for instructions on how to connect your phone to a computer.

On the computer, locate and prepare the file you want to
download, then select the following phone menu option:

Find the Feature   ⊜ > Settings
                                > Java Tools
                                > Java App Loader

Launching a J2ME Application

Find the Feature   ⊜ > My Java Apps

Press		**To**
1	⟨⊹⟩	scroll to the application
2	SELECT (⊡)	launch the application, or open the list of applications in a suite
3	⟨⊹⟩	scroll to the application you want, if necessary
4	SELECT (⊡)	launch the application

If the application requires an Internet connection, your
phone prompts you to approve the connection. To
automatically approve Internet connections for J2ME
applications:

Find the Feature   ⊜ > Settings
                                > Java Tools
                                > Network Access

Press		**To**
1	⟨⊹⟩	scroll to Always Ask, Ask Once Per App, or Never Ask

Press	To
2 SELECT (◻)	select the highlighted setting

J2ME Application Control Keys

Your phone's keys perform the following functions in a J2ME application.

Key	Function
⊙	Move up, down, left, or right in a game.
(5 ʲᵏˡ)	"Fire" your weapon in a game.
🔲	End the application.
🔲	Call a number displayed in the application.
🔲	Open the J2ME applications menu.

Analyzing or Deleting a J2ME Application

Use the application manager to view details or delete a J2ME application.

Find the Feature 🔲 > My Java Apps

Press	To
1 ⊙	scroll to the application
2 🔲	open the application manager menu
3 ⊙	scroll to a menu option

J2ME Applications

Press	To
4 SELECT (◦)	select the option to perform procedures as described in the following list

The application manager menu includes the following options:

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

Viewing J2ME Version and Available Memory

To view J2ME version information, or the amount of phone memory available for J2ME applications:

Find the Feature   ▤ > Settings
                         > Java Tools
                         > Java System

| Press	To
1 ⊙	scroll through version and memory information as described in the following table
2 OK (⬚)	close the display

Option	Displays
CLDC Version	The connected limited device configuration version on your phone.
MIDP Version	The mobile information device profile version on your phone.
Data Space	Memory available for application data (such as phone book entries or game scores).
Program Space	Amount of free memory available for J2ME applications.
Heap Size	Amount of runtime memory available for J2ME applications.
Flash Space	Available space for J2ME applications, including free memory and used memory.

To automatically show an application's memory size in the application list view, see "Analyzing or Deleting a J2ME Application" on page 158.

Calculator

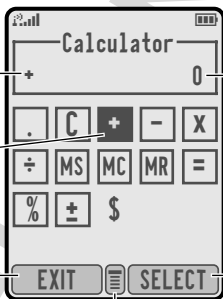You can use your phone as a calculator and currency converter.

Calculating Numbers

Press		To
1	number keys	enter a number
2	⊙	highlight a calculator function
3	SELECT (⊡)	perform the function

Selected
function
appears — Calculator
here
+   0 — Entered
number

Press ‹Ọ›
to highlight
a function

Exit the — Perform the
calculator highlighted
EXIT   SELECT — function

Press ⬛ to open
the Calculator Menu

The calculator can perform the following functions:

Function	Description
.	Insert a decimal point
C	Clear the calculation
CE	Clear entry (replaces C when you enter subsequent values in a calculation)
+	Add
−	Subtract
x	Multiply
÷	Divide
MS	Store the value in memory (overwrites current stored value)
MC	Clear the value stored in memory
MR	Replace the displayed value with the value stored in memory
=	Calculate the result
%	Divide the displayed value by 100
±	Change the entry's sign (positive/negative)
$	Calculate the exchange rate

Converting Currency

The currency converter works just like the calculator, but uses the $ (currency) function:

Find the Feature   ⊟ > Calculator
                       ⊟ > Exchange Rate

| **Press**		**To**
1	number keys	enter the exchange rate
2	OK (□)	store the exchange rate
3	number keys	enter the amount to convert (amount to multiply by the exchange rate)
4	⊕	highlight the $ function
5	SELECT (□)	perform the conversion

Games

You can play games with your phone between phone calls. An incoming call, message, alarm, or alert automatically ends the game.

## Playing a Game

Find the Feature $\textcircled{\tiny{E}}$ > Games

Press	To
1 $\textcircled{\ddots}$	scroll to a game
2 SELECT ($\textcircled{\tiny{0}}$)	start the game

When the game is over:

Press	To
NEW ($\textcircled{\tiny{0}}$) or YES ($\textcircled{\tiny{0}}$)	start another session of the same game
BACK ($\textcircled{\tiny{0}}$) or NO ($\textcircled{\tiny{0}}$)	end the game session

Game Options

Press $\textcircled{\tiny{E}}$ to select the following options during a game:

Option	Description
Game Sounds	Switch game sounds on/off.
New Game	Start a new game session.
Key Configuration	Assign game functions to different keypad keys.

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Option	Description
`Help`	Review the goal of the game.

Blackjack

In this classic card game, you play against the dealer to see who can get closer to 21 points without going over.

Rules of the Game

- You start a new game with 100 credits. You must bet from 1-10 credits for each hand you play.

- Press DEAL (◌) to start a new hand.

- The first card is dealt to the dealer. The dealer's cards are shown at the top of the display, and your cards are shown at the bottom.

- Face cards count as 10 points. Number cards count as the points shown on their face.

- An ace counts as 11 points, unless that would put you over 21 points. Otherwise, an ace is counted as 1 point. An ace that is originally counted as 11 may later be counted as 1 if it will bring your total under or equal to 21 points.

- An initial deal of an ace and a card with a face value of 10 points counts as exactly 21 points or Blackjack.

- Blackjack automatically wins against any other hand that totals 21 points.

- If you score more than 21 points, you go "bust" or lose.

- If you get five cards without going bust, you win.

- If you and the dealer have the same score, the dealer wins.

- You can ask for a "hit" or another card as long as you do not go bust.

- As long as the dealer's total is less than 17 points, the dealer must continue to take a hit.

How to Play

When the game begins, you are dealt two cards.

Press	To
STAY (◌)	see the results of the hand
HIT ME (◌)	request another card

Press ◌ to select the following options:

Option	Description
Insurance	If the dealer's first card is an ace, pay half of your wager to insure against the dealer winning with Blackjack.
Double Down	Double your initial wager after receiving your first two cards.
Choose Deck	Choose the deck image.

Falling Numbers

Score points by pressing the corresponding number key for numbers as they "fall" down the display.

Rules of the Game

- If a number reaches the bottom of the display or if you press an incorrect number key, you score one miss.

- The game is over when you score three misses.

- The game has five levels. When you complete a level, play continues automatically at the next level.

- You earn a bonus if you finish a level without a miss.

How to Play

When the game begins, numbers start falling from the upper portion of the display. Press the corresponding number key to eliminate a falling number before it reaches the bottom of the display.

Press ⊜ to set the following options:

Option	Description
Level	Choose the starting level of play.
Top Scores	View the top five scores.

Mindblaster

Guess a secret four-symbol code. You play by entering symbols into four spaces and then submitting a guess.

Rules of the Game

- Your score is the number of guesses it takes to reveal the secret code.

- When you submit a guess, you receive clues that indicate how many symbols you have identified correctly and how many are in the correct position. The position of the clues does *not* correspond to the location of the symbols.

  ■ = correct symbol in correct position

  ◪ = correct symbol in wrong position

  - You can see a history of your last 10 guesses.

  - Once you enter a symbol into a blank space, you can change the symbol but you cannot make the space blank again.

- When you correctly guess the four-symbol code, the display shows your score and the level of your next game.

- After you win one game, you progress from level 1 to level 2. After you win two more games, you progress from level 2 to level 3.

- When you exit the game or turn off the phone, you begin again at level 1.

How to Play

When the game begins, you see four blank spaces.

Do This	To
Press ⊙ left or right	move from space to space
Press ⊙ up or down	place a symbol in a space

Do This	To
Press GUESS (⬭)	submit a guess (when all four spaces contain symbols)
Select ⬥ and then press ⊙ up or down	scroll through a history of your last 10 guesses

Press ⬭ to select the following options:

Option	Description
Level	Choose the starting level of play.
Top Scores	View the top score for each level.

Paddleball

Move your paddle to strike a bouncing ball. The paddle gets smaller as your score increases.

Rules of the Game

- Your score is the number of times your paddle hits the ball.

- The game is over when the paddle misses the ball.

How to Play

Press	To
⊙ up or down	move your paddle to hit the bouncing ball

Reversal

Compete against the phone to place more disks of your color (black or white) on the 64-square playing area.

Rules of the Game

- Black plays first, and players alternate turns.

- Place a disk of your color on an empty square adjacent to an opponent's disk so that at least one of the opponent's disks is between two of your disks. The opponent's disk(s) flip to become your color.

- If you cannot make a legal move, the game displays No move and you lose your turn.

- Then game ends when neither player can make a valid move.

How to Play

1 Select a square as follows:

Press	To move the highlight
(4_{GHI}) or $\langle \cdot \rangle$ to the left	left
(6_{MNO}) or $\langle \cdot \rangle$ to the right	right
(2_{ABC}) or $\langle \cdot \rangle$ up	above
(8_{TUV}) or $\langle \cdot \rangle$ down	below
$(1_{.@})$	upper-left
(3_{DEF})	upper-right
(7_{PQRS})	lower-left

Games

Press	To move the highlight
9_{wxyz}	lower-right

2 Press PLACE ($\text{\textregistered}$) to place one of your colored disks in the selected square.

Press $\text{\textregistered}$ to select the following options:

Option	Description
Undo	Take back your last move.
Auto-Assign Color	Select Yes to assign colors automatically at the start of each game.

Video Poker

Turn 100 credits into 9,999+ credits by making the best possible poker hands.

Rules of the Game

- You start a new game with 100 credits. You must bet from 1-10 credits for each hand you play.

- You are dealt five cards face up, and have one opportunity to trade in cards (zero to five) for new ones.

- A winning hand earns credits as listed in the Awards Table.

- Your credit total is saved when you exit the game. The next time you play, you start with the number of credits that remain from the previous session.

- The game is over when you lose all of your credits.

How to Play

Place your initial bet or change your bet (from 1-10 credits) and then:

Press	To
DEAL (◻)	start a new hand
④ or ◌ to the left	select the card to the left
⑥ or ◌ to the right	select the card to the right
⑤ or DISCARD (◻)	discard (cannot be undone)
DONE (◻)	remove discarded cards and deal replacements

Press ◻ to select the following options:

Option	Description
Change Bet	Change the amount of your bet.
Choose Deck	Choose the deck image.
Awards Table	View the list of odds/payouts for each winning hand.

Adjusting Your Settings

Reordering Menu Items

You can reorder the items in your phone's main menu.

Find the Feature
- M > Settings
  - > Other Settings
  - > Personalize
  - > Main Menu

Press		To
1	⊙	scroll to a menu item
2	GRAB (□)	grab the menu item
3	⊙	move the item to a new location in the menu
4	INSERT (□)	insert the menu item

Customizing a Soft Key Function

You can relabel the soft keys (□ and □) to access different menu items from the idle display.

Find the Feature
- M > Settings
  - > Other Settings
  - > Personalize > Keys

Press	To
1 ⊕	scroll to `Left` or `Right`
2 `CHANGE` (◻)	open the key editor
3 ⊕	scroll to the new key function
4 `CHANGE` (◻)	confirm the new function

Wallpaper

You can set the wallpaper (background) picture that is displayed in your phone's idle display. You can use a still picture or an animation as a wallpaper image. When you set an animation as a wallpaper image, only the first frame of the animation is displayed.

To set and adjust the wallpaper picture on your phone:

Find the Feature ▤ > `Settings`
> `Other Settings`
> `Personalize`
> `Wallpaper`

Press	To
1 ⊕	scroll to `Picture`
2 `CHANGE` (◻)	open the picture viewer
3 ⊕ left or right	scroll to the picture or animation you want to use To turn off the wallpaper picture, scroll to `(None)`.
4 `SELECT` (◻)	select the picture
5 ⊕	scroll to `Layout`

Press	To
6 CHANGE (⊡)	adjust the layout of the wallpaper
7 ☉	scroll to Center or Tile
	The Center option places the image in the center of the display and, if necessary, shrinks the image to fill the display area.
	The Tile option fills the display area with adjacent copies of the image
8 SELECT (⊡)	confirm the wallpaper layout setting

Screen Saver

You can set the screen saver picture that is displayed in your phone's idle display when no activity is detected for a specified period of time. You can use a still picture or an animation as a screen saver image.

Find the Feature
⊡ > Settings
> Other Settings
> Personalize
> Screen Saver

Press	To
1 ☉	scroll to Picture
2 CHANGE (⊡)	open the picture viewer

Press		To
3	(✢) left or right	scroll to the picture or animation that you want to use
		To turn off the screen saver picture, scroll to **(None)**.
4	SELECT (◻)	select the picture
5	(✢)	scroll to **Delay**
6	CHANGE (◻)	set the delay interval for screen saver activation
7	(✢)	scroll to the inactivity time interval that will activate the screen saver image
8	SELECT (◻)	confirm the screen saver delay setting

The selected screen saver picture or animation is activated and displayed after the period of inactivity you specify. If necessary, the image is shrunk to fill the display area. An animation repeats for one minute. After one minute, the first frame of the animation is displayed.

TTY Operation

You can use an optional TTY device with your phone to send and receive calls. You must plug the TTY device into the phone's headset jack and set the phone to operate in one of three TTY modes.

Set TTY Mode

When you set your phone to a TTY mode, it operates in that mode whenever the TTY device is connected.

Find the Feature
         ⊟ > Settings
                > Other Settings
                > Initial Setup
                > TTY Setup

Press		To
1	⊙	scroll to TTY Setup
2	CHANGE (⊡)	change the TTY mode
3	⊙	scroll to the TTY mode
4	SELECT (⊡)	select the TTY mode

The TTY Setup menu includes the following options:

Option	Description
TTY	Transmit and receive TTY characters
VCO	Receive TTY characters but transmit by speaking into the microphone
HCO	Transmit TTY characters but receive by listening to the earpiece
Voice	Return to normal voice mode

When your phone is in a TTY mode, the international TTY symbol and the mode setting are shown in the idle display. You can press TTYMODE (⊡) to change the mode setting.

Adjusting Your Settings

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Switch to TTY Mode During a Voice Call

Press	To
1 🔲	open the `Call` menu
2 ⊕	scroll to `TTY Setup`
3 SELECT (◻)	display the `TTY Setup` menu
4 ⊕	scroll to the TTY mode
5 SELECT (◻)	select the TTY mode

Return to Voice Mode

To return to normal voice mode, select `Voice` from the `TTY Setup` menu as described on page 177.

Hands-Free Use

You can purchase an optional Motorola Original™ hands-free car kit or headset for your phone. These accessories provide alternative ways for you to use your phone without using your hands.

Note: The use of wireless devices and their accessories may be prohibited or restricted in certain areas. Always obey the laws and regulations on the use of these products.

Adjusting Your Settings

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Automatic Answer

You can set your phone to automatically answer calls after two rings when connected to a car kit or headset.

Find the Feature $\boxdot$ > Settings
                                         > Other Settings

Press	**To**
1 $\odot$	scroll to Car Settings or Headset
2 SELECT ($\boxdot$)	select the feature
3 $\odot$	scroll to Auto Answer
4 CHANGE ($\boxdot$)	select Auto Answer
5 $\odot$	scroll to On or Off
6 SELECT ($\boxdot$)	confirm the setting

Automatic Hands-Free

You can set your phone to automatically route calls to a car kit when it detects a connection.

Find the Feature $\boxdot$ > Settings
                                         > Other Settings
                                         > Car Settings
                                         > Auto Handsfree

Press	**To**
1 $\odot$	scroll to On or Off
2 SELECT ($\boxdot$)	confirm the setting

Adjusting Your Settings

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Power-Off Delay

When your phone is connected to a car kit, you can set it to stay on for a specified time period after you switch off the ignition. This prevents the phone from draining your vehicle battery, but leaves the phone on long enough that you do not have to re-enter your unlock code when making short stops.

Find the Feature ⊟ > Settings
> Other Settings
> Car Settings
> Power-Off Delay

Press	To
1 ⊕	scroll to the time delay
2 SELECT (◻)	confirm your selection

Caution: If you select Continuous, the phone does not power off when you turn off the ignition. Be careful not to drain your vehicle battery if you select this option.

Charger Time

When your phone is connected to a car kit, you can set it to charge itself for a specified time period after you switch off the ignition. This helps ensure that the phone battery gets fully charged while the vehicle is parked.

Find the Feature ⊟ > Settings
> Other Settings
> Car Settings
> Charger Time

Press		To
1	(⊕)	scroll to the charge time
2	SELECT (⊡)	confirm your selection

PRELIMINARY

Data and Fax Calls

A Motorola Original™ data kit lets you transfer data between your phone and a computer or other external device. You can:

- synchronize data between your phone and an external device with Starfish TrueSync® software, a Motorola accessory product. See the TrueSync user guide for more information.

  Note: TrueSync software is designed to synchronize with basic features of many popular Personal Information Management (PIM) software and hardware products.

- use your phone as a modem to connect to the Internet.

- use your phone to send and receive data and fax calls on your computer or hand-held device.

Connecting Your Phone to an External Device

Connect your phone to a computer or hand-held device using a serial cable or a USB cable.

Note: Not all devices are compatible with serial cable or USB cable connections. Check your external device for specifications.

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Set Up a Cable Connection

Attach a serial cable or Motorola Original USB cable to the phone and external device as follows. Your phone plays a short tone when the cable connects.

Note: Check your computer or hand-held device to determine the type of cable you need.

Attaching a Serial Cable

Use the interchangeable head on the Motorola Multi-Connect Serial Cable to connect a computer, Palm III device, or Palm V device to your phone.

Do This
1 Plug the serial cable into the detachable head. Make sure that the Motorola logo on the detachable head and the metal shielding on the serial cable plug are both facing you.
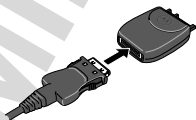
Do This
2 With the Motorola logo and the phone both facing you, plug the detachable head into the phone's accessory connector port.
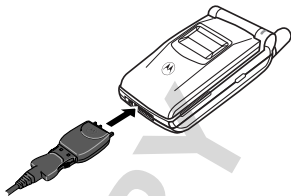
3 Plug the other end of the cable into the serial interface connection on the external device and tighten the screws.

Attaching a USB Cable

Do This
1 Plug the end of the cable with the Motorola logo into the phone's accessory connector port. Make sure that the logo and the phone are both facing you.
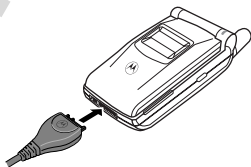
2 Plug the other end—the USB connection—into the USB port on the external device.

Data and Fax Calls

Install the Software

Install the software from the CD-ROM that comes with your Motorola Original data kit. See the data kit's user guide for more information.

Sending a Data or Fax Call

You can connect your phone to a computer or hand-held device to send data or a fax from the connected device.

Use this feature to transfer data from your computer onto another device, and to synchronize phonebook and datebook information between your phone, computer, and/or hand-held device.

Connect your phone as described on page 182 and do the following:

Do This	To
1 Check the phone	make sure that the phone is connected and powered on
2 Open the application on your computer	place the call through the application (such as dial-up-networking or fax)
	Note: You cannot dial data or fax numbers through your phone's keypad. You must dial them through your computer.
3 End the call from the connected device	close the call and connection when the transfer is complete

Data and Fax Calls

Receiving a Data or Fax Call

You can connect your phone to a computer or hand-held device to receive data or a fax.

Use this feature to transfer data to your computer from another device.

Set Up Your Phone

Find the Feature $\boxminus$ > Settings
> Connection
> Incoming Call

	Do This	To
1	Press CHANGE (⬚)	select Next Call
2	Press ✦	scroll to Data In Only or Fax In Only
3	Press SELECT (⬚)	set the call format
4	Connect your phone to the device	enable the data or fax transfer

Note: You cannot answer incoming voice calls when your phone is in data or fax mode. Any voice calls you receive are treated as unanswered calls. To return a voice call, reset your phone to voice mode as described on page 187.

Transfer the Data or Fax

Your phone notifies you when the data or fax call arrives, and transfers the call to the connected device. You must

use the application running on the connected device to answer the call.

End the Data/Fax Connection

When the data or fax transfer is complete:

Do This	To
End the call from the connected device	close the connection

Reset Normal Voice Operation

After making a data or fax call, you must reset your phone to resume normal voice operations.

Find the Feature $\boxed{\cdot}$ > Settings
> Connection
> Incoming Call

Do This	To
1 Press CHANGE ($\square$)	select Next Call
2 Press $\bigodot$	scroll to Normal
3 Press SELECT ($\square$)	reset your phone

Your phone also reverts to normal voice operations when you turn it off and then turn it back on.

Security

Assigning a New Code or Password

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

If your service provider has *not* reset these numbers, we recommend that you change them to prevent other users from accessing your personal information. The unlock code must contain four digits, and the security code must contain six digits.

Notes:

- Your service provider may retain your phone's security code for customer service purposes. In this case, you will not be able to use phone features that require you to enter the security code.

- If the unlock code is the only code you can change, the New Passwords menu is not available. In this case, change the unlock code by selecting: $\textcircled{=}$ > Settings > Security > Phone Lock > Unlock Code.

To change a code or password:

Find the Feature $\textcircled{=}$ > Settings > Security > New Passwords

Security

Press	To
1 $\odot$	scroll to the code or password
2 CHANGE ($\boxdot$)	select the code or password
3 keypad keys	enter your old code
4 OK ($\boxdot$)	submit your old code
5 keypad keys	enter the new code
6 OK ($\boxdot$)	assign the new code
7 keypad keys	re-enter the new code
8 OK ($\boxdot$)	confirm the new code

If You Forget a Code or Password

If you forget your security code, contact your service provider.

If you forget your unlock code, try entering 1234 or the last four digits of your phone number. If that does not work, do the following at the Enter Unlock Code prompt:

Press	To
1 $\boxdot$	go to the unlock code bypass screen
2 keypad keys	enter your security code
3 OK ($\boxdot$)	submit your security code

Locking and Unlocking Your Phone

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

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

You can make emergency calls on your phone even when it is locked. For more information, see page 34.

Lock Your Phone Manually

Find the Feature $\square$ > Settings > Security
                        > Phone Lock
                        > Lock Now

Press	To
1 keypad keys	enter your unlock code
2 OK ($\square$)	lock the phone

Set Your Phone to Lock Automatically

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

Find the Feature $\square$ > Settings > Security
                        > Phone Lock
                        > Automatic Lock > On

Press	To
1 keypad keys	enter your unlock code
2 OK ($\square$)	activate automatic lock

Unlock Your Phone

At the `Enter Unlock Code` prompt:

Press	To
1 keypad keys	enter your unlock code
2 `OK` (□)	unlock your phone

Restricting Calls

You can stop all incoming and/or outgoing calls, or you can restrict outgoing calls to the numbers stored in your phonebook.

Notes:

- You can make emergency calls when outgoing calls are restricted.

- Your phone still receives incoming text messages when incoming calls are restricted.

Find the Feature   □ > `Settings` > `Security`
                                 > `Restrict Calls`

Press	To
1 keypad keys	enter your unlock code
2 `OK` (□)	open the restrict calls menu
3 (⊙)	scroll to `Outgoing Calls` or `Incoming Calls`
4 `CHANGE` (□)	select the option
5 `CHANGE` (□)	change the `Allow` setting
6 (⊙)	scroll to `All`, `None`, or `Phonebook` (for outgoing calls)

Security

Press	To
7 SELECT (◻)	select the allowed calls

Tip: The phonebook is not locked when you restrict outgoing calls to numbers stored in the phonebook. To prevent a user from adding (and then calling) a new phonebook entry, you may want to lock the phonebook. See the "Lock Application" item on page 63.

Troubleshooting

Check these questions first if you have problems with
your phone. If you need additional help, contact the
Motorola Customer Call Center at 1-800-331-6456
(United States) or 1-800-461-4575 (Canada).

Question	Answer
Is your phone set up correctly?	Press § ⌗. If you do not see your phone number, contact your service provider.
Is your battery charged? Do you see ▭ in the display?	The battery level indicator should have at least one segment showing (▣). If it does not, recharge your battery. See page 20.
Does the handset have a signal? Do you see P in the display?	Make sure that your antenna is fully extended. The signal strength indicator should have at least one segment showing (ıll). If it does not, move to an area with a stronger signal to use your phone.
Is the earpiece volume too low?	While on a call, press the upper volume key on the side of your phone.

Question	Answer
Is the other party unable to hear you?	Make sure that your antenna is fully extended and that your phone is not muted. Press UNMUTE (⊡) if necessary to unmute the phone.
	Also, make sure that your phone's microphone is not blocked by its carrying case or a sticker.
Has the phone been damaged, dropped, or gotten wet?	Dropping your phone, getting it wet, or using a non-Motorola battery or battery charger can damage the phone. The phone's limited warranty does not cover liquid damage or damage caused from using non-Motorola accessories.
Was a non-Motorola battery or battery charger used?	

The following refer to specific problems:

Problem	Solution
My phone was stolen. To whom should I report this?	Report a stolen phone to the police and to your service provider (the company that sends you your monthly wireless service bill).
I forgot my password.	See page 189.

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Problem	Solution
I pressed the power key, but nothing happened.	Be sure to press and hold 🔘 (the power key) until the display appears and you hear an audible alert. (This could take several seconds.) If nothing happens, check that a charged battery is installed. See page 19.
The display says: Enter Unlock Code. How do I unlock my phone?	Enter the factory-preset unlock code (1234), or the last four digits of your phone number. If this fails, call your service provider (the company that sends you your monthly wireless service bill).
My phone asks for an unlock code when I try to open a feature.	The application you want is locked. If you do not know the unlock code, see page 189.
My phone does not ring.	If you see ⚌ or ⚌ in the display, then the ringer is turned off. See page 133.

Also, the ringer may be set to Silent even though your phone is set to an audible ring style. See page 134. |

Problem	Solution
My phone rings even though I selected the Silent (or Vibrate) ring style.	The ringer may be set to play a tone even though your phone is set to a silent ring style. See page 134.
I tried to place a call and heard an alternating high/low tone.	Your call did not reach the wireless system. You may have dialed the number too soon after turning the phone on. Wait until the display says Ready before making a call.
I cannot send/ receive calls.	Make sure that your antenna is fully extended and that you have a phone signal (see the "Signal Strength Indicator" item on page 26). Avoid electrical or radio interference, and obstructions such as bridges, parking garages, or tall buildings.
	Your phone also may have the Restrict Calls feature turned on. If you know the unlock code, you can change this setting in the security menu (≣ > Settings > Security).

Problem	Solution
My phone has poor reception and drops calls.	Make sure that your antenna is fully extended and is not bent or damaged.
	Also, make sure you have a phone signal (see the "Signal Strength Indicator" item on page 26). Stay clear of any obstructions such as bridges, parking garages, or tall buildings.
I cannot hear others on my phone.	While on a call, press the upper volume key. The display should show the volume increasing.
	Also, make sure that your phone's earpiece is not blocked by its carrying case.
I cannot open my inbox.	Before you can use text messages, you must set up the message inbox. See page 102.
How do I see the calls I sent or received?	To see the most recent calls you dialed or received:
	ⓜ > Recent Calls > Received Calls **or** Dialed Calls

Problem	Solution
My phone will not send voicemail commands, passwords, or other codes.	Your phone sends commands and passwords as DTMF tones. You can set your phone's DTMF tones to be Long, Short, or Off. If you have trouble sending numbers, try changing your DTMF setting.
	1 From the idle display, press:
	回 > Settings > Other Settings > Initial Setup > DTMF
	2 Press 🔅 to scroll to Long or Short (some analog networks may not recognize short tones).
	3 Press SELECT (回) to select it.
My phone's display is too dark.	Use the Contrast feature to change the level of contrast in your phone display. See page 67.
	You can also use the Backlight feature to change the length of time that the display backlight stays on. See page 66.

Problem	Solution
My battery didn't last as long as I expected. What can I do to extend battery life?	Your battery's performance is affected by charge time, feature use, temperature changes, backlight use, and other factors. For tips on extending your battery life, see page 30.
I am unable to record a voice note, voice name, or voice shortcut.	Try moving to a quieter location to make your voice recording. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone in a normal tone of voice.
My TTY device doesn't work with my phone.	Your phone must be set to a TTY mode for the phone to detect your TTY device. See "TTY Operation" on page 176.
I plugged the data cable into my phone but my phone did not beep. How do I know if the data cable is ready to go?	The beep indicates that you are set up correctly. If you did not hear a beep, make sure that both ends of the data cable are connected—the smaller end to your phone and the larger end to your computer.

Also, your computer may have deactivated the port to save power. Try opening an application that uses the port, like a fax or dial-up application, to automatically activate the port. |

Troubleshooting

Problem	Solution
My phone beeped when I attached the data cable, but my data and fax applications don't work.	You must be in an area with digital coverage. Check your phone's display for the digital signal indicator (▣). Some wireless networks may not support data or fax transmission. If you see the digital indicator, but you are roaming on an unfamiliar network, this may be the case. Also, remember that data and fax transmission usually requires a subscription. Call your service provider for more information.
When sending data with the data cable, why does the computer show a connection rate of 19200 Kbps?	19200 Kbps is the data transfer rate of the connection between your computer and the phone. The rate of the connection between your phone and the network is displayed on your phone, and will be either 14400 or 9600 Kbps.
I can't end my data call by closing the application on my computer. What can I do?	Try pressing on your phone. Or try disconnecting the cable or turning off the phone. If possible, always close the connection through your computer, as these alternative methods may disrupt the application on your computer.

Problem	Solution
I launched the micro-browser but the display says: `Service Not Available`.	You may be in an area without service. If you have wireless service, look in the display for the digital signal indicator (⧉). If you do not see the indicator, you may be in an area that has only analog service or no service at all. If you see the digital signal indicator, you may be connected to a digital network that does not support Internet access.
I launched the micro-browser but the display says: `Data Server Unavailable`.	Try again in a few minutes. The servers may be temporarily busy.

Programming Instructions

Follow this procedure if you need to program your phone's phone number(s) or system ID.

Note: Programming is normally done by a trained technician at the site of purchase. Users should not make changes other than ones in the following procedure.

Before programming, ask your service provider for your:

- 10-digit MIN (Mobile Identification Number)
- 8- to 15-digit IMSI (International Mobile Service Identifier)
- 8- to 15-digit MDN (Mobile Directory Number)
- 5-digit AMPS Sys ID number
- 5-digit CDMA Sys ID number

Do This	To
1 Press (7 PQRS), (4 GHI), (6 MNO), (6 MNO), (3 DEF), (#), ⬚, ⬚ (These keys spell P-H-O-N-E + (#), ⬚, ⬚.)	open the user activation menu
2 Press ⌖	scroll to NAM1 (phone number 1) or NAM2 (phone number 2)

Do This		**To**
3	Press SELECT (◻)	open the NAM programming menu
4	Press the keypad keys for the 10-digit MIN	open the MIN editor and enter the new MIN
5	Press OK (◻)	store the new MIN
6	Similarly, enter appropriate numbers for the IMSI, MDN, AMPS Sys ID, and CDMA Sys ID	
7	Press DONE (◻)	close the NAM programming menu
8	Press EXIT (◻)	close the user activation menu

Specific Absorption Rate Data

This model phone meets the government's requirements for exposure to radio waves.

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

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC and by Health Canada is 1.6 W/kg.[1] Tests for SAR are conducted using standard operating positions accepted by the FCC and by Industry Canada with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are

to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public in the U.S. and Canada, it must be tested and certified to the FCC and Industry Canada that it does not exceed the limit established by each government for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) reported to the FCC and available for review by Industry Canada. The highest SAR value for this model phone when tested for use at the ear is ____ W/kg^2, and when worn on the body, as described in this user guide, is ____ W/kg.^{2} (Body-worn measurements differ among phone models, depending upon available accessories and regulatory requirements). While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure.

The FCC and Industry Canada have granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as being in compliance with the FCC and Health Canada RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of:

```
http://www.fcc.gov/oet/fccid
```

after searching on FCC ID _____. You may also refer to Motorola's Web site:

```
http://www.motorola.com/rfhealth
```

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications & Internet Association (CTIA) Web site:

`http://phonefacts.net`

or the Canadian Wireless Telecommunications Association (CWTA) Web site:

`http://www.cwta.ca`

1. In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

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

ITC01-064

The U.S. Food and Drug Administration's Center for Devices and Radiological Health Consumer Update on Mobile Phones

FDA has been receiving inquiries about the safety of mobile phones, including cellular phones and PCS phones. The following summarizes what is known—and what remains unknown—about whether these products can pose a hazard to health, and what can be done to minimize any potential risk. This information may be used to respond to questions.

Why the concern?

Mobile phones emit low levels of radio frequency energy (i.e., radio frequency radiation) in the microwave range while being used. They also emit very low levels of radio frequency energy (RF), considered non-significant, when in the stand-by mode. It is well known that high levels of RF can produce biological damage through heating effects (this is how your microwave oven is able to cook food). However, it is not known whether, to what extent, or through what mechanism, lower levels of RF might cause adverse health effects as well. Although some research has been done to address these questions, no clear picture of the biological effects of this type of radiation has emerged to date. Thus, the available science does not allow us to conclude that mobile phones are absolutely safe, or that they are unsafe. However, the available scientific evidence does not demonstrate any adverse health effects associated with the use of mobile phones.

What kinds of phones are in question?

Questions have been raised about hand-held mobile phones, the kind that have a built-in antenna that is positioned close to the user's head during normal telephone conversation. These types of mobile phones are of concern because of the short distance between the phone's antenna—the primary source of the RF—and the person's head. The exposure to RF from mobile phones in which the antenna is located at greater distances from the user (on the outside of a car, for example) is drastically lower than that from hand-held phones, because a person's RF exposure decreases rapidly with distance from the source. The safety of so-called "cordless phones," which have a base unit connected to the telephone wiring in a house and which operate at far lower power levels and frequencies, has not been questioned.

How much evidence is there that hand-held mobile phones might be harmful?

Briefly, there is not enough evidence to know for sure, either way; however, research efforts are on-going. The existing scientific evidence is conflicting and many of the studies that have been done to date have suffered from flaws in their research methods. Animal experiments investigating the effects of RF exposures characteristic of mobile phones have yielded conflicting results. A few animal studies, however, have suggested that low levels of RF could accelerate the development of cancer in laboratory animals. In one study, mice genetically altered to be predisposed to developing one type of cancer developed more than twice as many such cancers when they were exposed to RF energy compared to controls. There is much uncertainty among scientists about whether results obtained from animal studies apply to the use

of mobile phones. First, it is uncertain how to apply the results obtained in rats and mice to humans. Second, many of the studies that showed increased tumor development used animals that had already been treated with cancer-causing chemicals, and other studies exposed the animals to the RF virtually continuously—up to 22 hours per day.

For the past five years in the United States, the mobile phone industry has supported research into the safety of mobile phones. This research has resulted in two findings in particular that merit additional study:

1 In a hospital-based, case-control study, researchers looked for an association between mobile phone use and either glioma (a type of brain cancer) or acoustic neuroma (a benign tumor of the nerve sheath). No statistically significant association was found between mobile phone use and acoustic neuroma. There was also no association between mobile phone use and gliomas when all types of types of gliomas were considered together. It should be noted that the average length of mobile phone exposure in this study was less than three years.

When 20 types of glioma were considered separately, however, an association was found between mobile phone use and one rare type of glioma, neuroepithelliomatous tumors. It is possible with multiple comparisons of the same sample that this association occurred by chance. Moreover, the risk did not increase with how often the mobile phone was used, or the length of the calls. In fact, the risk actually decreased with cumulative hours of mobile phone use. Most cancer causing agents increase risk with increased exposure. An ongoing study of brain

cancers by the National Cancer Institute is expected to bear on the accuracy and repeatability of these results.[1]

2 Researchers conducted a large battery of laboratory tests to assess the effects of exposure to mobile phone RF on genetic material. These included tests for several kinds of abnormalities, including mutations, chromosomal aberrations, DNA strand breaks, and structural changes in the genetic material of blood cells called lymphocytes. None of the tests showed any effect of the RF except for the micronucleus assay, which detects structural effects on the genetic material. The cells in this assay showed changes after exposure to simulated cell phone radiation, but only after 24 hours of exposure. It is possible that exposing the test cells to radiation for this long resulted in heating. Since this assay is known to be sensitive to heating, heat alone could have caused the abnormalities to occur. The data already in the literature on the response of the micronucleus assay to RF are conflicting. Thus, follow-up research is necessary.[2]

FDA is currently working with government, industry, and academic groups to ensure the proper follow-up to these industry-funded research findings. Collaboration with the Cellular Telecommunications Industry Association (CTIA) in particular is expected to lead to FDA providing research recommendations and scientific oversight of new CTIA-funded research based on such recommendations.

Two other studies of interest have been reported recently in the literature:

1 Two groups of 18 people were exposed to simulated mobile phone signals under laboratory conditions while

they performed cognitive function tests. There were no changes in the subjects' ability to recall words, numbers, or pictures, or in their spatial memory, but they were able to make choices more quickly in one visual test when they were exposed to simulated mobile phone signals. This was the only change noted among more than 20 variables compared.[3]

2 In a study of 209 brain tumor cases and 425 matched controls, there was no increased risk of brain tumors associated with mobile phone use. When tumors did exist in certain locations, however, they were more likely to be on the side of the head where the mobile phone was used.

Because this occurred in only a small number of cases, the increased likelihood was too small to be statistically significant.[4]

In summary, we do not have enough information at this point to assure the public that there are, or are not, any low incident health problems associated with use of mobile phones. FDA continues to work with all parties, including other federal agencies and industry, to assure that research is undertaken to provide the necessary answers to the outstanding questions about the safety of mobile phones.

What is known about cases of human cancer that have been reported in users of hand-held mobile phones?

Some people who have used mobile phones have been diagnosed with brain cancer. But it is important to understand that this type of cancer also occurs among people who have not used mobile phones. In fact, brain cancer occurs in the

U.S. population at a rate of about 6 new cases per 100,000 people each year. At that rate, assuming 80 million users of mobile phones (a number increasing at a rate of about 1 million per month), about 4800 cases of brain cancer would be expected each year among those 80 million people, whether or not they used their phones. Thus it is not possible to tell whether any individual's cancer arose because of the phone, or whether it would have happened anyway. A key question is whether the risk of getting a particular form of cancer is greater among people who use mobile phones than among the rest of the population. One way to answer that question is to compare the usage of mobile phones among people with brain cancer with the use of mobile phones among appropriately matched people without brain cancer. This is called a case-control study. The current case-control study of brain cancers by the National Cancer Institute, as well as the follow-up research to be sponsored by industry, will begin to generate this type of information.

What is FDA's role concerning the safety of mobile phones?

Under the law, FDA does not review the safety of radiation-emitting consumer products such as mobile phones before marketing, as it does with new drugs or medical devices. However, the agency has authority to take action if mobile phones are shown to emit radiation at a level that is hazardous to the user. In such a case, FDA could require the manufacturers of mobile phones to notify users of the health hazard and to repair, replace or recall the phones so that the hazard no longer exists.

Although the existing scientific data do not justify FDA regulatory actions at this time, FDA has urged the mobile

phone industry to take a number of steps to assure public safety. The agency has recommended that the industry:

- support needed research into possible biological effects of RF of the type emitted by mobile phones

- design mobile phones in a way that minimizes any RF exposure to the user that is not necessary for device function

- cooperate in providing mobile phone users with the best possible information on what is known about possible effects of mobile phone use on human health

At the same time, FDA belongs to an interagency working group of the federal agencies that have responsibility for different aspects of mobile phone safety to ensure a coordinated effort at the federal level. These agencies are:

- National Institute for Occupational Safety and Health

- Environmental Protection Agency

- Federal Communications Commission

- Occupational Health and Safety Administration

- National Telecommunications and Information Administration

The National Institutes of Health also participates in this group.

In the absence of conclusive information about any possible risk, what can concerned individuals do?

If there is a risk from these products—and at this point we do not know that there is—it is probably very small. But if people

are concerned about avoiding even potential risks, there are simple steps they can take to do so. For example, time is a key factor in how much exposure a person receives. Those persons who spend long periods of time on their hand-held mobile phones could consider holding lengthy conversations on conventional phones and reserving the hand-held models for shorter conversations or for situations when other types of phones are not available.

People who must conduct extended conversations in their cars every day could switch to a type of mobile phone that places more distance between their bodies and the source of the RF, since the exposure level drops off dramatically with distance. For example, they could switch to:

- a mobile phone in which the antenna is located outside the vehicle

- a hand-held phone with a built-in antenna connected to a different antenna on the outside of the car or built into a separate package

- a headset with a remote antenna to a mobile phone carried at the waist

Again, the scientific data do not demonstrate that mobile phones are harmful. But if people are concerned about the radio frequency energy from these products, taking the simple precautions outlined above can reduce any possible risk.

Where can I find additional information?

For additional information, see the following Web sites:

Federal Communications Commission (FCC) RF Safety Program (select "Information on Human Exposure to RF

Fields from Cellular and PCS Radio Transmitters"):
`http://www.fcc.gov/oet/rfsafety`

World Health Organization (WHO) International Commission on Non-Ionizing Radiation Protection (select Qs & As): `http://www.who.int/emf`

United Kingdom, National Radiological Protection Board: `http://www.nrpb.org.uk`

Cellular Telecommunications Industry Association (CTIA): `http://www.wow-com.com`

U.S. Food and Drug Administration (FDA) Center for Devices and Radiological Health: `http://www.fda.gov/cdrh/consumer/`

1. Muscat et al. Epidemiological Study of Cellular Telephone Use and Malignant Brain Tumors. In: State of the Science Symposium;1999 June 20; Long Beach, California.

2. Tice et al. Tests of mobile phone signals for activity in genotoxicity and other laboratory assays. In: Annual Meeting of the Environmental Mutagen Society; March 29, 1999, Washington, D.C.; and personal communication, unpublished results.

3. Preece, AW, Iwi, G, Davies-Smith, A, Wesnes, K, Butler, S, Lim, E, and Varey, A. Effect of a 915-MHz simulated mobile phone signal on cognitive function in man. Int. J. Radiat. Biol., April 8, 1999.

4. Hardell, L, Nasman, A, Pahlson, A, Hallquist, A and Mild, KH. Use of cellular telephones and the risk for brain tumors: a case-control study. Int. J. Oncol., 15: 113-116, 1999.

ITC00-010

Warranty

Limited Warranty for Motorola Personal Communications Products and Accessories Purchased in the United States and Canada

I. What This Warranty Covers

Defects in materials and workmanship in the following new **"Products"** manufactured, sold or certified by Motorola, with which this limited warranty is included in/on the package: (a) wireless cellular telephones, pagers and two-way radios that operate via "Personal Radio Service" (such as Family Radio Service and General Mobile Radio Service), together with software imbedded in any of these products, and (b) subject to the following exceptions, accessories or software sold for use with these products.

- Battery Exception. This limited warranty extends only to batteries in which the fully-charged capacity falls below 80% of rated capacity and batteries that leak;

- Software Exceptions. This limited warranty extends only to physical defects in the media (such as CD-ROM) that tangibly embodies each copy of any software sold and/or certified by Motorola for use with Products. Software that is not tangibly embodied in media and that is purchased separately from Products (such as software that is downloaded from the internet) comes **"as is" and without warranty**.

II. What the Period of Coverage Is

Subject to the following exceptions, one year from the date the Products are purchased by the first end-user:

- 90-Day Warranty Exception. The warranty is for 90 days for: (a) any software tangibly embodied in media or (b) any accessories for two-way radios that are covered by this warranty, as described in Section I, above.

- Limited Lifetime Warranty Exception. The warranty is a limited lifetime warranty for the lifetime of ownership by the first end-user of the following products, **only**: (a) decorative covers, including bezel, PhoneWrap™ or case (any model); and (b) ear buds and boom headsets that transmit mono sound through a wire connection (this does **not** include ear buds or boom headsets that either transmit stereo sound or that are wireless, or both).

- Repair/Replacement Exception. The warranty is for the balance of the original warranty or for 90 days from the date returned and delivered to the first end-user, whichever is longer.

III. Who is Covered

This warranty extends to you only if you are the first end-user purchaser.

IV. What We Will Do to Correct Warranty Problems

At no charge to you, we have the option to repair or replace the Products that do not conform to the warranty, or to refund the Products' purchase price. We may use functionally equivalent reconditioned/refurbished/pre-owned or new Products or parts. No software updates are provided.

V. How to Get Warranty Service

PLEASE CALL US — DO NOT SHIP:

USA	Canada
Cellular 1-800-331-6456	**All Products**
Paging 1-800-548-9954	**1-800-461-4575**
FRS Radios 1-800-353-2729	**TTY (Text Telephone)**
TTY (Text Telephone)	**1-888-390-6456**
1-888-390-6456	

Accessories and software—call the number designated for the product with which they are used.

You will receive instructions on how to ship the Products to Motorola or our designated resource. If instructed to ship the Products, you must ship them with freight, duties and insurance prepaid. Regardless of where you are instructed to return the Products, you must include: (a) a copy of your receipt, bill of sale or other comparable proof of purchase; (b) a written description of the problem; (c) the name of your service provider (if this Product requires subscription service); (d) the name and location of the installation facility (if applicable) and, most importantly; (e) your address and telephone number. If requested, you must also return all detachable parts such as antennas, batteries and chargers. RETAIN YOUR ORIGINAL PROOF OF PURCHASE.

For Products we ask you ship to us, we will ship repaired or replacement Products at our expense for the freight and insurance, but at your expense for any duties. If additional information is needed, please contact us at the telephone number listed above.

VI. What This Warranty Does Not Cover

- **Products that are operated in combination with ancillary or peripheral equipment or software not furnished or otherwise certified by Motorola for use with the Products ("ancillary equipment"), or any damage to the Products or ancillary equipment as a result of such use. Among other things, "ancillary equipment" includes batteries, chargers, adaptors, and power supplies not manufactured or supplied by Motorola. Any of these voids the warranty.**

- Someone other than Motorola (or its authorized service centers) tests, adjusts, installs, maintains, alters, modifies or services the Products in any way. Any of these voids the warranty.

- Rechargeable batteries that: (a) are charged by other than the Motorola-approved battery charger specified for charging such batteries; (b) have any broken seals or show evidence of tampering; (c) are used in equipment other than the Product for which they are specified; or (d) are charged and stored at temperatures greater than 60 degrees centigrade. Any of these voids the warranty.

- Products that have: (a) serial numbers or date tags that have been removed, altered or obliterated; (b) board serial numbers that do not match each other, or board serial numbers that do not match the housing; or (c) nonconforming or non-Motorola housings or parts. Any of these voids the warranty.

- Defects or damage that result from: (a) use of the Products in a manner that is not normal or customary; (b) improper operation or misuse; (c) accident or neglect such as dropping the Products onto hard surfaces; (d) contact with water, rain, extreme humidity or heavy perspiration; (e) contact with sand, dirt or the like; or (f) contact with extreme heat, or spills of food or liquid.

- Physical damage to the surface of the Products, including scratches, cracks or other damage to a display screen, lens or other externally exposed parts.

- Failure of Products that is due primarily to any communication service or signal you may subscribe to or use with the Products.

- Coil cords that are stretched or that have any broken modular tabs.

- Leased Products.

Flat-rate repair rates may apply to Products not covered by this warranty. To obtain information about Products needing repairs that are not covered by this warranty, please call the telephone number previously listed. We will provide information on repair availability, rates, methods of payment, where to send the Products, etc.

VII. Some Other Limitations

This is Motorola's complete warranty for the Products, and states your exclusive remedies. This warranty is given in lieu of all other express warranties. Implied warranties, including without limitation, the implied warranties of merchantability and fitness for a particular purpose, are given only if specifically required by applicable law. Otherwise, they are specifically excluded.

No warranty is made as to coverage, availability, or grade of service provided by the Products, whether through a service provider or otherwise.

No warranty is made that the software will meet your requirements or will work in combination with any hardware or applications software products provided by third parties, that the operation of the software products will be uninterrupted or error free, or that all defects in the software products will be corrected.

In no event shall Motorola be liable, whether in contract or tort (including negligence) for damages in excess of the purchase price of the Product, or for any indirect, incidental, special or consequential damages of any kind, or loss of revenue or profits, loss of business, loss of information or data, or other financial loss arising out of or in connection with the ability or inability to use the Products, to the full extent these damages may be disclaimed by law.

Warranty

VIII. Patent and Software Provisions

At Motorola's expense, we will defend you, and pay costs and damages that may be finally awarded against you, to the extent that a lawsuit is based on a claim that the Products directly infringe a United States patent. Our obligation is conditioned on: (a) you notifying us promptly in writing when you receive notice of the claim; (b) you giving us sole control of the defense of the suit and all negotiations for its settlement or compromise; and (c) should the Products become, or in Motorola's opinion be likely to become, the subject of a claim of infringement of a United States patent, you permit us, at our option and expense, either to: procure for you the right to continue using the Products; replace or modify them so that they become non-infringing; or grant you a credit for such Products, as depreciated, and accept their return. The depreciation will be an equal amount per year over the lifetime of the Products, as established by Motorola.

Motorola will have no liability to you with respect to any claim of patent infringement that is based upon the combination of the Products or parts furnished under this limited warranty with ancillary equipment, as defined in VI., above.

This is Motorola's entire liability with respect to infringement of patents by the Products.

IX. State Law and Other Jurisdiction Rights

Some states and other jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, or limitation on the length of an implied warranty, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights, which vary from jurisdiction to jurisdiction.

To obtain information on Motorola Personal Communications Products, including warranty service, accessories and optional Extended Warranties on selected Products, please call:

USA
Cellular 1-800-331-6456
Paging 1-800-548-9954
FRS Radios 1-800-353-2729
TTY (Text Telephone)
1-888-390-6456

Canada
All Products
1-800-461-4575
TTY (Text Telephone)
1-888-390-6456

Accessories and software—call the telephone number designated above for the product with which they are used.

DO NOT SHIP PRODUCTS TO THESE ADDRESSES — INSTEAD PLEASE CALL.

To correspond with Motorola about Products, please write us at: http://www.motorola.com or at:

In the USA:
Motorola, Inc.
600 North U.S. Highway 45
Libertyville, IL 60048

In Canada:
Motorola Canada Limited
5875 Whittle Road
Mississauga, ON L4Z 2H4

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Product Registration

Online Product Registration:
http://www.motorola.com/warranty

Product registration is an important step toward enjoying your new Motorola product. Registering helps us facilitate warranty service, and permits us to contact you should your product require an update or other service. Registration is for U.S. residents only and is not required for warranty coverage.

Please retain your original dated sales receipt for your records. For warranty service of your Motorola Personal Communications Product you will need to provide a copy of your dated sales receipt to confirm warranty status.

Thank you for choosing a Motorola product.

Export Law Assurances

This product is controlled under the export regulations of the United States of America and Canada. The Governments of the United States of America and Canada may restrict the exportation or re-exportation of this product to certain destinations. For further information contact the U.S. Department of Commerce or the Canadian Department of Foreign Affairs and International Trade.

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U.S. patent Re. 34,976

PRELIMINARY

⊛ **MOTOROLA**

Wireless Phone Safety Tips

"Safety is your most important call!"

Your Motorola wireless telephone gives you the powerful ability to communicate by voice— almost anywhere, anytime, wherever wireless phone service is available and safe conditions allow. But an important responsibility accompanies the benefits of wireless phones, one that every user must uphold.

When driving a car, driving is your first responsibility. If you find it necessary to use your wireless phone while behind the wheel of a car, practice good common sense and remember the following tips:

1 Get to know your Motorola wireless phone and its features such as speed dial and redial. If available, these features help you to place your call without taking your attention off the road.

2 When available, use a hands-free device. If possible, add an additional layer of convenience to your wireless phone with one of the many Motorola Original™ hands-free accessories available today.

3 Position your wireless phone within easy reach. Be able to access your wireless phone without removing your eyes from the road. If you receive an incoming call at an inconvenient time, if possible, let your voice mail answer it for you.

4 Let the person you are speaking with know you are driving; if necessary, suspend the call in heavy traffic or hazardous weather conditions. Rain, sleet, snow, ice, and even heavy traffic can be hazardous.

5 If you receive an incoming call at an inconvenient time do not take notes or look up phone numbers while driving. Jotting down a "to do" list or going through your address book takes attention away from your primary responsibility—driving safely.

6 Dial sensibly and assess the traffic; if possible, place calls when you are not moving or before pulling into traffic. Try to plan calls when your car will be stationary. If you need to make a call while moving, dial only a few numbers, check the road and your mirrors, then continue.

7 Do not engage in stressful or emotional conversations that may be distracting. Make people you are talking with aware you are driving and suspend conversations which have the potential to divert your attention away from the road.

8   **Use your wireless phone to call for help.** Dial 9-1-1 or other local emergency number in the case of fire, traffic accident or medical emergencies.*

9   **Use your wireless phone to help others in emergencies.** If you see an auto accident, crime in progress or other serious emergency where lives are in danger, call 9-1-1 or other local emergency number, as you would want others to do for you.*

10 **Call roadside assistance or a special non-emergency wireless assistance number when necessary.** If you see a broken-down vehicle posing no serious hazard, a broken traffic signal, a minor traffic accident where no one appears injured, or a vehicle you know to be stolen, call roadside assistance or other special non-emergency wireless number.*

*   Wherever wireless phone service is available.

Check the laws and regulations on the use of wireless telephones and their accessories in the areas where you drive. Always obey them. The use of these devices may be prohibited or restricted in certain areas.

PRELIMINARY

For more information,
please call
1-888-901-SAFE
or visit the
CTIA Web site at
www.wow-com.com™

ITC00-011

Safety–
Your most
important call

Motorola Reminds You
To Use Your Phone
Safely When Driving

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