# User's Guide for Nokia 6600

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Issue 1

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# For your safety

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

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

### ROAD SAFETY COMES FIRST

Don't use a hand-held phone while driving.

### INTERFERENCE

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

### SWITCH OFF IN HOSPITALS

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

### SWITCH OFF IN AIRCRAFT

Wireless devices can cause interference in aircraft.

### SWITCH OFF WHEN REFUELLING

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

### SWITCH OFF NEAR BLASTING

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

### USE SENSIBLY

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

### QUALIFIED SERVICE

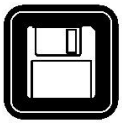
Only qualified personnel may install or repair phone equipment.

### ENHANCEMENTS AND BATTERIES

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

### WATER-RESISTANCE

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



### BACKUP COPIES

Remember to make backup copies of all important data.

### CONNECTING TO OTHER DEVICES

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

### CALLING

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

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## EMERGENCY CALLS

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

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


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# Network services

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

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

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

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

# Chargers and enhancements

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

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

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

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

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# 1. General information

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

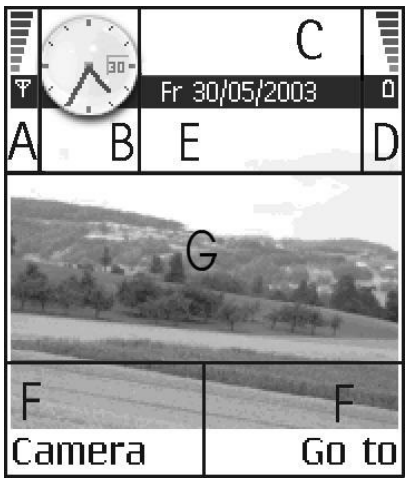
**WARNING!** All of the features in this device, other than the alarm clock require the phone to be switched on to use the features. Do not switch the device on when wireless phone use may cause interference or danger.

### Stickers in the sales package

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

## Standby mode

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




**A** Shows the signal strength of the cellular network at your current location. The higher the bar, the stronger the signal. The antenna symbol is replaced with the GPRS symbol when *GPRS connection* has been set to *When available* and a connection is available in the network or in the current cell. See "Packet data (General Packet Radio Service, GPRS)" on page 78. See "GPRS" on page 82.

**B** Shows an analogue or a digital clock. See "Date and time" on page 83.

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

**D** Shows the battery charge level. The higher the bar, the more power left in the battery.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E Navigation bar: shows the currently active profile. If the selected profile is *General*, the current date is displayed instead of the profile name. See "Navigation bar - moving horizontally" on page 16.

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

G Background image: You can select any image to be used as a background image in standby mode. See "Themes" on page 93.

**Note:** Your phone has a screen saver. If there are no actions for one minute, the display is cleared and a screen saver becomes visible. To deactivate the screen saver, press any key. See "Themes" on page 93.

## Indicators related to actions

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

- Indicates that you have received new messages to the Inbox in Messaging. If the indicator is blinking, the phone memory is low and you must delete some data. See "Memory low" on page 126.

- Indicates that you have received new e-mail.

- Indicates that you have received one or several voice messages. See "Calling your voice mailbox" on page 21.

- Indicates that there are messages waiting to be sent in Outbox. See "Messaging - General information" on page 49.

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

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

- Indicates that you have an active alarm.

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

- Indicates that all calls to the phone are diverted. - Indicates that all calls to the phone are diverted to a voice mailbox. See "Settings for call diverting" on page 23. If you have two phone lines, the divert indicator for the first line is and for the second line . See "Line in use (network service)" on page 77.

2 - Indicates that you can make calls using phone line 2 only (network service). See "Line in use (network service)" on page 77.

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## Data connection indicators

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

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

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

for a fax call,

for a Bluetooth connection, and

for an infrared connection.

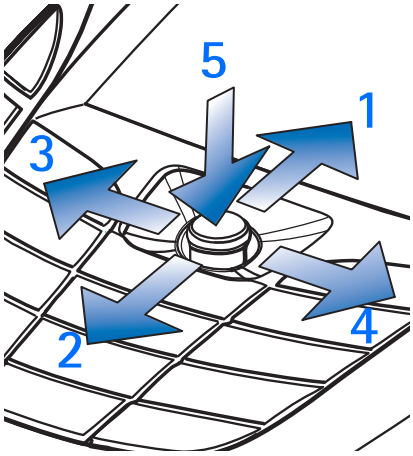
# Menu

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

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

### Moving in the Menu

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




### Opening applications or folders

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

### Closing applications

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

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

**Note:** Pressing will always end a call, even if another application is active and displayed.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When you switch the phone off correctly, using the Power key, the phone will attempt to save any unsaved data and close any applications that are still open. Hence the process may take a short time.

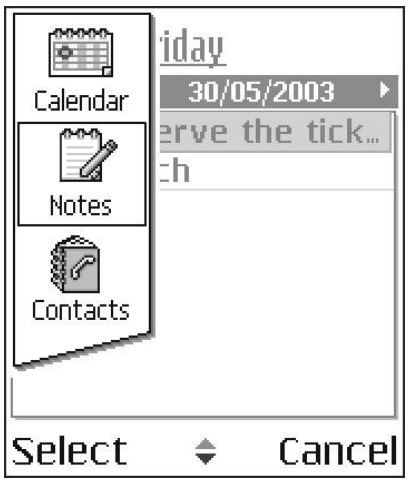
## Rearranging the Menu

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

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

## Switching between applications

If you have several applications open and want to switch from one application to another, press and hold (Menu key). The application switching window opens showing a list of applications that are currently open. Scroll to an application and press to go to it.




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

# Options lists

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

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

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## Help

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

## Navigation bar – moving horizontally

In the navigation bar, you can see:

- small arrows or tabs that tell you if there are more views, folders, or files you can move to.
- editing indicators. See "Writing text" on page 50.
- other information, for example, **2/14** means that the current picture is the second of 14 pictures in the folder. Press to see the next picture.

## Actions common to all applications

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


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- **Marking multiple items** - Press and hold , then move the joystick down or up. As the selection moves, a check mark is placed next to the items. To end the selection, stop the scrolling with the joystick and then release .

  After you have selected all the items you want, you can move or delete them by selecting **Options** → *Move to folder* or *Delete*.

- To unmark an item, scroll to it and select **Options** → *Mark/ Unmark* → *Unmark* or press and at the same time.
- **Creating folders** - To create a new folder, select **Options** → *New folder*. You are asked to give a name to the folder (max. 35 letters).
- **Moving items to a folder** - To move items to a folder or between folders, select **Options** → *Move to folder* (not shown if there are no folders available). When you select *Move to folder*, a list of available folders opens and you can also see the root level of the application (for moving an item out of a folder). Select the location you want the item to be moved to and press **OK**.
- **Sending items** - To send items, to compatible devices, scroll to the item that you want to send, select **Options** → *Send*. Select the method, the choices are *Via multimedia*, *Via Bluetooth*, *Via infrared*, and *Via e-mail*.
  - If you select to send the item in an e-mail or a multimedia message, an editor opens. Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To*: field. Add text or sound and select **Options** → *Send*. See "Creating and sending new messages" on page 54.
  - Via infrared. See "Sending and receiving data via infrared" on page 121.
  - Via Bluetooth. See "Sending data via Bluetooth" on page 117.

## Volume control

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

**Voice volume icons:**

- for earpiece mode,
- for loudspeaker mode.

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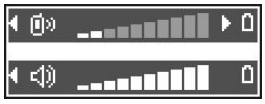
## Loudspeaker

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

### Activating the loudspeaker



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

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

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

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

### Turning off the loudspeaker

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

## Headset mode

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

# Keyguard

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

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

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

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

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

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# 2. Your phone

## Making a call

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

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

   **Note:** Calls described here as international may in some cases be made between regions of the same nation.

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

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

You can make a call using your voice so that you do not need to look at the display to key in the number. See "Voice dialling" on page 29.

### Making a call using the Contacts directory

1. To open the Contacts directory, press in standby mode, or go to **Menu** → **Contacts**.
2. To find a contact, scroll to the desired name, or key in the first letters of the name. The Search field opens automatically and matching contacts are listed.
3. Press to start the call.

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


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## Calling your voice mailbox

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

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

See "Settings for call diverting" on page 23.

Each phone line may have its own voice mailbox number. See "Line in use (network service)" on page 77.

### Changing the voice mailbox number

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

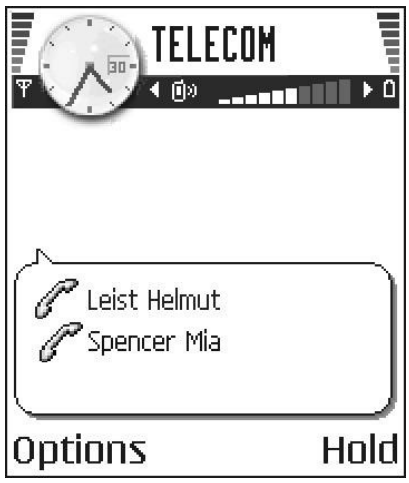
## Speed dialling a phone number

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

1. Assign a phone number to one of the speed dialling keys ( 2 abc - 9 wxyz ). See "Assigning speed dialling keys" on page 30.
2. To call the number: In standby mode, press the corresponding speed dialling key and . If the *Speed dialling* function is set to *On*: Press and hold the corresponding speed dialling key until the call is started.

## Making a conference call

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




1. Make a call to the first participant.
2. To make a call to a new participant, select **Options** → *New call*. Key in or search the memory for the phone number of the participant and press **OK**. The first call is automatically put on hold.

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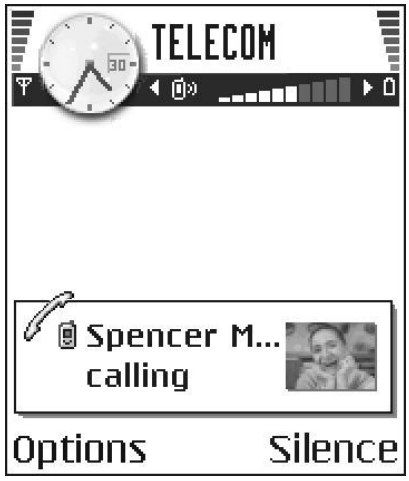
3. When the new call has been answered, join the first participant in the conference call. Select **Options** → *Conference*.
4. To add a new person to the call, repeat step 2 and then select **Options** → *Conference* → *Add to conference*.
   - To have a private conversation with one of the participants: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

## Answering a call




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

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

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

## Options during a call

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

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

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

*Transfer* is used to connect an incoming call or a call on hold with an active call and to disconnect yourself from both calls.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*Send DTMF* is used to send DTMF tone sequences, for example, passwords or bank account numbers.

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

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

## Call waiting (network service)

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

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

   To switch between the two calls, press **Swap**.

2. To end the active call, press .

## Settings for call diverting

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

Go to **Menu** → **Tools** → **Settings** → **Call divert**.

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

See "Indicators related to actions" on page 13.

**Note:** You cannot have barring of incoming calls and call diverting active at the same time. See "Call barring (network service)" on page 86.

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# Log – Call register and general log

Go to **Menu** → **Log**.

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

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

## Recent calls register

Press in standby mode, or go to **Menu** → **Log** → *Recent calls*.

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

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

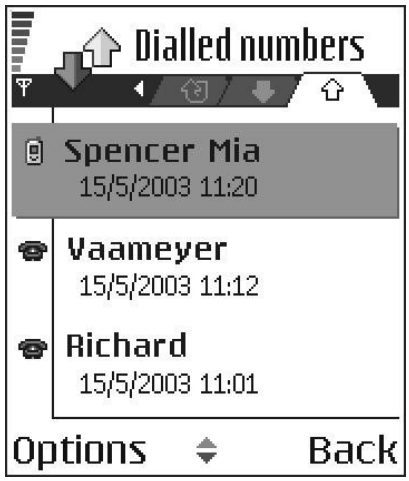
### Missed calls and received calls

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

**Tip!** When you see a note in standby mode about missed calls, press **Show** to access the list of missed calls. To call back, scroll to the number or name you want and press . If you do not view the missed calls then the icon will be displayed, when you are not in standby mode, until the missed calls have been viewed.

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

### Dialled numbers





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

### Erasing recent call lists

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

## Call duration

Go to **Menu** → **Log** → *Call duration*.

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

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

**Erasing call duration timers** - Select **Options** → *Clear timers*. For this you need the lock code. See "Security" on page 83.

## GPRS data counter

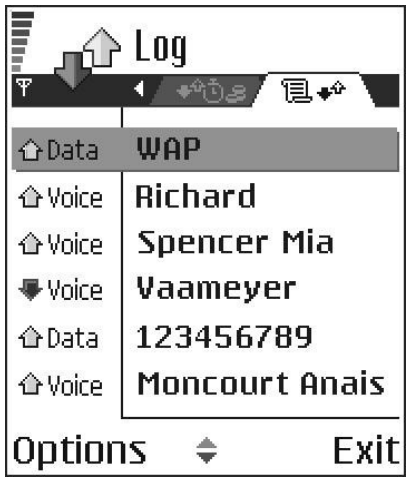
Go to **Log** → *GPRS counter*.

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

## Viewing the general log

Go to **Menu** → **Log** and press .

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




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

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### Filtering the log

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

### Erasing the contents of the log

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

### Packet data counter and connection timer

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

### Log settings

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

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

- *Show call duration*. See "Call duration" on page 25.


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# 3. Personal information

## Contacts

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

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

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

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

### Creating contact cards

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

### Copying contacts between the SIM card and phone memory

- To copy names and numbers from a SIM card to your phone, select **Options** → *SIM directory*, scroll to the name(s) you want to copy and select **Options** → *Copy to Contacts*.
- If you want to copy a phone, fax, or pager number from Contacts to your SIM card, go to Contacts, open a contact card, scroll to the number, and select **Options** → *Copy to SIM direct.*

### Editing contact cards

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

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See "Actions common to all applications" on page 16.

## Inserting an image in a contact card

To attach a small thumbnail image to a contact card, open a contact card, select **Options** → *Edit* and then select **Options** → *Add thumbnail*. The thumbnail image is also shown when the contact is calling you. After you attach a thumbnail image to a contact card, you can select *Add thumbnail* to replace the image with a different thumbnail or *Remove thumbnail* to remove the thumbnail from the contact card.

## Viewing a contact card

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

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

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

## Assigning default numbers and addresses

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

- Open a contact card and select **Options** → *Defaults*. A pop-up window opens, listing the different options.

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


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## Voice dialling

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

### Voice tags

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

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

Before using voice dialling, note that:

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

**Note:** You must say the name exactly as you said it when you recorded it. This may be difficult in, for example, a noisy environment or during an emergency, so you should not rely solely upon voice dialling in all circumstances.

### Adding a voice tag to a phone number

**Note:** Voice tags can only be added to phone numbers stored in the phone's memory. See "Copying contacts between the SIM card and phone memory" on page 27.

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

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### Making a call using a voice tag

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

- If the phone plays the wrong voice tag, or to retry voice dialling, press **Retry**.

**Note:** When an application using a data call or GPRS connection is sending or receiving data, you cannot make a call by using voice dialling. To make a call by using a voice tag, end all active data connections.

### Replaying, erasing, or changing a voice tag

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

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

## Assigning speed dialling keys

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

1. Open the contact card for which you want a speed dialling key and select **Options** → *Assign speed dial*. The speed dialling grid opens, showing you the numbers from **1**-**9**.
2. Scroll to a number and press **Assign**. When you return to the contact information view, you can see the speed dial icon next to the number.

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


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## Adding a ringing tone for a contact card or group

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

1. Press to open a contact card or go to the Groups list and select a contact group.
2. Select **Options** → *Ringing tone*. A list of ringing tones opens.
3. Use the joystick to select the ringing tone you wish to use for the contact or group and press **Select**.

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

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

## Managing contact groups

You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. A ringing tone may be added to a group. See "Adding a ringing tone for a contact card or group" on page 31.

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

## Creating contact groups

1. In the Contacts directory, press to open the Groups list.

2. Select **Options** → *New group*.
3. Write a name for the group or use the default name *Group* and press **OK**.

## Adding members to a group

1. In the Contacts directory, scroll to the contact you want to add to a group and select **Options** → *Add to group:*. A list of available groups opens.

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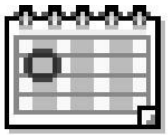
2. Scroll to the group to which you want to add the contact and press .

## Calendar



Go to **Menu** → **Calendar**

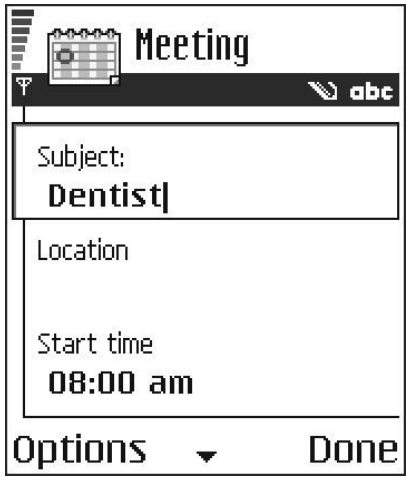
In Calendar, you can keep track of your appointments, meetings, birthdays, anniversaries, and other events. You can also set a calendar alarm to remind you of upcoming events. Calendar uses shared memory. See "Shared memory" on page 19.

### Creating calendar entries

1. Select **Options** → *New entry* and select:
   - *Meeting* to remind you of an appointment that has a specific date and time.
   - *Memo* to write a general entry for a day.
   - *Anniversary* to remind you of birthdays or special dates. Anniversary entries are repeated every year.
2. Fill in the fields. See "Calendar entry fields" on page 33. Use the joystick to move between fields. Press  to change between upper and lower case, and predictive text.
3. To save the entry, press **Done**.

### Editing calendar entries

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




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

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

### Deleting calendar entries

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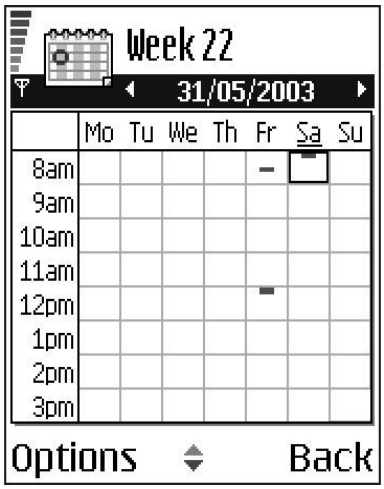
## Calendar entry fields

- *Subject* / *Occasion* - Write a description of the event.
- *Location* - the place of a meeting, optional.
- *Start time*, *End time*, *Start date*, and *End date*.
- *Alarm* - Press to activate the fields for *Alarm time* and *Alarm date*.
- *Repeat* - Press to change the entry to be repeating. Shown with in the Day view.
- *Repeat until* - You can set an ending date for the repeated entry, for example, the ending date of a weekly course you are taking. This option is shown only if you have selected to repeat the event.
- *Synchronisation* - If you select *Private*, after synchronisation the calendar entry can be seen only by you and it will not be shown to others with online access to view the calendar. This is useful when, for example, you synchronise your calendar with a calendar on a compatible computer at work. If you select *Public*, the calendar entry is shown to others who have access to view your calendar online. If you select *None*, the calendar entry will not be copied when you synchronise your calendar.

## Calendar views

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

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



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

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

### Month view

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

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

### Week view

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

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

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

### Day view

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

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

### Settings for calendar views

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

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


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## Setting calendar alarms

1. Create a new Meeting or Anniversary entry, or open a previously created entry.
2. Scroll to *Alarm* and press , then select *On* to open the *Alarm time* and *Alarm date* fields.
3. Set the alarm time and date.
4. Press **Done**. An alarm indicator is shown next to the entry in the Day view.

### Stopping a calendar alarm

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

# To-do

Go to **Menu** → **To-do**.

In To-do you can keep a list of tasks that you need to do. The To-do list uses shared memory. See "Shared memory" on page 19.

1. Start to write a note using the digit keys ( - ). See "Writing text" on page 50. The editor opens and the cursor blinks after the letters you have keyed in.
2. Write the task in the *Subject* field. Press to add special characters.
   - To set the due date for the task, scroll to the *Due date* field and key in a date.
   - To set a priority for the to-do note, scroll to the *Priority* field and press .
3. To save the to-do note, press **Done**. If you remove all characters and press **Done**, the note will be deleted, even if you edit a previously saved note.

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

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## Importing data from compatible Nokia phones

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


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# 4. Multimedia

## Camera

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

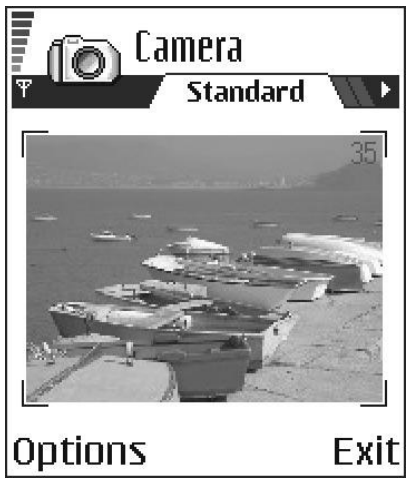
With the camera application you can take pictures of people or events while on the move. The images are automatically saved in the Gallery application, where you can rename them and organise them in folders. You can also send images in a multimedia message, as an e-mail attachment, or via a Bluetooth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

### Taking pictures

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

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

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




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

2. Press to zoom in on your subject before taking the picture. Press to zoom out again. The zoom indicator on the display shows the zoom level.
3. To take a picture, press . Do not move the phone before the camera starts to save the image. The image is saved automatically in the Gallery. See "Gallery" on page 44.

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

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

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

### After the image has been saved:

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

You can insert an image into a contact card. See "Inserting an image in a contact card" on page 28.

## Self-timer

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

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

## Settings

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

1. Select **Options** → *Settings*.
2. Scroll to the setting you want to change:
   - *Image quality* - *High*, *Normal*, and *Basic*. The better the image quality, the more memory the image consumes. See "Images and memory consumption" on page 40,
   - *Default image name* - By default, camera names images in the format 'Image.jpg'. *Default image name* allows you to set a name for the images stored.
   - *Memory in use* - Select whether you want to store your images in the phone memory or on the memory card, if you use one.


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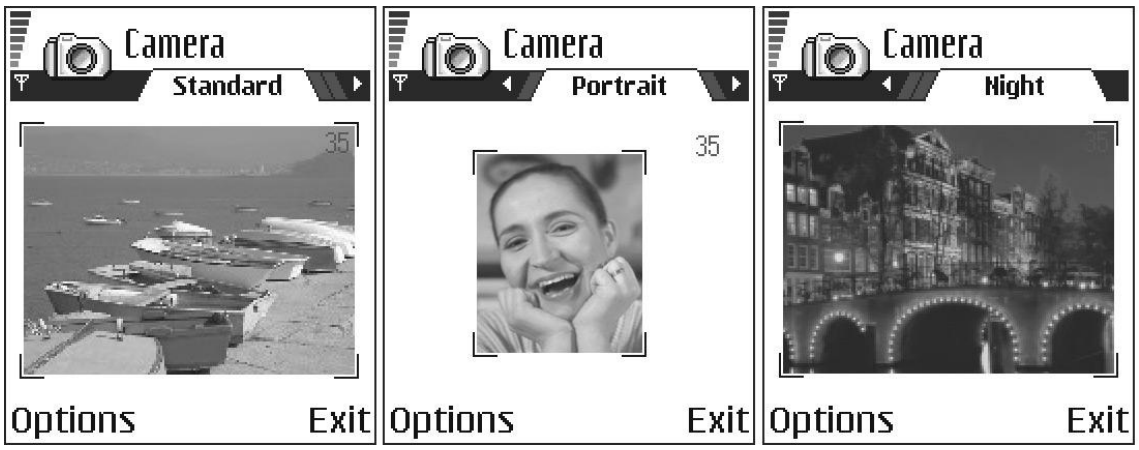
## Camera mode affects image size and orientation

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

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




- When you are taking a picture in Standard or Night mode, the viewfinder resolution is 160x120 pixels, and in Portrait mode, 80x96.
- The pictures taken in Standard or Night mode are saved in 640x480 pixel (VGA) format and those taken in Portrait mode are saved in 80x96 pixel format.
- When you are viewing images, they are scaled to fit the display, which has 176 x 208 pixels. This means that Standard and Night mode pictures will appear more detailed when viewed on a higher resolution screen, for example, a computer or when zoomed in Images.

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### Images and memory consumption

Your phone has approximately 6 MB (megabytes) of free memory for images, contact information, calendar, messages, and so on. See "Shared memory" on page 19. Portrait pictures (always taken in High quality) are so small that they take up very little memory. Pictures taken using the High quality setting and those taken in Night mode take up the most memory.

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

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

## Viewing images

Pictures taken with the camera are stored as images in the Gallery. See "Gallery" on page 44.

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

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

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

In the images thumbnail view:

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

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


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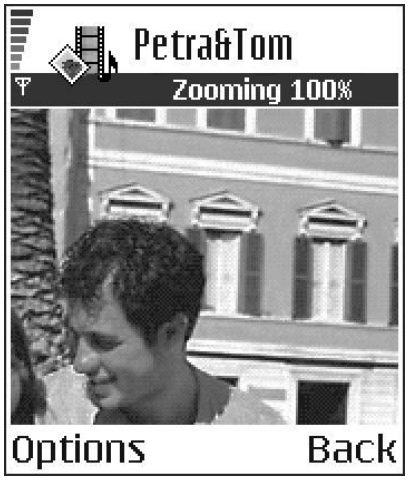
## Zooming on a saved image

1. Select **Options** → *Zoom in* or *Zoom out*. You can see the zooming ratio at the top of the display. See "Keyboard shortcuts" on page 41.




2. Press to return to the initial view. The zooming ratio is not stored permanently.

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

### Full screen

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

### Moving the focus

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

## Keyboard shortcuts

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

# Video recorder

Go to **Menu** → **Video recorder**.

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

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

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Video recorder uses shared memory. See "Shared memory" on page 19.

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

## Recording a video clip

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

- Open the Video recorder and press to start recording.

- To pause recording at any time, press . Press again, to resume recording.
- Press to zoom in on your subject before, or during, recording. Press to zoom out again.

The video clip is saved to either the phone's memory or the memory card, depending on the setting of your *Memory in use*. See "Setting up your Video recorder" on page 42.

- To immediately play the video clip you just recorded, select **Options** → *Play*.
- To play previously saved video clips, go to the Gallery. See "Gallery" on page 44.

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

## Setting up your Video recorder

Use the following settings to define how videos are recorded.

- Select **Options** → *Settings* and choose:
  - *Image size* - Select *Small* or *Large*. *Large* reduces frame rate.


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

## RealOne Player™

Go to **Menu** → **RealOne Player**.

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

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

RealOne Player does not necessarily support all file formats or all the variations of a file format.

RealOne Player uses shared memory. See "Shared memory" on page 19.

Options when you start RealOne Player: *Open*, *Video downloads*, *Settings*, *About product*, *Help*, and *Exit*

## Playing media files

- To play a media file stored in your phone's memory or memory card, select **Options** → *Open* and:

  - *Most recent clips* - to play one of the last 6 files played in RealOne Player, or
  - *Saved clip* - to play a file saved in the Gallery. See "Gallery" on page 44.

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

To stream live content, you must first configure your default access point. See "Access points" on page 80.

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

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

- Press to pause the clip, or press to stop the clip playing.

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

### Shortcuts during play

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

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

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

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

### Changing the settings

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

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

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

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

Select *Connection* to change the connection settings.

## Gallery

Go to **Menu** → **Gallery**.


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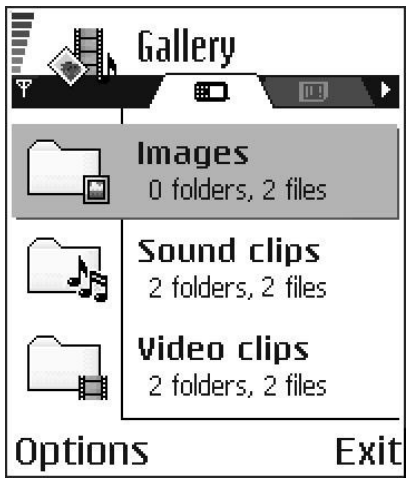
Use the Gallery to store and organise your images, sound clips, and video clips, streaming links and RAM files.




Gallery uses shared memory. See "Shared memory" on page 19.

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

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

In the open folder you can see:

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

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

You can browse, open, and create folders, mark, copy and move items to folders. See "Actions common to all applications" on page 16.

## Opening files

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

- Images - open in the Image viewer. See "Viewing images" on page 40.
- Sound clips - open and play in the Recorder application. See "Recorder" on page 103.
- Video clips, RAM files, and streaming links - open and play in the RealOne Player application. See "RealOne Player™" on page 43.
- Subfolders - open to display contents.

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## Other default folders

### Picture messages folder

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

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

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

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

### Wallpapers folder

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

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

## Downloading files

To download files into the Gallery using the browser:

- Select **Options** → *Gallery downloads* and choose from *Graphic downloads*, *Video downloads*, or *Tone downloads*. The browser opens and you can choose a bookmark for the site to download from. See "Viewing bookmarks" on page 107.

To download files, you must first configure your default access point. See "Access points" on page 80.

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

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

## Uploading images to an image server (network service)

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

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

Before you can upload images, you must enter the settings for the image server. See "Set up the image server" on page 47. You can get these settings from your service provider.

1. Select **Options** → *Image uploader*.


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

## Set up the image server

1. Select **Settings** → *Image servers* and press . Fill in the details for each field. See "Access points" on page 80.
2. Press .

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# 5. Messaging

Go to **Menu** → **Messaging**.

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

- text messages,
- multimedia messages,
- e-mail messages, and
- configuration messages.

Text messages and multimedia messages use shared memory. See "Shared memory" on page 19.

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

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

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

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

**My folders** - for organising your messages into folders.

**Mailbox** - When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. See "Viewing e-mail messages when online" on page 64. After you have defined settings for a new mailbox, the name given to that mailbox will replace *Mailbox* in the main view. See "Settings for e-mail" on page 72.

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

**Sent** - stores the last 15 messages that have been sent. You can change the number of messages to be saved. See "Settings for the Other folder" on page 74.


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

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

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

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

**Note:** Before you create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See "Settings needed for e-mail" on page 58. See "Settings needed for multimedia messaging" on page 56.

## Messaging – General information

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

### Opening a received message

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

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## Adding a recipient to a message

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

- add recipients from the Contacts directory. To open the Contacts directory, press or in the *To:* or *Cc:* fields, or select **Options** → *Add recipient*. Scroll to a contact and press to mark it. You can mark several recipients at a time. Press **OK** to return to the message. The recipients are listed in the *To:* field and automatically separated with a semicolon (;).
- start to key in a name in the *To:* field and select **Options** → *Check contacts*. The phone will retrieve all matching entries from the Contacts directory. If only one entry is found, it is added automatically. If more than one entry is found, select a contact from the list.
- write the phone number or e-mail address of the recipient in the *To:* field, or
- copy the recipient information from another application and then paste it to the *To:* field. See "Copying text" on page 53.

Press to delete a recipient to the left of the cursor.

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

## Sending options

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

# Writing text

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

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

## Using traditional text input

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


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

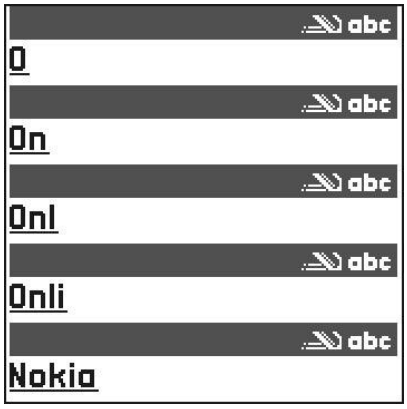
**Icons:** ABC and abc indicate the selected case. Abc means that the first letter of the next word is written in upper case, and all other letters will automatically be written in lower case. 123 indicates number mode.

- To switch between upper and lower case, press #.
- To insert a number in letter mode, press and hold the number key.
- To switch between letter and number mode, press and hold #.
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press to end the time-out period), and then key in the letter.
- If you make a mistake, press C to remove a character. Press and hold C to clear more than one character.
- The most common punctuation marks are available under 1. Press 1 repeatedly to reach the desired punctuation mark.

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

## Using predictive text input

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

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

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

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

   The word suggestion changes after each key press.

2. When you have finished the word, check that it is correct.

   - If the word is correct, you can confirm it by pressing or by pressing 0 to insert a space. The underlining disappears and you can begin to write a new word.
   - If the word is not correct, you have the following options:
     - Press * + repeatedly to view the matching words the dictionary has found one by one.
     - Press and select *Dictionary* → *Matches* to view a list of matching words. Scroll to the word you want to use and press to select it.
     - If the **?** character is shown after the word, the word you intended to write is not in the dictionary. To add a word to the dictionary, press **Spell**, key in the word (max. 32 letters) using traditional text input, and press **OK**. The word is added to the dictionary. When the dictionary becomes full, a new word replaces the oldest added word.
     - To remove the **?** and clear characters one by one from the word, press C.

## Tips on using predictive text input

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


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

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

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

When a word has been entered with predictive text on, you can press , select *Dictionary* and select:

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

### Writing compound words

- Write the first half of a compound word and confirm it by pressing . Write the last part of the compound word and complete the compound word by pressing 0 to add a space.

## Copying text

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

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

   To select lines of text, press and hold . At the same time press or .
2. To end the selection, release pressing the joystick while still holding .
3. To copy the text to the clipboard, while still holding , press **Copy**.

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

If you want to remove the selected text from the document, press .

4. To insert the text into a document, press and hold and press **Paste**.

   Or, press once and select *Paste*.

## Editing options

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

- *Dictionary* / *Dictionary on* (predictive text input),
- *Alpha mode* / *Number mode* (traditional text input),
- *Cut*, *Copy* - available only if text has been selected first,
- *Paste* - available only when text has been either cut or copied to the clipboard,
- *Insert symbol*, and
- *Writing language:* - changes the input language for all editors in the phone. See "Phone settings" on page 75.

# Creating and sending new messages

**Note:** When you send a message, your phone may indicate that the message is being sent. This actually shows that the message has been sent by your phone to the message centre number programmed into your phone. This is not an indication that the message has been received at the intended destination. For more details about messaging services, check with your service provider.

You can start to create a message in two ways:

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


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- Start to create a message from an application that has the option *Send*. In this case the file that was selected (such as an image or text) is added to the message.

## Writing and sending text messages

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

1. Select *New message*. A list of message options opens.
2. Select *Create:* → *Text message*. The editor opens with the cursor in the *To:* field. Press to select recipient(s) from the Contacts directory or write the phone number of the recipient.

   Press to add a semicolon (;) to separate each recipient. Press to move to the message field.
3. Write the message. In the navigation bar, you can see the message length indicator counting backwards from 160. For example, 10 (2) means that you can still add 10 characters for the text to be sent as two messages.
4. To send the message, select **Options** → *Send* or press .

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

## Creating and sending picture messages

Your phone allows you to send and receive picture messages. Picture messages are text messages that contain small black-and-white graphics. There are several default pictures available in the *Images* → *Picture messages* folder in the Gallery.

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

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

### To send a picture message:

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

**Note:** Each picture message is made up of several text messages. Therefore, sending one picture message may cost more than sending one text message.

## Multimedia messages

A multimedia message can contain a combination of text, images, video and sound clips.

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

### Settings needed for multimedia messaging

You may receive the settings as a configuration message from your network operator or service provider. See "Receiving configuration messages" on page 61.

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

- To manually set up an access point, go to Messaging → **Options** → *Settings* → *Multimedia message*. See "Settings for multimedia messages" on page 70.


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## Creating multimedia messages

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

1. In Messaging, select *New message* → *Create:* → *Multimedia message* and press .
2. Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To:* field. Add a semicolon (;) to separate each recipient. Press to move to the next field.
3. You can add the different objects of the multimedia message in any order you want.

**Note:** First you need to select whether the objects are stored in the phone's memory or the memory card, if one is used.

- To add an image, select **Options** → *Insert* → *Image* or *New image*.

**Note:** The default setting is *Image size*: *Small*. When you are sending a multimedia message to an e-mail address or another Nokia 6600, if possible, use the larger image size (network dependent). To change the setting, select Messaging → **Options** → *Settings* → *Multimedia message* → *Image size* → *Large*.

- To add a sound, select **Options** → *Insert* → *Sound clip* or *New sound clip*. When sound has been added, the icon is shown in the navigation bar.
- If you select *Insert* → *Image*, *Sound clip* or *Video clip*, a list of items opens. Scroll to the item you wish to add and press **Select**.
- If you select *Insert* → *New image*, camera opens and you can take a new picture. The picture is automatically saved in the Gallery. Press **Delete** to remove the picture and take another instead.

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- If you select *Insert* → *New sound clip*, Recorder opens and you can record a new sound. The sound is automatically saved and a copy is inserted in the message.

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

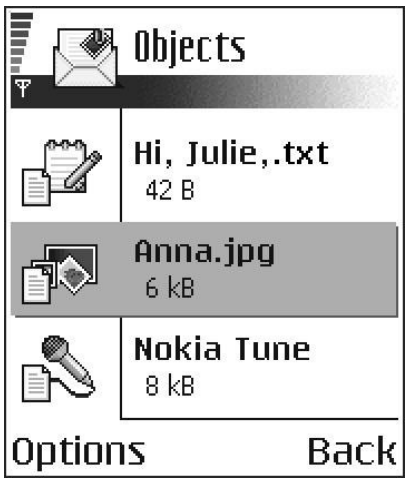
**Important:** Copyright protections may prevent some images, ringtones, and other content from being copied, modified, transferred or forwarded.

### Removing an object from a multimedia message

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

### Working with different media objects

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




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

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

## E-mail

### Settings needed for e-mail

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

- Configure an Internet access point (IAP) correctly. See "Connection settings" on page 77.
- Define your e-mail settings correctly. See "Settings for e-mail" on page 72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**Note:** Follow the instructions given by your remote mailbox and Internet service provider.

## Writing and sending e-mail messages

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

1. Select *New message* → *Create:* → *E-mail*. The editor opens.
2. Press to select the recipient(s) from the Contacts directory or write the e-mail address of the recipient in the *To:* field. Add a semicolon (;) to separate each recipient. If you want to send a copy of your e-mail to someone, write the address in the *Cc:* field. Press to move to the next field.
3. Write the message. If you want to add an attachment to the e-mail, select **Options** → *Insert* → *Image*, *Sound clip*, *Video clip* or *Note*. will appear in the navigation bar to indicate that the e-mail has an attachment. *Template* adds pre-written text to the e-mail.

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

   **Note:** When you add an attachment you need to select it from the phone's memory, or from the memory card, if one is used.
4. To remove an attachment, scroll to the attachment and select **Options** → *Remove*.
5. To send the e-mail, select **Options** → *Send* or press .

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

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

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## Inbox – receiving messages

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

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

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

for an unread text message and for an unread configuration message,

for an unread multimedia message,

for an unread service message,

for data received via infrared,

for data received via Bluetooth, and

for an unknown message type.

## Options in different message viewers

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

- *Save picture* - saves the picture to the *Picture messages* folder in the Gallery.
- *Reply* - copies the address of the sender to the *To:* field. Select *Reply* → *To all* - to copy the address of the sender and *Cc*. field recipients to the new message.
- *Forward* - copies the message contents to an editor.
- *Call* - call by pressing .
- *Delete* - allows you to delete messages.
- *View image* - allows you to view and save the image.
- *Play sound clip* - allows you to listen to the sound in the message.
- *Play video clip* - allows you to play the video clip in the message.
- *Objects* - shows you a list of all the different multimedia objects in a multimedia message.
- *Attachments* - shows you a list of files sent as e-mail attachments.
- *Message details* - shows detailed information about a message.
- *Move to folder* / *Copy to folder* - allows you to move or copy message(s) to My folders, Inbox, or other folders you have created.


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- *Add to Contacts* - allows you to copy the phone number or e-mail address of the message sender to the Contacts directory. Choose whether you want to create a new contact card or add the information to an existing contact card.
- *Find* - Searches the message for phone numbers, e-mail addresses, and Internet addresses. After the search, you can make a call or send a message to the found number or e-mail address, or save the data to Contacts or as a bookmark.

## Viewing multimedia messages in Inbox

### Multimedia message objects

Options in the Objects view: *Open*, *Save*, *Send*, *Call*, and *Exit*.

- To see what kinds of media objects have been included in the multimedia message, open the message and select **Options** → *Objects*. In the Objects view you can view, or play files that have been included in the multimedia message. You can choose to save the file in your phone or to send it, for example, via infrared to another device.

**Important:** Multimedia message objects may contain viruses or otherwise be harmful to your phone or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See "Certif. management" on page 85.

### Viewing a multimedia presentation

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

## Receiving configuration messages

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

- *Picture message* - to save the picture in the *Picture messages* folder in the Gallery for later use, select **Options** → *Save picture*.
- *Business card* - to save the contact information, select **Options** → *Save business card*.

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

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

  If the message contains both browser access point settings and bookmarks, to save the data select **Options** → *Save all*. Or, select **Options** → *View details* to view the bookmark and access point information separately. If you do not want to save all data, select a setting or bookmark, open the details, and select **Options** → *Save to Settings* or *Save to bookmarks* depending on what you are viewing.
- *E-mail notification* - Tells you how many new e-mails you have in your remote mailbox. An extended notification may list more detailed information such as subject, sender, attachments, and so on.
- In addition, you can receive a text message service number, voice mailbox number, profile settings for remote synchronisation, access point settings for the browser, multimedia messaging or e-mail, access point login script settings, or e-mail settings.

  To save the settings, select **Options** → *Save to SMS sett.*, *Save to Voice mail*, *Save to Settings*, or *Save to e-mail sett.*.

## Service messages (network service)

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


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### Viewing service messages in Inbox

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

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

### Viewing service messages in the browser

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

## My folders

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

### Templates folder

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

## Remote mailbox (network service)

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

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

If you select *New message* → *Create:* → *E-mail* or *Mailbox* in the Messaging main view and you have not set up your e-mail account, you will be prompted to do so. See "Settings needed for e-mail" on page 58.

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

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

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## Opening the mailbox

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

- When you scroll to your mailbox and press , the phone asks you if you want to *Connect to mailbox?* Select *Yes* to connect to your mailbox or *No* to view previously retrieved e-mail messages offline.
- Another way to start a connection is to select **Options** → *Connect*.

## Viewing e-mail messages when online

When you are online, you are continuously connected to a remote mailbox via a data call or a packet data connection. See "Data connection indicators" on page 14. See "GSM data calls" on page 78. See "Packet data (General Packet Radio Service, GPRS)" on page 78.

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

## Viewing e-mail messages when offline

When you view e-mail messages offline, your phone is not connected to the remote mailbox. This mode may help you to save on connection costs. See "GSM data calls" on page 78.

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

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

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


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## Retrieving e-mail messages from the mailbox

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

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

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

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

- for e-mail messages that have been read.

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

1. When you have an open connection to a remote mailbox, select **Options** → *Retrieve e-mail* →:
   - *New* - to retrieve all new e-mail messages to your phone.
   - *Selected* - to retrieve only the e-mail messages that have been marked. Use the *Mark/Unmark* → *Mark* / *Unmark* commands to select messages one by one. See "Actions common to all applications" on page 16.
   - *All* - to retrieve all messages from the mailbox.

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

## Opening e-mail messages

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

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

## Disconnecting from mailbox

When you are online, select **Options** → *Disconnect* to end the data call or GPRS connection to the remote mailbox. See "Data connection indicators" on page 14.

## Viewing e-mail attachments

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

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

**Important:** E-mail attachments may contain viruses or otherwise be harmful to your phone or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See "Certif. management" on page 85.

### Retrieving attachments to the phone

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

**Note:** If your mailbox uses the IMAP4 protocol, you can decide whether to retrieve e-mail headings only, messages only, or messages and attachments. With the POP3 protocol, the options are e-mail headings only or messages and attachments. See "Settings for e-mail" on page 72.

### Opening an attachment

1. In the Attachments view, scroll to an attachment and press to open it.


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- If you are online, the attachment is retrieved directly from the server and opened in the corresponding application.
- If you are offline, the phone asks if you want to retrieve the attachment to the phone. If you answer *Yes*, a connection to the remote mailbox is started.

2. Press **Back** to return to the e-mail viewer.

## Saving attachments separately

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

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

## Deleting e-mail messages

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

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

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

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

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

**Note:** If you are offline, the e-mail will be deleted first from your phone. During the next connection to the remote mailbox, it will be automatically deleted from the remote mailbox. If you are using the POP3 protocol, messages marked to be deleted are removed only after you have closed the connection to the remote mailbox. If you are using IMAP4 protocol, and you have a current connection, then the messages will be deleted from both the phone and the server immediately.

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### Undeleting e-mail messages when offline

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

## Outbox

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

### Status of the messages in Outbox:

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

## Viewing messages on a SIM card

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

Before you can view SIM messages, you need to copy them to a folder in your phone. See "Actions common to all applications" on page 16.


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## Cell broadcast (network service)

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

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

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

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

**Note:** A packet data (GPRS) connection may prevent cell broadcast reception. Contact your network operator for the correct GPRS settings. See "Packet data (General Packet Radio Service, GPRS)" on page 78.

## Service command editor

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

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

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

## Messaging settings

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

### Settings for text messages

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

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

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

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

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

- *Preferred connection* - You can send text messages via the normal GSM network or via GPRS, if supported by the network. See "Packet data (General Packet Radio Service, GPRS)" on page 78.
- *Reply via same ctr.* (network service) - By setting this option to *Yes*, if the recipient replies to your message, the return message is sent using the same message service centre number. Note that this may not work between all operators.

## Settings for multimedia messages

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

- *Access point in use* (**Must be defined**) - Select which access point is used as the preferred connection for the multimedia message centre. See "Settings needed for multimedia messaging" on page 56.

**Note:** If you receive multimedia message settings in a configuration message and save them, the received settings are automatically used for the Access point. See "Receiving configuration messages" on page 61.

- *Multimedia reception* - Select:

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


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

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

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

- *On receiving msg.* - Select:

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

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

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

- *Allow anon. messages* - Select *No*, if you want to reject messages coming from an anonymous sender.

- *Receive adverts* - Define whether you want to allow reception of multimedia message advertisements or not.
- *Receive report* - Set to *Yes*, if you want the status of the sent message (*Pending*, *Failed*, *Delivered*) to be shown in the Reports.
- *Deny report sending* - Choose *Yes*, if you do not want your phone to send delivery reports of received multimedia messages.
- *Message validity* (network service) - If the recipient of a message cannot be reached within the validity period, the message is removed from the multimedia message centre. *Maximum time* is the maximum amount of time allowed by the network.
- *Image size* - Define the size of the image in a multimedia message. The options are: *Small* (max. of 160x120 pixels) and *Large* (max. 640x480 pixels).
- *Default speaker* - Choose *Loudspeaker* or *Handset*, depending on whether you want the sounds in a multimedia message to be played through the loudspeaker or the earpiece. See "Loudspeaker" on page 18.

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## Settings for e-mail

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

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

## Settings for Mailboxes

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

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

- *Mailbox name* - Write a descriptive name for the mailbox.
- *Access point in use* (**Must be defined**) - The Internet access point (IAP) used for the mailbox. Choose an IAP from the list. See "Connection settings" on page 77.
- *My e-mail address* (**Must be defined**) - Write the e-mail address given to you by your service provider. The address must contain the @ character. Replies to your messages are sent to this address.
- *Outgoing mail server:* (**Must be defined**) - Write the IP address or host name of the computer that sends your e-mail.
- *Send message* (network service) - Define how e-mail is sent from your phone. *Immediately* - A connection to the mailbox is started immediately after you have selected *Send*. *During next conn.* - E-mail is sent when you connect to your remote mailbox the next time.
- *Send copy to self* - Select *Yes* to save a copy of the e-mail to the address defined in *My e-mail address* in your remote mailbox.
- *Include signature* - Select *Yes* if you want to attach a signature to your e-mail messages and to start to write or edit a signature text.
- *User name:* - Write your user name, given to you by your service provider.
- *Password:* - Write your password. If you leave this field blank, you will be prompted for the password when you try to connect to your remote mailbox.
- *Incoming mail server:* (**Must be defined**) - The IP address or host name of the computer that receives your e-mail.
- *Mailbox type:* - Defines the e-mail protocol your remote mailbox service provider recommends. The options are *POP3* and *IMAP4*.


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**Note:** This setting can be selected only once and cannot be changed if you have saved or exited from the mailbox settings.

- *Security* - Used with the POP3, IMAP4, and SMTP protocols to secure the connection to the remote mailbox.
- *APOP secure login* - Used with the POP3 protocol to encrypt the sending of passwords to the remote e-mail server. Not shown if IMAP4 is selected for *Mailbox type:*.
- *Retrieve attachment* (not shown if the e-mail protocol is set to POP3) - To retrieve e-mail with or without attachments.
- *Retrieve headers* - To limit the number of e-mail headers you want to retrieve to your phone. The options are *All* and *User defined*. Used with the IMAP4 protocol only.

## Settings for service messages

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

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

## Settings for Cell broadcast

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

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

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## Settings for the Other folder

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

- *Save sent messages* - Choose if you want to save a copy of every text message, multimedia message, or e-mail that you have sent to the Sent items folder.
- *No. of saved msgs.* - Define how many sent messages will be saved to the Sent items folder at a time. The default limit is 20 messages. When the limit is reached, the oldest message is deleted.
- *Memory in use* - Define the memory store. Choices are phone's memory or memory card, if one is used.


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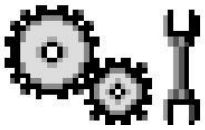
# 6. Tools

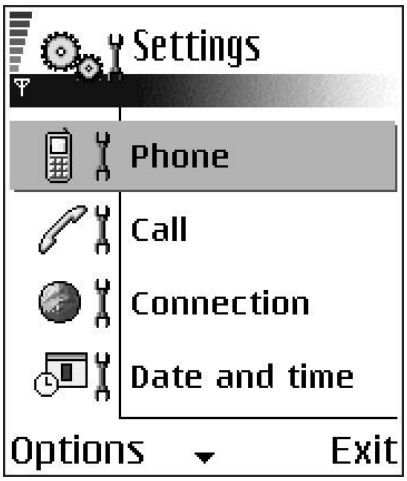
## Settings



### Changing general settings

Go to **Menu** → **Tools** → **Settings**.

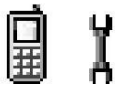
1. Scroll to a setting group and press to open it.




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

You may be able to receive some settings from your service provider in a short message. See "Receiving configuration messages" on page 61.

## Phone settings



### General

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

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

- *Writing language* - You can change the writing language of your phone permanently. Changing the language affects:
  - the characters available when you press any key ( 1 oo - wxyz 9 ),

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- the predictive text dictionary used, and
- the special characters that are available when you press the * and 1 keys.

- *Dictionary* - To set predictive text input *On* or *Off* for all editors in the phone. You can also change this setting when you are in an editor. See "Tips on using predictive text input" on page 52.
- *Welcome note or logo* - The welcome note or logo is displayed briefly each time you switch on the phone. Select *Default* if you want to use the default image or animation. Select *Text* to write a welcome note (max. 50 letters). Select *Image* to select a photo or picture from the Gallery.
- *Orig. phone settings* - You can reset some of the settings to their original values. To do this, you need the lock code. See "Security" on page 83. After resetting the settings, the phone may take a longer time to power on. All documents and files that you have created are left as they are.

### Standby mode

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

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

### Display

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

## Call settings

### Send my caller ID (network service)

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


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### Call waiting (network service)

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

### Automatic redial

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

### Summary after call

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

### Speed dialling

- Select *On* and the numbers assigned to the speed dialling keys (2 abc - wxyz 9) can be dialled by pressing and holding the key. See "Assigning speed dialling keys" on page 30.

### Anykey answer

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

### Line in use (network service)

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

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

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

## Connection settings

### General information about data connections and access points

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

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

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

- a GSM data call ( ),
- GSM high-speed data call ( ), or
- packet data (GPRS) connection ( ).

There are three different kinds of access points that you can define: MMS access point, browser access point, and Internet access point (IAP). Check with your service provider what kind of an access point is needed for the service you wish to access. You need to set access point settings, if you want to, for example,

- send and receive multimedia messages,
- send and receive e-mail,
- download Java™ applications,
- use Image upload, or
- browse pages.

See "Data connection indicators" on page 14.

### GSM data calls

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

### High speed data call (High Speed Circuit Switched Data, HSCSD)

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

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

**Note:** Sending data in HSCSD mode may drain the phone's battery faster than normal voice or data calls, as the phone may send data more frequently to the network.

### Packet data (General Packet Radio Service, GPRS)

#### Minimum settings needed to make a packet data connection

- You need to subscribe to the GPRS service. For availability and subscription to GPRS, contact your network operator or service provider.


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- Go to **Settings** → *Connection* → *Access points* and select **Options** → *New access point* → *Use default settings*. Fill in the following: *Data bearer*: *GPRS* and *Access point name*: enter the name given to you by your service provider. See "Creating an access point" on page 79.

### Pricing for packet data and applications

Both the active GPRS connection and the applications used over GPRS require a fee, for example, using services, sending and receiving data, and short messages. For more detailed information on fees, contact your network operator or service provider.

See "Viewing the general log" on page 25. See "GPRS data counter" on page 25.

## Creating an access point

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

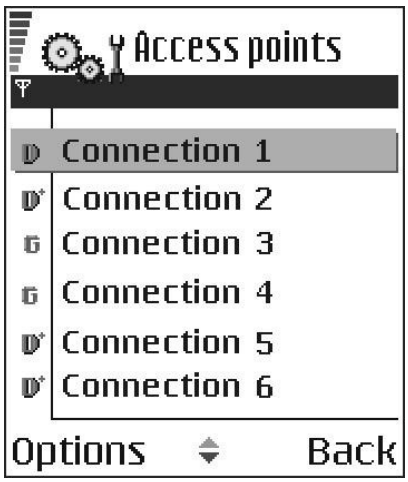
You may have preset access point settings in your phone. Or, you may receive access point settings over the air from a service provider. See "Receiving configuration messages" on page 61.

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

If there already are access points defined, to create a new access point, select **Options** → *New access point* and select:

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

### Editing an access point




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

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

## Access points

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

Start to fill in the settings from the top because depending on what data connection you select (*Data bearer*), only certain setting fields are available.

- *Connection name* - Give a descriptive name for the connection.
- *Data bearer* - The options are *GPRS*, *Data call*, and *High speed (GSM)*. Depending on what data connection you select, only certain setting fields are available. Fill in all fields marked with **Must be defined**, or with an asterisk. Other fields can be left empty, unless you have been instructed otherwise by your service provider.

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

- *Access point name* (for packet data only) - The access point name is needed to establish a connection to the GPRS network. You obtain the access point name from your network operator or service provider.
- *Dial-up number* (for Data call and High speed (GSM) only) - The modem telephone number of the access point.
- *User name* - Write a user name if required by the service provider. The user name may be needed to make a data connection, and is usually provided by the service provider. The user name is often case-sensitive.
- *Prompt password* - If you must key in a new password every time you log on to a server, or if you do not want to save your password to the phone, choose *Yes*.
- *Password* - A password may be needed to make a data connection, and is usually provided by the service provider. The password is often case-sensitive. When you are writing the password, the characters you enter are shown briefly and then changed to asterisks (*). The easiest way to enter numbers is to press and hold the digit you want to enter, and then continue entering letters.


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- *Authentication* - *Normal* / *Secure*.
- *Homepage* - Depending on what you are setting up, write either:
  - the service address, or
  - the address of the multimedia messaging centre.
- *Data call type* (for GSM data and high speed data only) - *Analogue*, *ISDN v.110*, or *ISDN v.120* defines whether the phone uses an analogue or digital connection. This setting depends on both your GSM network operator and Internet service provider (ISP), because some GSM networks do not support certain types of ISDN connections. For details, contact your ISP. If ISDN connections are available, they establish connections more quickly than analogue methods.
- *Maximum data speed* (for GSM data and high speed data only) - The options are *Automatic* / 9600 / 14400 / 19200 / 28800 / 38400 / 43200, depending on what you have chosen in *Data call type*. This option allows you to limit the maximum connection speed when high speed data is used. Higher data rates may cost more, depending on the service provider.

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

### Options → Advanced settings

- *Phone IP address* - The IP address of your phone.
- *Primary name server* - The IP address of the primary DNS server.
- *Second. name server* - The IP address of the secondary DNS server.
- *Proxy serv. address* - The IP address of the proxy server.
- *Proxy port number* - The port number of the proxy server.

If you need to enter these settings, contact your Internet service provider.

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

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

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**Note:** Charges may apply for certain types of received calls, such as roaming and high speed data calls. Contact your GSM network operator for more information.

**Note:** The phone expects the callback call to use the same data call settings that were used in the callback-requesting call. The network must support that type of call in both directions, to and from the phone.

- *Callback type* - The options are *Use server no.* / *Use other no.*. Ask your service provider for the correct setting to use; it will depend on the service provider's configuration.
- *Callback number* - Key in your phone's data phone number which the dial back server uses. Usually, this number is the data call phone number of your phone.
- *Use PPP compression* - When set to *Yes*, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to *No*. Contact your service provider for guidance.
- *Use login script* - The options are *Yes* / *No*.
- *Login script* - Insert the login script.
- *Modem initialisation* (Modem initialisation string) - Controls your phone using modem AT commands. If required, enter characters specified by your service provider or Internet service provider.

## GPRS

Go to **Settings** → *Connection* → *GPRS*.

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

*GPRS connection* - If you select *When available* and you are in a network that supports packet data, the phone registers to the GPRS network and sending short messages will be done via GPRS. Also, starting an active packet data connection, for example, to send and receive e-mail, is quicker. If you select *When needed*, the phone will use a packet data connection only if you start an application or action that needs it. The GPRS connection can be closed after it is not used by any application.

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


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*Access point* - The access point name is needed when you want to use your phone as a packet data modem to your computer. See "Using your phone as a modem" on page 123.

## Data call

Go to **Settings** → *Connection* → *Data call*.

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

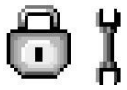
*Online time* - If there are no actions the data call is dropped automatically after a time-out period. The options are *User defined*, in which case you enter a time, or *Unlimited*.

## Date and time

The *Date and time* settings allow you to define the date and time used in your phone, as well as change the date and time format and separators.

- *Clock type* → *Analogue* or *Digital* - to change the clock shown in standby mode. See "Clock" on page 102.
- *Clock alarm tone* - to change the tone played when the clock alarm time is reached.
- *Auto time update* - to allow the network to update time, date, and time zone information to your phone (network service). For the *Auto time update* setting to take effect, the phone needs to be restarted. Check any alarms as these may be affected by *Auto time update*.
- *GMT offset* - to change the time zone for the clock time.
- *Daylight-saving* - to set daylight saving time on or off.

## Security



### Phone and SIM

Explanations for the different security codes that may be needed:

- **PIN code (4 to 8 digits)** - The PIN (Personal Identification Number) code protects your SIM card against unauthorised use. The PIN code is usually supplied with the SIM card.

  After three consecutive incorrect PIN code entries, the PIN code is blocked. If the PIN code is blocked, you need to unblock the PIN code before you can use the SIM card again. See the information about the PUK code.
- **PIN2 code (4 to 8 digits)** - The PIN2 code, supplied with some SIM cards, is required to access some functions.

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- **Lock code (5 digits)** - The lock code can be used to lock the phone and keypad to avoid unauthorised use.

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

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

You can change the following codes: lock code, PIN code, and PIN2 code. These codes can only include the numbers from **0** to **9**.

**Note:** Avoid using access codes similar to emergency numbers, such as 112, to prevent accidental dialling of the emergency number.

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

*PIN code* / *PIN2 code* / *Lock code* - Open this setting if you want to change the code.

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

- To unlock the phone, key in the lock code.

**Note:** When the phone is locked, calls may be possible to the emergency number programmed into your phone (e.g. 112 or other official emergency number).

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

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


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Press to set *Fixed dialling* on.

Options in the Fixed dialling view: *Open*, *Call*, *Activ. fixed dialling*/*Deact. fixed dialling*, *New contact*, *Edit*, *Delete*, *Add to Contacts*, *Add from Contacts*,*Find*, *Mark/unmark*, *Help*, and *Exit*.

**Note:** When Fixed Dialling is set on, calls may be possible to certain emergency numbers in some networks (e.g. 112 or other official emergency number).

- To add new numbers to the Fixed dialling list, select **Options** → *New contact* or *Add from Contacts*.

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

**Note:** When calls are limited to Closed User Groups, calls may be possible to certain emergency numbers in some networks (e.g. 112 or other official emergency number).

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

*Delete server* - To reset your connection settings allowing you to receive new settings from your service provider.

## Certif. management

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

Authority certificates are used by some browser services, such as banking services, for checking signatures or server certificates or other authority certificates.

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

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

Digital certificates may be needed when you, for example:

- want to connect to an online bank or another site or remote server for actions that involve transferring confidential information, or

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- want to decrease the risk of viruses or other malicious software and be sure of the authenticity of software when downloading and installing software.

**Important:** Even if the use of certificates makes the risks involved in remote connections and software installation considerably smaller, they must be used correctly in order to benefit from increased security. The existence of a certificate does not offer any protection by itself; the certificate manager must contain correct, authentic, or trusted certificates for increased security to be available.

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

### Changing the trust settings of an authority certificate

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

  *Application manager* / *Yes* - the certificate is able to certify the origin of new software.

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

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

## Call barring (network service)

Call barring allows you to restrict the making and receiving of calls with your phone. For this function, you need the barring password, which you can obtain from your service provider.

1. Scroll to one of the barring options.


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2. Select **Options** → *Activate* to request the network to set call restriction on, *Cancel* to set the selected call restriction off, or *Check status* to check if the calls are barred or not.

- Select **Options** → *Edit barrings passw.* to change the barring password.
- Select **Options** → *Cancel all barrings* to cancel all active call barrings.

**Note:** When calls are barred, calls may be possible to certain emergency numbers in some networks (e.g. 112 or other official emergency number).

**Note:** Call barring affects all calls, including data calls.

**Note:** You cannot have barring of incoming calls and call diverting or fixed dialling active at the same time. See "Settings for call diverting" on page 23. See "Security" on page 83.

## Network

### Operator selection

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

### Cell info display

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

## Enhancement settings

**Indicators shown in standby mode:**
- a headset is connected.
- a loopset is connected.

Scroll to an enhancement folder and open the settings:

- Select *Default profile* to select the profile you want to be activated each time when you connect a certain enhancement to your phone. See "Changing the profile" on page 92.

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- Select *Automatic answer* to set the phone to answer an incoming call automatically after five seconds time. If the *Ringing type* is set to *Beep once* or *Silent*, automatic answer cannot be used, and you must answer the phone manually.

**Note:** If you are using a loopset, you need to activate it separately.If you have activated a loopset, the headset will use the same settings as the loopset.

## File manager

Go to **Menu** → **Tools** → **File manager**

In File manager you can browse, open, and manage files and folders in the phone memory or on the memory card, if you use one.

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

Options in the File manager main view: *Open*, *Send*, *Delete*, *Move to folder*, *Copy to folder*, *New folder*, *Mark/Unmark*, *Rename*, *Find*, *Receive via infrared*, *View details*, *Memory details*, *Help*, and *Exit*.

You can browse, open, and create folders, mark, copy and move items to folders. See "Actions common to all applications" on page 16.

### Receiving files via Infrared

Files are automatically received to the root level of the folder structure. Move or copy them to other folders.

- Select **Options** → *Receive via infrared*. See "Sending and receiving data via infrared" on page 121.

### Viewing memory consumption

If you have a memory card installed on your phone, you will have a choice of two memory views, one for the phone memory and one for the memory card.

Press or to move from one memory tab to another.

- To check memory consumption of the current memory select **Options** → *Memory details*.


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The phone calculates the approximate amount of free memory for storing data and installing new applications.

In the memory views, you can view the memory consumption of the different data groups: *Calendar*, *Contacts*, *Documents*, *Messages*, *Images*, *Sound files*, *Video clips*, *Applications*, *Mem. in use*, and *Free memory*.

**Note:** If the phone memory is getting low, remove some files, or move them to the memory card. See "Troubleshooting" on page 126.

## Voice commands

Go to **Menu** → **Tools** → **Voice commands**.

You can use Voice commands to start applications and profiles, and to dial numbers from Contacts, without having to look at your phone's display. You record a word, or words, (voice command) and then say this voice command to open an application, activate a profile, or dial a number.

**Note:** You can have only one voice command per item.

Options in the Voice commands main view: *Add voice command*, *Open*, *New application*, *Playback*, *Change*, *Delete*, *Delete all*, *Help*, and *Exit*.

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

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

Before using voice commands, note that:

- Voice commands are not language dependent. They are dependent on the speaker's voice.
- Voice commands are sensitive to background noise. Record and use them in a quiet environment.
- Very short voice commands are not accepted. Use longer words and avoid similarities between different voice commands.

**Note:** You must say the voice command exactly as you said it when you recorded it. This may be difficult in, for example, a noisy environment or during an emergency, so you should not rely solely upon voice commands in all circumstances.

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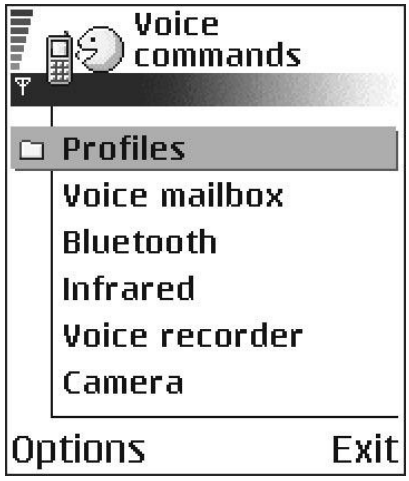
## Adding a voice command to an application

1. In the Voice commands main view, scroll to the application that you want to add a voice command to, and select **Options** → *Add voice command*.




**Note:** To add a voice command to a profile, the Profiles folder must be opened and a specific profile selected.

2. The text *Press 'Start', then speak after tone* is displayed.
   - Press **Start** to record a voice command. The phone sounds a starting tone and the note *Speak now* is displayed.
3. Say the voice command. The phone will stop recording after approximately 5 seconds.
4. After recording, the phone plays the recorded command and the note *Playing voice command* is displayed. If you do not want to save the recording, press **Quit**.
5. When the voice command has been successfully saved, the note *Voice command saved* is displayed and a beep sounds. A symbol can be seen next to the application.

## Adding an application to the list

Assign voice commands to other applications that are not listed in the Voice commands main view.

1. In the Voice commands main view, select **Options** → *New application*.
2. Available applications are displayed. Scroll to the application that you want to add and press **Select**.
3. Add a voice command to the new application. See "Adding a voice command to an application" on page 90.

## Starting an application using a voice command

1. In standby mode, press and hold . A short tone is played and the note *Speak now* is displayed.
2. When you are starting an application by saying a voice command, hold the phone at a short distance away from your mouth and say the voice command clearly.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3. The phone plays the original voice command and starts the application.

- If the phone plays the wrong voice command, press **Retry**.

## Replaying, erasing, or changing a voice command

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

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

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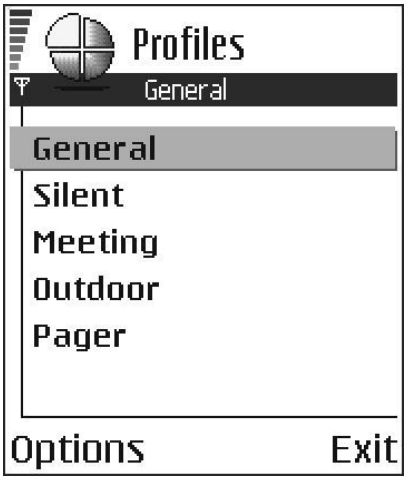
# 7. Personalisation

## Profiles

Go to **Menu** → **Profiles**.

In Profiles, you can adjust and customise the phone tones for different events, environments, or caller groups. There are five preset profiles: *General*, *Silent*, *Meeting*, *Outdoor*, and *Pager*, which you can customise to meet your needs.




You can see the currently selected profile at the top of the display in standby mode. If the General profile is in use, only the current date is shown.

The tones can be default ringing tones, tones recorded in Recorder, tones received in a message, or transferred to your phone via infrared, Bluetooth, or a PC connection and then saved to your phone or memory card, if you use one.

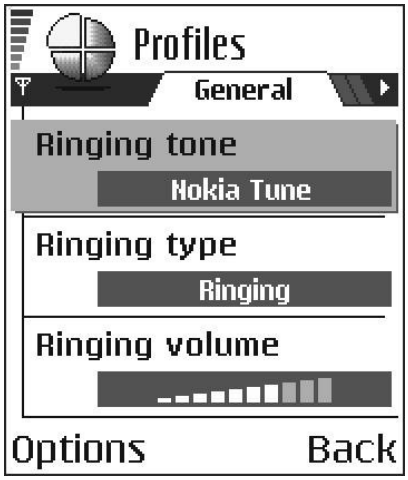
### Changing the profile

1. Go to **Menu** → **Profiles**. A list of profiles opens.
2. In the Profiles list, scroll to a profile and select **Options** → *Activate*.

To change the profile in standby mode, press , scroll to the profile you want to activate and press **OK**.

### Customising profiles

1. To modify a profile, scroll to the profile in the Profiles list and select **Options** → *Personalise*. A list of profile settings opens.




2. Scroll to the setting you want to change and press to open the choices:

- *Ringing tone* - To set the ringing tone for voice calls, choose a ringing tone from the list. When you scroll through the list, you can stop on a tone to listen to it before you make your selection.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Press any key to stop the sound. If a memory card is used, tones stored on it have the icon next to the tone name. Ringing tones use shared memory. See "Shared memory" on page 19. You can also change ringing tones in Contacts. See "Adding a ringing tone for a contact card or group" on page 31.

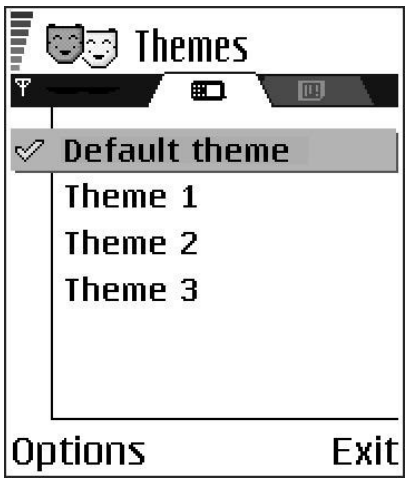
**Note:** To use MIDI, AMR, WAV, MP3, and other sound files as ringing tones, they must be stored in the Digital sounds folder in the Gallery.

- *Ringing type* - When *Ascending* is selected, the ringing volume starts from level one and increases level by level to the set volume level.
- *Ringing volume* - To set the volume level for the ringing and message alert tones.
- *Message alert tone* - To set the tone for messages.
- *Chat alert tone* - To set the tone for instant messages.
- *Vibrating alert* - To set the phone to vibrate at incoming voice calls and messages.
- *Keypad tones* - To set the volume level for keypad tones.
- *Warning tones* - The phone sounds a warning tone, for example, when the battery is running out of power.
- *Alert for* - To set the phone to ring only upon calls from phone numbers that belong to a selected contact group. Phone calls coming from people outside the selected group will have a silent alert. The choices are *All calls* / (list of contact groups, if you have created them). See "Creating contact groups" on page 31.
- *Profile name* - You can rename a profile and give it any name you want. The General profile cannot be renamed.

## Themes

Go to **Menu** → **Themes**

In Themes you can change the look of your phone's display by activating a theme. A theme can include the idle screen wallpaper, colour palette, screen saver, and icons and background image in 'Go to'. Edit a theme for more detailed personalisation.

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When you open Themes you will see a list of the available themes. The currently active theme is indicated by a check mark. Press to see the themes on the memory card, if you use one.

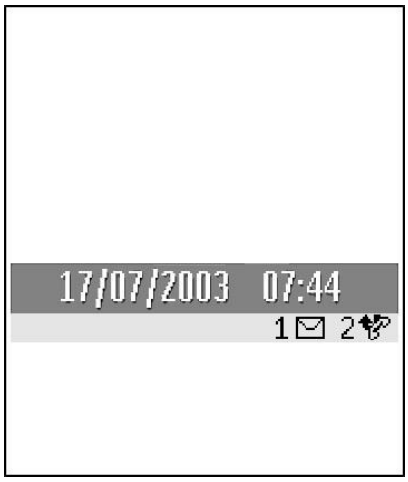
Options in the Themes main view: *Preview*, *Apply*, *Edit*, *Copy to mem. card*,*Copy to phone mem.*, *Theme downloads*, *Help*, and *Exit*.

- To preview a theme, scroll to the theme and select **Options** → *Preview* to view the theme. Press to activate the theme. You can activate the theme without previewing it by selecting **Options** → *Apply* from the main view.

## Editing themes

Group together elements from other themes, or images from the Gallery to personalise themes further.

1. Scroll to a theme, select **Options** → *Edit*, and select:
   - *Wallpaper* - To select an image from one of the available themes, or select your own image from the Gallery, to use as a background image in standby mode.
   - *Colour palette* - To change the colour palette used on the display.
   - *Screen saver* - To select what is shown on the screen saver bar: the time and date or a text you have written yourself. The location and background colour of the screen saver bar changes in one minute intervals. Also, the screen saver changes to indicate the number of new messages or missed calls. You can set the time that elapses before the screen saver is activated. See "Phone settings" on page 75.




   - *Icons* - To select a different icon set from any one of the themes.

**Note:** All pre-installed themes have the same icon set.

   - *Image in 'Go to'* - To select an image from one of the available themes, or select your own image from the Gallery, to use as a background image in Go to.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2. Scroll to the element to edit and select **Options** → *Change*.
3. Select **Options** → *Set* to select the current setting. You can also preview the selected element by selecting **Options** → *Preview*. Note that you cannot preview all elements.

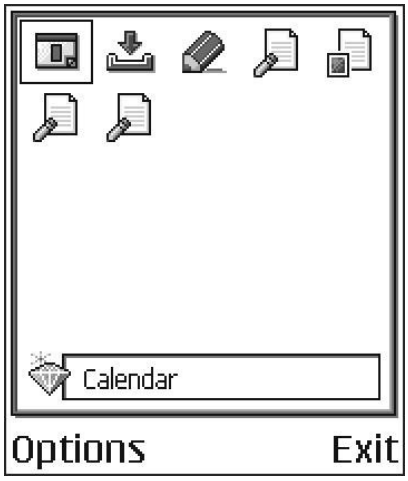
### Restoring themes

To restore the currently selected theme back to its original settings, select **Options** → *Restore orig. theme* when editing a theme.

## Go to

Press **Go to** in standby mode or go to **Menu** → **Go to**.

Use Go to for storing shortcuts, links to your favourite photos, video clips, notes, Recorder sound files, browser bookmarks, and saved browser pages.




The default shortcuts: - opens the Notes editor, - opens the Calendar to the current date, - opens the Messaging Inbox.

Options in the Go to main view: *Open*, *Edit shortcut name*, *Shortcut icon*, *Delete shortcut*, *Move*, *List view* / *Grid view*, *Help*, and *Exit*.

### Adding shortcuts

Shortcuts can be added only from pre-installed applications and functions. Not all applications have this functionality.

1. Open the application and scroll to the item that you want to add as a shortcut to Go to.
2. Select **Options** → *Add to 'Go to'* and press **OK**.

**Note:** A shortcut in Go to is automatically updated if you move the item it is pointing to, for example, from one folder to another.

Using shortcuts:

- **To open a shortcut**, scroll to the icon and press . The file is opened in the corresponding application.

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- **To delete a shortcut**, scroll to the shortcut you want to remove and select **Options** → *Delete shortcut*. Removing a shortcut does not affect the file it is referring to.
- **To change the shortcut name**, select **Options** → *Edit shortcut name*. Write the new name. This change affects only the shortcut, not the file or item the shortcut refers to.


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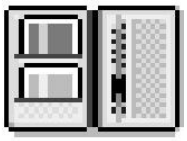
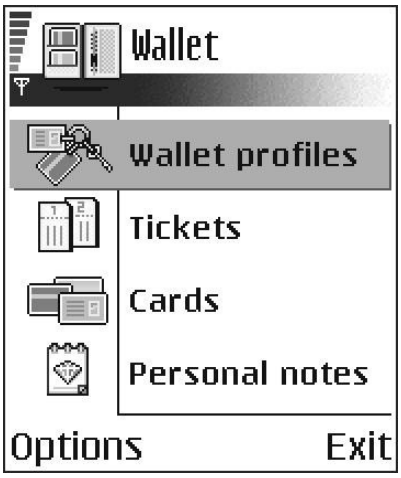
# 8. Extras

## Wallet



Go to **Menu** → **Extras** → **Wallet**.

Wallet provides you with a storage area for your personal information, such as credit and debit card numbers, addresses and other useful data, for example, user names and passwords.




The information stored in the wallet can be easily retrieved while browsing to automatically fill in online forms on browser pages, for example, when the service asks for credit card details. Data in the wallet is encrypted and protected with a wallet code that you define.

You can group wallet data into profiles that can be accessed, for example for making purchases online.

Due to the nature of the wallet, it will automatically close after 5 minutes. Enter the wallet code to regain access to the contents. You can change this automatic time-out period, if required. See "Wallet settings" on page 100.

Options in the wallet main view: *Open*, *Settings*, *Help*, and *Exit*.

### Entering the wallet code

Each time you open the wallet you will be prompted for a wallet code.

Enter the code that you have created and press **OK**.

When you open the wallet for the first time, you must create your own access code:

1. Enter a code of your choice (4 - 10 alphanumeric characters), and press **OK**.
2. You will be prompted to verify the code. Enter the same code and press **OK**. Do not give your wallet code to anyone else.

**Note:** If you enter the wallet code incorrectly on three consecutive occasions, the wallet application is blocked for five minutes. The block time increases if further incorrect wallet codes are entered.

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**Important:** If you forget your wallet code, you will have to reset the code, and you will lose all information stored in the wallet. See "Resetting the wallet and wallet code" on page 100.

## Storing personal card details

1. Select the *Cards* category from the main wallet menu and press .
2. Select a type of card from the list and press .
   - *Payment cards* - Credit and debit cards
   - *Loyalty cards* - Membership and store cards
   - *Online acc. cards* - Personal user names and passwords to online services
   - *Address cards* - Basic contact details for home/office
   - *User info cards* - Customised personal preferences for online services
3. Select **Options** → *Create new*. An empty form opens.
4. Fill in the fields and press **Done**.

You can also receive card information directly to the phone from a card issuer or service provider (if they offer this service). You will be notified which category the card belongs to. Save or discard the card.

You can view and rename a saved card, but you cannot edit it.

You can open, edit or delete the fields in the card. Any changes will be saved upon exiting.

Options when viewing or editing card details: *Delete*, *Help*, and *Exit*.

## Creating personal notes

Personal notes are a means of storing sensitive information, for example, a bank account number. You can access the data in a personal note from the browser. You can also send a note as a message.

- Select the *Personal notes* category from the main wallet menu and press .
- Select **Options** → *Create new*. An empty note opens.
- Press 1 - 0 to start writing. Press C to clear characters. Press **Done** to save.

## Creating a wallet profile

Once you have stored your personal details, you can combine them together into a wallet profile. Use a wallet profile to retrieve wallet data from different cards and categories to the browser.

1. Select the *Wallet profiles* category from the main wallet menu and press .


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2. Select **Options** → *Create new*. A new wallet profile form opens.
3. Fill in the fields as indicated below and press **Done**.

   Some of the fields must contain data selected from the wallet. You must save the data under the relevant category before creating a wallet profile, or the profile cannot be created.

   - *Profile name* - Choose and enter a name for the profile.
   - *Payment card* - Select a card from the Payment card category.
   - *Loyalty card* - Select a card from the Loyalty card category.
   - *Online access card* - Select a card from the Online acc. card category.
   - *Shipping address* - Select an address from the Address card category.
   - *Billing address* - By default this is the same as the Shipping address. If you require a different address, select one from the Address card category.
   - *User info card* - Select a card from the User info card category.
   - *Receive e-receipt* - Select a destination from the Address card category.
   - *Deliver e-receipt* - Select *To phone*, *To e-mail*, or *To pho. & e-mail*.
   - *RFID sending* - Set to *On* or *Off*. Defines whether, or not, your unique phone identification is sent with the wallet profile (for future development dependent on RFID-based ticketing).

## Retrieving information from wallet to your browser

When using online mobile services supporting the wallet functionality, you can upload the data stored in your wallet to automatically enter your details into an online form. For example, by uploading your payment card details you do not need to key in the card number and expiry date each time you need them (depending on the content being browsed). Also, you can retrieve your user name and password stored as an access card when connecting to a mobile service that requires authentication. See "Purchasing an item" on page 110.

## Viewing ticket details

You can receive notifications of tickets purchased online via the browser. Received notifications are stored in the wallet. To view the notifications:

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1. Select the *Tickets* category from the main wallet menu and press .
2. Select **Options** → *View*.

**Note:** None of the fields within the notification can be modified.

## Wallet settings

Select **Options** → *Settings* from the main wallet menu:

- *Wallet code* - Change your wallet code. You will be prompted to enter the current code, create a new code, and verify the new code.
- *RFID* - Set the phone ID code, type, and sending options (for future development dependent on RFID-based ticketing).
- *Automatic close* - Change the automatic time-out period (1 - 60 minutes). After the time-out period has elapsed, the wallet code must be re-entered to gain access to the contents.

## Resetting the wallet and wallet code

To reset both the contents of the wallet and the wallet code:

1. Key in *#7370925538# in standby mode.
2. Enter the phone's lock code, and press **OK**. See "Security" on page 83.

**Note:** This operation erases all contents of the wallet.

When opening the wallet again, you must enter a new wallet code. See "Entering the wallet code" on page 97.

# Calculator

Go to **Menu** → **Extras** → **Calculator**

Options in Calculator: *Last result*, *Memory*, *Clear screen*, *Help*, and *Exit*.

1. Enter the first number of your calculation. Press C to erase a mistake in the number.
2. Scroll to an arithmetic function and press to select it.
3. Enter the second number.
4. To execute the calculation, scroll to = and press .

**Note:** The Calculator has limited accuracy and rounding errors may occur, especially in long divisions.


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- To add a decimal, press *.
- Press and hold C to clear the result of the previous calculation.
- Use and to view previous calculations and move in the sheet.

## Converter

Go to **Menu** → **Extras** → **Converter**.

In Converter, you can convert measures such as *Length* from one unit to another, for example, *Yards* to *Metres*.

**Note:** The Converter has limited accuracy and rounding errors may occur.

### Converting units

Options in Converter: *Conversion type*, *Currency rates* (not applicable to other units), *Help*, and *Exit*.

**Note:** To make currency conversion you must first set the exchange rate. See "Setting a base currency and exchange rates" on page 101.

1. Scroll to the *Type* field and press to open a list of measures. Scroll to the measure you want to use and press **OK**.
2. Scroll to the first *Unit* field and press to open a list of available units. Select the unit **from** which you want to convert and press **OK**.
3. Scroll to the next *Unit* field and select the unit **to** which you want to convert.
4. Scroll to the first *Amount* field and key in the value you want to convert. The other *Amount* field changes automatically to show the converted value.

Press * to add a decimal and press * for the **+**, **-** (for temperature), and **E** (exponent) symbols.

**Note:** The conversion order changes if you write a value in the second *Amount* field. The result is shown in the first *Amount* field.

### Setting a base currency and exchange rates

Before you can make currency conversions, you need to choose a base currency (usually your domestic currency) and add exchange rates.

**Note:** The rate of the base currency is always 1. The base currency determines the conversion rates of the other currencies.

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1. Select *Currency* as the measure type and select **Options** → *Currency rates*. A list of currencies opens and you can see the current base currency at the top.
2. To change the base currency, scroll to the currency (usually your domestic currency), and select **Options** → *Set as base curr.*.

**Important:** When you change the base currency, all previously set exchange rates are set to 0 and you need to key in new rates.

3. Add exchange rates, scroll to the currency, and key in a new rate, that is, how many units of the currency equal one unit of the base currency you have selected.
4. After you have inserted all the needed exchange rates, you can make currency conversions. See "Converting units" on page 101.

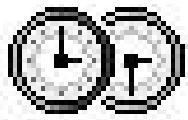
## Notes

Go to **Menu** → **Extras** → **Notes**.

You can link notes to Go to and send them to other devices. Plain text files (TXT format) you receive can be saved to Notes.

- Press 1 - 0 to start to write. Press C to clear letters. Press **Done** to save.

## Clock



Go to **Menu** → **Extras** → **Clock**.

### Changing clock settings

Options in Clock: *Set alarm*, *Reset alarm*, *Remove alarm*, *Settings*, *Help*, and *Exit*.

- To change the time or date, select **Options** → *Settings* in Clock.

### Setting an alarm

1. To set a new alarm, select **Options** → *Set alarm*.
2. Enter the alarm time and press **OK**. When the alarm is active, the indicator is shown.

- To cancel an alarm, go to clock and select **Options** → *Remove alarm*.

#### Turning off the alarm

- Press **Stop** to turn off the alarm.
- Press any key or **Snooze** to stop the alarm for five minutes, after which it will resume. You can do this a maximum of five times.

If the alarm time is reached while the phone is switched off, the phone switches itself on and starts sounding the alarm tone. If you press **Stop**, the phone asks whether you want to activate the phone for calls. Press **No** to switch off the phone or **Yes** to make and receive calls.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**Note:** Do not press **Yes** when wireless phone use is prohibited or when it may cause interference or danger.

### Personalising the alarm tone

1. To personalise the alarm tone, select **Options** → *Settings*.
2. Scroll to *Clock alarm tone* and press .
3. When you scroll through the list of tones, you can stop on a tone to listen to it before you make your selection. Press **Select** to select the current tone.

## Recorder

Go to **Menu** → **Extras** → **Recorder**.

The voice recorder allows you to record telephone conversations and voice memos. If you are recording a telephone conversation, both parties will hear a tone every five seconds during recording.

Recorded files are stored in the Gallery. See "Gallery" on page 44.

Options in Recorder: *Record sound clip*, *Delete*, *Rename sound clip*, *Send*, *Go to Gallery*, *Settings*, *Add to 'Go to'*, *Help*, and *Exit*.

**Note:** Obey all local laws governing recording of calls. Do not use this feature illegally.

- Select **Options** → *Record sound clip* and scroll to a function and press to select it. Use: - to record, - to pause, - to stop, - to fast forward, - to fast rewind, or - to play an opened sound file.

## Games

Go to **Menu** → **Games**.

- To start a game, scroll to the game icon and press . For instructions on how to play the game, press **Options** → *Help*.

## Memory card

For details on inserting a memory card into the phone, see the Getting Started guide.

Details of how you can use the memory card with other features and applications of your phone are given in the sections describing these features and applications.

Options in the memory card: *Backup phone mem.*, *Restore from card*, *Format mem. card*, *Memory card name*, *Set password*, *Change password*, *Remove password*, *Unlock memory card*, *Memory details*, *Help*, and *Exit*.

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If you have a memory card, you can use it to store your multimedia files such as video clips and sound files, photos, messaging data, and to backup information from your phone's memory.

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

**Note:** Use only compatible Multimedia cards (MMC) with this device. Other memory cards, such as Secure Digital (SD) cards, do not fit in the MMC card slot and are not compatible with this device. Using an incompatible memory card may damage the memory card as well as the device, and data stored on the incompatible card may be corrupted.

## Format memory card

**Important:** All data stored on the memory card will be permanently deleted when you format it.

You must format a new memory card before you can use it for the first time.

- Select **Options** → *Format mem. card*.

You will be asked to confirm your request and once you confirm, formatting starts.

## Backing up and restoring information

To back up information from your phone's memory to the memory card, select **Options** → *Backup phone mem.*.

To restore information from the memory card to the phone's memory, select **Options** → *Restore from card*.

**Note:** You can only backup the phone memory and restore it to the same model of phone.

## Memory card password

To set a password to lock your memory card against unauthorised use, select **Options** → *Set password*.

You will be asked to enter and confirm your password. The password can be up to eight characters long.

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


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## Unlocking a memory card

If you insert another password protected memory card in your phone, you will be prompted to enter the password of the card. To unlock the card:

- Select **Options** → *Unlock memory card*.

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

## Checking memory consumption

You can check the memory consumption of different data groups and the available memory for installing new applications or software on your memory card:

- Select **Options** → *Memory details*.

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# 9. Services and Applications

## Services (Mobile browser)

Go to **Menu** → **Services** or press and hold 0 in standby mode.

Various service providers maintain pages specifically designed for mobile phones, offering services that can be, for example, news, weather reports, banking, travel information, entertainment, and games. With the mobile browser you can view these services as WAP pages written in WML, XHTML pages written in XHTML, or a mixture of both.

**Note:** Check the availability of services, pricing, and tariffs with your network operator and/or service provider. Service providers will also give you instructions on how to use their services.

## Basic steps for accessing

- Save the settings that are needed to access the browser service that you want to use. See "Setting up the phone for the browser service" on page 106.

- Make a connection to the service. See "Making a connection" on page 107.
- Start browsing the web pages. See "Browsing" on page 108.
- End the connection to the service. See "Ending a connection" on page 111.

## Setting up the phone for the browser service

### Receiving settings in a smart message

You may receive service settings in a special text message, a so-called smart message, from the network operator or service provider that offers the service. See "Receiving configuration messages" on page 61. For more information, contact your network operator or service provider, or visit Nokia.com (www.nokia.com).


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**Tip!** Settings may be available, for example, on the website of a network operator or service provider.

## Keying in the settings manually

Follow the instructions given to you by your service provider.

1. Go to **Settings** → *Connection settings* → *Access points* and define the settings for an access point. See "Connection settings" on page 77.
2. Go to **Services** → **Options** → *Bookmark manager* → *Add bookmark*. Write a name for the bookmark and the address of the browser page defined for the current access point.

## Making a connection

Once you have stored all the required connection settings, you can access browser pages.

There are three different ways to access browser pages:

- Select the homepage ( ) of your service provider,
- Select a bookmark from the Bookmarks view, or
- Press the keys 2 abc - wxyz 9 to start to write the address of a browser service. The Go to field at the bottom of the display is immediately activated and you can continue writing the address there.

After you have selected a page or written the address, press to start to download the page. See "Data connection indicators" on page 14.

## Viewing bookmarks

**Note:** Your phone may have some pre-installed bookmarks for sites not affiliated with Nokia. Nokia does not warrant or endorse these sites. If you choose to access them, you should take the same precautions, for security or content, as you would with any site.

In the Bookmarks view, you can see bookmarks pointing to different kinds of browser pages. Bookmarks are indicated by the following icons:

- The starting page defined for the browser access point. If you use another browser access point for browsing, the starting page is changed accordingly.

- A bookmark showing the title.

When you scroll through bookmarks, you can see the address of the highlighted bookmark in the Go to field at the bottom of the display.

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Options in the Bookmarks view (when a bookmark or folder is selected): *Open*, *Download*, *Back to page*, *Bookmark manager*, *Mark/Unmark*, *Navigation options*, *Advanced options*, *Send*, *Find bookmark*, *Details*, *Settings*, *Help*, and *Exit*.

## Adding bookmarks manually

1. In the Bookmarks view, select **Options** → *Bookmark manager* → *Add bookmark*.

2. Start to fill in the fields. Only the address must be defined. The default access point is assigned to the bookmark if no other one is selected. Press * to enter special characters such as /, ., :, and @. Press C to clear characters.
3. Select **Options** → *Save* to save the bookmark.

## Browsing

On a browser page, new links appear underlined in blue and previously visited links in purple. Images that act as links have a blue border around them.

Options when browsing: *Open*, *Service options*, *Bookmarks*, *Save as bookmark*, *View image*, *Navigation options*, *Advanced options*, *Send bookmark*, *Find*, *Details*, *Settings*, *Help*, and *Exit*.

## Keys and commands used in browsing

- To open a link, press .
- To scroll the view, use the joystick.
- To enter letters and numbers in a field, press the keys 0 - 9. Press * to enter special characters such as /, ., :, and @. Press C to clear characters.


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- To go to the previous page while browsing, press **Back**. If **Back** is not available, select **Options** → *Navigation options* → *History* to view a chronological list of the pages you have visited during a browsing session. The history list is cleared each time a session is closed.
- To check boxes and make selections, press .
- To retrieve the latest content from the server, select **Options** → *Navigation options* → *Reload*.
- To open a sublist of commands or actions for the currently open browser page, select **Options** → *Service options*.
- Select **Options** → *Advanced options* → *Disconnect* to disconnect from a browser service and to quit browsing.

## Saving bookmarks

- To save a bookmark while browsing, select **Options** → *Save as bookmark*.
- To save a bookmark received in a smart message, open the message in the Inbox in Messaging and select **Options** → *Save to bookmarks*. See "Receiving configuration messages" on page 61.

## Viewing saved pages

Options in the Saved pages view: *Open*, *Back to page*, *Reload*, *Saved pages mngr.*, *Mark/Unmark*, *Navigation options*, *Advanced options*, *Details*, *Settings*, *Help*, and *Exit*.

If you regularly browse pages containing information which doesn't change very often, you can save and then browse them when offline.

- To save a page, while browsing select **Options** → *Advanced options* → *Save page*.

  Saved pages are indicated by the following icon:

  - The saved browser page.

  In the saved pages view you can also create folders to store your saved browser pages.

  Folders are indicated by the following icon:

  - Folder containing saved browser pages.
- To open the Saved pages view, press in the Bookmarks view.

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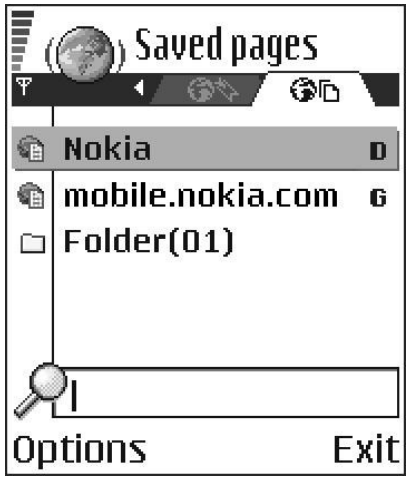
In the Saved pages view, press to open a saved page.




To start a connection to the browser service and to retrieve the page again, select **Options** → *Navigation options* → *Reload*.

**Note:** The phone stays online after you reload the page.

## Downloading

You can download items such as ringing tones, images, operator logos, software, and video clips through the mobile browser. These items can be provided free or you can purchase them.

Once downloaded, items are handled by the respective applications on your phone, for example a downloaded photo will be saved in the Gallery.

**Note:** Only install software from sources that offer adequate protection against viruses and other harmful software.

**Note:** The information or services you have accessed are stored in the cache memory of the phone. A cache is a buffer memory that is used to store data temporarily. If you have tried to access or have accessed confidential information requiring passwords (for example, your bank account), empty the cache of your phone after each use. To empty the cache, select **Options** → *Navigation options* → *Clear cache*.

## Purchasing an item

To download the item:

1. Scroll to the link and select **Options** → *Open*.
2. Choose the appropriate option to purchase the item, for example, Buy.

Carefully read all the information provided.

If the online content is compatible, you can use your wallet information to make the purchase:

1. Select *Open wallet*. You will be prompted for your wallet code. See "Entering the wallet code" on page 97.
2. Select the appropriate card category from your wallet.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3. Select *Fill in*. This will upload the selected wallet information.

If the wallet does not contain all information necessary for the purchase, you will be requested to enter the remaining details manually.

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

## Checking an item before downloading

You can see details about an item before you download it. Details about an item may include the price, a brief description and size.

- Scroll to the link and select **Options** → *Open*.

  Details about the item are displayed on your phone.
- If you want to continue with the downloading, press *Accept*, or if you want to cancel the download, press *Cancel*.

## Ending a connection

- Select **Options** → *Advanced options* → *Disconnect*, or
- Press and hold the end key to quit browsing and to return to standby mode.

## Browser settings

Select **Options** →*Settings*:

- *Default access point* - If you want to change the default access point, press the scroll key to open a list of available access points. The current default access point is highlighted. See "Connection settings" on page 77.
- *Show images* - Choose if you want to view pictures when you are browsing. If you choose *No*, you can later load images during browsing by selecting **Options** → *Show images*.
- *Text wrapping* - Choose *Off* if you don't want the text in a paragraph to automatically wrap, or *On* if you do. If text is not wrapped, the ends of lines may be truncated.
- *Font size* - You can choose five text sizes in the browser: *Smallest*, *Small*, *Normal*, *Large*, and *Largest*.
- *Default encoding* - To make sure your browser pages display text characters correctly, select the appropriate language type.

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- *Cookies* - *Allow* / *Reject*. You can enable or disable the receiving and sending of cookies (a means of content providers to identify users and their preferences for frequently used content).
- *Conf. DTMF sending* - *Always* / *First time only*. Choose whether you want to confirm before the phone sends DTMF tones during a voice call. See "Options during a call" on page 22. For example, you can make a voice call while you are viewing a browser page, send DTMF tones while a voice call is in progress, and save in Contacts a name and phone number from a browser page.
- *Wallet* - Choose *On* if want the wallet to open automatically when a compatible browser page is opened.

## Application manager

Go to **Menu** → **App. manager**

In Application manager you can install new Symbian operating system applications (SIS files) and Java™ applications (Java MIDlets and MIDlet suites). You can also update and uninstall applications from the phone, and monitor the installation history.

Applications in Application manager use shared memory. See "Shared memory" on page 19.

Options in the Application manager main view: *Install*, *View details*, *View certificate*, *Update*, *Go to web address*, *Remove*, *View log*, *Send log*, *Settings*, *App. downloads*, *Help*, and *Exit*.

When you open Application manager, you can see a list of:

- applications saved in Application manager,
- partially installed applications (indicated by ), and
- fully installed applications that you can remove (indicated by ).

**Note:** You can only use Symbian operating system applications with a .SIS extension.


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**Note:** Your phone supports J2ME™ Java applications. Do not download PersonalJava™ applications to your phone as they cannot be installed.

## Installing applications – general information

You can install applications that are specifically intended for this phone and suitable for the Symbian operating system.

**Note:** If you install an application that is not intended specifically for this phone, it may function and look different from what was originally intended.

Applications may be downloaded to your phone during browsing, received as attachments in multimedia messages or e-mails, or received via Bluetooth or via infrared from another device, for example a phone or a compatible PC. If you are using PC Suite to transfer the application, place it in the Installs folder in the File manager.

**Important:** Only install applications from sources that offer adequate protection against viruses and other harmful software.

To increase protection, the application installation system uses digital signatures and certificates for applications. Do not install the application if Application manager gives a security warning during installation.

**Important:** If you install an application that contains an update or repair to an existing application, you can only restore the original application if you have the original application or a full back-up copy of the removed application. To restore the original application, first remove the updated or repaired application and then install again from the original application or the back-up copy.

During installation, the phone checks the integrity of the application to be installed. The phone shows information about the checks being carried out and you are given options whether to continue or cancel the installation. Once the phone has checked the integrity of the application, it is installed on your phone.

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## Installing applications

- Open Application manager, scroll to the application, and select **Options** → *Install* to start the installation.
- Alternatively, search the phone memory or the memory card, select the application, and press to start the installation.

Some applications may give the option of partial installation allowing you to select the particular components of an application that you want to install.

If you are installing an application without a digital signature or a certificate, the phone warns you of the risks. Continue installation only if you are absolutely sure of the origin and contents of the application.

## Installing Java™

The .JAR file is required for installation. If it is missing, the phone may ask you to download it. If there is no access point defined for Application manager, you will be asked to select one. When you are downloading the .JAR file, you may need to enter a user name and password to access the server. You obtain these from the supplier or manufacturer of the application.

- To start a data connection and to view extra information about the application, scroll to it and select **Options** → *Go to web address*.
- To start a data connection and to check if there is an update available for the application, scroll to it and select **Options** → *Update*.

### Java settings

- To change the default access point that a Java application uses for downloading extra data, select **Options** → *Settings* → *Access point*. See "Access points" on page 80.
- To change the security settings that determine the actions that a Java application is permitted to do, select **Options** → *Settings*.

**Note:** Not all Java applications permit you to change the security settings.

## Removing an application

1. To remove an application, scroll to it and select **Options** → *Remove*.
2. Press **Yes** to confirm the removal.


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**Important:** If you remove an application, you can only re-install it if you have the original application or a full backup of the removed application. If you remove an application, you may no longer be able to open documents created with that application. If another application depends on the application that you removed, the other application may stop working. Refer to the documentation of the installed application for details.

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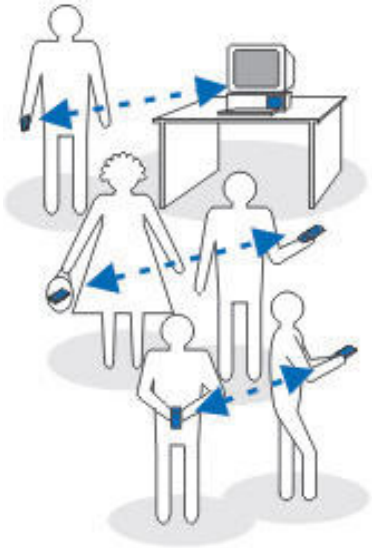
# 10. Connectivity

## Bluetooth connection

Go to **Menu** → **Connectivity** → **Bluetooth**

You can transfer data from your phone to another compatible device, for example, a phone, a headset using Bluetooth technology, or a computer, via Bluetooth or infrared.



**Note:** This phone is designed to be compliant with and to adopt Bluetooth Specification 1.1. However, interoperability between the phone and other products with Bluetooth wireless technology depends also on the profiles and protocols used. For more information on the compatibility between Bluetooth devices, please consult your dealer.

Bluetooth technology enables cost-free wireless connections between electronic devices within a maximum range of 10 metres. A Bluetooth connection can be used to send images, videos, texts, business cards, calendar notes, or to connect wirelessly to devices using Bluetooth technology, such as computers.

Since devices using Bluetooth technology communicate using radio waves, your phone and the other devices do not need to be in direct line-of-sight.

The two devices only need to be within a maximum of 10 metres of each other, although the connection can be subject to interference from obstructions such as walls or from other electronic devices.

Using Bluetooth technology consumes the battery and the phone's operating time will be reduced. Take this into account when performing other operations with your phone.

There may be restrictions on using devices using Bluetooth technology. Check with your local authorities.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## Activating Bluetooth application for the first time

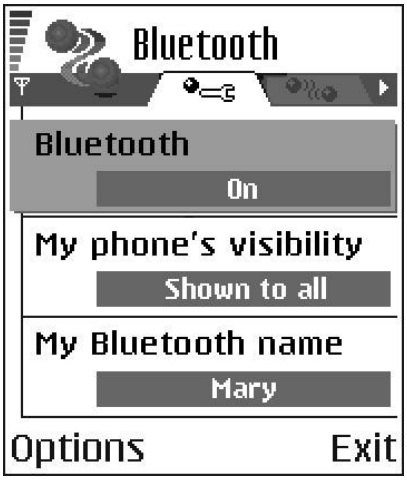
When you activate Bluetooth for the first time, you are asked to give a name to your phone.

**Note:** After you have set Bluetooth to be active and changed *My phone's visibility* to *Shown to all*, your phone and this name can be seen by other users with devices using Bluetooth technology.

- Write a name (max. 30 letters). If you send data via a Bluetooth connection before you have given an individual name to your phone, the default name will be used.

## Bluetooth settings

To modify Bluetooth settings, scroll to the setting you want to change and press .




- *Bluetooth* - Select *On* if you want to use Bluetooth. If you select *Off*, all active Bluetooth connections are ended, and Bluetooth cannot be used for sending or receiving data.
- *My phone's visibility* - If you select *Shown to all*, your phone can be found by other devices during device search. If you select *Hidden*, your phone cannot be found by other devices during device search.
- *My phone's name* - Define a name for your phone. After you have set Bluetooth to be active and changed *My phone's visibility* to *Shown to all*, this name can be seen by other devices.

## Sending data via Bluetooth

**Note:** There can be only one active Bluetooth connection at a time.

1. Open an application where the item you wish to send is stored. For example, to send a photo to another device, open the Gallery application.

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2. Scroll to the item you want to send and select **Options** → *Send* → *Via Bluetooth*.
3. The phone starts to search for devices within range. Devices using Bluetooth technology that are within range start to appear on the display one by one. You can see a device icon, the device's name, the device type, or a short name. Paired devices are shown with . A paired device is one where a Bluetooth connection already exists between your phone and the other device.
   - To interrupt the search, press **Stop**. The device list freezes and you can start to form a connection to one of the devices already found.

**Note:** When searching for devices, some devices may show only the unique device addresses. To find out the unique address of your phone, enter the code ***#2820#** in standby mode.

**Note:** If you have searched for devices earlier, a list of the devices that were found previously is shown first. To start a new search, select **More devices**. If you switch off the phone, the list of devices is cleared and the device search needs to be started again before sending data.

4. Scroll to the device you want to connect with and press **Select**. The item you are sending is copied to Outbox and the note *Connecting* is shown.
5. **Pairing (if not required by the other device, go to step 6.)**
   - If the other device requires pairing before data can be transmitted, a tone sounds and you are asked to enter a passcode.
   - Create your own passcode (1-16 characters long, numeric) and agree with the owner of the other device to use the same code. This passcode is used only once and you do not have to memorise it.
   - After pairing, the device is saved to the Paired devices view.
6. When the connection has been successfully established, the note *Sending data* is shown.

Data received via Bluetooth can be found in the Inbox folder in Messaging. See "Inbox - receiving messages" on page 60.

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**Note:** Pairing means authentication. The users of the devices using Bluetooth technology should agree together what the passcode is, and use the same passcode for both devices in order to pair them. Devices that do not have a user interface have a preset passcode.

**Icons for different devices:**
- *Computer*, - *Phone*, -*Audio/video* and - *Bluetooth device*.

**Note:** If sending fails, the message or data will be deleted. The Drafts folder in Messaging does not store messages sent via Bluetooth.

### Checking the status of the Bluetooth connection

- When is shown in standby mode, Bluetooth is active.
- When is blinking, your phone is trying to connect to the other device.
- When is shown continuously, the Bluetooth connection is active.

## Paired devices view

Pairing with a device makes device searches easier and quicker. Paired devices are easier to recognise, they are indicated by in the search result list. In the Bluetooth main view, press to open a list of paired devices ().

Options in the paired devices view: *New paired device*, *Assign short name*, *Set as authorised* / *Set as unauthorised*, *Delete*, *Delete all*, *Help*, and *Exit*.

## Pairing with a device

1. Select **Options** → *New paired device* in the Paired devices view. The phone starts to search for devices within range. Or, if you have searched for devices earlier, a list of the devices that were found previously is shown first. To start a new search, select **More devices**.
2. Scroll to the device you want to pair with and press **Select**.
3. Exchange passcodes, see step "Pairing (if not required by the other device, go to step 6.)" on page 118. (Pairing) in the previous section. The device is added to the Paired devices list.

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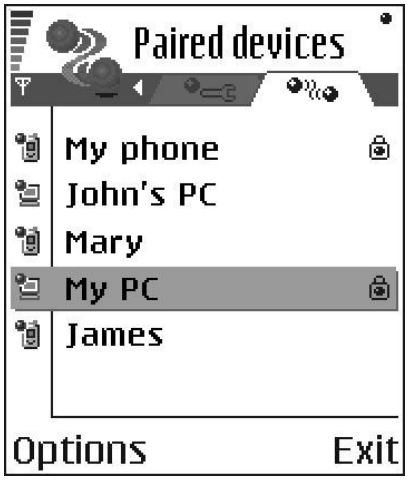
## Cancelling pairing

- In the Paired devices view, scroll to the device whose pairing you want to cancel and press C or select **Options** → *Delete*. The device is removed from the Paired devices list and the pairing is cancelled.
- If you want to cancel all pairings, select **Options** → *Delete all*.

**Note:** If you are currently connected to a device, and delete the pairing with that device, the pairing is removed and the device connection is terminated, but the Bluetooth connection remains active.

## Setting a device to be authorised or unauthorised

After you have paired with a device, you can set it to be authorised or unauthorised:




**Unauthorised** (default) - Connection requests from this device need to be accepted separately every time.

**Authorised** - Connections between your phone and this device can be made without your knowledge. No separate acceptance or authorisation is needed. Use this status for your own devices, for example, your PC, or devices that belong to someone you trust. The icon is added next to authorised devices in the Paired devices view.

- In the Paired devices view, scroll to the device and select **Options** → *Set as authorised* / *Set as unauthorised*.

## Receiving data via Bluetooth

When you receive data via Bluetooth, a tone sound is played and you are asked if you want to accept the message. If you accept, the item is placed in the Inbox folder in Messaging. Messages received via Bluetooth are indicated by . See "Inbox - receiving messages" on page 60.

## Closing the Bluetooth connection

A Bluetooth connection is disconnected automatically after sending or receiving data.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# Infrared connection

Go to **Menu** → **Connectivity** → **Infrared**

Via infrared, you can send or receive data such as business cards and calendar notes to and from a compatible phone or data device.

Do not point the IR (infrared) beam at anyone's eye or allow it to interfere with other IR devices. This device is a Class 1 Laser product.

## Sending and receiving data via infrared

All items which are received via infrared are placed in the Inbox folder in Messaging. New infrared messages are indicated by . See "Inbox - receiving messages" on page 60.

1. Make sure that the infrared ports of the sending and receiving devices are pointing at each other and that there are no obstructions between the devices. The preferable distance between the two devices is one metre at most. To find the infrared port, see the Keys and parts section in the Getting Started guide.
2. The user of the receiving device activates the infrared port.

   To activate the infrared port of your phone to receive data via infrared, go to **Menu** → **Connectivity** → **Infrared** and press .
3. The user of the sending device selects the desired infrared function to start data transfer.

   To send data via infrared, select **Options** → *Send* → *via infrared* in an application.

If data transfer is not started within one minute after the activation of the infrared port, the connection is cancelled and must be started again.

**Note:** Windows 2000: To be able to use infrared to transfer files between your phone and a compatible computer, go to Control Panel and select Wireless Link. In the Wireless Link File Transfer tab check the Allow others to send files to your computer using infrared.

### Checking the status of the infrared connection

- When  blinks, your phone is trying to connect to the other device or a connection has been lost.
- When  is shown continuously, the infrared connection is active and your phone is ready to send and receive data via its infrared port.

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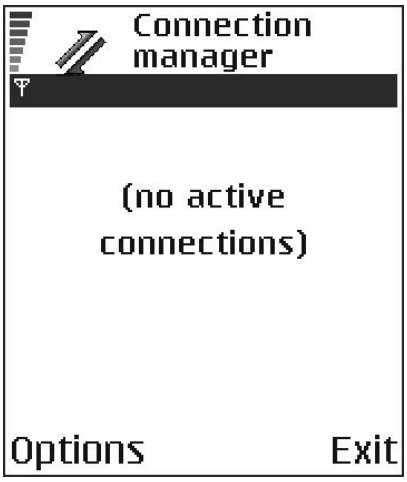
# Connection manager

Go to **Menu** → **Connectivity** → **Connection manager**

In Connection manager you can identify the status of multiple data connections, view details on the amount of data sent and received, for example, and end unused connections.




**Note:** You can view details of data connections only. Voice calls are not listed.

When you open Connection manager, you can see a list of:

- open data connections, - *Data call*, - *High sp. GSM*, - *GPRS*
- the status of each connection, or
- amount of data uploaded and downloaded for each connection (GPRS connections only), or
- the duration of each connection (GSM and high-speed data connections only).

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

Options in the Connection manager main view when there are one or more connections: *Details*, *Disconnect*, *Disconnect all*, *Help* and *Exit*.

## Viewing connection details

To view the details of a connection, scroll to a connection and select **Options** → *Details* The following is displayed:

*Name* - the name of the Internet access point (IAP) in use, or 'Modem connection' if the connection is a dial-up connection.

*Bearer* - the type of data connection: *Data call*, *High sp. GSM*, or *GPRS*.

*Status* - the current status of the connection.

*Received* - the amount of data, in bytes, received to the phone.

*Sent* - the amount of data, in bytes, sent from the phone.

*Duration* - the length of time that the connection has been open.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*Speed* - the current speed of both sending and receiving data in kB/s (kilobytes per second).

*Dial-up* (GSM) - the dial-up number used, or *Name* (GPRS) - access point name used.

*Shared* (not displayed if the connection is not shared) - the number of applications using the same connection.

## Ending connections

- Scroll to a connection and select **Options** → *Disconnect* to end that connection only, or
- Select **Options** → *Disconnect all* to close all currently open connections.

# Connecting your phone to a compatible computer

For further information on how to make a connection to a compatible computer via infrared or Bluetooth, and how to install PC Suite, see the Installation Guide for PC Suite on the CD-ROM in the 'Install software' section. For further information on how to use PC Suite, see the help function on PC suite.

## Using the CD-ROM

The CD-ROM should launch itself after you have inserted it into the CD-ROM drive of your compatible PC. If not, proceed as follows:

1. Click the Window Start button and select Programs → Windows Explorer.
2. On the CD-ROM drive, locate a file called **setup.exe** and double-click it. The CD-ROM interface opens.
3. You can find PC Suite in the 'Install' section. Double-click 'PC Suite for Nokia 6600'. The installation wizard will guide you through the installation process.

## Using your phone as a modem

Use your phone as a modem to connect to the Internet with a compatible PC, or to send and receive faxes.

Detailed installation instructions can be found in Quick guide for Modem Options for Nokia 6600 on the CD-ROM supplied with the phone.

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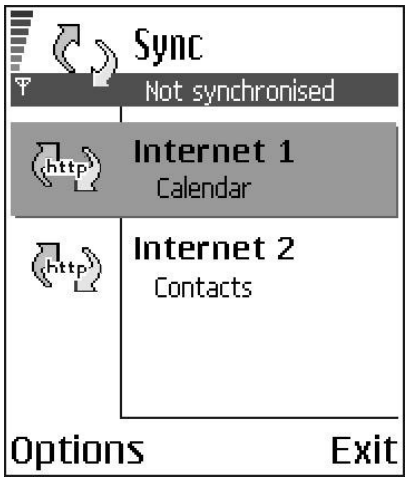
# Sync – remote synchronisation

Go to **Menu** → **Connectivity** → **Sync**

The Sync application enables you to synchronise your calendar or contacts with various calendar and address book applications on a compatible computer or on the Internet. Synchronisation takes place over a GSM data call or packet data connection.




The synchronisation application uses SyncML technology for synchronisation. For information on SyncML compatibility, please contact the supplier of the calendar or address book application you want to synchronise your phone data with.

## Creating a new synchronisation profile

Options in the Remote sync main view: *Synchronise*, *New sync profile*, *Edit sync profile*, *Delete*, *View log*, *Help*, and *Exit*.

1. If no profiles have been defined, the phone asks you if you want to create a new profile. Select **Yes**.

   To create a new profile in addition to existing ones, select **Options** → *New sync profile*. Choose whether you want to use the default setting values or copy the values from an existing profile to be used as the basis for the new profile.

2. Define the following:

   *Sync profile name* - Write a descriptive name for the profile.

   *Access point* - Select an access point you want to use for the data connection.

   *Host address*- Contact your service provider or system administrator for the correct values.

   *Port* - Contact your service provider or system administrator for the correct values.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*User name* - Your user ID for the synchronisation server. Contact your service provider or system administrator for your correct ID.

*Password* - Write your password. Contact your service provider or system administrator for the correct value.

3. To choose the items that you want to synchronise press and select *Yes* in the appropriate fields.
4. Press **Done** to save the settings.

## Synchronising data

In the Sync main view, you can see the different profiles, and what kind of data will be synchronised: Calendar, Contacts, or both.

1. In the main view, scroll to a profile and select **Options** → *Synchronise*. The status of the synchronisation is shown at the bottom of the screen.

   To cancel synchronisation before it is finished, press **Cancel**.
2. You are notified when the synchronisation has been completed.
3. After synchronisation is complete, select **Options** → *View log* to open a log file showing the synchronisation status (*Complete* or *Incomplete*) and how many calendar or contact entries have been added, updated, deleted, or discarded (not synchronised) in the phone or on the server.

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# 11. Troubleshooting

### Memory low

When one of the following notes is shown, the phone memory is low and you must delete some data: *Not enough memory to perform operation. Delete some data first.* or *Memory low. Delete some data.* To view what kind of data you have and how much memory the different data groups consume, go to **File manager** and select **Options** → *Memory details*.

**You may want to delete the following items regularly to avoid memory getting low:**

- messages from the Inbox, Drafts, and Sent folders in Messaging,
- retrieved e-mail messages from the phone memory,
- saved browser pages, and
- images, video clips and sound clips in the Gallery.

If you want to delete contact information, calendar notes, call timers, call cost timers, game scores, or any other data, go to the respective application to remove the data.

If you are deleting multiple items and one of the following notes is shown again: *Not enough memory to perform operation. Delete some data first.* or *Memory low. Delete some data.*, try deleting items one by one (starting from the smallest item).

**Clearing calendar memory** - To remove more than one event at a time, go to the Month view and select **Options** → *Delete entry* → and either:

- *Before date* - to delete all calendar notes which take place before a certain date. Enter the date before which all calendar notes will be deleted, or
- *All entries* - to delete all calendar notes.

**Erasing log information** - To erase all the log contents, Recent calls register, and Messaging delivery reports permanently, go to Logs, press , and select **Options** → *Clear log* or go to *Settings* → *Log duration* → *No log*.


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**Different ways to store data:**

- Use PC Suite to take a backup copy of all data to your computer. See "Connecting your phone to a compatible computer" on page 123.
- Send images to your e-mail address and then save the images to your computer (network service).
- Send data via infrared or Bluetooth to another compatible device.
- Store data on a compatible memory card.

## Q&A

### Phone display

- Q: Why do missing, discoloured, or bright dots appear on the screen every time I turn on my phone?

  A: This is a characteristic of this type of display. Some displays may contain pixels or dots that remain on or off. This is normal, not a fault.

### Camera

- Q: Why do images look smudgy?

  A: Check that the camera lens protection window is clean. See "Care and maintenance" on page 135.

- Q: Why are there random coloured dots in display when phone is in Night mode?

  A: When increasing the sensitivity and luminosity of the camera in night mode which increases the clarity of pictures, it also increases coloured dots in display.

### Bluetooth

- Q: Why can't I end a Bluetooth connection?

  A: If another device is pairing with your phone but not sending data, and leaves the device connection open, then the only way to disconnect it is to deactivate the Bluetooth link altogether. Go to Bluetooth and select the setting *Bluetooth* → *Off*.

- Q: Why can't I find a device using Bluetooth technology.

  A: Check that both have activated Bluetooth.

  Check that the distance between the two devices is not over 10 metres or that there are no walls or other obstructions between the devices.

  Check that the other device is not in 'Hidden' mode.

  Check that both devices are compatible.

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## Multimedia messaging

- Q: What should I do when the phone tells me that it cannot receive a multimedia message because memory is full?

  A: The amount of memory needed is indicated in the error message: *Not enough memory to retrieve message. Delete some data first.* To view what kind of data you have and how much memory the different data groups consume, go to **File manager** and select **Options** → *Memory details*.

- Q: How can I end the data connection when the phone starts a data connection again and again?

  A: The phone is trying to retrieve a multimedia message from the multimedia messaging centre.

  Check that the settings for multimedia messaging have been defined correctly and that there are no mistakes in phone numbers or addresses. Go to **Messaging** and select **Options** → *Settings* → *Multimedia message*.

  To stop the phone from making a data connection, you have the following options. Go to **Messaging** and select **Options** → *Settings* → *Multimedia message*, and then:

  - Select *On receiving msg.* → *Defer retrieval* if you want the multimedia messaging centre to save the message to be retrieved later, for example, after you have checked the settings. After this change, the phone still needs to send information notes to the network. When you want to retrieve the message, select *Retr. immediately*.
  - Select *On receiving msg.* → *Reject message* - if you want to reject all incoming multimedia messages. After this change, the phone needs to send information notes to the network and the multimedia messaging centre will delete all multimedia messages that are waiting to be sent to you.
  - Select *Multimedia reception* → *Off* - if you want to ignore all incoming multimedia messages. After this change the phone will not make any network connections related to multimedia messaging.

## Messaging

- Q: Why can't I select a contact?

  A: If you cannot select a contact in the Contacts directory, the contact card does not have a phone number or an e-mail address. Add the missing information to the contact card in the Contacts application.


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### Calendar

- Q: Why are the week numbers missing?

  A: If you have changed the Calendar settings so that the week starts on a day other than Monday, then the week numbers will not be shown.

### Browser services

- Q: What should I do if my phone displays: *No valid access point defined. Define one in Services settings.*

  A: Insert the proper browser settings. Contact your service provider for instructions. See "Setting up the phone for the browser service" on page 106.

### Log

- Q: Why does the log appear empty?

  A: You may have activated a filter, and no communication events fitting that filter have been logged. To see all events, select **Options** → *Filter* → *All communication*.

### PC connectivity

- Q: Why do I have problems in connecting the phone to my PC?

  A: Make sure that PC Suite is installed and running on your PC. See the Installation guide for PC Suite on the CD-ROM in the 'Install' section. For further information on how to use PC Suite, see the help function of PC suite.

### Access codes

- Q: What is my password for the lock code, PIN code, or PUK code?

  A: The default lock code is **12345**. If you forget or lose the lock code, contact your phone dealer.

  If you forget or lose a PIN or PUK code, or if you have not received such a code, contact your service provider.

  For information about passwords, contact your access point provider, for example, a commercial Internet service provider (ISP), service provider, or network operator.

### Application not responding

- Q: How do I close an application that is not responding?

  A: Open the application switching window by pressing and holding . Then scroll to the application, and press  to close the application.

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# 12. Battery information

## Charging and Discharging

Your phone is powered by a rechargeable battery.

Note that a new battery's full performance is achieved only after two or three complete charge and discharge cycles!

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

Use only batteries approved by the phone manufacturer and recharge your battery only with the chargers approved by the manufacturer. Unplug the charger when not in use. Do not leave the battery connected to a charger for longer than a week, since overcharging may shorten its lifetime. If left unused a fully charged battery will discharge itself over time.

Temperature extremes can affect the ability of your battery to charge.

Use the battery only for its intended purpose.

Never use any charger or battery that is damaged.

Do not short-circuit the battery. Accidental short-circuiting can occur when a metallic object (coin, clip or pen) causes direct connection of the + and - terminals of the battery (metal strips on the battery) for example when you carry a spare battery in your pocket or purse. Short-circuiting the terminals may damage the battery or the connecting object.

Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery. Always try to keep the battery between 15°C and 25°C (59°F and 77°F). A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged. Battery's performance is particularly limited in temperatures well below freezing.

Do not dispose of batteries in a fire!

Dispose of batteries according to local regulations (e.g. recycling). Do not dispose of as household waste.

Remove the battery only when the phone is switched off.


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# 13. Enhancement

A new extensive range of enhancements is available for your phone. Select the enhancements which accommodate your specific communication needs. Some of the enhancements are described in detail below.

**List of compatible enhancements:**

1. Wireless Headset HDW-2
2. Wireless Clip-on Headset HS-3W
3. Boom Headset HDB-5
4. Headset HDC-5
5. Headset HDE-2
6. Dual Headset HDD-1
7. Retractable Headset HDC-10
8. Wireless Car Kit CK-1W
9. Plug-in HF Car Kit PPH-1
10. Microphone HFM-8
11. Mobile Holder MBC-19
12. Headrest Handsfree BHF-2
13. Mobile Charger LCH-12
14. Carrying Cases
15. Memory Unit DTS-128
16. Nokia Image Viewer SU-2
17. Nokia Observation Camera PT-2
18. Nokia Digital Pen SU-1B
19. Battery BL-5C
20. Travel Charger ACP-12

Some of the enhancements are described in detail below.

For availability of the enhancements, please check with your local dealer. A few practicalrules for enhancements operation:

- Keep the enhancements out of small children's reach.
- When you disconnect the powercord of any accessory, grasp and pull the plug, not the cord.
- Check regularly that all mobile phone equipment in a vehicle is mounted and operating properly.

**Use only batteries, chargers and enhancements approved by the phone manufacturer. The use of any other types may invalidate any approval or warranty applying to the phone, and may be dangerous.**

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## Battery

| Type | Tech | Talktime* | Standby* |
|---|---|---|---|
| BL-5C | Li-Ion | Up to 2-4 hrs | Up to 150-240 hrs |

* Variation in operation times may occur depending on SIM card, network and usage settings, usage style and environments.

## Wireless Headset HDW-2

- Wireless audio connection between a compatible phone and headset.
- Small, lightweight device.

## Wireless Clip-on Headset HS-3W

Easy-to-wear wireless headset with a clip-on main body and earpiece for both business and pleasure. The headset uses Bluetooth wireless technology between the main body and a compatible phone. Basic call handling from headset and LED indicating active wireless connection.


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## Boom Headset HDB-5

The Nokia Boom Headset with an answer/end button provides you with convenient, portable handsfree. The "over the ear" -concept brings a trendy alternative to handsfree use. Comfortable to wear and easy to carry.

## Wireless Car Kit CK-1W

This kit includes:

- Remote Control Button CUW-2
- Handsfree Unit HFW-1
- Microphone HFM-8
- Speaker HFS-12
- Power Cable PCU-4

## Memory Unit DTS-128

- Provides more memory power for your Nokia 6600.
- You can load new software applications to the phone and save files such as images, wave sounds, faxes, and documents.
- You can also have different memory cards for different applications or separate contacts directories for business and personal use.

## Nokia Image Viewer SU-2

View and share pictures at work or at home by sending your images wirelessly from the compatible phone to the Nokia Image Viewer connected to your compatible TV or video projector. Powered by primary batteries, it is easy to take with you.

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## Nokia Digital Pen SU-1B

Use your digital pen to create colourful, personalized messages and send them to your compatible phone using Bluetooth technology, and forward them via MMS. You can also use your pen to store your notes on your compatible PC.

## Travel Charger ACP-12

A fast and efficient way to charge your phone battery. Suitable for active travelers. Powerful multivoltage charger.

Note: Plug types vary according to different markets.


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# 14. Care and maintenance

Your phone is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfil any warranty obligations and to enjoy this product for many years.

- Keep the phone and all its parts and enhancements out of the reach of small children.
- Keep the phone dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the phone in dusty, dirty areas. Its moving parts can be damaged.
- Do not store the phone in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the phone in cold areas. When it warms up (to its normal temperature), moisture can form inside, which may damage electronic circuit boards.
- Do not attempt to open the phone. Non-expert handling may damage it.
- Do not drop, knock or shake the phone. Rough handling can break internal circuit boards.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the phone.
- Do not paint the phone. Paint can clog the moving parts and prevent proper operation.
- Use a soft, clean and dry cloth to clean the camera lens.
- Use only the supplied or an approved replacement antenna. Unauthorised antennas, modifications or attachments could damage the phone and may violate regulations governing radio devices.

All of the above suggestions apply equally to your phone, battery, charger or any enhancement. If any of them are not working properly, take it to your nearest qualified service facility. The personnel there will assist you and, if necessary, arrange for service.

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# 15. Important safety information

## Traffic Safety

Do not use a hand-held telephone while driving a vehicle. Always secure the phone in its holder; do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.

Remember road safety always comes first!

## Operating environment

Remember to follow any special regulations in force in any area and always switch off your phone whenever it is forbidden to use it, or when it may cause interference or danger.

Use the phone only in its normal operating positions.

To maintain compliance with RF exposure guidelines only use Nokia approved enhancements. When the phone is on and being worn on the body, always use a Nokia approved carrying case.

Parts of the phone are magnetic. Metallic materials may be attracted to the phone, and persons with a hearing aid should not hold the phone to the ear with the hearing aid. Always secure the phone in its holder, because metallic materials may be attracted by the earpiece. Do not place credit cards or other magnetic storage media near the phone, because information stored on them may be erased.

## Electronic devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

### Pacemakers

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

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


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### Hearing aids

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

### Other medical devices

Operation of any radio transmitting equipment, including cellular phones, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your phone in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

### Vehicles

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

### Posted facilities

Switch your phone off in any facility where posted notices so require.

## Potentially explosive atmospheres

Switch off your phone when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Users are advised to switch off the phone when at a refuelling point (service station). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats; chemical transfer or storage facilities; vehicles using liquified petroleum gas (such as propane or butane); 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.

## Vehicles

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

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

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

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For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including both installed or portable wireless equipment in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

Using your phone while in the air is prohibited. Switch off your phone before boarding an aircraft. The use of wireless telephones in an aircraft may be dangerous to the operation of the aircraft, disrupt the wireless telephone network and may be illegal.

Failure to observe these instructions may lead to suspension or denial of telephone services to the offender, or legal action or both.

## Emergency calls

**Important:** This phone, like any wireless phone, operates using radio signals, wireless and landline networks as well as user-programmed functions. Because of this, connections in all conditions can not be guaranteed. Therefore you should never rely solely upon any wireless phone for essential communications (e.g. medical emergencies).

Emergency calls may not be possible on all wireless phone networks or when certain network services and/or phone features are in use. Check with local service providers.

### To make an emergency call:

1. If the phone is not on, switch it on. Check for adequate signal strength.

   Some networks may require that a valid SIM card is properly inserted in the phone.
2. Press as many times as needed (e.g. to exit a call, to exit a menu, etc.) to clear the display and ready the phone for calls.
3. Key in the emergency number for your present location (e.g. 112 or other official emergency number). Emergency numbers vary by location.
4. Press the key.

If certain features are in use, you may first need to turn those features off before you can make an emergency call. Consult this guide and your local cellular service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember that your wireless phone may be the only means of communication at the scene of an accident - do not cut off the call until given permission to do so.


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## Certification information (SAR)

THIS MODEL PHONE MEETS INTERNATIONAL GUIDELINES FOR EXPOSURE TO RADIO WAVES.

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the limits for exposure to radio frequency (RF) recommended by international guidelines (ICNIRP). These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines were developed by independent scientific organisations through periodic and thorough evaluation of scientific studies. The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit stated in the international guidelines is 2.0 W/kg*. Tests for SAR are conducted using standard operating positions 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 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 base station, the lower the power output of the phone.

The highest SAR value for this model phone when tested for use at the ear is 0.80 W/kg. While there may be differences between the SAR levels of various phones and at various positions, they all meet the relevant international guidelines for RF exposure.

This product meets RF exposure guidelines when used either in the normal use position against the ear or when positioned at least 1.5 cm away from the body. When a carry case, belt clip or holder is used for body-worn operation, it should not contain metal and should position the product at least 1.5 cm away from your body.

* The SAR limit for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of body tissue. The guidelines incorporate a substantial margin of safety to give additional protection for the public and to account for any variations in measurements. SAR values may vary depending on national reporting requirements and the network band. For SAR information in other regions please look under product information at www.nokia.com.

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