N-GAGE
Extended User's Guide
NOKIA

CE 168

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For your safety

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

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

Do not switch the device 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 device while driving.

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

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

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

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

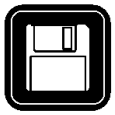
SWITCH OFF NEAR BLASTING Don't use the device where blasting is in progress. Observe restrictions, and follow any regulations or rules.

USE SENSIBLY Use only in the normal position as instructed in this guide. Don't touch the antenna unnecessarily.

QUALIFIED SERVICE Only qualified personnel may install or repair device equipment.

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

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



BACKUP COPIES Remember to make backup copies of all important information.

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

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EMERGENCY CALLS Ensure the device is switched on and the phone is 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.

Network Services

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

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

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

Chargers and enhancements

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

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

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

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

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1. General information

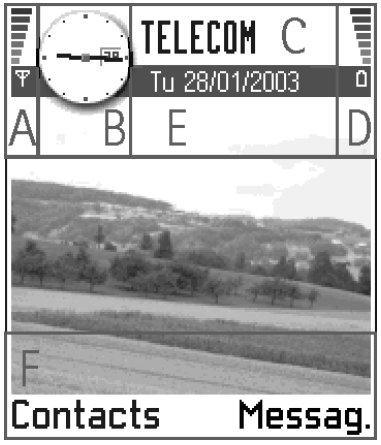
The Nokia N-Gage™ mobile game deck provides Games and Music features as well as various functions, which are very handy for daily use, such as Telephone, RealOne Player™, Messaging, Clock, alarm clock, Calculator, and Calendar.

Stickers in the sales package

- The stickers included 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 following indicators are shown when the game deck is ready for use, with no characters keyed in. In this state, the game deck 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 above **A** is replaced with the GPRS symbol G when *GPRS connection* has been set to *When available* and a connection is available in the network or in the current cell. See 'Packet data (General Packet Radio Service, GPRS)', p. 43 and 'GPRS', p. 46.

B Shows an analogue or a digital clock. See also settings for 'Date and time', p. 47 and settings for **Standby mode**→ *Background image*, p. 40.

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

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

E Navigation bar: shows the currently active profile. If the selected profile is *General*, the current date is displayed instead of the profile name. For further information, see

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'Navigation bar - moving horizontally', p. 11 and 'Profiles', p. 92.

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

Tip! You can change the selection key shortcuts and the background image. See the settings for 'Standby mode', p. 8.

Note: Your game deck has a screen saver. If there are no actions for five minutes, the display is cleared and a screen saver becomes visible. See p. 40. To deactivate the screen saver, press any key.

Indicators related to actions

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

- Indicates that you have received new messages to the Inbox in Messaging. If the indicator is blinking, the game deck memory is low and you must delete some data. For further information, see 'Memory low', p.125.

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

- Indicates that you have received one or several voice messages. See 'Calling your voice mailbox', p. 18.

- Indicates that there are messages waiting to be sent in Outbox. See p. 69.

- Shown when *Incoming call alert* has been set to *Silent* and *Message alert tone* to *Off* in the currently active profile. See 'Profiles', p. 92.

- Indicates that the game deck's keypad is locked.

- Indicates that you have an active alarm. See 'Clock', p. 102.

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

- Indicates that all calls to the game deck are diverted. - Indicates that all calls to the game deck are diverted to a voice mailbox. See 'Settings for call diverting', p. 20. If you have two phone lines, the divert indicator for the first line is and for the second line . See 'Line in use (network service)', p. 41.

- Indicates that you can make calls using phone line 2 only (network service). See 'Line in use (network service)', p. 41.

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,

is shown instead of the antenna symbol when there is an active GPRS connection. for when the GPRS connection is put on hold during voice calls.

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F for a fax call,

[●] for a Bluetooth connection.

Menu

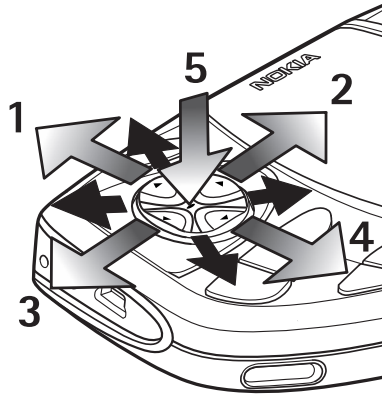
- Press (Menu key) to open the main Menu grid. In the Menu grid, you can access all the applications in your game deck.

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

Moving in the Menu

- Press the controller key on the top , bottom , left , right to move in the Menu grid.

Note: You can press the controller key to move diagonally when playing games.



Opening applications or folders

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

Tip! Select **Options**→ *List view* if you want to view the applications in a list.

Closing applications

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

If you press and hold , the game deck 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 on the display.

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

Rearranging the Menu

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

1 Scroll to the item you want to move and select **Options**→ *Move*. A check mark is placed beside the application.

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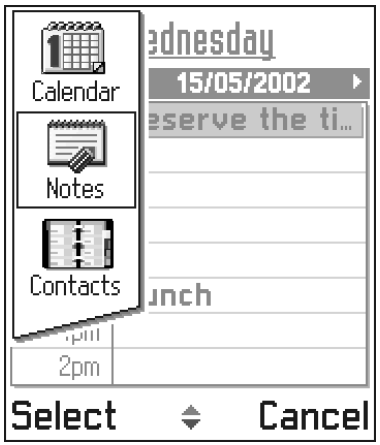
2 Move the selection where you want the application to be and press **OK**.

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 game deck may close some applications. The game deck saves any unsaved data before an application is closed.

Options lists

Options

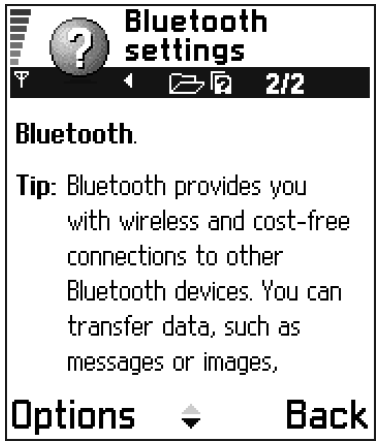
In this User's Guide, you can see the Options list commands. These lists tell you which commands are available in different views and situations.

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

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

Online help

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



Navigation bar – moving horizontally

In the navigation bar, you can see:

- small arrows or tabs which tell you if there are more views, folders, or files you can move to.
- editing indicators, see 'Writing text', p. 70.
- 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.

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

Tip! For information on how to insert text and numbers, see 'Writing text', p. 70.

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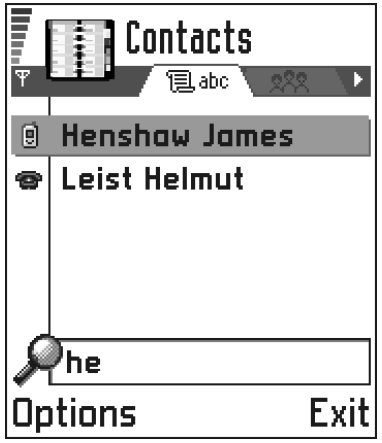
Searching for items

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

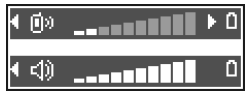


1 To search for an item, start to key in text in the search field. The game deck immediately starts to search for matches and moves the selection on the best match.
To make the search more accurate, key in more letters and the selection moves to the item that best matches the letters.

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

Volume control

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



Voice volume icons:
- for earpiece and headset modes,
- for loudspeaker mode.

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

Loudspeaker

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

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.

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

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

Turning off the loudspeaker

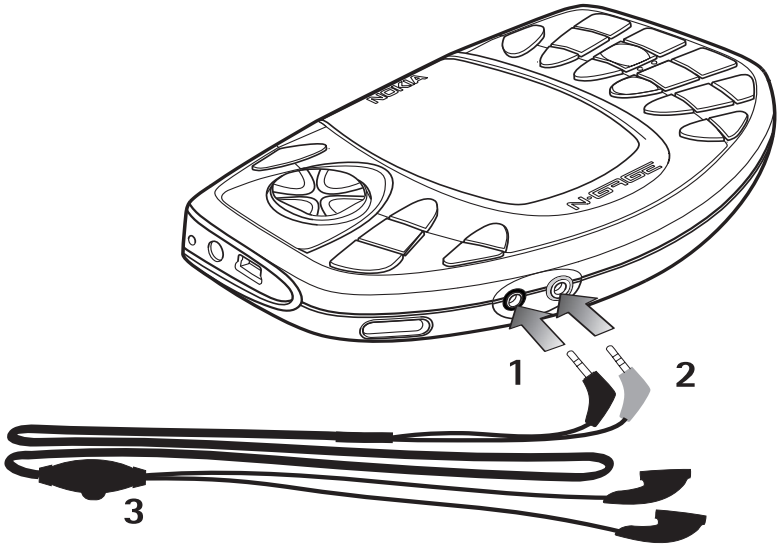
- When you have an active call or music is playing, select **Options**→ *Activate handset*.

Attaching and using the headset

You can listen to the FM Radio or the Music player in your game deck with the supplied stereo headset HDD-2. To make a call use the keypad. Once the call is established you can use the headset to speak and listen to the other party.

To connect the HDD-2 headset

Insert the end of the black headset cable into the connector (1) on the game deck. Similarly, insert the grey headset cable into the connector (2).



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

WARNING! Listening to music at a high volume may damage your hearing. To adjust the volume level when a headset is connected to your game deck, press or .

WARNING! When using a headset your ability to hear outside sounds is reduced. Do not use a headset where it can endanger your safety.

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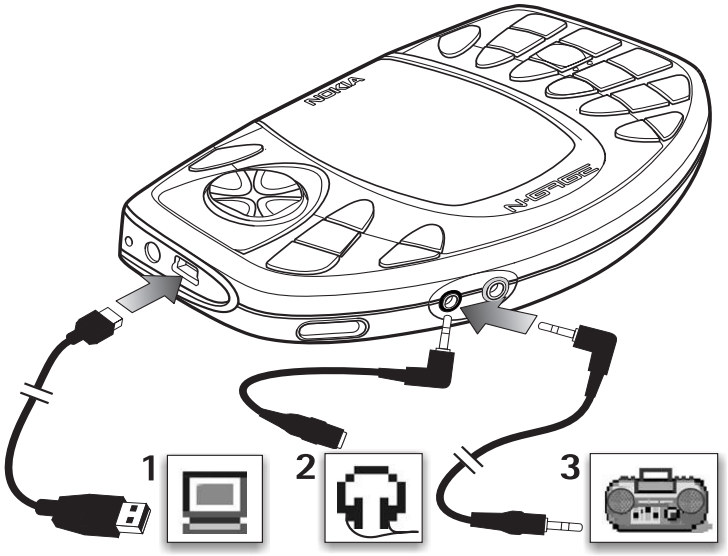
To use the headset to receive calls

To answer a call while using the headset, press the remote control button (3) which is located in the microphone part of the headset. See "To connect the HDD-2 headset" on page 14. To end the call, again press the same button.

Attaching and using the supplied cables

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

1 You can connect your game deck to a compatible external audio system (for example, CD player) by using the supplied ADE-2 Audio Line In Cable (3).



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

2 You can use the Nokia Audio Manager to handle your sound files. To attach the game deck to a compatible PC, use the supplied DKE-2 USB Mini-B Cable (1). For information about 'Nokia Audio Manager', see p. 34.

Note: When the USB cable is connected the Music Player or any other application cannot access the memory card. When you remove the USB cable the memory card is available for all applications.

3 You can connect your game deck to your own headphones by using the supplied ADA-2 Adapter Cable (2).

Important! Install the Nokia Audio Manager PC software from the CD-ROM to your PC before connecting the supplied DKE-2 USB Mini-B Cable.

Shared memory

The following features in your game deck use shared memory: games, contacts, text messages, multimedia messages, images and ringing tones, 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, installing many games or saving

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many images can use all of the shared memory and your game deck displays that the memory is full. In this case, delete some of the games, images or other entries reserving the shared memory.

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

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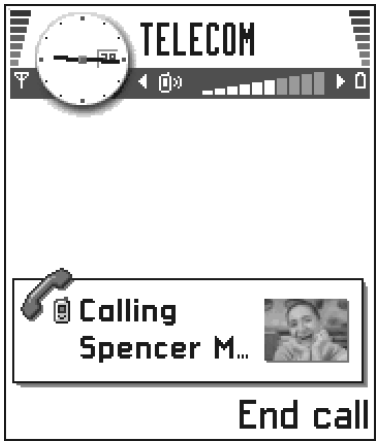
2. Using your game deck as a phone

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).

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

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

To make a call using voice tags, see 'Making a call by saying a voice tag', p. 55.

Making a call using the Contacts directory

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

2 To find a contact, scroll to the desired name. Or, key in the first letters of the name. The Search field opens automatically and matching contacts are listed.

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

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Calling your voice mailbox

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

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

See also 'Settings for call diverting', p. 20.

Each phone line may have its own voice mailbox number, see 'Line in use (network service)', p. 41.

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**.

Tip! If your voice mail requires you to enter a password every time you call to listen to your voice messages, you may want to add a DTMF number after the voice mailbox number. This way the password is given automatically every time you call your voice mail. For example, +44123 4567p1234# where 1234 is the password and 'p' inserts a pause of approx. two seconds before, or between DTMF characters.

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 - 9), see 'Assigning speed dialling keys', p. 56.
2. Set the **Menu**→ **Tools**→ **Call settings**→ *Speed dialling* function to *On*. To call the number: In standby mode, press the corresponding speed dialling key and 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.
3. When the new call has been answered, join the first participant in the conference call. Select **Options**→*Conference*.

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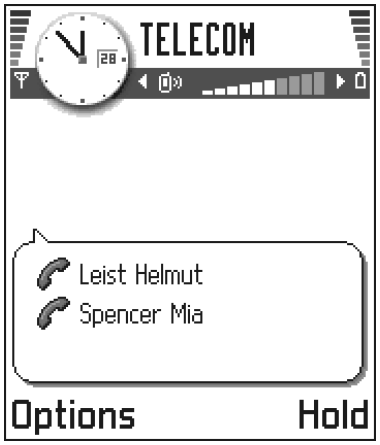
4 To add a new person to the call, repeat step 2 and then select **Options**→ *Conference*→*Add to conference*.



- 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 game deck, 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, select **Options**→ *Add to 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**.

Tip! The quickest way to make a new call is to dial the number and press to start the call. The existing call is automatically put on hold.

5 To end the active conference call, press .

Answering a call

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

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

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

Tip! To adjust the game deck tones for different environments and events, for example, when you want your game deck to be silent, see 'Profiles', p. 92.

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

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

Call waiting (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. See 'Call waiting: (network service)', p. 41.

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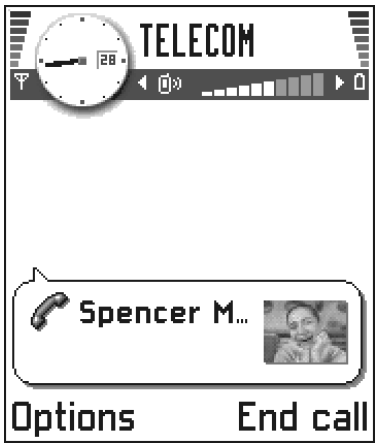
1 During a call, press to answer the waiting call. The first call is put on hold.
To switch between the two calls, press **Swap**.
2 To end the active call, press .

Tip! If you have activated the *Call divert*→ *If busy* function to divert calls, for example, to your voice mailbox, rejecting an incoming call will also divert the call. See 'Settings for call diverting', p. 20.

Options during a call

Many of the options that you can use during a call are network services. 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.

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

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

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

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

Settings for call diverting

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

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.

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- 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*.

For information about the divert indicators, see 'Indicators related to actions', p. 9.

Note: You cannot have barring of incoming calls and call diverting active at the same time. See 'Call barring (network service)', p. 50.

Log – Call register and general log

Go to **Menu**→ **Extras**→ **Log**.

In Log you can monitor phone calls, text messages, packet data connections, and fax and data calls registered by the game deck. You can filter the general log to view just one type of event 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.

Tip! To view a list of sent messages, go to **Messaging**→ **Sent**.

Recent calls register

Go to **Menu**→ **Extras**→ **Log**→ *Recent calls*.

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

Icons:

for Missed,
for Received, and
for Dialled numbers views.

Options in the Missed, Received, Dialled views: *Call*, *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 .

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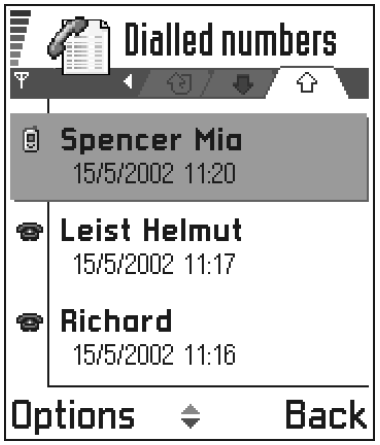
To view a list of the 20 numbers or names from which you have most recently accepted calls (network service), go to **Log**→ *Recent calls*→ *Received calls*.

Dialled numbers

Tip! Press in standby mode to open the Dialled numbers view.



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**→ **Extras**→ **Log**→ *Call duration*.

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

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

Tip! To see the call duration timer while you have an active call, select **Options**→ *Settings*→ *Show call duration*→ *Yes*.

Erasing call duration timers - Select **Options**→ *Clear timers*. For this you need the lock code, see 'Security', p. 47. To clear an individual event, scroll to it and press C.

Call costs (network service)

Go to **Menu**→ **Extras**→ **Log**→ *Call costs*.

Call costs allows you to check the cost of the last call or all calls. The call costs are displayed separately for each SIM card.

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

Call costs limit set by a service provider

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

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expired, the note *Call cost limit reached* is displayed. Contact your service provider for information on the limited charging mode and charging unit prices.

Cost shown as charging units or currency

- You can set the game deck to show the remaining talk-time in charging units or units of currency. For this, you may need the PIN2 code, see p. 47.
  1 Select **Options**→ *Settings*→ *Show costs in*. The options are *Currency* and *Units*.
  2 If you choose *Currency*, a note requesting you to write the unit price is shown. Key in the cost of your home network charging or credit unit and press **OK**.
  3 Write a name for the currency. Use a three-letter abbreviation, for example, EUR.

Note: When no more charging units or currency units are left, calls may only be possible to the emergency number programmed into your game deck (e.g. 112 or other official emergency number).

Setting a call cost limit for yourself

1 Select **Options**→ *Settings*→ *Call cost limit*→ *On*.
2 The game deck requests you to enter the limit in units. For this you may need the PIN2 code. Depending on the *Show costs in* setting, enter either the amount of charging units or currency.

When the charging limit you have set yourself is reached, the counter stops at its maximum value and the note *Reset all calls' cost counter* is displayed. To be able to make calls, go to **Options**→ *Settings*→ *Call cost limit*→ *Off*. For this you need the PIN2 code, see p. 47.

Erasing call cost counters - Select **Options**→ *Clear counters*. For this you need the PIN2 code, see p. 47. To clear an individual event, scroll to it and press C.

GPRS data counter

Go to **Menu**→ **Extras**→ **Log**→ *GPRS counter*.

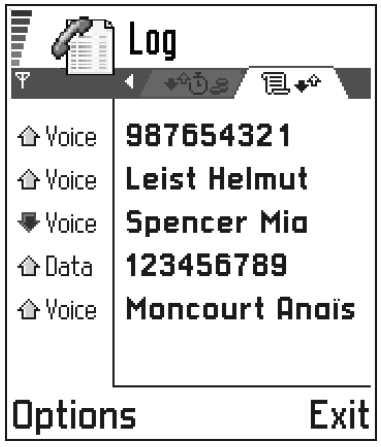
Allows you to check the amount of data sent and received during packet data (GPRS) connections. For example, you may be charged for your GPRS connections by the amount of data sent and received.

Viewing the general log of calls

Go to **Menu**→ **Extras**→ **Log** and press ◉ followed by ◉.

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



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part and packet data connections, are logged as one communication event.

Icons:

for incoming,
for outgoing, and
for missed communication events.

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, 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 connection has lasted, scroll to an incoming or outgoing event and select **Options**→ *View details*.

Log settings

- Select **Options**→ *Settings*. The list of settings opens.
  - *Log duration* - The log events remain in the game deck 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.
  - For *Show call duration*, *Show costs in*, *Call cost limit*, see the sections 'Call duration' and 'Call costs (network service)' earlier in this chapter.

SIM directory

Go to **Menu**→ **Tools**→ **SIM directory**.

Your SIM card may provide additional services that you can access. See also 'Copying contacts between the SIM card and game deck memory', p. 52, 'Confirm SIM service actions', p. 48, 'Fixed dialling settings', p. 48, and 'Viewing messages on a SIM card', p. 86.

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

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

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

Memory card

Go to **Menu**→ **Tools**→ **Memory card**.

If you have a memory card you can use it to store your games, music tracks, multimedia files like video clips and

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sound files, images, and to backup information from your game deck's memory.

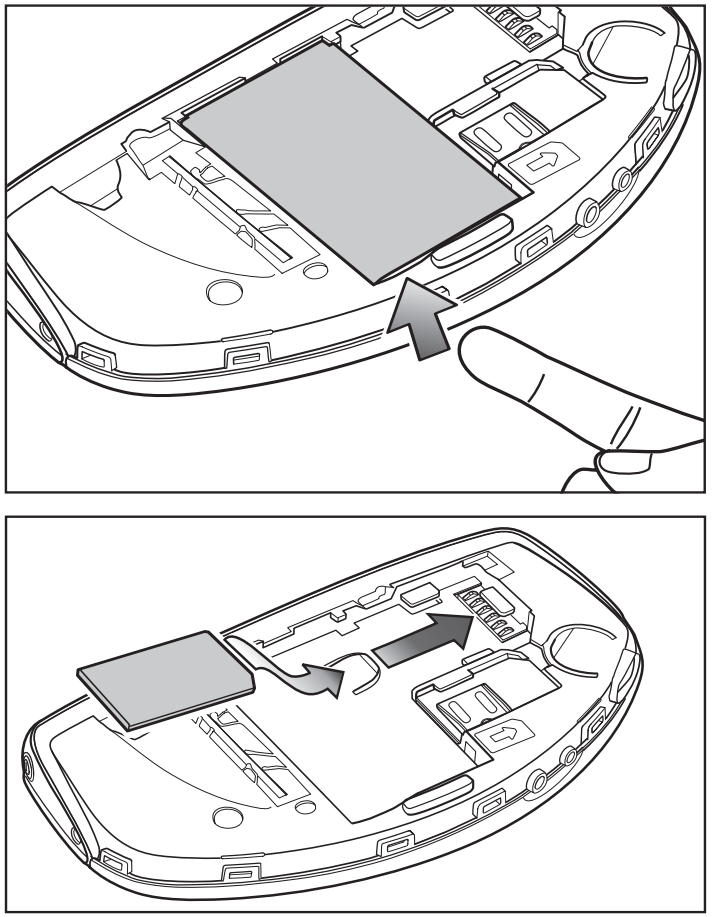
Important: Keep all memory cards out of the reach of small children.

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.

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

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

To insert the memory card



1 Make sure the game deck is switched off. If it's on, press and hold to switch off the game deck.
2 With the back of the game deck facing you, slide open the cover and slide finger into the finger slot, then lift

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the battery. See Quick start 'Insert the SIM card' for instructions on removing the cover.

3 Remove the existing memory card (if you have one fitted).

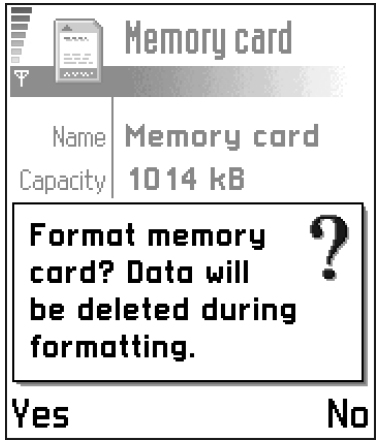
4 Position the memory card in its slot (as shown in the picture).
Make sure that the gold contacts of the card are facing down.

5 When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place.

Important: Do not remove the memory card in middle of an operation. Be sure to close all memory card applications before removing the card.

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

Format memory card



Memory cards are supplied by various manufacturers. Some memory cards are supplied pre-formatted and others require formatting. Consult your retailer and if you are unsure format the memory card. You must format the 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.

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

Backing up and restoring information

You can backup information from your game deck's memory to the memory card.

- Select *Options*→ *Backup device mem.*.

You can restore information from the memory card to the game deck's memory.

- Select *Options*→ *Restore from card*.

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Memory card password

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

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

Setting, changing, or removing your password

- Select *Options*→ *Set password*, *Change password*, or *Remove password*.

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

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

Unlocking a memory card

If you insert another password protected memory card in your game deck, you will be prompted to enter the password of the card.

- To unlock the card, select *Options*→ *Unlock memory card*.

Checking memory consumption

Using the *Memory details* option, you can check the memory consumption of different data groups and the available memory for installing new applications or software on your memory card.

- Select *Options*→ *Memory details*.

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3. Games

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

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

You can use the primary games keys 5 jkl and 7 pqrs for playing games. Other keys may be used dependant on the game, refer to the instructions supplied with the game for further information.

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

Note: Playing games consumes power and the game deck's operating time is reduced.

Note: The Music player is not accessible when playing games.

You can purchase a variety of games for your game deck. For availability of different games contact your Nokia approved Games supplier or visit www.n-gage.com.

Starting a game

Note: Remove the USB cable from the game deck before you start playing games.

Each game is supplied on a separate memory card. Insert the memory card of the game in to the Nokia N-Gage game deck. See 'Memory card', p. 24. The game icon automatically appears in the main **Menu** as the ninth icon.

Refer to the playing instructions supplied with the game for further information. Also, you can play Java games that you have downloaded from the Internet. See 'Installing a Java application', p. 112.

Press **Menu**, scroll to the game icon and press .

Tip! Press **Menu**→ 9 wxyz to start the game.

Starting a two player game

You may play some games as a two player game via a Bluetooth connection with a friend who has the same game on a compatible device. Before starting a two player game, ensure that the Bluetooth settings of the devices are compatible. See 'Bluetooth connection', p. 117. Refer to the instructions supplied with the game for details of how

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to start the game, different levels and additional features etc.

Starting a multi-player game

You may play some games with multiple players via Bluetooth connections with friends who have the same game on a compatible device. Before starting a multi-player game, ensure that the Bluetooth settings of the devices are compatible. See 'Bluetooth connection', p. 117. Refer to the instructions supplied with the game for details of how to start the game, different levels and additional features etc.

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4. Music player and radio

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

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

To transfer music tracks from a compatible PC to the game deck, see 'Nokia Audio Manager', p. 34.

Music Player

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

Go to **Menu**→ **Media**→ *Music Player* to open Music Player or press .

With the *Music Player*, you can listen to the music tracks you have stored in your memory card. To listen, attach the headset (See 'Attaching and using the headset', p. 14) to the game deck, or listen through the loudspeaker.

Note: Music can only be played from a 32MB, 64MB or 128MB memory card. Other memory cards are not supported.

Note: Using the *Music Player* consumes additional power, and the game deck's operating time is reduced.

Tip! To quickly turn on the *Music Player*, press the special music player key .

WARNING! Listening to music at a high volume may damage your hearing.

Once you have turned the *Music Player* on, it starts playing tracks.

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

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Listening to music

You can select play/pause /, stop , previous track , next track and record by pressing or to highlight the control button and then pressing to select.

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

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

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

Options in the Track list: *Play*, *Delete*, *Rename*, *Add to track list* / *Remove from list*, *Help*, and *Exit*.

To view the stored music tracks press *Options*→ *Track list*.

Tip! When listening to music you can press to display available *Options*.

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

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

To answer an incoming call while using the headset, press the headset button. The *Music Player* is paused when the game deck rings. To end the call, press the headset button again. See 'Attaching and using the headset', p. 14 for more information.

To edit the settings, press *Options* and select *Settings*. You have the following options:

- *Sound style*: You can select the style of the music tracks you play in order to automatically set equaliser options, such as Bass/Treble levels, and Balance according to the selected style. This may enhance playback quality. The styles are: *Rock*, *Pop*, *Dance*, *Jazz*, *Classic*, *Latin* and *Normal*.
- *Play options*: Select *Normal* to play the tracks stored in your game deck in the order in which they appear in the track list. You can also select *Random* or *Repeat*.
- *Extra Bass*: You can add more bass to the current music style.

Options in Settings: *Change*, *Help*, and *Back*.

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Recording from external equipment

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

Note: Do not use this feature illegally! Music can be protected by copyright. The recording of such music tracks is permitted for your personal use only. It is illegal to copy such music tracks for the purpose of selling or distribution.

To record a music track from compatible external audio equipment.

1. Connect the external audio equipment. See 'Attaching and using the supplied cables', p. 15 for more information.
2. Press **Menu**→ **Media**→ *Music Player*.
3. Press to highlight the record control button and then press to record. To stop recording press **Stop**.
4. Enter track name and press **OK**.

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

Radio

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

Go to **Menu**→ **Media** → **Radio** to open Radio or press .

You can listen to the *Radio* in your game deck by using the headset (See 'Attaching and using the headset', p. 14) or the loudspeaker. The lead of the headset functions as the antenna of the radio, so let it hang freely and always make sure it is connected.

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

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

WARNING! Listening to music at a high volume may damage your hearing.

Tip! Pressing the headset button selects the next saved channel.

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Tip! To quickly turn on the *Radio* press the special radio key.

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

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

Tuning a radio channel

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

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

  Note: Frequency range is from 87.5-108.0 MHz.
- You can also tune manually by selecting **Options**→ *Manual tuning* and pressing or to move the frequency up or down (0.05 MHz steps).

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

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

Note: Empty slots are displayed with a default frequency of 87.5 MHz.

Using the Radio

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

When the *Radio* is on you can turn it off by pressing **Exit**.

Note: When the loudspeaker is activated the headset is muted.

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

Note: Using the *Radio* consumes power, and the game deck's operating time is reduced.

If you have radio channels already saved, you can select **Options**→ *Channels* to select the channel you want to listen to. You can also select a radio channel location 1 to 9 by pressing the corresponding number key. You can also

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select a radio channel location 10 to 20 by pressing one numbered key immediately after another, for example 1 + 0 = 10, 1 + 5 = 15 and 2 + 0 = 20.

Note: If the headset is disconnected the *Radio* will time-out after 5 minutes and close.

Recording from the Radio

You can record the current radio channel by pressing to highlight the record control button and then pressing to record. Enter track name and press **OK**.

Note: When in record mode the record button becomes the stop control button.

Tip! You can also use **Stop**.

You can answer and make calls while recording the radio. The volume of the radio is muted and recording continues in the background. When you end the call, the radio will automatically resume. You can playback your radio recordings using the music player.

Nokia Audio Manager

With Nokia Audio Manager, you can select digital music tracks on a compatible PC and transfer them to your Nokia N-Gage game deck memory card. The Nokia Audio Manager software also allows you to create M3U playlists on the PC, with references to either MP3 tracks or tracks saved from CDs. In order for the PC to access the media storage area (memory card) on the game deck, you must connect your game deck to the PC using the supplied DKE-2 USB Mini-B Cable). See 'Attaching and using the supplied cables', p. 15. The contents of the game deck's memory card can then be displayed in the Mobile Device area of the *Music Studio* window of the Nokia Audio Manager. The music tracks on the playlists can be, for example, transferred from your CDs.

Note: When using Nokia Audio Manager, you only need to connect your game deck to the PC via the supplied DKE-2 USB Mini-B Cable (See 'Attaching and using the supplied cables', p. 15.); everything else is done on the PC.

Note: Do not use this feature illegally! Music can be protected by copyright. The recording of such music tracks is permitted for your personal use only. It is

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illegal to copy such music tracks for the purpose of selling or distribution.

Tip! You can find the application on the CD-ROM supplied in the sales package.

System requirements

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

- An Intel compatible PC running Windows 98 Second Edition, Millennium Edition, Windows 2000 or Windows XP operating system.

Note: The software is not supported on a PC which has had its system upgraded from Windows 95 or 3.1 to Windows 98.

- Pentium MMC 266 MHz CPU (Pentium 300 MHz recommended),
- At least 35 MB of free disk space,
- Minimum of 48 MB memory space recommended, 64 MB suggested for Windows 2000,
- Display with 800 x 600 pixels and more than 65536 colours, High Colour settings,
- CD ROM drive SCSI/ANSI X3T10-1048D standard. ATAPI/SFF-8020i standard.

Installing Nokia Audio Manager

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

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

Note: It is necessary to reboot the computer after installation of the Nokia Audio Manager software.

Saving CD tracks using the Nokia Audio Manager

On the PC, open Nokia Audio Manager, the initial screen is displayed.

1. Insert a music CD in the CD drive of your PC and click on the *CD Player* icon. By default, all track information should be displayed.
2. To save tracks, select the tracks and click on the *Save tracks* button.

   Note: Do not remove the CD until the save operation is complete. A progress bar will indicate approximately how long it will take to save the tracks.

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3 To transfer the saved tracks to the *Music Studio*, click the *+ Add* button, select the desired track(s) and click Open.

You can now transfer the tracks in the *Music Studio* to your **N-Gage** game deck.

Transferring music tracks to your device

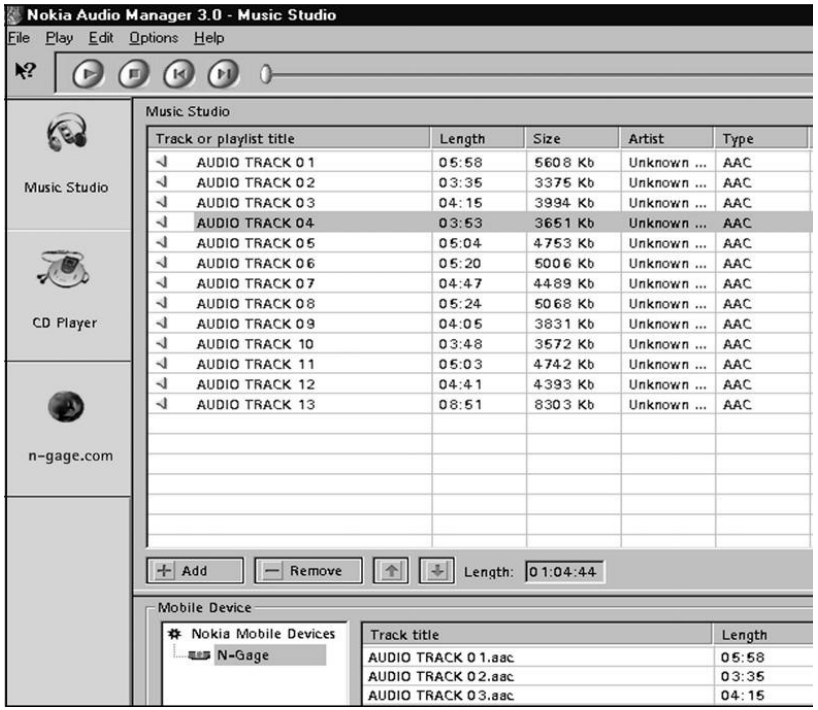
1 Save the tracks and playlists in the *Music Studio* of the Nokia Audio Manager, see the previous section or the Nokia Audio Manager Helps for further instructions.

Note: Check that the compatible PC and game deck are connected using the supplied USB cable. See 'Attaching and using the supplied cables', p. 15.

2 On the PC, open Nokia Audio Manager, the initial screen is displayed.

3 Click on the icon in the mobile device area of the *Music Studio*.

4 Select the tracks or playlists that you want to transfer to the memory card of your game deck: highlight the desired tracks or playlists by clicking on them.



5 Click *Transfer to device*.

If you selected more music than can fit on the game deck memory card, you get an error note. Deselect some of your selected music tracks until the selection fits.

Transferring using Windows Explorer

It is possible to use Windows Explorer to transfer MP3 or .AAC music tracks to the memory card of your game deck.

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Note: Check that the compatible PC and game deck are connected using the supplied USB cable. See 'Attaching and using the supplied cables', p. 15.

1 Open Windows Explorer and display the disks mounted on the PC. One of the lettered drives should show the **N-Gage** game deck (Local Disk). Click on this to display a window that shows the contents of the game deck's memory card.
2 Open a second instance of Windows Explorer and display the contents of the folder on the PC from where you wish to transfer MP3 and .AAC tracks.
3 Select the tracks on the compatible PC that you wish to transfer to the game deck and drag and drop these tracks into the first window. The tracks will now be transferred to the game deck and can be played by the *Music Player*.
Before transferring tracks using Windows Explorer check the size of the files to be transferred. Allow approximately 10 seconds for each 1MB to be transferred. Do not interrupt the transfer or remove the cable before the process is complete.

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

Note: Files transferred using Windows Explorer are not seen in the Nokia Audio Manager Mobile Device window.

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

n-gage.com window

The Nokia Audio Manager includes a window to browse the Internet. By default, the browser has n-gage.com as the home page. Any URL may be entered into the location field. To search the Internet, the location must be set to a site that has a search engine. Tracks from the Internet must be downloaded to the PC before they can be added to the *Music Studio* window for transfer to the game deck.

Other features

Music track types supported

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

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Editing fields in tracks on the compatible PC

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

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5. Settings

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

Changing general 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.

Device settings

General

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

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

- *Writing language* - You can change the writing language of your game deck. Changing the language affects
  - the characters available when you press any key (-),
  - the predictive text dictionary used, and
  - the special characters that are available when you press the and keys.

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

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

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

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

- *Welcome note or logo* - Press to open the setting. The welcome note or logo is displayed briefly each time you switch on the game deck. Select *Default* if you want to use the default image. Select *Text* to write a welcome note (max. 50 letters). Select *Image* to select a photo or picture from **Images**.
- *Orig. device settings* - You can reset some of the settings to their original values. To do this, you need the lock code. See p. 47. After resetting the settings, the game deck may take a longer time to power on.

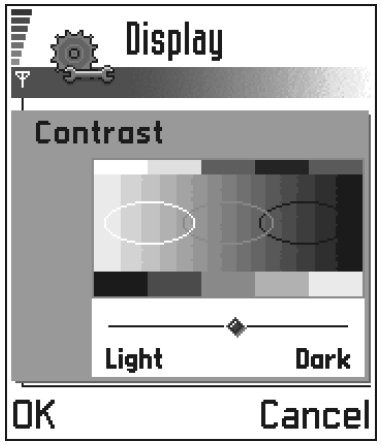
Note: All documents and files that you have created are left as they are.

Standby mode

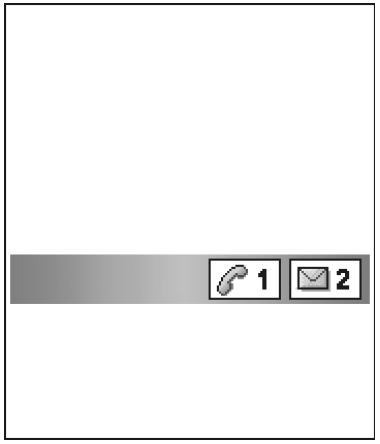
- *Background image* - You can select any image to be used as a background image in standby mode. Select *Yes* to select an image from **Images**.
- *Left selection key* and *Right selection key* - You can change the shortcuts that appear over the left and right selection keys in standby mode. In addition to the applications, you can have the shortcut point to a function, for example, *New message*.

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

Display



- *Contrast* - To change the contrast of the display to lighter or darker.
- *Colour palette* - To change the colour palette used on the display.
- *Screen saver timeout* - The screen saver is activated when the screen saver timeout period is over. When the screen saver is active, the display is cleared and you can see the screen saver bar.
  - To deactivate the screen saver press any key.
- *Screen saver* - Select what is shown on the screen saver bar: 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.



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Call settings

Note: To change the settings for call diverting, go to **Menu**→ **Tools**→ **Call divert**. See 'Settings for call diverting', p. 20.

Send my caller ID

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

Call waiting: (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 game deck 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 game deck to briefly display the duration and cost of the last call. To show costs, the *Call cost limit* needs to be activated for your SIM card. See p. 22.

Speed dialling

- Select *On* and the numbers assigned to the speed dialling keys (2 abc - 9 wxyz), can be dialled by pressing and holding the key. See also 'Assigning speed dialling keys', p. 56.

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 text messages. Calls on both lines can be answered irrespective of the selected line.

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

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

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

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Connection settings

General information about data connections and access points

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

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

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

- a GSM data call ( ),
- GSM high-speed data call ( ), 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,
- view Browser pages,
- download Java™ applications,
- use Image upload, or
- use your game deck as a modem.

See also 'Data connection indicators', p. 9.

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.

Minimum settings needed to make a data call

- To insert a set of very basic GSM data call settings, go to *Settings*→ *Connection*→ *Access points* and select **Options**→ *New access point*. Fill in the following: *Data bearer*: *GSM data*, *Dial-up number*, *Session mode*: *Permanent*, *Data call type*: *Analogue*, and *Maximum data speed*: *Automatic*.

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

Glossary: High-speed data enables data transmission rates to a maximum of 43.2 Kbps.

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

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

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Packet data (General Packet Radio Service, GPRS)

Glossary: Packet data, or General Packet Radio Service (GPRS), uses packet data technology where information is sent in short packets of data over the mobile network.

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.
- Go to *Settings*→ *Connection*→ *Access points* and select **Options**→ *New access point*. 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', p. 43 for further information.

Pricing for packet data and applications

Both the active GPRS connection and the applications used over GPRS require a fee, for example, using Browser services, sending and receiving data, and text messages. For more detailed information on fees, contact your network operator or service provider. See also 'Packet data counter and connection timer', p. 24.

Creating an access point

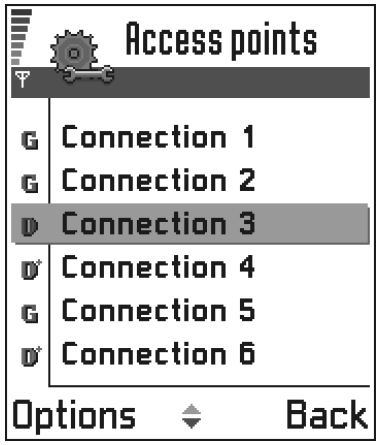
Options in the Access points list: *Edit*, *New access point*, *Delete*, *Help*, and *Exit*.

You may have preset access point settings in your game deck. Or, you may receive access point settings in a smart message from a service provider. See 'Receiving smart messages', p. 80.

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.



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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 .

Deleting an access point

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

Access points

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

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

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

Note: Follow the instructions given to you by your service provider with care.

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

  Note: To be able to use a data connection, the network service provider must support this feature, and if necessary, activate it for your SIM card.
- *Access point name* (for packet data only) - The access point name 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 GSM data and high speed data only) - The modem telephone number of the access point.
- *User name* - Write a user name if required by the service provider. The user name may be needed to make a data connection, and is usually 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 game deck, 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 select *Insert number* and then continue entering letters.
- *Authentication - Normal | Secure*.
- *Gateway IP address* - The IP address that the required Browser gateway uses.
- *Homepage* - Depending on what you are setting up, write either

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- the service address, or
- the address of the multimedia messaging centre.

- *Connection security* - Choose whether Transport Layer Security (TLS) is used for the connection. Follow the instructions given to you by your service provider.
- *Session mode* - *Permanent* / *Temporary*.
- *Data call type* (for GSM data and high speed data only) - *Analogue*, *ISDN v.110*, or *ISDN v.120* defines whether the game deck 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.

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

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

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

Tip! When you are writing, press * + to open the special characters table. Press 0 to enter a space.

Tip! See also 'Settings needed for multimedia messaging', p. 75, 'Settings needed for e-mail', p. 77, and 'Setting up the game deck for the browser service', p. 105.

Options→ Advanced settings

- *Device IP address* - The IP address of your device.
- *Primary name server:* - The IP address of the primary DNS server.

  Glossary: DNS - Domain Name Service. An Internet service that translates domain names such as **www.nokia.com** into IP addresses like **192.100.124.195**.

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

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

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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.
- *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 game deck's data phone number which the dial back server uses. Usually, this number is the data call phone number of your game deck.
- *Use PPP compression* - When set to *Yes*, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to *No*. Contact your service provider for guidance.

  Glossary: PPP (Point-to-Point Protocol) - a common networking software protocol that enables any computer with a modem and a phone line to connect directly to the Internet.
- *Use login script* - The options are *Yes* / *No*.
- *Login script* - Insert the login script.
- *Modem initialisation* (Modem initialisation string) - Controls your game deck using modem AT commands. If required, enter characters specified by your GSM network service provider or Internet service provider.

GPRS

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

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

GPRS connection - If you select *When available* and you are in a network that supports packet data, the game deck registers to the GPRS network and sending text messages will be done 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 game deck will use a packet data connection only if you start an application or action that needs it.

Access point - The access point name is needed when you want to use your game deck as a packet data modem to your computer. For more information on modem connections, see p. 122.

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

Data call

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

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

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

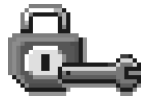
Date and time

- The date and time settings allow you to define the date and time used in your game deck, as well as change the date and time format and separators. Choose *Clock type*→ *Analogue* or *Digital* to change the clock shown in standby mode. Choose *Auto time update* if you want the mobile phone network to update time, date, and time zone information to your game deck (network service).

  Note: For the *Auto time update* setting to take effect, the game deck needs to be restarted.

Tip! See also the Language settings, p. 39.

Security



Device 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, such as call cost counters.
- **Lock code (5 digits)** - The lock code can be used to lock the game deck and keypad to avoid unauthorised use.

  Note: The factory setting for the lock code is **12345**. To avoid unauthorised use of your game deck, change the lock code. Keep the new code secret and in a safe place separate from your game deck.
- **PUK and PUK2 codes (8 digits)** - The PUK (Personal Unblocking Key) code is required to change a blocked PIN code. The PUK2 code is required to change a blocked PIN2 code. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your game deck for the codes.

You can change the 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 the 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 game deck is switched on. Note that deactivating the PIN code request may not be allowed by some SIM cards.

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

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

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

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

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

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

To view the list of Fixed dialling numbers, go to *Menu*→ *Tools*→ *Fixed dialling*.

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

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.

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 game deck to display confirmation messages when you are using a SIM card service.

Certif. management

In the Certificate management main view, you can see a list of authority certificates that have been stored in your

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game deck. Press to see a list of user certificates, if available.

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

Glossary: User certificates are issued to users by a Certifying Authority.

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

Digital certificates should be used if you:

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

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

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

Viewing certificate details - checking authenticity

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

You will be notified on the game deck's display:

- if the identity of the browser server or gateway is not authentic or
- if you do not have the correct security certificate in your game deck.

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

- *Certificate not trusted* - You have not set any application to use the certificate. For more information, see the next section 'Changing the trust settings of an authority certificate'.
- *Expired certificate* - The period of validity has ended for the selected certificate.
- *Certificate not valid yet* - The period of validity has not yet begun for the selected certificate.
- *Certificate corrupted* - The certificate cannot be used. Contact the certificate issuer.

Important: Certificates have a restricted lifetime. If *Expired certificate* or *Certificate not valid yet* is shown

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even if the certificate should be valid, check that the current date and time in your game deck 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:
  Services | *Yes* - the certificate is able to certify sites.
  Application manager | *Yes* - the certificate is able to certify the origin of new software.
  Internet | *Yes* - the certificate is able to certify e-mail and imaging servers.

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

Call barring (network service)

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

1 Scroll to one of the barring options.
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**→ *Cancel all barrings* to cancel all active call barrings.
- Select **Options**→ *Edit barrings passw.* to change the barring password.

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", p. 20 or 'Fixed dialling', p. 48.

Network

Network selection

- Choose *Automatic* to set the game deck 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 game deck will sound an error tone and ask you to select a network again. The selected network must have

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a roaming agreement with your home network, that is, the operator whose SIM card is in your game deck.

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

Cell info display

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

Enhancement settings

Indicators shown in 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 game deck. See 'Profiles', p. 92.
- Select *Automatic answer* to set the game deck to answer an incoming call automatically after five seconds time. If the Incoming call alert is set to *Beep once* or *Silent*, automatic answer cannot be in use.

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6. 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.

Contacts use shared memory. See 'Shared memory', p.15.

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*, *Send*, *Contacts info*, *Help*, and *Exit*.

Glossary: Voice tags can be any spoken words, for example, a person's first name. Voice tags allow you to make telephone calls simply by saying the word aloud.

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

Copying contacts between the SIM card and game deck memory

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

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

Deleting contact cards

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

To delete many contact cards

1 Mark the cards to be deleted. Scroll to a contact you want to delete and select **Options**→ *Mark*. A check mark is placed next to the contact card.
2 When you have marked all the contacts you want to delete, select **Options**→ *Delete*.

Tip! You can also mark many items if you press and hold and simultaneously press . See also p. 12.

Adding and removing contact card fields

1 Open a contact card and select **Options**→ *Edit*.
2 To add an extra field, select **Options**→ *Add detail*.
To delete a field you do not need, select **Options**→ *Delete detail*.
To rename a contact card field label, select **Options**→ *Edit label*.

Inserting a picture to a contact card

There are two different types of pictures you can add to a contact card. See 'Images and Screen shot', p. 59 for more information on how to store pictures.

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

Viewing a contact card

Options when viewing a contact card, when the selection is on a telephone number: *Call*, *Create message*, *Edit*, *Delete*, *Defaults*, *Add voice tag* | *Voice tags*, *Assign speed dial* | *Remove speed*

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dial, *Ringing tone*, *Copy to SIM direct.*, *Send*, *Help*, and *Exit*.

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

Note: Only fields that have information are displayed in the contact information view. Select **Options**→ *Edit* if you want to see all fields and add more data to the contact.

Assigning default numbers and addresses

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

- Open a contact card and select **Options**→ *Defaults*. A 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 underlined.

Voice dialling

You can make a phone call by saying a voice tag that has been added to a contact card. Any spoken word(s) can be 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 them and make calls 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.

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

Adding a voice tag to a phone number

Note: Voice tags can only be added to phone numbers stored in the game deck's memory. See 'Copying contacts between the SIM card and game deck memory', p. 52.

Note: You can have only one voice tag per contact card.

1 In the Contacts directory, scroll to the contact to which you want to add a voice tag and press to open the contact card.

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2 Scroll to the number to which you want to add the voice tag and select **Options**→ *Add voice tag*.
3 The text *Press Start, then speak after tone* is displayed. When recording, hold the game deck at a short distance away from your mouth. After the starting tone, say clearly the word(s) you want to record as a voice tag.
- Press **Start** to record a voice tag. The game deck sounds a starting tone and the note *Speak now* is displayed.

4 After recording, the game deck plays the recorded tag and the note *Playing voice tag* is displayed. If you do not want to save the recording, press **Quit**.
5 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.

Note: Your game deck may have up to 25 phone numbers to which voice tags are attached. If the memory becomes full, delete some of the voice tags.

Tip! To view a list of voice tags you have defined, select **Options**→ *Contacts info*→ *Voice tags* in the Contacts directory.

Making a call by saying a voice tag

Note: You must say the voice tag exactly as you said it when you recorded it.

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, the loudspeaker is in use. Hold the game deck at a short distance away from your mouth and face and say the voice tag clearly.
3 The game deck plays the original voice tag, displays the name and number, and after 1.5 seconds dials the number of the recognised voice tag.

WARNING! Do not hold the game deck near to your ear when the loudspeaker is in use, because the volume may be extremely loud.

- If the game deck 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, open a contact card and scroll to the number that has a voice tag (indicated by) and select **Options**→ *Voice tags*→ 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.

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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 free numbers.
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, set the **Menu**→ **Tools**→ **Settings**→ **Call settings**→ *Speed dialling* function to *On*, go to standby mode and press and hold the speed dialling key until the call is started.

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 game deck plays the chosen ringing tone (if the caller's telephone number is sent with the call and your game deck 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 controller key 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 game deck 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.

Sending contact information

1 In the Contacts directory, scroll to the card you want to send.
2 Select **Options**→ *Send* then select the method, the choices are: *Via text message*, *Via e-mail* (available only if the correct e-mail settings are in place) or *via Bluetooth*. The contact card you want to send has now become a 'business card'. For further information, see the 'Messaging' chapter, and 'Sending data via Bluetooth', p. 119.

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- You can add received business cards to your Contacts directory. See 'Receiving smart messages', p. 80 for further information.

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

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

Managing contact groups

You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. See also p. 56 for how to add a ringing tone for a group.

Options in the Groups list view: *Open*, *New group*, *Delete*, *Rename*, *Ringing tone*, *Contacts info*, *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 1* and press **OK**.

Adding members to a group

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

Adding multiple members at a time

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

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Removing members from a group

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

Data Import

You can move calendar, contacts and to-do data from many different Nokia phones to your game deck using the PC Suite for Nokia N-Gage Data Import application. Instructions for using the application can be found in the PC Suite online help.

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7. Images and Screen shot

Images

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

Go to **Menu**→ **Media**→ **Images**.

Storing pictures

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

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

- the date and time an image was saved,
- a small thumbnail picture, a preview of the image,
- the number of items inside a folder, and
- a tab showing whether the images or folders are located in the game deck's memory or the memory card, if you use one.

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

Viewing images

Note: When you open **Images** the starting tab is set to the game deck's memory.

1 Press or to move from one memory tab to another.

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2 To browse the images, press and .
3 Press , to open an image. When the image is open, you can see the name of the image and the number of images in the folder on the top of the display.

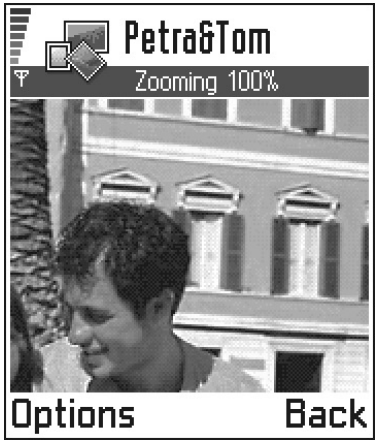
Options when viewing an image: *Send*, *Rotate*, *Zoom in*, *Zoom out*, *Full screen*, *Delete*, *Rename*, *View details*, *Add to Favourites*, *Help*, and *Exit*.

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

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

Zooming

1 Select **Options**→ *Zoom in* or *Zoom out*. You can see the zooming ratio at the top of the display. See also section 'Keyboard shortcuts' later in this chapter.
2 Press **Back** to return to the initial view.



Note: The zoom ratio is not stored permanently.

Note: You cannot zoom in on GIF animations while they are playing.

Full screen

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

Moving the focus

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

Rotating

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

Keyboard shortcuts

- Rotate: 1 - anticlockwise, 3 - clockwise
- Scroll: 2 - up, 8 - down, 4 - left, 6 - right.
- 5 - zoom in, 0 - zoom out, press and hold to return to the normal view.
- * - change between full screen and normal view.

Image details view

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

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Format - *JPEG*, *GIF*, *PNG*, *TIFF*, *MBM*, *BMP*, *WBMP*, *OTA*, *WMF*, *Unsupported*, or *Unknown*.
Date and *Time* - when the image was created or saved,
n x n- the size of the image in pixels,
Size - in bytes or kilobytes (kB),
Colour - *True colour*, *65536 colours*, *4096 colours*, *256 colours*, *16 colours*, *Greyscale*, or *Black/white*.

Arranging images and folders

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

See 'Actions common to all applications', p. 12 for further information on how to create folders and mark and move items to folders.

Sending images

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

1 Scroll to the image you want to send and select **Options**→ *Send*.
2 Then select the method, the choices are: *Via multimedia*, *Via e-mail* and *Via Bluetooth*.
   - If you select to send the image 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*. For more information, see 'Creating and sending new messages', p. 73.
   - If you want to send the image via Bluetooth, see 'Sending data via Bluetooth', p. 119 for more information.

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

Picture messages folder

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

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

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

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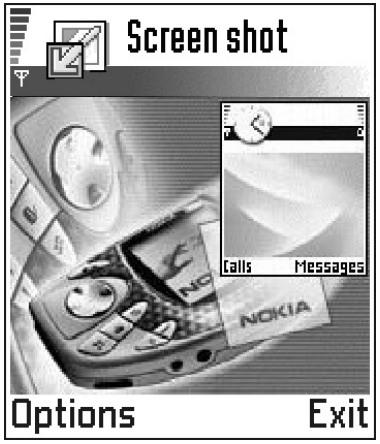
Viewing pictures

1 Scroll to the picture you want to view and press . The picture opens. Press to view the next picture in the folder.
2 Press **Back** to return to the Pictures main view.

Screen shot

Go to **Menu**→ **Media**→ **Screen shot**.



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

Options in Screen shot: *Keep app. active*, *Settings*, *Help*, and *Exit*.

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

1 Select **Menu**→ **Media**→ **Screen shot**.
2 Select **Options**→ *Keep app. active*. The message "Press *Edit + control key* to take a Screen Shot" is displayed and the application disappears from the screen.
3 Press + to capture a screen.

Note: If memory is getting low, the game deck may close some applications. The game deck saves any unsaved data before an application is closed. See 'Switching between applications', p. 11.

Running in the background

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

Changing the settings

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

- *Take scr. shot with* - Select a key combination to activate Screen shot.
- *Folder name* - Write a descriptive name for the image folder where the screen shots are saved.
- *Screen shot name* - Write a descriptive name for the image.
- *Screen shot quality* - Select one of three formats:

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- *Low JPG*
- *High JPG*
- *MBM*.

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

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

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

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8. RealOne Player™

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

Go to **Menu**→ **Media**→ **RealOne Player**.

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

Glossary: Media files are video, music or audio clips which you can play on a media player like the RealOne Player. Files with extensions .3gp, .amr, .mp4, .rm, .ram, .ra and .rv. are supported by the RealOne Player.

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

RealOne Player uses shared memory. See 'Shared memory', p.15.

Options: The Options menu shows different availability options as follows:

- When the list has no files, links, or folders: *Open*, *New folder*, *Settings*, *About product*, *Help* and *Exit*.
- When the selected item is a local file: *Play*, *Open*, *Rename* (if no items are marked), *Delete*, *New folder*, *Move to folder*, *Mark/Unmark*, *Send*, *Add to Favourites*, *Settings*, *About product*, *Help* and *Exit*.
- When the selected item is a network link: *Play* (if no items are marked), *Open*, *Rename*, *Edit link*, *Delete*, *New folder*, *Move to folder*, *Mark/Unmark*, *Send*, *Add to Favourites*, *Settings*, *About product*, *Help* and *Exit*.
- When a folder is highlighted: *Open folder* (if no items are marked), *Open*, *Rename* (if no items are marked), *Delete*, *New folder*, *Mark/Unmark*, *Settings*, *About product*, *Help* and *Exit*..
- When many items are selected: *Open*, *Delete*, *New folder*, *Move to folder*, *Mark/Unmark*, *Send*, *Add to Favourites*, *Settings*, *About product*, *Help* and *Exit*.

Media Guide

From your RealOne Player you can open a browser page containing a Media Guide with links to streaming media sites and files. See 'Streaming from the Internet', p. 65.

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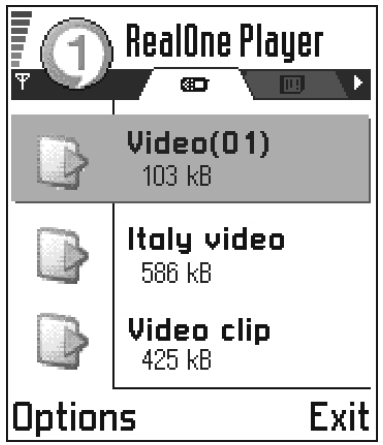
Playing media files

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



- To play a media file stored in your game deck's memory or memory card, open RealOne Player, scroll to the file and select **Options**→ *Play*.
- To play a media file directly from the Internet:
  1 Select **Options**→ *Open*→ *URL address*.
  2 Enter the URL of the site you want to play or stream content from.

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

Note: You cannot connect to a site unless you have configured an Access Point, see *Default Access Point* setting, p. 67. 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 advice and availability.

Note: In the 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.

Streaming from the Internet

- To stream live content from the Internet (network service), firstly configure your Default Access Point, see Note, p. 65. Then:
  1 Open RealOne Player and select **Options**→ *Open*→ *Guide*. Open the Media Guide to find a link to a streaming site which interests you.
  2 Select the link. You are prompted to disconnect the WAP access point.
  - If you have configured an Internet Access Point (IAP) as your Default Access Point in RealOne Player (with the agreement of your service provider), **accept** the prompt.
  - If you have configured a WAP access point as your Default Access Point in RealOne Player (with the agreement of your service provider), **decline** the prompt.

Your streaming session should now begin.

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

Volume control

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

Sending media files

You can send media files by using the *Send* option from your video clip list.

1 Scroll to the file you want to send and select **Options**→ *Send*.

2 Select one of the three ways you have of sending your file, via *Via Bluetooth*, *Via multimedia* or *Via e-mail*.

Changing the settings

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

for *Video*
for *Playback*
for *Network*, and
for *Proxy*.

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

- *Video quality* - Choose *Sharp images* to have better picture quality, but slower framerate, or *High framerate* for faster framerate, but lower picture quality.
- *Automatic scaling* - Choose *On* to have automatic resizing of the video image.

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

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

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

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- *Default Access Point* - As defined in *Connection settings*, see 'Access points', p. 44. See also the guidance in Step 2, p. 65.
- *Bandwidth* - Choose *Automatic* to have the best delivery rate available.
- *Maximum bandwidth* - Choose the maximum bandwidth for streaming content.
- *Connection time-out* - Open the slider view to change the waiting time for the initial server connection on a streaming session.
- *Server time-out* - Open the slider view to change the time allowed for no response from the server.
- *Highest Port* and *Lowest Port* - Enter the port numbers for streaming. If you are not sure of the numbers, contact your service provider.

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

- *Use Proxy* | *Host address* | *Port* - Choose whether a proxy is used.

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9. Messaging

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

Go to **Menu**→ **Messaging**.

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

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

In addition to these, you can receive messages and data via Bluetooth connection, receive WAP service messages, cell broadcast messages as well as 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 mailbox), *SIM messages*, *Cell broadcast*, *Service commands*, *Settings*, *Help*, and *Exit*.

Text and multimedia messages use shared memory. See 'Shared memory', p.15.

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.

Tip! Organise your messages by adding new folders under My folders.

Mailbox - When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. See p. 82 for further information on online and offline modes. After you have defined settings for a new mailbox, the name given to that mailbox will replace *Mailbox* in the main view. See 'Settings for e-mail', p. 89.

Drafts - stores draft messages that have not been sent.

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Sent - stores the last 20 messages that have been sent. To change the number of messages to be saved, see 'Settings for the Other folder', p. 91.

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

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

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

Note: Before you can create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See 'Settings needed for e-mail', p. 77 and 'Settings needed for multimedia messaging', p. 75.

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

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 to Outbox to wait for sending. After a message has been sent, you can find a copy of the message in the Sent folder. Received and sent messages are in read-only state until you select *Reply* or *Forward*, which copies the message to an editor. Note that you cannot forward e-mail messages you yourself have sent.

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

Opening a received message

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

Adding a recipient to a message

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

- add recipients from the Contacts directory. To open the Contacts directory, press or in the *To:* or *Cc:* fields, or select **Options**→ *Add recipient*. Scroll to a contact and press to mark it. You can mark several recipients at a time. Press **OK** to return to the message.

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The recipients are listed in the *To:* field and automatically separated with a semicolon (;).

- write the phone number or e-mail address of the recipient in the *To:* field, or
- copy the recipient information from another application and then paste it to the *To:* field. See 'Copying text', p. 72.

Example: +44 123 456; 050 456 876

Press C 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 devices or another method called predictive text input.

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

Using traditional text input

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

- Press a number key (1 - 9), repeatedly until the desired character appears. Note, that there are more characters available for a number key than are printed on the key.
- To insert a number, press and hold the number key.
- To switch between letter and number mode, press and hold #.
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press to end the time-out period), and then key in the letter.
- If you make a mistake, press C to remove a character. Press and hold C to clear more than one character.
- The most common punctuation marks are available under 1. Press 1 repeatedly to reach the desired punctuation mark.
  Press * to open a list of special characters. Use the controller key to move through the list and press **Select** to select a character.
- To insert a space, press 0. To move the cursor to the next line, press 0 three times.
- To switch between the different character cases **Abc**, **abc**, and **ABC** press #.

Icons: ABC and abc indicate the selected case. Abc means that the first letter of the word, is

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written in upper case, and all the other letters will automatically be written in lower case. 123 indicates number mode.

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 game deck. The indicator is shown at the top of the display.

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

Note: The word match is evolving, wait until you have keyed in the whole word before you check the result.

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

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

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

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

- If the word is correct, you can confirm it by pressing or by pressing 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.

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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 * quickly twice the predictive text input is turned off.
- To insert a number in letter mode, press and hold the desired number key.
  Or press and select *Insert number*, key in the numbers you want, and press **OK**.
  To switch between letter and number mode, press and hold *.
- The most common punctuation marks are available under 1. Press 1 and then * repeatedly to reach the desired punctuation mark.
  Press and hold * to open a list of special characters. Use the controller key to scroll through the list and press **Select** to select a character. Or press and select *Insert symbol*.
  Tip! The predictive text input will try to guess which commonly used punctuation mark (**.,?!'**) is needed. The order and availability of the punctuation marks depend on the language of the dictionary.
- Press * repeatedly to view the matching words the dictionary has found one by one.

You can also press , select *Dictionary* and select

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

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.

Turning predictive text input off

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

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, stop pressing the controller key (while still holding).

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3 To copy the text to clipboard, while still holding , press **Copy**.
Or, release and then press it once to open a list of editing commands, for example, *Copy* or *Cut*.
If you want to remove the selected text from the document, press .

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

Editing options

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

- *Dictionary* (predictive text input), *Alpha mode* (traditional text input), *Number mode*
- *Cut*, *Copy* - available only if text has been selected first.
- *Paste* - available only when text has been either cut or copied to the clipboard.
- *Insert number*, *Insert symbol*, and
- *Writing language:* - changes the input language for all editors in the game deck. See 'Device settings', p. 39.

Creating and sending new messages

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

You can start to create a message in two ways:

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

Writing and sending text messages

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.

Note: Your game deck supports sending of multiple text messages at the same time, therefore,

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the normal 160 characters 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.

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 .

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

Sending smart messages

Smart messages are special text messages that can contain data. You can send smart messages such as:

- picture messages,
- business cards containing contact information in generic (vCard) format,
- Calendar notes (vCalendar format).

For more information, see 'Sending contact information', p. 56, 'Sending calendar entries', p. 98, and 'Sending bookmarks', p. 107.

Tip! You can also receive ringing tones, operator logos, or settings from service providers, see p. 80.

Creating and sending picture messages

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

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

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

To send a picture message:

1 There are two possibilities, either:
- Go to **Media**→ **Images**→ *Picture msgs.* and select a picture to be sent. Select **Options**→ *Send*, or
- Select **Messaging**→ *New message*→ *Create: Text message* and select *Insert*→ *Picture*.

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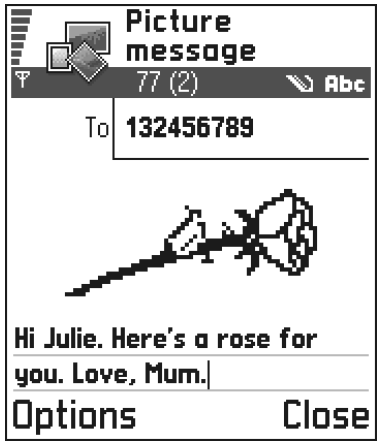
2 Enter recipient information and add text.

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 and video clips, or text, images and sound clips, but never a combination of images and video clips.

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

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

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

Settings needed for multimedia messaging

You may receive the settings as a smart message from your network operator or service provider. See 'Receiving smart messages', p. 80.

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

1 Go to *Settings*→ *Connection settings*→ *Access points* and define the settings for a multimedia messaging access point:

Connection name - Give a descriptive name for the connection.

Session mode - Select a data connection type: *GSM data*, *High speed GSM*, or *GPRS*.

Gateway IP address - enter the address.

Example: Domain names such as **www.nokia.com** can be translated into IP addresses like **192.100.124.195**.

Homepage - enter the address of the multimedia messaging centre.

- If you selected *GSM data* or *High speed GSM*, fill in: *Dial-up number* - a phone number for the data call.
- If you selected *GPRS*, fill in: *Access point name* - the name given to you by your service provider.

For further information on different data connections, see also 'Connection settings', p. 42.

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2 Go to **Messaging**→ **Options**→ *Settings*→ *Multimedia message*. Open *Preferred connection* and select the access point you created to be used as the preferred connection. See also 'Settings for multimedia messages', p. 88.

Creating multimedia messages

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

1 In Messaging, select *New message*→ *Create: Multimedia message* and press .

2 Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To:* field. Add a semicolon (;) to separate each recipient. Press to move to the next field.

3 You can add the different objects of the multimedia message in any order you want.

- To add an image, select **Options**→ *Insert*→ *Image*.
- To add a sound, select **Options**→ *Insert*→ *Sound clip* or *New sound clip*. When sound has been added, the icon is shown in the navigation bar.
- To add video, select **Options**→ *Insert*→ *Video clip*.
- To write text, press .

- If you select *Insert*→ *Image*, *Sound clip*, *Video clip*, or *Template*, a list of items opens. Scroll to the item you wish to add and press **Select**.

  Note: If you chose *Image*, first you need to select whether the image is stored in the game deck's memory or the memory card.

- 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.

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

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4 To send the message, select **Options**→ *Send* or press .

Previewing a multimedia message

To see what the multimedia message will look like, select **Options**→ *Preview message*.

Removing an object from a multimedia message

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

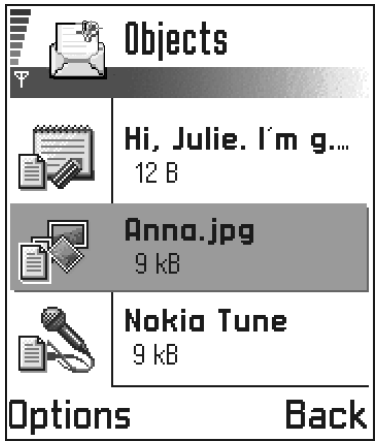
Working with different media objects

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

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

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

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



E-mail

Settings needed for e-mail

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

- Configure an Internet Access Point (IAP) correctly. See 'Connection settings', p. 42.
- Define your e-mail settings correctly. See 'Settings for e-mail', p. 89.

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*, *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

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the *To:* field. Add a semicolon (;) to separate each recipient. If you want to send a copy of your e-mail to someone, write the address in the *Cc:* field. Press to move to the next field.

3 Write the message. If you want to add an attachment to the e-mail, select **Options**→ *Insert*→ *Image*, *Sound clip*, *Video clip* or *Note*. will appear in the navigation bar to indicate that the e-mail has an attachment. *Template* adds pre-written text to the e-mail.
You can also add an attachment to an e-mail by selecting **Options**→ *Attachments* in an open e-mail. The Attachments view opens where you can add, view, and remove attachments.

Note: If you chose *Image*, first you need to select whether the image is stored in the game deck's memory or the memory card.

4 To remove an attachment, scroll to the attachment and select **Options**→ *Remove*.

5 To send the e-mail, select **Options**→ *Send* or press .

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

Tip! If you want to send files other than sounds and notes as attachments, open the appropriate application and select the option *Send*→ *Via e-mail*, if available.

Inbox – receiving messages

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

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

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

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

for an unread multimedia message,

for an unread WAP service message,

for data received via Bluetooth, and

for an unknown message type.

Viewing messages in Inbox

- To open a message, scroll to the message and press .
  Use the controller key to move up and down in the message. Press or to move to the previous or next message in the folder.

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Options in different message viewers

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

- *Save* - saves the picture to **Media**→ **Images**.
- *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* - deletes the message.
- *View image* - allows you to view and save the image.
- *Play sound clip* - allows you to listen to the sound in the message.
- *Objects* - shows you a list of all the different multimedia objects in a multimedia message.
  Attachments - shows you a list of files sent as e-mail attachments.
- *Message details* - shows detailed information about a message.
- *Move to folder* / *Copy to folder* - allows you to move or copy message(s) to My folders, Inbox, or other folders you have created. See 'Moving items to a folder', p. 12.
- *Add to Contacts* - allows you to copy the phone number or e-mail address of the message sender to the Contacts directory. Choose whether you want to create a new contact card or add the information to an existing contact card.
- *Find* - Searches the message for phone numbers, e-mail addresses, and Internet addresses. After the search, you can make a call or send a message to the found number or e-mail address, or save the data to Contacts or as a browser bookmark.

Viewing multimedia messages in Inbox

You can recognise multimedia messages by their icon :

- To open a multimedia message, scroll to it and press . You can see an image, read a message and hear a sound, simultaneously.

If sound is playing, press or to increase or decrease the sound volume. If you want to mute the sound, press **Stop**.

Multimedia message objects

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

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

  Example: You can open a vCard file and save the contact information in the file to Contacts.
- To open a file, scroll to it and press .

Important: Multimedia message objects may contain viruses or otherwise be harmful to your game

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deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. For more information, see 'Certif. management', p. 48.

Sounds in a multimedia message

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

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

Receiving smart messages

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

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

  Note: If certificates or sound files are attached to business cards, they will not be saved.
- *Ringing tone* - to save the ringing tone to Composer, select **Options**→ *Save*.
- *Operator logo* - to save the logo, select **Options**→ *Save*. The operator logo can now be seen in standby mode instead of the network operator's own identification.
- *Calendar entry* - to save the invitation to Calendar, select **Options**→ *Save to Calendar*.
- *WAP message* - to save the bookmark, select **Options**→ *Save to bookmarks*. The bookmark is added to the Bookmarks list in browser service.
  If the message contains both browser access point settings and bookmarks, 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.

  Tip! To change the default access point settings for WAP or multimedia messaging, go to **Services**→ **Options**→ *Settings*→ *Default access point* or **Messaging**→ **Options**→ *Settings*→ *Multimedia message*→ *Preferred connection*.
- *E-mail notification* - Tells you how many new e-mails you have in your remote mailbox. An extended notification may list more detailed information such as subject, sender, attachments, and so on.
- In addition, you can receive a text message service number, voice mailbox number, profile settings for remote synchronisation, access point settings for the browser, multimedia messaging or e-mail, access point login script settings, or e-mail settings.

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

Tip! If you receive a vCard file that has a picture attached, the picture will be saved to Contacts as well.

Service messages

You can order service messages (pushed messages) from service providers. Service messages are 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.

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

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

Viewing service messages in Inbox

1 In Inbox, scroll to a service message ( ) and press .
2 To download or view the service, press **Download message**. The note *Downloading message* is displayed. The game deck 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

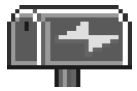
Options in My folders: *Open*, *Create message*, *Delete*, *Message details*, *Move to folder*, *New folder*, *Rename folder*, *Help*, and *Exit*.

In My folders you can organise your messages into folders, create new folders, and rename and delete folders. Select **Options**→ *Move to folder*, *New folder*, or *Rename folder*. For more information, see 'Moving items to a folder', p. 12.

Templates folder

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

Mailbox



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.

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If you select *New message*→ *Create: E-mail* or *Mailbox* in the Messaging main view and you have not set up your e-mail account, you will be prompted to do so. See 'Settings needed for e-mail', p. 77.

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).

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 game deck asks you if you want to *Connect to mailbox?* Select *Yes* to connect to your mailbox or *No* to view previously retrieved e-mail messages offline.
- Another way to start a connection is to select **Options**→ *Connect*.

Viewing e-mail messages when online

When you are viewing messages online, you are continuously connected to a remote mailbox via a data call or a packet data connection. See also 'Data connection indicators', p. 9, 'GSM data calls', p. 42, and 'Packet data (General Packet Radio Service, GPRS)', p. 43.

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

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 game deck is not connected to the remote mailbox.

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

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deck, to end the data connection, select **Options**→ *Disconnect*.

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 set 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.

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 game deck (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 game deck.

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 game deck.
   - *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 p. 12 for information on how to select many items at the same time.
   - *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.

Copying e-mail messages to another folder

If you want to copy an e-mail from the remote mailbox to a folder under My folders, select **Options**→ *Copy*. Select a folder from the list and press **OK**.

Opening e-mail messages

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

- When you are viewing e-mail messages either in online or offline mode, scroll to the e-mail you want to view

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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.

Note: The data connection is left open after 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 also 'Data connection indicators', p. 9.

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. You can also send attachments via Bluetooth.

Important: E-mail attachments may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. For more information, see 'Certif. management', p. 48.

Tip! To save memory, you can remove attachments from an e-mail while retaining them on the e-mail server. Select **Options**→ *Delete* in the Attachments view.

Retrieving attachments to the game deck

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

Note: If your mailbox uses the IMAP 4 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. For further information, see p. 89.

Opening an attachment

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

Tip! Supported image formats are listed on p. 60. To see a list of other file formats supported by the Nokia N-Gage game deck, go to the product information at www.n-gage.com.

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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 Recorder and text files (.TXT) in Notes.

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

Deleting e-mail messages

- To delete an e-mail from the game deck while still retaining it in the remote mailbox.
  Select **Options**→ *Delete*→ *Device only*.

  Note: The game deck mirrors the e-mail headings in the remote mailbox. So, although you delete the message content, the e-mail heading stays in your game deck. 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 game deck to the remote mailbox again to update the status.
- To delete an e-mail from both the game deck as well as from the remote mailbox.
  Select **Options**→ *Delete*→ *Device and server*.

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

Undeleting e-mail messages when offline

To cancel deleting an e-mail from both the game deck 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.

Example: Messages are placed to Outbox, for example, when your game deck is outside the network coverage area. You can also schedule e-mail messages to be sent the next time you connect to your remote mailbox.

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 game deck will try to send the message again after a time-out period. Press *Send* if you want to restart the sending immediately.

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- *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. Sending has failed. 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

Before you can view SIM messages, you need to copy them to a folder in your game deck.

1 In the Messaging main view, select **Options**→ *SIM messages*.
2 Select **Options**→ *Mark/Unmark*→ *Mark* or *Mark all* to mark messages.
3 Select **Options**→ *Copy*. A list of folders opens.
4 Select a folder and press **OK**. Go to the folder to view the messages.

Cell broadcast (network service)

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

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

You can 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.

Note: A packet data (GPRS) connection may prevent cell broadcast reception. Contact your network operator for the correct GPRS settings. For further information on the GPRS settings, see 'Packet data (General Packet Radio Service, GPRS)', p. 43.

Service command editor

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

You can send service requests, such as activation commands for network services (also known as USSD commands), to your service provider.

For more information, contact your service provider. To send a request:

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

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Messaging settings

The Messaging settings have been divided into groups according to the different message types. Scroll to the settings you want to edit and press .

Settings for text messages

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

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

- *Message centres* - Lists all the text message service centres that have been defined. See 'Adding a new text message centre', p. 87.
- *Msg. centre in use* (Message centre in use) - Defines which message centre is used for delivering text messages and smart messages such as picture messages.
- *Receive report* (delivery report) - When this network service is set to *Yes*, the status of the sent message (*Pending*, *Failed*, *Delivered*) is shown in the Log. When set to *No*, only the status *Sent* is shown in the log. See p. 21.
- *Message validity* - If the recipient of a message cannot be reached within the validity period, the message is removed from the text 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 service centre is able to convert text messages into these other formats.
- *Preferred connection* - You can send text messages via the normal GSM network or via GPRS, if supported by the network. See 'Packet data (General Packet Radio Service, GPRS)', p. 43.
- *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 text message service centre number.

Adding a new text message centre

1. Open *Message centres* and select **Options**→ *New msg. centre*.
2. Press , write a name for the service centre and press **OK**.
3. Press , press and write the number of the text message service centre (**Must be defined**). Press **OK**. You need the message centre number to send text and picture messages. You receive the number from your service provider.

- To take the new settings into use, go back to the settings view. Scroll to *Msg. centre in use*, press and select the new service centre.

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Settings for multimedia messages

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

- *Preferred connection* (**Must be defined**) - Select which access point is used as the preferred connection for the multimedia message centre. See 'Settings needed for multimedia messaging', p. 75.

  Note: If you receive multimedia message settings in a smart message and save them, the received settings are automatically used for the Preferred connection. See 'Receiving smart messages', p. 80.

- *Secondary conn.*- Select which access point is used as the secondary connection for the multimedia message centre.

  Note: Both *Preferred connection* and *Secondary conn.* must have the same *Homepage* setting pointing to the same multimedia service centre. Only the data connection is different.

  Example: If your preferred connection uses a packet data connection, you may want to use high speed data or data call for the secondary connection. This way you are able to send and receive multimedia messages even when you are not in a network that supports packet data. For further information, please contact your network operator or service provider. See also 'General information about data connections and access points', p. 42.

- *Multimedia reception* - Select:
  Only in home net. - if you want to receive multimedia messages only when you are in your home network. When you are outside your home network, multimedia message reception is turned off.
  Always on - if you want to receive multimedia messages always.
  Off - if you do not want to receive multimedia messages or advertisements at all.

  Important:

  - When you are outside your home network, sending and receiving multimedia messages may cost you more.
  - If the settings *Only in home net.* or *Always on* have been selected, your game deck can make an active data call or GPRS connection without your knowledge.

- *On receiving msg.* - Select:
  Retr. immediately - if you want the game deck 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. To

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retrieve the message later, set *On receiving msg.* to *Retr. immediately*.
Reject message - if you want to reject multimedia messages. The multimedia messaging 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 receive multimedia message advertisements or not.
- *Reports* - Set to *Yes*, if you want the status of the sent message (*Pending*, *Failed*, *Delivered*) to be shown in the Log. See p. 21.

  Note: Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.
- *Deny report sending* - Choose *Yes*, if you do not want your game deck to send delivery reports of received multimedia messages.
- *Message validity* - If the recipient of a message cannot be reached within the validity period, the message is removed from the multimedia messaging centre. Note that the network must support this feature. *Maximum time* is the maximum amount of time allowed by the network.
- *Image size* - Define the size of the image in a multimedia message. The options are: *Small* (max. of 160*120 pixels) and *Large* (max. 640*480 pixels).
- *Default speaker* - Choose *Loudspeaker* or *Handset*, if you want the sounds in a multimedia message to be played through the loudspeaker or the earpiece. For more information, see 'Loudspeaker', p. 13.

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.

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

Settings for Mailboxes

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:

- *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. For more information on how to create an IAP, see also 'Connection settings', p. 42.
- *My 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* - Define how e-mail is sent from your game deck. *Immediately* - A connection to the mailbox

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is started after you have selected *Send. During next conn.* - E-mail is sent when you connect to your remote mailbox the next time.

- *Send copy to self* - Select *Yes* to save a copy of the e-mail to your remote mailbox and to the address defined in *My mail address*.
- *Include signature* - Select *Yes* if you want to attach a signature to your e-mail messages and to start to write or edit a signature text.
- *User name:* - Write your user name, given to you by your service provider.
- *Password:* - Write your password. If you leave this field blank, you will be prompted for the password when you try to connect to your remote mailbox.
- *Incoming mail server:* (**Must be defined**) - The IP address or host name of the computer that receives your e-mail.
- *Mailbox type:* - Defines the e-mail protocol your remote mailbox service provider recommends. The options are *POP3* and *IMAP4*.

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

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 receive 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 all supported languages. *Selected* allows you to choose in which languages you wish to receive cell broadcast messages. If the language you want could not be found in the list, select *Other.*

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- *Topic detection* - If you receive a message that does not belong to any of the existing topics, *Topic detection*→ *On* allows you to save the topic number automatically. The topic number is saved to the topic list and shown without a name. Choose *Off* if you do not want to save new topic numbers automatically.

Settings for the Other folder

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

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

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10. Profiles

Go to **Menu**→ **Profiles**.

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

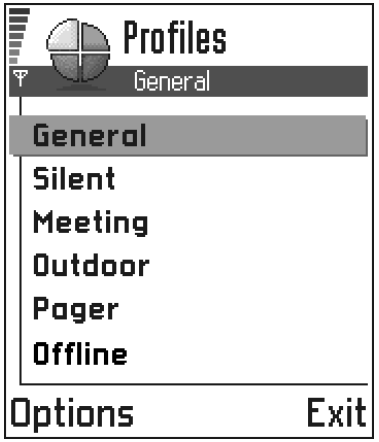
You can see the currently selected profile at the top of the display in standby mode. If the General profile is in use, only the current date is shown.

The tones can be default ringing tones, tones created in Composer, tones received in a message, or transferred to your game deck via Bluetooth, or a PC connection and then saved to your game deck.

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*.

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



Customising profiles

Note: For information on the Offline profile see '_ Offline profile', p. 93.

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:

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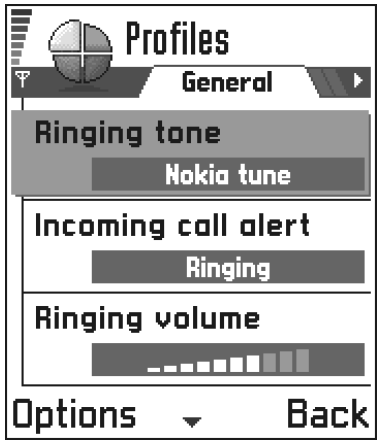

- *Ringing tone* - To set the ringing tone for voice calls, choose a ringing tone from the list. When you scroll through the list, you can stop on a tone to listen to it before you make your selection. Press any key to stop the sound. If a memory card is used, tones stored on it have the icon next to the tone name. Ringing tones use shared memory. See 'Shared memory', p.15.

  Note: You can change ringing tones in two places: Profiles or Contacts. See 'Adding a ringing tone for a contact card or group', p. 56.
- *Incoming call alert* - 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.
- *Vibrating alert* - To set the game deck to vibrate at incoming voice calls and messages.
- *Keypad tones* - To set the volume level for keypad tones.
- *Warning tones* - The game deck sounds a warning tone, for example, when the battery is running out of power.
- *Alert for* - To set the game deck 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', p. 57.
- *Profile name* - You can rename a profile and give it any name you want. The General and Offline profiles cannot be renamed.

Offline profile

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

Offline profile lets you use the game deck without connecting to the GSM wireless network to play games, listen to music and the radio.

WARNING: In Offline profile you cannot make any calls, including emergency calls, or use other features that require network coverage.

1 Go to **Menu**→ **Profiles**.
In the Profiles list, scroll to *Offline* and select **Options**→ *Activate*.

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2 Press **Yes**. The game deck restarts and the GSM is turned off, as indicated by the in the signal strength indicator. All GSM wireless phone signals to and from the device are prevented.

Tip! Make a short-press on the power key to open the list of available profiles, scroll to *Offline* and select *OK*.

Note: If Bluetooth was turned off as a result of entering Offline profile you must re-enable Bluetooth manually. See 'Bluetooth settings', p. 118.

Note: In areas where mobile phone use is prohibited, bluetooth and radio use may also be prohibited. Therefore, consult the relevant authorities before using bluetooth or the radio.

Leaving Offline profile

1 Go to **Menu**→ **Profiles**.
2 In the Profiles list, scroll to a profile other than *Offline* and select **Options**→ *Activate*.
3 Press **Yes**. The game deck restarts and it re-enables GSM wireless transmissions (providing there is sufficient signal strength).

Customising Offline profile

1 Scroll to *Offline* 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 volume* - To set the volume level for the message alert tones received via Bluetooth.
- *Message alert tone* - To set the tone for messages received via Bluetooth.
- *Vibrating alert* - To set the game deck to vibrate at incoming bluetooth messages.
- *Keypad tones* - To set the volume level for keypad tones.
- *Warning tones* - To set a warning tone sound, for example, when the battery is running out of power.
- *Profile name* - You cannot rename the Offline profile.

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11. Calendar

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

Go to **Menu**→ **Calendar**.

In Calendar, you can keep track of your appointments, meetings, birthdays, anniversaries, and other events. You can also set a calendar alarm to remind you of upcoming events.

Calendar uses shared memory. See 'Shared memory', p.15.

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 the 'Calendar entry fields' section, p. 96. Use the controller key to move between fields. Press # to change between upper and lower case.

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.

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Deleting calendar entries

- In the Day view, scroll to the entry you want to delete and select **Options**→ *Delete* or press C. 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.

Example: Your weekly class has been cancelled. You have set the calendar to remind you every week. Choose *This entry only* and the calendar will remind you again next week.

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.

  Example: The repeat function is handy if you have a recurring event, a weekly class, a monthly meeting, or a daily routine you need to remember.
- *Repeat until* - You can set an ending date for the repeated entry.
- *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 to your PC when you synchronise your calendar.

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

Calendar views

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

Month view

Synchronisation icons in Month view:

- *Private*,
- *Public*,
- *None*, and
- the day has more than one entries.

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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 right bottom 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**.

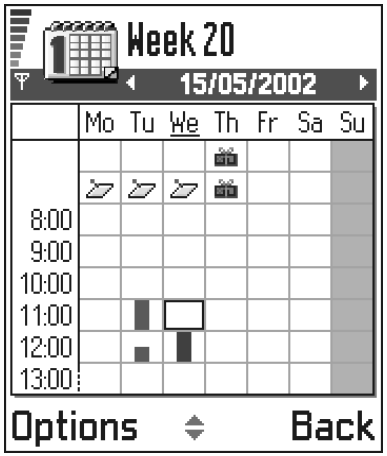
Tip! If you press in Month, Week, or Day views, today's date is automatically highlighted.

Calendar entry icons in Day and Week views:

- *Meeting*,
- *Memo*, and
- *Anniversary*.

Week view

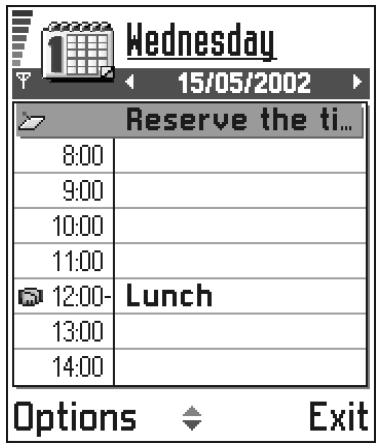
In the Week view, the calendar entries for the selected week are shown in seven day boxes. Today's day of the week is underlined. Memos and Anniversaries are placed before 8 o'clock. Meeting entries are marked with coloured bars according to starting and ending times.



- 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.

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.

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Settings for calendar views

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

- *Default view* - To select the view that is shown first when you open Calendar.
- *Week starts on* - To change the starting day of the week.
- *Week view title* - To change the title of the Week view to be the week number or the week dates.

Setting calendar alarms

1 Create a new Meeting or Anniversary entry, or open a previously created entry.
2 Scroll to *Alarm* and press 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. When the alarm time expires, press **Stop** to end the calendar alarm. If you press any other key, the alarm is set to snooze.

Sending calendar entries

- In the Day view, scroll to the entry you want to send and select **Options**→ *Send*. Then select the method, the choices are: *Via text message*, *Via e-mail* (available only if the correct e-mail settings are in place) or *Via Bluetooth*. For further information, see the 'Messaging' chapter, and 'Sending data via Bluetooth', p. 119.

Data Import

You can move calendar, contacts and to-do data from many different Nokia phones to your game deck using the PC Suite for Nokia N-Gage Data Import application. Instructions for using the application can be found in the PC Suite online help.

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12. Extras and Media

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

Favourites

Go to **Menu**→ **Extras**→ **Favourites**.

You can use Favourites to store shortcuts, links to your favourite images, video clips, notes, Recorder sound files, browser bookmarks, and saved browser pages.

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

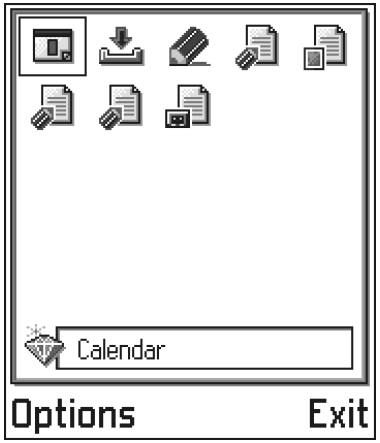
The default shortcuts:
- opens the Notes editor,
- opens the Calendar with the current date selected,
- opens the Messaging Inbox.

Adding shortcuts

Shortcuts can be added only from the individual applications. Not all applications have this functionality.

1 Open the application and scroll to the item that you want to add as a shortcut to Favourites.

2 Select **Options**→ *Add to Favourites* and press **OK**.



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

In Favourites:

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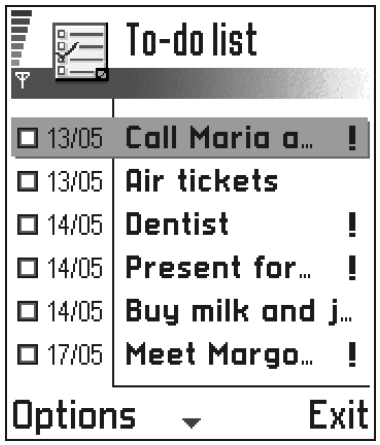
To-do

➥ Go to **Menu**→ **Extras**→ **To-do**.

In To-do you can keep a list of tasks that you need to do.



The To-do list uses shared memory. See 'Shared memory', p.15.

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

Note: If you remove all characters and press **Done**, the previously saved note will be deleted.

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

Priority icons: ! - *High*, - *Low*, and (no icon) - *Normal*.

Status icons: - task completed and □ - not completed.

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 a function and press to select it. Use + to add, − to subtract, × to multiply, or ÷ to divide.
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.

- 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.
- Select MS to save a number to the memory, indicated by **M**. To retrieve the number from the memory, select

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MR. To clear a number in memory, select **Options**→ *Memory*→ *Clear*.

- To retrieve the result of the last calculation, select **Options**→ *Last result*.

Tip! Press * repeatedly to scroll the functions. You can see the selection change between the functions.

Converter

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

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

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

Converting units

Options in Converter: *Select unit* / *Change currency*, *Conversion type*, *Currency rates*, *Help*, and *Exit*.

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**.
Scroll to the next *Unit* field and select the unit **to** which you want to convert.
3 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 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.

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, and select **Options**→ *Set as base curr.*.
Note: 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 (see example), 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.

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4 After you have inserted all the needed exchange rates, you can make currency conversions, see 'Converting units', p. 101.

Example: If you set the Euro (EUR) as the base currency, a United Kingdom Pound (GBP) is approx. 1.63575 EUR. Thus, you would write 1.63575 as the exchange rate for the GBP.

Tip! To rename a currency, go to the Currency rates view, scroll to the currency, and select **Options**→ *Rename currency*.

Notes

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

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

- Press (1 - 9) to start to write. Press C to clear letters. Press **Done** to save.

Clock

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

Options in Clock:

Set alarm, *Reset alarm*, *Remove alarm*, *Settings*, *Help*, and *Exit*.

Changing clock settings

- To change the time or date, select **Options**→ *Settings* in Clock. To change the clock shown in standby mode, scroll down in the *Date and time* settings and select *Clock type*→ *Analogue* or *Digital*.

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.

Note: The alarm clock works even if the game deck is switched off.

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

Turning off the alarm

- Press **Stop** to turn off the alarm.
- When the alarm tone sounds, 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 game deck is switched off, the game deck switches itself on and starts sounding the alarm tone. If you press **Stop**, the game deck asks whether you want to activate the game deck for calls. Press **No** to switch off the game deck or **Yes** to make and receive calls.

Note: Do not press **Yes** when wireless device use is prohibited or when it may cause interference or danger.

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Composer

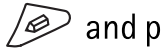
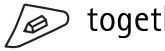
➥ Go to **Menu**→ **Media**→ **Composer**.

Composer allows you to create your own, customised ringing tones. Note that it is not possible to edit a default ringing tone.

Options in the Composer main view: *Open*, *New tone*, *Delete*, *Mark/Unmark*, *Rename*, *Duplicate*, *Help*, and *Exit*.

1 Select **Options**→ *New tone* to open the editor and to start composing.

Options when composing: *Play*, *Insert symbol*, *Style*, *Tempo*, *Volume*, *Help*, and *Exit*.

- Use the keys to add notes and rests. See the table. Or, select **Options**→ *Insert symbol* to open a list of notes and rests.
  The default duration for a note is 1/4.
- To listen to the tone, press or select **Options**→ *Play*. To stop playing, press **Stop**.
- To adjust the volume select **Options**→ *Volume* before you start to play the tone.
- To adjust the tempo, select **Options**→ *Tempo*. To increase or decrease the tempo gradually, press or , respectively. Tempo is measured in beats per minute.
  The maximum is 250 beats, the default tempo for a new tone is 160 beats, and the minimum is 50 beats.
- To select many notes or rests at the same time, press and hold  and press and hold or at the same time.
- To apply different playing styles, select two or more notes and then select **Options**→ *Style*→ *Legato* - notes are played in a smooth and even manner or select one or more notes and then select *Staccato* - notes are played separately to produce short sharp sounds.
- To move note(s) up or down on the staff by a half step, scroll to the note and press or .
- To produce C#, press and hold  together with .

2 Press **Back** to save.

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Key	Note	Key and function
1	c	8 *Shortens the duration of the selected note(s)/rest(s) in steps.*
2	d	9 *Lengthens the duration of the selected note(s)/rest(s) in steps.*
3	e	0 *Inserts a rest.*
4	f	*Press* * *to open a list of notes and rests.*
5	g	# *Switches octaves, all selected note(s) or rest(s) is/are moved to the next octave.*
6	a	C *Deletes selected note(s).*
7	b	*A long press of keys* 0 *-* 7 *produces a lengthened (dotted) note or rest or shortens a lengthened note.*

Recorder

➥ Go to **Menu**→ **Media**→ **Recorder**.

Options in Recorder: *Open*, *Record sound clip*, *Delete*, *Move to device mem*, *Move to mem. card*, *Mark/Unmark*, *Rename sound clip*, *Send*, *Add to Favourites*, *Settings*, *Help*, and *Exit*.

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.

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.

Note: Recorder cannot be used when a data call or a GPRS connection is active.

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13. Services (XHTML)

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

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

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

Glossary: XHTML browser supports pages written in the Extensible Hypertext Markup Language (XHTML) and the Wireless Markup Language (WML).

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 web service that you want to use. See the next section 'Setting up the game deck for the browser service'.
- Make a connection to the service. See p. 106.
- Start browsing the web pages. See p. 107.
- End the connection to the service. See p. 110.

Setting up the game deck 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 smart messages', p. 80. For more information, contact your network operator or service provider, or visit Nokia.com(www.nokia.com).

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

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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', p. 42.
2 Go to **Services**→ **Options**→ *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 2abc - 9wxyz to start to write the address of a browser service. The Go to field at the bottom of the display is activated and you can continue writing the address there.

Tip! To access the Bookmarks view while browsing, press and hold down . To return to the browser view again, select **Options**→ *Back to page*.

After you have selected a page or written the address, press to start to downloading the page. See also 'Data connection indicators', p. 9.

Connection security

If the security indicator is displayed during a connection, the data transmission between the device and the browser gateway or browser server is encrypted.

Note: The security icon does not indicate that data transmission between the gateway and the content server (place where the requested resource is stored) is secure.

Viewing bookmarks

Glossary: A bookmark consists of an Internet address (mandatory), bookmark title, WAP access point, and if the service requires, a user name and password.

Note: Your game deck 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.

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Options in the Bookmarks view (selection on a bookmark or folder): *Open*, *Download*, *Back to page*, *Send*, *Go to URL address* / *Find bookmark*, *Add bookmark*, *Edit*, *Delete*, *Read service msgs.*, *Disconnect*, *Move to folder*, *New folder*, *Mark/Unmark*, *Rename*, *Clear cache*, *Details*, *Add to Favourites*, *Settings*, *Help*, and *Exit*.

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

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

- The last visited page. When the game deck is disconnected from the service, the address of the last visited page is kept in memory until a new page is visited during the next connection.

- 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.

Adding bookmarks manually

1 In the Bookmarks view, select **Options**→ *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.

Sending bookmarks

- To send a bookmark, scroll to it and select **Options**→ *Send*→ *Via text message*.

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*, *History*, *Go to URL address*, *View image*, *Read service msgs.*, *Save as bookmark*, *Send bookmark*, *Reload*, *Disconnect*, *Show images*, *Clear cache*, *Save page*, *Find*, *Details*, *Session*, *Security*, *Settings*, *Help*, and *Exit*.

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Keys and commands used in browsing

- To open a link, select the link and press .
- To scroll the view, use the controller key.
- To enter letters and numbers in a field, press the keys - . Press to enter special characters such as /, ., :, and @. Press to clear characters.
- To go to the previous page while browsing, press **Back**. If **Back** is not available, select **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**→ *Reload*.
- To open a sublist of commands or actions for the currently open web page, select **Options**→ *Service options*.
- Press to disconnect from a web service and to quit browsing.

Viewing new service messages while browsing

To download and view new service messages while browsing:

1 Select **Options**→ *Read service msgs.* (shown only if there are new messages).
2 Scroll to the message and press to download and open it.

For more information about service messages, see 'Service messages', p. 81.

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 also 'Receiving smart messages', p. 80.

Viewing saved pages

If you regularly browse pages containing information which does not change very often you can save and then browse them when offline.

Options in the Saved pages view: *Open*, *Back to page*, *Reload*, *Delete*, *Read service msgs.*, *Disconnect*, *Move to folder*, *New folder*, *Mark/Unmark*, *Rename*, *Clear cache*, *Details*, *Add to Favourites*, *Settings*, *Help*, and *Exit*.

- To save a page, while browsing select **Options**→ *Save page*.
  Saved pages are indicated by the following icon:
  - The saved web page.

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In the saved pages view you can also create folders to store your saved web pages.
Folders are indicated by the following icon:
- Folder containing saved web pages.

- To open the Saved pages view, press in the Bookmarks view. In the Saved pages view, press to open a saved page.

If you want to start a connection to the web service and to retrieve the page again, select **Options**→ *Reload*. You can also arrange the pages into folders.

Note: The game deck stays online after you reload the page.

Downloading

You can download items such as ringing tones, images, operator logos and video clips through the mobile browser.

Once downloaded, items are handled by the respective applications on your game deck, for example a downloaded image will be saved in the **Media**→ **Images**.

Downloading directly from the web page

To download the item directly from a web page:

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

Purchasing an item

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

To download the item:

- Scroll to the link and select **Options**→ *Open*.
- Select Buy if you want to buy the item.

Checking an item before downloading

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

Note: Check with your service provide to see if they offer this service.

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

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Details about the item are displayed on your game deck.

- 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**→ *Disconnect*, or
- Press and hold to quit browsing and to return to standby mode.

Emptying the cache

The information or services you have accessed are stored in the cache memory of the game deck.

Note: If you have tried to access or have accessed confidential information requiring passwords (for example, your bank account), empty the cache of your game deck after each use. To empty the cache, select **Options**→ *Clear cache*.

Glossary: A cache is a buffer memory that is used to store data temporarily.

Browser settings

Select **Options**→ *Settings*:

- *Default access point* - If you want to change the default access point, press to open a list of available access points. The current default access point is highlighted. For more information, see 'Connection settings', p. 42.
- *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.
- *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.
- *Cookies* - *Allow* / *Reject*. You can enable or disable the receiving and sending of cookies.
- *Conf. DTMF sending* - *Always* / *First time only*. The browser supports functions you can access while browsing. You can: make a voice call while you are on a web page, send DTMF tones while a voice call is in progress, save in Contacts a name and phone number from a web page. Choose whether you want to confirm before the game deck sends DTMF tones during a voice call. See also 'DTMF tones', p. 20.

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14. (Java™) Applications

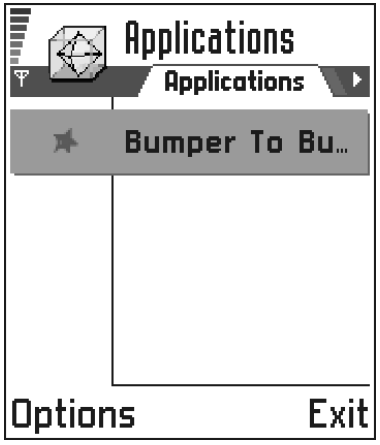
Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Go to **Menu**→ **Extras**→ **Applications**.

In the Applications main view you can open installed Java applications or remove them. In the Install view you can install new Java applications (file extensions .JAD or .JAR).

Note: Your game deck supports J2Micro Edition™Java applications. Do not download PersonalJava™ applications to your game deck as they cannot be installed.

When you open Applications, you can see a list of Java applications that have been installed to your game deck.



Options in the Applications main view: *Open*, *View details*, *Settings*, *Remove*, *Go to URL address*, *Update*, *Help*, and *Exit*.

- Scroll to an application and select **Options**→ *View details* to view:
  - *Status* - *Installed*, *Running*, or *Downloaded* (shown only in Install view),
  - *Version* - the application version number,
  - *Supplier* - the supplier or manufacturer of the application,
  - *Size* - the size of the application file in kilobytes,
  - *Type* - a brief description of the application,
  - *URL* - an address of an information page on the Internet, and
  - *Data* - the size of application data such as high scores, in kilobytes.
- To start a data connection and to view extra information about the application, scroll to it and select **Options**→ *Go to URL 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*.

Applications uses shared memory. See 'Shared memory', p.15.

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Installing a Java application

Installation files may be transferred to your game deck from a compatible computer, downloaded during browsing, or sent to you in a multimedia message, as an e-mail attachment, or via Bluetooth. If you are using PC Suite for Nokia N-Gage to transfer the file, place it in the **c:\nokia\installs** folder in your game deck.

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

Note: In the Install view, you can only install Java software installation files with the extension .JAD or .JAR.

Options in the Install view: *Install*, *View details*, *Remove*, *Help*, and *Exit*.

1 In the Applications main view, to view the installation packages, press to open the *Downloaded* view.
2 To install an application, scroll to an installation file and select **Options**→ *Install*.
Alternatively, search the game deck memory for the installation file, select the file, and press to start the installation.

Example: If you have received the installation file as an e-mail attachment, go to your mailbox, open the e-mail, open the Attachments view, scroll to the installation file, and press to start the installation.

3 Press **Yes** to confirm the installation.
The .JAR file is required for installation. If it is missing, the game deck may ask you to download it. If there is no access point defined for Applications, 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.
During installation, the game deck checks the integrity of the package to be installed. The game deck shows information about the checks being carried out, and you are given options whether to continue with or cancel the installation. Once the game deck has checked the integrity of the software package, the application is installed on your game deck.
4 The game deck informs you when installation is complete.
To open the Java application after installation, you must go to the Applications main view.

Tip! When you are browsing, you can download an installation file and install it immediately. Note, however, that the connection is left running in the background during installation.

Opening a Java application

- Scroll to an application in the Applications main view and press to open it.

Uninstalling a Java application

- Select the application in the Applications main view and select **Options**→ *Remove*.

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Java application settings

To define a default access point for downloading missing application components, select **Options**→ *Settings*→ *Default access point*. For more information on creating access points, see the 'Access points', p 44.

Select an application and select **Options**→ *Settings*, and then select one of:

- *Access point* - Select an access point to be used by the application for downloading extra data.
- *Network connection* - Some Java applications may require a data connection to be made to a defined access point. If no access point has been selected, you will be asked to select one. The options are:
  Allowed - The connection is created without a notification.
  Ask first - You will be asked before the application makes the connection.
  Not allowed - Connections are not allowed.

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15. Manager – installing applications and software

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

Go to **Menu**→ **Tools**→ **Manager**.

In Manager you can install new applications and software packages, and remove applications from your game deck. You can also check the memory consumption.

Options in the Manager main view: *View details*, *View certificate*, *Install*, *Remove*, *View log*, *Send log*, *Memory details*, *Help*, and *Exit*.

When you open Manager, you can see a list of:

- installation packages that have been saved to Manager,
- partially installed applications (indicated by), and
- fully installed applications that you can remove (indicated by).

Note: In Manager, you can only use device software installation files with an extension .SIS.

- Scroll to an installation file and select **Options**→ *View details* to view the *Name*, *Version*, *Type*, *Size*, *Supplier*, and *Status* of the software package.
- Scroll to a software package and select **Options**→ *View certificate* to display the security certificate details of a software package. See 'Certif. management', p. 48.

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

Do not install the application if Manager gives a security warning during installation.

Tip! To install Java™ applications (file extension .JAD or .JAR), go to Applications. For further information, see '(Java™) Applications', p. 111.

Installing software

You can install applications that are specifically intended for the Nokia N-Gage game deck or suitable for the Symbian operating system. A software package is usually one large compressed file containing many component files.

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Note: If you install a program that is not intended specifically for the Nokia N-Gage game deck, it may function and look very different from the usual Nokia N-Gage game deck applications.

Important: If you install a file that contains an update or repair to an existing application, you can only restore the original application if you have the original installation file or a full back-up copy of the removed software package. To restore the original application, first remove the application and then install the application again from the original installation file or the back-up copy.

Tip! Select **Options**→ *View log* to see what software packages have been installed or removed and when.

1 Installation packages may be transferred to your game deck from a compatible computer, downloaded during browsing, or sent to you in a multimedia message, as an e-mail attachment, or via Bluetooth. If you are using PC Suite for Nokia N-Gage to transfer the file, place it in the **c:\nokia\installs** folder on your game deck.
2 Installation packages may be transferred to your game deck from a compatible computer via the supplied DKE-2 Mini-B USB cable. If you are using Microsoft Windows Explorer to transfer the file from the CD-ROM to the Nokia N-Gage game deck, place it on your memory card (local disk).
3 Open Manager, scroll to the installation package, and select **Options**→ *Install* to start the installation. Alternatively, search the game deck memory or the memory card for the installation file, select the file, and press to start the installation.

Example: If you have received the installation file as an e-mail attachment, go to your mailbox, open the e-mail, open the Attachments view, scroll to the installation file, and press to start the installation.

During installation, the game deck checks the integrity of the package to be installed. The game deck shows information about the checks being carried out and you are given options whether to continue or cancel the installation. Once the game deck has checked the integrity of the software package, the application is installed on your game deck.

Tip! To send your installation log to a help desk so that they can see what has been installed or removed, select **Options**→ *Send log*→ *Via text message* or *Via e-mail* (available only if the correct e-mail settings are in place).

Removing software

1 To remove a software package, scroll to it and select **Options**→ *Remove*.
2 Press **Yes** to confirm the removal.

Important: If you remove software, you can only re-install it if you have the original software package or a full back-up of the removed software package. If you remove a software package, you may no longer be

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able to open documents created with that software. If another software package depends on the software package that you removed, the other software package may stop working. Refer to the documentation of the installed software package for details.

Viewing memory consumption

- To open the memory view select **Options**→ *Memory details*.

  Note: If you have a memory card installed on your game deck, you will have a choice of two memory views, one for the game deck or *Device memory* and one for the *Memory card*. If not, you will only have the *Device memory* view.

When you open either of the memory views, the game deck calculates the amount of free memory for storing data and installing new software. 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*.

Tip! If the game deck memory is getting low, remove some documents, or move them to the memory card. See also the 'Troubleshooting' chapter, p 125.

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16. Connectivity

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

Go to **Menu**→ **Tools**→ **Bluetooth**.

You can transfer data from your game deck to another compatible device, for example, a phone or a computer, via Bluetooth.

Bluetooth connection

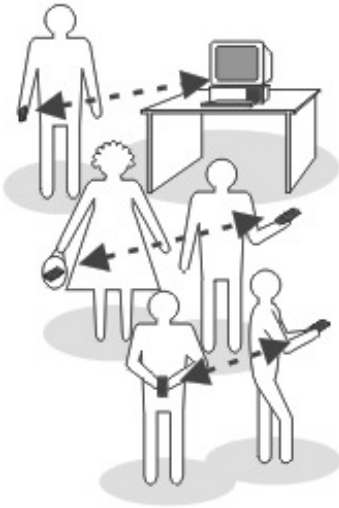
Note: The Nokia N-Gage game deck is compliant with and adopts Bluetooth Specification 1.1. However, interoperability between the game deck and other products with Bluetooth wireless technology is not guaranteed and depends on compatibility. For more information on the compatibility between Bluetooth devices, please review each product's user information or check with the manufacturer.

You can play two player or multiple player games via a Bluetooth connection with a friends who have the same game on a compatible device. See 'Games', p. 28. You can use Bluetooth in Offline profile, in this profile the device does not make or receive wireless phone calls. See 'Offline profile', p. 93.

Tip! You can also play game deck-to-game deck games via Bluetooth.

Bluetooth enables cost-free wireless connections between electronic devices within a maximum range of 10 metres. A Bluetooth connection can be used to play games, send images, videos, texts, business cards, calendar notes, or to connect wirelessly to Bluetooth enabled compatible devices such as computers.

Since Bluetooth devices communicate using radio waves, your game deck and the other Bluetooth device 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

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obstructions such as walls or from other electronic devices.

Using Bluetooth consumes the battery and the game deck's operating time will be reduced. Take this into account when performing other operations with your game deck.

There may be restrictions on using Bluetooth devices. Check with your local authorities.

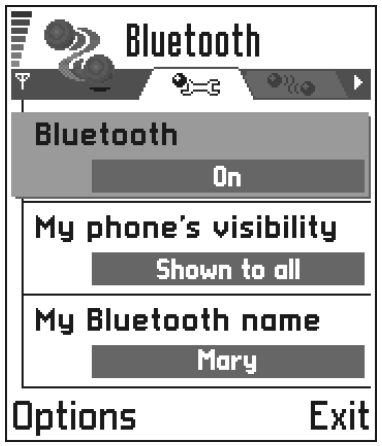
Activating Bluetooth application for the first time

When you activate the Bluetooth application for the first time, you are asked to give a Bluetooth name to your game deck.

- Write a name (max. 30 letters) or use the default name 'Nokia N-Gage'. If you send data via Bluetooth before you have given an individual Bluetooth name to your game deck, 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 set Bluetooth *Off* all active Bluetooth connections are ended and Bluetooth cannot be used for sending or receiving data.
- *My device's visibility* - If you select *Shown to all* your game deck can be found by other Bluetooth devices during device search. If you select *Hidden* your game deck cannot be found by other devices during device search.

  Note: After you have set Bluetooth to be active and changed *My device's visibility* to *Shown to all*, your game deck and this name can be seen by other Bluetooth device users.
- *My Bluetooth name* - Define a Bluetooth name for your game deck. After you have set Bluetooth to be active and changed *My device's visibility* to *Shown to all* this name can be seen by other Bluetooth device users.

  Tip! When searching for devices, some Bluetooth devices may show only the unique

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Bluetooth addresses (device addresses). To find out what the unique Bluetooth address of your game deck is, enter the code ***#2820#** in standby mode.

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 an image to another compatible device, open the Images application, to send a video clip to another compatible device, open the Video Player application.

2 Scroll to the item you want to send, for example, an image and select **Options**→ *Send*→ *Via Bluetooth*.

Tip! To send text via Bluetooth (instead of text messages), go to Notes, write the text, and select **Options**→ *Send*→ *via Bluetooth*.

3 The game deck starts to search for devices within range. Bluetooth enabled devices that are within range start to appear on the display one by one. You can see a device icon, the device's Bluetooth name, the device type, or a short name. Paired devices are shown with .

Note: If you have searched for Bluetooth 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 game deck, the list of devices is cleared and the device search needs to be started again before sending data.

- 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.

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, see 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 Bluetooth 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.

Glossary: Pairing means authentication. The users of the Bluetooth enabled devices should agree together what the passcode is and use the same passcode for both devices in order

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to pair them. Devices that do not have a user interface have a factory set passcode.

6 When the connection has been successfully established, the note *Sending data* is shown.

Note: Data received via Bluetooth can be found in the Inbox folder in Messaging. See p. 78 for further information.

Note: If sending fails, the message or data will be deleted. The Drafts folder in Messaging does not store messages sent via Bluetooth.

Icons for different Bluetooth devices:

- *Computer*,
- *Phone*,
- *Other*, and
- *Unknown*.

Checking the status of the Bluetooth connection

- When is shown in standby mode, Bluetooth is active.
- When is blinking, your game deck 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*, *Connect* / *Disconnect*, *Assign short name*, *Delete*, *Delete all*, *Set as authorised* / *Set as unauthorised*, *Help* and *Exit*.

Pairing with a device

1 Select **Options**→ *New paired device* in the Paired devices view. The game deck starts to search for devices within range. Or, if you have searched for Bluetooth 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 5 (Pairing) in the previous section. The device is added to the Paired devices list.

Cancelling pairing

- In the Paired devices view, scroll to the device whose pairing you want to cancel and press 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, pairing is removed immediately but the connection will remain active.

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Assigning short names for paired devices

You can define a short name (nickname, alias), to help you recognise a certain device. This name is stored in the game deck memory and cannot be seen by other Bluetooth device users.

- To assign a short name, scroll to the device and select **Options**→ *Assign short name*. Write the short name and press **OK**.

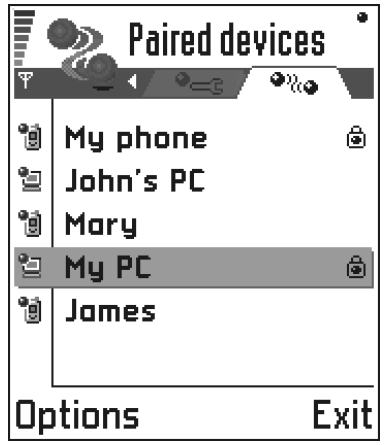
Example: Give a short name to your friend's Bluetooth enabled device or to your own computer to be able to recognise it more easily.

Note: Choose a name which is easy to remember and recognise. Later when you are searching for devices or a device is requesting a connection, the name you have chosen will be used to identify the device.

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 game deck 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 sounds and you are asked if you want to accept the Bluetooth message. If you accept, is shown and the item is placed in the Inbox folder in Messaging. Bluetooth messages are indicated by . See p. 78 for further information.

Disconnecting Bluetooth

A Bluetooth connection is disconnected automatically after sending or receiving data.

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Connecting your game deck to a computer

For further information on how to make a connection to a compatible computer via Bluetooth and how to install the PC Suite for Nokia N-Gage, see the **PC Suite Installation Guide** on the CD-ROM in the 'Software' section. For further information on how to use the PC Suite for Nokia N-Gage, see the PC Suite **online help**.

Note: PC Suite does not work via the USB cable, only use PC Suite via Bluetooth.

Note: Nokia Audio Manager does not work via Bluetooth, only use via USB cable.

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 **NokiaN-Gage.exe** and double-click it. The CD-ROM interface opens.
3. You can find PC Suite for Nokia N-Gage in the 'Software' section. Double-click 'PC Suite for Nokia N-Gage'. The installation wizard will guide you through the installation process.

Note: PC Suite does not work via the USB cable, only use PC Suite via Bluetooth.

Using your game deck as a modem to connect to the Internet or to send or receive faxes

Detailed installation instructions can be found in **Quick Guide for Nokia Modem Options** on the CD-ROM supplied with the game deck.

Sync - remote synchronisation

Note: You have to download the Sync application from the CD-ROM.

The Sync application enables you to synchronise your calendar or contacts in your game deck 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 game deck data with.

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Options in Remote sync main view: *Synchronise*, *New sync profile*, *Edit sync profile*, *Delete*, *View log*, *Help*, and *Exit*.

Creating a new synchronisation profile

Glossary: Synchronisation profile is the settings for the remote server. You can create several profiles if you need to synchronise your data with multiple servers or applications.

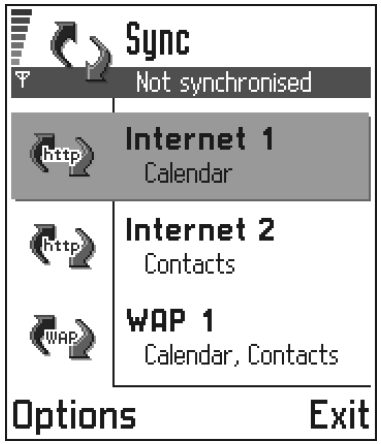
1 If no profiles have been defined, the game deck asks you if you want to create a new profile. Select **Yes**. To create a new profile in addition to existing ones, select **Options**→ *New sync profile*. Choose whether you want to use the default setting values or copy the values from an existing profile to be used as the basis for the new profile.

2 Define the following:
Sync profile name - Write a descriptive name for the profile.
Bearer type | *Host address* | *Port* | *HTTP authentication* - Contact your service provider or system administrator for the correct values.
Access point - Select an access point you want to use for the data connection. For more information, see 'Connection settings', p. 42.
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.
Calendar - Select *Yes* if you want to synchronise your calendar.
Remote calendar - Enter a correct path to the remote calendar on the server. Must be defined if the previous setting *Calendar* has been set to *Yes*.
Contacts - Select *Yes* if you want to synchronise your contacts.
Remote contacts - Enter a correct path to the remote address book on the server. It must be defined if the previous setting *Contacts* has been set to *Yes*.

3 Press **Done** to save the settings.

Synchronising data

In the Sync main view, you can see the different profiles. You can also see which protocol the profile uses: http or WAP 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.

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To cancel synchronisation before it is finished, press **Cancel**.

2 You are notified when the synchronisation has been completed.

- After synchronisation is complete, press **View log** or 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 game deck or on the server.

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17. Troubleshooting

Memory low

When the following notes are shown, the game deck memory is low and you must start to 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 **Tools**→ **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 game deck memory,
- saved browser pages, and
- images in Images.

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 another of the following notes are shown: *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*→

- *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.
- *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 and select **Options**→ *Clear log* or go to *Settings*→ *Log duration*→ *No log*.

Different ways to store data:

- use PC Suite for Nokia N-Gage to copy some information to your computer, see p. 122,
- send images to your e-mail address and then save the images to your computer, or
- send data via Bluetooth to another compatible device.

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Q&A

Game deck display

- Q: Why do missing, discoloured, or bright dots appear on the screen every time I turn on my game deck?
  A: This is an intrinsic characteristic of the active matrix display. Your game deck's display contains multiple switching elements to control the pixels. A small number of missing, discoloured, or bright dots on the screen might exist.

Bluetooth

- Q: Why can I not end a Bluetooth connection?
  A: If another device is pairing with your game deck but not sending data, and leaves the connection open, then the only way to disconnect is to deactivate the Bluetooth link altogether. Go to Bluetooth and select the setting *Bluetooth*→ *Off*.
- Q: Why can I not find my friend's Bluetooth-enabled device?
  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.

Multimedia messaging

- Q: What should I do when the game deck 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 **Tools**→ **Manager** and select **Options**→ *Memory details*. After you have freed up memory, the multimedia message centre tries to send the multimedia messages again automatically.
- Q: What should I do when the game deck gives the message: *Unable to retrieve multimedia message. Network connection already in use.*?
  A: End all active data connections. Multimedia messages cannot be received if another data connection using a different gateway address is active for browser or e-mail.
- Q: How can I end the data connection when the game deck starts a data connection again and again? The notes: *Retrieving message* or *Trying to retrieve message again* are shown briefly. What is happening?
  A: The game deck 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 game deck from making a data connection, you have the following options. Go to **Messaging** and select **Options**→ *Settings*→ *Multimedia message*.

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- 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 game deck still needs to send information notes to the network. To retrieve the message later, select *Retr. immediately*.
- Select *On receiving msg.*→ *Reject message* - if you want to reject all incoming multimedia messages. After this change, the game deck 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 game deck will not make any network connections related to multimedia messaging.

Images

- Q: Is the format of the image I'm trying to open supported?
  A: See p. 60 for further information on the supported image formats.

Music

- Q: Why can I not transfer music tracks to the game deck?
  A: Make sure there is enough space on the memory card. If necessary delete some music tracks from the memory card.

Games

- Q: Why can I not play the selected game?
  A: Check that the correct memory card for the selected game is installed.

Messaging

- Q: Why can I not 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.

Calendar

- Q: Why are the week numbers missing?
  A: If you have changed the Calendar settings so that the week will start on some other day than Monday then the week numbers will not be shown.

Browser

- Q: *No valid access point defined. Define one in Services settings.*
  A: Insert proper browser settings. Contact your browser service provider for instructions. See 'Setting up the game deck for the browser service', p. 105.

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 game deck to my compatible PC?
  A: Make sure that PC Suite for Nokia N-Gage is installed and running on your PC. See the **Installation guide for PC Suite** on the CD-ROM in the ' Software' section. For

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further information on how to use the PC Suite for Nokia N-Gage, see the PC suite **online help**.

Note: PC Suite does not work via the USB cable, only use PC Suite via Bluetooth.

Access codes

- Q: What is my password for the lock, PIN, or PUK codes?
  A: The default lock code is **12345**. If you forget or lose the lock code contact your game deck dealer.
  If you forget or lose a PIN or PUK code, or if you have not received such a code, contact your network service provider.
  For information about passwords, contact your access point provider, for example, a commercial Internet service provider (ISP), browser 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.

Too many applications open

- Q: Why is the game I am playing slow?
  A: Too many applications are open. Close applications that you are not using by pressing and holding . Then scroll to the application, and press to close the application.

Nokia Audio Manager

- Q: Why can I not see the N-Gage icon?
  A: Make sure that you have installed the Nokia Audio Manager software onto your PC before connecting your game deck to the PC using the USB cable.

  Note: Nokia Audio Manager does not work via Bluetooth, only use via USB cable.

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18. Battery information

Charging and Discharging

- Your device 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 manufacturer of this device 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 device with a hot or cold battery may temporarily not work, even when the battery is fully charged. Batteries' 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 as household waste.
- Remove the battery only when the phone is switched off.

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19. Care and maintenance

Your device 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 device and all its parts and enhancements out of the reach of small children.
- Keep the device dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the device in dusty, dirty areas. Its moving parts can be damaged.
- Do not store the device in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the device 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 device. Non-expert handling may damage it.
- Do not drop, knock or shake the device. Rough handling can break internal circuit boards.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the device.
- Do not paint the device. Paint can clog the moving parts and prevent proper operation.
- Use only the supplied or an approved replacement antenna. Unauthorised antennas, modifications or attachments could damage the device and may violate regulations governing radio devices.

All of the above suggestions apply equally to your device, 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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20. Important safety information

Traffic Safety

Do not use a hand-held device while driving a vehicle. Do not place the device 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 device whenever it is forbidden to use a phone or a gaming device, or when it may cause interference or danger.

Use the device only in its normal operating positions.

To maintain compliance with RF exposure guidelines only use Nokia approved accessories. When the phone is on and being worn on the body, always use a Nokia approved carrying case.

Parts of the device are magnetic. Metallic materials may be attracted to the device, and persons with a hearing aid should not hold the device to the ear with the hearing aid. Always secure the device in its holder, because metallic materials may be attracted by the earpiece. Do not place credit cards or other magnetic storage media near the device, 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 device.

Pacemakers Pacemaker manufacturers recommend that a minimum separation of 20 cm (6 inches) be maintained between a handheld wireless device 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 device more than 20 cm (6 inches) from their pacemaker when the device is switched on;
- Should not carry the device 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 device immediately.

Hearing aids Some digital wireless devices 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 devices, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device

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to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your device 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 device off in any facility where posted notices so require.

Safety information about video games

About photosensitive seizures A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired of if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

Potentially explosive atmospheres

Switch off your device 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 device 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

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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 device, or install the device 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 device 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 device, its parts or enhancements.

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 device while in the air is prohibited. Switch off your device before boarding an aircraft. The use of wireless devices in an aircraft may be dangerous to the operation of the aircraft, disrupt the wireless devices 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 device, 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 device 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 device.
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 device may be the only means of

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communication at the scene of an accident - do not cut off the call until given permission to do so.

WARNING: In Offline profile you cannot make any calls, including emergency calls, or use other features that require network coverage.

Certification information (SAR)

THIS MODEL PHONE MEETS THE EU REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your device is a radio transmitter and receiver. It is designed and manufactured not to exceed the limits for exposure to radio frequency (RF) energy recommended by The Council of the European Union. 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 limits 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 recommended by The Council of the European Union is 2.0 W/kg.* Tests for SAR have been conducted using standard operating positions with the device transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the device 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 antenna, the lower the power output.

Before a phone model is available for sale to the public, compliance with the European R&TTE directive must be shown. This directive includes as one essential requirement the protection of the health and the safety for the user and any other person. The highest SAR value for this model phone when tested for use at the ear is 0.37 W/kg. While there may be differences between the SAR levels of various phones and at various positions, they all meet the EU requirements 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 tissue. The limit incorporates 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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