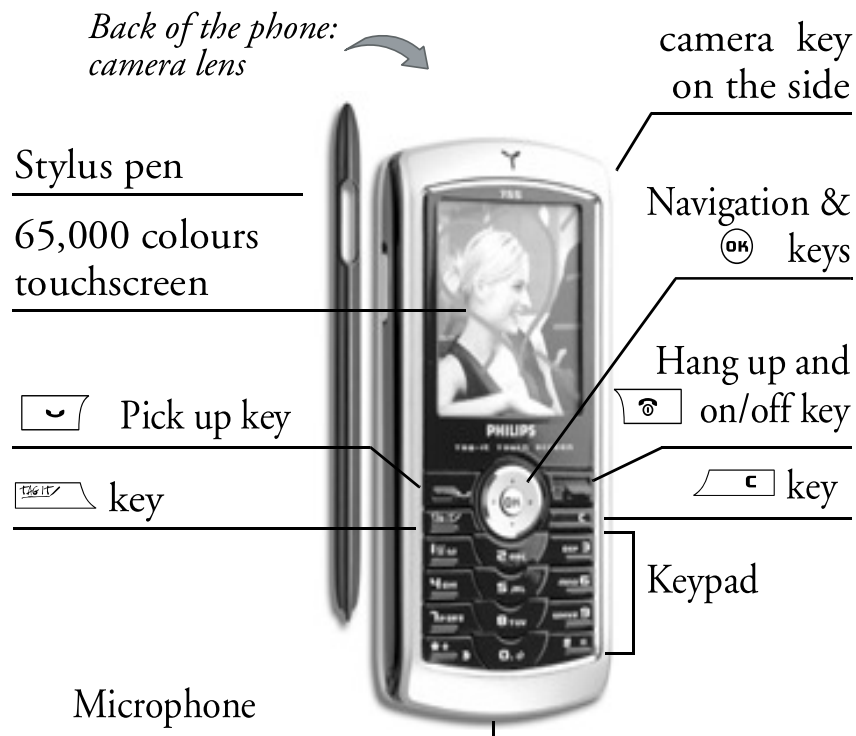




PHILIPS

Discover your phone



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How to...

Switch phone On/Off	Press and hold .
Enter PIN code	Enter your PIN code using the keypad and press or to confirm.
Make a call	Enter the phone number on the keypad and press to dial.
Answer a call	Press when your phone rings.
Set conversation volume	Press the navigation key or during the call.
End a call	Press .
Reject a call	Press .
Access the main menu	Press in idle mode.
Access the Contacts	Press in idle mode.

Use the Contacts	Browse the list by moving ▲ or ▼ and press  to call the selected name.
Access the Call list	Press ▲ in idle mode.
Go to previous menu	Press  .
Quickly return to idle when browsing menus	Press and hold  , or press  .
View the last call made	Press  in idle mode.
Lock/Unlock the keypad	Press and hold  when in idle mode.
Access a function in the menu	Press  , move ◀ or ▶ and ▲ or ▼ to select a function, then press  to enter the sub-menu. Repeat to reach the desired function.
Quickly open the Picture Album and modify a picture	Press the Tag It ! key when in idle mode. Then select a picture and press  to tag it.

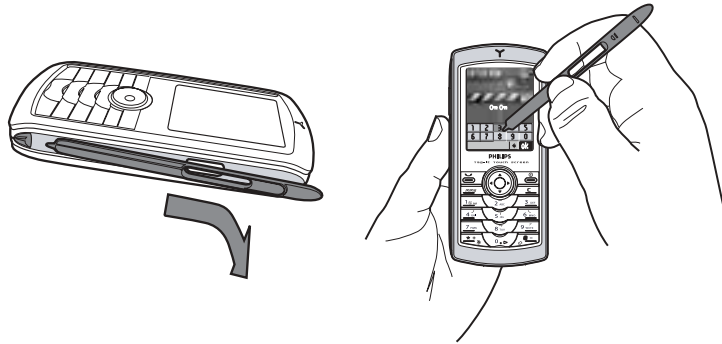
Activate a programmed Voice command	Press and hold the  key.
Quickly send an SMS	Press ▶ in idle mode (opens the names list for you to select the recipient).
Activate /deactivate the Camera	Slide the camera door on the back of the phone.
Launch WAP	Long press  when in idle mode.
Open the Hotkeys list	Long press  when in idle mode.

Touchscreen

Warning! The stylus pen shipped with your product is the only one to be used when tapping the touchscreen. Do NOT use any other tool on the touchscreen.

Your mobile phone features a touchscreen, which is a faster and more intuitive way of navigating through lists and menus. It becomes available as soon as you enter any of the available menus (it isn't available when in idle mode) and you operate it with the stylus located on the side of your phone. Tap a menu/icon

activate it, and a second time to enter the related menu. Then simply apply a reasonable pressure, as if you were writing on paper.



You will not always be able to use the touchscreen, as in some cases, it will not replace the keys for interaction.



As shown opposite, clickable areas in lists and menus will soon become familiar and will allow you, with the stylus pen, to select an item, move up/down, select items, etc.

In most contexts, an **arrow**  in the upper right corner of the screen or a **red cross**  together with a warning allows you to cancel the last action or go back one level. The **OK**  or **green check mark**  icon will let you validate your choice or action. Using

these touchscreen items are similar to pressing the  or  keys on the keypad.

On screen keyboard



An on-screen keyboard will appear in all text edition contexts when entering your PIN code, typing a message (SMS, EMail, MMS, etc.), entering a name in the phonebook, etc. This allows you to enter text using the stylus pen, like you would do on a PC keyboard. Using the stylus is equivalent to pressing the actual keys of the phone.

Matrix

The matrix is the graphic representation of the menus, featuring the icons. Each icon represents a feature or operation of your phone. You access the matrix by pressing  when in idle mode. Then use the stylus pen or the navigation key to select or activate a menu or option, and press  to cancel.

Pressing  or  will alternate between two options, such as Activate/Deactivate, On/Off, Increase/Decrease a value, etc.

Browse menus and lists until you reach the desired feature or option. When navigating in a list, a scroll

bar located on the right hand side of the screen shows your actual position in the list. With the stylus and the navigation key, you can then select or adjust all the functions of your phone as described in the relevant chapter of this user guide.

Events

Some events may modify the idle screen (missed call, new message, etc.). Press  to access the corresponding menu or  to go back to the idle screen.



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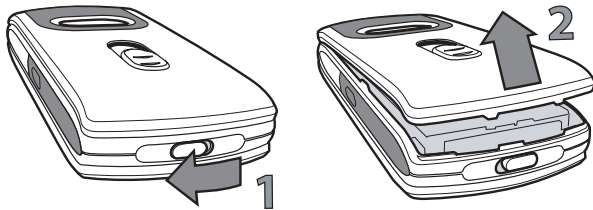
1 • Getting started

Read the safety instructions in the «Precautions» section before use.

To use your phone, you must insert a valid SIM card supplied by your GSM operator or retailer. The SIM card contains your subscription, your mobile number, and memory in which you can store phone numbers and messages (see “Contacts” page 23).

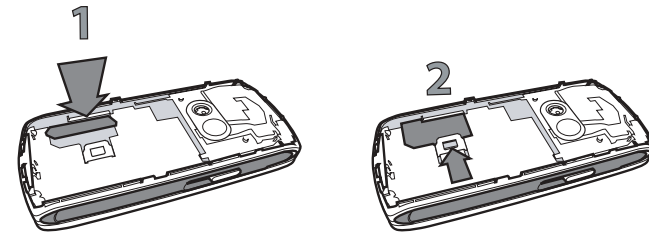
Insert the SIM card

1. Push the release button as shown below and remove the battery cover.

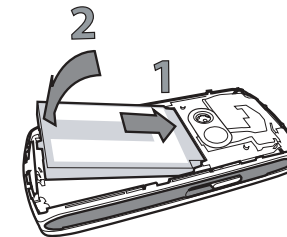


2. Insert the SIM card: first slide it under the left plastic part until it stops, then push the metal clip holder until it maintains the card.

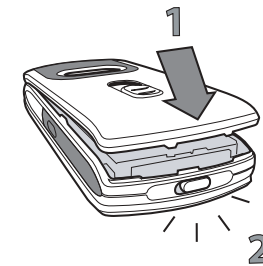
Be careful that the clipped corner of the card is in the correct corner.



3. Slide the battery door into its slot, metallic connectors downwards, until it stops. Then lock it by pushing it downwards.



4. Replace the back cover of your phone: hook the front housing onto the hinges on the top of the phone, then press the bottom down until the latch catches.



5. Remove the protective film covering the screens and the camera lens before using the phone.

Switch on the phone

To switch on the phone, press the  key. Enter the PIN code if required (i.e. the 4 to 8-digit secret code of your SIM card). It is preconfigured and communicated to you by your operator or retailer. To personalise the PIN code, see page 43.

If you enter a wrong PIN code 3 times, your SIM card is blocked. To unblock it, you must request the PUK code from your operator.

Set date and time

As prompted by the phone at first switch on, set the date by pressing the appropriate numeric keys (press  to erase a number), then set the time.

For complete date and time options, see page 46.

Copy the SIM phonebook

If at first switch on, if you do not copy the SIM phonebook, see "Contacts select" page 23.

The mobile phone detects a SIM card that already contains names and a message asks you if you want to copy your SIM phonebook onto the built-in phonebook. Press  to cancel or  to accept.

Calibration

This menu allows you to calibrate your screen, in order to obtain a better accuracy when using it with the stylus pen. Simply press  and follow the instructions. You must press all three signs one after the other to complete the process.

Charge the battery

Your phone is powered by a rechargeable battery. A new battery is partially charged and an alarm will warn you when the battery reaches low. If the battery is completely flat, it will take 2 or 3 minutes of charging for its icon to reappear.

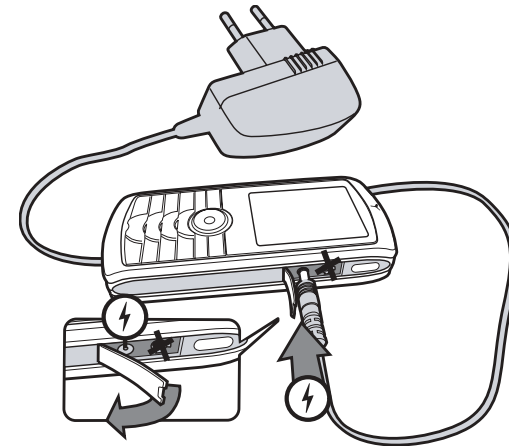
You may lose all your personal settings if you remove the battery when the phone is switched on.

1. Once the battery and battery cover are clipped on the phone, plug the connector of the charger (supplied with the phone, in the box) into the LEFT hand socket at the base of the phone on

one end, then plug it into a main AC power socket with easy access on the other end.

2. The battery symbol indicates the state of charge:
 - during charging, the 4 charge indicators scroll; it takes around 1.45 hours to fully recharge your mobile phone.
 - when all 4 bars are steady the battery is fully charged: disconnect the charger. Depending on the network and condition of use, talk time goes from 2 to 4 hrs and stand-by time from 200 to 400 hrs.

Keeping the charger plugged to the mobile when the battery is fully charged doesn't damage the battery. The only way to turn off the charger is to unplug it, so use an easily accessible AC power socket. You can connect the charger to an IT supply (Belgium only).



2 • Main features

Access and view the phonebook



Contacts

In idle mode, press ▼. Depending on the selected phonebook (in SIM or in phone, see “Contacts” page 23), the content that appears on the screen may vary. To view the phonebook during a call, press Ⓚ and select **View Names List**. Press ⏏ twice to return to the in-call screen.

Long press #, enter the first letters of the name you are searching, and press Ⓚ to jump directly to that name.

Make a call

1. In idle mode, enter the phone number using the keypad. To correct an error, press ⏏.
2. Press ⏏ to dial the number and press Ⓚ to hang up.

*For an international call, press and hold *+ to enter the «+» sign instead of the usual international prefix.*

Answer and end a call

When receiving a call, the number of the caller may be displayed. If you stored his/her number, his/her name is displayed instead of the number.

1. To answer the call, press ⏏.
2. To reject a call, press Ⓚ. If you have activated “Call forward” (see page 60), the call is diverted to a number or voice mail.
3. To hang up, press Ⓚ.

The phone will not ring if in Silence mode (see page 7). If you have selected Any Key Answer (see page 61), you can accept a call by pressing any key (except Ⓚ).

Tag and send pictures

Thanks to its touch-screen and stylus, your mobile phone allows you to quickly tag and send the pictures you have taken to your friends and relatives. See “Touchscreen” page 2 to learn about the touch screen and how to use the stylus, “Taking pictures” page 14 to know how to take pictures and refer to “Picture album”, “TagIt” page 52 for further information on tagging/modifying pictures.

TV slideshow



TV Slideshow

This feature allows you to display your pictures listed in the **Picture Album** (automatically in a slideshow, or manually, one-by-one) on a TV screen via the TV Link accessory, or on the main (internal) screen of your phone.

1. Connect the TV Link to the TV video yellow (RCA) jack on one end, and to your mobile's audio jack at the other end.
2. A default picture will automatically appear on the TV screen, while the TV slideshow menu will be displayed on the screen of your phone.
3. Use the menu of your phone to set an automatic slideshow, or display the pictures manually by pressing ▲ and ▼.

TV Link only support JPEG pictures, up to VGA size (640 x 480 pixels). See "TV Slideshow" page 55 for details about this feature.

QuickCall

This feature allows you to set your 4 preferred or most frequently dialled numbers. You then quickly call one of them by tapping the corresponding icon or picture

on the screen, without entering and browsing the **Contacts** list.

1. Press ◀ to access the **QuickCall** screen.
2. Select a thumbnail to configure. Press Ⓚ once to select a name in the **Contacts** list, and a second time to access the **Picture album** and associate a picture to this name's thumbnail. Proceed the same way for each thumbnail.
3. To call one of the associated names, press ◀ when in idle mode, then double-tap the thumbnail of your choice with the stylus pen.
4. To reconfigure a thumbnail, select it and press Ⓚ to **Replace** the name and/or picture.

Take a picture

Your mobile phone features a camera, allowing you to take pictures and send them to your friends and relatives. See "Taking pictures" page 14 for complete information on this subject.

Navigation icon

A **Navigation icon** appears in idle mode and allows you to spot the menus that can be accessed via the phone's navigation key. See "Navigation icon" page 30 for details on how to activate/deactivate it.

Foto Talk: send voice clips with pictures

This feature allows you to quickly send a message made of a picture and a sound.

1. When in idle mode, press the camera key to activate the camera. If needed, press  to switch to the **Clip** mode.
2. Press the camera key to take a picture; **Record sound** then opens automatically.
3. Record the sound or message of your choice, press  to cancel or  to stop the recording (you can also wait for the maximum recording time of 30 seconds to be reached).
4. Then send your message via MMS (see “MMS” page 45 for details).

Fotocall: see and hear who's calling

This feature is available only when selecting the phonebook in the phone (not the one in the SIM card).

This feature allows you to link one or several names to a group. When a name in that group calls, it will appear along with the corresponding picture and the melody defined for that group will ring.

1. When in idle mode, press the camera key once to activate the camera, and a second time to take a picture of your friend.
2. Select **Contacts** > **Settings** > **Groups setting**. Rename a group and select the **Ringer** of your choice, then your friend's picture.

When making a group of only one person, you can also select Multimedia > Sound recording > New, record him/her saying something, then select the recording as the Ringer.

3. Select a name in your phonebook, choose **Select group** and link it to the group you renamed.

Call handsfree

For your own comfort and safety, ensure you move the phone away from your ear when calling handsfree, especially when increasing the volume.

1. If you selected the phonebook in your SIM card, select a name, press  twice, select **Call handsfree** and press  to dial the number.
2. If you selected the phonebook in your phone, proceed the same way to call the default number, or press  or , select a number in the list, then press  and select **Call handsfree**.

*If already on the phone, press **OK** twice to switch to handsfree mode and back.*

Change the ringer

Select **Settings** > **Sounds** > **Ringer**, press **OK** and move **▲** or **▼** to select a ringer in the list. Press **OK** to confirm your choice.

Activate the silence mode



Silent

If you don't want your phone to ring when you receive a call, deactivate the ringer by selecting **Settings** > **Sounds** > **Silent**. Press **▼** until the volume is set to **On**.

Activate the vibra alert



Vibra alert

If you want your phone to vibrate when you receive a call, activate the vibra alert by selecting **Settings** > **Sounds** > **Vibra alert**, then **On** or **Off**.

*Activating the vibra doesn't mute the ringer. If you want to both mute it and keep the vibra **On**, activate the Silent mode as described above.*

*The vibra alert is automatically set to **Off** when you plug the charger.*

Read your mobile phone number

To read your own mobile phone number, press **▼** when in idle mode and select **Own numbers** > **Show**. Your number is displayed if present on your SIM card. If not, select **New**, then follow the instructions.

If your own number has been stored in the phonebook, you can read it during a call. See "Access and view the phonebook" page 4.

Adjust the earpiece volume

During a call, move the navigation key **▲** or **▼** to increase/decrease the volume.

Mute the microphone



Mute

You can mute the microphone so that your caller cannot hear you. During a call, press **OK**, select **Mute** and press **OK** again.

Unmute the microphone



Unmute

To unmute the microphone during a call, press **OK**, select **Unmute** and confirm by pressing **OK**.

Record a conversation



Record dialogue

In most countries, conversation recording is subject to law regulation. We advise you to notify the caller if you intend to record the conversation you have with them and only record if they agree. You should also keep any recording private. 1 min. is the maximum recording time available (see “Sound recording” page 56).

To record a conversation during a call, press **OK** , select **Record dialogue** and press **OK** . Press **ESC**, **OK** or hang up to end the recording: an edit window allows you to name the recording, which is then available in **Multimedia > Sound album**.

If you select Mute, then Record dialogue, only the caller’s voice is recorded.

Clear the call list



Reset

To clear your call list, press **OK** and select **Call Info > Call list > Reset**. Press **OK** twice to reset the call list.

Clear the SMS list

To clear the whole messages list at once, press **OK** and select **Messages > SMS > Read SMS > Delete all SMS**. Press **OK** twice to reset the SMS list.

You can also delete all the SMS messages from the SMS Archive menu. Deleting your SMS list is useful to free memory space in order to receive new messages.

Clear the phonebook

To clear the content of your phonebook at once, press **OK** and select **Contacts > Settings > Delete all**. Press **OK** to reset the phonebook content.

This option only applies to the phonebook in your phone, NOT to the SIM phonebook.

Quickly scroll a list

In a list (of ringers, events, etc.), long press **▲** or **▼** to scroll page per page instead of item by item.

3 • Menu tree

The table below describe the complete menu tree of your mobile phone, and the page reference you should refer to for more information concerning each feature or setting.



Settings p27

Sounds p27



Silent / Ringer volume / Ringer / Messages ringer / Equaliser / Key tones / Sounds alerts / Vibra alert

Display p28



Screen saver / Animation / Backlight / Backlight intensity / Wallpaper

Short cuts p29



Hotkeys / Voice command / Voice dial / Navigation icon

Security p31



Public names / Call barring / Change codes / PIN protection



Calibration p32



Network p32

GPRS attach / Register again / Preferred list / Access settings



Time and date p33

Clock display / Set date / Time zone / Daylight saving / Set time



Language p34

List of available languages



Profiles p34



Messages p36



SMS p36

Send SMS / Read SMS / SMS settings / SMS Archive



E-Mail p39

For each available mail box:
Settings / Open mailbox / Send mail



Broadcast SMS p44

Reception / Topics / District codes



SMS chat p44



Quick message p44



MMS p45

New MMS / Receive an MMS / Manage folders / Settings



Contacts p23



View names list



Phonebook settings

Delete all / Contacts select / Group settings / Copy to phone



Games & Applications p57



Euro converter p57



Calculator p57



Alarm clock p57



Organiser p57



JAVA p59



Call information p60



Call settings p60

Call forward / Mailboxes / Auto redial / Any key answer / Call waiting / Caller ID



Call list p61

Call list / Reset



Call counters p62

GSM counters / GPRS counters



Infrared p50



Camera p14



Multimedia p52



Picture album p52

List of available pictures



Sound album p52

List of available sounds



Demo mode p56



Memory status p56



Sound recording p56



TV Slideshow p55



BeDJ p56



Operator services p64

Service numbers



The numbers available in this menu are operator and subscription-dependent, please check with your operator.



WAP p64

Services +



This menu is operator and subscription-dependent, please check with your operator.

4 • Text or number entry

Text can be entered in editing screens in two different ways: by using T9® predictive Text Input, or basic text input. Two other modes for numbers and punctuation marks are also available. Icons appearing on the screen show the active text mode.

Reminder: the on-screen keyboard allows you to enter text using the stylus pen, like you would do on a PC keyboard. Using the stylus is equivalent to pressing the actual keys.

T9® Text input

T9® predictive Text Input is an intelligent editing mode for messages, including a comprehensive dictionary. It allows you to quickly enter text. Press only once on the key corresponding to each letter needed to spell a word: keystrokes input are analysed and the word suggested by T9® is displayed in the edit screen. If several words are available according to the keys used, the word you entered is highlighted: press ◀ or ▶ to browse the list and to choose from those proposed by the T9® built-in dictionary (see example below).

How to use it?

Alphabets and symbols represented by each key are as follows:

 to  To key in letters.

◀ or ▶ To browse the list of candidate words.

 or  To confirm entry.

 Short press to clear one entry, long press to clear all text.

 Shift from Standard, to lower, to UPPER case.

 Shift from T9® to basic mode, to numeric mode.

 Shift to symbols and punctuation mode.

Example: how to enter the word "home":

1. Press    

The screen displays the first word of a list: **Good**.

2. Press ▶ to scroll and select **Home**.

3. Press  or  to confirm selection of the word **Home**.

Basic text input

If you wish to access the basic text input, press . This method requires multiple key presses to reach the desired character: the letter "h" is the second letter on the  key, so you must press it twice to enter "h".

Example: how to enter the word "home":

Press ,  (GHI) , ,  (MNO),  (MNO), ,  (DEF). Press  when the message is completed.

Letters, numbers and symbols are located on each key as follows:

Short press

Long press

	space . , @ / : ; " ' ! ; ? ; # + - * = % < > () & £ \$ ¥	1
	a b c à ä å æ ç	2
	d e f é è Δ Φ	3
	g h i Γ ì	4
	j k l Λ	5
	m n o ñ ò ö	6
	p q r s β Π Θ Σ	7
	t u v ü ù	8
	w x y z ø Ω Ξ Ψ	9
	Shift letter case	0

5 • Taking pictures

Your mobile phone features a digital camera that allows you to take pictures, store them in your phone, use them as wallpaper or send them to your friends.

How to...

Activate / deactivate the camera	Open/close the camera door or press the camera button.
Zoom in/out	In all modes except VGA (see “Preview mode settings” below), press the navigation key  or  .
Change the vision mode	Press  to toggle between Night and Normal mode.
Change the camera mode	Press  to switch from VGA (640*480 pixels) to Wallpaper (128*160 pixels) to Clip (128*160 pixels) to Fotocall (96 x 64 pixels).
Change the special effect	Press the navigation key  (left) or  (right) to switch from a special effect (sepia, embossed, etc.) to another.

Access the camera settings

Press  when the camera is active.

Take a picture

Press the camera key when the camera is active.

Save the picture

Press the camera key right after the shot.

Delete the picture

Press  right after the shot.

Access the shot options

Press  right after the shot.

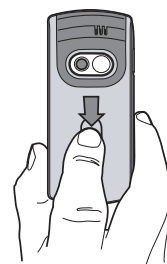
Activate/deactivate the self-timer

Press .

Within any menu, long press  to cancel any current action and go back to idle mode.

Pictures shots

Preview mode settings



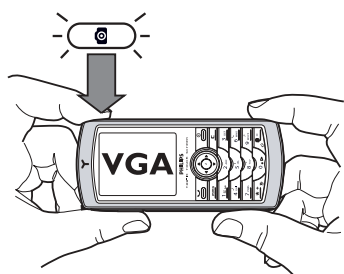
Open the camera shutter and/or press the camera key to display the camera preview screen. The lens of the camera is automatically focused and icons are

displayed in the bottom (Zoom, Effect, Camera mode, Shot) and top (Self-Timer, Vision).

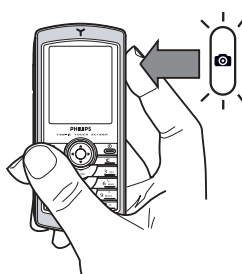
All options and key presses described in this section are applicable only when the camera mode is active, i.e. when the preview is displayed on the screen. You can also press  to access any of them (see “Settings” page 17).

Camera mode The default picture size of the standard format is **VGA** 640 x 480 pixels. Turn the mobile phone to a 90° angle to the left and hold it horizontally to obtain a fullscreen preview.

In this mode, the VGA icon will appear in the bottom right corner of the screen.



NAVIGATION KEYS
AUTOMATICALLY
ADAPT TO
VERTICAL OR
HORIZONTAL
POSITION (preview,
key presses, etc.)



For all other photo modes, hold the mobile vertically and press  to switch to **Wallpaper** (128 x 160

pixels), to **Clip** (128 x 160 pixels) to **Fotocall** (96 x 64 pixels). The icon of the **Camera mode** you select is displayed in the bottom of the screen.

The Clip mode allows you to record a voice message right after you shot the picture. See “Foto Talk: use the Clip mode” page 16 for details concerning this mode.

Effects Allows you to choose one of the available effects, see “Effect mode” page 18.

Self-timer Allows you to set the **Self-timer** option **On** or **Off** (see “Use the self-timer” page 16).

Vision mode Two vision modes are available: **Normal** and **Night mode** (reflected by the moon icon in the top of the screen). According to ambient light level, press  to toggle between modes.

Zoom mode This option is available in all modes: one-level zoom (x2) in **Clip** and **Wallpaper** modes (press the navigation key  or  to zoom in or out), two-levels zoom (x2 and x4) in **VGA** mode (as you hold the phone horizontally, also press  or , that actually are the  and  arrows of the navigation key when you hold the phone vertically).

Take a picture

1. If the self-timer option is **Off**, and once the camera was activated, press the camera key to take a picture.
2. The number that appears shows its row. Press:



To ignore the picture you have just taken and go back to preview mode.

Camera
key

To save it in the **Picture album**.



To access the list of available options: **Send** (by MMS, Email or infrared), **Save** it in the **Picture Album**, **Modify** it, or **Take a new picture**.

3. Slide the camera door closed to deactivate the camera **without** saving the picture.
4. The number of pictures you can save varies according to the settings: the higher the resolution, the bigger the file size. A message will warn you if there isn't enough memory left. In this case, you must delete data before storing a new picture (see "Memory status" page 56).

When they are saved in the Picture album, the pictures are named «img_1.jpg», etc., up to 9999. This does not mean you can take up to 9999 pictures, but that

pictures are numbered up to 9999. Numbering will then restart from 1 on.

Use the self-timer

1. Set the self-timer option **On** (see above), then press the camera key to activate it (or press  if the option is **Off**).
2. Put the phone down and orient it for the picture to be correctly framed.
3. The countdown starts at 10 seconds (this value cannot be changed). A sound is played 3 seconds before the picture is taken, then again when it's actually shot.

Press  to stop the timer and go back to preview mode or press  to just stop the timer.

4. Once the picture is shot, follow the instructions starting at point 2 described in "Take a picture".

Tag / modify a picture

For complete information on this subject, see "TagIt" page 52.

Foto Talk: use the Clip mode

The **Clip** mode allows you to make a clip made of a picture and a sound.

1. Select the **Clip** mode, then press the camera key to take the picture.
2. The **Record sound** window automatically opens: record the sound or message of your choice (press  to cancel,  to stop the recording, or wait for the max. recording time of 30 seconds to be reached).
3. Press  to access the following options:

Send by MMS To **Send** your clip via MMS.

Play clip To **Play** it.

Saving clip To **Save** the clip you have created: the picture in **Picture album** and the recorded sound in **Sound album**.

Change clip To **Change** the clip you made.

Fotocall: see who's calling

The **Fotocall** mode allows you to make a picture and to link it to a group. When a name in that group calls, the corresponding picture appears. See “Fotocall: see and hear who's calling” page 6 for details.

Review the pictures

The pictures you save are automatically stored in the **Multimedia > Picture album** menu. See “Picture album” page 52 for details.

Receive and make a call

When receiving a call while using the camera:

- answering it will quit the camera context and your phone will return to idle when you hang up,
- rejecting it will also quit the camera context, and bring you back to the preview screen.

To make a call, you must first go back to the idle screen.

Settings

Press  while the camera mode is active to access further settings than the ones available directly within the preview screen.

Settings you last define are saved and available when reusing the camera or until you change them again.

General settings

Date & time To select what will be displayed on the pictures you take: **Time & date**, **Date only** or nothing.

Camera mode	Allows you to switch from a camera mode to another: see “Preview mode settings” page 14.
Picture quality	To choose a quality available among the following: Low , Medium , High .
Sounds	To set the Alert and Shoot sounds. The first one occurs 3 seconds before the shot, the second one when the picture is shot. Select Default or one of the available sounds, then press OK to activate it.
Reset settings	To reset all values to the default ones.

Frames

To choose a frame and apply to the picture you take (this automatically sets the mode to 128 x 160 pixels), or to create your own frame, directly from a picture.

Effect mode

To choose an effect and apply to the picture you take: **Normal**, **Black & white**, **Sepia**, **Digital**, **Embossed**, **Negative color**, **Edge** and **Edge 2**.

Vision mode

To choose one of the two modes available: **Normal** and **Night**. The default mode is **Normal**.

Self-timer

Set this option to **On** to activate it and press  to go back to camera preview and take pictures (see page 16).

6 • BeDJ

BeDJ allows you to create your own sound by using a styles, or any SP-MIDI or MIDI ring tones saved in your phone. You can then send your own mix to friends and relatives, use it as a ringer or an alarm, etc.

Reminder: in most contexts, the touchscreen allows you to manage options using the stylus pen, and is equivalent to pressing the actual keys.

How to...

Switch BeDJ On/Off	Select Multimedia > BeDJ . Press and hold  to switch off.
---------------------------	---

Activate/deactivate a track	Press a key from  to  , or tap the red dot above the track number with the stylus pen, in the bottom part of the touchscreen.
-----------------------------	--

Press  to deactivate all tracks at once.

Record the mix (start and stop)	Press  , or use the stylus pen to tap the red dot in the upper left corner of the touchscreen.
---------------------------------	---

When you stop the recording, the options related to the recording appear (see page 21).

Activate the Tempo field	Press  .
---------------------------------	---

Open the track selection list	Press and hold a key from  to  .
-------------------------------	--

Open the Help screen	Press  .
-----------------------------	---

Open the BeDJ Options list	Press  before recording.
--	---

Within BeDJ, the colour orange always shows the information currently in use, or a selected item.

Getting started

Activate tracks

1. Launch BeDJ by selecting **Multimedia** > **BeDJ**.
2. In the upper left part of the BeDJ screen, the default style selected (e.g., Groovy, Techno,

etc.), the current tempo value, the status of the recording and the name of the track are displayed.

3. In the bottom part of the screen, 9 tracks can be mixed, linked to keys to : press the key corresponding to the track to be activated.

Up to 9 tracks are available: press and hold keys to to open the track selection list. Key is always dedicated to the voice track.

Change track melodies & instruments

Before activating tracks, press and hold keys to to change the default melodies and instruments:

Melody

The melody used in the selected track is the one highlighted in the list. Move or to select another one, then press or to access the instruments list used in this melody.

Instruments

The current instrument used in the selected melody is the first one highlighted in the list. Move or to select another one, then press to go back to the main screen.

Change the tempo

1. Press to activate the **Tempo** field, which is displayed in bmp (or «beats per minute») and applies to all tracks.
2. Press the highlighted or keys to increase or decrease it, then press or to go back one screen.

You cannot change a Tempo while playing tracks or during a mix recording. You don't have to save the Tempo, which is automatically taken into account.

Record a mix

Start recording

1. When ready to record your mix, press , or use the stylus pen to tap the red dot in the upper left corner of the touchscreen. The timer starts and the **On air** red icon is selected.
2. While recording your mix, you can:

Activate a track Press keys to

Increase/decrease the current track volume. Move or or use the stylus pen and tap the +/- signs on top and bottom of the active track.

Highlight the Move ◀ or ▶ : if the track previous or next is active, you can then change its track current volume (see above).

Stop recording Press .

The recording will stop automatically when the mix reaches 50 KB (approximately 2 min.). Capacity depends on the memory available in your phone: select Multimedia > Memory Status for memory information.

Recording options

When you stop recording a mix, a window opens and displays the following options:

- | | |
|----------------------|---|
| Remix | To record a new mix by using the same tracks. |
| Replay Mix | To play the mix you just recorded. |
| Store Mix | To name and store your mix. |
| Send by MMS | To send your mix as part of a multimedia message. |
| Send by IrDA | To send your mix via IrDA. |
| Send by Email | To send your mix via Email. |

The recording you save will appear under the name of your choice in Settings > Sounds > Ringer list as well as in Multimedia > Sound album. You can select it as a ringer for incoming calls and new events.

Create your own style and mix

Advanced options allow you to create and mix your own styles of music, either directly from the BeDJ styles available (e.g. Groove, Techno, Disco, etc.), or from the ringers list (e.g., Bach, Cool, Dream, etc.).

The ringers list includes the MIDI files you might have downloaded via e-mail, IrDA, etc.

From existing files

1. When the BeDJ screen is active, press  to access the **Options** list.
2. When selecting **Mix ringers** or **BeDJ styles**, simply choose one of the available melodies in the list and press  to confirm your choice.
3. The phone automatically goes back to the BeDJ screen, and the melody associated to the ringer you have selected is divided into tracks.
4. As described above, you can then activate and deactivate tracks, record your mix, etc.

The number of active tracks depends on the melody you have chosen.

From scratch

1. When selecting **Advanced**, BeDJ opens a complete new set of empty tracks.
2. Press and hold : the list of all the MIDI files present in your phone appears on the screen. Select one of them and press .
3. A new list appears, showing all tracks of the selected MIDI file (max.16). Move or to select one of them, then press to apply it to key .
4. Repeat these two steps to apply tracks of your choice to keys to of the phone.
5. When ready, record your mix (see page 20).
6. Press twice to go back to normal mode.

Have fun and mix: you can apply any of the 16 tracks of any ringer of your choice to to key of your phone! This makes thousands of possibilities that allow you to completely personalise your own mix.

Save your own styles

You can save your own **Style** in the BeDJ styles menu, and reuse it later to create another mix. This new style will contain all the tracks you have mixed, but without the effects applied to the mix.

Receive a call

When receiving a call while BeDJ is activated, your mobile phone will automatically mute the sound.

1. Answering the call will quit BeDJ and your phone will return to idle when you hang up.
2. Rejecting or ignoring the call will allow you to stay in the BeDJ screen.

7 • Contacts

The **Contacts** menu allows you to select one of the two available phonebooks: the one on your SIM card (number of entries depending on capacity) or the one in your phone (up to 499 names), which is the default selected phonebook. When entering new names in the menu **Contacts**, they will only be added to the phonebook you have selected.

499 is the maximum number of names and events cards, provided that other features (memos, sounds, pictures, etc.) are not using a significant amount of the phone's memory.

Settings

Contacts select



Contacts select

Press **OK** and select **Contacts** > **Settings** > **Contacts select**. Press **▲** or **▼** to select a phonebook. Contacts added to the selected phonebook can then be copied into the other, via the **Copy to SIM** or **Copy to phone** options.

Delete all



Delete all

To delete all contacts at once. This option only applies to the phonebook in phone, NOT to the SIM phonebook.

Copy to phone



Copy to phone

If you cancelled or aborted the automatic copy of your SIM phonebook at first switch, you can do it manually: select **Contacts** > **Settings** > **Copy to phone**.

Your mobile phone only manages one phonebook at a time and will ignore the information relative to the other one e.g. if "Smith" is present in both phonebooks and if you delete it in the phone, it remains unchanged in the SIM.

Groups settings



Groups setting

Allows you manage groups, rename them and link a specific melody and picture to each group.

You link names to groups from the Contacts list. See "Fotocall: see & hear who's calling" page 24.

Add contacts in a phonebook

Contacts will be added to the selected phonebook.

In the SIM phonebook

1. Press ▼ when in idle mode and select <New>.
2. Enter the name and the number of your choice, then the type of number allocated to the name (Phone, Fax or Data) and press Ⓞ to store this name in your phonebook.

A number is limited to 40 digits, depending on your SIM card. Entering international prefix, country & area codes allows you to dial a number from any location.

In the phone phonebook

1. Press ▼ when in idle mode and select <New>. Enter the first, then last name (up to 20 latin characters); one of the two fields can be empty, but not both.
2. Then select the Number type. Numeric fields can hold up to 40 digits and one «+» sign and alphanumeric fields (e-mail and note) feature up to 50 latin characters. Each contact can feature a maximum of 5 numeric fields (e.g., 2 mobile

numbers, 3 work numbers, an e-mail address and a text note).

3. If needed, choose the group you want this contact to belong to.

Own numbers

The Own numbers option that appears in each phonebook should contain your own phone number. If not, we advise that you enter your mobile number as well as any other relevant information.

Although all its fields can be empty, the Own number item cannot be deleted.

Emergency number



SOS Call

The emergency number will call the emergency services number in your country. In most cases, you can call this number even if you haven't yet entered your PIN.

In Europe the standard emergency number is 112, in the UK it is 999.

Fotocall: see & hear who's calling

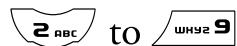
This feature is only available when you select the phonebook of your phone, NOT the SIM phonebook.

This feature allows you to personalize the groups available with their own name («Friends», «Office», etc.), a given picture (from the [Picture album](#)) and a given melody (from the [Ringers](#) list). You can then link one or several names to a group: when a name in that group calls, it will appear along with the corresponding picture, and the melody defined for that group will ring.

1. Select [Contacts](#) > [Settings](#) > [Groups setting](#). Rename the group to be identified («Friends», «Kids», etc.) and select the [Melody](#) and the [Picture](#) to be associated to this group.
2. Long press  to go back to idle, then  to access the phonebook. Select a contact you wish to link to this group, then choose [Select group](#) and select the group of your choice.

Edit and manage contacts

Press  when in idle mode to access the [Contacts](#) you have stored. To search for a given name:



Press the key for the letter that you want to go to in the list (e.g., press  twice to access the letter «U»). The first record starting with this letter is selected.



Press , enter the first letters of the name you are searching, and press  to jump to that name.

In the SIM card

Choose a contact of your phonebook in the SIM card and press  to access the following options:

- Call handsfree
- Call
- Send SMS
- Voice dial
- Flash dial
- Copy to phone
- Delete
- Change
- Send by MMS

Copy to phone will copy the content of your SIM card into your phone. Selecting this option twice will duplicate all the names.

In the phone

Choose a contact of your phonebook in phone and press  to access the following options:

- Change name
- Call
- Call handsfree
- Send SMS
- Send by MMS
- Select group
- Transmit
- Delete
- Show

Select **Show** to access the list of all numbers or fields saved for this contact, then **<New>** to create a new field for this contact. Select one of the fields and press **OK** to access a second set of options, which are:

Make default The first number you enter becomes the default number: it appears in first position in the list and is automatically dialled when pressing the pick-up key. This option allows you to make another number default.

Copy to SIM card To copy a contact of your phone phonebook into the SIM card (it is then always updated when switching phonebooks or when using another phone).

Show

To display the details of the selected field.

Change type

To change or to define the field type of the selected number.

Alphanumeric fields (note and e-mail) can only be changed or deleted.

8 • Settings

The **Settings** menu allows you to customise your phone and change the settings related to each available option (sounds, time and date, security, etc.). The **Profiles** menu allows you to change several settings at once (see page 34).

Sounds

Silent



Silent

Allows you to set the **Silence** mode **On** or **Off**. When this setting is **On**, all alerts are deactivated and the vibra alert is active.

The Silent mode also applies to key tones.

Ringer volume



Ringer volume

By default the ringer volume can be set to **Medium**. Press ▲ or ▼ to set the volume of your ringer from **Silent** to **Increasing**.

Ringer



Ringer

Allows you to select a ringer tone. The list also includes recorded sounds and

melodies you saved. Scroll through the list and wait to hear the selected melody being played.

You will not hear the melody if the volume ringer is set to Off or if the Silence mode was activated (see page 7).

Messages ringer



Messages Ringer

Allows you to set an alert beep **On** or **Off**, for each time you receive a new message. When **On**, this option also allows you to select the alert of your choice from the ringers list.

Equaliser



Equaliser

This option allows you to choose from different audio settings, also available while a call is in progress (in this case, scroll through the list and wait a few seconds to hear the difference).

Key tones



Key tones

Allows you to set the key tones **On** or **Off**. Even when set **Off**, DTMF are played during calls.

Sounds alerts



Sounds Alerts

Allows you to set alert beeps **On** or **Off** for the following items:

- when an event programmed in your **Organiser** is due,
- when there's a **Missed call**,
- when the **Battery alert** requires charging,
- to manage the duration of your calls with a **Minute alert** (the beep cannot be heard by the caller).

This menu only allows you to set the alert sounds On or Off, NOT the alerts themselves. E.g. setting the Organiser alert Off will not prevent your phone from displaying the Reminder screen (if you programmed one), but the corresponding sound will not be played.

Vibra alert



Vibra alert

Allows you to set the vibra alert **On** or **Off** when receiving a call, when an event set in the organiser is due, when you receive a message and when the alarm rings.

The vibra alert is always Off when you connect the charger or the Cigarette Lighter Adapter.

Display

Animation



Animation

Allows you to set the animation of the menus **On** or **Off**. When **On**, this option will also scroll texts, such a message selected in the **Read SMS** menu.

Deactivating this function increases the autonomy of your phone.

Screen saver



Screen saver

Allows you to set the screen saver **On** or **Off**. When **On**, it will run a slide show in idle mode, by using the jpeg file(s) you have stored in your phone and selected.

Setting the Screen saver Off automatically activates the Economy mode, i.e., the current time displayed on a black background. This mode increases battery life.

Select the pictures of your choice, choose **Start delay** and define a value, then choose **Display period** for the timing. Press **OK** to activate the screen saver.

When in idle mode, the screen saver will start according to the time limit you have set and the timing you have set will be applied between each picture of the slideshow.

You must select several pictures (up to 10) in order to display a slide show. When selecting only one picture to be used as screen saver, only this picture will be displayed.

Backlight



Backlight

Allows you to set a backlight **Duration** by selecting one of the available values. Backlight is activated when receiving incoming calls or messages, browsing menus, etc.

Deactivating this function increases battery life.

Backlight intensity



Backlight Intensity

Allows you to set a **Backlight Intensity** by selecting one of the available values. The lower the level you select, the higher the battery life.

Wallpaper



Wallpaper

Allows you to set the Wallpaper **On** or **Off**. When **On**, the picture/s you selected is/are displayed in **Normal** or **Fade** mode in idle mode, if you didn't activate a slide show.

Only JPEG type pictures can be used as Wallpapers.

Short cuts

Hotkeys



Hotkeys

Allows you to set up direct access to a specific function by linking it to a key. A long press on the key will then automatically activate the function or call the associated number (**Flash dial**).

You can only program keys to . The following keys are pre-programmed: (open list of hotkeys), (launch Wap), (call voice mailbox) and (dial international call). Depending on your service provider, other hotkeys may be predefined and locked.

1. Select a key from to and press .
2. Browse the list to select the function you wish to associate with this key and press . Most choices will open the menu (e.g., **Send message** or **E-mail**), or launch the function (such as **Calculator** or **Record**).

*If the selected key is already set, you can reprogram it: press twice and select **Change**. This will bring you to the list of available functions.*

To use the hotkeys, simply press and hold the key corresponding to the function you want to launch or to the number you want to dial while in idle mode.

Voice command



Voice Command

Allows you to set up direct access to a specific function by linking it to a voice tag.

You can associate a Voice command to most functions supported by the Hotkeys.

1. Select **<New>**, browse the list to select the function of your choice and press **OK**.
2. When **Press OK then speak** appears, follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.
3. The next menu gives you access to the **Delete**, **Play voice tag**, **Change function** and **Change voice** options. Press  to create another voice tag.

To use the voice command, press and hold **OK** when in idle mode, then say the recorded voice tag.

Voice dial



Voice Dial

Allows you to set up a voice tag by recording a word that will call the corresponding name when pronounced.

Proceed as described in the previous section, select the contact of your choice in the list, then press **OK**.

When the phonebook in phone is selected, choose the number of your choice in the list that is displayed.

As for **Voice command**, when **Add voice tag?** appears, press **OK** and follow the instructions displayed on the screen. To use the voice dial, press and hold **OK** when in idle mode, then say the voice tag corresponding to the number you want to dial.

Up to 15 voice tags can be defined and shared between voice dial and voice command. Recorded voice tags are available in their respective menu and can be deleted, played or changed.

Navigation icon



Navigation

Allows you to set the Navigation icon **On** or **Off**. When **On**, it appears in idle mode, and allows you to spot the menus that can be access via the phone's navigation key.

Menus can always be accessed this way, even when the option is set to Off.

Security

Public names



Public names

Allows you to manage a specific names list, called **Public Names** list, and restrict calls to this list via the **Call restriction** option.

Call restriction

Allows you to restrict the calls to the **Public Names** list. In this case, you can only access the names of the **Public names** list, as opposed to the **Contacts** of the main menu.

This function is subscription dependent and requires a PIN2 code (see page 32). This option might also apply to WAP and e-mail connections over GPRS.

Public names

Allows you to view, edit and modify your **Public Names** list. via a PIN2 code.

Call barring



Call barring

Allows you to limit the use of your phone to specific calls by letting you bar both outgoing and incoming calls. This function is network dependent and requires a specific call barring password supplied by your service provider. Call barring can be applied both to **Incoming** calls (**All calls** or **When roaming**) and to **Outgoing** calls (**All calls**, **International** calls and **Intl. Exc. Home**).

In all cases, the Cancel option of these menus applies to all calls at once. The Status menu allows you to know whether a type of call is barred or not.

Change codes



Change codes

Allows you to change your **PIN** and **PIN 2** codes, as well as the call **Barring code**. Depending on your SIM card, some features or options may require a PIN2 secret code, given to you by your operator.

If you enter a wrong PIN2 code 3 times, your SIM card is blocked. To unblock it, request the PUK2 code from your operator or retailer. If you enter an incorrect PUK code 10 times in a row, the SIM card

will be blocked and unusable. If this happens, contact your operator or retailer.

PIN protection



This allows you to set the PIN protection **On** or **Off**. When **On**, you will be asked to enter your PIN code when switching your phone on.

You cannot change your PIN code if this option is Off.

Calibration

This menu allows you to calibrate your screen. See “Calibration” page 2 for details.

Network

Contact your phone operator to have full information about GPRS availability over their network and for an appropriate subscription. You might also need to configure your phone with the GPRS settings supplied by your operator, by using the menus described in this section. Then select the bearer (GSM or GPRS) in the menus of each application to be used (e.g., WAP, MMS, e-mail, etc.).

GPRS attach



This menu allows you to define the attach mode of your mobile phone to the GPRS service.

Always on

Your phone will always register to the GPRS service. This option allows faster GPRS connection. However it will increase energy consumption.

For data calls

Your phone will automatically register to the GPRS service only when required. This option reduces energy consumption, however it will increase the connection delay.

Register again



Provides you with a list of the networks available in the area when the **Manual** mode is selected. Select the network you want to register with and press **OK** to confirm.

Preferred list



Allows you to build a network list in order of preference. Once defined, the

phone will try to register on a network, according to your preferences.

Access settings



Access settings

This menu allows you to create several data profiles: when using WAP or when sending MMS, the selected profile will be used to connect to the GSM or GPRS network.

Options described below are operator and/or subscription dependent. Error messages during connections are mainly due to incorrect parameters: contact your operator before first use, in order to have the appropriate settings, which you may receive by SMS in some cases. Some pre-configured profiles might be locked, preventing re-programming and renaming.

Select an item in the list and press  to access the following options:

Change name To rename the selected profile.

Show To visualise all parameters of the selected profile.

GSM Settings

To change the GSM settings:

- **Login**,
- **Password**,
- **Phone number** needed to establish the connection and provided by your operator (**ISDN** or **Analogic**),
- **Inactivity time**, a value of over 30 seconds after which the phone disconnects automatically (if a connection was in progress)

GPRS settings

To change the GPRS settings (same fields as the GSM settings). The **APN** menu allows you to enter the address of the external data network you want to connect to, a text string used to establish the connection.

Time and date

Clock display



Clock display

Allows you to select **Analogue**, **Digital**, **Tiny** or **No clock** time formats when shown in idle mode.

Set date



Allows you to set the date by pressing the appropriate numeric keys. You can also set the date by moving ▲ or ▼.

Time zone

Time zone and daylight savings should be set first (double-check date and time if previously set).



Allows you to set the time zone you belong to, according to GMT (Greenwich Meridian Time).

Daylight saving

This setting only concerns countries in which time is set according to summer/winter time (e.g. Greenwich Meridian Time / British Summer Time).



Allows you to set the daylight savings to **On** (in summer time) or **Off** (in winter time). If daylight saving is **On** and you set the time to 12:00, it will automatically switch to 13:00 when turning the option to **Off**.

Set time



Allows you to set the time by pressing the appropriate keys. You can also increase or decrease the time minute by minute by pressing ▲ or ▼.

Language

This menu allows you to select a language for all menu texts. Press ▲ or ▼ to select the language of your choice, then press **OK** to confirm.

Profiles

This menu allows you to access a group of predefined settings, which let you quickly adapt your phone to your environment by changing several settings at once. For example, selecting **Meeting** will set your ringer volume to silent, activate vibra and deactivate the key tones (the other items are set according to the settings you configured). When your meeting is over, selecting **Personal** will reactivate all your usual settings.

When you associate a hotkey to a profile (e.g. long press key  activates Silence, see “Hotkeys” page 29), also long press this key to deactivate it and go back to the Personal settings.

The settings listed in the column **Personal**, in the following table, are default settings preset during production. As you can change them, the personal settings in your phone may differ from the table.

Each box of the table refers to the settings as stored in the **Personal** menu (whether you have changed the settings or not).

When connecting an accessory, the settings **Headset** and **Activate car** also become available. When disconnecting the accessory, the phone goes back to the **Personal** profile.

Profiles	 Personal	 Autonomy	 Outdoors	 Meeting	 Headset	 Activate Car
Vibra alert	On	Off		On		
Ringer volume	Medium	Medium	High	Silent	Medium	Medium
Key tones	On			Off		
Organiser alerts	On					
Battery low alert	On					
Message alert	On					
Backlight	10 sec	Off				Off
Zoom	Off					
Any key answers	Off				On	On
Animation	On	Off				

9 • Messages

SMS



This menu allows you to send short messages, with sounds, animations or pictures, as well as manage the ones you receive.

Sending SMS isn't available from the idle mode when the SMS Chat feature is On (see page 44). In this case, you can only access the Answer option.

Send SMS



This menu allows you to send an SMS to a contact of your choice, whether saved in your phonebook or not (in this case, simply select **<New>** in the contacts list and enter a number).

*When the phonebook in phone is selected, press **OK** to send the SMS to the default number, or select another number of your choice (see "Edit and manage contacts" page 25).*

You can choose from three different types of messages:

<New>

To send a new message.

Last message

To edit, modify and re-send the last message you have sent.

Template

To select a pre-configured message, such as **Can you ring me back at this number.** including your number, if it is the first one of the **Own num.** option (see page 24).

Press **OK** to access the next set of options, which are the following:

Save

To store the current message and its associated icon and melody if any in the **Archive** menu.

Send now

To send the current message.

Add sound

To attach a melody.

Add graphic

To attach a bitmap image or an animation.

You can send up to 2 attachments of 2 different types together with your SMS. Animations and pictures are exclusive: if you first select an animation, then a

picture, only the picture will be taken into account and vice-versa.

Some pre-defined items are supplied as standard with your mobile phone. Personal pictures and sounds that you have stored in the relevant menus cannot be sent when they are copyright protected.

Read SMS



Read SMS

This menu allows you to read all types of SMS, whether sent, received, read and/or stored. The [Delete all SMS](#), at the first level, allows you to delete all messages at once. When a message is displayed, press **OK** to access the following options:

- [Delete](#) To delete the selected message.
- [Move to archive](#) To store messages in the phone memory. You can then consult them in [Messages > SMS Archive](#).

Moving a message to the archive list deletes it from the read SMS list.

Edit SMS

To edit, modify and resend the SMS to someone (you can add a picture or a sound).

If a picture or a sound was attached to the message you edit, you must first detach it and store it in the Picture album or in the Sound Album. Then re-attach it to your message.

Reply

To reply to the sender.

Store graphic(s)

To save the graphics and/or animations that were sent together with the message.

Forward to

To forward the selected message (choose the recipient in the phonebook or enter a phone number manually).

Store number

To save the number of the sender if it is attached to the message,

Call handsfree

To call the sender of the message handsfree.

Call back

To call the sender of the message (operator- dependent).

No. extracted To extract a number included in the message itself, if this number is included in double quotes (several numbers can be included and extracted),

Store melody To save the melody that was sent together with the SMS.

SMS settings



SMS settings

This menu allows you to customise your SMS via the following options:

SMS centre To select your default SMS centre. If **not available on your SIM card, you must enter your SMS centre number.**

Signature By default, your signature is your phone number, added at the end of your message (which length is consequently reduced). You can **Edit** the signature, **Change** and **Save** it.

Validity period To select the length of time your message is to be stored in your SMS centre. This is useful when the recipient is not connected to the network (and thus cannot receive your message immediately).

This feature is subscription dependent.

Reply path Allows you to set **On** or **Off** this option, which allows you to transmit the number of your SMS message centre together with the message. Your correspondent can then reply using your own SMS centre and not theirs. This speeds up the rate of transmission.

This feature is subscription dependent.

Delivery report Allows you to set **On** or **Off** this option, which will automatically inform you via SMS whether your own SMS was received or not.

This feature is subscription dependent.

Auto save SMS

Allows you to set **On** or **Off** this option, which will automatically save messages sent in the **Archive** menu.

SMS Archive



SMS Archive

This menu allows you to consult all read messages you saved and to **Delete** all archived messages at once. You save a message by activating the **Auto save SMS** option (see above), or by selecting a received message, pressing **OK** twice and selecting **Move to Archive**.

E-Mail

If not included in your phone subscription, you must subscribe to an e-mail account and have received the settings information from your provider. In this case, all parameters are communicated to you by your provider and/or operator as described below and must be entered as given. In some cases, your operator might also be your e-mail service provider.



E-mail

This menu allows you to send and receive e-mails, with or without attachments. If your phone was pre-configured, the parameters are already set and you don't have to change them, except for

Login, **Password** and **E-mail address** which are up to you when creating an e-mail account.

To enter specific signs such as @ or %, see page 13.

Settings

Press **OK**, select **Messages > E-mail > E-mail 1** and press **OK**. Then select **Settings** and press **OK** to access the following options:

Account name

To rename **E-mail 1** and **E-mail 2** boxes.

An e-mail account might be predefined and locked, preventing renaming.

E-mail server

To configure the settings needed to connect to the e-mail server of your Internet Service Provider (ISP). In some cases, **Login**, **Password** and **E-mail address** are up to you when you subscribe to your account. Enter them as defined. The **POP3 address** is used to receive e-mails, whereas the **SMTP address** is used to send e-mails.

WARNING ! *For an e-mail connection via GPRS, if your phone operator is NOT your e-mail provider, contact them to get the correct address of the SMTP server.*

Advanced

This menu features advanced settings that you shouldn't have to change.

If the fields of these menus are empty, or if you encounter connection problems, contact your ISP.

The **SMTP authenticat.** menu should be **Off** in most European countries: your e-mails will NOT be sent if set to **On**. Contact your provider for complete information.

Network access

To select the type of network used when launching a connection, and to configure the corresponding settings.

Bearer

- **GSM** or **GPRS**: your mobile will only use the GSM or the GPRS network for e-mail connections.
- **GPRS first**: your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available.

Selecting this option you need to have both GSM and GPRS settings configured.

GSM Settings

To change the GSM settings:

- **Login & Password**,
- **Phone number** (**ISDN** or **Analogic**) needed to establish the connection and provided by your operator,
- **Auto disconnect**, a value of over 30 seconds after which the phone disconnects automatically (if a connection was in progress).

The lack of exchanges with the network defines the inactivity time period leading to auto disconnection.

GPRS settings

To change the GPRS settings (same fields as the GSM settings). The **APN** menu lets you enter the address of the external network you will connect to.

Error messages during connections are mainly due to incorrect parameters: contact your operator if needed before first use, in order to have the correct settings.

Send mail



Send mail

This menu allows you to send e-mails to one or several recipients at a time, including with an attachment such as a jpeg picture. Once received, your messages can be forwarded and the attachments visualised with the appropriate software.

If you exit the Send e-mail menu before sending your e-mail or if you cancel the sending while it takes place, the e-mail content is deleted without being stored.

Add contacts

If you entered e-mail addresses for contacts saved in your phonebook in phone (see “Add contacts in a phonebook” page 24), this menu allows you to select the corresponding name in the **Contacts** list.

After you have added contacts, select one of them and press **OK** to **Change** the e-mail address, **Remove** it from the list, or add more contacts.

If you select the phonebook "On SIM card", an edit window will allow you to enter an e-mail address.

Add Media

Allows you to design your message: enter the **Subject** and **Text**, then press **OK** to access the next options:

- **Add sound** or **Add Graphics** to attach a sound or a picture to your e-mail,
- **Send now** to send it to the selected recipient(s),
- **Modify** to redesign your e-mail from scratch.

You can only attach one JPEG file at a time. To learn how to enter text, see “Text or number entry” page 12. If you accept an incoming call while writing an e-mail, the menu is closed and the phone goes back to idle when you hang up.

Open mailbox



Open mailbox

This menu allows you to connect to your mailbox and to download the e-mail headers from the server, then to retrieve the corresponding e-mails.

Both mailboxes feature the same settings and options. Configuring them differently will allow you to have two different e-mail addresses from your phone.

1. Select **Open mailbox**: your phone automatically connects to the e-mail server and downloads the list of e-mail headers if any (five at a time).
2. If **Next** (or **Previous**) appears at the end (or beginning) of the list, other e-mail headers are pending: select one of the available options and press **OK** to retrieve them.

An e-mail without any attachment may be automatically displayed in the details screen.

3. Select a header, and press **OK** to display the **Details**. The following status icons may appear in regards to each header:

[No icon] The e-mail can be downloaded.



The e-mail size is too large, it cannot be downloaded.



The e-mail is marked to be deleted.

4. Press **OK** and select **Get mail** to download the e-mail. Repeat this operation to download each e-mail corresponding to each selected header.

If the e-mail is too big (over 50 KB), it is rejected and the download is cancelled.

5. If the e-mail you have received contains attachments (picture, text or another e-mail), they are characterised by a specific icon:



Contains the details of the e-mail header (date and time, sender's e-mail address, etc.), press **OK** to display these details.



The text of the e-mail itself can be viewed as an attachment, press **OK** to read it (no advanced options in this case).



A text file (text only, «.txt» format) is attached to the e-mail, press **OK** to read it (no advanced options in this case).



The application needed to manage this attachment isn't available in your phone, or the e-mail is too large to be uploaded.



Another e-mail is attached to the one you received (up to five e-mails can be attached one after the other, no advanced options in this case).



A picture is attached to this e-mail. Select it in the list and press **OK** twice to store it in your phone (you can rename it if you wish).

You must have stored a picture before being able to view it via the Picture album menu. See “Picture album” page 52 for more details. If there isn’t enough memory to store the new picture, you must delete other items (name, event or picture) to release enough memory to be able to save the new picture.

A picture may not be accepted by your mobile phone if it is too large or if it doesn’t have the right file format. When receiving a picture via e-mail, proceed as follows to obtain optimal results:

- The picture received must have been saved in JPEG, BMP or GIF format.
- The size of the picture file should not exceed 50 KB.
- The optimal size is 128 x 160 pixels, in order to be displayed correctly (use a standard picture editing software to create the size of the picture you want).
- Use a file name, a maximum of 10 characters. You can then add an extension such as «.jpg».

6. Select an e-mail header and press  to access the following options:

Add to names To add the sender’s e-mail address to your phonebook, even when you haven’t yet downloaded his e-mail.

Select **<New>** to create a new contact, or a name in the list to add or change the e-mail address.

You must have selected the phonebook in the phone in this case; this menu item will NOT appear if you selected the SIM phonebook.

Delete To mark the e-mail to be deleted (select this option again to unmark it). When you exit the **E-mail** menu, you will be asked to confirm deletion of the selected item(s) from the e-mail server

Reply To reply to the sender, which address is automatically added to the list. Proceed as described in “Send mail” page 41.

Forward To forward the downloaded e-mail to someone else. Proceed as described in “Send mail” page 41.

Broadcast SMS

The Broadcast SMS feature is network dependent.



Broadcast SMS

This menu allows you to manage the reception of SMS broadcast regularly transmitted to all subscribers on the network. It gives you access to the following options:

Reception To set the reception of cell broadcast messages **On** or **Off**.

Topics To define the type of messages you want to receive.

- Select **<New>**, enter the code provided by the operator, and, if desired, associate a name, or
- Select an existing type in the list, which you can change or delete.

You can enter up to 15 different types in the list. To obtain the codes corresponding to the different types, contact your operator.

District codes

To select the type of messages you want to be permanently displayed on the idle screen (in this case, enter the type in both **District code** and **Topics** menus).

SMS chat



SMS Chat

This menu allows you to set the **SMS chat** feature **On** or **Off**. When **On**, any short message (SMS) you receive is automatically displayed in idle mode.

Scroll down to read it, and quickly reply by pressing **OK** twice: first to enter the edition screen, then to send your message. The phone will automatically go back to the idle screen.

*If you receive a second SMS while you are reading one, press **[C]** to exit the first one or reply to it. The mobile phone will then display the second message.*

Quick message



Quick message

This feature allows you to scribble a quick note, that you can then save, modify and send.

1. Select **<New>** to create a new note with a white background or **<Template>** to select an existing background.

2. With the stylus pen, select the tool or shape of your choice and scribble your note.

Save it once you have finished. You can **Delete**, **Rename**, **Modify** or **Send** any quick message saved and selected in the library.

MMS

Your mobile phone may have been pre-configured. If not, settings can be configured "Over the air", via the Club Philips web site.

Connect to www.club.philips.com, select your country, then click Enter the club. Click Set it up in the bottom left corner of the next window and follow the steps described. You will receive an SMS with your settings. Press  to accept the settings and automatically configure your phone.

Note that this service isn't available if your country and/or mobile phone doesn't appear in the relevant menus. In this case, contact your operator for information.



MMS

This menu allows you to send and receive multimedia messages, called MMS, featuring texts, pictures and sounds. They can be made of one or several slides.

Whether you send it to an e-mail address or to another mobile phone, the MMS is played in a slide show.

If "Memory full" appears, you must delete messages (e.g., template, draft, received message, etc.).

New MMS

Add contacts

To select a name in the **Contacts** list, or to insert a **<New>** number or e-mail address. Then select one of the numbers or address of that name if several. Select a contact and press  to **Edit** it or **Remove** it from the list, or add more contacts.

You must have selected the phonebook "In phone" to access an e-mail address (see "Contacts select" page 23).

Add Media

Allows you to design your message:

1. Add a **Picture**, **Text** and/or a **Sound** (move ▲ or ▼ to go to next or previous icon if not automatically selected, press Ⓜ to access the corresponding menu), and create more slides by pressing ►.
2. **Send now** to send the MMS to the selected recipient(s),
3. Access the **MMS Options**.

Although the picture **preview** when creating the MMS is (W)105 x (H)55 pixels, the maximum size of a picture you can **send** is (W)640 x (H)640 pixels.

Copyright protected pictures cannot be sent.

Sounds can be chosen from the **Sound Album**, or a sound memo that you record when creating the MMS: in this case, select <Records>, then <New> and follow the procedure that appears on the screen.

You cannot attach an existing voice memo.

MMS options

The following options are available:

Add slide

To create a new slide and add it to your slide show. Press ◀ or ▶ to browse slides once you have created several.

You can also press ► when the last page of the message you are currently designing is selected.

Next slide / Previous slide

To move to the next/previous slide.

Edit subject

To edit and change or enter the subject of your message.

Delete slide

To delete the selected page (if there is more than one in the message).

Save MMS as draft

To save your message as a draft, that you can edit, complete and send later on (see page 48).

Save as template

To save your message as a template, that you can use as a basis for other MMS (e.g., «Happy birthday» type of message, see page 48).

Preview MMS To preview the slide show you have created.

Slide duration To change the value of slide duration set in **Settings > Application settings** (see page 47), and to set a delay between each slide.

Send MMS

Once your message is complete, simply select **Send MMS** and press . If you saved your MMS as a draft, this option is also available from the **Drafts** menu. If you have already sent the MMS and have activated the **Auto save** option (see page 49), select it from the **Outbox** menu and select **Re-send MMS**.

If the sending of a draft message fails, the message will be moved to the Outbox menu.

In all cases, a progress bar allows you to follow the sending of your message (press  to cancel).

Receive an MMS

If the size of the MMS to download is bigger than the memory available in your phone, you must free memory by deleting data (picture, sounds, etc.). See “Memory status” page 56.

When you receive an MMS an alert message appears on the screen to inform you. See page “Settings” page 39 to learn about **Automatic** or **Manual** retrieval modes.

If the sender of the message has asked for a **Read report**, a prompt will ask you to press  to send it or to press  to cancel.

Once the MMS is downloaded, select it in the **Inbox** list and press  to play it. Press  to access the following **Player options**:

Play To switch back to automatic mode: the MMS is then played as a continuous slide show.

Next /previous slide To move to the next or previous slide. You can also press  or  when viewing the MMS in manual mode.

Detach picture To detach the picture of the current slide and save it in the **Picture album**.

Detach sound To detach the sound of the current slide and save it in the **Sound album**.

Close To close the MMS and go back to the list of options.

Manage folders

Four different folders are available. The default (active) folder is the one you last selected.

Templates Lists all messages saved as templates. You can **Play**, **Edit** and **Delete** them.

Drafts Lists all messages saved as drafts, or automatically saved if you quit the MMS menu before saving or sending your MMS. You can **Play**, **Edit**, **Send** and **Delete** drafts.

Outbox Lists the messages you have **Sent** or created but **Not sent** yet. You can **Play**, **Delete** or view the **Details** of all these messages, **Re-send** or **Forward** them to someone.

Inbox Lists all the **Notifications**, **Delivery** and **Read reports**, **Read** and **Unread MMS**. You can **Read** or **Delete** notifications and reports. You can **Play**, **Forward** or **Reply** to an MMS, display its **Details** or **Delete** it.

Notifications are automatically deleted once you have received the full MMS. Do NOT delete notifications before you have retrieved the MMS, or you will never be able to do so.

Messages you have saved can only be sent from the **Draft** or **Outbox** folders. You can NOT recover an item (whether message, notification or report) that you have deleted. Press  to cancel deletion.

Settings

Your phone may have been pre-configured to directly access the services offered. If not, contact your operator to receive the information items described in the present section and enter them as given. With some operators, access parameters can be set «over the air».

The following settings are available:

Retrieval mode

Allows you to choose from:

Manual: you connect manually to the server by selecting a notification in the **Inbox**, selecting **Read** to downloading, then **Play**.

Automatic: will place received MMS in the Inbox. Select the MMS and press  to play it.

This mode is deactivated when roaming.

Validity period

To select how long your MMS will be stored on the server, from **1 hour** to **1 week** (maximum). This is useful when the recipient is not connected to the network (and thus cannot receive your message immediately).

Read report

This option can be set **On** or **Off** and informs you (via an SMS) when the status the MMS you have sent has changed, i.e. if it was read or deleted.

Delivery report

This option can be set **On** or **Off** and informs you (via an SMS) the status of delivery, e.g. if your MMS was received or rejected.

Auto save

This option can be set **On** or **Off** and allows you to automatically save the messages sent from the **Outbox** menu.

Slide duration

Allows you to select the duration between each slide of the MMS.

Network settings

Network account is used to choose a connection profile from the ones you have set (see “Access settings” page 33).

Bearer allows you to select the type of network used when launching a connection: **GSM**, **GPRS** or **GPRS first**. Choose **MMS Center** to enter the MMS address of the server you will connect to.

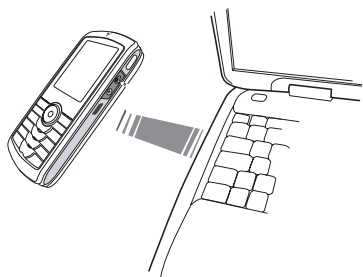
Gateway address and **Gateway port** will allow you to enter both IP and Port numbers of the server’s gateway.

10 • Infrared

Your mobile phone integrates the infrared technology (also called IrDA), that allows you to send or receive data to and from other IrDA-compliant devices through a wireless link (e.g., another mobile phone, a PC or PDA, a printer etc.). You can use IrDA to quickly send a sound you just mixed to a friend's mobile phone, or to receive pictures from their PDA.

Files that are copyright-protected cannot be sent. When connecting with a PC, make sure you have activated its infrared option.

Position of devices



Before sending or receiving data to and from another device, they must be correctly positioned in relation to your mobile phone. Make sure that the IrDA ports are facing each other and are a maximum of 50 cm away from each other (see diagram). Also make sure that nothing obstructs the IrDA beam.

Send data

To send data via IrDA from your mobile phone, you must first select the item to be sent: when selecting a picture, a sound, a name or an event, a sub-menu then gives you access to the **Send** option.

As soon as your phone finds another IrDA-compliant device to communicate with, the sending automatically takes place. Messages are displayed on the screen, for you to follow the process.

If the phone finds several IrDA devices, a list is displayed on the screen, for you to choose from. Press **OK** to confirm and to send the selected data.

Sending is cancelled if your phone cannot find another device before the time out is reached, if the infrared link is broken, or if you cancel the process.

Receive data

Activate IrDA



Infrared

To receive data, select **Infrared** > **Receive**. Your phone then waits for the other IrDA device to send an item. As when sending, messages are displayed on the screen and allow you to follow up the process.

Receiving is cancelled if your phone isn't contacted by another device before the time out is reached, if the infrared link is broken, if the size of the file sent is too large or if you cancel the process.

Save the data received

Press  to access the following options:

Save To save the data, then go back to idle. The items you have received will be saved under their default name, which you can change by selecting them in the relevant menus.

Show To display the details of the data you have received (play or sound or display a picture).

Press  to go back to the idle screen without saving.

Use the phone as a modem



Data

You can also use your mobile phone together with a PC or a PDA, e.g. to surf the Internet or send faxes.

To fully benefit from the services available via IrDA (send and receive SMS, e-mail and fax, upload pictures and MIDI sounds in your phone, phonebook synchronization, GPRS Wizard, etc.), you must install Mobile Phone Tools on your PC. This software is available on the CD-Rom shipped with your phone.

The software supplied on the CD-Rom is not compatible with Apple® Macintosh® computers. It only supports Windows® 98 SE, ME, XP and 2000 (Service Pack 3 and up mandatory in this case).

Specific software modules for Lotus Notes, Lotus Organizer and Microsoft Outlook are designed to allow synchronisation from your Philips mobile phone to these applications (refer to their respective user guides for detailed information).

11 • Multimedia

Sound album



Sound Album

This menu allows you to manage and listen to the sounds stored in your mobile phone, your **Own melodies**, **Standard melodies** or **Records**. When entering one of the available sub-menus, select a sound and press **OK** to access the following options:

Delete

To **Delete** the selected sound.

Sounds in the Standard melodies folder cannot be deleted.

Send by...

To send the selected sound via E-mail (see page 39), via IrDA (see page 50) or MMS (see page 45).

You will not be able to send sounds that are protected by a copyright.

Set as ringer

To set the selected sound as **Ringer**.

As SMS/MMS ringer

To set the selected sound as **Messages ringer** (this option must be set **On** in **Settings > Sounds**, see page 27).

Rename

To **Rename** the selected sound.

Picture album

JPEG pictures must have the correct size and format for your mobile phone to store and display them correctly .



Picture Album

This menu allows you to manage and display the pictures stored in your mobile phone.

When entering one of the available sub-menus, the pictures stored in your phone are displayed as a text list. To access the graphical display, select a picture in the list and press **►**. Press **OK** to access the options described hereafter.

TagIt

You can also access this menu and related features when using the camera. When selecting this option, the picture you have chosen is displayed and automatically resized to 128 x 160 pixels.

Select a picture add press  to access the options described below, which the icons located on the left hand side of the screen allow you to perform. In each case, press  to go back one step, or  to validate and go to the next option. Double-tap an item to select it, and to insert it automatically in the middle of the screen.

Within the TagIt menu, the touchscreen interaction allows you to use the stylus pen in most contexts. Tap an icon on the left handside of the screen to select it, or double-tap it to activate it.

Draw To draw on a selected picture. The first 2 icons allow you to go back one step or to validate. The next icons allow you to draw with the **Stylus**, **Add a shape** (square, rectangle or circle, outlined or filled), change the **Thickness** (1 to 8 pixels) of the selected item, change its **Colour**, **Undo** the latest action, **Erase** areas in the preview window.

Select the styles of your choice before drawing anything, as you won't be able to change them afterwards.

Add text

To add text to the selected picture. Press the navigation key or tap the arrows on the screen to move the shape in any direction (short press to move it of 1 pixel, long press for 5 pixels).

Tap the screen with the stylus to snap the center of the shape to that point.

Add frame or icon

To add a frame or an icon to the selected picture, which you can also move on the screen by pressing the arrows. Press  or  to access the graphical display when browsing the lists.

Eraser

To **Undo** the last modification made on the picture, or to **Reset**, i.e., cancel all changes at once. Press  to cancel or  to validate.

Rotate

To apply a rotation to the picture. Press  to validate.

Advanced

To **Crop** or **Fake** a selected picture (i.e. to cut out an area and paste it into another picture). In both cases, tap the screen once to define the top left corner of the cropping area, and a second time to indicate its bottom right corner. A square shape with white borders will show you the area you're cropping. Press **OK** to validate. When using the **Fake** option, this will take you to the pictures list: select the second picture of your choice, and press **OK** to paste your cut out.

Save picture

To save the picture including all the changes you have applied to it: enter the name of your choice and press **OK** to validate.

If you don't rename the picture, the original file you selected from the album will be overwritten. You can save a picture at any time, even if you are not done modifying it.

Send picture

To send the picture via IrDA, E-Mail or MMS (see relevant chapters in the present user guide for detailed information).

Help

For a better visibility of the preview, select **Help** and press **OK** to toggle between **On** and **Off** options.

Delete

To **Delete** the selected picture.

Pictures in the Standard Pictures folder cannot be deleted.

Rename

To **Rename** it: press **OK** , enter a name and press **OK** again.

Set as wall paper

To set the selected picture as **Wallpaper** (this option must be set **On** in **Settings** > **Display**, see page 29).

Rotate

To rotate the picture of 90° or 180°, press **OK** to confirm your choice.

Send by Infrared

To send the selected picture via IrDA to another infrared device (see “Infrared” page 50 for details).

Send by E-mail

To send the selected picture via E-mail (see “E-Mail” page 39 for details).

Send by MMS

To send the selected picture via an MMS (see “MMS” page 45 for details).

TV Slideshow



TV Slideshow

This feature allows you to display your JPEG pictures listed in the **Picture album** (automatically in a slideshow, or manually, one-by-one) on a TV screen via the TV Link accessory or on the screen of your phone.

TV Link may not be supplied with your product. In this case, you must purchase it separately. See “Philips authentic accessories” page 76 for details.

Manual

Select **TV Slideshow**, then **Manual**, and press **OK** and browse the complete list of pictures.

*Press **▶** to activate the graphical fullscreen display and send it to the TV, press **◀** to go back to the list.*

Automatic

1. Select **TV Slideshow**, select the value to be applied between each picture and press **OK**.
2. Choose **(Un)Check all** by pressing **◀** or **▶** to select all pictures at once, or
Browse the list and select/deselect the pictures of your choice by pressing **◀** or **▶** (selected pictures feature checked boxes).
3. In both cases, press **OK** to start the slideshow and **⏏** to stop it.
4. Select **(Un)check all** to deselect all pictures at once.

The last selection/slideshow made is automatically saved and can be played several times in a row, even when you quit the TV Slideshow menu.

When browsing manually or during the automatic slideshow, press **OK** to open the rotation options (90°, 180° or 270°), select the option of your choice and press **OK**. Changes are automatically stored.

Demo mode



Press **OK** to launch the **Demo** movie.

If you turned the phone on without having inserted a SIM card, this menu is available in the first menu level.

Memory status



Memory status

This menu allows you to display the percentage of memory available in your phone. Several features share the mobile capacity: pictures and sound albums, recorded memos and voice tags for voice commands, messages you have stored in the phone, phonebook and organiser entries, games, etc.

Your mobile phone is supplied with many sounds and pictures. You can only delete sounds or pictures in the Picture or Sound albums, e.g. to free memory space for your own sounds and pictures.

Press **OK** to check the memory status. The display shows you the percentage of memory free and the phone's total memory in KB. Press **OK** again and

access the detailed list of memory used by each feature.

If «List full» appears when saving a new item or to free memory space, you must delete an item to be able to create or add a new one.

Sound recording



Sound recording

This menu allows you to record a sound of 1 minute maximum and up to 20 different sounds, depending on the **Memory status**.

Select **<New>** to record a new sound. Follow the instructions on the screen and press **OK** once your sound is recorded. Select it in the list to play it, or press **OK** to **Delete** or **Rename** it.

Recordings can then be used as alarm or incoming call ringers, etc. Recordings saved cannot be sent by MMS.

BeDJ



BeDJ

This menu allows you to launch BeDJ: press **OK** (see “BeDJ” page 19 for details).

12 • Games & Applications

Euro converter



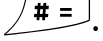
These menus allow you to convert a sum from or into Euros by entering the amount and pressing .

The currency used for the conversion is determined by the country where you have subscribed. The Euro converter is available upon subscription and only in countries using the Euro.

Calculator



This menu provides the following functions:

- | | |
|----------------|--|
| Addition | Press  . |
| Substraction | Press  twice. |
| Multiplication | Press  3 times. |
| Division | Press  4 times. |
| Equals | Press  . |

Enter the figures using the keypad. Calculator accuracy is to 2 decimal places and is rounded up to the higher decimal figure. Press and hold  to get the dot.

Alarm clock



Alarm clock

This menu allows you to set the alarm clock. Press  and select: **Once**, **Every day** or **On weekdays** according to your needs. Then select one of the alarm alerts: a **Melody**, a **Sound recording** (the latter being played only once) or the **Buzzer**.

The alarm clock will ring even if you turned off your phone, and even if the Ringer volume is set to Off (see page 27). Press any key to stop the alarm ringing.

Organiser

The organiser shares the mobile capacity and memory with other features (phonebook, picture album, sound, etc.). To check the memory available in your phone, select Multimedia > Memory status.

Create a new event



Organiser

This menu allows to create events and store them in your organiser. When the organiser alert is **On** (see page 27), a

beep alerts you when an event is due.

1. Select **<New>**, then the type of event to create (**Holiday**, **Meeting**, **ToDo**), and enter its starting and ending date & time.
2. Name it (e.g. «Meeting with Smith»), then set a reminder and a frequency: alerts will be triggered at the chosen time.

The reminder only applies to Meeting and ToDo events. It will be updated when changing time zones (see “Time and date” page 33).

Delete old events

This menu allows you to delete past events. Enter the starting date (past or future) from which all previous events will be deleted and press **OK** twice to delete all events preceding this date.

To delete all events set in your organiser, enter a starting date several years ahead (e.g., 3rd of December, 2010) to make sure all events preceding this date are deleted at once.

Manage events

Select an event in the list and press **OK** to access the following options:

Delete

To delete the selected event.

Change

To change the selected event.

Changing a repeated event will also modify all instances of this event.

Transmit

To transmit the selected event to another IrDA-compatible device.

Events views

The **Day view**, **Week view** and **Month view** display in the respective format all events stored in your organiser. To display events in these views, simply select the view of your choice and press **OK**, then move **◀** or **▶** to display the previous or next day, week or month.

Note that changing time zones will impact all organiser reminders: the event alarms will be updated depending on the time displayed on the screen (see “Time and date” page 33).

JAVA



Your mobile phone features JAVA, which allows you to run JAVA-compatible applications such as games downloaded on the network.

Settings

Auto launch

Allows you to set the automatic launch of JAVA **On** or **Off**. When **On**, a JAVA application will be automatically launched right after it was installed.

Network

Bearer To select the type of network used when launching a connection.

- **GSM** or **GPRS**: your mobile will only use the GSM or the GPRS network for e-mail connections.
- **GPRS first**: your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available.

When selecting this option, you need to have both GSM and GPRS settings configured. See page 33 for details.

DNS address

Allows you to enter the DNS address of the external data network you want to connect to.

Network account

Allows you to select one of the data profiles you have defined in **Settings** > **Access settings** (see page 33).

Network access

Operator and network-dependent.

This menu gives you access to operator-specific settings, including DNS and Proxy addresses. When available, all items of this menu are pre-configured, so that you shouldn't have to change them.

Java applications

*A message will warn you that the very first installation will take a few minutes. Press **OK** to continue and wait for the files to be installed.*

When the JAVA window is displayed, press **OK** to access the list of available games. Select a game in the list and press **OK** again or tap it on the screen to launch it or play.

Press **Exit** to quit the JAVA application, or press **Menu** to access the list of available options allowing you to create and manage new folders.

13 • Call information

Call settings



Call settings

This menu allows you to set all the call options (call forward, waiting, etc.) and gives you access to the menus described hereafter.

Call forward

To divert incoming calls to your mailbox or to a number (whether in your contacts or not) and applies to [Data calls](#), [Voice calls](#) and [Fax calls](#).

Before activating this option, you must enter your voice mailboxes' numbers (see "Mailboxes" page 60). This feature is subscription dependent, and different from the call transfer, which takes place when one/several calls are in progress.

Unconditional Will divert all the incoming calls.

Warning! When selecting this option, you will not receive any calls at all until you deactivate it.

Conditional

Allows you to choose in which circumstance(s) you want to divert incoming calls: [If no reply](#), [If not reachable](#) or [If busy](#). Each option can be set independently.

Status

Will display the status of all call forwarding.

Mailboxes

To enter your voice mailbox numbers (if not available on your SIM card).

In some cases, you might have to enter two numbers: one to listen to your mailbox, the other one to forward calls. Contact your operator for more information on this subject.

Auto redial

To set the auto redial [On](#) or [Off](#). When [On](#) if the person you are calling is busy, your phone automatically redials this number until a successful connection is made or until the maximum number of attempts is reached (10). The phone beeps at the beginning of each attempt and emits a special beep if the connection is successful.

The time between redials increases with each attempt.

Any key answer

To accept a call by pressing any key, except , used to reject a call.

Call waiting

With GSM call

Applies to **All calls**, **Voice calls**, **Fax calls** and **Data calls**. When this option is active, you hear a beep if someone tries to call you while already on a call. Select the **Status** option to find out whether the GSM call waiting is active or not.

This function is subscription dependent. Contact your operator.

With GPRS call

Allows you to **Activate** or **Deactivate** the call waiting for voice incoming calls while a GPRS connection is ongoing.

Caller ID

To **Show** or **Hide** your identity to your correspondent. The **Status** option will inform you if this function is activated or not.

Call list



Call List

This menu provides you with the list of outgoing and incoming calls, attempts at auto redialling and call details. The calls (made, missed and received) are displayed in chronological order with the most recent on top.

Call list

Select an item and press  to consult the date, time, number, call status of any selected call and to know if it was sent or received. Press  again to access the options: **Call** or **Call handsfree** this correspondent, **Send a SMS**, **Send by MMS**, **Delete** the selected call or **Store** the associated number.

Reset

To reset the whole list at once.

*If a number listed is also in your **Contacts**, the corresponding name is displayed. Move  or  to select the number to redial and press . Press  to hang up.*

Call counters



Call counters

This menu allows you to handle the cost and duration of your calls.

GSM counters

This menu gives you access to the options described below.

The GSM Call Counters do not include WAP connections. Most options mentioned below are subscription dependent.

Total duration	To Show or Reset the time duration of Outgoing or Incoming calls.
Last call info	To display the duration and/or cost of your last call.
Info at call end	To set On or Off the systematic display of the length and/or cost of each call when hanging up.

Total cost

To display the accumulated cost and to set the counter to zero (may be protected by PIN/PIN2 codes).

- **Show** will show how much has been spent, having established the charge rate.
- **Reset** allows to reset the current **Total cost** to 0.
- **Show balance** allows to check the remaining credit (compared with previously set limit).
- **Cancel cost limit** allows to cancel the cost limit.
- **Cost limit** lets you to enter the cost limit used in the **Show balance** menu.
- **Change rate** allows to set or change the rate per unit. First enter the currency used (three characters maximum), then enter the cost per unit.

GPRS counters

This feature is subscription and network dependent.

Last mobile session

This option will display the last connection session or transfer volume of your mobile phone (e.g., after a WAP connection over GPRS).

Last PC session

This option will display the last connection session or transfer volume of your PC transmission.

The call counters managed by your mobile phone might differ from the ones used by your operator. You should therefore consider the call counters displayed on the screen as informative items, but NOT as the actual charge rate basis.

14 • Operator services

Most items of this menu are subscription dependent and specific to operators. Consequently, the menus described below may or may not be available. Contact your network operator for details.

The services provided may involve making a phone call or sending a SMS for which you may be charged.

WAP

Your mobile phone may have been pre-configured. If not, settings can be configured "Over the air", via the Club Philips web site.

Connect to www.club.philips.com, select your country, then click Enter the club. Click Set it up in the bottom left corner of the next window and follow the steps described. You will receive an SMS with your settings. Press  to accept the settings and automatically configure your phone.

Note that this service isn't available if your country and/or mobile phone doesn't appear in the relevant menus. In this case, contact your operator for information.



WAP

This menu allows you to access services supplied with your network, such as news, sports, weather, etc.

If your phone was pre-configured, it isn't necessary for you to change the settings described in this section. With some operators, settings can be set remotely.

Press and hold  To launch WAP.

You can also select Operator Services > WAP > Homepage and press  .

Move  or  To browse the online pages

Press  To select a highlighted item.

Press  To return to the previous page.

Press and hold  To end the WAP session.

You can also select Options > Exit and press  .

Your mobile phone connects to the network according to the Access settings you have defined in the menu Settings > Network (see page 33).

Homepage

This is the link to the first WAP site you access when launching a WAP session. In most cases, this menu item is preconfigured and will connect to your operator's WAP homepage. To change this default homepage see "Settings" page 65.

Bookmarks

This menu allows you to store your favourite WAP site addresses, rename them and access them quickly from the list.

Press  while browsing, then select Bookmarks: the Name and URL fields will be automatically filled in with the information of the page you are browsing.

Select **Add bookmark** and start entering the new name for the edit screen to appear. Press  , then proceed the same way to enter the URL address.

The **Manage bookmarks** menu allows you to **Delete** or **Edit** the selected bookmark.

Enter address

This menu allows you to enter a WAP site address, to which you connect directly when selecting it (a quick way to access WAP addresses without saving them as bookmarks).

All the addresses you enter in this menu and connect to at least once, will appear in a list. Select one of the items and press  to reconnect to the corresponding page, without having to re-enter its complete address.

Settings

Edit homepage

To change the **Homepage** name and address.

Start entering the new name for the edit screen to appear.

Select profile

To select one of the available profiles, then define the connection settings for each of them (press  /  to select / deselect).

All connection settings described below apply to the selected profile.

Security To display the list of installed security **Certificates** (then display its details or delete it), the **Session info** or the **Current certificate**.

Rename profile To rename the currently selected profile (start entering the new name for the edit screen to appear).

Browser options To activate or deactivate the downloading of images attached to WAP pages.

*Selecting **Never** will speed up the global downloading time of the pages browsed.*

Cache To empty an area of the phone's memory where the pages browsed during a WAP session are stored.

Connection **Select connection** allows you to select one of the data profiles you have defined in **Settings** > **Access settings** (see page 33).

Bearer allows you to select the type of network used by the selected profile when launching a connection (see page 33).

Proxy address and **Proxy port** allow you to define a gateway address and port number to be used when launching a WAP connection using the selected profile.

Press and hold  to enter "."

Push inbox

This menu allows you to read and manage messages automatically sent to you by the network and / or by your operator.

In some cases, a red "@" sign will be displayed on the screen to inform you that you have received a new push message. Press  to read it,  to go back to idle.

Push messages include URL links for quick access to the corresponding WAP services: a single click on the WAP Push message will connect to the WAP site for

browsing or downloading multimedia files into your handset.

If your push inbox is full, a message will ask you to delete some messages. In this case, you must select WAP > Push Inbox and delete some of the messages it contains before being able to receive more.

Options

While browsing, press the  key to access:

Homepage	To access the Homepage of the WAP site you are browsing.
Back	Brings you back to the previously browsed page.
Forward	Takes you to the next browsed page.
Refresh	To reload the currently browsed page from its original server.
Save as homepage	To save the currently browsed WAP page as the default homepage.
Save as...	To save images embedded in the pages that are displayed in the Picture album .
Exit	To end a WAP session.

Make a second call

You can make a second call during an active call or during a call on hold. Dial a number or select a name in the phonebook, then press  while already on the phone. The first call is put on hold and the number is displayed at the bottom of the screen. The second number is then dialled. You can then:

Press  To select [Switch calls](#) to toggle between calls (one is put on hold and the other one is then activated).

Press  To hang up the active line (the call on hold remains as such).

Answer a second call

When you receive a second call while already on the phone, the phone emits an alert beep and the screen displays [Call waiting](#). You can then:

Press  To answer the call (the first one is put on hold). Then press  and select:

- [Switch calls](#) to toggle between calls (one is put on hold and the other one is then activated),
- [Conference](#) to introduce the new caller into a conference call.

Press 

To reject the call.

Press 

To select **End call** to end the current call, then answer the incoming call.

To receive a second call, you must have deactivated the Call forward for voice calls (see page 60) and activated the Call waiting (see page 61).

Answer a third call

While in communication and one call being on hold, you may receive a third call. You can either end one of the calls before being able to answer the third one or introduce the calling party into a conference (see below). This service is limited to two current communications (one active and one on hold).

Conference call



Conference

You activate the conference call by making several outgoing calls, or create it from a multiparty call context. You may have up to five members at the same time and end all calls at once with .

Make a first call with someone, then a second one (see “Make a second call” above). Press  and select **Conference**. Repeat the process until five members are connected.

If there is an incoming call during the conference call and there are less than five members, you can accept this new call and add this member to the **Conference** call (if five members are already connected, you can answer the call, but not add it to the conference).

The **Conf. members** options allow you to disconnect a member of the conference by selecting **Remove party**, or select **Private call** to have a private call with this member only (other members are put on hold).

Explicit call transfer

You can connect an active call and a call on hold by selecting the **Transfer** option. You are disconnected when the transfer is completed.

This feature is different from the Call forward, which takes place before you pick up the call (see page 60).

Icons & symbols

In idle mode, several symbols can be displayed simultaneously on the screen.

If the network symbol isn't displayed, the network is not currently available. You may be in a bad reception area, moving to a different location may help.



Silent - Your phone will not ring when receiving a call.



Vibra - Your phone will vibrate when receiving a call.



GPRS attach - Your mobile phone is connected to the GPRS network.



SMS message - You have received a new message.



Voice mail - You have received a new voice mail.



Battery - The bars indicate the battery level (4 bars = full, 1 bar = low).



Alarm clock activated.



Roaming - Displayed when your phone is registered to a network other than your own (especially when you're abroad).



SMS full - Memory for messages is full. Delete old messages to receive new ones.



Call Forward Unconditional to number - All your incoming voice calls are being forwarded to a number other than voice mail.



Call Forward to voice mailbox - All your calls are being forwarded to voice mail.



Home zone - A zone designated by your network operator. Subscription dependent, contact your service provider for details.



GSM Network: your phone is connected to a GSM network
Reception quality: the more bars are shown the better the reception is.



SMS chat - option is set to **On**.



Memory full - The phone's memory is full. Delete items to store new ones.



MMS message - You have received a new multimedia message.

Troubleshooting

The phone does not switch on

Remove/reinstall the battery (see page 1). Make sure you plugged the jack of the charger into the correct connector (see “Charge the battery” page 2). Then charge the phone until the battery icon stops scrolling. Unplug from charger and try to switch the mobile on.

The display shows **BLOCKED** when you switch on

Somebody tried to use your phone but didn't know the PIN code nor the unblocking code (PUK). Contact your service provider.

The display shows **IMSI** failure

This problem is related to your subscription. Contact your operator.

Your phone doesn't return to the idle screen

Press and hold  or switch off the phone, check that the SIM card and the battery are installed correctly and switch it on again.

The symbol is not displayed

The network connection is lost. Either you are in a radio shadow (in a tunnel or between tall buildings) or you are outside the network coverage area. Try from another place, try to reconnect to the network (especially when abroad), check that the antenna is in place if your mobile has an external antenna, or contact your network operator for assistance/information.

The display doesn't respond (or the display responds slowly) to key presses

The display responds more slowly at very low temperatures. This is normal and does not affect the operation of the phone. Take the phone to a warmer place and try again. In other cases please contact your phone supplier.

Your battery seems to over heat

You might be using a Philips charger that was not intended for your phone. Make sure you always use the Philips authentic accessory shipped with your phone.

Your phone doesn't display the phone numbers of incoming calls

This feature is network and subscription dependent. If the network doesn't send the caller's number, the phone will display **Call 1** or **Withheld** instead. Contact your operator for detailed information on this subject.

You can't send text messages

Some networks don't allow message exchanges with other networks. First check that you entered the number of your SMS center, or contact your operator for detailed information on this subject.

You can't receive and/or store JPEG pictures

A picture may not be accepted by your mobile phone if it is too large, if its name is too long, or if it doesn't have the correct file format. See page 42 for complete information on this subject.

You have the feeling that you miss some calls

To receive all calls, make sure that none of the features «Conditional call forward» or «unconditional call forward» is activated (see page 60).

During battery charge, the battery icon shows no bar and the outline is flashing

Only charge the battery in an environment where the temperature does not go below 0°C (32°F) or above 50°C (113°F). In other cases please contact your phone supplier.

The display shows SIM failure

Check that the SIM card has been inserted in the right position (see page 1). If the problem remains, your SIM card may be damaged. Contact your operator.

When attempting to use a feature in the menu, the mobile displays NOT ALLOWED

Some features are network dependent. They are only available, therefore, if the network or your subscription supports them. Contact your operator for detailed information on this subject.

The display shows INSERT YOUR SIM CARD

Check that the SIM card has been inserted in the right position (see page 1). If the problem remains, your SIM card might be damaged. Contact your operator.

The autonomy of your phone seems lower than indicated in the user guide

The autonomy is linked to your settings (e.g., ringer volume, backlight duration) and the features you use. To increase the autonomy, and whenever possible, you must deactivate features you do not use.

Your phone doesn't work well in your car

A car contains many metallic parts that absorb electromagnetic waves which can affect the phone's performances. A car kit is available to provide you with an external antenna and enables you to make and receive phone calls without handling the handset.

Check with local authorities if you are allowed to use the phone whilst driving.

Your phone is not charging

Make sure you plugged the jack of the charger into the correct connector (see "Charge the battery" page 2). If your battery is completely flat, it might take several minutes of pre-charge (up to 5 in some cases) before the charging icon is displayed on the screen.

Precautions

Radio waves



Your cellular mobile phone is a **low power radio transmitter and receiver**. When it is operating, it sends and receives radio waves. The radio waves carry your voice or data signal to a base station that is connected to the telephone network. The network controls the power at which the phone transmits.

- Your phone transmits/receives radio waves in the GSM frequency (900 /1800/1900MHz).
- The GSM network controls transmission power (0.01 to 2 watts).
- Your phone complies with all relevant safety standards.
- The CE mark on your phone shows compliancy with European electromagnetic compatibility (Ref. 89/336/EEC) and low voltage directives (Ref. 73/23/EEC).

Your cellular mobile phone is your **responsibility**. To avoid damage to yourself, to others or to the phone itself, read and follow all the safety instructions and make them known to anyone borrowing your phone. Furthermore to prevent unauthorised use of your phone:



Keep your phone in a safe place and keep it out of small children's reach.

Avoid writing down your PIN code. Try to remember it instead.

Switch off the phone and remove the battery if you are going to leave it unused for a long time.

Use the **Security** menu to change the PIN code after purchasing the phone and to activate call restriction options.



The design of your phone complies with all applicable laws and regulations. However your phone may cause interference with other electronic devices. Consequently you should follow all **local recommendations and regulations** when using your cellular phone both at home and when away. **Regulations on the use of cellular phones in vehicles and aircraft are particularly stringent.**

Public concern has been focused for some time on the possible health risks for users of cellular phones. The current research on radio wave technology, including the GSM technology, has been reviewed and safety standards have been drawn up to ensure protection from exposure to radio wave energy. Your cellular telephone **complies with all applicable safety standards** and the Radio Equipment and Telecommunications Terminal Equipment Directive 1999/5/EC.

Always switch off your phone

Inadequately protected or **sensitive electronic equipment** may be affected by radio energy. This interference can lead to accidents.



Before boarding an **aircraft** and/or when packing the phone in your luggage: the use of mobile phones in an aircraft may be dangerous for the operation of the aircraft, disrupt the mobile phones network and may be illegal.



In **hospitals**, clinics, other health care centres and anywhere else where you may be in the close vicinity of **medical equipment**.



In areas with a potentially **explosive atmosphere** (e.g. petrol stations and also areas where the air contains dust particles, such as metal powders).

In a vehicle transporting flammable products (even if the vehicle is parked) or a vehicle powered by liquefied petroleum gas (LPG), check first that the vehicle complies with the applicable safety rules.

In areas where you are requested to turn off radio transmitting devices, such as quarries or other areas where blasting operations are in progress.



Check with the vehicle manufacturer that **electronic equipment** used in your vehicle will not be affected by radio energy.

Users of pacemakers

If you are a user of a **pacemaker**:

- Always keep the phone more than 15 cm from your pacemaker when the phone is switched on, in order to avoid potential interference.
- Do not carry the phone in a breastpocket.
- Use the ear opposite to the pacemaker to minimise the potential interference.
- Switch off your phone if you suspect that interference is taking place.

Users of hearing aids

If you are a user of a **hearing aid**, consult your physician and hearing aid manufacturer to learn whether your particular device is susceptible to cellular phone interference.

Performance improvement

In order to **improve the performance of your phone**, reduce radio energy emission, **reduce battery consumption** and **ensure safe operation** adhere to the following guidelines:



For the optimal and satisfactory operation of the phone you are recommended to use the phone in the normal operating position (when not using in hands-free mode or with a hands-free accessory).

- Do not expose your phone to extreme temperatures.
- Treat the phone with care. Any misuse will void the International Guarantee.
- Do not immerse the phone in any liquid; if your phone is damp, switch it off, remove the battery and let them dry for 24hrs before using them again.
- To clean the phone, wipe it with a soft cloth.
- Placing and receiving calls consumes the same amount of battery energy. However, the mobile consumes less energy in idle screen when kept in the same place. When in idle screen and while you are moving, your phone consumes energy to transmit updated location information to the network. Setting the backlight for a shorter period of time as well as avoiding unnecessary navigating in the menus will also help to save the battery's energy for longer phoning and stand-by performances.

Information displayed on battery

- Your phone is powered by a rechargeable battery.
- Use specified charger only.
- Do not incinerate.

- Do not deform or open the battery.
- Do not allow metal objects (such as keys in your pocket) to short circuit the battery contacts.
- Avoid exposure to excessive heat (>60°C or 140°F), moisture or caustic environments.



You should only use Philips Authentic Accessories, as the use of any other accessories may damage your phone and will make all guarantees for your Philips phone null and void.

Make sure damaged parts are replaced immediately by a qualified technician and that they are replaced with genuine Philips replacement parts.

Do not use your phone while driving



It lowers concentration, which can be dangerous. Adhere to the following guidelines:

Give your full attention to driving. Pull off the road and park before using the phone.

Respect the local regulations in countries where you drive and use your GSM phone.

If you want to use your phone in a vehicle, install the hands-free car kit which is designed for that purpose, still ensuring you give full attention to driving.

Ensure that your phone and car kit do not block any air bags or other security devices fitted in your car.

The use of an alarm system to operate a vehicle's light or horn to indicate incoming phone calls is prohibited on public roads in some countries. Check local regulations.

EN 60950 Norm

In case of hot weather or after a prolonged exposure to the sun (e.g., behind a window or a windscreen), the temperature of your phone's casing might increase, especially when featuring a metallic finish. Be very careful in this case when picking up your phone and also avoid using it with an ambient temperature over 40°C.

Environmental care



Remember to observe the local regulations regarding the disposal of your packaging materials, exhausted batteries and old phone and please promote their recycling.

Philips has marked the battery and packaging with standard symbols designed to promote the recycling and appropriate disposal of your eventual waste.



The battery should not be disposed of with general household waste.



The labelled packaging material is recyclable.



A financial contribution has been made to the associated national packaging recovery and recycling system (e.g. EcoEmballage in France).



The materials are recyclable (also identifies the plastic material).

Philips authentic accessories

Some accessories, such as a standard battery and a charger, are included as standard in the package of your mobile phone. Other accessories might be sold in the commercial package (according to the operator or the retailer), or sold separately. As a consequence, the package contents may vary.

To maximise the performance of your Philips phone and not to void the warranty, always purchase Philips Authentic Accessories that are specially designed for use with your phone. Philips Consumer Electronics cannot be held liable for any damage due to use with non authorised accessories.

Charger

Charges your battery in any AC outlet. Small enough to carry in a briefcase/handbag.

Universal car kit

Designed to operate your Philips mobile phone hands-free and easy to use, this compact hands-free

solution offers a high audio quality. Simply plug the kit into the vehicle auxiliary outlet.

XTra deluxe headset

In-line answer button offers you a simplified alternative to searching for the phone. Simply answer an incoming call by pressing the button. In idle mode, press to activate voice dial.

In certain countries, telephoning whilst driving is prohibited. For safe and trouble free installation, we recommend that specialized technicians install hands-free car kits.

Carry case

A black leather carry case allows easy key presses whilst protecting your phone from nicks and scratches. Supplied with necklace.

To maximise the performance of your Philips phone and not to void the warranty, always purchase Philips Authentic Accessories that are specially designed for use with your phone. Philips Consumer Electronics cannot be held liable for any damage due to use with

non authorised accessories. Ask for Philips Authentic Accessories where you purchased your Philips Phone.

TV Link

This data cable allows you to display a slide show on your TV. Simply connect the data end of the cable to the headset (top) connector on the right handside of your phone, then connect the video end to the video IN connector of your TV or VCR.

See “TV Slideshow” page 55 for detailed information on how to select pictures and display them in a slideshow.

This software is based in part on the work of the Independent JPEG group.

Data connect kit

Easy data connection to your Philips mobile phone. The USB cable enable high speed connection between your phone and your computer. Just connect your phone to the cable for an automatic organiser and phonebook synchronization within a few seconds. The software allows you to send faxes and SMS, access data communication facilities on mobile networks and connect to the Internet.

Stylus pen

In case you loose the stylus shipped with your phone, you can replace it by purchasing a new one. Please check with your local dealer for availability and prices.



JAVA is a trademark of Sun Microsystems, Inc.



Tegic Euro. Pat.
App. 0842463

T9[®] is a trademark of Tegic Communications Inc.



In-Fusio and the games engine Exen are trademarks of In-Fusio France.

Declaration of conformity

We,
Philips France - Mobile Telephony
4 rue du Port aux Vins - Les patios
92156 Suresnes Cedex
FRANCE

declare under our sole responsibility that the product

Philips 755

CT 7558

Cellular Mobile Radio GSM 900/GSM 1800

TAC: 352773 00

to which this declaration relates, is in conformity with
the following Standards:

EN 60950, EN 50360 and EN 301 489-07

EN 301 511 v 7.0.1

We hereby declare that all essential radio test suites have been carried out and that the above named product is in conformity to all the essential requirements of Directive 1999/5/EC.

The conformity assessment procedure referred to in Article 10 and detailed in Annex V of Directive 1999/5/EC has been followed related to articles 3.1 and 3.2 with the involvement of the following Notified Body: BAPT, Claremont House, 34 Molesey Road, Walton-on-Thames, KT12 4RQ, UK

Identification mark: **0168**

Le Mans, 12th March, 2004

Jean-Omer Kifouani
Quality Manager

In case your Philips product is not working correctly or is defective, please return your phone to the place of purchase or to the Philips National Service Center. Refer to the International Guarantee shipped in the box for information on Service centers and technical documentation relevant to your equipment.
