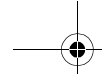


Welcome

Welcome to the world of Motorola digital wireless communications!
We are pleased that you have chosen the Motorola A1000
multimedia handset.





www.motorola.com

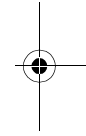
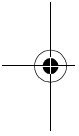
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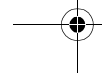
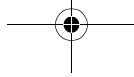
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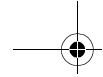
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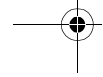
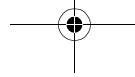
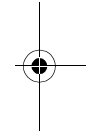
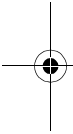
2 - Welcome

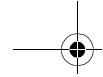




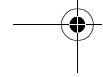
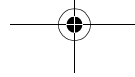
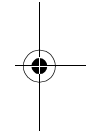
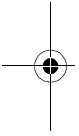
Contents

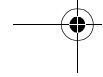
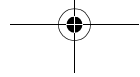
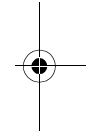
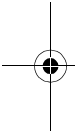
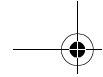
Welcome	1
Safety and General Information	9
Getting Started	16
What's in the Box?	16
About this Guide	16
Optional Features	17
Optional Accessories	17
Installing the USIM Card	17
Installing the Memory Card	19
Battery Use	20
Installing the Battery	21
Charging the Battery using the Travel Charger	22
Charging the Battery using the Desktop Charging Cradle ..	23
Turning Your Handset On and Off	23
Setting Up Your Handset for the First Time	24
Making and Answering Calls	24
Making a Call	25
Answering a Call	25
Using Your Handset	26
Handset Screen	26
Using Touchscreen Control	27
Using the 8-way Navigation Key	27
Using the Triangle Key	27
Using the Game Keys	28
Game Key A and Game Key B	28
Opening Applications	28





Folders	30
Switching Folders	30
Filing New Entry in Folder	30
Moving Entry to a Different Folder	31
Adding, Renaming, and Deleting Folders	31
Status Indicators	31
Entering Text	33
Handwriting Recognition	34
Virtual Keyboard	34
Using AGPS Location Information	35
Limitations of AGPS	35
Home Screen	37
Displaying the Home Screen	37
Screen Contents	37
Personalising Home Screen	38
Calling Features	39
Opening Phone Application	39
Displaying Your Phone Number	40
Using the Internal Speakerphone	40
Adjusting the Volume	40
Making a Voice Call	41
Dialling with the Keypad	41
Dialling Stored Phone Numbers	41
Redialling Failed Voice Calls	41
Making a Video Call	41
Making a Video Call to Another Handset	42
Making a Video Call to a Computer	43
Calling an Emergency Number	44
Using AGPS During an Emergency Call	44
Entering the Call	45





Answering Calls45

Switching to Aeroplane Mode45

then tap Turning off Call Ringing46

Messages and Email 47

 Setting up Messaging Accounts 47

 Email 47

 Multimedia and Text Messages 48

 Opening Messaging Application 49

 Creating and Sending Messages 50

 Email and Text Message 50

 Multimedia Messages 51

 Receiving and Reading Messages 53

Contact List 55

 Opening Contacts Application 55

 Adding Contacts 56

 Adding New Fields 58

 Recording Voice Tags for Contacts 58

 Deleting Voice Tags 60

 Editing Contacts 60

 Communicating with Contacts 61

 Using Voice Dialling 62

 62

Customising Handset Settings 63

 Setting the Wallpaper Image 63

 Setting the Screen Brightness 64

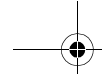
 Setting the Screen Calibration 64

 Setting the Volume for System Sounds 64

 Setting a Triangle Key Shortcut 65

 Choosing Ringtones 65

 Choosing Ringtones for Calls 66



Choosing Ringtones for Messages66

Choosing a Vibrate Pattern66

Getting More Out of Your Handset68

 Installing the A1000 Desktop Suite68

 Connecting a Bluetooth Device69

 Changing Your Bluetooth Settings70

 Connecting to a Computer70

 Setting Up a USB Cable Connection71

 Setting Up a Bluetooth Connection71

 Using the Desktop Suite71

 Using Remote Synchronisation71

 Setting Up Your Account72

 Configuring the Settings72

 Using Pictel Viewer73

 Opening Documents73

 Navigating Documents74

 Setting Preferences76

Personal Organiser Features77

 Calendar77

 Adding a Calendar Entry77

 Switching Calendar Views79

 Moving Entries to the To Do Application79

 To Do80

 Adding Entries:80

 Marking Tasks as Complete81

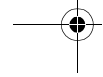
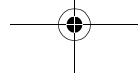
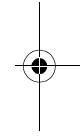
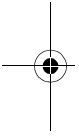
 Deleting Entries82

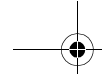
 Moving Entries to Calendar82

 Notes83

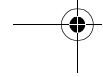
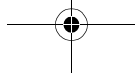
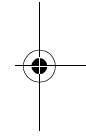
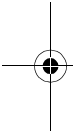
 Adding Notes83

 Time83



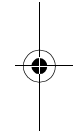
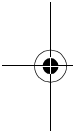


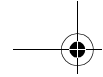
Setting the Time and Date	84
Setting Location	85
Setting Alarms	86
Responding to Alarms	86
Turning Alarm Sounds Off	87
Calculator	87
Making Voice Recordings	87
Playing a Recording	89
Deleting a Recording	89
Sending a Recording	89
Security	90
Locking and Unlocking Handset	90
Establishing Password Protection	90
News and Entertainment	92
Web Browser	92
Setting Up Your Internet Account	92
Opening Web Browser	92
Opening Web Pages	93
Adding Bookmarks	93
Saving Web Pages	93
Downloading Audio, Video, and Pictures	94
Music	94
Opening Music	95
Playing an Audio Track	96
Managing Music Playlists	97
Playing a Music Playlist	98
Saving Audio Files	99
Camera	100
Opening Camera Application	101
Using the Front and Back Camera Lens	102





Using the Camera Control Keys	102
Taking Still Pictures	103
Selecting Camera Settings	103
Recording Video Clips	104
Using Self-Timer	104
Available Memory Indicator	105
Switching to Pictures	105
Switching to Video	105
Video	105
Opening Video	105
Playing a Video Clip	107
Playing Quickplay Video and Audio	108
Saving Video Clips	109
Sending Video Clips	109
Pictures	109
Opening Pictures	110
Viewing Pictures	111
Viewing Slideshow	111
Editing Pictures	112
Sending Pictures	112
Specific Absorption Rate Data	114
Index	116





Safety and General Information

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

The information provided in this document supersedes the general safety information in user guides published prior to December 1, 2002.

Exposure To Radio Frequency (RF) Energy

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits RF energy. When you communicate with your phone, the system handling your call controls the power level at which your phone transmits.

Your Motorola phone is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

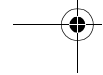
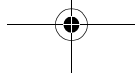
Operational Precautions

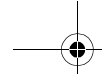
To assure optimal phone performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards, always adhere to the following procedures.

External Antenna Care

Use only the supplied or Motorola-approved replacement antenna. Unauthorised antennas, modifications, or attachments could damage the phone.

Do NOT hold the external antenna when the phone is IN USE. Holding the external antenna affects call quality and may cause the phone to operate at a higher power level than needed. In addition, use of unauthorised antennas may result in non-compliance with the local regulatory requirements in your country.





Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone.

Body-Worn Operation

To maintain compliance with RF energy exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this phone, if available. Use of accessories not approved by Motorola may exceed RF energy exposure guidelines. If you do not use one of the body-worn accessories approved or supplied by Motorola, and are not using the phone held in the normal use position, ensure the phone and its antenna are at least 1 inch (2.5 centimetres) from your body when transmitting.

Data Operation

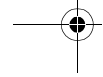
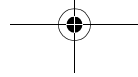
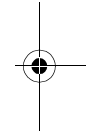
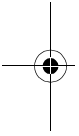
When using any data feature of the phone, with or without an accessory cable, position the phone and its antenna at least 1 inch (2.5 centimetres) from your body.

Approved Accessories

Use of accessories not approved by Motorola, including but not limited to batteries and antenna, may cause your phone to exceed RF energy exposure guidelines. For a list of approved Motorola accessories, visit our website at www.MOTOROLA.com.

RF Energy Interference/Compatibility

Note: Nearly every electronic device is susceptible to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your phone may cause interference.



Facilities

Turn off your phone in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care facilities that may be using equipment that is sensitive to external RF energy.

Aircraft

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

Medical Devices

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (15 centimetres) be maintained between a handheld wireless phone and a pacemaker.

Persons with pacemakers should:

- ALWAYS keep the phone more than 6 inches (15 centimetres) from your pacemaker when the phone is turned ON.
- NOT carry the phone in the breast pocket.
- Use the ear opposite the pacemaker to minimise the potential for interference.
- Turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

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

Other Medical Devices

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

Use While Driving

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

When using your phone while driving, please:

- Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

For Vehicles With an Air Bag

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

Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless it is a phone type especially qualified for use in such areas and certified as "Intrinsically Safe." Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: *The areas with potentially explosive atmospheres referred to above include fuelling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders. Areas with potentially explosive atmospheres are often but not always posted.*





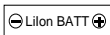
Blasting Caps and Areas

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

Batteries

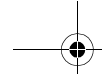
Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, bag, or other container with metal objects. **Use only Motorola original batteries and chargers.**

Your battery or phone may contain symbols, defined as follows:

Symbol	Definition
	Important safety information will follow.
	Your battery or phone should not be disposed of in a fire.
	Your battery or phone may require recycling in accordance with local laws. Contact your local regulatory authorities for more information.
	Your battery or phone should not be thrown in the trash.
	Your phone contains an internal lithium ion battery.

Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to blinking lights, such as when watching television



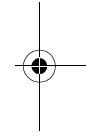
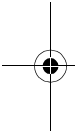
or playing video games. These seizures or blackouts may occur even if a person never had a previous seizure or blackout.

If you have experienced seizures or blackouts, or if you have a family history of such occurrences, please consult with your doctor before playing video games on your phone or enabling a blinking-lights feature on your phone. (The blinking-light feature is not available on all products.)

Parents should monitor their children's use of video game or other features that incorporate blinking lights on the phones. All persons should discontinue use and consult a doctor if any of the following symptoms occur: convulsion, eye or muscle twitching, loss of awareness, involuntary movements, or disorientation.

To limit the likelihood of such symptoms, please take the following safety precautions:

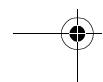
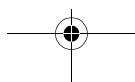
- Do not play or use a blinking-lights feature if you are tired or need sleep.
- Take a minimum of a 15-minute break hourly.
- Play in a room in which all lights are on.
- Play at the farthest distance possible from the screen.

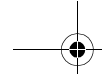


Repetitive Motion Injuries

When you play games on your phone, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, or other musculoskeletal disorders:

- Take a minimum 15-minute break every hour of game playing.
- If your hands, wrists, or arms become tired or sore while playing, stop and rest for several hours before playing again.
- If you continue to have sore hands, wrists, or arms during or after play, stop playing and see a doctor.





European Union Directives Conformance Statement

Hereby, Motorola declares that this product is in compliance with



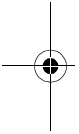
- The essential requirements and other relevant provisions of Directive 1999/5/EC
- All other relevant EU Directives

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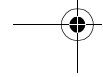
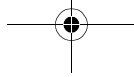
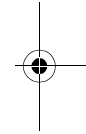
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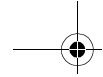
Product
Approval
Number



The above gives an example of a typical Product Approval Number.

You can view your product's Declaration of Conformity (DoC) to Directive 1999/5/EC (the R&TTE Directive) at www.motorola.com/rte - to find your DoC, enter the product Approval Number from your product's label in the "Search" bar on the Web site





Getting Started

What's in the Box?

Your multimedia handset comes with a:

- Rechargeable battery
- Rapid charger and regional adapter
- Desktop charging station
- Stylus
- Stereo headset with send/end key
- CD-ROM with PC sync software, downloadable media files, utilities, and various applications
- USB data cable
- Removable memory card with SD/MMC adapter (see Note)
- Protective carrying case (see Note)
- User documentation

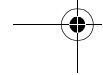
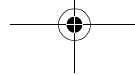
Note: *The in-box items may vary by country. Contact 3 for more details.*

You can customise your handset for maximum performance and portability. To buy Motorola Original™ accessories and for more information, visit:

www.hellomoto.com

About this Guide

This user's guide describes the basic features in your multimedia handset.





Note: A *More Here* reference guide for your handset is provided on the in-box CD that describes your handset's features in more detail.

Optional Features

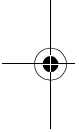


This label identifies an optional network, USIM, or subscriber-dependent feature that may not be offered by all service providers in all geographical areas. Contact your service provider for more information.

Optional Accessories

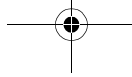
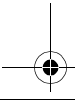
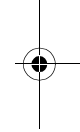


This label identifies a feature that requires an optional Motorola Original™ accessory.



Installing the USIM Card

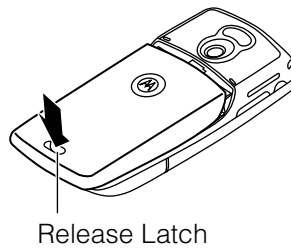
Your USIM (Universal Subscriber Identity Module) card contains your phone number, service details, and phonebook/message memory.



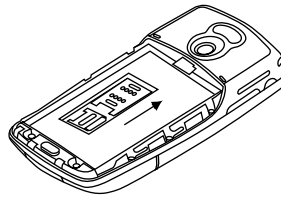
Caution: Do not bend or scratch your USIM card. Avoid exposing your USIM to static electricity, water, or dirt.

Action

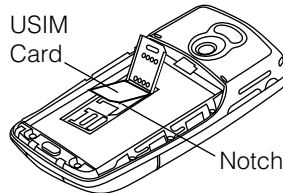
- 1 Push down the release latch, and slide the back cover down to remove it.



- 2 Slide the USIM card door toward the top, then lift upward to open.

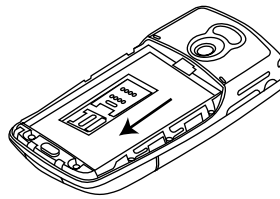


- 3 Insert the USIM card into the tray (gold plated contacts facing down, and notch to the right).



Action

- 4 Close the USIM card door, then slide downward to lock, as shown on the door and in the illustration.

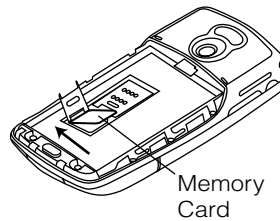


Installing the Memory Card

The memory card lets you store multimedia files, such as audio clips, pictures, and video clips.

Action

- 1 If back cover is on, remove it as described in the procedures.
- 2 Slide the memory card door to the left, as shown in the illustration, and lift open.



- 3 Insert the memory card into the tray (gold plated contacts facing down, and notches to the right).
- 4 Close the memory card door, then slide downward to lock it.

Battery Use

Battery performance depends on many factors including your wireless carrier's network configuration; signal strength; the temperature at which you operate your handset; the features and/or settings you select and use; items attached to your handset's accessory connector port; your voice, data, and other application usage pattern.

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

To maximise your battery's performance:

- Always use Motorola Original™ batteries and battery chargers. The handset warranty does not cover damage caused by using non-Motorola batteries and/or battery chargers.
- New batteries or batteries stored for a long time may require a longer charge time.
- Maintain the battery at or near room temperature when charging.
- Do not expose batteries to temperatures below -10°C (14°F) or above 45°C (113°F). Always take your handset with you when you leave your vehicle.
- When you do not intend to use a battery for a while, store it uncharged in a cool, dark, dry place, such as a refrigerator.
- Batteries gradually wear down and require longer charging times. This is normal. If you charge your battery regularly and notice a decrease in talk time or an increase in charging time, then it is probably time to purchase a new battery.



The rechargeable batteries that power this handset must be disposed of properly and may need to be recycled. Refer to your battery's label for battery type. Contact your local recycling centre for proper disposal methods.

Warning: Never dispose of batteries in a fire because they may explode.

Installing the Battery



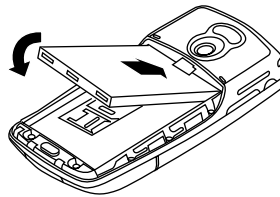
Use only Motorola Original™ batteries and accessories.
Store batteries in their protective cases when not in use.

Action

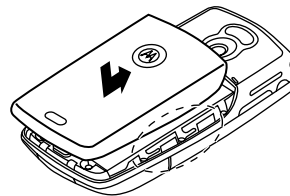
- 1 Remove the battery from its plastic bag

- 2 If the back cover is on, remove it as described in the procedures.

- 3 Insert the battery under the tab and push down.



- 4 Replace back cover and slide into place until it locks.

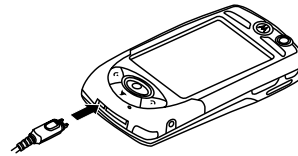


Charging the Battery using the Travel Charger

New batteries are shipped partially charged. Before you can use your handset, you need to install and charge the battery, as indicated by the following instructions. Some batteries perform best after several charge/discharge cycles.

Action

- 1 Plug the charger in with the release tab up.

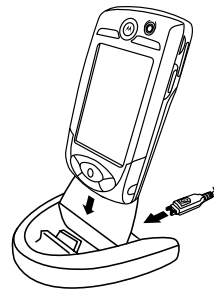


- 2 Plug the other end into an electrical outlet. While the battery is charging, **Charging Battery** and the battery's current charge level (**Very Low to High**) display on the screen.
- 3 When **Charging Complete** displays, press the release tab and remove the charger.

Charging the Battery using the Desktop Charging Cradle

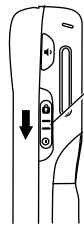
Action

- 1 Plug the travel charger, release tab end, into the back of the charging cradle with the release tab up.
- 2 Plug the other end into an electrical outlet.



Turning Your Handset On and Off

After you turn the handset on, your personal home page displays after the startup sequence (see page 37).



Slide switch down for 1 second to turn on or off.



Setting Up Your Handset for the First Time

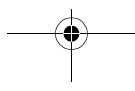
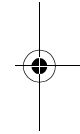
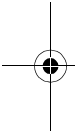
When you turn on the handset for the first time, you need to:

- Install the A1000 Desktop Suite from the in-box CD. See page 69 for set up and installation procedures.
- Select primary and secondary languages
- Calibrate the screen for accurate screen taps (see page 64).
- Set time and date (see page 83).

Making and Answering Calls








To make and answer calls, your handset must:

- be turned on
- have a USIM card installed
- have a network connection with adequate signal strength



Making a Call



Action

- 1 Press  or tap .
- 2 Select a voice or video call by tapping:
 voice call
 video call
- 3 Use the stylus to tap the number you want to enter on the keypad.
- 4 Press .
- 5 Press  to turn on the speakerphone during the call (see page 40).
Note: You must be in an active call to use the speakerphone.
- 6 To end the call, press .

Answering a Call

When you receive a call, the handset rings or vibrates (unless set to Silent profile).

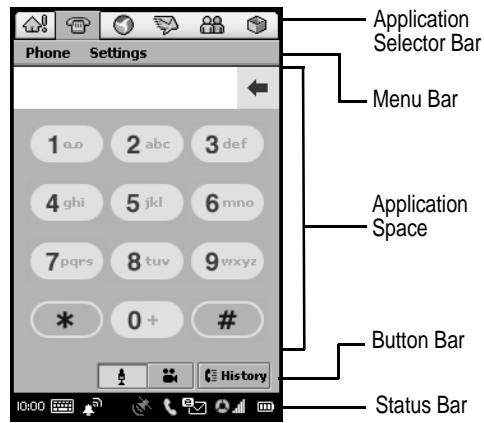
Action

- 1 Press  or tap **Answer**.
- 2 To end the call, press .

Using Your Handset

See page 1 for a basic handset diagram.

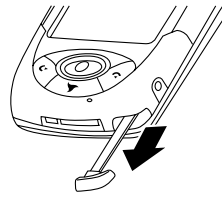
Handset Screen



Application Selector Bar	Shows six icons that allow easy to access to commonly used applications.
Menu Bar	Shows menus for the open application.
Application Space	Shows the open application.
Button Bar	Shows buttons you can select in the open application.
Status Bar	Shows handset status information.

Using Touchscreen Control

The stylus fits in a compartment on the side of the handset. Using the stylus, tap once on an icon, text, or on-screen button to select and open an item.




Using the 8-way Navigation Key

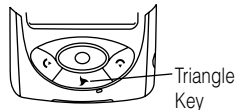


You can press the navigation key up, down, left, or right to highlight an item. Press the centre key to select the highlighted item.

Note: This guide describes how to use touchscreen control to use the features. In most cases, it does not include the equivalent 8-way Navigation key for using the feature.

Using the Triangle Key

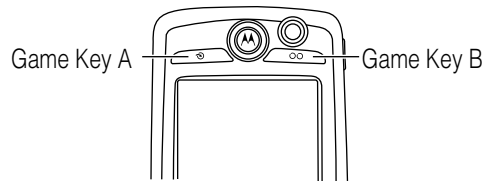
The Triangle key () provides access to unique features from 3. See 3's Dive in welcome pack for more details.



- Press to open the browser.
- Press and hold for 3 seconds to go to **My Shortcut**.

Note: The default shortcut is Home. To change the shortcut, see page 65.

Using the Game Keys



Game Key A and Game Key B

These keys are used when you play games on your handset. The action of each key varies depending on the game being played.

Tip: You can press Game Key A (◀) to open the first (leftmost) menu in the menu bar. Press ▶ again to close the menu.

Opening Applications

Your handset has many built-in applications for communications, personal organisation, and entertainment. Each application has an associated icon.

You can open an application in the following ways:

- Select an icon in the Application Selector bar.
- Select . The Application Launcher displays, showing icons of all of your handset's applications. Select the application you want to open.

Note: You don't have to save and close an application before going to another. Changes or entries in the opened application are automatically saved.



The following icons open the handset applications:



Browse
(see page 92)



Notes
(see page 83)



Calculator
(see page 77)



Phone
(see page 39)



Calendar
(see page 77)



PicSes Viewer
(see page 94)



Camera
(see page 100)



Pictures
(see page 109)



Contacts
(see page 55)



SimApps
(see page 113)



Control Panel
(see page 64)



SyncML
(see page 71)



Desktop Suite
(see page 71)



Time
(see page 83)



Home
(see page 37)



To do
(see page 80)



Messaging
(see page 47)



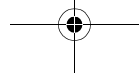
Video
(see page 105)



Music
(see page 94)



Voice
(see page 87)



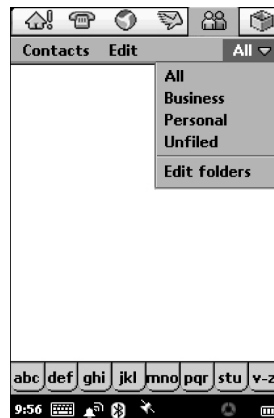
Folders

Many applications include a group of folders. The current folder name appears on the right side of the menu bar at the top of the screen.

You can use folders to organise your entries. For example, you can create separate folders for business and personal entries.

Switching Folders

Tap the current folder name, then select a folder from the list. To view every entry in every folder, select **All**.



Filing New Entry in Folder

Action

- 1 In the application, select a folder.
- 2 Create a new entry. The entry is automatically assigned to the folder.

Moving Entry to a Different Folder

Action

- 1 Open the entry.
- 2 Select a different folder. The entry is moved to the folder.

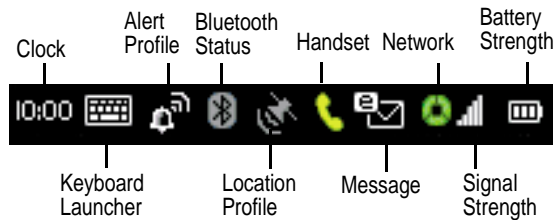
Adding, Renaming, and Deleting Folders

Action

- 1 Tap the current folder, then select **Edit folders**.
- 2 To add a new folder, tap **Add**.
To rename a folder, tap **Rename**.
To remove a folder, tap **Delete**.

Status Indicators




The status bar at the bottom display the following status indicators:



Clock – Shows the current time. Tap clock to briefly display the date.

Keyboard Launcher – Tap to display the on-screen keyboard. (The keyboard displays only when the cursor is in a text-entry field.)

Alert Profile – Shows the current alert profile:

Audio:  Vibrate:  Silent: 

The alert profile indicates how the handset notifies you of an incoming call or message.

To change the alert profile, tap the indicator, then select a new setting.

Bluetooth Status – Shows the current Bluetooth status:

On: White Off: Gray


Tip: You can tap the icon, then select to turn on or turn off Bluetooth (see page 69).

Location Profile – Shows if the GPS (Global Positioning System) Location service is off, idle (in standby), or busy (requesting location information). The colour indicates the Location profile:


Off: Gray Idle: White Busy: Green


To turn the Location service on or off, tap the indicator, then select the setting you want. The Location service allows you to track your current location on the handset screen.

Handset – Shows the status of an active call:

Connected:  Muted: 

When not in an active call:

Voicemail waiting: 

Videomail waiting: 




Note: Videomail may not be offered by all service providers in all geographical areas.

Message – Shows that you have a new message and the type of message:

Email:  Text message:  Multimedia message: 



If an multimedia message or text message sender's phone number is in your Contact list, the indicator is white. If the sender's phone number is not in your Contact list, the indicator is amber. If multiple types of new messages are available,  displays.


Network – Shows the type of network service connection:


No service:  (gray)


Emergency service:  (red)

Connected to GSM home network:  (one green segment)

Connected to GPRS home network:  (two green segments)



Connected to video coverage home network:  (three green segments)

Roaming to non-home type network:  (three amber segments)

Aeroplane profile (handset disabled): 

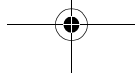
To turn Aeroplane profile on or off, tap the indicator, then select the setting you want (see page 45).

Signal Strength – Shows the network signal strength. The more bars, the stronger the network signal.

Battery Strength – Shows the amount of charge in your battery. The more bars, the greater the charge. The indicator is amber when the handset is using a large amount of battery power, such as during a video call. When  displays, the battery is charging, and when  displays, the battery cannot receive a charge.



Entering Text

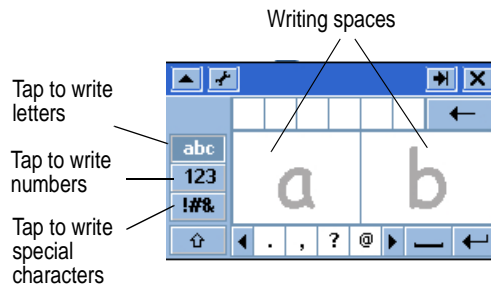
Two text entry methods make it easy to enter names, numbers, and text messages on your handset.



Handwriting Recognition

Note: You can use the handwriting pad only when the screen cursor is in a field that allows you to enter text.

You can use the stylus as a pen to write letters, numbers, and punctuation. To write with the stylus, tap  in the status bar. The handwriting pad or the keyboard displays (depending on which you used last). If the keyboard displays, tap , then tap **Handwriting** in the popup menu.





To write, tap the letter, number, or characters button on the left side of the handwriting pad. Then use the stylus to write in one of the two writing spaces. For best performance, alternate between the writing spaces so recognition can occur in one while you write in the other.

To enter punctuation marks, special characters, spaces, and returns, tap the buttons beneath the writing spaces.

Virtual Keyboard

Note: You can use the keyboard only when the screen cursor is in a field that allows you to enter text.


To use the on-screen keyboard to type text, tap  in the status bar. The handwriting pad or the keyboard displays (depending on which you used last). If the handwriting pad displays, tap  again, then tap **Roman Keyboard** in the popup menu.

To type, tap the keyboard keys with the stylus.



Using AGPS Location Information

Your handset can use Assisted Global Positioning Service (AGPS) to tell the network where you are physically located.

To change your Location Profile setting, tap the Location Profile icon () in your handset's status bar (page 32).

Limitations of AGPS

Sometimes adequate signals from multiple satellites are unavailable, usually because your AGPS handset's antenna cannot establish a view of a wide area of open sky. In these cases, the AGPS feature **will not work**. Such situations include, but are not limited to, the following:

- in underground locations
- inside of buildings, trains, or other covered vehicles
- under any other metal or concrete roof or structure
- between tall buildings or under dense tree cover

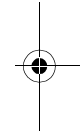
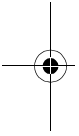


- near a powerful radio or television tower
- when your AGPS antenna is covered (for example, by your hand or other object) or facing the ground
- when there are temperature extremes outside the operating limits of the handset

Even where location information can be calculated in such situations, it may take more time than usual, and your location estimate may not be as accurate. Walking or driving very slowly may also substantially reduce AGPS performance.

Even where adequate signals from multiple satellites are available, your AGPS feature will provide only an approximate location, often within 150 feet (45 metres) but sometimes much farther from your actual location.


The satellites used by your handset's AGPS feature are controlled by government bodies and are subject to changes implemented by them. These changes may affect the performance of your handset's AGPS feature.



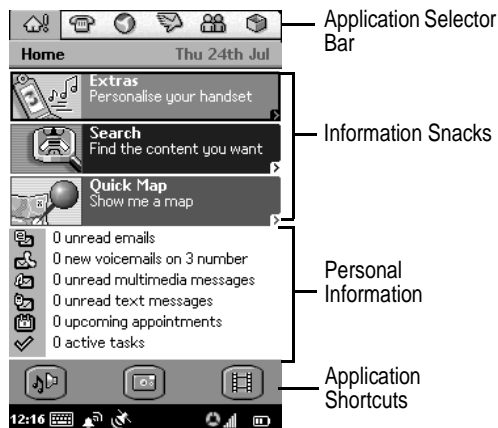
Home Screen

The Home screen shows a variety of content. This could be a summary of your appointments, messages, and personal links to content such as news, entertainment, and sports.

Displaying the Home Screen

The Home screen displays after the startup sequence when you turn on the handset. You can also display the Home screen by tapping  in the Application Selector bar.

Screen Contents





Information Snacks – Shows the three most recently received information snacks (headlines). Tap a snack to go to a Web page with more information.

Note: See 3's Dive in welcome pack for information about information snacks.

Personal Information – Shows information you want displayed in your Personal Information section. Depending on the items you select, this section shows the number of new voicemail, messages, appointments, and active tasks you have.

Application Shortcuts – Shows 3 icons for fast access to your favourite applications.

Personalising Home Screen

Action

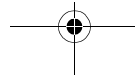
- 1 Go to the Home screen (if not already shown).
- 2 Tap **Home > Preferences**.
- 3 Tap **Events** tab.

- 4 Select up to six items you want displayed in the Personal Information section by tapping the appropriate checkbox.

Note: When six items are already selected, the other items are no longer selectable. To change or add a selection, you must remove the checkmark from a currently selected item.

- 5 Tap **Applications** tab.
- 6 Select the three applications you want displayed in the Applications Shortcuts section, then tap **Done**.

Note: To receive updated information from 3, tap **Content** tab, then tap **Update**. Refer to 3's Dive in welcome pack for more details.

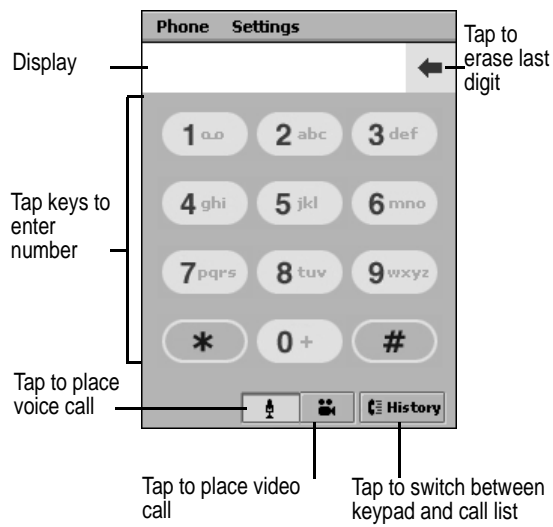


Calling Features


Opening Phone Application

Use the Phone application to make voice and video phone calls. You can open this application in the following ways:


- Press . When the Phone application opens, a list of the most recently entered calls displays.
- Press or tap in the Application Selector bar or Application Launcher. When the Phone application opens, the dialling keypad displays:

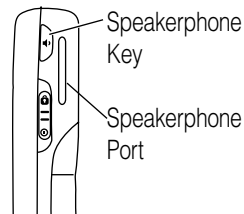


Displaying Your Phone Number

Your phone number must be programmed on your USIM card to use this feature. Tap  in the Application Selector bar. Tap **Handset > My line(s)**. The handset shows your phone number(s).

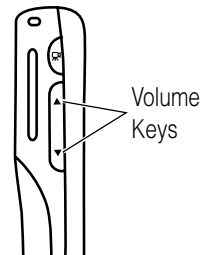
Using the Internal Speakerphone

To turn on the internal speakerphone during an incoming or active call, press .



Adjusting the Volume







Press the top of the volume key to increase volume or the bottom of the key to decrease volume for the earpiece, speakerphone, or headset during a call.



Making a Voice Call

Dialling with the Keypad

Action

- 1 Tap  in the Application Selector bar or Application Launcher.
- 2 Select a voice call by tapping ()
- 3 Tap the phone number on keypad.
- 4 If you make a mistake while entering, tap  to delete the last digit entered. Tap and hold  to delete multiple or all digits.
- 5 Double tap () or  to make the call.

Dialling Stored Phone Numbers

You can automatically dial stored phone numbers (see page 55)

Redialling Failed Voice Calls

If a voice call fails (busy or not answered), **Call Failed** displays. To redial the call, tap the **Retry** button.

Making a Video Call

You can make video calls to other devices that have video call capabilities.




Making a Video Call to Another Handset

You can make a video call to another handset by entering the phone number on the keypad.



Shortcut: You can automatically place video calls to stored phone numbers.

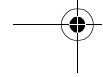
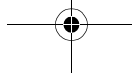
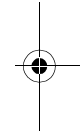
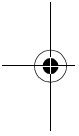
Action

- 1 Tap  in the Application Selector bar or Application Launcher.
- 2 Position the front camera lens or P2P (point-to-point) lens so that it faces the image you want to send, (see page 102.)

Note: *The speakerphone automatically turns on during a video call.*

- 3 Tap the phone number on keypad.

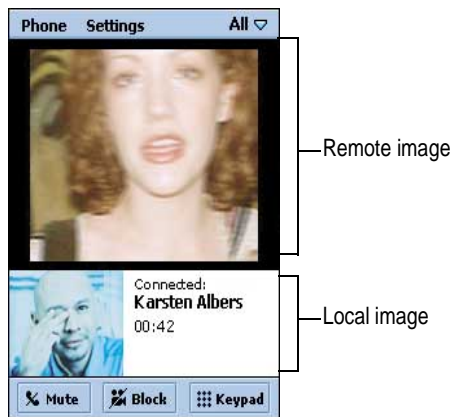
If you make a mistake while entering, tap  to delete the last digit. Tap and hold  to delete multiple or all displayed digits.



Action

- 4 Tap .

When the call connects, the screen shows the remote camera image on top and the local image on the bottom.



Making a Video Call to a Computer

To make a video call to a computer, you can use:

- **Call History List** – To call a computer in your call history list, tap the email address you want to call.
- **Contacts** – To call stored phone numbers, see page 55.
- **Embedded email address** – To call a computer's email address, tap the address in an email, text message, multimedia message, or an HTML page.



Calling an Emergency Number

Your service provider may program one or more emergency phone numbers, such as 999, that you can call under any circumstances, even when your handset is locked or the USIM card is not inserted.



Your service provider can program additional emergency numbers into your USIM card. However, your USIM card must be inserted in your handset in order to use the numbers stored on it. See your service provider for additional information on this issue.

Note: *Emergency numbers vary by country. Your handset's preprogrammed emergency number(s) may not work in all locations, and sometimes an emergency call cannot be placed due to network, environmental, or interference issues.*

Using AGPS During an Emergency Call

When you make an emergency call, your handset's assisted-Global Positioning System (AGPS) feature can calculate your approximate location and help emergency service personnel find you.

Notes:

- *This feature can work only if the emergency response centre can receive and process location information. If you are concerned about whether your local emergency response centre can receive AGPS location information, contact your local authorities.*
- *In order for the AGPS feature to work when making emergency calls, the service must be turned on (see page 32).*

For best results, you should be located where your handset's antenna can establish a clear view of the open sky. This allows your handset to access AGPS satellite signals. Even under good conditions, it may take 30 seconds or more to determine your approximate location. This time increases and the accuracy of the results decreases with reduced access to satellite signals.




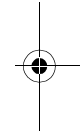
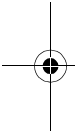
If your handset does not have access to AGPS satellite signals, the location of the nearest cell tower in contact with your handset is automatically provided to the emergency response centre.

Because of the limitations of the AGPS feature, always provide your best knowledge of your location to the emergency response centre, just as you would when using a handset without AGPS capabilities. Also, remain on the handset for as long as the emergency response centre instructs you.

Entering the Call

Action

- 1 Press keypad keys to enter the emergency number.
- 2 Press  to call the emergency number.





Answering Calls

When you receive an incoming voice or video call, the handset rings or vibrates (unless set to Silent profile).

Action

Press  or tap **Answer** to answer the call.

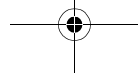
Note: Press  to turn on the speakerphone.

If you do not want to accept the call, press  or tap **Busy**.

Notes: Video calls display  to the left of the call.

Switching to Aeroplane Mode

If you want to use the handset's personal organisation and entertainment features in a situation where telephone use is not







allowed (such as on a plane), switch the handset to Aeroplane mode.

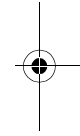
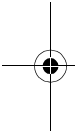
In Aeroplane mode, you cannot connect to the network to make phone calls or send messages. Also, Bluetooth and GPS Location service are not available.

Action

- 1 Tap the Network indicator  in the Status bar.
- 2 In the Connection Profile box, tap **Aeroplane Mode**.
- 3 Tap **OK**.

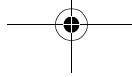
 displays when the handset is in Aeroplane mode.

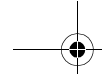
- 4 To return to normal operation, tap , then tap **Handset On**.



 then tap **Turning off Call Ringing**

You can turn off ringing for incoming calls by setting the handset's alert profile to vibrate or silent (see page 32).





Messages and Email

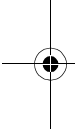
You can create, send, and receive email, multimedia messages, and text messages.

To send stored audio, video, and picture files with your email and multimedia messages. See the "News and Entertainment" beginning on page 92.

Setting up Messaging Accounts



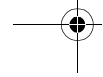
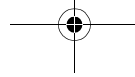
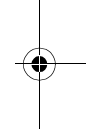
Before you can send and receive messages, you must set up your accounts. Contact your service provider for account details.

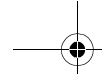


Email

To send and receive email, you must set up an Internet account and an email account


The handset supports IMAP4, POP3, and SMTP protocols.






To create an Internet account:

Action

- 1 Open Control Panel application ().
- 2 Tap **Connections** tab > **Internet accounts** > **Accounts** tab.
- 3 Tap **New**.
- 4 Enter information about your account.
- 5 Tap **Done**.

To create an email account:

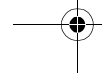
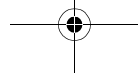
Action

- 1 Open Control Panel application ().
- 2 Tap **Connections** tab > **Messaging accounts** > **Email** tab.
- 3 Tap **New**.
- 4 Enter information about your account on the **Basic**, **Inbox**, **Outbox**, and **Advanced** tabs.
- 5 Tap **Done**.

Note: See the *A1000 More Here* reference guide on the in-box CD for more information.


Multimedia and Text Messages

Your service provider should already have set up multimedia message and text message accounts on your handset.



To check account settings:

Action

- 1 Open Control Panel application ().


- 2 Tap **Connections** tab > **Messaging accounts**.

- 3 Tap the **Email**, **Text message**, **Multimedia message**, or **Info Service** tabs to view account settings. Tap the left and right arrows to move between the account tabs.

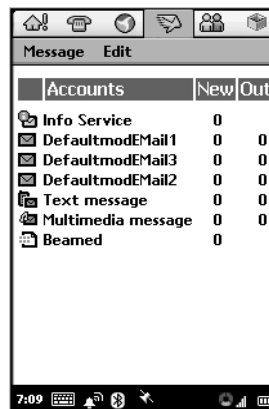
Opening Messaging Application

Use the Messaging application to create, send, and receive messages.

Action

Tap  in the Application Selector bar or Application Launcher. When the Messaging application opens, it shows a list of your established accounts.

Note: The account stores data received using Bluetooth (see page 69).



Creating and Sending Messages

Email and Text Message

Action

- 1** Tap the email or text message account in the list of accounts.


- 2** Tap **Message > New**.

- 3** Tap **Text only**, **Media only**, or **Text & media**, then tap **Done**.

- 4** In the **To** field, enter the recipient's address (email) or phone number (text message).
To enter a stored address or phone number from Contacts, tap **To**.
To enter several addresses or phone numbers, enter a comma between each.

- 5** In the **Subj** field (email only), write a subject line.

- 6** In the text area, write the text message.

- 7** To add an attachment, tap the  tab, then tap **Add**.

- 8** In the **Type** field, select the file type you want to attach, then tap **Done**.

- 9** Tap the stored file you want to attach, then tap **Add**.
Note: You cannot send or forward media files that are forward-locked.

- 10** When message is complete, tap **Send**.

Note: If you accept a video call while composing an email or text message, the message is automatically saved to either the email or text message draft folder.

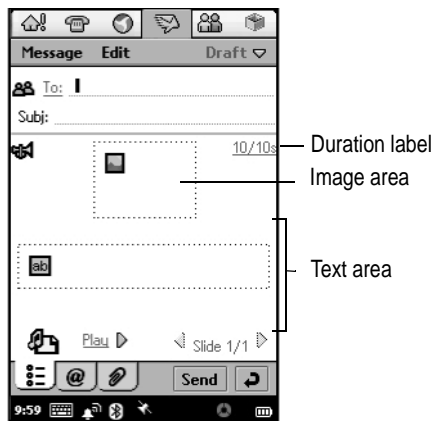
Multimedia Messages

You can create and send multimedia messages that contain one or more slides with audio, video, images, and documents.

Action

- 1 Tap the multimedia message account in the list of accounts.
- 2 Tap **Message > New**.
- 3 Tap **Text only**, **Media only**, or **Text & media**, then tap **Done**.

The first slide of the message displays:




Action

- 4** In the **To** field, enter the recipient's phone number or email address. (The recipient must also subscribe to multimedia messaging.)


To enter a stored number from **Contacts**, tap **To**.

To enter several phone numbers, enter a comma between each.

- 5** Tap  to add a sound. You can then record a new sound or select a stored audio file.

You can add WAV and AMR audio files to an multimedia message.

***Note:** You cannot send or forward media files that are forward-locked.*

- 6** Tap  to add an image, then select a stored image file.

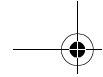
You can add the following types of stored image files to an multimedia message: BMP, WBMP, GIF, PNG, JPEG, and TIFF.

***Note:** You cannot send or forward media files that are forward-locked.*


- 7** Tap the text area to place a cursor in the text area. Enter text with stylus or virtual keyboard.

- 8** To set the slide duration, tap the duration label (**10/10s**). Specify how long (in seconds) you want the slide to play before automatically advancing to the next slide in the message.

The first number in the duration label indicates the duration of the current slide. The second number indicates the total duration of all slides in the message.



Action

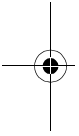
9 To add another slide to the message, tap .

10 To play the slide presentation, tap **Play**.

11 When message completes, tap **Send**.

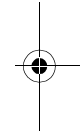
Notes:

- *The maximum file size of an multimedia message is 30 KB. If you exceed this size, a warning message displays. Remove audio or video files to reduce the file size.*
- *If you accept a video call while composing and email or text message, the message is automatically saved to either the email or text message draft folder.*



Receiving and Reading Messages

When a new message is received, a message indicator displays in the status bar (see page 31).



Action

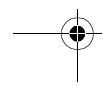
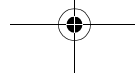
1 Tap the message indicator in **Status** bar.

The Messaging application opens, showing a list of established accounts. The number of unread messages displays next to each account.

2 Tap the account containing the message you want to read.


A list of messages displays. Unread messages display in bold.

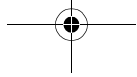
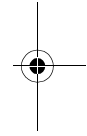
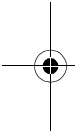
3 Tap the message you want to read.





Action


4 Attachments display with a  . Tap the attachment to open it.

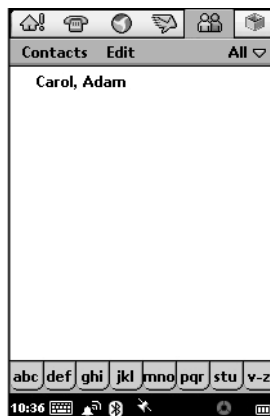


Contact List



Use the Contacts application to store details such as names, phone numbers, and email addresses in an alphabetical list of entries. You can call or send a message to any stored contact from this list.

Opening Contacts Application

Tap  in the Application Selector bar or Application Launcher. An alphabetical list of stored contacts displays:



The following icons can display next to a contact name:

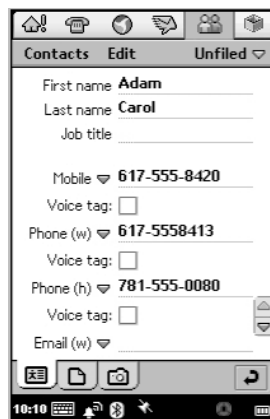
-  – Displays if contact has a voice tag assigned to a phone number (see page 58).
-  – Displays if contact is saved in the USIM folder.

To see each contact's preferred phone number next to their name, tap **Edit** > **Preferences**, then tap the **Show preferred phone number** tab.

Adding Contacts

Action

- 1 Open the folder in which you want to save the contact. To store the contact on your USIM card, open the USIM folder.
- 2 Tap **Contacts** > **New** to display the Contact information form.



- 3 Enter contact name, phone numbers, email address, and other information.


Note: If you enter more than one phone number, (for example, a work and home number), you can select which number displays in the contact list as the preferred phone number. To do so, tap **Edit** > **Preferred number**, then select the desired preferred phone number from the list.

- 4 Tap ▼ preceding each phone number to select its communication method: Phone (land line), Mobile, Email, Web, or Web call (email address for 2-stage dialling video call).




Action



- 5 To record a voice tag, refer to "Recording Voice Tags for Contacts" on page 58.

- 6 To assign a unique ringtone to the contact, tap the down arrow, if necessary, then tap the **Ringtone** box.
- 7 Select a tone from the list. When you receive a voice or video call from this contact, the selected ringtone plays.
- 8 Tap  to play the selected ringtone.


- 9 To add a new field to the contact, tap **Edit > Add Field**. "Adding New Fields" on page 58.

Note: This step is optional. However, the fields must be added when entering the contact information. You can not add new fields after you save the contact.

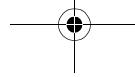
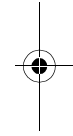
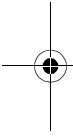
- 10 To add a note to a contact, tap , then enter the note.
- 11 You can mark a note as Private. Private notes are not included when you send or synchronise contact details.

- 12 To assign a stored photo or image to the contact, tap , then , then select the photo or image.

or


tap  to take a photo

The contact's assigned image displays when you make a call to or receive a call from the contact.





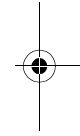
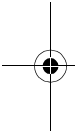
Action

- 13 When you have entered all contact information, tap .
The contact now displays in the alphabetical list of contact names.

Adding New Fields

Action

- 1 When entering information for a new contact, tap **Edit > Add field**.
- 2 Tap **New Field**, then the field from the list.
- 3 Tap **Add**.
The Contact Information form displays and **[new field]** displays next to the added field.
- 4 Repeat these steps to add more fields.

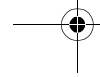
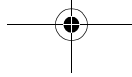


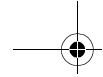
Recording Voice Tags for Contacts

You can record a voice tag when adding a new contact (page 56), or when editing a contact (page 60).

Note: *The contact must have at least one phone number entered to assign a voice tag.*

You can record a voice tag for all phone numbers for a contact. However, each phone number must have a unique voice tag.





Tip: Make your recording in a quiet location. Hold the handset about 4 inches (10 centimetres) from your mouth, and speak directly into the handset in a normal tone.

Action

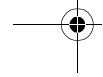
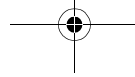
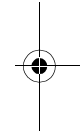
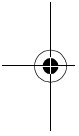
- 1 When adding or editing a contact, tap the **Voice tag** box under the phone number.

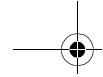
 - 2 When prompted, tap **Record** and speak the desired voice tag.

 - 3 When prompted, tap **Record** again and repeat the voice tag.
A checkmark (✓) in the **Voice tag** box indicates the voice tag has been recorded.

 - 4 Tap the field next to the **Voice tag** box, then select **Voice call** or **Video call**.


 - 5 Repeat these steps to record additional voice tags for this contact.
-
-






Deleting Voice Tags

Action

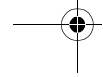
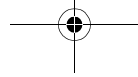
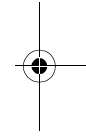
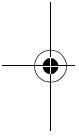
- 1 Tap  in the Application Selector bar or Application Launcher to display your list of contacts.
- 2 Tap a contact in the list.
- 3 Tap **Edit > Edit Contact**.
- 4 Tap the **Voice tag** box for the tag you want to delete.
- 5 Tap **Yes**.

Editing Contacts

Action

- 1 Tap  in the Application Selector bar or Application Launcher to display your list of contacts.
- 2 Tap a contact in the list.
- 3 Tap **Edit > Edit Contact**.

Note: *Your changes are automatically saved.*



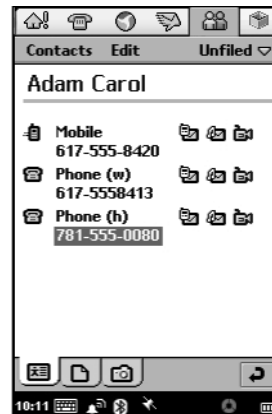
Communicating with Contacts

You can easily phone, email, or send messages to your stored contacts.








Action

- 1 In the list of contact entries, tap the contact name. The contact's defined phone numbers and email addresses display:

A phone number or email address might have additional icons next to it, depending on its defined communication method.




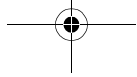
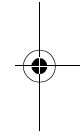
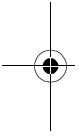
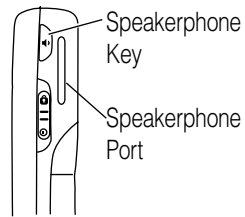
- 2 Tap the icon for the call or message you want:

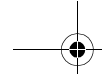
-  or  Voice Call to a phone
-  Video Call to a phone or computer (for phone number contacts)
-  Video Call to a computer (for email address contacts)
-  Email message to a phone or computer
-  Multimedia message to a phone or computer
-  Text message message to a phone



Using Voice Dialling

Press and release  (speakerphone key) then say the recorded voice tag within 2 seconds.






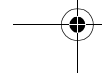
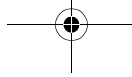
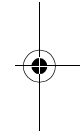
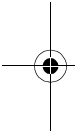
Customising Handset Settings

Setting the Wallpaper Image

You can set an image to display in the background of the Application Launcher.

Action

- 1 Open Application Launcher ()
 - 2 Tap **View > Appearance**.
 - 3 Tap **Background** and select from the list, or select **Find image** to select a stored image.
 - 4 Tap **Done**.
-
-



Setting the Screen Brightness

Action


- 1 Open Control Panel application ().

Note: Tap Screen from the Handset tab.

- 2 Slide the **Brightness** switch button to the desired setting.
- 3 Tap **Done**.

Setting the Screen Calibration


Action

- 1 Open Control Panel application ().
- 2 Tap **Screen** from the **Handset** tab.
- 3 Tap **Calibrate**.
- 4 When prompted, tap the centre of points 1, 2, and 3 to calibrate the screen.

or

Press the centre of the screen to reset calibration to the factory default setting.

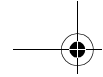
or

Press  in any direction to exit without making changes.

- 5 Tap **Done**.


Setting the Volume for System Sounds

Set the volume level for screen taps, button presses, alerts, and




system notices.


Action

- 1 Open Control Panel application ().
- 2 Tap **Sound** from the **Handset** tab.
- 3 Select desired settings for button clicks, screen taps, ringer, and alert profile.
- 4 Tap **Done**.

Setting a Triangle Key Shortcut

The Triangle key () has 1 default shortcut setting, Browser, and one shortcut that you can customise to open your favourite application, for example, Camera.

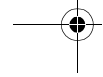
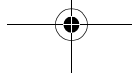
Action

- 1 Open Control Panel application ().
- 2 Tap **Shortcut key** from the **Handset** tab.
- 3 Select an application from the list.
- 4 Tap **Done**.

Choosing Ringtones


When you set the alert profile to audio, the handset rings during an incoming call or message (see page 32).


Personalised ringtones assigned to stored contacts override the ringtones you select here (see page 56).



Choosing Ringtones for Calls

Action


- 1 Open the Phone application ().
- 2 Tap **Settings > Tones**.
- 3 Select the ringtones you want for 3 phone number, 3 additional line (if applicable), video, voicemail, and videomail.


To hear the selected ringtone, tap .

- 4 Select a setting for **Keypad tones**.
- 5 Tap **Done**.

Choosing Ringtones for Messages

Action

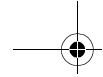
- 1 Open the Messaging application ().
- 2 Tap **Edit > Preferences**.
- 3 Select the ringtones you want for each messaging account.

To hear the selected ringtone, tap .

- 4 Tap **Done**.


Choosing a Vibrate Pattern

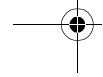
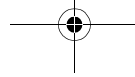
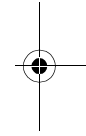
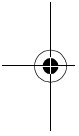
When you set the alert profile to vibrate, the handset vibrates to indicate an incoming call or message. You can select from the different vibrate patterns provided.

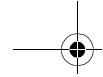


Note: See page 32 to view and set the alert profile.

Action

- 1 Open Control Panel application ().
- 2 Tap **General** tab.
- 3 Tap **Ringtone Manager**.
- 4 Tap the **Vibrate** tab.
- 5 Tap the vibrate pattern you want to use. To test the pattern, tap the left arrow.
- 6 Tap **Done**.



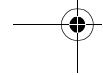
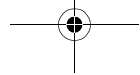
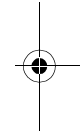
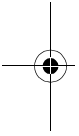


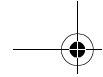
Getting More Out of Your Handset

Installing the A1000 Desktop Suite

Important: Before connecting your handset to another device such as a computer or Bluetooth device, install the A1000 Desktop Suite, located on the in-box CD. Follow the on-screen prompts for installation instructions. This program enables you to establish a connection with a computer or Bluetooth device to:

- Synchronise email and Calendar, Contacts, and To Do entries between your handset and a computer
- Back up and restore information between your handset and a computer
- Transfer files between your handset and a computer
- Install applications on your handset





Connecting a Bluetooth Device

Important: Before connecting your handset to a Bluetooth device, set up the other device as described in its user guide.

Action

1 Open Control Panel application ()

2 Tap **Connections** tab > **Bluetooth**.

3 Tap the **Devices** tab, then tap **Add**.

Your handset searches for all Bluetooth enabled devices in the vicinity.

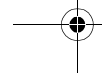
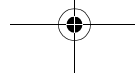
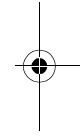
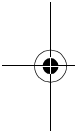
or

Tap **Show**, select from the list of available devices, then tap **Refresh**,

4 In the list of available devices, tap the one you want to bond.


If prompted, enter a passkey, then tap **Done**.

A passkey is a set of numbers or letters (at least four characters) that you agree to exchange with the owner of the other device. When the handset accepts the passkey, the bonding process completes.



Changing Your Bluetooth Settings

Action

- 1 Open Control Panel application ()
- 2 Tap **Connections** tab > **Bluetooth** > **Settings** tab.
- 3 To turn on Bluetooth, tap the box next to **Bluetooth on**. A check mark in the box indicates Bluetooth hardware is turned on.
- 4 Tap a selection in **Visible for other devices**.
- 5 You can change your **Receiving items** settings (see below), and enter a Bluetooth name for your handset.
- 6 Tap **Done**.

Receiving Items settings determine what your handset does when it receives information from connected Bluetooth devices.


Setting	Description
Always receive	accepts the information
Ask first	prompts you to accept the information
Never receive	rejects the information

Connecting to a Computer

Important: Before connecting your handset to a computer, ensure the A1000 Desktop Suite, located on the in-box CD has been installed.



Setting Up a USB Cable Connection

Connect the USB cable from the accessory port on the bottom of the handset to the USB port on the computer.

To complete the connection, tap  (**Desktop Suite**) in the Application Launcher, then tap **Connect**.

Setting Up a Bluetooth Connection

Action

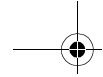
- 1 Make sure the PC is Bluetooth enabled, then establish a connection as described on page 69.
- 2 Open Control Panel application ()
- 3 Tap **Connections** tab > **Desktop Suite**.
- 4 In the **Link using**, field tap **Bluetooth**.
- 5 To select a **Preferred PC**, tap the box next to it, then tap **Done**.
- 6 To complete the connection, tap  (**Desktop Suite**) in the Application Launcher and tap **Connect**.

Using the Desktop Suite

After connecting your handset to the computer, start the A1000 Desktop Suite program on the computer. Refer to the A1000 Desktop Suite online help for more information about using the program.

Using Remote Synchronisation

The handset allows you to synchronise Calendar, To Do, and Contract entries over the air (OTA) with a synchronisation server. It



is designed to synchronise with basic features of the initial release of many popular Personal Information Management (PIM) software and hardware products.


Setting Up Your Account

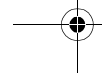
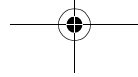
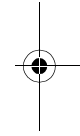
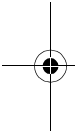
To use remote synchronisation, contact your service provider to set up an account. To synchronise over the Web, you also need an Internet account.

Configuring the Settings

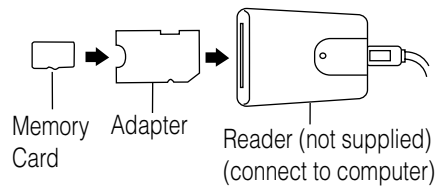
When you have your account information, you can configure the handset for remote synchronisation.

Action

- 1 Tap ().
- 2 Tap **Edit > Settings**.
- 3 Enter the **Server address**, **Username**, and **Password**.
- 4 Tap **Done**.
- 5 Tap on a task you want to enable.
- 6 Tap **Enable task** checkbox.
- 7 Enter the path to the **Server database**.
- 8 Tap **Done**.
- 9 Tap **Edit > Settings**, then tap the **Protocol** tab.
- 10 Tap **Use transporter login** checkbox.
- 11 Enter a **Username** and **Password**.
- 12 Tap **Done**.



Using Picstel Viewer




Picstel Viewer automatically reformats many popular file formats such as text, presentation, and database management files, to fit in the screen area of your handset.

Use Picstel Viewer to open documents from the internet, received messages, and documents stored on your A1000 handset or personal computer. The stylus and icons allow you to open, scroll, zoom, and navigate through documents with ease.

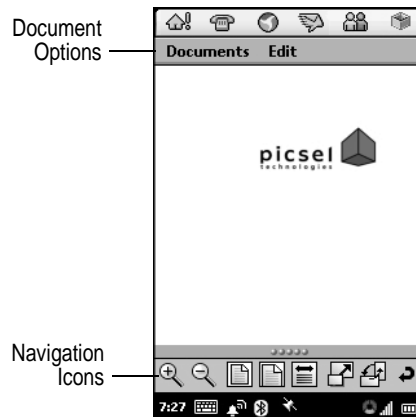
Opening Documents




Action

- 1 Open Picstel Viewer ().
 - 2 Locate the document from your saved **Bookmarks**, **History** list, folders, or lists.
 - 3 Tap on the document name to open it.
- Document** options allows you to display and select options such as send, delete, rename, view history, and bookmarks.

Navigating Documents

Icons on the navigation bar allows you to easily zoom in and out, change views, and move to other pages of the documents.



Navigation Icon	Description and Procedure
Expand control bar ()	Displays thumbnail images of a document 3 pages at a time. The larger thumbnail indicated the currently displayed page. Tap a thumbnail to display its page. Tap the left arrow twice to go to the first page, tap the right arrow twice to go to the last page.
Fit to width ()	Display a document to the full width of the viewing area.
Fit to page ()	Display a document to the full width and height of the viewing area.

Navigation Icon	Description and Procedure
Zoom in (🔍)	Increase document size
Zoom out (🔍)	Decrease document size
Display as actual size (🖨️)	Display a document or image in its full, original size. Tapping the Expand control bar displays thumbnails for easier navigation. Tap and hold the red box in the thumbnail move around the current screen.
Full screen profile (🖨️)	Display a document or image in its full, original size and hides the status and application bars.
Rotate screen (🔄)	Rotate screen horizontally. Tap again to go back to vertical view.
Go back (⬅️)	Display previous page



Setting Preferences

Action

1 Tap **Edit > Preferences**.

2 Make your selections from the list.

Page flick – go to the next or previous page in a document by tapping and sliding the stylus across the bottom of the screen.

- Slide stylus right to go to the previous page
- Slide stylus left to go to the next page.

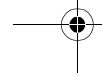
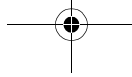
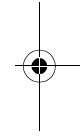
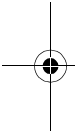
Show pictures – available only for HTML and PDF documents

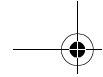
Reflow text – reformats documents to fit the width of the screen.

Keep for – select the number of days documents are kept before they are automatically deleted.

Clear history – delete all history documents

3 Tap the filename to open the document.





Personal Organiser Features

Calendar

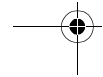
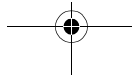
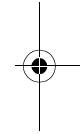
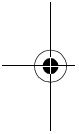
Use Calendar to schedule and organise events such as appointments and meetings. You can review your schedule of events for the day, week, or month, and have the handset play a reminder alarm for specific events.

Note: *Ensure the correct time and date are set before using Calendar (page 83).*

Adding a Calendar Entry

You can enter the following types of Calendar entries:

- **Appointment** – An entry with a start and end time (for example, a meeting)
- **Reminder** – An entry that does not need a time (for example, a birthday)
- **All day event** – An entry with a start and end date, but no specific times. Use an all day event for an entry that lasts a whole day or several days (for example, a conference).



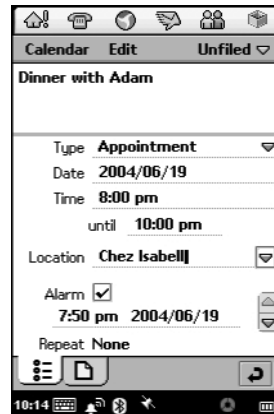
To add a Calendar entry:

Action

1 Open Calendar ().

2 Tap **Calendar > New**.

The Calendar Entry form displays.



3 Use the stylus or virtual keyboard to enter a description.

4 Select the type of entry.

5 Enter the date, time, and location of the event.


6 Tap the **Alarm** box if you want the handset to sound a reminder alarm for this entry.


The time and date of the alarm display below the **Alarm** box. To change when the alarm sounds, tap the time or date.

7 If this entry recurs, tap **Repeat** to select a repeat interval. Check the **Forever** box to have the alarm repeat indefinitely.

Action


8 To mark this entry as Private when you synchronise Calendar entries with a computer, tap **Private**.

9 To add a note to the entry, tap , then enter the note.


10 Tap  to save the entry.


Switching Calendar Views

You can see your Calendar entries in several views: Day, Week, or Month. When you first open Calendar, the Day view displays.

To switch to Week, tap .

To switch to Month, tap .

To switch back to Day, tap .

To return to the current day in the selected view, tap .

To see the details of an entry, tap the entry.

Moving Entries to the To Do Application

You can move Calendar entries to the To Do application, which lists tasks you need to complete.

Action

1 Open the entry.

2 Tap **Calendar > Move to To do**.

Notes: *To Do entries do not have repeats, times, or locations, so Calendar entries that you move to To Do lose this information. If*


you copy an entry back to Calendar, the information is not restored. If you move an entry with an alarm, it sounds in To Do.

To Do

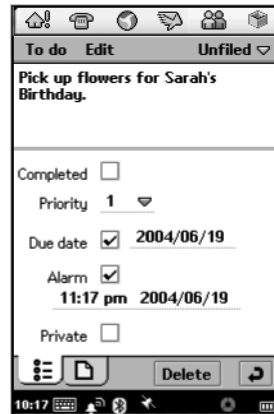
Use the To Do application to list and track tasks you need to complete. You can set due dates for activities, reminder alarms, and mark tasks as completed.

Adding Entries:

Action

- 1 Open **To do** ().
- 2 Tap **To do > New**.

The To Do entry form displays.



- 3 Use stylus or virtual keyboard to enter a description.
- 4 Select a priority (1-9, with 1 highest) for the task.

Action

- 5 Tap the **Due date** box if you want this task to have a due date.


The current date displays next to the **Due date** box. To select a different due date, tap the date, and select a date from the displayed calendar.

- 6 Tap the **Alarm** box if you want the handset to sound a reminder alarm for this entry.

The time and date of the alarm displays below the **Alarm** box. To change the alarm, tap the time or date.

- 7 To mark this entry as Private when you synchronise To Do entries with a computer, tap **Private**.

- 8 To add a note to the entry, tap  and enter the note.

- 9 Tap  to save the entry.

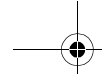
Marking Tasks as Complete

When you open To Do, a list of tasks and their due dates displays.

Action

To mark a task as completed, tap the box next to it. The due date disappears, indicating the task is completed.

Note: To hide completed entries, tap **Edit > Preferences**, then remove the check from **Display completed**.



Deleting Entries

When you no longer need a record of your completed entries, delete them.

Action

To delete an individual entry, tap the entry in the list and tap **Delete**.

To delete all completed entries, in your list of entries, tap **To do** > **Delete completed**.

Moving Entries to Calendar

You can schedule To Do entries on your calendar by moving them to the Calendar application (page 77).

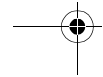
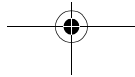
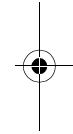
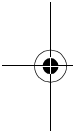
Action

1 Open the entry.

2 Tap **To do** > **Move to Calendar**.

Notes: If you do not set a due date for the To Do entry, the handset uses the current date for the new entry.

If you move an entry with an alarm, it sounds in Calendar.








Notes

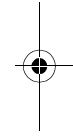
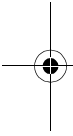
Use Notes to write notes and sketch graphics.

Adding Notes

Action

- 1 Open Notes ()
- 2 Tap **Notes > New**.
- 3 Enter the note using the stylus or virtual keyboard.
- 4 To add a graphic to the note, tap .
- 5 Use the stylus to sketch your graphic.
Use the on-screen buttons to change line width and colour, and erase lines.

- 6 Tap  to save the note.



Time

Use Time to set the current time and date, and to set alarms you do not want to include in your Calendar or To Do list.

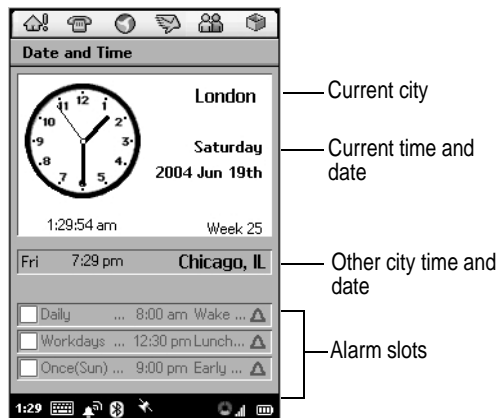


Setting the Time and Date

If you have not already set the current time and date..:

Action

- 1 Open Time (🕒). The Date and Time screen displays:



- 2 Tap **Date & Time > Set time & date.**
- 3 Enter the current time and date.
- 4 To set the time and date format, tap the **Format** tab, then select the format from the lists of available formats.
- 5 Tap **Done.**



Setting Location

Time can display time and date information for two locations:

- **Current** – The place where you are at the moment. The time and date of your current location display in the top half of the screen.
- **Other** – A city of your choice. The time and date of this city displays below the time and date of your current location. If you are abroad, you can check the time at home by setting this location to your home city.

Action

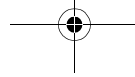
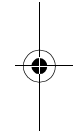
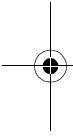
1 Tap **Date and Time > Set location**.

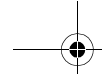
2 Select your current location from the **Current country** and **Current city** lists.

Note: If the city you want is not listed, select another city in the same time zone.

3 Select another location (optional) from the **Other country** and **Other city** lists.

4 Tap **Done**.





Setting Alarms

You can use Time as an alarm clock. It is ideal for wake-up alarms and other regular alarms you do not want to include in your Calendar or To Do list.

You can set up to three alarms in Time. The alarm slots display in the lower half of the Time screen.


Action

1 Tap one of the alarm slots.

2 Set the following alarm details:

Time – time of day you want the alarm to sound.

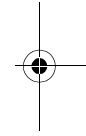
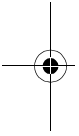
When – how often you want the alarm to sound: once, during the next 24 hours, daily, on workdays only, or weekly.

Alarm sound – the sound you want the alarm to make. Tap  to listen to the selected sound.

Message – one of several preset alarm messages or enter your own.

3 Tap **Done**.

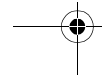
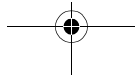
4 Tap the alarm checkbox to turn on the alarm.



Responding to Alarms

When an alarm sounds, the message you selected displays. Tap the **Snooze** button to reset the alarm to sound again in 5 minutes.

Note: *The alarm does not sound while you are making a phone call or recording a voice note.*





Turning Alarm Sounds Off

To silence an alarm before it sounds, do one of the following:

- Uncheck the alarm slot checkbox.
- Tap the alarm slot, then select **Silent** in **Alarm sound**.

Calculator

To open Calculator, tap  in the Application Launcher.

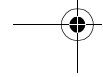
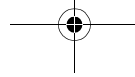
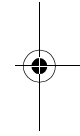
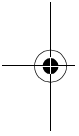
Use the calculator by tapping the on-screen keys.

Making Voice Recordings

You can record personal messages on your handset.




Note: *Recording of phone calls is subject to varying Laws regarding privacy and recording of phone conversations.*

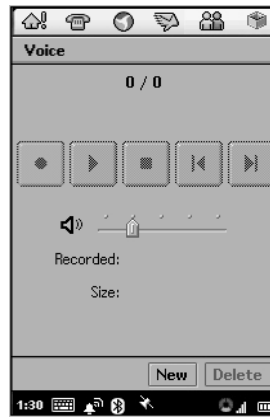
Tip: Make your recording in a quiet location. Hold the handset about 4 inches (10 centimetres) from your mouth, and speak directly into the handset in a normal tone.




Tip: Adjust your volume setting for playback.


Action


- 1 Open Voice ().
- 2 Tap **Voice** > **New Voice note** or tap **New** (at the bottom of the screen).
- 3 Tap  to begin recording.
- 4 Tap  to stop recording.




- 5 Tap  to playback the recording.

A counter at the top of the screen indicates the number of the current recording and the total number of recordings. For example, **1 / 2** indicates you are on the first of two records.

Tap  to pause during playback.





Tap  to resume playback.

Tap  and slide left to decrease volume or right to increase volume during playback.

To delete a recording, tap **Delete** while on the record.




Playing a Recording

Action

- 1 Open Voice ().
- 2 Tap  or  to go to the recording you want to play.
- 3 Tap  to play the recording.




Deleting a Recording

Action

- 1 Open Voice ().
- 2 Tap  or  to scroll to the recording you want to delete, then tap **Voice > Delete note** or tap **Delete** (at the bottom of the screen).



Sending a Recording

Action

- 1 Open Voice ().
- 2 Tap  or  to scroll to the recording you want to send, then tap **Voice > Send as**.
- 3 Tap one of the selections in the **Send as** box, then press **Done**.
- 4 Follow the normal procedure for your selection.

Security

Locking and Unlocking Handset

You can lock the handset so that the touchscreen and keys do not work. When you lock the handset, you can still use the  and  keys for incoming phone calls.




Slide up to lock. Slide down to center to unlock.

Establishing Password Protection

You can establish password protection to prevent unauthorised access to information in the handset.

Action

- 1 Open Control Panel application ().
- 2 On the **Handset** tab, tap **Password**.
- 3 Tap the **Security** tab, then tap **Set Security Code**.
- 4 Tap in your current security code, then tap **Done**.
- 5 Enter a new security code, then tap **Done**. Confirm the new security code, then tap **Done**.



Action

6 To set a handset lock code, tap **Phone Lock > Set lock code**. Enter a lock code, then tap **Done**. Confirm the lock code, then tap **Done**.

Tap the **On** or **Off** button for **Auto Phone Lock**.

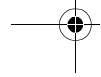
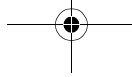
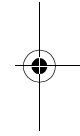
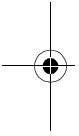
To delete the code, tap **Clear**, enter your current code, then tap **Done**.

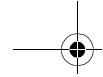
7 If you want the password entry screen to display owner information:

a Tap **Owner**.

b In the **Owner Information** box, enter the text that you want displayed.

c Tap **Done**.





News and Entertainment

Web Browser




The Web browser lets you open Web pages and use Web-based applications (such as on-line banking, shopping, and games) on your handset.

Setting Up Your Internet Account

Before you can use the Web browser, you must set up an Internet account (see page 47).

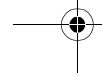
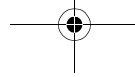
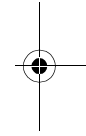
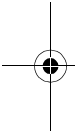
Opening Web Browser

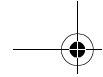
Tap  in the Application Launcher or Application Selector Bar.

To open the Web browser and go directly to the Hutchison portal, press .

If you have saved bookmarks and/or Web pages, an alphabetical list of your bookmarks or saved Web pages displays, depending on which you displayed last.

Note: *If your bookmarks or saved pages do not display, tap **Browse** > **Bookmarks** or **Saved pages**.*





Opening Web Pages

Action

- 1 Tap the bookmark or saved Web page you want to open.
- 2 Tap **Browse** > **Open new**. Enter the Web page address, in the **Location** field, then tap **Open**.

Note: you can omit the `http://`.

- 3 Change the **Title** if desired, then tap **Save**.

Adding Bookmarks

To add a bookmark for a Web page so you can return to the page without having to enter its address:

Action

- 1 Open the Web page.
- 2 Tap **Browse** > **Page information**.
- 3 Tap **Bookmark**.

Note: You can change the Title before saving the bookmark, if desired, in the Title field.

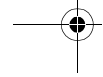
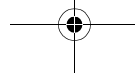
- 4 Tap **Add**.

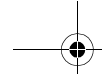
Saving Web Pages

To save a Web page so you can view it later when not connected to the Internet (offline browsing):

Action

- 1 Open the Web page.





Action

2 Tap **Browse > Page information**.

3 Tap **Save** and change the **Title** if desired.

Note: You can change the Title before saving the page, if desired, in the Title field.

4 Tap **Save**.

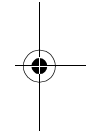
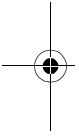
Downloading Audio, Video, and Pictures

You can download audio files, video clips, and pictures from the Web. To download a file, follow the instructions on the Web page.

When the download completes, the file opens in the browser or in another handset application (depending on the file type). You can save the file to a folder in the handset or to the memory card.

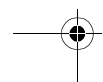
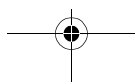


You need a licence to open media files that have digital rights protection. If you do not have a licence for a protected file, your handset prompts you to launch the Web browser and download one.




Music

Use Music to listen to the following types of audio files: AU, AMR, MIDI, MP3, and WAV. You can listen to audio files that you downloaded from the Web, received as an email attachment, or stored on the removable memory card.



Opening Music

Tap  in the Application Launcher. When Music opens, it shows a list of all saved audio tracks.

To see the audio tracks saved in a specific folder, tap the current folder name (upper right corner) and select the desired folder from the list.

Sample music files are provided on the CD supplied with the handset.



You need a licence to open media files that have digital rights protection. If you do not have a licence for a protected file, your handset prompts you to launch the Web browser and download one.

Note: Audio tracks must be stored in the proper directory on the memory card for you to see and play them in Music. When you copy audio files to the memory card from a computer, ensure that the files are stored in a third-level directory under: **Media Files\Audio**

For example, you can store audio files in any of the following directories:

- Media Files\Audio\Classical**
- Media Files\Audio\Rock**
- Media Files\Audio\Unfiled**



Playing an Audio Track

Action

- 1 In the list of tracks, tap the track you want to play.
Information about the track displays (artist, album, etc.) and the track begins to play.
- 2 While the track plays, you can tap the following buttons at the bottom of the screen:



Tap and hold down to rewind the track.




Tap to stop playing and return to the start of the track.

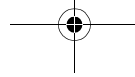
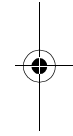
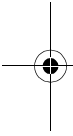


Tap to switch between play and pause profile.



Tap and hold down to advance (fast forward) the track.

Note: The  key also controls audio play:
left = rewind, right = fast forward, centre = play/pause.




Managing Music Playlists

Music can play all of the tracks in a folder in a sequence that you specify. To specify the sequence, you must edit the folder's playlist:

Action

1 Open the folder containing the tracks you want to play.

2 Tap  to switch to Playlist view.

3 Tap **Edit > Edit Playlist**. The Reorder Playlist screen displays:



4 To arrange the sequence, tap a track and then tap the arrows to move it up or down in the sequence.

5 When the tracks are arranged in the sequence you want, tap **Done**.

Playing a Music Playlist

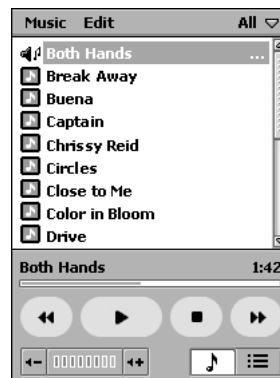
Action

- 1 Open the desired folder.
- 2 Tap  to switch to the Playlist view
- 3 Tap  to play the highlighted track

or


Select a track by tapping on it. The track automatically starts playing.

The Music Player plays the tracks in the sequence you selected.






Action


- 4 While the playlist plays, you can tap the following buttons at the bottom of the screen:

 Tap and release to start playing from the beginning of the current track or to jump to the beginning of the previous track in the playlist (if already at the start of the current track).

Tap and hold down to rewind the current track.

 Tap to stop playing and return to the start of the track.

  Tap to switch between play and pause profile.

 Tap and release to start playing from the beginning of the next track in the playlist.

Tap and hold down to advance (fast forward) the current track.

Saving Audio Files


When you download an audio file from the Web or open an audio email attachment, the **Save Audio File** screen displays. To save the file to a folder in the handset or to the Memory card:

Action

- 1 Tap the down arrow to the left of the filename.
The **File information** screen displays.
-



Action

- 2 In the **Audio** screen, tap  to play the audio file, or the right arrow to install as a Ringtone.

- 3 Tap **Save**.

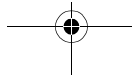
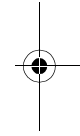
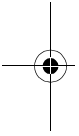
- 4 Select the location to which you want to save the file.

- 5 Tap **Save**.


Note: To ensure optimum use of handset memory, save audio clips to the memory card when possible.

Camera

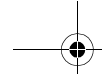
You can use the built-in camera to take still pictures and record video clips.




Opening Camera Application

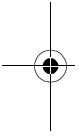
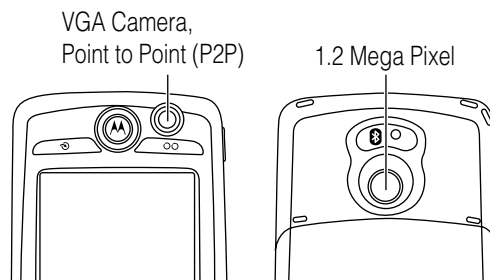
Tap  in the Application Launcher. When the Camera application opens, a camera viewfinder displays the image viewed by the camera lens.





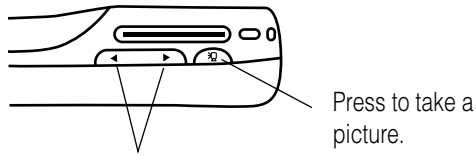
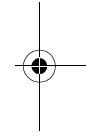
Using the Front and Back Camera Lens

You can use the front or back of the camera to take pictures. To switch between the front or the back lens, tap .

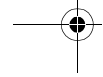
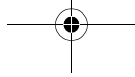


Using the Camera Control Keys

You can hold your handset like you would hold a standard camera to take pictures. When in camera profile, the volume keys are used for zooming the image in and out.










Press the right side to zoom in, and the left side to zoom out.

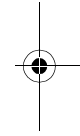
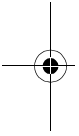




Taking Still Pictures

Action


- 1 Tap  to place camera in Still profile.
- 2 Point the camera lens at the subject.
- 3 Tap  or press  (centre key) to take the picture.
The picture displays in the viewfinder.
- 4 Tap  or press  (centre key) to save the picture.
If you want to delete the picture without saving it, press  (right arrow) or tap .



Selecting Camera Settings

You select the picture size, quality, lighting, and flicker settings.

Action

- 1 Tap  to place camera in Still profile.
- 2 Tap **Camera > Camera settings**.
- 3 Select the desired settings.
- 4 Tap **Done**.






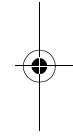
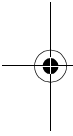


Recording Video Clips

You can use the camera to record a video clip up to 60 seconds long.

Action


- 1 Tap  to place camera in Video profile.
- 2 Point the camera lens at the subject.
- 3 Press  (centre key) and hold for 2 seconds to start recording the video.
The video image displays in the viewfinder.
- 4 To stop recording, press  (centre key) again.
The video is saved to the currently selected folder.



Using Self-Timer

The camera has a self-timer that automatically takes a picture or records a video clip 5 seconds after you turn it on.

Action

- 1 Set camera to desired profile (still or video), as described in the previous sections
- 2 Point the camera lens at the subject.
- 3 Tap **Camera > Self timer on.**
- 4 Press  (centre key) and hold for 1 seconds to start the timer.
The camera starts counting down from 5 to 0. When it reaches 0, it takes the picture or starts recording.



Available Memory Indicator

The available memory indicator below the viewfinder shows an estimation of how many more pictures or video clips you can take before the selected folder's memory is full. When memory is full, the camera stops recording.

Switching to Pictures

When the Camera is in Still profile, you can quickly switch to **Pictures** to view, edit, and send the pictures you have taken. See "Pictures" on page 109.

To switch to **Pictures**, tap .

Switching to Video


When the Camera is in Video profile, you can quickly switch to **Video** to watch and send the video clips you have recorded. See "Video" ahead.

To switch to **Video**, tap .

Video

Use Video to watch video clips and quickplay video and audio from the Web. You can watch video clips that you recorded with the handset's camera, downloaded from the Web, received as an email attachment, or stored on the removable memory card.

Opening Video

Tap  in the Application Launcher. When Video opens, it shows a list of all saved video clips.

To view the video clips saved in a specific folder, tap the current folder name (upper right corner) and select the desired folder from the list.



Sample video files are provided on the in-box CD supplied with the handset.



You need a licence to open media files that have digital rights protection. If you do not have a licence for a protected file, your handset prompts you to launch the Web browser and download one.

Note: Video clips must be stored in the proper directory on the memory card for you to see and play them in Video. When you copy video files to the memory card from a computer, ensure that the files are stored in a third-level directory under:

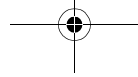
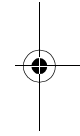
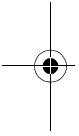
Media Files\Video

For example, you can store video files in any of the following directories:

Media Files\Video\Movie Trailers

Media Files\Video\Home

Media Files\Video\Unfiled

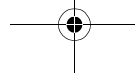
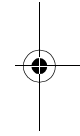
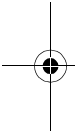




Playing a Video Clip



Action


- 1 In the list of video clips, tap the clip you want to play.
The video begins to play in portrait (vertical) view:





Action


- 2 While the video plays, you can tap the following buttons at the bottom of the screen:

  Tap to switch between play and pause profile.

 Tap to stop the video and return to the beginning.

 Tap to open the Camera application.

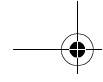
 Tap to return to the list of video tracks.

Note: The  key also controls video play: left = rewind, right = fast forward, centre = play/pause.

To see the video in landscape (full-screen) view, tap anywhere on the playing video. To return to portrait view, tap the playing video again.

Playing Quickplay Video and Audio

To play quickplay video and audio from the Web, use the Web browser to select the link to the video or audio clip or broadcast. The handset establishes a connection with the server and preparing begins. When preparing completes, the video or audio starts playing.



Saving Video Clips

When you download a video clip from the Web or open a video email attachment, the clip begins playing in Video. You can save the clip to a folder in the handset or to the memory card.

Action

- 1 Tap **Video > Save**.
- 2 Select the location to which you want to save the file.
- 3 Tap **Save**.

Note: To ensure optimum use of handset memory, save video clips to the memory card when possible.

Sending Video Clips

You can send video clips by email, text message, multimedia message, or Bluetooth.

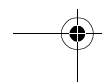
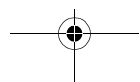
Note: For more information on Bluetooth, see page 69.

Action

- 1 In the list of video clips, tap the clip you want to send.
- 2 Tap **Video > Send as**.
- 3 Select the method by which you want to send the video clip.
- 4 Tap **Done**.


Pictures

Use **Pictures** to view and edit picture files. You can view pictures that you took with the camera, downloaded from the Web, received as an email attachment, or stored on the removable memory card.





Opening Pictures

Tap  in the Application Launcher. When **Pictures** opens, it shows small thumbnail pictures of all saved picture files or a list of picture files (depending on the view you selected when Pictures was last open).

To switch views, tap **Setting > List**.

To see the pictures saved in a specific folder, tap the current folder name and select the desired folder from the list.

***Note:** Pictures must be stored in the proper directory on the memory card for you to see them in **Pictures**. When you copy picture files to the memory card from a computer, ensure that the files are stored in a third-level directory under:*

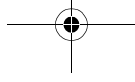
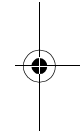
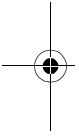
Media Files\Image

For example, you can store pictures in any of the following directories:

Media Files\Image\Kids

Media Files\Image\Vacation


Media Files\Image\Unfiled



Viewing Pictures


Action


- 1 Tap the thumbnail picture or file name you want to view. The picture displays.


If the original picture is larger than the screen area, it reduces to fit. To see the picture in its original size, tap **Pictures > Actual size view**. Use  (centre) to scroll to see the entire picture.




- 2 While viewing the picture, you can tap the following buttons at the bottom of the screen:

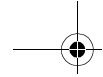
 Tap to see previous picture.

 Tap to see next picture.

 Tap to open the Camera application.

 Tap to return to the list or thumbnails of pictures.

Viewing Slideshow




You can view all of the pictures in a folder as a slideshow.

Action

- 1 Open the folder with the pictures you want to view.
- 2 Tap **Pictures** > **View slideshow**.

The pictures in the folder display in the order listed.

Note: The default interval between slides is 3 seconds. To change this interval, tap **Setting** > **Slideshow interval** before you start the slideshow.

If you select **Manual** profile, you must press  left and right to move through the slideshow.

Editing Pictures

You can use **Pictures** to edit pictures in the following ways:

- Rotate image
- Draw on image
- Add a stamp to the image
- Add a frame to the image

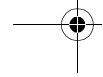
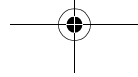
To edit a picture, select the desired editing function from the **Edit** menu. See the A1000 *More Here* reference guide on the in-box CD for more information about editing pictures.

Sending Pictures

You can send pictures by email, text message, multimedia message, or Bluetooth.

Action

- 1 Tap the thumbnail picture or file name you want to send.



Action

- 2 Tap **Pictures > Send as**.
- 3 Select the method by which you want to send the picture.
- 4 Tap **Done**.



SIM Applications (SimApps)

Your USIM card may contain additional applications that process outgoing calls, text messages, and other services. Please contact 3 for additional information.

Action

- 1 Tap **SimApps** () in the Application Launcher.





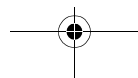
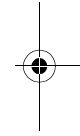
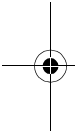
Specific Absorption Rate Data

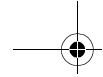
This model phone meets international standards for exposure to radio waves

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

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.¹ Tests for SAR are conducted in accordance with CENELEC² testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a base station, the lower the power output of the phone.

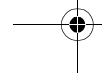
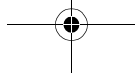
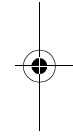
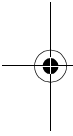
Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is: 0.74 W/kg.³





While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure. Please note that improvements to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

- 1 The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.
- 2 CENELEC is a European Union standards body.
- 3 Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.



Index

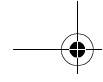
A

A1000 desktop suite 68
 connecting to computer 70
 installing 24
accessories 16
accounts
 email 48
 multimedia message 48
 text message 48
adding folders 31
airplane profile
 status bar indicator 33
 turning on and off 33, 45
alarms
 calendar 78
 responding to 86
 setting 86
 to do 81
 turning sound off 87
alert profile 32
 changing 32
 status bar indicator 32
answering calls 25, 45
application
 icons 29
 opening 28

 shortcuts 38
application launcher 28
application selector bar 26
application space 26
appointments 77
attachments, opening 54
AU files 94
audio profile indicator 32

B

battery
 charging 22
 extending battery life 20
 installing 21
 strength indicator 33
battery cover
 removing 18
 replacing 21
Bluetooth 71
 status bar 32
bookmark
 adding 93
 opening 93
box contents 16
brightness
 screen 64
button bar 26



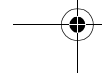
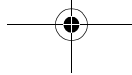
C

calculator 87
calendar 77
 adding an entry 77
 alarm, setting 78
 entry types 77
 moving entries to to do 79
 private entries 79
 recurring entries 78
 views 79
calibrate screen 24
call
 video 41
calls
 answering 25, 45
 dialling with keypad 41
 emergency 44
 making 25
 ringtunes 66
 to stored contacts 61
 vibrate pattern 66
 video 41
 voice 41
camera
 control keys 102
 front and back lens 102
 landscape view 108
 memory available 105
 opening application 101
 portrait view 108

 self-timer 104
 settings 103
 taking still pictures 103
charging battery
 travel charger 22
clock 31
computer
 linking to 71
contact fields
 adding new 58
contacts
 adding 56
 calling 61
 fields 58
 opening application 55
 pictures, assigning 57
 preferred phone number 55
 ringtone, assigning 57
 saving to USIM card 56
 sending messages to 61

D

data call
 wireless connection 71
day view 79
deleting
 folders 31
desktop suite
 installing 24
dialling





stored numbers 41, 61
using keypad 41
downloading
files 94

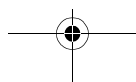
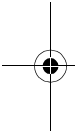
E

earpiece
volume, adjusting 40
email
account 48
opening attachments 54
receiving 53
sending 50
sending to contact 61
status bar indicator 32
emergency
making calls 44
status bar indicator 33

F

files
adding to multimedia
message 52
attaching to email and text
message 50
downloading from web 94
saving audio 99
saving video 109
sending 109, 112
folders 30

118 - Index



G

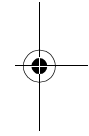
game keys 28
GPRS 33
GPS 32, 46
GSM 33

H

handset
aeroplane profile 45
answering calls 25, 45
dialling with keypad 41
displaying own number 40
keypad display 39
making video calls 41
making voice calls 25, 41
opening application 39
status bar indicator 32
wireless connection 71
handwriting recognition 34
home screen
displaying 37
personalising 38

I

icons
applications 29
status bar 31
information snacks 38
installing





battery 21
memory card 19
USIM card 17
internal speakerphone 40
internet
opening web pages 93

K

keyboard
launcher 31
using 35
keys
camera 102
centre select 27
game 28
navigation 27
Power 23
speakerphone 40
Triangle 27
volume 40

L

landscape view 108
language
selecting 24
location service
status bar indicator 32
turning on and off 32
location, time zone 85
locking handset 90

M

making a call 25
memory available, camera 105
memory card
installing 19
saving audio files to 99
saving video files to 109
menu bar 26
messages
accounts 47
opening application 49
opening attachments 54
receiving 53
ringtunes 66
sending 50
status bar indicator 32
vibrate pattern 66
MIDI files 94
month view 79
MP3 files 94
multimedia message
maximum size 53
receiving 53
sending 51
status bar indicator 32
music
file types supported 95
managing playlists 97
opening 95
playing playlists 98





playing tracks 96
saving files 99
mute
status bar indicator 32

N

navigation key 27
network
status bar indicator 33
notes
drawing sketches 83
writing notes 83

O

opening applications 28
optional accessories, defined
17
optional features, defined 17

P

password
setting protection level 90
personal information 38
phone number
dialling with keypad 41
storing in contact list 56
viewing your own 40
PicScl Viewer 94
pictures
assigning to contacts 57

120 - Index

opening application 110
slideshow 111
taking with camera 103
viewing 111
viewing pictures 111

playing

audio tracks 96
video clips 107

portrait view 108

power

key 23
turning on and off 23

private

calendar entries 79
to do entries 81

Q

quickplay video 108

R

recording

video clips 104

recording voice tags 58

reminders 77

ringing

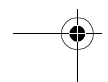
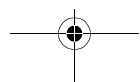
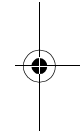
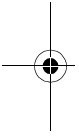
choosing tones 65

turning off 46

ringtunes

assigning to contacts 57

choosing for calls 66





choosing for messages 66
roaming
status bar indicator 33

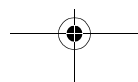
S

saving
audio files 99
video files 109
screen
brightness 64
calibrating 64
calibration 64
described 26
wallpaper 63
security
locking handset 90
password protection 90
self-timer, camera 104
sending
messages 50
pictures 112
video clips 109
shortcut key
setting application 65
signal strength indicator 33
silent profile indicator 32
sim applications 113
SIM card. *See* USIM card
sketching 83
slideshow 111

snacks 38
sounds, system 64
speakerphone
turning on/off 40
using 40
status bar 26, 31
storing
email address 56
phone numbers 56
stylus 27
switching folders 30
system sounds 64

T

text entry 33
text message 47
receiving 53
sending 50
status bar indicator 32
time
alarms 86
to do
adding entries 80
alarm 81
deleting entries 82
due dates 81
marking tasks as complete
81
moving entries to Calendar
82





private entries 81
touchscreen 27
Triangle Key 27

U

UMTS 33
unlocking handset 90
USIM card
installing 17
saving contacts to 56

V

vibrate pattern 66
vibrate profile
indicator 32
turning on and off 32
video
opening application 105
playing clips 107
saving files 109
sending clips 109
video calls
calling computers 43
dialling with keypad 42
video clips
playing 107
virtual keyboard 35
voice calls 41
voice message indicator 32
voice records 87

122 - Index

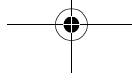
deleting 89
playback 89
sending 89

voice tags
recording 58
volume
adjusting 40
key 40

W

wallpaper 63
WAV files 94
web
downloading files 94
opening pages 93
saving bookmarks 93
saving viewed pages 93
week view 79
WMA files 94
writing
using stylus 34
using virtual keyboard 35

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