Welcome

Earpiece

Internal Antenna

Right Soft Key
Perform functions identified by right display prompt.

Left Soft Key
Perform functions identified by left display prompt.

Send/Answer Key
Make and answer calls; press in idle to see recent dialled calls.

Menu Key
Open a menu when you see ☰ in the display.

Power/End Key
Press & hold to power phone on & off. Press & release to end phone calls, exit menu system.

Navigation Key
Scroll through lists, set volume.

USB Connector Port
Insert data cable.

Microphone   **Headset Connector Port**

Power Connector Port
Insert charger.
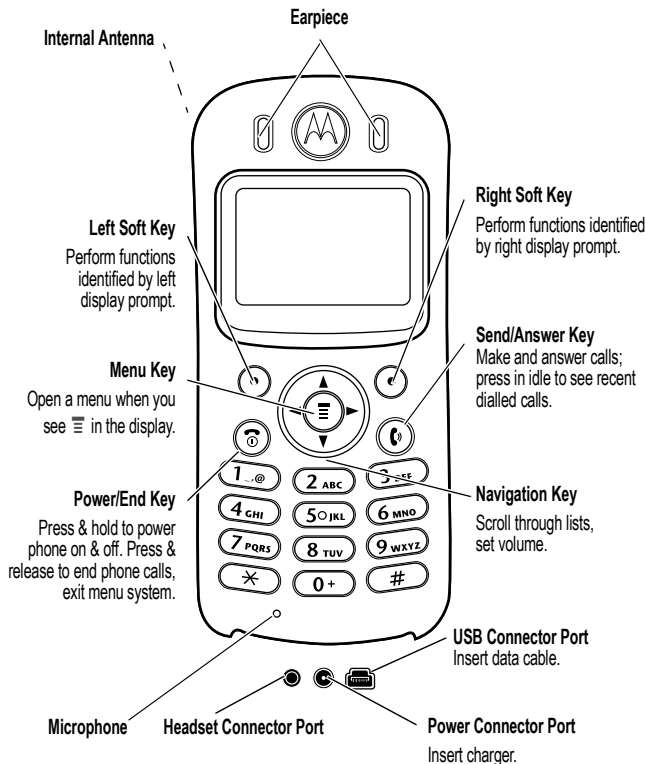
Your C330 series phone lets you change convertible covers and keypads (see "Changing Your Phone's Cover" on page 24). Your phone may not appear exactly as the phone image above.

Note that all key locations, sequences and functions remain the same with any of the various convertible covers.

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While Products specifications and features may be subject to change without notice, we are making every possible effort to ensure that user manuals are updated on a regular basis to reflect product functionality revisions. However, in the unlikely event that your manual version does not fully reflect the core functionality of your product, please let us know. You may also be able to access up-to-date versions of our manuals in the consumer section of our Motorola web site, at http://www.motorola.com.

Menu Map

Main Menu

♦ **Recent Calls**
♦ **Ring Styles**
♦ **Media Centre**
  ♦ My Tones
  ♦ MotoMixer
  ♦ Picture Viewer
♦ **Chat**
♦ **Games**
♦ **Browser ***
♦ **Web Sessions ***
♦ **Datebook**
♦ **Voice Dial**
♦ **Quick Dial**
♦ **Calculator**
♦ **Settings**
  • (see next page)
♦ **SIM Applications ***
♦ **MyMenu**
♦ **Service Dial**
♦ **Fixed Dial**
♦ **Phonebook**
♦ **Messages**

Note: This is the standard phone menu layout. You or your service provider may have changed the menu layout or changed some feature names.

Not all features may be available for all users.

* optional network, SIM card, or subscription-dependent features

Shortcuts
In idle, press $\bigodot$ up or down to open **Phonebook**, right or left to adjust volume
Display my phone number: Press $\textcircled{\equiv}$ $\textcircled{\#}$
Go to dialled calls list: Press $\textcircled{\scriptsize \phone}$
Exit menu system: Press $\textcircled{\scriptsize \odot}$

See page 78 for MyMenu Shortcuts

Settings Menu

- **Call Divert ***
  - Voice Calls
  - Fax Calls
  - Data Calls
  - Cancel All
  - Divert Status
- **Phone Status**
  - My Tel. Numbers ***
  - Credit Info/Available ***
  - Active Line
  - Battery Meter
  - Other Information
- **In-Call Setup**
  - In-Call Timer
  - Call Cost Setup ***
  - My Caller ID
  - Talk and Fax
  - Answer Options
  - Call Waiting ***
- **Security**
  - Phone Lock
  - Lock Keypad
  - Lock Application
  - Fixed Dial
  - Call Barring ***
  - SIM PIN
  - New Passwords

- **Other Settings**
  - Personalize
    - Main Menu
    - Keys
    - Greeting
    - Wallpaper
    - Screensaver
    - Quick Dial
  - Initial Setup
    - Time and Date
    - 1-Touch Dial
    - Backlight
    - Scroll
    - Animation
    - Language
    - Battery Save
    - Contrast
    - DTMF
    - Master Reset
    - Master Clear
  - Network
  - Car Settings
  - Headset

Note: This is the standard phone menu layout. You or your service provider may have changed the menu layout or changed some feature names.

Not all features may be available for all users.

*** optional network, SIM card, or subscription-dependent features

Table of Contents

Safety and General Information

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

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

RF Operational Characteristics

Your Personal Communicator contains a transmitter and a receiver.
When it is ON, it receives and transmits radio frequency (RF) energy.
The Personal Communicator operates in the frequency range of 900 MHz
to 1990 MHz and employs digital modulation techniques.

When you communicate with your Personal Communicator, the system
handling your call controls the power level at which your personal
communicator transmits. The output power level typically may vary over
a range from 0.063 watts to 1.58 watts.

Exposure To Radio Frequency Energy

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

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

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

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

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

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

- National Radiological Protection Board of the United Kingdom 1995

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

- Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 1999 (applicable to wireless phones only)

To assure optimal performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:

Portable Personal Communicator Operation and EME Exposure

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the Personal Communicator and may violate FCC and/or other applicable regulations.

DO NOT hold the antenna when the Personal Communicator is "IN USE". Holding the antenna affects call quality and may cause the Personal Communicator to operate at a higher power level than needed.

Phone Operation

The Personal Communicator is designed to be used with a headset for talking and listening. The Personal Communicator can also be placed inside the holster, then the holster can be clipped onto your belt, pocket, handbag, or other apparel and used with the headset.

Body-Worn Operation

To maintain compliance with FCC RF exposure guidelines, if you wear the Personal Communicator on your body when transmitting, always place the Personal Communicator in a Motorola supplied or approved clip, holder, holster, case, or body harness. Use of non-Motorola-approved accessories may exceed FCC RF exposure guidelines. If you do not use a body-worn accessory, ensure the antenna is at least one inch (2.5 cm) from your body when transmitting.

Approved Accessories

For a list of approved Motorola accessories, look in the accessory section of this manual.

Electromagnetic Interference/Compatibility

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

Facilities

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

Aircraft

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

Medical Devices

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of 6 inches (15 centimeters) be maintained between a handheld wireless phone and a pacemaker.These recommendations are consistent with the independent research by, and recommendations of, Wireless Technology Research.

Persons with pacemakers should:

- ALWAYS keep the Personal Communicator more than six inches (15 centimeters) from their pacemaker when the Personal Communicator is turned ON.

- not carry the Personal Communicator in the breast pocket.

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

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

Hearing Aids

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

Other Medical Devices

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

Safety and General Use in Vehicles

Check the laws and regulations on the use of phones in your vehicle. You are advised to always obey them.

When using your Personal Communicator in a vehicle, please:

- Use hands-free operation, if available.

- Pull off the road and park before making or answering a call.

Operational Warnings

For Vehicles With an Air Bag

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

Potentially Explosive Atmospheres

Turn off your Personal Communicator prior to entering any area with a potentially explosive atmosphere, unless it is especially qualified for use in such areas as "Intrinsically Safe" (for example, Factory Mutual, CSA, or UL Approved). 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.

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

Blasting Caps and Areas

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

Operational Cautions

Antennas

Do not use the Personal Communicator if it has a damaged antenna.
If a damaged antenna comes into contact with your skin, a minor burn can result.

Batteries

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains 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, purse, or other container with metal objects.

European Union Directives Conformance Statement

Hereby, Motorola declares that this product is in compliance with

CE

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

- All other relevant EU Directives

IMEI: 350034/40/394721/9

CE0168

Type: MC2-41H14 — Product Approval Number
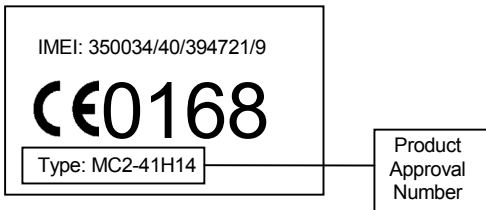
The above gives an example of a typical Product Approval Number.

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

Warranty Information

Motorola guarantees you, the original purchaser, the Personal Communicator and accessories which you have purchased from an authorised Motorola dealer (the "Products"), to be in conformance with the applicable Motorola specifications current at the time of manufacture for a term of [1] year from date of purchase of the Product(s) (Warranty Term).

You must inform Motorola of the lack of conformity to the applicable specifications of any of the Products within a period of two (2) months from the date on which you detect a defect in material, workmanship or lack of conformity and in any event within a term not to exceed the Warranty Term, by submitting the Product for service to Motorola. Motorola shall not be bound by Product related statements not directly made by Motorola nor any warranty obligations applicable to the seller.

A list of the Motorola Call Centre numbers is enclosed with this Product.

During the Warranty term, Motorola will, at its discretion and without extra charge, as your exclusive remedy, repair or replace your Product which does not comply with this warranty; or failing this, to reimburse the price of the Product but reduced to take into account the use you have had of the Product since it was delivered. This warranty will expire at the end of the Warranty Term.

This is the complete and exclusive warranty for a Motorola Personal Communicator and accessories and in lieu of all other warranties, terms and conditions, whether express or implied.

Where you purchase the product other than as a consumer, Motorola disclaims all other warranties, terms and conditions express or implied, such as fitness for purpose and satisfactory quality.

In no event shall Motorola be liable for damages nor loss of data in excess of the purchase price nor for any incidental special or consequential damages* arising out of the use or inability to use the Product, to the full extent such may be disclaimed by law.

This Warranty does not affect any statutory rights that you may have if you are a consumer, such as a warranty of satisfactory quality and fit for the purpose for which products of the same type are normally used under normal use and service, nor any rights against the seller of the Products arising from your purchase and sales contract.

How to get Warranty Service?

In most cases the authorised Motorola dealer which sold and/or installed your Motorola Personal Communicator and original accessories will honour a warranty claim and/or provide warranty service. Alternatively, for further information on how to get warranty service please contact either the customer service department of your service provider or Motorola's call centre at the telephone numbers below for your country.

In order to claim the warranty service you must return the Personal Communicator and/or accessories in question to Motorola please avoid leaving any supplementary items like SIM cards. The Product should also be accompanied by a label with your name, address, and telephone number; name of operator and a description of the problem. In the case of vehicular installation, the vehicle in which the Personal Communicator is installed should be driven to the Authorised Repair Centre, as analysis of any problem may require inspection of the entire vehicular installation.

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*) including without limitation loss of use, loss of time, loss of data, inconvenience, commercial loss, lost profits or savings.

In order to be eligible to receive warranty service, you must present your receipt of purchase or a comparable substitute proof of purchase bearing the date of purchase. The phone should also clearly display the original compatible electronic serial number (IMEI) and mechanic serial number [MSN]. Such information is contained with the Product.

Conditions

This warranty will not apply if the type or serial numbers on the Product has been altered, deleted, duplicated, removed, or made illegible. Motorola reserves the right to refuse free-of-charge warranty service if the requested documentation can not be presented or if the information is incomplete, illegible or incompatible with the factory records.

Repair, at Motorola's option, may include reflashing of software, the replacement of parts or boards with functionally equivalent, reconditioned or new parts or boards. Replaced parts, accessories, batteries, or boards are warranted for the balance of the original warranty time period. The Warranty Term will not be extended. All original accessories, batteries, parts, and Personal Communicator equipment that have been replaced shall become the property of Motorola. Motorola does not warrant the installation, maintenance or service of the products, accessories, batteries or parts.

Motorola will not be responsible in any way for problems or damage caused by any ancillary equipment not furnished by Motorola which is attached to or used in connection with the Products, or for operation of Motorola equipment with any ancillary equipment and all such equipment is expressly excluded from this warranty.

When the Product is used in conjunction with ancillary or peripheral equipment not supplied by Motorola, Motorola does not warrant the operation of the Product/peripheral combination and Motorola will not honour any warranty claim where the Product is used in such a combination and it is determined by Motorola that there is no fault with the Product. Motorola specifically disclaims any responsibility for any damage, whether or not to Motorola equipment, caused in any way by the use of the Personal Communicator, accessories, software applications and peripherals (specific examples include, but are not limited to: batteries, chargers, adapters, and power supplies) when such accessories, software applications and peripherals are not manufactured and supplied by Motorola.

What is not covered by the Warranty

This warranty is not valid if the defects are due to damage, misuse, tampering, neglect or lack of care and in case of alterations or repair carried out by unauthorised persons.

1 Defects or damage resulting from use of the Product in other than its normal and customary manner.

2 Defects or damage from misuse, access to incompatible sources, accident or neglect.

3 Defects or damage from improper testing, operation, maintenance, installation, adjustment, unauthorised software applications or any alteration or modification of any kind.

4 Breakage or damage to antennas unless caused directly by defects in material or workmanship.

5 Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.

6 Defects or damage due to range, coverage, availability, grade of service, or operation of the cellular system by the cellular operator.

7 Defects or damage due to moist, liquid or spills of food.

8 Control unit coil cords in the Product that are stretched or have the modular tab broken.

9 All plastic surfaces and all other externally exposed parts that are scratched or damaged due to customer normal use.

10 Leather cases (which are covered under separate manufacturer's warranties).

11 Products rented on a temporary basis.

12 Periodic maintenance and repair or replacement of parts due to normal wear and tear.

Note: The talk-time, stand-by time and total life cycle of a Motorola rechargeable battery for your Personal Communicator will depend on usage conditions and network configurations. As a consumable product, the specifications indicate that you should be able to obtain optimum performance for your Motorola Personal Communicator within the first six months from date of purchase and up-to (200) charges.

The warranty for Motorola rechargeable batteries becomes void if

(i) the batteries are charged other than by Motorola approved battery chargers specified for the charging of the battery,

(ii) any of the seals on the battery are broken or show evidence of tampering,

(iii) the battery is used in equipment or service other than the cellular telephone equipment for which it is specified.

Getting Started

What's in the Box?

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

About This Guide

Optional Features

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

Optional Accessories

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

Changing Your SIM Card

Your SIM (Subscriber Identity Module) card contains your phone number, service details, and phonebook/message memory. It must be installed in the base of the phone.

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

Note: Since your C330 series phone lets you change covers and keypads, it may not appear exactly as the phone pictured. All key locations, sequences, and functions remain the same with any of the various convertible covers.

To Change Your SIM Card

1 Press down on the cover release button at the top of your phone

2 Pull the top of the phone's back cover to release it
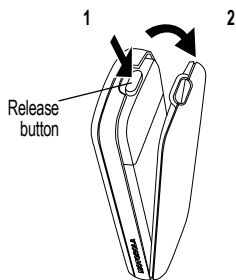
3 Slide the metal SIM card holder back to unlock it, then lift up to open it slightly. Remove the old SIM card, if necessary.
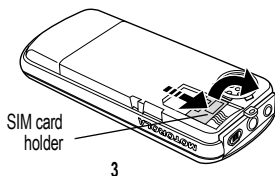
To Change Your SIM Card

4 Insert the new SIM card in the holder with the cut corner on the upper left and the gold plate facing down.

5 Close the SIM card holder and slide it forward to lock it.

SIM card

4
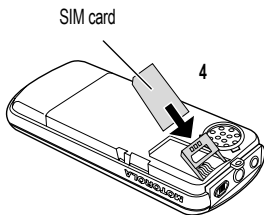
Changing Your Phone's Cover

Your phone uses a convertible cover, keypad, and (in some cases) side band that you may replace to completely change its appearance.

Note: Since your C330 series phone lets you change covers and keypads, it may not appear exactly as the phone pictured. All key locations, sequences, and functions remain the same with any of the various convertible covers.

To Remove a Cover and Keypad

1 Press down on the cover release button at the top of your phone.

2 Pull the top of the phone's back cover to release it.

   Note: If your cover has a removable side band, remove it at this point.
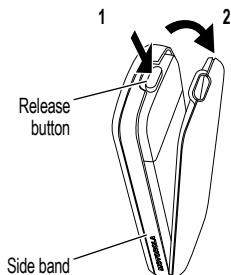
3 Pull the side tabs away from the phone, then

4 Lift up on the lanyard loop to pull the phone out of the front cover.
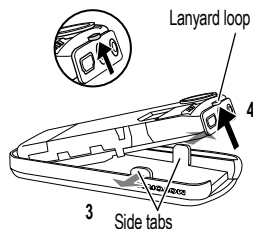
Note: Always use Motorola Original™ covers. The phone warranty does not cover damage caused from using non-Motorola accessories.

Always use the keypad and side band (if applicable) that matches the new cover.

To Install a Cover and Keypad

1   Slide the top of the phone into the top of the new front cover.
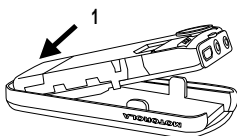
2   Press the bottom of the phone into the front cover until the side tabs snap into place.
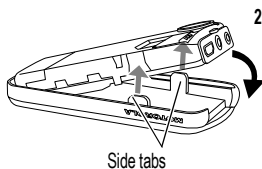
   Note: If your cover has a removable side band, attach it at this point.

Side tabs

3   Insert the bottom of the back cover.

4   Press the top of the back cover down until it hooks over the cover release button.
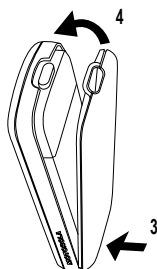
Resetting Your Phone

Under some conditions, your phone can become frozen on a single display. To correct this, reset your phone as follows:

To Reset Your Phone

1 Remove your phone's back and front cover as described in "Changing Your Phone's Cover" on page 24.

2 Use a small object to press the Reset button on the front of your phone.

   Your phone display should be restored.

   Reset button
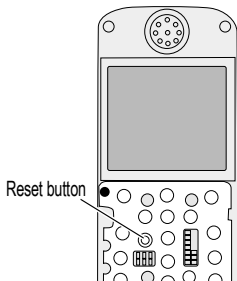
3 Replace your phone's cover.

Charging the Phone

Your phone has a built-in battery. Before you can use your phone, you need to charge the battery, as indicated by the following instructions. Some batteries perform best after several full charge/discharge cycles.

To Charge the Phone

1 Plug the travel
  charger into the
  middle jack on the
  bottom of your phone.

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

3 When your phone indicates that it is fully charged
  (Charge Complete), remove the travel charger.

Note: When you charge the battery, the battery level indicator in the upper
right corner of the display shows how much of the charging process is
complete. See the "Battery Level Indicator" item on page 31.

Battery Use

To maximize your battery's performance:

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

• New phones or phones that have been stored for long periods of
  time may require a longer initial charge time.

• Maintain the phone at or near room temperature when charging.

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

Turning Your Phone On

To Turn Your Phone On

1 Press and hold ⑦
(the End/Power key)

End/Power Key
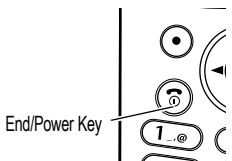
2 If necessary, enter your SIM card PIN code and press
OK (⊙) to unlock your SIM card

Note: If you enter an incorrect PIN code three times in a
row, your SIM card is disabled and your phone displays the
message **SIM Blocked**. (For more information, see
"Protecting the SIM Card" on page 88.)

3 If necessary, enter your four-digit unlock code and press
OK (⊙) to unlock your phone

Note: The unlock code is originally set to 1234. (For more
information, see "Locking and Unlocking Your Phone" on
page 85.)

Adjusting the Volume

You can adjust your phone's earpiece and ringer volume by pressing right
and left on the ⊙:

When	You Can Adjust
you are in a call	earpiece speaker volume
the display is idle	ringer volume

Making and Answering Calls

This section summarizes the most basic calling features. For more features, see "Calling Features" on page 49.

Making a Call

Built-in antenna

There is a built-in antenna in the top of your phone. Do not block the antenna while you are on a call.

To call a number, your phone must:

- be turned on and unlocked

- have a SIM card inserted and unlocked

- have a network connection with adequate signal strength
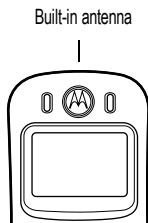
To Make a Call

1 Enter the number with the keypad keys (up to 40 digits)

   Note: If you make a mistake, press DELETE ($\odot$) to delete the last digit, or press and hold DELETE ($\odot$) to clear all digits.

2 Press $\textcircled{\tiny{\textcircled{c}}}$ (send key) to make the call

3 Press $\textcircled{\tiny{\textcircled{\scriptsize{\circledcirc}}}}$ (end key) when the call is done.

Note: You can make an emergency call even when the phone is locked, or when a SIM card is not inserted. See "Dialing an Emergency Number" on page 50.

Answering a Call

To answer a call, your phone must:

- be turned on and unlocked

- have a SIM card inserted and unlocked

- have a network connection with adequate signal strength

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

To Answer a Call

1　Press ⓒ or ANSWER (⊙)

2　Press ⓢ (end key) when the call is done.

Using Your Phone

See page 1 for a diagram of basic phone components.

Display Symbols

Some of the phone functions described in this guide must be performed from the idle display. The term *idle display* refers to the standard display that you see when your phone is on and ready to use, when you are *not* on a call or using the menu system.

❷ Service Indicator ❸ In Use Indicator ❹ Roam Indicator ❺ Text Entry
Indicator
(if applies)

❶ Signal Strength
Indicator

❻ Message
Indicator

❾ Alert Type
Indicator

❼ Battery
Level
Indicator

Clock

❽ Menu Indicator
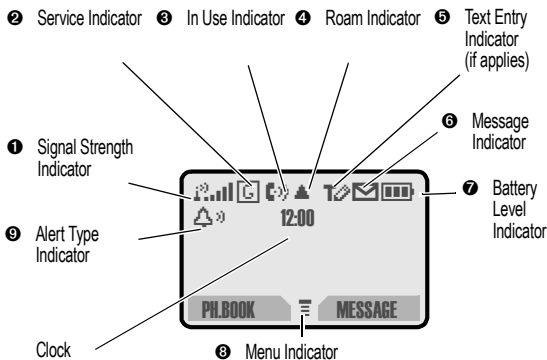
❶ **Signal Strength Indicator:** Shows the strength of your phone's connection with the network.

Strong	...	...	...	...	...	...	No signal

You cannot make or answer calls when the "no signal" indicator is displayed.

❷ Service Indicator: Indicates if you have a GPRS connection (⎕). GPRS allows faster data transfer speeds, and your service provider may indicate when a GPRS packet data connection is active. The indicator does not mean that you are in a call; only that you are registered on the network via a GPRS connection.

❸ In Use Indicator: Indicates when a call is in progress, and when you have a secure (⚏) or unsecure (⚏) connection.

❹ Roam Indicator: Appears when your phone uses another network system outside your home network. When you leave your home network area, your phone *roams* or seeks another network. Icons here can also indicate your text entry mode (alpha, numeric, symbol, etc.)

❺ Text Entry Indicator: Indicates your Text Entry Method whenever you are in a text editor (Tap, iTap, etc.). See "Entering Text" on page 41.

❻ Message Indicator: Indicates when you have an active Chat session, or when you have a new voice or text message waiting.

❼ Battery Level Indicator: Shows the amount of charge left in your battery. The more bars visible, the greater the charge.

| High | ▮▮▮▸ | ▮▮▸ | ▮▸ | ▭ | Low |

Recharge your battery as soon as possible when you see the **Low Battery** warning message and hear the low battery alert.

Note: When you charge the phone, the battery level indicator instead shows how much of the charging process is complete. See "Charging the Phone" on page 26.

❽ Menu Indicator: Indicates that you can press $(\bar{\tau})$ to open a menu. See "Using the Menu" on page 33.

❾ Alert Type Indicator: Shows the current selected alert profile. The default alert setting is loud ring.

$\triangle$ = loud ring	$\triangle$ = soft ring
$\%d\%$ = vibrate	$\%\triangle$ = vibrate and ring
$\triangle^z$ = silent	

Using the Menu

Navigating to a Feature

This guide shows how to navigate to a menu feature as follows:

Find the Feature $(\bar{\tau})$ > Recent Calls
                                        > Dialled Calls

The > symbol means that you should scroll to and select the feature. This example shows that you should press $(\bar{\tau})$, scroll to and select Recent Calls, then scroll to and select Dialled Calls to see the dialed calls list.

Selecting a Feature

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

Press **BACK** ($\odot$) to go back to the previous screen.

A sub-menu is available. Press ($\equiv$) to open the sub-menu.

Highlighted item

Press **VIEW** ($\odot$) to view details of the highlighted item.
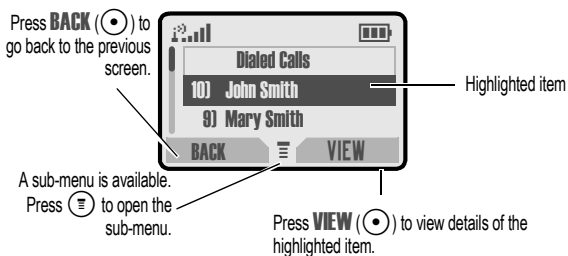
Select an item by highlighting it using one of these approaches:

- Press $\hat{\odot}$ to scroll up or down to the item you want.

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

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

Setting Up Your Phone

You can adjust a wide variety of phone settings to suit your needs. You can download pictures and sounds to use as your wallpaper, screen saver, animation, or alert tones. See "Downloading Pictures, Games, and Sounds" on page 101.

Setting the Time and Date

Find the Feature   ⊜   > Settings > Other Settings
                                           > Initial Setup > Time and Date

Changing Personal Greetings

To change the text displayed when you turn on your phone:

Find the Feature   ⊜   > Settings > Other Settings
                                           > Personalise > Greeting

Choosing Alert and Ring Tones

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

♫◊	Loud ring	♫»	Soft ring
◊d◊	Vibrate	◊♫	Vibrate and ring
♫ᶻᶻ	Silent		

The alert setting indicator in your display shows the current alert profile (see illustration on page 31).

Each alert profile contains settings for ringer and keypad volume. It also includes alert tone settings for different events: incoming calls, text messages, voicemail messages, data calls, alarms, and reminders. You can modify the settings in each profile.

Note: To mix your own alert tones, see "MotoMixer Sound Editor" on page 107.

Select an Alert Profile

Find the Feature $(\equiv)$ > **Ring Styles** > **Alert**
                                      > *the profile*

Customize an Alert Profile

You can customize a profile by changing the alerts used for specific events (such as incoming calls, text messages, etc.). Your phone includes a variety of preset alert tones and vibrations. Any changes you make are saved to the current alert profile.

Note: This feature also lets you set the profile's ringer volume and keypad volume.

Find the Feature $(\equiv)$ > **Ring Styles** > *alert* **Detail**
                                      > *an event* > *the event alert*

Find the Feature $(\equiv)$ > **Ring Styles** > *alert* **Detail**

Press		**To**
1	$(\hat{\diamond})$	scroll to the event for which you want to set a new alert
2	**CHANGE** $(\odot)$	select the event
		The phone displays the list of available alerts.
3	$(\hat{\diamond})$	scroll to the alert you want for the event
4	**SELECT** $(\odot)$	select the alert

Setting Your Display Features

You can change the appearance of your display.

Find the Feature   (≡)   > **Settings** > **Other Settings**
                                                 > **Initial Setup**

Choose one of the following dislpay settings:

Setting	Description
Backlight	the amount of time your backlight remains on (**Off** conserves the battery)
Contrast	the display contrast
Scroll	tells the cursor to stop or wrap around when it reaches the end of a list in the display
Animation	makes your phone's menus move smoothly as you scroll up and down (**Off** conserves the battery)
Wallpaper	a graphic that appears as the background in your phone display
Screen Saver	an animation that appears in your display when your phone is inactive
Battery Save	Adjusts the phone's power usage to conserve power

Setting Your Backlight

You can set the amount of time that the display backlight remains on, or turn off the backlight to conserve battery power:

Find the Feature   (≡)   > **Settings** > **Other Settings**
                                                 > **Initial Setup** > **Backlight**

Setting Your Contrast

You can set the amount of contrast in your display:

Find the Feature   (≡)   > Settings > Other Settings
                                            > Initial Setup > Contrast

Setting Your Display Scrolling

You can force the cursor to stop or wrap around when it reaches the top or bottom of a list in the display:

Find the Feature   (≡)   > Settings > Other Settings
                                            > Initial Setup > Scroll

Setting Display Animation

You can turn animation off (to conserve the battery) or on. Animation makes your phone's menus move smoothly as you scroll up and down.

Find the Feature   (≡)   > Settings > Other Settings
                                            > Initial Setup > Animation

Setting Battery Save

To adjust the phone's power usage to conserve power

Find the Feature   (≡)   > Settings > Other Settings
                                            > Initial Setup > Battery Save

Resetting All Options

To reset all options back to their factory settings except for the unlock code, security code, and lifetime timer:

Find the Feature   (≡)   > Settings > Other Settings
                                            > Initial Setup > Master Reset

Clearing All Information

To reset all options back to their factory settings *and* clear all user entries (such as Phonebook entries and downloaded wallpapers, screen savers, and sounds):

Warning: This option erases all user-entered information stored in your phone's memory, including phonebook and datebook entries and downloaded files. Once you erase the information, it cannot be recovered. It resets all options back to their factory settings except for the unlock code, security code, and lifetime timer.

Find the Feature   (≡)   > Settings > Other Settings
                                    > Initial Setup > Master Clear

Setting Up Your Phone for Hands-Free Use

A phone headset lets you use your phone without using your hands.

You can also purchase an optional Motorola Original™ Easy-Install Hands-Free Kit for your car. This accessory provides an alternative way for you to use your phone without using your handset.

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

Automatic Answer

When you activate automatic answer and connect your phone to the
Easy-Install Hands-Free Kit or phone headset, your phone automatically
answers calls after two rings.

Find the Feature $\circledcirc$ **> Settings > Other Settings**
                                                  > Car Settings or
                                                    Headset > Auto Answer

Automatic Hands-Free

You can set up your phone to automatically route calls to the Easy-Install
Hands-Free Kit when it detects a connection.

Find the Feature $\circledcirc$ **> Settings > Other Settings**
                                                  > Car Settings
                                                  > Auto Handsfree

Setting Other Preferences

To customize other settings on your phone:

- **Calls:** See "Diverting a Call" on page 57 and "Barring a Call" on
  page 58

- **Menus:** See "Customizing Menus" on page 77 and "Using MyMenu"
  on page 78

- **Pictures and Sounds:** See "Downloading Pictures, Games, and
  Sounds" on page 101, "Creating Alert Tones" on page 111,
  "MotoMixer Sound Editor" on page 107, and "Assigning Phone
  Themes" on page 102

Entering Text

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

Character Chart

Use this chart as a guide for entering spaces, numbers, letters, symbols, and other characters with the Tap Method text mode. Press the same key repeatedly to cycle through available characters.

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

Your phone model may not include all of the characters shown in the above chart.

Choosing a Text Mode

To activate a text mode, press $\textcircled{\tiny{≡}}$ from any text entry screen and select the text mode from the menu:

iTAP	Let the phone predict each word as you enter it, then choose the word from a list (see "Predictive Text Entry with iTAP™ Software" on page 46).
Tap Method	Enter characters one at a time by pressing the key for the letter, number, or symbol(see "Tap Method" on page 42). This is the standard mode for entering text on your phone.
Numeric	Enter numbers only.
Symbol	Enter symbols only (see "Symbol Mode" on page 45).
Browse	Browse through your phonebook and recent calls lists to select a name or number to enter.

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

Tap Method

Tap method is the default standard mode for entering text on your phone.

To activate tap method from any text entry screen, press $\textcircled{\tiny{≡}}$ and select the **Tap Method** menu option.

To enter text using the tap method:

	Do This	**To**
1	Press a number key one or more times	cycle through the characters associated with the key and select the character you want (see the "Character Chart" on page 41).
2	Continue to press number keys	enter the rest of the characters in the text message
3	Press ᴏᴋ (⊙)	accept and store the text when you are finished

General Text Entry Rules

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

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

Press and hold a number key to cycle between tap method and numeric text entry mode.
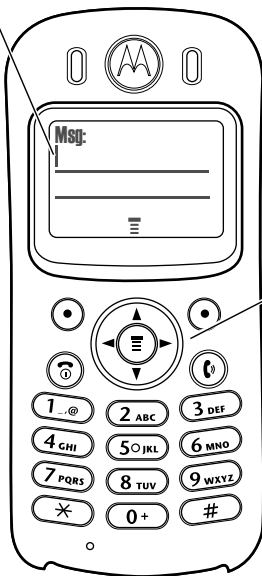
Press ⊙ up or down to change character in block cursor to uppercase or lowercase.

Press ⊙ left or right to move flashing cursor to the left or right in text message.

Msg:

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

- The first character of each sentence is capitalized unless you manually change it. (Press ⊙ up or down to change the character to upper or lower case while it is highlighted.)

Symbol Mode

Your phone provides an alternate way to find and enter symbol characters in a text message. You can view and select from a variety of available symbols.

To activate symbol mode from any text entry screen, press $\textcircled{\scriptsize\equiv}$ and select the **Symbol** menu option.

To enter a symbol in symbol mode:

	Do This	**To**
1	Press a number key one time	display its symbol options (see the "Symbol Chart" on page 46)
		The symbols associated with the key you pressed are shown at the bottom of the display. If necessary, press other keypad keys to find the symbol you want.
2	Press the scroll left $\textcircled{\scriptsize *}$ or the scroll right $\textcircled{\scriptsize \#}$ key	highlight the symbol you want
	or	
	Press the number key multiple times	
3	Press **SELECT** ($\textcircled{\bullet}$)	add the highlighted symbol to the text area at the top of the display

Symbol Chart

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

1	*space* . ? ! , @ _ & ~ : ; " - ( ) ' ¿ ¡ % £ $ ¥ ¤ €
2 ABC	@ _ \
3 DEF	/ : ;
4 GHI	" & '
5 JKL	( ) [ ] { }
6 MNO	¿ ¡ ~
7 PQRS	< > =
8 TUV	$ £ ¥ ¤ €
9 WXYZ	# % *
0	+ - x * / = > < # §

Predictive Text Entry with iTAP™ Software

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

You must activate iTAP software prior to entering letters. You can do this from any text entry screen by pressing ⊜ to open the **Entry Method** menu and selecting the **iTAP** menu option.

Enter Words

To enter a word with iTAP software:

	Do This	**To**
1	Press a number key one time	enter the first letter of the word
		The letters associated with the key you pressed are shown at the bottom of the display.
2	Press number keys (one per letter)	enter the rest of the word
		Alternative words and letter combinations are shown at the bottom of the display based on the keys you press. These word choices are updated with each keypress.
3	When you have entered all the letters of the word, press $\bigcirc$	locate and highlight the word you want
4	Press **SELECT** ($\bigcirc$)	add the highlighted word to the text area at the top of the display
		A space is automatically inserted after the word.

For example, to spell the word "act," press (2^{ABC}) (2^{ABC}) (8^{TUV}):

Flashing cursor
indicates
insertion point.

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

Act Cat Bat Abu ▶

DELETE   ≡   SELECT

Press **DELETE** ($(\bullet)$) to
clear the last letter entered.

Press **SELECT** ($(\bullet)$) to insert the
highlighted word.
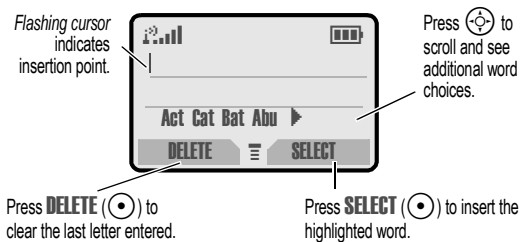
Calling Features

This chapter describes features related to making and answering calls. For information about other call-related features, see "Viewing the Received Calls or Dialed Calls List" on page 51 and "Data Calls" on page 82. For basic instructions on how to make and answer calls, see pages 29–30.

Redialing a Number

You can redial a previously dialed phone number, whether the call was connected or busy. From the idle display, press ⓒ, select the call you want to redial, and press ⓒ again.

Using Caller ID

The *calling line identification* (caller ID) feature lets you see who is calling before you answer.

- If the caller's name is stored in your phonebook, the phone automatically displays the **Name** or **Icon ID**. Otherwise, the phone displays the caller's phone number. To create or change a phonebook entry, see "Storing a Phonebook Entry" on page 70.

- If caller ID information is not available, your phone displays the message **Incoming Call**.

- Your phone number will be displayed on the mobile you are calling. To block it while dialing (with digits visible in the display), Press ⓜ > **Hide ID/Show ID** to Hide (or show) your caller ID for the next call. To block it for messages, go to **settings** > **in call set-up** > **my caller ID** > **Next call only**.

Dialing an Emergency Number

Your service provider programs one or more emergency phone numbers (such as 999) that you can call under any circumstances. You can dial and call the emergency number even when your phone is locked, when you are prompted to enter a code or password, when the SIM card is not inserted in your phone, or when the SIM card is blocked or disabled.

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

To call the emergency number at any time:

	Press	**To**
1	keypad keys	dial the emergency number (such as 999)
2	$\textcircled{\tiny c}$	call the emergency number

Inserting Special Characters into Dialing Sequences

While dialing (with digits visible in the display), you can press ⊜ and insert one of the following:

Option	Desctiption
Insert Pause (inserts a **p**)	Your phone waits until the call connects before it dials the next digit(s) in the series
Insert Wait **(inserts a w)**	Your phone waits until the call connects, then prompts you for confirmation before it dials the next digit(s)
Insert 'n' (inserts an **n**)	Your phone prompts you for a number before dialing the call. The number you enter is inserted into the dialing sequence in place of the **n**

Viewing the Received Calls or Dialed Calls List

Your phone keeps lists of the numbers from calls you recently received and dialed, even if the calls did not connect. The lists are sorted from newest to oldest entries. The oldest entries are deleted as new ones are added. Each entry tells you the person's number (or name, if available) and whether the call connected or not. You can call, store, or delete the numbers on these lists.

Shortcut: Press $\textcircled{c}$ to go directly to the dialed calls list from the idle display.

To open the recent calls menu:

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

Press	**To**
1 $\textcircled{\uparrow}$	scroll to Received Calls or Dialled Calls
2 SELECT ($\textcircled{•}$)	select Received Calls or Dialled Calls
3 $\textcircled{\uparrow}$	scroll to an entry you want to call, store, or delete
	Note: ✓ means the call connected.
4 $\textcircled{c}$	call the entry's number
	Note: Press and hold $\textcircled{c}$ for two seconds to send the entry number as DTMF tones. To activate DTMF tones, see "Sending DTMF Tones" on page 80.
or	
$\textcircled{•}$	if View appears above the $\textcircled{•}$ key— view the entry's details
	if Store appears above the $\textcircled{•}$ key—store the entry's details in the phonebook
or	
$\textcircled{\scriptsize =}$	open the Last Calls Menu to perform other procedures as described in the following list

The Last Calls Menu includes the following options:

Option	Description
Store	Create a phonebook entry with the selected number in the No. field. (This option does not appear if STORE appears above the ⊙ key, or if the number is already stored as a phonebook entry.)
Delete	Delete the entry. (This option does not appear if DELETE appears above the ⊙ key.)
Delete All	Delete all entries in the current list.
Hide ID/Show ID	Hide (or show) your caller ID for the next call.
Send Message	Create a new text message, with the selected number in the Tel No. field. See "Sending Messages and Files" on page 64.
Add Digits	Add digits to the end of the selected number.
Attach Number	Attach another number from the phonebook or recent calls list to the end of the selected number.
Send Tones	Send the selected number to the network as DTMF tones, for credit card calling or password entry. (This option is available only during an active call.) To activate DTMF tones, see "Sending DTMF Tones" on page 80.

Returning an Unanswered Call

Your phone keeps a record of your unanswered calls. When you cannot answer a call, your phone displays:

- the $\overline{\mathbb{L}}_+$ (missed call) indicator

- the message X **Missed Calls**, where X is the total number of missed calls

Press		To
1	**VIEW** $(\odot)$	see the received calls list, beginning with the most recent call
2	$(\hat{\odot})$	scroll through the list and select a call that you want to return
3	$(\mathbb{Q})$	make the call

Using Voicemail

You can listen to your voicemail messages by calling your network voicemail phone number. Voicemail messages are stored on the network—not on your phone. Contact your service provider for more details.

Storing Your Voicemail Number

Store your voicemail number in your phone to make it faster and easier to use voicemail. Your voicemail number is provided by your service provider.

| Find the Feature | $(\overline{\equiv})$ > **Messages** |
| | $(\overline{\equiv})$ > **VoiceMail Setup** |

Press	**To**
1 keypad keys	enter the phone number for your voicemail
2 OK ($\odot$)	store the number

Receiving a New Voicemail Message

When you receive a voicemail message, your phone displays **New VoiceMail** ✉⁾. (Some networks only indicate when you have messages, whether they are new or not.) If reminders are turned on, your phone sends a reminder every five minutes until you close the new message notification, listen to the message, or turn off your phone. (See "Alarm Reminders" on page 96.)

From the new message notification:

Do This	**To**
Press CALL ($\odot$)	call your voicemail phone number and listen to the message

Listening to a Voicemail Message

To listen to your voicemail messages at any time:.

Find the Feature $(\overline{\bar{\mathbf{\Xi}}})$ > **Messages** > **Voicemail**

Speed Dialing

When you store an entry in your phonebook, it is assigned a unique speed dial number. You can then use the speed dial feature to call the entry. In the idle display, just enter the speed dial number and press $\overline{(\#)}$ $(\mathbf{\mathbf{t}})$.

To make an entry in the phonebook or view an existing entry's speed dial number, see "Storing a Phonebook Entry" on page 70.

One-Touch Dialing

You can call phonebook entries 1 through 9 with the push of a single key. Press and hold the one-digit speed dial number for one second. To store entries in locations 1 through 9 in the phonebook, see "Storing a Phonebook Entry" on page 70.

You must Assign the 1-touch dial feature to numbers 1 through 9 in your phone memory phonebook or SIM card phonebook:

Find the Feature $(\overline{\bar{\mathbf{\Xi}}})$ > **Settings** > **Other Settings**
                                   > **Initial Setup**
                                   > **1-Touch Dial**

Using Call Waiting

If you subscribe to call waiting, an alert tone sounds while you are on a call to indicate that you have received a second call. To put the first call on hold and answer the second call, press ⓒ. To activate or deactivate call waiting:

Find the Feature   ⓔ   > **Settings** > **In-Call Setup**
                                    > **Call Waiting**

Diverting a Call

Call diverting sends your phone's incoming calls directly to another phone number.

Find the Feature   ⓔ   > **Settings** > **Call Divert**

The call divert options are:

Setting	Description
All Calls	diverts all calls
If Unavailable	diverts calls if your phone is unavailable
Detailed	uses different divert numbers if you are out of range, unable to answer, or busy (*voice calls only*)
Off	does not divert calls

Linking Calls

To talk to more than one person on a call, you can make a conference call. Call the first person and press HOLD ($\odot$), then call the second person and press LINK ($\odot$).

Transferring a Call

You can directly transfer a call without talking to the person who answers. During a call: Enter the phone number where you are transferring the call

Find the Feature $\textcircled{\scriptsize{\equiv}}$ > Transfer

and press $\textcircled{\scriptsize{\textbf{t}}}$.

Barring a Call

Call barring lets you restrict outgoing or incoming calls. You can restrict all calls, calls to international numbers, or calls while roaming.

Find the Feature $\textcircled{\scriptsize{\equiv}}$ > Settings > Security
                                       > Call Barring

Putting a Call on Hold

While you are on a call:

Do This	To
Press HOLD ($\odot$) (if available) **or** Press $\circledast$ > Hold	put a call on hold Your phone displays a 📳 (flashing phone) indicator to indicate that the call is on hold.

Sending Messages, Pictures and Sounds

Text messages are brief messages that you can send and receive (such as **Where are we meeting?**). Received messages appear on your phone display or in your text message inbox.

You must set up the text message inbox *before* you can send and receive these messages. Contact your service provider for details.

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

Setting Up the Text Message Inbox

Find the Feature $(\equiv)$ > **Messages**
                          $(\equiv)$ > **Text Msg Setup**

Press		**To**
1	$(\hat{\odot})$	scroll to **Service Center No.**
2	**CHANGE** $(\odot)$	change the **Service Center No.** which is provided by your service provider
3	keypad keys	enter the phone number for the service center that handles your outgoing messages
4	**OK** $(\odot)$	store your service center number
5	**CHANGE** $(\odot)$	change the **Expire After** period
6	keypad keys	enter the expiration period—the number of days your network tries to resend unreceived messages
7	**OK** $(\odot)$	store the expiration period
8	**CHANGE** $(\odot)$	change the **Reply Type**
9	$(\hat{\odot})$	scroll to the default type of replies you want to send—text messages, or other formats
10	**OK** $(\odot)$	store the reply type
11	**CHANGE** $(\odot)$	change the **Cleanup** setting
12	$(\hat{\odot})$	scroll to the period of time that messages stay in your inbox

Press	To
13 SELECT ($\odot$)	select the cleanup period
	If you select **Custom**, continue. Otherwise, the procedure is complete.
14 ($\overset{\diamond}{\diamond}$)	change the entry for the number or label
15 ($\overset{\diamond}{\diamond}$)	switch between the number and the label
16 DONE ($\odot$)	store the custom cleanup period after you finish entering all information

Sending Messages and Files

You can send text messages and pictures or sounds to one or more recipients. You can manually enter each recipient's phone number, or select one or more numbers from the phonebook or recent calls lists.

Shortcut: While dialing (with digits visible in the display), you can Press ⁝ > **Send Message** to create a text message addressed to the number entered

Note: When you manually enter multiple phone numbers in the **To** field, you must insert a space between each number. Press and hold ①⊙ to insert a space as needed.

Find the Feature   ⁝   > **Messages**
                      ⁝   > **New Message**

Complete the message contents:

Item	Description
To	Enter one or more phone numbers or email addresses where you want to send the message.
	You can press **BROWSE** (⊙) to select recipients from the phonebook or recent calls lists
Msg	Enter the text message (see "Entering Text" on page 41).
	To insert a picture, animation, or sound file in the message, press:
	⁝ > **Insert** > *object type* > *object*

Viewing Message Status

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

Find the Feature   ⊜   > **Messages** > **Outbox**

Messages are sorted from newest to oldest. The following icons indicate message status:

》 = sending in progress   ⊠ = delivered

✕ = sending failed

Receiving and Reading Messages

Note: You must set up the text message inbox before you can receive text messages. See "Setting Up the Text Message Inbox" on page 62.

When you receive a new message, your phone displays **New Message** ⊠ and gives an alert. Press **READ** (⊙) to open the message (or your text message inbox if there are multiple messages).

Note: When your inbox is full, a flashing envelope will appear.

While reading a message, you can press $\textcircled{\scriptsize{\text{≡}}}$ to view the **Text Msg Menu** that includes the following options:

Option	Description
Go To	Go to a Web address (URL) in the message.
Forward	Open a copy of the text message, with an empty **To** field.
Store	Store a message attachment (picture, animation, or sound file) or a phone number in the message. **Note:** You can also save some attachments as your **Wallpaper**, **Screen Saver**, or **Ring Tone**.

Replying to Messages

While viewing a text message, you can create a reply:

The **Text Msg Menu** includes the following:

Option	Description
$\textcircled{\scriptsize{\text{≡}}}$ > **Reply**	Open a new text message, with the message's **Reply To** number in the **To** field.

Locking or Deleting a Text Message

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

Messages in the text message inbox are sorted from newest to oldest. When your inbox is full, a flashing envelope will appear. To view new messages, you must delete some from your text message inbox.

Find the Feature		$\circledcirc$ > **Messages** > **Text Msgs**
Press		**To**
1	$\circledcirc$	scroll to the message you want ($\boxdot$ = unread, $\ominus$ = read, $\blacksquare$ = read and locked)
2	**READ** $(\odot)$	open the message
3	**SAVE** $(\odot$—left)	close the message without changes
	or	
	REPLY $(\odot$—right)	reply to the message
	or	
	$\circledcirc$	open the **Text Msg Menu**

Phonebook

You can store a list of names and phone numbers or email addresses in your phone's electronic phonebook. You can view these entries and call them directly from your phone.

For email addresses, you can send a text message directly from your phone.

To see the list of names stored in your phonebook, press $(\equiv)$ > **Phonebook** from the idle display. Scroll to a name and press **VIEW** $(\odot)$ to view details of the phonebook entry as shown in the following display.

Items in a Phonebook Entry

Type indicator identifies number type:

📠 Work
🏠 Home
📞 Main
📱 Mobile
📠 Fax
📟 Pager
✉ Email

Voice Name indicator indicates a recorded voice name

Entry's **Name**

Entry's **phone number, email address**, or **mailing list** members.

Edit entry

Return to list

Press $(\equiv)$ to open the **Phonebook Menu**
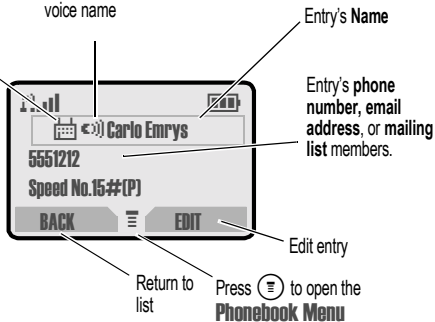
Notes:

- **Email Address** entries, **Mailing List** entries, and entries stored on the SIM card do not have **Type**, **Voice Name**, **Icon ID**, or **Ringer ID** information.

- If the phonebook entry is a mailing list, list members are listed after the entry's name.

Storing a Phonebook Entry

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

You can store a phonebook entry on your phone or on the SIM card. Entries with a speed dial number from 1 through 100 are stored on the phone. 101 and above are stored on the SIM.

Shortcut: Enter a phone number in the idle display, then press **STORE** ($\odot$) to create a phonebook entry with the number in the **No.** field. Go directly to step 3 in the following procedure to enter additional information and store the entry.

Note: You can also use the following procedure to store a fixed dial entry by scrolling to and selecting **Fixed Dial**.

Enter Information

Find the Feature $(\equiv)$ > **Phonebook**
                          $(\equiv)$ > **New**

Press		**To**
1	$\overset{\cdot}{\diamondsuit}$	scroll to **Phone Number**, **Email Address**, or **Mailing List**
2	**SELECT** ($\odot$)	select the type of entry
3	**CHANGE** ($\odot$)	select **Name**
4	**OK** ($\odot$)	store the name
5	**CHANGE** ($\odot$)	select **No.**, **Email**, or **Members**
		Note: If you select **Members** (for a Mailing List), a list of phonebook entries appears.
		a Press $\overset{\cdot}{\diamondsuit}$ to scroll to an entry.
		b Press **ADD** ($\odot$) or **REMOVE** ($\odot$).
		c Press **DONE** ($\odot$) when you are finished. You can skip to step 9 below.
6	**OK** ($\odot$)	store the phone number or email address

	Press	**To**
7	**CHANGE** ($\odot$)	select **Type**
		Note: Your phone automatically applies an ✉ (email) type indicator when you enter an email address.
8	**SELECT** ($\odot$)	select the number type
9	**RECORD** ($\odot$)	record a voice name for the entry, if desired
	or	
	Go to step 10 if you do not want to record a voice name for the entry	See "Recording a Voice Name For a Phonebook Entry" on page 75.
		Note: This option is not available for entries stored on a SIM card.
10	($\hat{\odot}$)	scroll to **Speed No.**, the number to *speed dial* the entry
		The next available speed dial number is assigned to a new phonebook number by default.
11	**CHANGE** ($\odot$)	select **Speed No.** if you want to change it
12	**OK** ($\odot$)	save the modified speed number
		If your chosen speed number is already assigned to another entry, you are asked if you want to replace that entry.

Press	To
13 CHANGE ($\odot$)	select Icon ID **Note:** This option is not available for entries stored on a SIM card.
14 SELECT ($\odot$)	select the icon
15 CHANGE ($\odot$)	select Ringer ID **Note:** This option is not available for entries stored on a SIM card.
16 SELECT ($\odot$)	select the ring tone
17 SELECT ($\odot$)	select MORE if you want to create another entry with the same Name **Notes:** You must enter a name and number to use this option.

Find the Feature   ($\equiv$)   > Phonebook
                        ($\equiv$)   > New
                                > Phone Number or
                                  Email Address or
                                  Mailing List

Phonebook item	Description
Name	a name for the phonebook entry (see "Entering Text" on page 41)
No., **Email**, or **Members**	the phone number or email address, or select phonebook entries to add as members of the mailing list
Type	the type of phone number (only for phone numbers not stored on the SIM)
Voice Name	record a voice name for the entry. See "Recording a Voice Name For a Phonebook Entry" on page 75.
Speed No.	the number you use to *speed dial* the entry Entries with a speed dial number from 1 to 100 are stored on the phone. Entries with a speed dial number of 101 or higher are stored on the SIM card.
Icon ID	the icon that should appear when you receive calls or messages from this entry
Ringer ID	the alert your phone should use when you receive calls or messages from this entry
More	create another entry with the same **Name**

Recording a Voice Name For a Phonebook Entry

You can record a voice name when you create a new phonebook entry, or when you edit a previously stored phonebook entry. This lets you use voice dial to call the number without dialing (see "Voice Dial" on page 76).

Note: You cannot record a voice name for an entry stored on a SIM card.

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

Find the Feature $(\equiv)$ > **Phonebook**

	Do This	**To**
1	Press $\hat{\odot}$	scroll to the entry that needs a voice name
2	Press **VIEW** $(\odot)$	display the entry's detailed view
3	Press **EDIT** $(\odot)$	edit the phonebook entry
4	Press $\hat{\odot}$	scroll to **Voice Name**
5	Press **RECORD** $(\odot)$	begin the recording process
		The phone displays **Press RECORD Key then say name**.
6	Press and release **RECORD** $(\odot)$, then say the entry's name (in two seconds)	record the voice name
		The phone displays **Press RECORD Key then REPEAT name**.
7	Press **RECORD** $(\odot)$ and repeat the name	confirm the voice name
		The phone displays **Trained: Voice Name**.

Dialing a Phonebook Entry

You can use the phonebook list, voice dial, speed dial, or 1-touch dial to call a number stored in your phonebook. To use speed dial, see "Speed Dialing" on page 56. To use 1-touch dial, see "One-Touch Dialing" on page 56.

Phonebook List

Find the Feature $(\equiv)$ > **Phonebook**

Select the entry and press $(\textbf{\textit{(}})$.

Voice Dial

Find the Feature $(\equiv)$ > **Voice Dial**

Say the pre-recorded phonebook entry name.

Editing a Phonebook Entry

You can edit a phonebook entry stored on your phone or the SIM card. If you change an entry's speed dial number, the entry is moved to the new speed dial location and the original entry is deleted.

Note: You can also use the following procedure to edit a fixed dial entry by scrolling to and selecting **Fix Dial**.

Find the Feature $(\equiv)$ > **Phonebook**

Select the entry and press $(\equiv)$ > **Edit** or **Delete**.

For a description of the items in a phonebook entry or fixed dial entry, see "Items in a Phonebook Entry" on page 69 and "Storing a Phonebook Entry" on page 70.

Customizing Your Phone Settings

You can adjust your phone's menus and features.

Customizing Menus

You can customize the order of the items in your phone's main menu, depending upon your usage.

Find the Feature   ⊜   > Settings > Other Settings
                                 > Personalise > Main Menu

Select an item and press GRAB (⊙), then scroll to its new location and press INSERT (⊙).

Selecting a Different Language

You can select a different language for your phone's display:

Find the Feature   ⊜   > Settings > Other Settings
                                 > Initial Setup > Language

Using MyMenu

MyMenu lets you quickly access your favorite menu features. MyMenu is pre-programmed with shortcuts to several features (see "Shortcuts" on page 3), but you can add more.

You can use MyMenu from the idle display, while on a call, or while scrolling through a menu. Press $\textcircled{\tiny{=}}$ and then the MyMenu key number ($\textcircled{\tiny{1.\circledast}}$ through $\textcircled{\tiny{9wxyz}}$ $\textcircled{\tiny{9wxyz}}$).

To add a menu item to the MyMenu list, select the item and hold $\textcircled{\tiny{=}}$ until the phone asks you for a confirmation.

Getting More Out of Your Phone

Dialing Options

Fixed Dialing

When you activate the fixed dial feature, users can only call the numbers in the fixed dial list.

Find the Feature   (≡)   > Settings > Security
                                             > Fixed Dial

Fixed dial list entries can be any length. If there is a fixed dial entry for the digits 555, users can call any number that starts with 555. You must enter your SIM PIN2 code, from your network service provider, to edit fixed dial entries.

Find the Feature   (≡)   > Fixed Dial

In the fixed dial list, you can create, edit, delete, and sort entries just like in the phonebook list. Fixed dial list entries are stored on your SIM card and do not have Type or Voice Name fields.

Managing Your Calls

Calling a Number in a Text Message

If you receive a text message with an embedded phone number, you can dial the number directly.

Note: You must set up the text message inbox before you can receive text messages. See "Setting Up the Text Message Inbox" on page 62.

Find the Feature   ☲ > **Messages** > **Text Msgs**

Press		**To**
1	⊙	scroll to the message with the number
2	☲	open the **Text Msg Menu**
3	⊙	scroll to **Call Back**
4	**SELECT** (⊙)	dial the number in the message

If the message contains more than one phone number, press ⊙ to scroll to a number, then press **SELECT** (⊙) to dial.

Sending DTMF Tones

While you are on a call, you can send keypresses as tones by pressing ☲ > **Send Tones**.

To set DTMF tones to be long, short, or off:

Find the Feature   ☲ > **Settings** > **Other Settings**
                                    > **Initial Setup** > **DTMF**

Monitoring Phone Use

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

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

To view a call timer:

Find the Feature   ⊙   > Recent Calls > Call Times

You can view the approximate network connection time elapsed during the following calls:

Timer	Description
Last Call	Time spent on the last call dialed or received. You cannot reset this timer.
Dialled Calls	Total time spent on dialed calls since the last time you reset this timer.
Received Calls	Total time spent on calls received since the last time you reset this timer.
All Calls	Total time spent on dialed and received calls since the last time you reset this timer.
Lifetime	Total time spent on all calls on this phone. You cannot reset this timer.

Viewing and Resetting Call Costs

To view a cost tracker:

Find the Feature	$(\equiv)$ > Recent Calls > Call Cost

Press	**To**	
1	$(\hat{\odot})$	scroll to the cost tracker you want to view
2	SELECT $(\odot)$	view the recorded cost

To reset the cost tracker:

Press	**To**	
1	RESET $(\odot)$	reset the cost (if available)
2	OK $(\odot)$	enter your PIN2 code to confirm the reset

Network Features

Data Calls

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

Optional Accessory

• use your phone as a modem to connect to the Internet

   Note: 56K modems are capable of receiving 56Kbps from a compatible service provider.

• use your phone to make and answer data calls on your computer or hand-held device.

Connecting Your Phone to an External Device

Connect your phone to an external device (such as a computer or hand-held device) using a USB cable.

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

Attach the cable and do the following:

To Establish a Connection

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

Network Selection

You can view and adjust your phone's network settings:

Find the Feature $\scriptstyle(\equiv)$ > Settings > Other Settings
                                      > Network

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

Security

Line Security

If your phone displays Line Not Secure while you are on a call, your phone has detected another device monitoring the call. This message does not appear when caller ID, call cost, or other information fills the display.

Locking and Unlocking Your Phone

A locked phone still rings or vibrates for incoming calls or messages, *but you must unlock it to answer.*

Lock Your Phone Manually

Find the Feature   (≡)   > Settings > Security
                                       > Phone Lock > Lock Now

Set Your Phone to Lock Automatically

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

Find the Feature   (≡)   > Settings > Security
                                       > Phone Lock > Automatic Lock
                                       > On

Changing Your Unlock Code

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

If your service provider has *not* reset these numbers, we recommend that you change them to prevent other users from accessing your personal information or modifying your phone settings. The unlock code must contain four digits, and the security code must contain six digits. Be sure to make a note of the new numbers.

Find the Feature   (≡)   > Settings > Security
                                             > New Passwords
                                             > *the password*

Notes:

- Your service provider may retain your phone's security code for customer service purposes. In this case, you will not be able to use phone features that require you to enter the security code (such as master clear, master reset, and the unlock code bypass feature).

- If the only password you can change is the unlock code, the New Passwords menu is unavailable and the Unlock Code option appears on the Phone Lock menu. In this case, open the unlock code editor by selecting: (≡) > Settings > Security > Phone Lock > Unlock Code.

To change a code or password:

Find the Feature   (≡)   > Settings > Security
                                             > New Passwords

	Press		To
1	$\bigodot$		scroll to the code or password you want to change
2	**CHANGE** ($\bigodot$)		select the code or password
3	keypad keys		enter your old code
			If you do not know your code, see "If You Forget a Code or Password" on page 87.
4	**OK** ($\bigodot$)		submit your old code
5	keypad keys		enter the new code
6	**OK** ($\bigodot$)		assign the new code
7	keypad keys		re-enter the new code
8	**OK** ($\bigodot$)		confirm the new code

If You Forget a Code or Password

If you forget your security code (originally set to 000000), SIM PIN, SIM PIN2, or call barring password, contact your service provider.

If you forget your unlock code, try entering 1234 or the last four digits of your phone number. If that does not work, press $\textcircled{\tiny{$\equiv$}}$ and enter your security code when you see the Enter Unlock Code message. See your service provider if you do not know your security code.

Protecting the SIM Card

When the SIM PIN feature is activated, you must enter your SIM card PIN code each time you turn on the phone or insert a SIM card. Your SIM card PIN code is given to you by your service provider.

Find the Feature   ($\equiv$)   > Settings > Security
                                         > SIM PIN > On or Off

Unblock the SIM Card PIN Code

If you enter an incorrect SIM card PIN code three times in a row, your SIM card is disabled and your phone displays the message SIM Blocked. You need to enter a PIN unblocking key (PUK) code, which you can obtain from your service provider.

Note: In the following key sequence, each key press must occur within two seconds of the previous keypress.

Caution: If the unblocking attempt is tried unsuccessfully 10 times, the SIM card is permanently disabled and your phone displays the message SIM Disabled.

Press		**To**
1	(#) (#) (0+) (5ᴊᴋʟ) (✱)	open the PIN unblocking editor
		Your phone prompts you to enter the **PIN1 Unblock Sequence**:.
2	keypad keys	enter the PUK code
3	**OK** (⊙)	submit the PUK code
		Your phone prompts you to **Enter New SIM PIN**:.
4	keypad keys	enter a new SIM card PIN code
		Note: The SIM PIN code must be between four and eight digits in length.
5	**OK** (⊙)	assign the new SIM PIN code
		Your phone prompts you to **Re-enter New SIM PIN**:.
6	keypad keys	re-enter your SIM card PIN code
7	**OK** (⊙)	confirm the new SIM PIN code and unblock the SIM card

Protecting Web Transactions

The WAP Identity Module (WIM) contains information for e-commerce and other Internet security.

If WIM security is **On**, your phone prompts you for your WIM PIN whenever you turn on your phone or insert a new SIM card. To turn WIM security on or off:

Find the Feature $\quad\quad\quad$ ☰ $\quad\quad$ > **Settings** > **Security**
$\quad\quad\quad\quad\quad\quad\quad\quad\quad\quad\quad\quad\quad$ > **WIM PIN**

To change your WIM PIN, see "Changing Your Unlock Code" on page 86.

Personal Organizer Features

Datebook

The datebook is a calendar that lets you schedule and organize events such as appointments and meetings. You can review your schedule of events for the week or by the day, and have the datebook play a reminder alarm for specific events.

Note: You must set the phone's correct time and date in order to use the datebook (see "Setting the Time and Date" on page 35).

To schedule or review events in the datebook:

Find the Feature (≡) > **Datebook**

Viewing by the Week

When you open the datebook, your phone displays a calendar for the week. Lines or filled boxes under each day indicate scheduled events.

Untimed event

12 hour window

Exit the datebook

Full day (12-hour) event scheduled

Days of week (press (✳) or (#) to select)

One-hour event

Go to selected day

Press (≡) to open the **Datebook Menu**
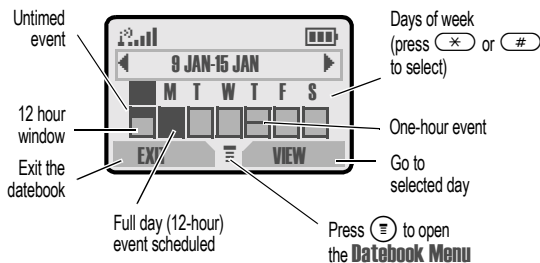
Viewing by the Day

Select a day in the week view and press **VIEW** ($\odot$) to see the day's events. You can store, edit, view, copy, and delete any event from the day view.

Viewing by the Event

Select an event in the day view and press **VIEW** ($\odot$) to open the detailed event view. You can edit, copy, and delete events from the event view.

Storing a New Event

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

Find the Feature $\quad\quad$ $\textcircled{\tiny{=}}$ $\quad$ > **Datebook** > *day*
$\quad\quad\quad\quad\quad\quad\quad\quad\quad\quad$ $\textcircled{\tiny{=}}$ $\quad$ > **New**

Enter the event title, start time, duration, date, repeating events, and reminder.

Changing Event Information

To change information about an existing event:

Find the Feature $\left(\equiv\right)$ > Datebook

Press		**To**
1	$\left(\dot{\diamond}\right)$	scroll to the scheduled event day
2	VIEW $\left(\odot\right)$	display the day view
3	$\left(\dot{\diamond}\right)$	scroll to the event to change
4	VIEW $\left(\odot\right)$	display the event view
5	EDIT $\left(\odot\right)$	edit the event
6	$\left(\diamond\right)$	scroll to the detail to change
7	CHANGE $\left(\odot\right)$	edit the information
8	keypad keys	enter the new information
9	DONE $\left(\odot\right)$	store the information and return to the day view

Copying an Event

To copy information from a current event to a new event:

Find the Feature   ⊜   > Datebook

Press		**To**
1	⊙̣	scroll to the scheduled event day
2	VIEW (⊙)	display the day view
3	⊙̣	scroll to the event to copy
4	⊜	open the Datebook Menu
5	⊙̣	scroll to Copy
6	SELECT (⊙)	copy the event
7	YES (⊙)	confirm the copy
		Your phone assumes that you want to change the date, and displays the Date field.
8	keypad keys	enter the date information
9	▶ (⊙)	move to the month, day, and year
10	DONE (⊙)	save the copy of the event
11	⊙̣	scroll to event details and edit the information as necessary
12	DONE (⊙)	store the new event and return to the day view

Deleting an Event

Find the Feature $(\equiv)$ > **Datebook**

Press		**To**
1	$(\hat{\odot})$	scroll to the scheduled event day
2	**VIEW** $(\odot)$	display the day view
3	$(\hat{\odot})$	scroll to the event to delete
4	$(\equiv)$	open the **Datebook Menu**
5	$(\hat{\odot})$	scroll to **Delete**
6	**SELECT** $(\odot)$	select **Delete**
		For non-repeating events, go to step 7. For repeating events, the phone displays a delete event menu:
	a $(\hat{\odot})$	scroll to **This Event Only** or **Repeat Events**
	b **SELECT** $(\odot)$	select the event(s) to delete
7	**YES** $(\odot)$	confirm the deletion
		The phone briefly displays a **Deleted:** message and returns you to the day view.

Alarm Reminders

Reminders are alerts that ring or vibrate to notify you about a voicemail or text message you have received, or a datebook event you have scheduled. To set or turn off reminders:

Find the Feature $(\equiv)$ > **Ring Styles** > *Alert* **Detail**
                                       > **Reminders** > *Alert*

Note: **Beep** or **Vibrate** sets the corresponding reminder alert type. **Off** turns off all reminders.

Calculator

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

Selected function appears here

Entered number

Press $(\hat{\odot})$ to scroll to other functions

Press $(\hat{\odot})$ to highlight a function

Perform the highlighted function

Exit the calculator

Press $(\equiv)$ to open the **Calculator Menu**
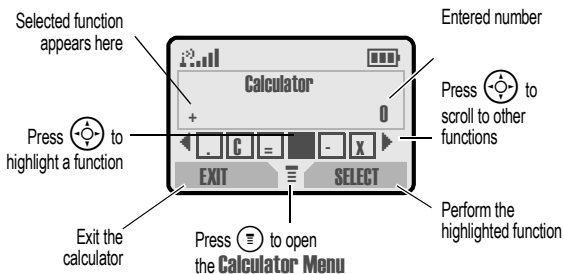
Converting Currency

The currency converter works just like the calculator, using the (currency) function and the exchange rate you set:

Find the Feature $(\equiv)$ > **Calculator**
                                       $(\equiv)$ > **Exchange Rate**

News and Entertainment

Mobile Internet

The Web micro-browser lets you access Web pages and Web-based applications (such as on-line banking, shopping, and games) on your phone. Contact your service provider to set up access, if necessary.

Note: Your phone may be configured to use a high-speed GPRS (General Packet Radio Service) network connection. This type of connection can be identified by a GPRS indicator in the idle display that disappears when you start a micro-browser session. If a C (connected call) indicator is displayed when you start a micro-browser session, your phone is using a standard voice channel connection. Your network connection charges may vary depending on the type of connection used.

Create a New Web Session

Use this feature to edit or create a new *Web session*, or network connection profile. You can use different Web sessions to connect to the Internet in different ways.

Find the Feature   `MENU` > Web Sessions

To create a Web session, you must configure the following settings. Contact your service provider to obtain the following information, if necessary. Actual field names and values may vary depending on the technologies available to your service provider. Some settings may not be available for all phone models.

Setting	Description
Name	Web session name
Homepage	default home page
WAP IP 1	primary WAP gateway IP address
WAP Port 1	primary WAP port number
WAP IP 2	secondary WAP gateway IP address
WAP Port 2	secondary WAP port number
Timeout	time at which the phone exits the micro-browser application when no keypress activity is detected
CSD No. 1	primary phone number to use to set up a CSD (circuit-switched data) connection
User Name 1	user name for primary CSD number
Password 1	password for primary CSD number
Speed (Bps) 1	connection speed for primary CSD number
Line Type 1	line type (modem or ISDN) for primary CSD number
CSD No. 2	secondary CSD dial-up phone number
User Name 2	user name for secondary CSD number

Setting	Description
Password 2	password for secondary CSD number
Speed (Bps) 2	connection speed for secondary CSD number
Line Type 2	line type (modem or ISDN) for secondary CSD number
GPRS APN	GPRS Access Point Name (the name of the WAP service provider)
User Name	user name for GPRS APN connection
Password	password for GPRS APN connection

Starting a Mobile Internet Session

To open the Web micro-browser:

Find the Feature   ⊜   > **Browser**

The micro-browser displays the home page set up by your service provider.

	Press		To
1	⊕		scroll to a bookmark or service, service, or application
2	**SELECT** (⊙)		select the service

Shortcut: If you open a text message with a Web address (URL) in it, you can go directly to the URL by selecting ⊜ > **Go To**.

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

Interacting With Web Pages

You can perform the following operations on a Web page:

Do This	To
Press ⊕ up or down	scroll through a page
Press ⊕ left or right	go back to the previous page or forward to the next one
Press ⊜	open the **Browser Menu**

Downloading Pictures, Games, and Sounds

You can download a file such as a ring tone, wallpaper, screensaver, MotoMixer file, or theme to your phone. You can find files at www.hellomoto.com and possibly your carrier's site or other sites. To download files with the browser on a desktop computer or your phone:

Downloading a File Using a Web Browser

1 In the browser, go to the Web site (such as www.hellomoto.com) and find the file you want.

2 Follow the directions on the site to purchase the file (payment details vary). The site sends a text message to your phone, containing the attached file or a URL link to the file.

3 Open the message and store the file (see "Receiving and Reading Messages" on page 65).

Notes:

- Call charges apply during download sessions.

- When your phone runs out of memory for downloaded files, new files overwrite the old ones. Downloaded files share your phone's memory, so you can make room for a picture, for example, by deleting ring tones.

Assigning Phone Themes

In addition to downloading an individual screen saver, wallpaper, or ring tones, you can download all three in a bundle, with a theme such as a special event or a cartoon character.

To download a theme, see "Downloading Pictures, Games, and Sounds" on page 101. When you receive the theme, you can instantly apply its screen saver, wallpaper, and ring tone when your phone prompts you to Apply Now?

Your phone saves the downloaded files so that you can always apply them as described in "Setting Up Your Phone" on page 34.

Games

Your phone comes with three games. If you get an incoming call, message, alarm or alert, the game pauses.

Note: You can purchase and download upgraded games from www.hellomoto.com and possibly your carrier's site or other sites.

Find the Feature   (≡)   > Games > *the game*

Selecting and Starting a New Game

Find the Feature $(\equiv)$ > **Games** > *the game*

When the game is over, you can play another session of the same game or return to the games menu. Depending on the game:

Press	To
BACK ($\odot$—left) **or** **NO** ($\odot$—left)	return to the games menu
NEW ($\odot$—right) **or** **YES** ($\odot$—right)	start another session of the game you just played

Ending a Game

You can end a game at any time.

Press	To
BACK ($\odot$) **or** $(\widehat{\odot})$	end the game session and return to the games menu

Playing a Game

Astrosmash

In Astrosmash, your job as Commander is to repel an attack of meteors and spinning bombs. You try to shoot as many meteors, bombs, missiles, and flying saucers as possible without getting hit.

Level One: 1500 point limit

Item	Points	Item	Points
Big Rock	10	Guided Missile	50
Small Rock	20	Small Spinner	80
Big Spinner	40		

Game upgrades remove point limits and add UFOs (100 points) and Hyperspace.

Rules of the game

- Guided Missiles move toward the Laser Gun.

- UFOs appear when the score is greater than or equal to 5,000. UFOs sweep across the screen and release bombs at the Laser Gun. The bombs cannot be destroyed

- When you shoot a Big Rock, it breaks into 2 Small Rocks.

- When you are out of Laser Guns, the game is over. You lose a Laser Gun if a spinner (both big and small) hits the ground, or if a rock, rock pieces, or a guided missile collides with a Laser Gun.

- Every time the peak score goes up by another 1,000 points, you get another Laser Gun.

How to Play

Press	To
⊕	move the Laser Gun
(8 ᵀᵁᵛ)	move the Laser Gun to a random position
(2 ᴬᴮᶜ)	toggle control for firing between you and the phone (Auto-Fire)
(5 ᴶᴷᴸ)	fire the Laser Gun, if Auto-Fire is off

MotoGP

In this game, you are a MotoGP motorcycle racer.

Level One: "Quick Race", with one lap and one racer

Game upgrades include other racers and tracks, with "Time Attack" (a time trial with yourself only), and "Grand Prix" (a series of 3 races with other competitors). You can choose a team and a track.

How to Play

Press	To
⊕	accellerate, brake, and turn your motorcycle

Snood 21

In this solitaire game, you try to use all the cards in a deck by making combinations of 21 on any of four columns. When a combination of 21 is created, the cards are discarded, letting you start another combination of 21.

Level One: 32 cards, with a one-minute time limit. If the first level is completed in under 1 minute, you can proceed to the next level.

Game upgrades include more rounds and time limits.

Rules of the game

- Aces are worth either 1 or 11, Jacks, Queens, and Kings are worth 10, and all other cards are worth the amount written on their faces.

- You can place a wild card in any non-frozen column for an automatic 21.

- When the countdown timer reaches 20 seconds, the word HURRY blinks twice in place of the cards left field. If the timer reaches zero and there is a card still on the deck, OUT OF TIME appears in place of the cards left field for 2 seconds and the game is over.

- The number of cards in a deck depends on the current level: the first level contains 32 cards (two complete suits plus six wild cards), the second level contains 45 cards (three complete suits plus six wild cards), the third and fourth levels contain 58 cards (all four complete suits plus six wild cards)

- When there are no more cards in the deck, you score 200 times the number of cards left in all the columns.

- Every time you place a card, you score 50 points.

- Whenever the total of all the cards placed on a column is equal to 21, you score 100 times the column's position (21 on the first column scores 100 points, while 21 on the third column scores 300). 5 cards totalling less than 21 in a column is treated as 21.

- If the value of the cards in a column is greater than 21, the column is frozen and marked with an X (the column's total displays BUST).

- If all the columns become frozen, NO MORE MOVES appears in place of the cards left field for 2 seconds, and the game is over.

How to Play

Press	To
$(1._@)$	place a card on the first column
(2_{ABC})	place a card on the second column
(3_{DEF})	place a card on the third column
(4_{GHI})	place a card on the fourth column

MotoMixer Sound Editor

The MotoMixer lets you edit and save special MIDI-based sound files in your phone. These sound files include one or more "base tracks," plus extra tracks such as "DRUM", "BASS", and "SOLO". The phone comes preloaded with 10 base tracks (which cannot be edited or deleted), but you can download others and use them all to create or edit your own MIDI files.

Create or Edit a Mix File

To create or edit a MotoMix file:

Find the Feature $\quad$ $\textcircled{\scriptsize{\text{≡}}}$ $\quad$ > **Media Centre** > **MotoMixer**
$\qquad\qquad\qquad\qquad\quad$ > [**New Mix**]
$\qquad\qquad\qquad\qquad\qquad$ *or a tune to edit*

Press		**To**
1	$\textcircled{\scriptsize{◇}}$	scroll to [**New Mix**] or the file you want to edit
2	**SELECT** $(\textcircled{\scriptsize{•}})$	open the Mix file editor
3	$\textcircled{\scriptsize{◇}}$	scroll to a track you want to include in the new mix
4	**SELECT** $(\textcircled{\scriptsize{•}})$	select the first base track
5	**CHANGE** $(\textcircled{\scriptsize{•}})$	select **Name**
6	keypad keys	enter a name for the mix file you are creating (see "Entering Text" on page 41)
7	**OK** $(\textcircled{\scriptsize{•}})$	store the name
8	**CHANGE** $(\textcircled{\scriptsize{•}})$	select **Tempo**
9	$\overline{\ast}\,\overline{\#}$	move the tempo setting
10	**OK** $(\textcircled{\scriptsize{•}})$	store the tempo setting
11	**CHANGE** $(\textcircled{\scriptsize{•}})$	play the file and open the base track editor
12	keypad keys	edit the base tracks (see the following section)
13	**BACK** $(\textcircled{\scriptsize{•}})$	close the base track editor
14	**DONE** $(\textcircled{\scriptsize{•}})$	close the Mix file display

Base Track Editing Display and Keys

Turn instruments on or off, add effects or pick an instrument variant using your phone's keypad.

First column: on/off

Second column: adds effect

Third column: sets instrument variant

Name of base track

1Drum
2Bass
3Harm
4Solo

BACK ☰ PLAY
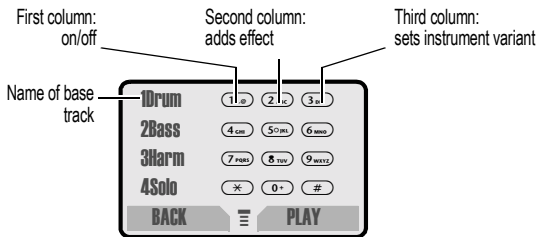
Keys	Effects
(1..@)	Turns first track (**1Drum** in example) on/off
(2 ABC)	Adds effect to first track
(3 DEF)	Sets instrument variant for first track
(4 GHI)	Turns second track (**2Bass** in example) on/off
(5 JKL)	Adds effect to second track
(6 MNO)	Sets instrument variant for second track
(7 PQRS)	Turns third track (**3Harm** in example) on/off
(8 TUV)	Adds effect to third track
(9 WXYZ)	Sets instrument variant for third track
(✳)	Turns fourth track (**4Solo** in example) on/off
(0+)	Adds effect to fourth track
(#)	Sets instrument variant for fourth track

Note: To download new MotoMixer files, see "Downloading Pictures, Games, and Sounds" on page 101.

You can also press:

PLAY ($\odot$)	Plays the track once
BACK ($\odot$)	Returns to the Mix file display
$\equiv$ ($\textcircled{\scriptsize =}$)	Opens the Mix menu, which lets you reset one or all tracks

Use or Delete a Mix File

To use, rename, or delete a Mix file:

Find the Feature $\textcircled{\scriptsize =}$ > **Media Centre** > **Groove Tunes**

Press		**To**
1	$\textcircled{\odot}$	scroll to the file you want
2	$\textcircled{\scriptsize =}$	open the Mix file menu
3	$\textcircled{\odot}$	scroll to **Delete**, **Play**, or **Set as Ring Tone**
4	**SELECT** ($\odot$)	select the option

Creating Alert Tones

The **My Tones** feature lets you create up to 32 custom alert tones for your phone. The tones you create appear in the list of available alerts (see "Choosing Alert and Ring Tones" on page 35).

Creating a Tone

Find the Feature	(≡)	> **Ring Styles** > **My Tones** > [**New Tone**]

Press		**To**
1	**CHANGE** (⊙)	select **Notes**
2	keypad keys	enter notes for the tone(see "Entering Notes" on page 112)
3	**OK** (⊙)	store the notes
4	**CHANGE** (⊙)	select **Name**
5	keypad keys	enter the name for the tone
6	**OK** (⊙)	store the name
7	**DONE** (⊙)	store the tone

Entering Notes

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

Key	Displays	Description
`1.⊛`	**1, 2, 3**	set octave one, two, or three
`2 ABC`	**A, B, C, 2**	note A, B, C, or set octave 2
`3 DEF`	**D, E, F, 3**	note D, E, F, or set octave 3
`4 GHI`	**G, R**	note G or rest
`7 PQRS`	**#, ♭**	sharp or flat
`0+`	**q, h, w**	quarter, half, whole note/rest
`⊕`		move cursor left or right

Enter a note as follows:

Task	Action
Change the octave	Set the new octave (1, 2, or 3) *before* selecting the note. The new octave applies to the note and all following notes until you change it again.
Select the note (required)	Press a keypad key to enter a note.
Change a note to a sharp or flat	Enter a sharp or flat (# or b) *after* selecting the note.
	Some sharps and flats are played as standard notes. For example, B# is the same as C. Press ⊙ to scroll to valid notes when entering a new note.
Change a note's length	Set the new length (h, w, or q) *after* selecting the note. The new length applies to the note and all following notes until you change it again.
Add a rest	Enter one or more rests (R characters) as needed in the tone sequence. You can set the length of the rest by entering an h, w, or q character *after* the rest, just as you can for a note.
Listen to a new tone as you compose it	Press ☰ to enter the **Compose Menu**, and select **Play All** to play the notes you have entered.

Example

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

	Press	**To**	**Display**
1	(1..@) (1..@) (1..@)	set octave three	3
2	(2 ABC) (2 ABC) (2 ABC)	enter a quarter note C	C
3	(3 DEF) (3 DEF) (7 PQRS) (7 PQRS)	enter a quarter note E flat	Eb
4	(4 GHI) (4 GHI) (0+) (0+)	enter a half rest	Rh
5	(4 GHI) (0+) (0+) (0+)	enter a whole note G	Gw

Playing a Tone

Find the Feature $(\bar{\equiv})$ > **Settings**
                                           > **Ring/Vibrate** > **My Tones**

Press		**To**
1	$(\diamondsuit)$	scroll to the tone you want to play
2	$(\bar{\equiv})$	open the **My Tones Menu**
3	$(\diamondsuit)$	scroll to **Play**
4	**SELECT** $(\odot)$	select **Play**
		The phone displays the playback meter and plays the tone.
5	**PLAY** $(\odot)$	play the tone again
	or	
	CANCEL $(\odot)$	return to the My Tones list

Editing a Tone

You cannot edit the standard alert tones included with your phone. To edit a custom tone that you created:

Find the Feature $(\bar{\equiv})$ > **Settings**
                                           > **Ring/Vibrate** > **My Tones**

Press		**To**
1	$(\hat{\odot})$	scroll to the tone you want to edit
2	EDIT $(\odot)$	open the tone details
3	$(\hat{\odot})$	scroll to the details you want to edit (**Name** or **Notes**)
4	CHANGE $(\odot)$	select the details you want to edit
5	keypad keys	enter new text or notes (see "Entering Notes" on page 112)
6	OK $(\odot)$	store the details

Deleting a Tone

You cannot delete the standard alert tones included with your phone. To delete a custom tone that you created:

Find the Feature	(≡)	> **Ring Styles** > **My Tones**

Press		**To**
1	$(\hat{\odot})$	scroll to the tone you want to delete
2	(≡)	open the **My Tones Menu**
3	$(\hat{\odot})$	scroll to **Delete**
4	SELECT $(\odot)$	select **Delete**
5	YES $(\odot)$	confirm the deletion

SIM Applications

You can access information and applications stored on your SIM card.

To access the available applications:

Find the Feature $(\equiv)$ > SIM Applications

Your SIM card may contain applications that process your outgoing calls, text messages, and other events. Contact your service provider for details.

Note: To download new applications, see "Downloading Pictures, Games, and Sounds" on page 101.

Troubleshooting

Check these questions first if you have problems with your phone:

Question	Answer
Is your battery charged? Do you see ▭ in the display?	The battery level indicator should have at least one segment showing (▭). If it does not, recharge your battery. (See "Charging the Phone" on page 26 and "Battery Use" on page 27.)
Do you have a valid SIM card inserted in your phone?	If necessary, turn off your phone and make sure that you have inserted a valid SIM card. (See "Changing Your SIM Card" on page 22).
Does the handset have a signal? Do you see ⊮ in the display?	The signal strength indicator should have at least one segment showing (⊮). If it does not, move to an area with a stronger signal to use your phone.
Is the earpiece volume too low?	While on a call, press the side of the ⊙ key.
Is the other party unable to hear you?	Your phone may be muted. Press **UNMUTE** (⊙) if necessary to unmute the phone. Also, make sure that your phone's microphone is not blocked by its carrying case or a sticker.

Question	Answer
Has the phone been damaged, dropped, or gotten wet?	Dropping your phone, getting it wet, or using a non-Motorola battery charger can damage the phone. The phone's limited warranty does not cover liquid damage or damage caused from using non-Motorola accessories.
Was a non-Motorola battery charger used?	

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 organizations 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.*

Tests for SAR are conducted in accordance with CENELEC** 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 and locations (e.g., at the ear and worn on the body) 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: 0.55 W/kg.***

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 modifications 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.

* 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.

** CENELEC is a European Union standards body.

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

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