

Wireless ON Ur hands



## **WONU TELECOM WGM1893C**

Thank you very much for buying WONU WGM-1893C.

This manual is giving you a direction to explore world of high technology. Please take time to read this manual to experience and enjoy the high technology of our camera phone.

**GPRS**



## Conformance Document

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Wonu declares under its sole responsibility that the product GSM/DCS and PCS WGM-1893C conforms to the requirements of the following EEC directives:


EEC Directive	1999/5/CE
Safety	EN 60950: 2000
EMC	EN 301 489-1 EN 301 489-7
Low voltage directive	73/23/CEE
Network	3GPP TS 51.010-1 with GCF-CC v3.8.1 included NAPRD latest version 2.7.2 FCC SAR and FCC part 24  Requirements GT01 v 4.7.0 TBR 19 Edition 5 TBR 20 Edition 3 TBR 31 Edition 2 TBR 32 Edition 2 EN 301 419-1 EN 301511 v7.0.1
Health	EN 50360 EN 50361




## Menus

 **Phonebook**  
Contacts menu


 **Messages**


 Compose

 Inbox


 Outbox

 Drafts

 Options


 Memory

 Local info


 **Camera**

 **Multimedia**

 My Photos

 My Pictures

 My Sounds

 Memory


 **WAP**

 **Games**

MegaBox Conquest

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## Menus



### Camera



Timer



Click sound



Format



### Languages



### Calls



Calls forwarded



View last calls



Counters



Display number



Call waiting



Auto redial



Voice mail



### Security



Keypad locking



PIN number



PIN2 number



Phone code



Confidentiality



Operator



Call barring



Fixed dialling



Cost



### Networks



### Others



Data



Energy saving



### Shortcuts



### Date/Time



Set Date / Time



Display



Time zone



Daylight savin.



### Services

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## Your phone package

When you open the box, check that all items are present:

- 1 - Phone
- 2 - Charger
- 3 - Battery
- 4 - User's guide



## Accessories

You can also find (as an option) or order the following accessories:

- Hands-free kit (\*)
- Additional battery
- Additional charger (\*)
- Cable to connect your PC USB or serial port (\*)
- CD driver (PC or Mac) to synchronise your phone with your PC

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(\*) These accessories are identical to the ones provided for the earlier WGM-1895 and WGM-1898



## Description

### Programmable keys and Shortcut keys



**Hold down:** Stop

**Press briefly:**

In a call context: Reject a call - hang up

In menus: Return to initial screen.



**Press briefly:** Start phone

In call context: Call - receiving a call - hands-free mode



**Left programmable key:**

In initial screen: Access to certain functions (shortcuts)

In menus: Cancel (or return) as indicated on the screen

During call: Reduce volume



**Right programmable key:**

In initial screen: Access to certain functions (shortcuts)

In menus: Validate, choose as shown on the screen

During call: Increase volume

Previous choice / increase value / up

Next choice / reduce value / down

Up input field / move left

Down input field / move right



**Hold down:** In initial screen: Silent mode

**Press briefly:** + validate ( key) activate or deactivate keypad locking

In call reception mode: Short press stops ring tone

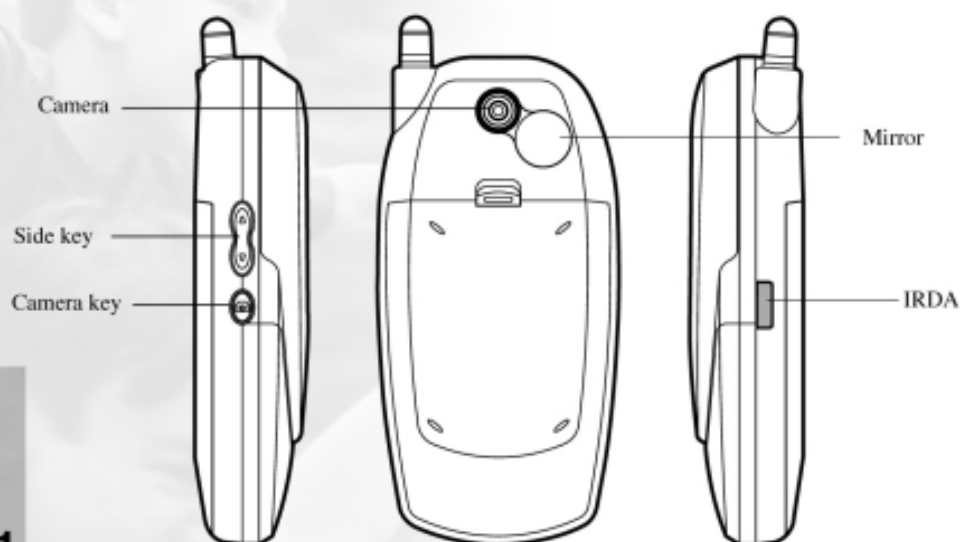
In ring tone setting mode: Activate / deactivate ring tone

Upper case/Lower case



## Description

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## Navigation principles



These basic principles bring a great intuitiveness to your phone.

Validate by pressing the key.  
Cancel by pressing the key.

The thumbnails at the bottom of the screen refer to the keys.  
In the menus, a title bar reminds you of the previous level.

The navigation keys are used to navigate from one menu to another within the same menu structure.



The key is used to go from a menu to a sub-menu.  
The key is used to go from a sub-menu to a menu.

The first menu level can be identified by a large animated icon in the center of the screen.  
The second menu level can be identified by a large static icon in the center of the screen.

The key (press briefly) is used to go back to the initial screen (current function is abandoned).

The side key button placed on left side of the mobile phone operates following operational process.

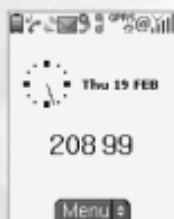


1. Adjust volume level (while talk over the phone)
2. Adjust beep level (while stand by mode)
3. While incoming call, pressing the side key button for a short while to divert ring tone mode to silent mode.
4. While incoming call, pressing the side key button for more than 1 second will release the incoming call.

Pressing camera button placed on left side of the mobile phone will activate the camera mode.



## Initial screen



The initial screen contains the following information:

### 1 - The title bar icons:

- Battery
- Calls forwarded
- Call (establishing the call)
- Call (hands free)
- Message (reception of a message, message memory full)
- FAX
- DATA
- Silent mode
- Message in answering machine
- WAP (@)
- GPRS
- Home zone
- Roaming
- Keypad locking
- Protected WAP logon
- Protected WAP logon icon with certificate
- Signal strength level (5 bars).

### 2 - Date and time, in digital or analog mode

### 3 - Network provider

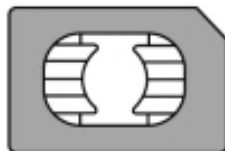
### 4 - Thumbnail centered on bottom line:

the main "Menu" thumbnail shows that the menu can be accessed via the keys. The following information may also be displayed: "1 message received"; or "1 call". They can be deleted by pressing key briefly.



## Activating your phone

### Information on the SIM card



To use your phone, you need a card called SIM card. It contains personal information that you cannot modify:

Secret codes (PIN(s): Personal Identification Numbers), these codes allow you to protect access to your SIM card and phone.

Phonebook,

Messages,

How special services work.

Your phone is compatible with the SIM 3V cards.

#### **WARNING**

This card must be handled and stored with care in order not to be damaged. If you should lose your SIM card, contact your network provider or your SMC (Services Marketing Company) immediately. Please keep your SIM card out of reach of young children.



## Activating your phone

### Installing the SIM card and the battery

The SIM card is inserted under the phone's battery. Ensure that the phone is switched off and the charger disconnected.

1. Turn the phone back and push lock button upwards.
2. Remove the cover with the battery by lifting upper end first.
3. Insert the SIM card into the slot carefully and lockup the SIM card with the SIM Lock.
4. Place the back cover with battery on the back of the unit.







## Using your phone

### Increase the efficiency of your phone

- Don't press the keys when not necessary: each keypress activates the backlight, and uses much power.
- Don't activate too often the screensaver: a starting time too high increases the power consumption.
- Don't obstruct the antenna with your fingers.

Pls, keep power off mode & visit nearby repair center immediately if the phone is drawn.

\*Be careful with your finger not to touch the edge of the box or the edge of the mobile phone to avoid to be cut.



## Using your phone

### Charging the battery



Your phone is powered by a rechargeable battery. A new battery must be charged for 4 hours at least before being used for the first time. It reaches its optimum capacity after a few cycles of use.

When your battery has been discharged, the phone displays the state (empty battery icon flashes). In this case recharge your battery for at least 15 minutes before making any calls in order not to be cut off in the middle of a call.

#### **To recharge the battery:**

Connect the charger to a socket.

Plug the end of the cable into the bottom connector of the phone.

The phone is then charging up. The battery icon is scrolling up and down to indicate that it is charging. When the battery is fully charged, the charging stops on its own. Disconnect the cable.

When charging, the battery may warm up, this phenomenon is normal.

#### **WARNING**

There is danger of explosion if the battery is placed in an incorrectly way or if it is exposed to fire.

Do not short circuit it.

The battery does not have any part that you can change.

Do not try to open the battery casing.

Use only the appropriate chargers and batteries as shown in the manufacturer's catalogue.

Used batteries must be disposed of in the appropriate places.

We advise you to take the battery out if you plan not to use the phone for extended periods.



## Phonebook



The phonebook allows you to store numbers that you call regularly.

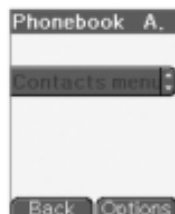
These numbers can be stored in the SIM card or in the phone.

Your phone has a vCard phonebook, the following fields can be filled in the phone for each contact: last name, first name, number 1, email, number 2, number 3, call group, company, comment, photo.


The fields preceded with a star are mandatory.

The storage capacity will depend on the SIM card. Please contact your network provider to get that information.

### Using the phonebook



In the initial screen, press the ▼ key to access the main menus. The first menu proposed is Phonebook.

Press the  key corresponding to the validation key to enter the menu.

The list of your correspondents appears. By default, the cursor is positioned on the first name in alphabetical order.

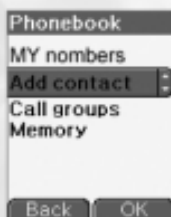
If you are using your phone and SIM card for the first time, the phonebook list will be empty, only the **Contacts menu** function will be available.




## Phonebook



### Contacts menu

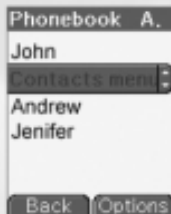


#### Add contact

Select **Add contact** and press the  key to enter the menu.

Choose the location where you wish to enter the contact (SIM card, phone or fixed dialling memory ? Fixed dialling is available depending on PIN number 2 options of your SIM card) and enter the contact information and validate after each entry.

The information needed to store a contact in the phone is first name, last name, one phone number or an email address.



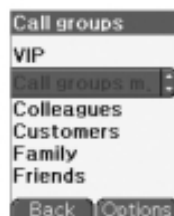
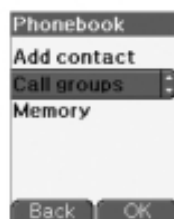
All other fields are not mandatory. If you do not want to fill them, select **Save** to save the contact created.

**Note:** If you want to store a contact in a call group, the ring tone, when the contact is calling, is the one defined by default in the call group.

To modify the ring tone, select **Phonebook, Contacts menu, Call Groups**, select the call group, **Options** then **Modify**. Modify the ring tone and validate.



## Phonebook



### Call groups

6 default call groups have already been created. You can create others. You have the facility to group your contacts into call groups. It is possible to allocate characteristics to each group (icon, ring tone, vibrate mode).

#### Creating new groups:

Do same as above to get the Contacts menu and validate.  
Press ▼ key to position the cursor on Call groups and validate.  
By default, the cursor is automatically placed on Call groups menu, validate.  
Choose one of the options given: Create group or Memory available.

#### Creating a group

By default, the cursor is placed on **Create group**, validate.  
Enter the name and validate.  
Choose the **icon**, the **ring tone** and **vibrate mode** that you want to allocate to this group (validate after each step).

#### Memory

Select **Memory** and validate.  
The screen displays the number of locations available for new groups.



## Phonebook



Memo. 1535 KB.

Phonebook

	0 %	
	0 %	
	0 %	
	0 %	

Back

### Memory

Select **Memory** and validate. Select SIM or Telephone and validate.

The screen displays the locations used on the SIM Card and in the phone itself. The screen displays the amount of memory used. The memory capacity is shared between the phonebook and the photo, pictures, organizer, etc. features. If you lack memory, check if you can free some space from another function.

### My numbers

You can create the entries corresponding to your own numbers in order to consult them when necessary.

Select **My numbers** and validate. Enter the different details and validate.



## Phonebook



### Options from a contact saved



#### See contact

Select a contact from the list using the ▼ ▲ keys. Then press the key. By directly pressing one character, the phone will display the first contact saved in the phonebook, starting with it.

The first menu proposed is **See contact**. Validate.

Details of the contact appears (name, phone number, call group, and some other details).

Further screens display the other details of the contact:

Press the key to view the 3 phone numbers the email address, company and comment for this contact.

Press the key from any of these screens to call this contact.

Press the key to go back to the phonebook.

The memory number of the contact (for example 21) allows you to call him directly typing from the initial screen this number followed by \*(example : 21\*).

Different icons inform you of the position in the phonebook where the contact is stored:

contact stored in the SIM card

contact stored in the phone

if the Fixed dialling option is activated, only those contacts may be called.

See PIN number 2 and Fixed Dialling in Security Menu for more details about this activation.



## Phonebook



Phonebook  
Call  
Modify conta...  
Delete  
Send message  
Send By  
See contact  
Back OK

Modify contact  
Save  
Last name  
First name  
Number 1  
E-mail  
Number 2  
Back Modify

### Modify contact

Select the contact desired and validate.

Select **Modify contact** and validate.

Modify what you want and validate then select **Save** once the modifications completed.

### Copy to SIM / Copy to mobile

This allows you to copy your phonebook entries from one memory to the other. Only the name, first phone number and the call group will be copied.

Select **Copy to SIM** or **Copy to mobile** and validate.


### Delete

Select **Delete** and validate.

Validate deletion of entry.

### Call

Select **Call**. Press the  key to start the call.

You can also select the party to be called from the phonebook, and press the  key to make the call.





## Phonebook



### Sending a vCard

It is possible to send a vCard from each contact stored in the phonebook.

vCards can be sent to another phone supporting vCard.



On a contact in the phonebook, please select the **Send by** option menu item (EMS, MMS or IRDA).

If the vCard is sent successfully, an information message is displayed.

vCards can be sent as an attachment to an EMS or MMS message. See **Compose MMS** on page 28.

### Receiving a vCard

When a vCard is received enclosed to an EMS or MMS message, the message "You have received 1 message" is displayed.

Open the MMS from the inbox. Go to **Options** by pressing the  key, and select **Extract**; select the vCard among the list of objects attached to this MMS, and add this contact to the phonebook by pressing the  key. A message is displayed to confirm the action.



## Messages



From this menu, you are able to send SMS, EMS and MMS. EMS is an extended message, longer than a SMS and which allows you to insert images and sounds to your text messages. MMS is a Multimedia Message Service, which allows you to enclose audio files, images and other rich content to your messages; these messages can even be composed of several slides. MMS are differently invoiced than SMS are.

Please contact your network provider to get more information on their cost.

This menu has been compiled in collaboration with magic4™

magic4

### Compose SMS



On the **Messages** menu, please select the **Compose** menu and validate.  
Choose the **SMS** option.

The language used is the one selected on the display of the phone (if the language selected is not compatible with the Easy Message T9., the English language will be automatically selected).

When the text has been entered, the  key (**options**) can also be used to access the functions offered:

**Save** is used to save a draft in memory

**Send** is used to send the message by entering the correspondent's number

**T9 options** (see page 26)

**Editor mode** (see page 27)

**Send options** is used to indicate the message format, the period of validity, or to activate/deactivate a reply

**Cancel** is used to delete all text entered

**Activate/deactivate zoom** is used to modify size of characters

**Formatting** is used to enrich a text

**Insert** to insert an image or sound into your message (see page 28).



## Messages



The Easy Message T9, mode helps you to easily write your short messages.

Draft T9



Delete

Draft T9



Delete Options

### Using T9 Mode

Press once the key corresponding to the letter chosen and make the word by continuing to press the keys corresponding to the various letters without paying attention to the display: the word is highlighted.

If you agree on the word proposed on the screen, press the **0** key to validate it, and go on writing the next word.

However, the same sequence of keys pressed can correspond to several words, existing on the dictionary. If the word that appears is not the word you expected, press the key indicating to scroll through the words corresponding to this key sequence.

Once you agree on the word proposed on the screen, press the **0** key to validate it, add a space and go on writing the next word.

If the word you are expected is not proposed, please add characters until you get the message **Add the word?** Press **Yes** and validate if the word displayed suits you.



## Messages



In the input screen, the key is used to access other input options.

When composing a message:  
The navigation keys assume  
the following functions:

◀ key: Last word

▶ key: Next word

▲ key: Previous line

▼ key: Next line

⌫ key: Deletes last letter

ⓘ key: Message options

# key (long press):  
Zoom mode (changes size  
of characters)

# key (short press):  
Access to symbol table

### Input modes

**Editor mode:** The **ABC mode** is used to write words that do not exist in the dictionary. To get a particular character, please press the corresponding key several times: the characters will scroll down on your screen. **Mode 123** is used to add numbers.

**Insert mode** is used to add symbols, animations, call group icons and tunes: the SMS then becomes an EMS. Images and sounds can be of two types: pre-defined or customized. Pre-defined images and sounds are smaller, especially suited to exchanging messages.

### Upper case

A short press of the \*⌫ key will display the next letter in upper case.

Two short presses on the \*⌫ key allow you to switch to upper case editing mode for the whole message.

### Punctuation characters

Punctuation characters are obtained thanks to key 1 (except in **123** mode), or with the help of **Insert** mode (fast access via the # key).

### Accented characters

Accented characters are generated automatically in T9 mode.

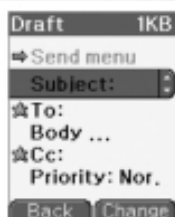
In **ABC** mode accented characters are available by pressing the key supporting the non-accented character in succession.



## Messages



### Compose MMS



On the **Messages** menu, please choose the **Compose** menu and validate. Select the **MMS** option.

The functions offered are:

**Subject:** please write the subject of your MMS.


**To:** this option allows you to select the receiver.

**Cc:** this option allows you to select the receiver in copy.

**Priority:** to give a priority level to the message.

**Delivery report:** to choose to receive a delivery report.

**Body:** to enter text and multimedia objects to the message.

When the text has been entered in the **body** screen, the  key (**options**) can also be used to access the functions offered:

**Slide** to compose a slideshow of the multimedia objects.

**Send** Send, Send and receive all, send later.

**Insert** to insert multimedia objects such as images, animations and sounds into your message.

**Editor Mode** to edit and format the text.

**T9 options** (see page 26).

**Preview** to see a presentation of the multimedia objects.

**Warning:** some message sendings may fail if the message contents is too big.



## Messages

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### Compose MMS

#### **Saving your message**

You can save your message as a draft by selecting "Save" from the options, when editing the Subject or the Body. You will be able to edit it later from the **Draft** menu.

#### **Sending MMS messages**

Once the MMS are sent, you have the option to save them in your Outbox.

It is recommended not saving them automatically: too many messages saved will quickly fill up the available memory and no further messages will be received.

**Note:** It is possible that the voice message format (.amr) is not supported by some PC. See your PC provider.

#### **Receiving MMS messages**

Three options are offered to retrieve your MMS: automatic, semiautomatic and manual options.

The "automatic retrieval" is automatically programmed in the phone.

If you are using the network of another network provider, you will get a message informing you that an MMS has been received.

The "semi-automatic retrieval" gives you different options to retrieve the message.

If you only want to read it once using your own network, please select "Manual Retrieval".



## Messages



### Receiving messages

When you receive a message, the phone will play the ring tone that you have selected, and the message icon will come on the screen of your phone.

If you do not read the messages, this icon remains displayed on the screen. When it flashes, the memory is full.

Receiving icons, backgrounds or tunes can take several seconds. An icon is blinking when the download of your message is in progress.

Note that you have three different possibilities for receiving MMS: automatically, semi-automatically or manually; if "manual mode" is activated, then you will receive only a notification in your Inbox, meaning that a MMS is available on the MMS Server; select this notification, and read it when you want to retrieve the MMS from the server.

For more details about automatic and retrieval modes, see "Sending Options" on page 30.

Please contact your network provider to get more information on icons, backgrounds or tunes downloading.

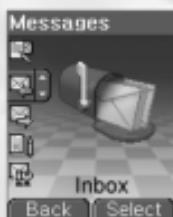


## Messages



Received messages are stored in the SIM card or in the phone until you choose to delete them.

### Inbox



On the **Messages** menu, please choose the **Inbox** menu and **Select**.

Each message shows the presence of any attachments, the time and date the message was received and its size. Icons are used to describe the type of message (Multimedia , Remote , SMS/EMS ).

Messages are listed in chronological order, the latest one being displayed first.

The quantity of Not Read and Not Retrieved messages is shown. Not Retrieved and Not Read messages are shown in bold.

Select a message and press the  key. Choose one of the options given.

Enclosures (pictures or sounds), which you receive, can be saved in order to be used later on (stored...).

You can consult them in the corresponding menus (WAP bookmarks in **WAP**, tune in **Sounds**, backgrounds in **Display**, and icons in **Call groups**).



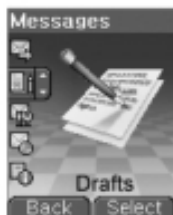
# Messages

Wireless ON Ur hands




## Drafts

When you store a composed message, it is stored among the drafts.



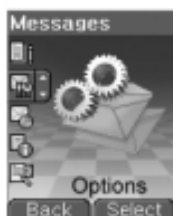
On the **Messages** menu, please choose the **Drafts** menu and **Select**.

Select a message and press the  key. If you do not delete this message, it will remain as a draft and can be re-used even if you have already sent it.

Choose one of the options given: Delete all, Visualise, Modify, Details, Delete.

## Sending options

Several sending options are offered.



On the **Messages** menu, please choose **Options** and **Select**.

Choose one of the options given: SMS or MMS.

The sending options which are proposed are: message centre number, store sent message, reply given, period of validity (during that period, the network provider will try to send the message), message format.



## Messages

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MMS settings  
MMS server  
Store sent ms.  
Retrieval mode  
Priority  
Delivery Report  
Send delivery R.  
MMS reject  
Back Select

The proposed options are:

- **MMS server:** to select another MMS provider, or set the parameters of a new MMS provider.
- **Store message sent:** (it is highly recommended that you keep this function deactivated, in order to avoid a full memory).
- **Retrieval mode:** if you are in a poor coverage area, it may be more convenient to choose the manual retrieval mode which gives you the retrieve later option.
- **Priority:** selection of a priority to send a message.
- **Delivery report:** request of a delivery report when sending a message.
- **Send delivery report:** sending a delivery report when receiving a message.
- **MMS reject:** if you want to deactivate the reception of any MMS in your phone.



## Messages



### Outbox

The Outbox is used to store all your sent and waiting messages.



Too many messages saved will quickly fill up the available memory and no further messages will be received.

On the **Messages** menu, please choose the **Outbox** menu and **Select**.

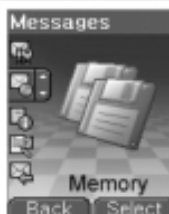
For each message, its characteristics (shown with an icon) and the time (or date) of sending are displayed on the screen.

Select a message and press the  key.

Choose one of the options given: Delete sent, Read, Modify, Forward, Delete, Delete all.

### Memory

You may know the memory available for saving messages.



On the **Messages** menu, please select the **Memory** option and **Select**.

Choose one of the options given: SMS or MMS.

The SMS screen displays the memory available either on the SIM card or on the phone.

The MMS screen displays how much memory is used in Kbytes.



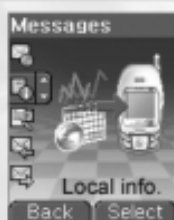
## Messages

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### Local information

This menu is used to activate reception of local information broadcast by the network.



You can choose whether you want to receive this information or not (please contact your network provider).

On the **Messages** menu, please select the **Local info.** menu and **Select**.



## Camera



This menu allows you to take photos and use them for different purposes. For instance, you can send them to another phone or an Internet address, store them, use them as wallpapers or screen savers...

### Take and send a photo



Before taking a picture, some features need to be set. See the **Settings** menu.

Select the **Camera** menu. The camera is now on. Open the shutter at the back of your phone. Look into your phone display and position your subject. Move your phone to position your photo.

To activate one of the four available zoom levels, use the ▲▼ keys.

You can set the luminosity using the ◀▶ keys:

avoid backlighting, outdoor, low luminosity.

Press **Take**, the photo is taken and stays on the phone display.



Warning: if you press the ⏪ key, you will go back to the previous screen and lose the photo you have just taken.

Briefly press the ⏩ key to save your photo. You may have to choose the photo format, depending on your settings.

If there is not enough memory to save the photo, a warning message appears, prompting you to confirm whether you want to go on.

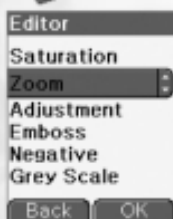
Once taken, the photo appears on the phone display. The name is made up with a number.

**Note:** using the camera during a call may disturb the call quality.



## Camera

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The **Options** menu appears, giving you the option to choose between:

- **New photo:** allows you to take a new photo,
- **Modify the name:** allows you to modify the name of a photo,
- **Send:** allows you to send the photo by MMS (see the **Message** menu).

Select one of the options with the ▲▼ keys and validate.



## Multimedia



This menu gives you easy access to your favourite photos, pictures and sounds.

### My Photos


This menu gives you access to your photos.

#### Display a photo



On the **Multimedia** menu, please select the My Photos menu and Select.

The pictures stored are displayed on the screen. Please use the ▼▲ keys to select one of them.

Once you have selected a photo, press the  key to validate the **Options** menu.

Select one of the options in the list with the ▲▼ keys and validate.

- **Use as:** allows you to use the photo as a wallpaper or screen saver,
- **Delete:** allows you to delete a photo,
- **Delete all:** allows you to delete all photos,
- **Modify the name:** allows you to modify the name of a photo,
- **Send by:** allows you to send the photo by MMS or IRDA (see the Messages menu),
- **Editor:** allows you to retouch the photo.

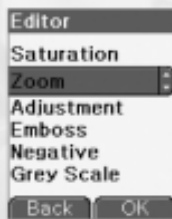




## Multimedia



### Edit a photo



On the **Multimedia** menu, please select the **My Photos** menu and **Select**. Select a photo and the **Edit** option, the **Photo editor** menu appears.

Select one of the edit functions with the **▼ ▲** keys and validate:

- **Sepia**: allows you to change colors into sepia,
- **Zoom**: allows you to magnify certain parts of your photo,
- **Adjustment**: allows you to improve contrast,
- **Emboss**: allows you to modify a photo with an embossed grey tint,
- **Negative**: allows you to change a photo into negative,
- **Grey Scale**: allows you to change color into black and white,
- **Add mark**: allows you to add special characters or drawings to your photo,
- **Add frame**: allows you to surround your photo with a frame,
- **Contrast**: allows you to increase or decrease the contrast of your photo,
- **Sharpen**: allows you to sharpen a photo,
- **Blur**: allows you to add blur to a photo,





## Multimedia




### My Pictures

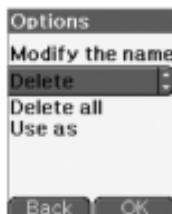
This menu gives you access to your pictures.



On the **Multimedia** menu, please select the **My Pictures** menu and Select.

The pictures stored are displayed on the screen. Please, use the ▼▲ keys to select one of them.

Once you have selected a picture, press the  key to validate the **Options** menu.



Select one of the options in the list with the ▼▲ keys and validate.

- **Use as:** allows you to use the picture as a wallpaper or screen saver,,
- **Delete:** allows you to delete a picture,
- **Delete all:** allows you to delete all pictures,
- **Modify the name:** allows you to rename a picture,



## Multimedia



### My Sounds

This menu gives you access to your sounds.



To access your sounds, use the same procedure as for your pictures (see the **My Pictures** menu).

### Memory

This menu indicates the memory size used by the different features of your phone.



On the **Multimedia** menu, please select the **Memory** menu and **Select**.

Use the ▼▲ keys to select the different features using memory. You can see the memory capacity used by each individual feature.



## WAP



WAP (Wireless Application Protocol): a protocol that translates the Internet language into WML language that can be read by a phone. The WAP function allows you to log onto certain Internet sites. You can log onto sites that allow you to download tunes, icons or animated screensavers to your phone.

### The WAP Menu


The WAP navigator is under licence:




The WAP navigator is the exclusive property of Openwave. For this reason, it is forbidden to modify, translate, disassemble or even decompile all or part of the software that makes up the navigator.

You can activate the magnifying glass to increase the size of the characters by holding down the # key.


The **Services** menu, a dropdown menu, can be accessed at all times when navigating through WAP pages.

 Select the top left icon using the ▲ key.

Consult the Services Menu using the  key; these Services Menus can also be consulted from any WAP page, using the green key; these Services menus contain all the following sub menus;

**Welcome:** logs onto the home page.  
(carries the name of your access provider)

**Bookmarks:** is used to save in a phonebook the names and addresses of Internet sites in order to make the access easy.  
You can receive bookmarks from messages and add them to this list (see chapter on SMS).

You can also send messages by SMS: select a bookmark, press the  key (**Options**), then select **Send by message**.

**Go to URL:** this menu allows you to input an Internet address directly.

**Inbox:** this menu allows you to check the messages sent by the Internet site.

**Save items:** is used to save a WAP site items.

**Reload:** refreshes the current page.

**Reset cache:** clears the stored information on previous connections.



## WAP



**Advanced...:** choose one of the following advanced settings

- Settings
- Show URL
- Disconnect
- Circuit prompt (if user wants to confirm each logon)
- Security (is used to access information on making WAP connections secure).

**About...:** information on the browser.

**Exit:** returns to the phone's home page.

## Configuring WAP parameters

Select the **Advanced...** menu, then the **Settings** menu.  
Choose from the proposed sub-menus:

**Connection settings** is used to select or modify your access provider's logon parameters or configure the parameters of other access providers.

The active access service is preceded with a star.

### Configuration of WAP and GPRS parameters:

All information to be entered in the parameters are provided by your operator or access provider.

- Choose the access service, then press **Options**.
- Enter the title and validate.
- Enter Internet address of home page and validate.
- Enter parameters of preferred connections:

**GSM if not GPRS** (by default): the logon to WAP services uses the GPRS as a priority.

However, in the event of unavailability of the

**GPRS** network, the GSM network is used to establish the link.

**GPRS:** the logon to WAP services uses the GPRS network exclusively.

**GSM:** the logon to WAP services uses the GSM network exclusively.

## WAP



The **GSM parameters** to be entered are:

- Login
- Password
- IP address of WAP gateway
- Port type (secure or insecure)
- Dial-up number
- Mode (digital, analog or automatic)

In automatic mode access can be gained to the operator's network by a digital link and an analog link to a different network (in roaming).

The **GPRS parameters** to be entered are:

- Login
- Password
- IP address of WAP gateway
- Port type (secure or insecure)
- APN: if no APN has been defined, press the  key (Options) then the APN menu. Select or add an APN.

Once all the settings have been entered, you can activate the chosen access provider. Select him from the list. Validate your choice.

**Linger timer** is used to choose the time after which the call is automatically disconnected if you have forgotten to log off from a service.

Wireless ON Ur hands






## WAP

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### WAP Logging on

The connection to a WAP service on the GPRS network is not cut if an incoming call is received. You can answer the call.


Using the **Welcome** menu, you can log onto your access provider's WAP site by pressing the  key.

If you are logging onto the GSM network, the @ symbol flashes, the metering of the cost of the call starts as soon as it stops flashing.

### Downloading sounds and images

Some WAP sites allow you to download tunes, icons or animated screensavers. Once downloaded, they are stored in your phone's memory. You can then save them in your phone (same operation as used for downloading using messages).

### WAP Logging off

To log off, press the  key. The logoff happens automatically after a few seconds of inactivity if you forget to log off. This period is defined by the linger time setting.

## WAP



## GPRS

A flashing icon indicates that the phone is logging onto a GPRS network.

A non-flashing icon indicates that the GPRS network is available; if the icon is dark, it indicates that the phone is logged onto the GPRS network; see page 42 for the attachment options.

This icon is not displayed if the GPRS network is not available or if the SIM card inserted in your phone does not include the GPRS service. It may also disappear when accessing WAP services if the connection uses the GSM network instead of the GPRS network.

Wireless ON Ur hands





## Games



Your phone is supplied with at least two games: MegaBox Conquest and Taquin. You can also download new games depending on your phone and your subscription.



### Built-in games

A territorial conquest game and a picture puzzle game.

On the **Games** menu, please select the game you wish to play and validate.



Principle of **MegaBox Conquest** is to win on enemy territory by guiding the little white square.

Use keys **2, 4, 6, 8** to move and **5** to stop.

The enemy must not touch you or your route.

The principle of the **Taquin** game is to place all the pieces of the mixed up picture in the correct order in a minimum number of moves.

Use the keypad arrows to move the pieces.

Use the  key to pause and the  key to exit.

### Downloaded games

This optional menu has been developed by the company In-Fusio.

On the **Games** menu, please select the **Downloaded games** menu and validate; this menu can also be accessed from the initial screen by a long press on the **9** key.

You can:

- Play the downloaded game already present (Wallbreaker). Use keys **2, 4, 6, 8** or navigation key to move and **5** to accept or **#**
- Download new games (available from the catalog)
- Consult the loyalty points acquired during downloads, news, instructions,
- Make settings.





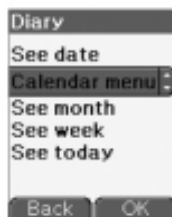
## Organizer



This menu gives you access to the different possible functions and actions provided by your diary and your Todo, on option.

### Diary

This menu gives you access to your diary and get to a day, week, month or specific date. It lets you add events, access the global actions for all the events and manage them by event category.



On the **Organiser** menu, please select the **Diary** menu and validate.  
Select one of the functions in the list with the ▼▲ keys and validate.

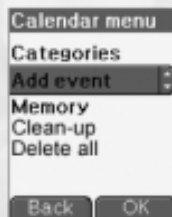
- **See date:** allows you to access events at a specific date.
- **See today:** allows you to access the events for the current day and the actions possible on any event (see, modify, delete and send).
- **See week:** allows you to access events on a week-by-week basis.
- **See month:** allows you to access events on a month-by-month basis.
- **Calendar menu:** see below.



## Organizer



### Calendar menu



**Calendar menu** This menu lets you add events, manage events by category, see the available memory and delete all the events.

Select one of the functions in the list with the **▼▲** keys and validate.

- **Categories:** allows you to see the different event categories, assign a specific ring tone to each individual category, know the number of events in each category and see them.
- **Memory:** allows you to view the memory capacity used by the different functions of your diary.
- **Clean-up:** allows you to schedule the deletion of events that took place more than one day, week or month ago.
- **Delete all :** allows you to delete all the events from your diary.
- **Add events:** allows you to add events according to their categories. Select one type of event and validate. Fill in the different items. Save the event.



## Organizer



### ToDo menu



This menu allows you to add ToDo's, access category-based Todo management and delete all the ToDo's.

On the **Organiser** menu, please select the **ToDo** menu and confirm your choice.

Select one of the actions in the list with the ▼▲ keys and validate.

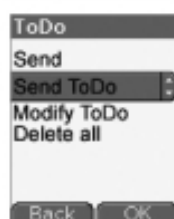
- **Memory**: allows you to view the memory used by the different functions of your ToDo.

- **Categories**: allows you to see the different ToDo categories, assign a specific ring tone to each individual ToDo, know the number of ToDo's in each category and see them.

- **Delete all**: allows you to delete all the ToDo's from your ToDo.

- **Create ToDo**: allows you to add ToDo of the text or voice type. Select one type of ToDo and validate. Fill in the different items. Save the ToDo.

### ToDo actions menu



This menu allows you to do all the actions possible on any ToDo.

On the **Organizer** menu, please select the ToDo menu, choose a specific ToDo in the list and validate.

Select one of the actions in the list with the ▼▲ keys and validate.

- **Delete**: allows you to delete the ToDo.

- **See ToDo**: allows you to see the ToDo.

- **Modify ToDo**: allows you to modify the ToDo properties.

- **Send**: allows you to send the Vcalendar corresponding to the task by MMS, IRDA or a serial link.



## Organizer

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### Sending a vCal

You can send a vCal from each diary event and each Todo task. Yet, this function is available only on certain models of phone.

You can send vCals to another phone using MMS or IRDA depending on your phone and the recipient's phone.

On the See today list, please select **an event** and in the Todo event actions menu list, select **Send**.

Then choose between EMS, MMS, IRDA or serial link for the type of sending and confirm.

For EMS and MMS deliveries, you should in addition select your contact information (phone number or Email address) before confirming.

On the task list (Todo main menu), please select **a task** and in the Todo task actions menu list select **Send**.

Then choose between MMS or IRDA for the type of sending and confirm.

When sending MMS, please select your contact information (phone number or Email address) before confirming.

If you receive a call while you are sending a vCal, the call will have precedence.



## Organizer



### Receiving a vCal

The vCal receipt mode differs with the type of delivery:

- By EMS or MMS, you receive a message you have to open to extract the vCal. You cannot add the event to your diary until you have saved it.
- By IRDA or serial link, you receive a message and when the download is completed, a message appears on your phone display, asking you what you want to do with the vCal (save it, delete it...).

You can assign a different beep to each diary event or Todo task.

You can also assign a different ring tone to each diary event category or Todo task category.

### Synchronization with a phone or a PC

You can synchronize your diary with that of another phone or PC, but the two devices must be connected through a serial link or IRDA and equipped with the appropriate software. Two sync types are possible, standard sync and full sync. Full sync is required for the first synchronization whereas standard sync must be done regularly between the two devices.

If you receive a call during a synchronization the call has precedence. Synchronization will stop and you will have to start it all over again.