Discover Your Phone

Back of the phone: speaker & camera lens

65,000 colour main screen

Navigation and ⊙ keys

Left softkey

Right softkey

Pick up key

Hang up, cancel and on/off key

Headset connector

Alphanumeric keypad

Microphone

Charger connector

Philips continuously strives to improve its products. Therefore, Philips reserves the rights to revise this user guide or withdraw it at any time without prior notice. Philips provides this user guide "as is" and does not accept, except as required by applicable law, liability for any error, omission or discrepancy between this user guide and the product described. The device is meant to be connected to GSM/GPRS networks.

How to...

Switch the phone On/Off	Long press.
Enter your PIN code	Enter your PIN code using the keypad and press *OK* or to confirm.
Make a call	Enter the phone number on the keypad and press to dial.
End a call	Press.
Answer a call	Press when your phone rings.
Reject a call	Press when your phone rings.
Launch *Secretary on the Go* (for more information, see page 17)	Press.
Adjust the earpiece volume	Press the up or down volume keys.
Activate/deactivate the loudspeaker	Long press during a call.

Access the *Names list*	Press ▾ in idle mode.
Access the *Call list*	Press ▯ in idle mode. The *Call list* displays the *Calls missed*, the *Calls received* and the *Calls dialled*.
Access the *Main Menu*	Press *OK* in idle mode.
Go to previous menu	Press ▯ or ◂ .
Quickly return to idle when browsing menus	Long press ▯ .

Softkeys

The left and right soft keys - ⌐ and ⌐ - located at the top of the keypad allow you to select the corresponding options that appear on the screen immediately above them, including during calls. The functions associated with these keys will vary according to the current context.

Business	*Multimedia*	*Entertainment*
page 12	page 18	page 22
Operator	*Messages*	*Settings*
page 25	page 28	page 41
Camera	*Contacts*	*Call Info*
page 49	page 54	page 58

Main Menu

The Main Menu gives you access to all the different features of your Xenium 9@9i mobile phone presented in the form of a grid. The table above summarises the arrangement of the *Main Menu*, the meanings of the various icons found there, and the page in this manual where more detailed information concerning the subject can be found.

Press ⊛ to access the *Main Menu* when in idle mode, then use the Navigation keys - ▲ , ▼ , ◄ or ► - to browse the icons and lists. When navigating in a list, a scroll bar located on the right hand side of the screen shows your current position in the list.

Within lists, press ⊛ to access the options related to the selected item, press select *Cancel* to go back one level.

How to use this manual

The current manual strives to present the information concerning your Xenium 9@9i mobile phone in as clear and as complete a form as possible. To that end, it is structured as follows:

Discover your phone

The current section. Presents an overview of your mobile phone and information on the most commonly used features.

Chapter 1: Getting Started

Information on how to set up your mobile phone for the first time: installation of the SIM card, battery, etc.

Chapter 2: Calling

Information on how to make and receive calls.

Chapter 3: Text Entry

Information on how to enter text using the numeric keypad.

Chapters 4 to 12

These chapters treat each element of the *Main Menu* one at a time.

After Chapter 12 appear the sections for Icons & Symbols, Precautions, Philips authentic accessories, SAR information (if available at publication, otherwise included as a separate document), and finally the Declaration of Conformity.

Table of Contents

1. Getting Started

To use your phone, you must insert a valid SIM card supplied by a GSM operator or retailer. The SIM card contains your subscription information, your mobile telephone number, and a small amount of memory in which you can store phone numbers and messages (for more information, see "Contacts" on page 54).

Inserting the SIM card

Follow the steps below to insert your new SIM card. Please remember to switch off your mobile phone before removing the back cover.

Remove the back cover
To insert the SIM card, you must first remove the back cover. Disengage the latch (1) and then slide the cover downwards to remove it as shown in the illustration below.
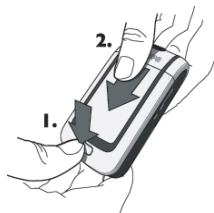
Remove the battery
To remove the battery, (1) pull the inner clips outwards, then (2) remove the battery by pulling it up from the bottom.

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

Insert the SIM card
Slide the SIM card pressure plate to unlock it and then lift it up on its hinge (1). Remove the SIM card from

its protective holder and (2) place it in the space

provided, making sure that the clipped corner of the card is in the correct corner and that the gold contacts are facing down. Finally (3), close the pressure plate (a) and slide it into the locked position.
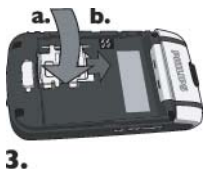
Slide the battery back into its slot, gold contacts downwards, until it stops. Then lock it by pushing it downwards. Replace the back cover by sliding it into its slots until it stops.

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

Switching on the phone

To switch on the phone, long-press the [ ] key. Enter the PIN code if required. A PIN code is a 4- to 8-digit secret code for your SIM card. It is preconfigured and communicated to you by your operator or retailer. For more information on PIN codes, see "Security" on page 42.

If you enter an incorrect PIN code three times, your SIM card will be blocked. To unblock it, you must request the PUK code from your operator.

When you switch on your mobile phone with your new SIM for the first time, your phone will check to see if there are any names and telephone numbers in the SIM card phonebook. If any are detected, you will be asked if you want to copy them into the onboard phone book. If you wish to copy the numbers, press *OK*, otherwise press *Cancel*.

Charging the battery

Your phone is powered by a rechargeable battery. A new battery is partially charged and a sound alert will warn you when the battery reaches low.

Once the battery and battery cover are back in place you can charge the phone. Pull away the protective rubber cap covering the charger connector (it is attached to the phone so that you cannot lose it). Plug in the connector as shown below. Then plug it into a main AC power socket.

The battery symbol indicates the state of charge. During charging, the charge indicators will scroll; it takes around 2.5 hours to fully recharge your mobile phone. When all the scroll bars are steady the battery is fully charged. You can then disconnect the charger. Depending on the network and condition of use, talk time goes up to 8.5 hours and stand-by time up to 850 hours.

Keeping the charger plugged to the mobile when the battery is fully charged will not damage the battery.

The only way to turn off the charger is to unplug it, so use an easily accessible AC power socket. You can connect the charger to an IT supply (Belgium only).

Setting Hotkeys

You can configure the numeric keys 2 to 9 to access your favourite features simply by long-pressing on the numeric key. A number of hotkey shortcuts are pre-configured. For more information, see "Shortcuts" on page 46.

2. Calling

Although your Xenium 9@9i mobile phone can do many things - take pictures, record sounds, and send and receive e-mails, to name a few - it is first and foremost a telephone. This chapter describes the features and options related to making and receiving calls.

Make a call

1. In idle mode, enter the phone number using the keypad. To correct an error, press 🗔 *Cancel*.
2. Press 🕻 to dial.
3. Press 🕻 or 🗔 *End call* to hang up.

For an international call, long press ⁎ to enter the "+" sign for the international prefix.

Using the phonebook

1. Press ▾ in idle mode.
2. Select a contact in the list and press 🕻 : the selected number is dialled. If you are using the onboard phonebook and the selected contact possesses more than one number, the number identified as the default will automatically be selected. To select a different number, press ◂ or ▸ (see "Contacts" on page 54 for more information).

3. Press 🕻 or 🗔 *End call* to hang up.

Answer and end a call

When receiving a call, the number of the caller may be displayed, depending on whether or not the person calling has chosen to display his or her ID. If the number is stored in the selected phonebook, then the corresponding name is displayed instead of the number.

- **Answer the call**: press 🕻 or open the phone if the *Active flip* option is *On* (see page 60 for more information).
- **Reject the call**: press 🕻 (or long press either volume key). If you have activated *Call forward* (see page 59), the call is diverted to a number or voice mail.
- **Hang up**: press 🕻 or close the phone.

The phone will not ring if in Silent mode (see page 42).

If you have selected *Any Key Answer*, you can accept a call by pressing any key except 🕻 (see page 59).

Handling multiple calls

The ability to handle two or more calls at one time and to make conference calls is dependent on your operator and/or contract.

Making a second call

You can make a second call during an active call or with a call on hold. While on the phone, dial a number (or select a contact in the phonebook) and press 📞 . The first call is put on hold (the number is displayed on the bottom of the screen) and the second number is dialled. You can then press *OK* to access the options among which are:

- *Switch calls* to toggle between calls (you can also press ▲ or ▼ to switch calls).
- *Transfer* to connect the two calls. You are disconnected when the transfer is completed.
- *Conference* to introduce the caller into a conference call.

Answering a second call

When you receive a second call while being already in communication, the phone emits a beep alert and the screen displays *Call waiting*. You can then:

Press 📞	To answer the call (the first one is put on hold).
Press 📵	To reject the call.
Press ⊛ or ⌐ *Options*	To open the options list. You can select *End call* to end the current call, then answer the incoming call.

To receive a second call, you must have deactivated the Call forward for voice calls (see page 59) and activated the Call waiting (see page 59).

Answering a third call

If you are in a call and have one call on hold, you can also receive a third call. To do so, you must either end one of the calls or introduce the new caller to a conference.

| Press 📵 | To reject the call. |
| Press ⊛ or ⌐ *Options* | To open the options list. You can select *Accept* to answer the incoming call, or *End call* to end the current call, then answer the incoming call. |

This service is limited to two current communications (one active and one on hold).

Conference call

Subscription dependent.

A conference call is activated by making several outgoing calls or from a multiple call context. It allows you to speak with up to five people at the same time.

---

1. Make a first call with someone, then a second one (see above).
2. Press ⊛ or *Options* and select *Conference*. Repeat the process until five members are connected.
3. Select *Remove party* to disconnect a member of the conference, or select *Private call* to have a private call with this member only (other members are put on hold).
4. Press ⌁ to disconnect all calls at once.

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

Call handsfree

Your Xenium 9@9i mobile phone has a hands-free calling option.

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

1. In idle mode, enter the phone number using the keypad or select a contact in the phonebook.
2. Press ⊛ or ⌐ *Options* then select *Call handsfree* or press ⊛ .

If you are already on the phone, long press ⌁ to switch to handsfree mode and back.

Options during a call

During a call, press ⊛ or ⌐ *Options* to access the following options.

Activate h/free
This option allows you to use your mobile phone's hands-free option.

Mute / Unmute
Allows you to mute or unmute the microphone so that your caller cannot hear you.

Record dialogue
In most countries, recording telephone conversations is subject to legislation. We advise you to notify the caller if you intend to record your conversation and only do so if they agree. One minute is the maximum recording time.

To record a conversation during a call, select *Record dialogue* and press *OK*. Press *OK* again or ⌐ *Save* to end the recording: an edit window allows you to

assign a name to the recording, which is then available in *Multimedia* > *Sound album*.

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

Notepad
Allows you to note down a number. You can then store it in the phonebook, call it, or send a message to this number.

Other options during a call

- *Names list*
- *Call list*
- *End call*

- *Equaliser*
- *SMS*
- *Organiser*

Adjust the earpiece volume

During a call, press the up or down volume key to increase or decrease the volume.

Quickcall

The *Quickcall* feature allows you to set your four most frequently dialled numbers. You can then quickly call one of them by selecting the corresponding icon or picture on the screen.

Setting a Quickcall contact
1. In idle mode, press ▲ to access the *Quickcall* screen. Select a thumbnail to configure and press ⊛ or ⌐ *Set*.
2. Select a name in the contacts list, and press *OK* again to access the *Picture album* and select a picture. Proceed the same way for each thumbnail.

Calling a Quickcall contact
To make a call, press ▲ when in idle mode, then select the thumbnail of your choice and press ⌊t⌋ .
To reconfigure a thumbnail, select it and press ⊛ to *Replace* the name and/or picture.
If a picture is already associated with a contact, it is displayed in the *Quickcall* screen. Changing the picture in one of the menus will also update it in the other.

MMS Foto talk

This feature allows you to send a picture via MMS and to add a sound recording to it. The picture can be selected from the *Picture album* or can be a picture you have just taken with the camera.
1. Select a picture, press ⊛ or ⌐ *Options*, then select *Send by...* > *MMS.*

2. When the *Add sound?* message appears, press *OK* and then record a sound. Press ☞ *OK* to stop recording.
3. Select a contact and then *Add media* to go to the MMS creation screen. For more information, see "New MMS" on page 36.

3. Text Entry

Text can be entered in editing screens in two different ways: by using T9 Predictive Text Input or basic text input. The techniques for using these two methods are discussed below.

T9 text input

T9 Predictive Text Input is an intelligent editing mode for entering text on a mobile phone. It allows you to enter text more quickly by anticipating the word you want to enter based on the keys you have pushed. You press once on the key corresponding to each letter needed to spell a word and T9 suggests a word based on your keystrokes. If several words are available, the first word in the list is displayed and highlighted. Press ▲ / ▼ or to browse the list and press *OK* to insert the word.

Tegic Euro. Pat.
App. 0842463

How to use it?

Letters and symbols represented by each key are as follows:

| ⒉ₐ𝚋𝚌 | to | ⒐ | To key in letters. |

or ▲ / ▼	To browse the list of candidate words.
‣	To insert the selected word followed by a space.
⒈	To insert the selected word only.
	Short press to backspace, long press to clear all text.
⓪	To shift letter case: Standard, lower or UPPERCASE letters.
⌗	To view the table of symbols and punctuation.
✱	To shift mode from T9 to basic text input to numeric.

Example: how to enter the word "home":

1. Press ⓸ ⓺ ⓺ ⓷ . The screen displays the first word of a list: Good.
2. Press ▲ or to scroll and select Home.
3. Press ⊛ or ‣ to confirm selection of the word Home.

Dictionary

If the word you want to enter is not in the T9 dictionary, you can add it to the database. Scroll to the bottom of the list until you reach the entry represented by a series of underscores: _ _ _ _ _. Press *OK* and a basic text editing screen opens. Enter the new word without spaces using the methods described below and when you are finished press 🗀 *Save*. You are then returned to the message you were composing and the new word is inserted.

Language

You can switch input language while writing a message by long-pressing the `#⁻` key. The available languages will depend on where you purchased your mobile phone.

Basic text input

Press `*₊` to switch from T9 to basic text input. This method requires multiple key presses to reach the desired character: the letter "h" is the second letter on the 4 key, so you must press it twice to enter "h". Short press 🗀 *Cancel* to clear one entry, long press to clear all text.

Example: how to enter the word "home":

Press `4ᵍʰⁱ`, `4ᵍʰⁱ` (G**HI**) `6ᵐⁿᵒ`, `6ᵐⁿᵒ`, `6ᵐⁿᵒ` (M**NO**), `6ᵐⁿᵒ` (M**NO**), `3ᵈᵉᶠ`, `3ᵈᵉᶠ` (D**EF**). Press Ⓞⱪ when the message is completed.

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

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

`0.₀`	To shift letter case: Standard, lower or UPPERCASE letters.	0
`#⁻`	To open symbols and punctuation mode.	
`*₅*`	To shift mode: T9®, basic or numeric.	

4. Business

This menu contains features and options designed to help you keep you organised and informed while on the move.

Calculator

Your phone has a built-in calculator that you can use to perform basic calculations. Numbers are entered with the keypad and operators with the navigation keys as indicated in the table below:

Addition	Press ‣ or the key.
Subtraction	Press ‹ or the key twice.
Multiplication	Press ▲ or the key 3 times.
Division	Press ▼ or the key 4 times.
Equals	Press ⊛ or .

An icon at the top of the screen indicates which navigation keys to use for entering operators.

Press and hold `0.` to get the decimal point. Calculator accuracy is to 2 decimal places and is rounded up to the higher decimal figure.

Unit converter

This menu allows you to convert a sum from one currency into another using the exchange rate of your choice. You can convert from *Local* to *Foreign* or vice versa. Enter a rate in the *Exchange rate* field and an amount in either the *Local* or *Foreign* fields: the exchange rate is calculated automatically.

Organiser

This menu allows to create, store and manage events in your organiser. When the organiser alert is *On* (see "Sounds alerts" on page 42), a beep alerts you when an event is due.

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

Creating a new event

1. In *Events*, select *<New>*, then the type of event to create (*Holiday*, *Meeting*, *To Do*).

2. Enter the starting and ending date and time of the event and name it (e.g. "Meeting with Smith").

3. Set a reminder and a frequency: alerts will be triggered at the chosen time.

The reminder only applies to Meeting *and* To Do *events. It will be updated when changing time zones (see "International clock" below).*

Deleting old events

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

To delete all events set in your organiser, enter a starting date several years ahead (e.g. 31st of December 2010) to make sure all events preceding this date are deleted at once.

Managing events

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

Delete	To delete the selected event.
Change	To change the selected event.

Send by infrared	To transmit the selected event to another infrared-compatible device.

Changing a repeating event modifies all instances of this event.

Events views

Events stored in your organiser can be displayed in *Day view*, *Week view* and *Month view*. Select a view format and press *OK*, then use ◂ or ▸ to display the previous or next day, week or month.

Changing time zones will impact all organiser reminders: the event alarms will be updated depending on the time displayed on the screen (see "International clock" below).

International clock

This menu allows you to set and display both the local time and the time in the foreign time zone of your choice. Note that if you choose to display the local and foreign time on your home screen, the image you selected as your wallpaper will no longer be displayed there.

International clock display

Activate this option if you want to display both the local time and the time of another time zone on the idle screen. Press ▲ or ▼ to set the option *On* or *Off*.

This feature is not available when the option *No clock* is selected in "Clock display" on page 41.

Local settings

Local time zone	Move ▲ or ▼ to select the time zone corresponding to your area.
Set time	Allows you to set the time by pressing the appropriate keys.
Daylight saving	Allows you to set the daylight saving option *On* or *Off* for the local time zone.

Foreign settings

Foreign time zone	Move ▲ or ▼ to select the time zone of your choice.
Foreign daylight saving	Allows you to set the daylight saving option *On* or *Off* for a foreign time zone.

Sound recording

This menu allows you to make up to 20 different recordings of up to one minute in length, depending on the memory status.

Select *<New>* to begin the recording. The message *Speak now* appears along with a progress bar. When you are finished, press ⌐ *Save* to stop recording. You can then either enter a name for the new sound file or accept the default name proposed by pressing *OK*. You then return to the list of *Sound recordings* and the new recording is displayed in the list.

When you select a sound file, it is played automatically in a loop. Press OK to access the options. You can *Rename* the file, *Delete* it, or *Set as ringer*.

Recordings saved here cannot be sent by MMS.

Alarm clock

Your mobile phone has a built-in alarm clock with a snooze feature. You can set up to three separate alarms and choose whether or not the alarm should repeat. To set an alarm, follow the steps below:

1. Select an alarm and set it *On*.
2. Then enter the time and press *OK*.

3. Then select the frequency: *Once, Every day, On weekdays*.
4. Finally, select the type of alarm: *Melody, Sound recording*, or *Buzzer* and press *OK*.

Repeat above steps to set other alarms.

The alarm clock will ring even if your mobile phone is switched off and/or the ringer volume is set to Silent. When the alarm rings, press any key to stop it or close the phone (except if the snooze mode is on, see below).

Snooze mode

This menu allows you to set the snooze mode *On* or *Off*.

The snooze mode setting applies to all the alarms you have set.

When the alarm rings and the snooze mode is *On*:
- press any key (except 📵 *Stop*) to stop the ringing temporarily or close the phone. The alarm will ring again around 7 minutes later.
- press 📵 *Stop* to stop the ringing and the alarm repetition.

The snooze mode is automatically deactivated after 9 alarm repetitions.

Infrared

Your mobile phone has an infrared port that allows you to send or receive data to or from other infrared-compliant devices (e.g. another mobile phone, a computer, a PDA, etc.) through a wireless link.

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

Position of devices

Before transmitting data between two devices, they must be correctly positioned in relation to one another. Make sure that:
- the infrared ports are facing each other,
- they are at a less than 50 cm away from each other.
- nothing obstructs the infrared beam.

Sending data

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

As soon as your phone finds another infrared compliant device to communicate with, the sending

automatically takes place. Messages are displayed on the screen for you to follow the process.

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

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

Receiving data

When you select *Receive* your phone is ready to receive an item via infrared and waits for the another infrared device to send it. As with sending data, messages are displayed on the screen and allow you to follow the process.

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

Saving the data

A message will appear to inform you that you have received a file. Press *OK* to access the following options:

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

Show   To display the details of the data you have received.

Discard   To ignore the data received.

Using the phone as a modem

Select *Data* to use your phone as a modem. You can use your mobile phone together with a PC or a PDA, e.g. to connect to the internet or to send faxes.

To fully benefit from the services available via infrared (sending and receiving SMS, e-mails and faxes, uploading pictures and sound files to your phone, phonebook synchronisation, GPRS Wizard, etc.), you must install the Philips Mobile Phone Tools software

on your PC. This software is available on the CD-ROM shipped with your phone.

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

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

Auto Switch On / Off

These menus allow you to set your mobile phone to switch itself on or off at pre-set times.

To set *Auto switch on*, select the option and press *OK*. Select *On* and press *OK*. Enter the time at which you want your mobile phone to switch itself on and press *OK*. Select the desired frequency from *Once*, *Every day*, or *On weekdays* and press *OK*. A message appears to confirm activation.

Secretary on the Go

Your Xenium 9@9i mobile phone has a new feature: *Secretary on the Go*. With your Secretary, which is accessible from the keypad by simply pressing ⬚, you can record a *Voice memo* and then associate the resulting sound file with an *Organiser event* or an *Alarm*.

5. Multimedia

This menu and its sub-menus contain options related to the multimedia features of your Xenium 9@9i mobile phone.

Memory status

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

Press *OK* to check the memory status. The display shows you the percentage of memory free and the phone's total memory in Kilobytes (Kb). Press *OK* again to check the detailed list of memory used by each feature.

Your mobile phone is supplied with many sounds and pictures. You can only delete sounds or pictures in the *My melodies* or *My images* folders, e.g. to free memory space for your own sounds and pictures.

If the *List full* message appears when saving a new item you must delete an item to be able to create or add a new one.

Sound album

This menu allows you to manage the sound files stored in your mobile phone. The options are:

Download new	To launch the WAP application and download new sound files. This feature i
View all	To access all your sound files in a single list.
My melodies	To access your downloaded sound files.
Protected melodies	To access the list of copyright protected sample images.
Recordings	To access the list of sound recordings.

Once in a list, you can then select a sound file and press *OK* to access the menu options listed below.

Send by...

To send the selected sound file via *E-mail* (see page 28), via *Infrared* (see page 15) or *MMS* (see page 36). Note that sound files from *Recordings* folder cannot be sent via MMS.

Set *as ringer*

To set the selected sound as ringer.

As SMS/MMS ringer

To set the selected sound as the *Messages ringer*. This option must be activated in the menu *Settings > Sounds* (see page 41).

Rename

To rename the selected sound file.

Delete

To *Delete* the selected sound file.

Picture album

This menu allows you to display and modify the images stored in your mobile phone. The options are:

Download new	To launch the WAP application and download new sound files. For more information, see page 25.

View all	To access all your image files in a single list.
My photos	To access the photos taken with the camera.
My images	To access the images you have downloaded.
Protected images	To access the list of copyright protected sample images.
Icons	To access the list of icons you have downloaded.

Inside the folders, images are displayed as a text list. Select an image and press ‣ to view the image. Pressing *OK* gives you access to the menu options listed below.

Send by...

To send the selected sound file via *E-mail* (see page 28), via *Infrared* (see page 15) or *MMS* (see page 36). Note that you cannot send pictures that are protected by copyright.

Set *as wallpaper*

To set the selected picture as wallpaper.

Multimedia 19

Modify picture

Use this menu to add text, a frame, or an icon to the selected image.

Add text

To add text to the selected picture. Enter your text in the editing screen and press *OK*. Use the navigation keys to move the text on the screen: short press to move the text 1 pixel at a time, long press for 5 pixels. Press 🗐 *Back* to go back to the text editor, or 🗐 *OK* to validate and go to the next option.

Add frame or icon

To add a frame or an icon to the selected picture.

Eraser

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

Send

To send the selected picture via infrared, E-mail or MMS.

Save

To save the picture with all the changes you have applied.

Rotate

Use this option to rotate the selected image. The options are:

-90 degrees
-90 degrees
+180 degrees

Rename

Use this option to rename the selected image.

Delete all

Use this option to delete all the images in the current folder.

Delete

Use this option to delete the selected image. Note that pictures in the *Protected images* folder cannot be deleted.

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

TV slideshow

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

Manual

This menu allows you to display the pictures manually. Browse the list of pictures by pressing ▲ or ▼ . Press ▸ to activate the graphical full-screen display and send it to the TV, press ◂ to go back to the list. When a picture is selected, press *OK* or *Select* to open the rotation options (90° or 180°).

Automatic

This menu allows you to display the pictures automatically in a slideshow.

1. Select the time value that will be applied between each picture of the slideshow (10, 15 or 20 seconds) and press *OK* or *Select*.

2. In the list that appears, select the pictures of your choice by pressing ◂ or ▸ . Choose *(Un)Check all* to select or deselect all pictures at once.
3. Press *OK* to start the slideshow and to stop it.

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

Demo mode

This menu displays a number of short video clips in order to illustrate your mobile phone's multimedia features.

This menu option is available even if you have not inserted a SIM card.

6. Entertainment

This menu contains a number of features and games.

Western Horoscope

This menu allows you to display your horoscope for any given day. To consult your horoscope, you must first either enter your sign or your birth date. If you know your sign, you can select it from the *Select sign* menu, otherwise select *Set birth date*, press *OK* and enter your birth date. Press *OK* to display the corresponding sign.

In the *Horoscope* menu, you can select *Today* or *Other day* depending on the horoscope you want to consult (in the second case, enter the relevant date before pressing *OK*).

Lunar calendar

This menu gives you the correspondence between Gregorian and Chinese calendars by displaying the corresponding date in lunar mode from a selected Gregorian date.

Features requiring date & time information (e.g. organiser events) depend on Gregorian dates only.

Press *OK* to access the date edition window. Change the date if needed by pressing the corresponding keys, then press *OK* to convert to lunar mode.

Lunar in idle

This option allows you to display the lunar calendar on the idle screen. Press ▲ or ▼ to activate or deactivate this option.

Chinese Festival

This menu informs you of the next major Chinese festivals, from a given date. Select *From now* or select *From a date* and enter the date from which you want to know what Chinese festivals will occur. In both cases, press *OK* to display the six next festivals.

In-Fusio

Your Xenium 9@9i mobile phone comes equipped with the In-Fusio games engine, which allows you to download and play games. Access to this service depends on your subscription and the country in which you use your mobile phone.

Java

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

The first time you launch Java, a message appears to alert you that the installation and configuration of Java will take several moments. This is a one-time occurrence.

Settings

Once Java has been installed, you may then proceed with configuration.

Auto launch

Allows you to set the automatic launch of Java *On* or *Off*. When *On*, a Java application will be automatically launched immediately following installation.

Network access

Bearer To select the type of network used when launching a connection and to configure the corresponding settings.
- *GSM* or *GPRS*: your mobile will only use the GSM or the GPRS network for e-mail connections.
- *GPRS first*: your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available.

Selecting the above option requires you to have both GSM and GPRS settings configured. See page 45 for details.

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

Network account Allows you to select one of the data profiles you have defined in *Settings* > *Network* > *Access settings* (see page 45).

Network

This menu gives you access to operator-specific settings, including DNS and proxy addresses. When

available, all items of this menu are pre-configured, so that you shouldn't have to change them.

Java applications

When the Java window is displayed, press *OK* to access the list of available games. Select a game and press *OK* again. Use ⌐ and ⌐ softkeys to select the menu as displayed on the screen. Press *Exit* to quit the Java application, or press *Menu* to access the list of available options allowing you to create and manage new folders.

Brick game

The goal of this game is to destroy bricks by hitting them with a ball. Destroying all bricks give you access to the next level.

This menu is operator dependent. As such its icon and content may vary.

Keys used are the following:

4ₘₙₗ and 5ₘₙₒ	To move the racket left or right.
*✲ and #‾	To start the game by throwing the ball left or right.
0.₀	To pause the game up to 2 min. (after which the screen returns to idle mode and the game is lost).

7. Operator

This menu contains the services and features provided by your operator. Consequently, the menus described below may vary or may not be available, depending on your subscription. Contact your network operator for more details.

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

Services +

This menu option is reserved for operator-specific services. Please contact your operator for more information about these options.

WAP

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

Your mobile phone may have been pre-configured. If not, settings can be configured "over the air", via the club Philips website. Connect to www.club.philips.com

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

To launch a WAP session, select *Operator* > *WAP* > *Homepage.*

Use ▲ or ▼		To browse the on-line pages.
Press ⊛ or *Select*	or	To select a highlighted item.
Press *Back*		To return to the previous page.
Press		To end the WAP session.

You can also select Options> Exit.

Your mobile phone connects to the network according to the *Access settings* you have defined in the menu *Settings* > *Network* (see page 45). In case of a connection error, the screen displays "Go to menu": press or *Options* to access the WAP options (see page 27).

Homepage

This is the link to the first WAP site you access when launching a WAP session. In most cases, this menu

item is preconfigured and will connect to your operator's WAP homepage. To change this default homepage see "Options" on page 27.

Bookmarks

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

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

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

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

Go to URL

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

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

Settings

In order to access WAP sites, you must first configure a WAP connection profile.

Select profile

To select one of the available profiles, then define the connection settings for each of them.

All connection settings described below apply to the selected profile.

Browser options

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

Selecting Off will speed up the global downloading time of the pages browsed.

Rename profile

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

Cache

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

Network

• *Homepage*: to change the homepage name and address (start entering the new name for the edit screen to appear).

- *Network access* allows you to select one of the data profiles you have defined in *Settings* > *Access settings* (see page 45).
- *Bearer* allows you to select the type of network used by the selected profile when launching a connection (see page 45).
- *Proxy address* and *Proxy port* allow you to define a gateway address and port number to be used when launching a WAP connection using the selected profile.
- *Security*: to display the list of installed security *Certificates* (then display its details or delete it), the *Session info* or the *Current certificate*.

Push inbox

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

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

Push messages include URL links for quick access to the corresponding WAP services: a single click on the link will connect to the WAP site for browsing or downloading multimedia files into your handset.

If your push inbox is full, a message will advise you to delete some messages in WAP > Push Inbox.

Options

While browsing, press 🖳 or 🗂 *Options* to access:

Homepage	To access the default homepage.
Back	To go back to the previously browsed page.
Forward	To go to the next browsed page.
Refresh	To reload the currently browsed page from its original server.
Set as homepage	To save the currently browsed WAP page as the default homepage.
Save as...	To save images embedded in the pages that are displayed in the *Picture album*.
Exit	To end a WAP session.
Bookmarks *Go to URL* *Settings* *Push inbox*	See page 26 for description of these options.

8. Messages

This menu contains all the

Broadcast SMS

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

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

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

Topics
To define the type of messages you want to receive. To configure a topic, select *<New>*, enter the code provided by the operator, and, if desired, associate a name. You can also select an existing topic in the list, which you can rename or delete.

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

E-Mail

This menu allows you to access your e-mail with your Xenium 9@9i mobile phone. You can send and receive e-mails with attachments from two different e-mail accounts. Depending on your service provider and your subscription, your mobile phone may have been pre-configured with an e-mail account, in which case the parameters are already set.

If not included in your mobile phone contract, you will need to subscribe to an e-mail service in order to send and receive e-mails. In this case, all parameters are communicated to you by your provider.

The sections below describe in detail how to configure your mobile phone for e-mail. To enter special characters, such as @ or %, please see "Text Entry" on page 9.

Settings
To configure an e-mail account, select one and press *OK* to access the menus detailed below.

Account name

To rename an account from its default name. If one of the accounts has been pre-configured, it may be locked, in which case it cannot be renamed.

E-mail server

To configure the settings needed to connect to your e-mail service.

Password	The password to access your e-mail account.
E-mail address	Your e-mail address.
SMTP address	The Simple Mail Transport Protocol (SMTP) address. This is the server for your outgoing mail and is usually in a format like *smtp.yourmail.com*.
POP3 address	The Post Office Protocol (POP) address. This is the server for your incoming mail and is usually in a format like *pop.yourmail.com*.
Login	The login (or user name) to access your e-mail account.

You must obtain the POP3 and SMTP addresses from your e-mail service provider.
If you wish to use a GPRS connection to access your e-mail, you may need to use the SMTP server of your mobile service provider to send e-mails.

Advanced

Port POP3	The port number on the POP3 server. This is usually port 110.
Port SMTP	The port number on the SMTP server. This is usually port 25.
DNS address	The IP address of your Domain Name Server.
SMTP authenticat.	SMTP authentication is usually set to *Off*. Contact your provider for more information.

Network access

Before you can consult your e-mails, you first need to configure your connection to the internet.

GSM Settings

When you use a a GSM connection to connect to the internet, your mobile phone dials a number provided by your network operator and the data is sent and received over this connection, somewhat like a dial-up

internet connection from a PC. The GSM connection parameters are described in the table below.

Phone number	This is the number your mobile phone dials to establish a connection. First choose *ISDN* or *Analogic* (depending on your network operator) and then enter the *Phone number* provided by your operator,
Login & Password	The login and password provided by your GSM network operator to access this service.
Auto disconnect	Enter an inactivity time-out value after which the phone will automatically end the call (if a connection was in progress). The value must be over 30 seconds.

GPRS settings

If using GSM is like a dial-up internet connection, a GPRS connection would be the equivalent of broadband. GPRS (or Global Packet Radio Service) is a protocol for sending data rapidly using a radio signal.

To configure a GPRS connection, you may need to provide a a user name and password, although some GPRS connections function without them. You will need to provide the *APN* (or Access Point Name).

Bearer

This menu option allows you to choose which how to establish an internet connection.

- *GSM*: your mobile will only use the GSM network for e-mail connections.
- *GPRS*: your mobile will only use the GPRS network for e-mail connections.
- *GPRS first*: your mobile will first try to connect to the GPRS network. If no GPRS network is available, then it will try with the GSM network.

For these features to work, you must first have entered the corresponding settings.

Open mailbox

This menu allows you to connect to your mailbox and download the e-mail headers (sender and subject lines) from the server. You may then choose to retrieve the corresponding e-mails.

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

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

|	
🔴✉	The e-mail size is too large (over 50 Kb), it cannot be downloaded.
🗑	The e-mail is marked to be deleted (see page 32).

4. If there is no icon next to the header, you can press ⊛ and select *Get mail* to download the e-mail. Repeat this operation to download each e-mail corresponding to each selected header.

If the e-mail you have received contains attachments (an image, a text file, or another e-mail), they are identified by a specific icon:

📧	Contains the details of the e-mail header (date and time, sender's e-mail address, etc.), press ⊛ to display these details.
📄	The text of the e-mail itself can be viewed as an attachment, press ⊛ to read it (no advanced options in this case).
📄	A text file (text only, ".txt" format) is attached to the e-mail, press ⊛ to read it (no advanced options in this case).

🔴✉	The application needed to manage this attachment isn't available in your phone, or the e-mail is too large to be uploaded.
📎	Another e-mail is attached to the one you received. Up to five e-mails can be attached, although there will be no advanced options.
🖼	A picture is attached to this e-mail. Select it in the list and press ⊛ twice to store it in your phone (you can rename it if you wish).

You must download and save a picture before you can view it in the *Picture album*. If there isn't enough memory to store the new picture, you must delete other items (images, sounds, messages, etc.) to free up memory to save the new picture.

An image file may not be accepted by your mobile phone if it isn't in the correct format. Images must be in JPEG, BMP or GIF format.

The optimal image size is 128 x 160 pixels (the dimensions of the screen). If you are transferring images from your home computer, you can use an image editing program to create images of the correct size.

Filenames should be 10 characters or less.

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

Add to names	To add the sender's e-mail address to your phonebook, even when you haven't yet downloaded his e-mail. Select *<New>* to create a new contact, or a name in the list to add or change the e-mail address.

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

Delete	To mark the e-mail to be deleted (select this option again to unmark it). When you exit the E-mail menu, you will be asked to confirm deletion of the selected item(s) from the e-mail server.
Reply	To reply to the sender (whose address will be automatically added to the list). Proceed as described in "Open mailbox" on page 30.
Forward	To forward the downloaded e-mail to someone else. Proceed as described in "Open mailbox" on page 30.

Send mail

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

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

Add contacts	To select the recipient(s) of your e-mail, provided that you have entered e-mail addresses for contacts saved in your phone phonebook (see "Contacts" on page 54). After you have added contacts, select one of them and press ⊙ to *Change* the e-mail address, *Remove* it from the list.

If you select a contact from the SIM phonebook, an edit window will allow you to enter an e-mail address.

Add media	Allows you to design your message. Enter the subject and text, then press ⊙ to access the next options:
	• *Add sound* or *Add graphic* to attach a sound or a picture to your e-mail,
	• *Send now* to send it to the selected recipient(s),
	• *Modify* to redesign your e-mail.

You can only attach one picture (JPEG, GIF or BMP) or one sound at a time. If you accept an incoming call while writing an e-mail, the menu is closed and the phone goes back to idle when you hang up.

SMS

This menu allows you to send text messages using the Short Messaging Service (SMS) and to manage the messages you send and receive.

Send SMS

To compose and send an SMS, follow the steps detailed below:

1. Select a contact in the phonebook or press *<New>* to enter a new number.

2. Choose from three different types of messages:

<New>	To write a new message.
Last message	To edit, modify and re-send the last message sent.
Template	To select a pre-configured message such as *Can you ring me back on this number?*

3. Enter your text and press *OK* to access the next options:

Save	To store the current message and its attachments in the *Archive* menu.
Send now	To send the current message.
Add sound	To attach a melody.
Add graphic	To attach an image or an animation.

You can send up to two attachments of two different types together with your SMS. Images and animations and pictures are exclusive: if you first select an animation and then an image, only the image will be taken into account and vice-versa.

Copyright protected pictures and sounds cannot be sent by SMS.

Send to multircpt.

This menu allows you to send an SMS to multiple recipients.

Add contacts   To select your recipients in the contacts list. If you want to modify or remove a contact, select it press *OK*.

Add media   Allows you to design your message. Repeat steps 2 and 3 of the "Send SMS" section above.

Read SMS

This menu allows you to read SMS messages you have sent and received. The messages are displayed in a list. At the end of the list, the *<Delete All>* item allows you to delete all the messages at once. Deleting old messages is useful to free memory space in order to receive new messages.

When a message is displayed, press *OK* or ⌐ *Options* to access the menu options listed below.

Delete
To delete the selected message.

Move to archive
To store messages in the phone memory. You can then consult them in *Messages* > *SMS* > *Archive*. Moving a message to the archive deletes it from the *Read SMS* list.

Edit SMS
To edit, modify and resend the SMS to someone.

Reply
To reply to the sender.

Forward to
To forward the selected message. Note that attachments cannot be forwarded.

Call handsfree
To call the sender of the message handsfree.

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

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

No. extracted
To extract a number included in the message itself, if this number is included in double quotes (several numbers can be included and extracted). **This menu is only visible if there is a number to extract.**

Store graphic
To save the graphic and/or animation that was sent together with the SMS. **This menu is only visible if there is an image to extract.**

Store melody
To save the melody that was sent with the SMS. **This menu is only visible if there is a melody to extract.**

Settings
This menu allows you to configure the SMS settings. The options are:

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

Signature
When *On*, allows you to add a signature at the end of your message. You can *Edit*, *Change* or *Save* the signature.

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

Reply path
When *On*, this option allows you to transmit the number of your SMS message centre together with the message. The recipient can then reply using your own SMS centre and not theirs. This speeds up the rate of transmission. **This feature is subscription dependent.**

Delivery report
When *On*, this option will inform you via SMS whether your own SMS was received or not. **This feature is subscription dependent.**

Auto save SMS
When *On*, this option will automatically save messages sent in the *Archive* menu.

SMS Chat
When *On*, allows you to display received SMS on the idle screen. You can then quickly reply to a message received by pressing *OK*, entering your message in the edit screen, and pressing *OK* again.
If you receive an SMS while you are reading one, you can reply to the first one before reading the second. Alternatively, you can press *Back* to exit the first message. The second message then appears on your screen.

Archive
This menu allows you to consult all the messages stored in the phone's memory using the *Auto save SMS* or *Move to archive* options. The *<Delete all SMS>* item allows you to delete all SMS at once. When a message is displayed, press ⊛ or ⌐ *Options* to access the following options: *Delete*, *Edit SMS*, *Forward to*, *Call back*, *Call handsfree*.

MMS

Your mobile phone can also send and receive MMS (Multimedia Messaging Service) messages. With MMS you can send messages that contain pictures, sounds, and text.

When sending MMS messages, your recipient must also have an MMS-enabled phone in order to be able to view your message.

Receiving MMS

If someone sends you an MMS, an icon and a sound alert will inform. If the sender of the message has asked for a *Read report*, a prompt will ask you to send it or not. Once the MMS is downloaded, it is available in *MMS* > *Inbox*. (see below).

If the size of the MMS to download is bigger than the memory available in your phone, you must free memory by deleting data (picture, sounds, etc.). See "Memory status" on page 18.

New MMS

When you select *New MMS*, you are first asked to enter the contact to whom you wish to send the MMS. You can select one or more existing contacts or enter a new mobile phone number.

Next you will be asked to *Add media*. In the MMS creation screen, five icons allow you to add a *Picture*, add *Text*, add *Sound*, *Send* the message or access the *MMS options*. Use ▲ or ▼ to move from one option to the next and press ⊛ or ⌐ to access the menu.

1. Design your message: add a *Picture*, a *Text* and/ or a *Sound*. Press ▸ to create more slides.
2. Access the *MMS options* (see below).
3. Select *Send now* to send the MMS to the selected recipient(s).

Pictures are chosen from the *Picture album*. Copyright protected pictures cannot be sent via MMS.

Sounds can be chosen from the *Sound Album* melodies. If you wish to send a sound memo, you need to record it when creating the MMS. In this case, in *Sound...* menu, select *<Records>*, then *<New>* and follow the procedure that appears on the screen. Recordings previously saved cannot be sent via MMS. The following options are available when creating new MMS messages:

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

Next slide / *Previous slide*	To move to the next/previous slide. Note that this option only appears if the MMS contains more than one slide.
Edit subject	To edit and change or enter the subject of your message.
Delete slide	To delete the selected page (if there is more than one in the message).
Save *as draft*	To save your message as a draft that you can edit, complete and send later on.
Save *as template*	To save your message as a template, that you can use as a basis for other MMS (e.g. "Happy birthday" type of message).
Preview MMS	To preview the slide show you have created.
Slide duration	To change the value of slide duration set in *Settings* > *Application settings* (see page 39), and to set a delay between each slide.

Once your message is completed, select *Send now* and press ⊛. A progress bar allows you to follow the sending of your message, press ⌐ *Cancel* if you wish to cancel the sending. If you saved the MMS as a draft, it will be available in the *Drafts* menu. If you have sent the MMS, it is available in the *Outbox*.

Inbox

You MMS inbox lists all the *Read* and *Unread MMS*, *Notifications*, *Delivery* and *Read reports*. To read a message, select it and press ‣ . Press ⊛ or ⌐ *Options* to access the following options:

Play	To switch back to automatic mode: the MMS is then played as a continuous slide show.
Next / previous *slide*	To move to the next or previous slide. You can also press ‹ or ‣ when viewing the MMS in manual mode. Note that this option only appears if the MMS contains more than one slide.
Save picture	To detach the picture of the current slide and save it in the *Picture album*.
Save sound	To detach the sound of the current slide and save it in the *Sound album*.

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

Do NOT delete notifications before you have retrieved the MMS, or you will not be able to retrieve the MMS. Notifications are automatically deleted once you have received the full MMS.

Drafts

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

Templates

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

Outbox

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

Settings

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

Settings

Your mobile phone may have been pre-configured. If not, settings can be configured "over the air" via the Club Philips website. Connect to:

http://www.club.philips.com

and then select your country.

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

Choose an MMS profile in the list and select *Modify* to access the following settings.

Application settings

Retrieval mode
Allows you to choose from:
• *Manual*: you connect manually to the server by selecting a notification in the *Inbox*, selecting *Read* to download, then *Play*.
• *Automatic:* new MMS are directly placed in the *Inbox*. Select the MMS and press ‣ to play it.

This mode is deactivated when roaming.

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

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

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

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

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

Network settings

Network access	To choose a connection profile from the ones you have set (see "Access settings" on page 45).
Bearer	To select the type of network used when launching a connection: *GSM*, *GPRS* or *GPRS first*.
MMS center	To enter the MMS address of the server you will connect to.
Gateway address Gateway port	To enter the IP and Port numbers of the server's gateway.

Dictionary

This feature allows you to enrich the T9 dictionary used for writing messages. For detailed information on entering with T9, please see "T9 text input" on page 9).

9. Settings

This menu allows you to change the settings related to each available option (sounds, time and date, security, etc.) and to customise your phone.

Time and date

Set time
Allows you to set the time using the keypad or with the navigation keys.

You should select your *Time zone* and activate *Daylight savings* (if appropriate) before setting the time.

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

Set date
Allows you to set the date by pressing the appropriate numeric keys or the navigation keys.

Own time zone
Allows you to select your current time zone. When you enter the menu, you are presented with a map of the world that which you can navigate with the up and down navigation keys. Each time zone is identified according to its position relative to Greenwich Mean Time (GMT) and by the main cities within that time zone.

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

Sounds

Ringer volume
This option allows you to adjust the volume of your ringer. Press ▲ or ▼ to adjust the volume of your ringer from *Silent* to *Increasing*.

Ringtone
Allows you to select a ringer tone. The list also includes recorded sounds and melodies you saved. Scroll through the list and wait to hear the selected melody being played.

You will not hear the melody if the volume ringer is set to Silent *or if the* Silent *mode was activated.*

Messages ringer

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

Equaliser

This option allows you to choose from different audio settings. It is also available while a call is in progress. Scroll through the list and wait a few seconds to hear the difference.

Key tones

Allows you to switch the key tones *On* or *Off*. Even when set *Off*.

Sounds alerts

Allows you to set alert sounds for the following items:
- *Organiser*: when an event programmed in your organiser is due,
- *Missed call*,
- *Battery alert*: when the battery is running low and requires charging,
- *Minute alert* for a beep alert that sounds every minute during a call to help you manage the duration of your call (the beep cannot be heard by the caller).

Select or deselect the item(s) of your choice by pressing ‹ or › .

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

Vibra alert

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

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

Silent

When this mode is *On*, all alerts are deactivated and the vibra alert is active.

The Silent *mode also applies to key tones.*

Security

This menu allows you access the features relating to the security of your mobile phone and the data you store there.

Change codes

Allows you to change your *PIN* and *PIN 2* codes, as well as the call Barring code. Depending on your SIM

card, some features or options may require a PIN2 secret code given to you by your operator.

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

PIN protection

This allows you to set the PIN protection *On* or *Off*. When *On*, you will be asked to enter your PIN code when switching your phone on.
You cannot change your PIN code if this option is Off.

Public names

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

This feature is subscription dependent and requires a PIN2 code (see page 42).

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

Call restriction	Allows you to restrict the calls to the Public names list when *Public only* is selected.

This feature is subscription dependent and requires a PIN2 code (see page 42). This option might also apply to WAP and e-mail connections over GPRS.

Call barring

Allows you to limit the use of your phone to specific calls. This can be applied to *Incoming calls* (*All calls* or *When roaming*) and/or to *Outgoing calls* (*All calls*, *International calls* and *Intl. Exc. Home*). In both cases, the *Cancel* option applies to all calls at once. The Status option allows you to know whether a type of call is barred or not.

This feature is network dependent and requires a specific call barring password supplied by your service provider.

Profiles

A profile is a group of predefined settings that allow you to quickly adapt your phone to your environment. Selecting *Meeting*, for

example, will set your ringer volume to silent, activate the vibrating alert and deactivate the key tones (the other items are set according to your *Personal* settings). When your meeting is over, selecting *Personal* will reactivate all your usual settings. The details of each profile are displayed when selecting a profile.

You can also associate a hotkey with a profile (e.g., long press key 3 def to activate *Outdoors)*. Long pressing the same key deactivates it and returns you to your *Personal* settings. For more information, see "Hotkeys" on page 14.

Personal	The information that appears here will depend on how your mobile phone has been configured.	
Autonomy	*Vibra alert*	On
	Ringtone	Medium
	Backlight	10 sec
	Animation	Off
Headset	*Ringtone*	Medium
Car	*Ringtone*	High
	Backlight	On
Outdoors	*Ringtone*	High
Meeting	*Vibra alert*	On
	Ringtone	Silent
	Key tones	Off

Display

This menu allows you to configure how the menus are displayed on screen.

Animation

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

Deactivating this function increases battery life.

Backlight

Backlight is activated when receiving incoming calls or messages, browsing menus, etc. Select one of the available values.

Deactivating this function increases battery life.

Wallpaper

Allows you to set the wallpaper of the main screen *On* or *Off*. When *On*, the picture you selected is displayed

in normal mode in idle, and in fade mode in other contexts.

Only JPEG pictures can be used as wallpaper. The wallpaper is not displayed in idle when the *International clock* option is *On* (see page 13).

Network

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

Access settings

This menu allows you to create different data profiles that can be used for connecting to various services: for example, when using WAP or when sending MMS, the selected profile will be used to connect to the GSM or GPRS network.

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

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

Change name	To rename the selected profile.
Show	To display all parameters of the selected profile.
GSM Settings	To change the GSM settings:
	• *Login*,
	• *Password*,
	• *Phone number* needed to establish the connection and provided by your operator (*ISDN* or *Analogue*),
	• *Inactivity time*, a value of over 30 seconds after which the phone disconnects automatically (if a connection was in progress).

GPRS settings   To change the GPRS settings:
- *Login*,
- *Password*,
- *Inactivity time*
- the *APN* menu allows you to enter the address of the external data network you want to connect to, a text string used to establish the connection.

GPRS attach

This menu allows you to define how your mobile phone connects to the GPRS service.

Always on   Your phone automatically connects to the GPRS service (if available). This option allows quicker access to GPRS features, but increases energy consumption.

For data calls   Your phone will connect to the GPRS service only when required. This option reduces energy consumption, but increases the connection delay.

Register again

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

Preferred list

Allows you to build a network list in order of preference. Once defined, the phone will try to register on the network, according to your preferences.

Shortcuts

This feature allows you to configure shortcuts to the features and options you access most frequently.

Hotkeys

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

A number of Hotkeys have been preconfigured, e.g. ⬚ for Silence, but you can reprogram them (keys from ⬚ to ⬚ only). The following keys are locked: ⬚ (call voice mailbox) and ⬚ (dial international

call). Depending on your service provider, other hotkeys may be predefined and locked.

1. In the list, select a key from to and press *OK*. If the key was already programmed, select *Change*.
2. Browse the list to select the function you wish to associate with this key and press ⊛ or *Select*. If you select *Flash dial*, you will be asked to select a contact in the contacts list.
3. To use a hotkey, press and hold the programmed key when in idle mode.

Voice command

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

You can associate a voice command to most functions supported by the hotkeys.

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

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

To reprogram a voice command: select it, press *OK* and select *Change function*. This will bring you to the list of available functions.

Voice dial

Allows you to set a voice tag that will dial the default number for the corresponding contact simply by saying the voice tag. To set up voice dial, proceed as follows:

1. Select *<New>*, then a contact in the list, then press ⊛ or *Options*.

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

2. When *Add voice tag?* appears, follow the instructions displayed on the screen.

To use the voice dial, press and hold ⊛ when in idle mode, then say the voice tag corresponding to the number you want to dial.

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

Quick Call

This feature allows you to set your four preferred or most frequently dialled numbers. You can then quickly call one of them by selecting the corresponding icon or picture on the screen, thereby removing the need to enter and browse the *Contacts* list.

Setting a Quickcall contact

1. In idle mode, press ▲ to access the *Quickcall* screen. Select a thumbnail to configure and press *OK* or ⌐ *Set*.
2. Select a name in the contacts list, and press *OK* again to access the *Picture album* and select a picture. Proceed the same way for each thumbnail.

Calling a Quickcall contact

To make a call, press ▲ when in idle mode, then select the thumbnail of your choice and press 📞 .
To reconfigure a thumbnail, select it and press *OK* to *Replace* the name and/or picture.

If a picture is already associated to a contact, it is displayed in the Quickcall screen. Changing the picture in one of the menu will also update it in the other.

Language

This menu allows you to select a language for all menu texts. Use ▲ or ▼ to browse the list and select a language by pressing ⊗ or ⌐ *Select*.

10. Camera

Your Xenium 9@9i mobile phone features a built-in digital camera. You can take pictures, store them in your phone or transfer them to your PC via *Infrared*, use them as wallpaper or send them to your friends via *MMS* or *E-mail*. This chapter describes in detail how to use the camera.

How to...

This section describes how to perform the most common operations with your camera.

Activate the camera

To activate the camera mode, simply press the camera side key: the camera application is automatically launched.

After a period of inactivity, the camera automatically switches to sleep mode (i.e. screen off). Press any key to activate the camera again.

When the camera is active, the preview screen is displayed and the lens is automatically focused.

The table below details the operations of the various keys in camera mode.

▲	▾	Zoom in / out
◂	▸	Increase/decrease brightness
⊙ or camera side key		Take a picture
⌃		Exit *Camera* mode and return to home screen
0.∘		Activate/deactivate the self-timer
*₊		Activate/deactivate the burst mode
#̄		Toggle through the image resolutions
⌐		Access the *Options* menu
⌐		Return to previous screen

Take a picture

1. Frame your picture and press   or the camera side key to take the picture.
2. Once the picture is taken, a view screen is displayed with the following options:

Discard   To ignore the picture and go back to preview mode.

Save   To save the picture in *My photos*.

Pictures are named with the date of the shot, e.g. "0410_154157.jpg" for a picture taken on October 4, at 15: 41:57.

The number of pictures you can save varies according to the settings: the higher the resolution, the bigger the file size. A message will warn you if there isn't enough memory left. In this case, you must delete data before storing a new picture.

Using the self-timer

1. In *Camera* mode, press `0.º`.
2. Adjust your picture, and press *OK* to start the countdown of 10 seconds (this value cannot be changed).

Press ⟨⟩ to stop the timer and go back to preview mode.

3. A sound is played three seconds before the picture is taken, then again when it's actually shot.

Camera menu

This section describes in detail the *Camera* menu options.

My photos

When you take a picture and save it, the file is stored in your *My photos* folder. When you open the menu, your photos are displayed as thumbnails. Use the up and down navigation keys to move through the list.

To view the image full-screen, press *OK*. Use the up and down navigation keys to move through the list of images. Press ⟨⟩ *Options* to access the following:

Send by...

Use this menu to transfer an image to another device. The options are:
• *MMS*
• *Email*
• *Infrared*

Set as wallpaper

To set the selected photo as the image to be displayed in the background of your screen.

Modify picture

This option launches the image editing program.

Properties

Choosing this option displays the following properties of the selected image:
• *Name*
• *Size* (in Kb)
• *Resolution*
• *Format*

Rotate

This option allows you to rotate an image; The options are:

• *- 90 degrees*
• *+ 90 degrees*
• *+ 180 degrees*

Changes are automatically applied.

Rename

Use this option to rename an image file.

Delete All

Use this option to delete all the files in your *My photos* folder. A warning message appears: *Do you really want to delete?* Press 👉 *Yes* to delete all or 👆 *No* to return to the previous screen.

Delete

Use this option to delete only the selected file from your *My photos* folder. A warning message appears: *Do you really want to delete?* Press 👉 *Yes* to delete all or 👆 *No* to return to the previous screen.

Slide show

Selecting this option will launch a slide show of the contents of the *My photos* folder. During the slide show, each photo will be displayed briefly on the screen. Press any key to end the slide show and return to the previous screen.

Burst mode

Activating this menu option allows you to take a "burst" of six photos with one press of the button. Note that to use the *Burst* mode, the resolution must be set to *Screensize* (for more information, see "Resolution" on page 52).

When the camera is finished processing the images, they are displayed on screen as thumbnails. You may then press 👉 *Options* to access the following:

Save	To save the selected image.
Save all	To save all the images in the group.
Send by...	To send the selected image by MMS, Email, or Infrared.
Delete	To delete the selected image.
Delete all	To delete all the images in the group.

When you save or delete an image from the group, it is removed from the thumbnail view and stored in the *My photos* folder.

Picture orientation

This feature allows you to choose how photos are displayed in your photo album so that they can be viewed correctly. The options are:

• *Landscape*

• *Portrait*

Frames

This feature allows you to take photos with decorative frames. In the *Own frames* folder, you can access frames you have downloaded and stored in your phone; the *Standard frames* folder contains frames that were loaded on your mobile phone when you purchased it.

Colour mode

The *Colour mode* feature allows you to apply a number of different visual effects to your images. The options are:

• *None*	• *Embossed*
• *Black & White*	• *Negative*
• *Sepia*	• *Edge*
• *Digital*	• *Edge2*

Night mode

When activated, this feature allows you to take pictures in low-light situations.

Self-Timer

This feature allows you to take a time-delayed picture so that you can get into the frame as well. To use the *Self-Timer*, select *On* in this menu, return to the viewfinder mode, frame your picture, and then press *OK*.

Brightness

Use this menu option to adjust the brightness of your mobile phone's screen.

Settings

Resolution

Use this menu option to choose the size of the photos you take. The options are:
• *SXGA - 1.3 Megapixels (1280 x 1024)*
• *VGA - VGA (640 x 480)*
• *QVGA -*
• *Screensize - Wallpaper (128 x 160)*
Please note that the higher the resolution, the larger the file size.

Picture quality

This menu allows you to adjust the quality of the pictures taken with your camera.
• *Low*
• *Medium*
• *High*
The lower the quality, the smaller will be the resulting image files, thereby allowing you to store more photos on your mobile phone.

Sound settings

To set the *Alert* and *Shutter* sounds. The first one occurs before the shot, the second one when the picture is shot. Select *Default* or one of the available sounds.

Reset settings

To reset all camera settings to their default values. A warning message appears: *Do you really want to reset all parameters?* Choose *Yes* or *No*.

Help

This menu option provides you with on-screen help in taking pictures with your mobile phone.

11. Contacts

Contacts are stored in one of the two available phonebooks: in your SIM card (number of entries depending on capacity) or in your phone (up to 999 names). When entering new names, they will only be added to the phonebook you have selected.

Settings

This menu contains the settings for configuring the phonebooks for your mobile phone.

Delete all

To delete all contacts at once. This option only applies to the onboard phonebook, not to the SIM phonebook.

Contacts select

This menu allows you to select the phonebook to use, either *In SIM* or *In phone*. Press ▲ or ▼ to select a phonebook. Contacts added to the selected phonebook can then be copied into the other, via the *Copy to SIM* or *Copy to phone* options.

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

Copy to phone

This option will copy the content of your SIM card into your phone. If you cancelled or aborted the automatic copy of your SIM phonebook when you first switch on your phone, you can do it manually with this option.

Selecting this option twice will duplicate all the names.

Names list

It is in this menu that you can manage the names, telephone numbers, and e-mail addresses of your contacts. You can also access the Names list directly from the home screen by pressing ▼ .

Adding contacts to the SIM phonebook

1. Select <New> in the list.
2. Enter the name and the number of your choice, then the type of number allocated to the name

(*Phone*, *Fax* or *Data*) and press *OK* to store this name in your phonebook.

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

Adding contacts in the phone phonebook

1. Select *<New>* in the list.
2. Enter the first, then last name (up to 20 latin characters); one of the two fields can be empty, but not both.
3. Then select the *Number type*. Numeric fields can hold up to 40 digits and one "+" sign and alphanumeric fields (e-mail and note) feature up to 50 latin characters. Each contact can feature a maximum of 5 numeric fields (e.g. 2 mobile numbers, 3 work numbers, an e-mail address and a text note).

If you wish to personalise this contact with a picture and/or a sound, see below.

Own numbers

The *Own numbers* item that appears in the contacts list allows you to store your own phone number. We advise that you enter your mobile number as well as any other relevant information.

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

Emergency number

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

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

Edit and manage contacts

Press ▾ when in idle mode to access the phonebook. To search for a given name:

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

`# ~` Press this key then enter the first letters of the name you are searching, and press *OK* to go directly to that name.

You can also use the <Search> item appearing in the phonebook.

In the SIM phonebook

Choose a contact in your SIM phonebook and press or *Options* to access the following options:

Call	*Flash dial*
Call handsfree	*Copy to phone*
Send SMS	*Delete*
Send MMS	*Change*
Voice dial	*Show*

In the onboard phonebook

Choose a contact of your phone phonebook and press *OK* or *Options* to access the following options:

Call	*Show*
Call handsfree	*Delete*
Send SMS	*Change name*
Send MMS	*Select picture*
Send by infrared	*Select sound*

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

Make default	The first number you enter becomes the default number which is automatically dialled when pressing [. This option allows you to set another default number.
Copy to SIM card	To copy a contact of your phone phonebook into the SIM phonebook (it is then always updated when switching phonebooks or when using another phone).
Show	To display the details of the selected field.
Change type	To change or to define the field type of the selected number.
Change	To change the number of the selected field.
Voice dial	To set a voice tag that will call the contact when pronounced (see page 47).

| Flash dial | To set a direct access to this contact by linking to a key (see page 46). |

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

Adding picture and sound to contacts

Contacts stored in the phone phonebook can be personalised with a picture and/or a sound.

This function is only available when you select the onboard phonebook.

1. Select a contact and press *OK* or ☞ *Options*.
2. In the list, choose *Select picture* to add a picture from the Picture album and choose *Select melody* to open the list of ringers and add a melody.

When the contact calls, the picture and/or sound associated with this contact will be displayed/played.

The picture associated with a contact is also used for the Quickcall feature. When you change it, it is also updated in the Quickcall settings.

12. Call Info

The menus described in this section are used for managing how your Xenium 9@9i mobile phone handles calls and their related costs.

Counters

This menu allows you to track the cost and duration of your calls. Most options mentioned below are subscription dependent.

GPRS counters

The GPRS counter allows you to monitor the amount of data received via GPRS sessions. This feature is subscription and network dependent.

Last mobile session

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

Last PC session

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

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

GSM counters

This feature is used for keeping track of your incoming and outgoing GSM calls. Please note that the *GSM call counters* do not include WAP connections.

Total duration

To *Show* or *Reset* the time duration of *Outgoing* or *Incoming* calls.

Last call info

To display the duration and/or cost of your last call.

Total cost

To display the accumulated cost and to set the counter to zero (may be protected by PIN/PIN2 codes).
- *Show* will display how much has been spent based on the *Charge rate*.
- *Reset* the current total cost.
- *Show balance* to check the remaining credit (based on the *Cost limit*).
- *Cancel cost limit* allows to cancel the cost limit.

- *Cost limit* lets you to enter the cost limit used in the Show balance menu.
- *Charge rate* allows to set the rate per unit. First enter the currency used (3 characters maximum), then enter the cost per unit.

Settings

This menu allows you to set all the options related to calling: call forwarding, call waiting, etc.

Info at call end

To set *On* or *Off* the systematic display of the length and/or cost of each call when hanging up.

Any key answer

When *On*, this options allows you to accept a call by pressing any key, except ⌀ (used to reject a call).

Call waiting

With GSM call (subscription dependent)

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

With GPRS call (subscription dependent)

Allows you to set *On* or *Off* the call waiting for voice incoming calls while a GPRS connection is ongoing.

Caller ID

To *Show* or *Hide* your identity to your correspondent. The *Status* will inform you on which option is activated.

Call forward

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

Unconditional	Will divert all the incoming calls. If you select this option, you will not receive any calls until you deactivate it.
Conditional	Allows you to choose when you want to divert incoming calls: *If no reply*, *If not reachable* or *If busy*. Each option can be set independently.
Status	Will display the status of all call forwarding.

Before activating this option, you must enter your voice mailbox number (see next section). This feature is subscription dependent, and different from the call transfer, which takes place when one/several calls are in progress.

Mailboxes

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

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

Active flip

When *On*, this option allows you to pick up an incoming call by simply opening the phone. Closing the phone always hangs up an ongoing communication.

IP Prefix

To set the prefix provided by your operator (up to 10 digits can be stored) in order to make IP calls. This function is subscription and network dependent. Contact your operator for configuration parameters.

Auto redial

When *On,* if the person you are calling is busy, your phone will automatically redial the number until a successful connection is made or until the maximum number of attempts is reached (10). The phone beeps at the beginning of each attempt and emits a special beep if the connection is successful. The time between redials increases with each attempt.

Call list

This menu provides you with the list of outgoing and incoming calls, attempts at auto redialling and call details. The different types of calls - calls made, calls missed and calls received - are represented by different icons. They are displayed in chronological order with the most recent on top. If the correspondent is listed stored in your contacts, the corresponding name is displayed.

Reset

To reset the whole list at once and delete all listed calls.

Call list

Select a number in the list, and press ⌨ to redial the number or press *OK* or ⌨ *Options* to access the options: *Details*, *Call* or *Call handsfree* this correspondent, *Send SMS*, *Send MMS*, *Delete* the selected call or *Store* the associated number (if not already in your phonebook).

Philips Authentic Accessories

Some accessories, such as a battery and a charger, are included as standard in the package of your mobile phone. Additional accessories may also be provided or sold separately. Package contents may therefore vary.

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

Charger

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

Carry case

Protects your phone from nicks and scratches.

Data connect kit

Provides easy data connection to your Philips mobile phone. The USB cable enables high speed communication between your phone and your computer. The provided software allows you to download pictures and melodies and to synchronise your contacts and appointments.

Precautions

Radio Waves

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

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

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

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

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

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

Change your PIN code after purchasing the phone and to activate call restriction options.

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

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

Telecommunications Terminal Equipment Directive 1999/5/EC.

Always switch off your phone...

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

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

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

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

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

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

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

Pacemakers

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

Hearing aids

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

Improved performance

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

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

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

Battery information

• Your phone is powered by a rechargeable battery.
• Use specified charger only.
• Do not incinerate.
• Do not deform or open the battery.
• Do not allow metal objects (such as keys in your pocket) to short circuit the battery contacts.
• Avoid exposure to excessive heat (>60° C or 140° F), moisture or caustic environments.

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

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

Your mobile phone and your car

Studies have shown that speaking on the telephone while driving lowers your concentration, which can be dangerous. Adhere to the following guidelines:

• Give your full attention to driving. Pull off the road and park before using the phone.
• Respect the local regulations in countries where you drive and use your GSM phone.
• If you want to use your phone in a vehicle, install the hands-free car kit which is designed for that purpose.
• Ensure that your phone and car kit do not block any air bags or other security devices fitted in your car.

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

EN 60950 Norm

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

Environmental care

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

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

⌦	The battery should not be disposed of with general household waste.
♻	The labelled packaging material is recyclable.
♻	A financial contribution has been made to the associated national packaging recovery and recycling system.
△	The plastic material is recyclable (also identifies the type of plastic).

Troubleshooting

The phone does not switch on
Remove/reinstall the battery. Then charge the phone until the battery icon stops scrolling. Unplug from charger and try to switch the mobile on.

The display shows BLOCKED when you switch on
Somebody tried to use your phone but didn't know the PIN code nor the unblocking code (PUK). Contact your service provider.

The display shows IMSI failure
This problem is related to your subscription. Contact your operator.

Your phone doesn't return to the idle screen
Long press the hangup key or switch off the phone, check that the SIM card and the battery are installed correctly and switch it on again.

The network symbol is not displayed
The network connection is lost. Either you are in a radio shadow (in a tunnel or between tall buildings) or you are outside the network coverage area. Try from another place, try to reconnect to the network (especially when abroad), check that the antenna is in place if your mobile has an external antenna, or contact your network operator for assistance/information.

The display doesn't respond (or the display responds slowly) to key presses
The display responds more slowly at very low temperatures. This is normal and does not affect the operation of the phone. Take the phone to a warmer place and try again. In other cases please contact your phone supplier.

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

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

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

You can't receive and/or store JPEG pictures

A picture may not be accepted by your mobile phone if it is too large, if its name is too long, or if it doesn't have the correct file format.

You have the feeling that you miss some calls

Check your call divert options.

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

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

The display shows SIM failure

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

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

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

The display shows INSERT YOUR SIM CARD

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

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

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

Your phone doesn't work well in your car

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

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

Your phone is not charging

If your battery is completely flat, it might take several minutes of pre-charge (up to 5 minutes in some cases) before the charging icon is displayed on the screen.

JAVA is a trademark of Sun Microsystems, Inc.

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

T9® is a trademark of Tegic Communications Inc.

Tegic Euro. Pat. App. 0842463