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# E22 User Guide

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# E22

## 02.05.2005 - Revision notes:

This document is based on InDesign document E22\_textonly, revision 2.5.3 and replaces previous document, based on revision 2.5.2

\* Only change from 2.5.2 is revision of SAR information, including the FCC Safety Information for RF exposure text

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QT-00150, Rev. 2

The content of this document is confidential

# 02 XM (FLT E22)

User Guide

Text draft version 1.0 - Revision 2.5.3 - Text only

Based on sw release 231.17.000

June 2nd, 2005/DRE

We strongly recommend that you **read this document in full** before using your O2 XM cellular phone as it contains important information regarding your safety, the safety of others and your legal rights

**Radiation.** Mobile phones are low power radio transmitters. When the phone is on, it emits microwave radiation from the antenna. This radiation is absorbed by the body (SAR) and concerns has been raised that absorption poses a potential risk. Although no conclusive scientific evidence of any such risk exists at this point, we recommend that you seek information about and comply with the instructions regarding the safe use of cellular phones given by the health authorities in your country or area.

**Interference.** The use of mobile phones may in some cases interfere with inadequately shielded electronic devices, causing malfunction. Therefore your phone should be switched off or in “Flight mode” during in air travel and in hospital or care facilities. Switch off your phone if you are in a blasting area, i.e. a quarry or construction site, as blasting often involves the use of HF equipment and your phone may interfere with this.

**Medical devices.** If you use a hearing aid or depend on a pacemaker or other medical device, you should contact the manufacturer of the equipment or your physician before using a mobile phone. Always keep your mobile phone at a minimum distance of six inches from a pacemaker, and never carry a mobile phone in your breast pocket. Turn the phone off immediately if you suspect interference.

**Health.** Recent reports suggest that excessive use of SMS may lead to fatigue or wear in finger joints. Concerns regarding SMS addiction or depressive conditions have also been voiced. We recommend that you use this function moderately to avoid health risks.

**Corrosion.** Do not attempt to disassemble the phone or battery, as potential health risks are involved. Unauthorized disassembly will void the warranty. No user serviceable parts inside. Avoid skin contact with liquid from a broken battery. Harmful if swallowed. Seek physician immediately if exposed to battery liquids.

**Choking.** Keep away from children as the SIM card or other small parts presents a choking hazard.

**Ear safety.** The earpiece may produce very high sounds when you receive a call. To protect yourself from acoustic shock, never hold your phone close to the ear unless you are engaged in telecomm conversation. Never let children play with a turned-on cell phone.

**Combustibles & explosives.** Although rare, internal micro sparks during operation can pose an ignition risk. Switch off your phone near areas with combustible vapours and do not store your phone together with

[illegible]

## Notes

[illegible]

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## XII

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## XII

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## Notes

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## Notes

[illegible]

[logo\_ce.jpg]

## FCC SAFETY INFORMATION FOR RF EXPOSURE

This device was tested for typical body-worn operations with the back of the phone kept 15 mm. from the body. To maintain compliance with FCC RF exposure requirements, use only belt-clips, holsters or similar accessories that maintain a 15 mm. separation distance between the user's body and the back of the phone, including the antenna. The use of belt-clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure requirements, and should be avoided.

**THIS MODEL PHONE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.**

XIV

\* In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

[illegible]

## About this guide

This user's guide is written for the O2 XM mobile handset. The functions are presented in the same order as they appear in the phone menu

### Character symbols used

- > denotes user action
- < *(italic)* denotes system response

- (dash) denotes a listing

n/a denotes functions not applicable

**Nn** Grey text is used to describe optional functions that may not be shared by all models

### Icons used

[on\_off.bmp] On/off button

[uarrow.bmp], [darrow.bmp], [larrow.bmp] and [rarrow.bmp] denotes direction of arrow button presses

[ok.bmp] or OK denotes a downwards OK-button press

[sim.eps] SIM card - denotes a network resource  
 [checkbox.bmp] Checkbox - denotes optional selection  
 [rb1.bmp] [rb2.bmp] Radio buttons - denotes discriminating selection

User Guide order no.: [Celestica order no.]

Queries regarding the user guide or phone handling can be addressed to

**Celestica Help Desk**  
Phone: 01603 269934

## Notes

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## Notes

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When you open the sales package you will find the phone itself, the battery, the charger, the stereo headset and this user guide. Depending of your place of purchase, various accessories may be included. Contact your retailer if any of the above items are missing.

To connect to your network operator your phone must have a SIM card installed. The SIM slot is located under the battery and the card is most likely installed by your retailer. If not, or if you need to replace the SIM:

- > Switch off the phone [on\_off.bmp] and **remove charger if connected**
- > Release the battery and remove it to access the SIM slot
- > Slip the SIM card under the metal bracket, gold-plated side down and with the cut corner of the card matching the slot profile. **Never use force.** Avoid touching the gold-plated side of the SIM
- > Reinstall the battery

Your phone comes with a high-performance rechargeable battery. The battery must be fully charged before you use your phone to ensure correct reading of the power indicator. **Use only the charger supplied with the phone.**

[E22\_battoff.jpg]

- > Connect the charger to the plug at the base of the phone
- > Connect charger to mains
  - < *a pop-up message indicates charging in progress*
  - < *when finished, a new pop-up indicates charging completed*
- > Remove charger from mains by pulling the charger itself (do not pull cord)

Your SIM card is protected by a PIN code to prevent misuse. This code is four digits long and is printed in the information material that came with your card. This information also contains a code (PUK) you must enter if you accidentally lock the SIM card.

- > Turn on the phone by pressing the [on\_off.bmp] key for 2 seconds
  - < *a tune is heard and the display becomes active. You are prompted to enter the PIN code*

[illegible]

[00\_idle\_enterpin1.bmp]

**Note** that you can change the language by pressing **Select** on the right softkey.

> Enter the network-supplied PIN code. Press the **OK** key to accept

< *your phone will search for the network. When connection is established, the name of the network is displayed. You are now able to make and receive calls*

**Note** that entering an incorrect PIN code three times in succession will lock the SIM card and you must enter the PUK code to unlock.

## Notes

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Your phone is equipped with a removable memory card for storage of downloaded files. The memory card slot is located at the right side of the phone under a plastic cover. To remove or install a card:

- > Switch off the phone [on\_off.bmp] and **remove charger if connected**
- > Open the plastic cover
- > Release the card by pressing it lightly. A click is heard and the card comes loose. Pull the card out
- > Reinstall the card - or a replacement - by inserting it face up into the slot and press lightly until you hear the click

The memory card slot supports SD and MMC type cards. Cards are available at your retailer and must be formatted (Format must be FAT, **not** FAT32) before use. If formatted cards are not available, you will need to format it:

To format a card in your phone, do as follows:

- To format a memory card in a card reader with Windows 2000/XP, do as follows:

1. Plug your memory card into a USB card reader
2. Open Windows Explorer. Right-click on your memory card drive
3. Choose **Format** in the menu
4. Select “FAT”
5. Make sure that the **Quick Format** checkbox is **not** checked
6. Press **Start**
7. Install card when formatting is completed

If you connect your phone to a PC with the USB cable, two new removable drives will appear on the screen, one for the internal memory in the phone and one for the memory card. You can copy files up to 6 Mb to the phones internal memory or store files on the memory card. Using the “Move to M-card/Move to phone” command on left softkey, you can exchange files between the card and the internal memory.

[illegible]

When you receive a call, the phone will play a tune and/or vibrate and flash the LED as selected. The display will show the calling pop-up and, if the caller is listed in your phonebook, name and number will be displayed along with a photo of the caller if so selected. To answer or reject the call:

*< music player stops and the call is carried through. When terminating the call, music player will resume playing.*

## Emergency calls

Provided you are within range of a network operator, your phone will allow you to make emergency calls at all times, regardless of the state of your account and even without a SIM card installed. To avoid unintentional calling, you will be prompted to confirm your call.

[00\_idle\_main\_flight]

## Flight mode

It is possible to switch the transceiver **off** while the while the phone is turned on. This is known as “Flight mode”. In flight mode the phone will not emit radio signals and therefore not disturb other electronic systems. Thus, you may use features such as the music player, games and calendar while onboard an airplane or other area where the use of cell phones is usually prohibited. To switch to Flight mode:

> Enter **Settings** Menu.

> Select **Flight mode**. Press **OK**.

> Select Flight mode [rb2.bmp] in radiobutton list. Exit with **Back**

< in idle display Network ID is replaced with “Flight mode”, antenna symbol with an aircraft symbol

## Notes

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## Notes

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- > Exit with **Back**

**Note:** If you enter an incorrect PIN code three times in succession, your SIM card will lock and you must enter the PUK code to unlock. PIN and PUK codes are either supplied with your SIM card or must be obtained from your network provider or place of purchase.

## Notes

[illegible]



Your phone is equipped with backlit dual displays. Main display is a 176 x 220 TFT with 260k colors. Sub display is a 96 x 64 pixel STN, 65k color display. Both displays can be used for preview when taking photos with the camera

### Sub display

- **Top row:** Battery status, Call divert set, Call barring set, Sound off, Alarm set, Message received (SMS/MMS/WAP Push/Voice mail)/Inbox full, Signal status (GSM/GPRS/Flight mode).

- ## The keys

You control the phone by means of a number of dedicated keys, arranged in the top and on the side of the phone, and a regular keypad. Their function is described in “Navigating the menu”

[keypad&navigator.jpg]

## The keypad

The keypad is a 12-key alphanumeric backlit keypad, allowing for number and text entries. In idle mode:

**Long key press.** A long key press on the 1-key will dial your voice mail. Pressing the keys 2 to 21 will initiate a call to the connected shortcut number if this feature is activated. Long-press the last key in two digit shortcuts.

**Star key (\*).** Long-press to switch between normal and mute.

0 key. Long-press to get a + for international calls

**Keypad tone.** May be switched on/off in the Settings/Audio menu.

**DTMF tones.** The keypad allows the use of DTMF tones, enabling you to access certain public services and to remote control various devices, e.g. an answering machine.

## Externals

**Audio.** Stereo earphones with microphone are plugged in on left side above the volume control. The internal speaker is automatically disconnected. A switch on the microphone enables you to accept and end a call.

**Memory.** Memory card slot is located on the right side under the plastic cover.

**Data (USB) and charger socket (bottom of casing).** Use only original O2 cables and accessories.

[illegible]

## Navigating the menus

[nav\_blank.jpg]

The controls of your O2 MX are centred round a 5-way **Navigator** key that functions like a PC's arrow and Enter keys. Most functions can be accessed with the Navigator.

[nav\_softkey\_lr.jpg]

Above the Navigator are two **softkeys**, controlling a variety of shortcut commands, displayed in the corresponding lower corners of the display. If no command is displayed, the softkey is not active.

[nav\_send\_end.jpg]

Left and right to the Navigator are the **Send** and **End** keys. Send accept and initiate calls. End rejects and end calls. End returns to idle from any application. End is also on/off key.

[nav\_o2key.jpg]

The **02** key opens the WAP browser on the 02 homepage.

[nav\_clear.jpg]

The **Clear** key is functional only in text editors to clear text.

[nav\_media.jpg]

The **Media** key starts the music player. While music player is playing, pressing media key will return screen to idle to enable you to use other features while listening to music.

Four buttons on the left side of the phone controls the built-in camera, the music player and volume.

**In idle mode:**

When the phone is turned on and PIN entered, it will be in idle mode:

[00\_idle\_main\_o2.bmp]

The display shows network name, day, date, time and softkey commands. Go **Back** from the following functions with right softkey

[00\_idle\_ls]

Press left softkey to start camera preview

[00\_idle\_rs]

> Press right softkey to open **Contacts**

[00\_idle\_darrow]

> Press the **down arrow** to open the **Dial list**

[00\_idle\_uarrow]

> Press the **up arrow** (or **OK**) to open the **Menu overview**

[00\_idle\_larrow]

> Press the **left arrow** to open the **Write new SMS** editor

[00\_idle\_rarrow]

## Notes

[illegible]





To release a participant from a conference call, select **Release** in the **Options** menu. To dismiss all in a multi-party conversation, select **Release all**.

[illegible]

The text editor enables you to enter text in e.g. SMS, MMS and E-mail. You enter and edit text using the keypad and the Navigator button. The limited keypad requires that each key must be used for more than one letter and also for the numbers 0 to 9. To facilitate this, the editor has different input modes, known as “ABC”, “T9” and “123”.

You can switch between the modes by long-pressing the # key once for each new mode. Ampersands, question marks and other symbols are available in a pop-up menu, if you long-press the \* key. A long-press on the keys 2-9 in text mode will produce the corresponding digit and return to the selected text mode.

This is the simple text entering function. Each of the keys 2-9 has three or four letters printed on it, “ABC” on the 2-key, “DEF” on the 3-key and so forth. To enter an “A”, pres the 2-key once, to enter a “B” two presses are required and you must press the 2-key three times in succession to enter a “C”. Apply the appropriate number of key strokes to spell your way through the message you want to write. While you type, the selected letter will be shown in a box on the display. Should you need two consecutive letters on the same key, you must pause a second before pressing the second letter.

To simplify the writing process, you can apply the [t9gb.bmp] text editor and dictionary with learning capability. By suggesting, while you type, the most commonly used words, or words you frequently use, it will allow you to write quickly.

When using T9, select the key with the letter in the word you want to type. **Only press each key once** even though the character you want may be number two or three on the specific key. You will experience that the word you are entering will change as you type and **you should not try to make corrections in the word before you have finished typing it.**

**Example:** To write the word “telephone”, press the sequence: 8-3-5-3-7-4-6-6-3. Note that you only need nine key presses, one for each letter in the word, whereas writing the same word in ABC mode requires 17 presses.

In many cases the text editor will find that one or more words can be spelled with the combination used and present these in a list. Press down arrow while the word is highlighted until the desired word is displayed, then enter space (1-key) and proceed with writing.

Should T9 fail in recognizing the word, such as personal names or unusual words you can select ABC in the **Options** menu or by a long-press on the # key and spell the word manually.

[illegible]

**Note:** You can change single letters in a word by using up/down arrows while the letter is highlighted. When the required letter appears, press right arrow before writing next letter.

**Teaching T9 new words.** Switch to ABC mode. Type the word. Return to T9 mode. Up to 400 personal words can be stored. If this limit is exceeded, rarely used words will be deleted first.

The T9 intelligent text editor may require a little getting used to, but once you master it, you will find it is a powerful and useful tool. In average you will save up to 60% time using T9.

## Symbols mode

To apply brackets, quotation marks, ampersands and other symbols, long-press the star-key to open a pop-up and select the desired symbol. The pop-up closes automatically.

123 mode

Apply numbers in ABC or T9 mode, simply by long-pressing on the appropriate key. To write longer sequences of numbers, switch to 123-mode by a long-press on the "0" key.

## Upper case

Both text modes default starts in lower case letters. For upper case, press the star-key once. An [upcase1.bmp] icon will appear in the top line. Press twice for continuous writing in upper case, symbolised by [upcase2.bmp].

## Notes

[illegible]

SMS is fun with your O2 XM. You can send long text messages (up to 456 characters) and receive messages containing animations and sounds. To create a message, press left arrow key or open the menus and:

> Step to the **Messaging** menu. Press **OK**. Select **Text**. Press **OK**

- > Select **New**. Press **OK**
  - < *the editor opens*

> Write your message using a maximum of 456 Latin characters.

*Note that using more than 153 characters will require an extra SMS to be sent. More than 306 characters will require three messages. See remaining characters in top right corner. Number of messages to be sent appears inside envelope icon.*

> When you have finished typing, press **OK**  
 < the *Enter* number field opens. Find **Contacts** look  
 up and **Group send** on left softkey

> Enter the desired number. Press OK  
< *the message is sent*

**Note:** If you leave the Messages menu during text entering, the entered text will automatically appear the next time you access the **Write new SMS** menu. If you select **Save only** on left softkey, the message will not be sent, but stored in Drafts

If the recipient is in your phonebook, you can look up the number on the left softkey. You can also send the SMS to a group of recipients:

[01\_sms\_grpsnd\_add]

- > Select **Add** on left softkey
- < *an Enter number field opens*

> Enter number manually or by **PB lookup** on left softkey. Press **OK**  
 < *the number is added to the SMS Group*

> Repeat this for all persons to be included. Press **OK** to send the SMS to the group

An incoming message alert will be shown in the start screen (and with a tone or vibration if so selected). Press **Read** to open the message. If a picture or a sound is attached to the message **it will be displayed**.

[00\_idle\_sms\_read]

To postpone reading of a new SMS, press **Later**. The

[illegible]



## Notes

[illegible]

To read previous SMS messages, go to the **Messaging** menu:

> Select **SMS Inbox**.  
 < a letter icon indicates a read message, and an envelope icon an unread message

- > Select the desired message and press **OK** to read
- > Send old messages to **Archive** on left softkey

**Note:** If you insert a new SIM card containing SMS messages, you will have to **import** these (in Settings/Import from SIM) to the phone before you can access them

To use a Save only text:  
> Scroll to **Drafts**. Select the desired text. Press OK.

To retrieve messages, stored from your Inbox:

- > Select **Archive**. Press **OK**.
- < *a list of filed messages opens.*

Delete old messages regularly to avoid memory congestion. Scroll to **Delete** and:

- > Select folder to delete: **Inbox, Sent, Draft, Archive**  
or **All**  
    *< in all cases you will be prompted to confirm your choice*

Enter the Messages menu and scroll to **SMS settings**. Press **OK** to open the settings submenu, comprising the following options:

**Copy from SIM.** To copy messages stored on your SIM card.

**Format.** Select from four alternative data formats. Text format is default.

**S.C. number.** Enter your operator Service Centre number.

**Validity.** Specify the period a sent message will be hosted by the network.

**Bearer.** Select GSM or GPRS connection. **Note:** Your subscription must include GPRS services for you to use this.

18

## Options

[checkbox.bmp] **Immediate display.** If ticked, network service messages will show on display only and not be stored

[checkbox.bmp] **Save & Send**. Saves message in memory

[checkbox.bmp] **Verify send.** Ask you to confirm sending

[checkbox.bmp] **Reply path.** Will let the recipient use sender's service centre

## Notes

[illegible]

[sim.eps] Broadcast is a network provided service. Details are available from O2. When you receive a message it will appear automatically, scrolling over the display or in a pop-up box.

New messages will overwrite old ones received on the same channel. To read the last messages stored, enter the **Messages** menu and select **Read broadcast**, and then select the channel you want to read.

## Setting up Broadcast

- > Enter the **Messaging** menu and select **Broadcast**. Press **OK**.
- > Select **Settings**. Press **OK**.
- > Tick **Broadcast enabled** [checkbox.bmp] to enable reception

**Language.** Opens a list of languages. Tick with OK. Save with left softkey

**Note:** In some areas you may receive Broadcast messages on all selected languages

[illegible]

## Notes

[illegible]

> **Select Priority**  
 < *a radiobutton pop-up opens. Select Low, Normal or High*

To send, press **Back**. Select:

[01\_mms\_2\_1\_edi\_ls1] [01\_mms\_2\_1\_edi\_ent\_no]

> Enter recipient (phone number or email address)

**Note:** If the recipient is in your phonebook, you can look up the number or E-mail address on the left softkey. You can also send the SMS to a group of recipients, the same way you group send SMS

- > Select **Send** on left softkey
- < *the message will be sent*

## Read MMS

When you receive an MMS, your phone will connect to the network and download the message automatically. You can choose to read immediately or postpone reading. In the latter case, the notification will be moved to MMS Inbox.

## MMS inbox & outbox

To read previous MMS messages, go to the **Messages** menu:

> Select **MMS Inbox**. Press OK. Select **MMS Inbox** or **Outbox**  
     *< a letter icon indicates a read message, and an envelope icon an unread message*

> Select the desired message and press **OK** to view

## Delete

Delete old messages regularly to avoid memory congestion. Scroll to **Delete** and:

> Select Inbox, Drafts, Outbox, and Sent or Delete all.

[01\_mms\_2\_8]

## Memory

Check memory consumption and delete if congested

## Notes

[illegible]

WAP is a technology that enables you to access the Mobile Internet via your phone. O2 has made WAP easy for you by pre-installing all necessary parameters. To surf the net, simply press the O2 button

or open the menu overview and:

- 02\_02\_1\_1]

- ```
02_02_connect]
```

## The Options menu

- 02\_02\_2\_1]

- 02\_02\_2\_1\_add]

- Note:** Last accessed WAP site will be present in the editor. Some WAP pages may be password protected. Some pages will let you enter as a “guest”, but you may not be eligible to view the entire content.

- Browser options.** As on a PC you may set your WAP browser to meet your preferences. This is described in the “Setting up browser” paragraph in the Advanced section.

02\_02\_6\_3]

[illegible]

02 02 6 4]

02\_02\_6\_5]

[02\_02\_6\_6] [02\_02\_6\_6\_1] [02\_02\_6\_6\_1rb]

**Always.** All Push messages will be accepted.

02\_02\_6\_6\_2] [02\_02\_6\_6\_2rb]

**Never accept.** Do not accept WAP-push or non-WAP Push

**Please note:** Altering WAP settings requires some cell phone technology insight and may result in a corrupted connection to O2. To restore default settings, please refer to the O2 homepage [www.o2.co.uk](http://www.o2.co.uk)

[illegible]

You can store up to 250 contacts in the internal phonebook/database, with up to three phone numbers per entry (work/home/mobile) and complete address information. The SIM card also functions as a phonebook. Features vary depending on your subscription, but typically you can store up to 100 names and phone numbers on the SIM. When you enter a new contact into the phone, you will be prompted to select [rb1.bmp] **Phone** or [rb2.bmp] **SIM**.

Look up your contacts on right softkey. To manage contacts:

- [04\_cont\_1]

List is a smart look-up feature, listing contacts alphabetically according to your key selections:

- > Select List.
  - < *a list of your contacts in alphabetic order opens*
- > Enter the first letter of the contacts name. E.g. if the contact is named Beatrice, pres the “2” key twice to get a “B”
  - < *all contacts who’s name begins with “B” are listed.*
  - To narrow the search, enter the next letter in the name*
- > Scroll to the requested contact and press OK.
  - < *the contact is displayed with available phone numbers*
- > Select a number and press OK.
  - < *the number is called*

To add a new contact to the phonebook:

- [04\_cont\_2rb]

- [04\_cont\_2new]

- > Enter telephone numbers. Up to three numbers can be entered for each Phone contact
- > Specify calling group; **Private**, **Business**, **Friends**, **Family** or **Others** for the new contact
- > Enter address, postal code, city, province and country
- > Enter email address. (You will find @ on the \*-key)

[illegible]





> Tick **Active** [checkbox.bmp]

> Select a position. Press left softkey and select **New** or **Delete**

> Choose the contact from the phone book. Press **OK**  
 < *the contact is included on the selected position.*  
*Any previous contact on this position will be overwritten*

**Fixed list.** Use this feature to create a list of allowed numbers. When **Active** [checkbox.bmp] is ticked, the user **can only** access the listed numbers. PIN 2 needed to create a fixed list

[04\_cont\_6\_3pop]

**Barred list.** Use this feature to create a list of barred numbers. When **Active** [checkbox.bmp] is ticked, the user **can not** access the listed numbers. PIN 2 needed to create a barred list

[04\_cont\_6\_4\_1]

**Own number.** Store your own number(s) for future reference. Some subscriptions may have your number pre-installed. If yours is not, simply enter it in the editor and press **OK**. Up to three individual numbers can be included

[04\_cont\_7\_1]

**Memory.** Displays the used and free memory available

## Notes

[illegible]

The Calls menu keeps track of your mobile activity and records missed, received and dialed calls.

## Using calls

To look up a call:

- > Press down arrow key to enter the Dial list  
 < *calls are listed by date. An icon denotes a dialed, received or missed call. View details on left softkey*

[03\_calls\_1]

- > Or enter the menus and select **Calls**
- < *the Calls menu opens, comprising:*

**Missed**

Received

Dialed

Delete

### Duration

- > Select Missed, Received or Dialed to retrieve a call.  
Press **OK**.

< *the list of calls opens*

- > Scroll to find the desired number and press **OK** to call  
or use left softkey options

**Note:** The Dial list holds the last 20 calls, whereas the Calls menu can hold 15 calls in each submenu, a total of 45 calls

### To delete one or more calls

[03\_calls\_4\_1]

- > Select **Delete**. Press **OK**  
< *the Delete menu opens. Select:*

**Missed**

Received

Dialed

Delete all

To manage calling costs:

[03\_calls\_5\_1]

- > Select **Duration**. Press **OK**  
< *the Duration menu opens. Select:*

**Total calls** - to view the total amount of time  
and units used

**Last call** - to view the duration of the last call

## Notes

[illegible]

## The tools menu

The tools menu holds a palette of useful applications, comprising calendar, alarm function, calculator, tasks list, audio recorder and unit converter. It is also the home of the comprehensive O2 toolkit.

[08\_tools\_1]

> Step to the **Tools** menu. Press **OK**. Select your application. Press **OK**

## Notes

[illegible]

The Calendar is a practical tool that will help you to keep track of your appointments and alert you of meetings, celebrations and events. Calendar wallpapers follow the turn of the seasons

- [08\_cal\_1\_day]

Single day overview. Scroll through the entries and press **OK** to view an appointment. Delete or enter **New** appointments or select **Day view** on left softkey. If the day has no appointments, the display will show “No entries”.

Month view

Full month overview. Dates with appointments are highlighted. Scroll through the days of a month and select with the OK key to enter Day view on that particular date. Select **Day view** or **New appointment** on left softkey.

New

To enter a new appointment:

- > Scroll to **New**. Press OK.  
 < *you will be prompted to define the new appointment as a Meeting, Birthday or Memo*
- > Select one and enter the relevant information in the text editor:

[08\_cal\_3\_1\_1]

**Subject.** To enter a title for the appointment.

**Start date, End date, Start time, End time.** To enter delimitations for the event.

**Reminder time.** Tick [rb2.bmp] to be alerted of scheduled events. Select from 0 min. up to one day reminder time

- ## > Exit with Back

## Delete.

Enables you to delete all entries or select those who are a week or a month old.

[illegible]

## Using the tasks list

The **Tasks** list is an electronic notepad that will help you remember things to do

- > Open menu overview and select **Tools**. Press **OK**
- > Step to **Tasks**. Press **OK**

[08\_tools\_5]

If no tasks are entered in the list, the menu will display:

**No Entries**

- > Select **New** on left softkey to enter a new task
  - < *an editor opens*

[08\_tasks\_new1]

- > Enter **Subject** and **Due date**. Press **Save** on left softkey  
< *information is stored*

- > Tick **Reminder** if you want to be alerted of the task  
< *additional entry fields open*

[08\_tasks\_new4]

- > Enter **Reminder date** and **Reminder time**. Press **Save** on left softkey  
 < *information is stored*

[08\_tasks\_list\_ls1]

Tasks already entered will be listed in the menu.  
Highlight a task and press OK to edit it. Left softkey will have the following options:

**Delete all**  
**Delete**  
**New**

You can enter up to 10 different tasks, each with a maximum of 24 characters.

## Notes

[illegible]

### Using the calculator

To use the calculator, enter the **Tools** menu.

- > Select **Calculator**. Press **OK**.
- < *the calculator window opens*

[08\_calc\_ready]

> Enter the first number. Use Navigator key to select addition (+), division (/), multiplication (x) or subtraction (-). Press **OK**. Enter the second figure, select and press **OK**. The result is displayed on the bottom line. Example:

[08\_calc\_add]

- > Enter 200. Select [plus\_xvt.bmp]. Press **OK**. Enter 25.  
Select [lig\_xvt.bmp]. Press **OK**.  
< *the display shows: 225*

[08\_calc\_result]

Use **Clear** key to clear single digits. A long keypress will clear all.

## Notes

[illegible]

## Using the alarm

The **Alarm** can be used to set a wake-up call or another alert of things to remember. Up to three different alarms can be set:

- > Enter the **Tools** menu. Select **Alarm 1, 2 or 3**. Press **OK**

[08\_alarm\_1]

- > Tick checkbox **Activate** [checkbox.bmp] to activate alarm

[08\_alarm\_1\_1ch]

- > Highlight **Time** and press **OK**
- < *an editor opens*

- > Enter time of alarm. Press **OK**

- > Highlight **Alarm type**. Press **OK**  
< *a pop-up opens*

[08\_alarm\_1\_3rb]

- > Select **Daily** to be alerted every day at the same time, **Workday** to exclude weekends. Press **Back**

- > To tailor your alarm to special requirements, select **Custom**
  - < *a selection box opens, enabling you to select or exclude days of the week*

[08\_alarm\_1\_3rb\_3ch]

- > Select as appropriate. Press **Back**

- > **Select Sound**
  - < *a radio-button menu opens*

[08\_alarm\_1\_4rb]

- > Select the desired alarm sound and press **Back**  
< *menu closes*

[08\_alarm\_1set]

- > Press **Save**
- < *information is stored*

- > Press **Select all** to activate all alarms and **Cancel all** to deactivate

Exit with right softkey

When the alarm sounds, you may press left softkey to snooze for 5 minutes or right softkey to turn off the alarm.

[08\_alarm\_alert]

The alarm will sound for one minute if left unattended

## Notes

[illegible]



In the Tools menu, step to **Unit converter**. Press **OK**.

You can convert area, distance, energy, fuel consumption, mass, speed, temperature, time and volume.

[illegible]

## Using the Audio recorder

The **Audio recorder** can be used as a Dictaphone to record speech that you want to save for later playback.

- > Step to the **Tools** menu. Press **OK**

[08\_tools\_6]

- > Select **Audio recorder**. Press OK
- < a submenu opens

[08\_audrec\_2]

- > Select **Record**. Press **OK**.

- > Press **OK** again to record a clip with the default name  
< *recording starts. Record time is displayed in the top bar*

- > Press **Stop** to end recording
- < *sound clip is stored as “sound\_clip”, following clips as “sound\_clip1, 2, 3” etc.*

**Note:** If you want to give the clip a specific name, clear the default and type a new name

To playback a recorded clip:

- > Select **Play**. Press **OK**.
  - < *a list of recorded clips opens*

[08\_audrec\_1\_list\_ls]

- > Select sound clip. Press **OK** or **Play** on left softkey  
< *playback begins*

Delete sound clips on left softkey.

Exit with right softkey.

## Notes

[illegible]

Alter the phones basic settings to suit the environment you are in and personalise factory defaults to meet your preferences

[00\_idle\_main\_flight]

[09\_sett\_1]

**Display.** Set wallpapers and greetings to suit your style and mood

[09\_sett\_3\_1]

[09\_sett\_3\_1\_wall]

[09\_sett\_3\_2rb]

[09\_sett\_3\_3]

**Greeting.** Opens editor to write your own greeting text

[09\_sett\_3\_5]

**Shutdown.** Select shutdown animation

[09\_sett\_3\_6\_1]

- Start-up event
- Shutdown event

### Audio. Select tones for incoming calls and messages

[illegible]

## Notes

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## Notes

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

## Notes

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

- [illegible]

[illegible][illegible]

39

**GPRS coverage.** The phone will connect via GPRS when network is within reach

**App. request.** The phone will connect to network only when requested (e.g.: when you send an SMS, WAP the Mobile Internet and transfer Data).

**Accept calls** [checkbox.bmp]. Regular calls will be carried through during GPRS sessions.

[09\_sett\_10]

## Factory reset

Restore all settings to factory defaults.

## Notes

[illegible]

## Notes

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

- [illegible]

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]



**Misc.**

This library contains files that are not stored elsewhere. Use **Options** softkey to attach to MMS, move or copy to and from the memory card, delete, rename or sort.

[07\_media\_8\_1]

## Memory

- > Select **Format memory card** to format the card
  - < *all data will be erased from the card*
- > Select **Memory** to view memory status
  - < *displays used and free memory in the internal memory and on the memory card*

## Notes

[illegible]

## Music Player

The music player enables you to listen to your favourites wherever you are. The player can be started via the **Media** button or by entering the Media Centre.

[07\_media\_1]

You can play MP3 music files you have downloaded from O2, copied from your PC or received via MMS. The player supports the following file extensions: **aac**, **aac+**, **sdc** and **mp3**

To start the player when phone is closed:

- > Long press the [note.bmp] button on the side of the phone
  - < *Music starts. Artist and title is displayed in sub display*

[07\_media\_sub\_play]

- > Press the top button [camera.bmp] once
  - < *Music pauses*
- > Use the Volume button to skip up or down through the tracks. Press Camera button again to resume playing

[sidebuttons.bmp]

To start the player when phone is open, press Media key:

[nav\_media.jpg]

or enter the **Media centre** menu and:

- > **Step to Music player.** Press OK
  - < *the player starts in Paused mode*
- > Press the OK key
  - < *music player starts*

During playback, the song title scrolls over the display. Player is controlled with the Navigator key

[07\_media\_main\_play]

Use up [uarrow.bmp] and down [darrow.bmp] arrows to adjust volume. Skip through tracks with left [larrow.bmp] and right [rarrow.bmp] arrow keys. Pause/Play [ok.bmp] with OK

Press the **Options** softkey to view the Playlist, Randomize or Repeat tracks, delete your music, download new tracks or to **Exit** the music player. Pressing the **End** key will exit to idle

While music player is playing, pressing media key will return screen to idle to enable you to use other features\* while listening to music.

[nav\_media.jpg]

Press the key again to return to music player window.

**Note:** The Music Player is power consuming, and we recommend daily charging with daily use of the player

## Notes

## To copy music to your phone

The player will connect to your PC running **Windows Media player** using the supplied USB cable. Once connected, you can choose to automatically or manually download music play-lists to the phone's memory card. You can use the supplied stereo headphones, or use the 3.5 mm adapter to connect your own headphones or amplifier system to the phone.

- > Switch on and connect the O2 XM Music phone to your PC using the supplied USB cable
- > Run Windows Media Player (WMP) and select “Sync” menu
  - < *WMP will search for your phone and display the directory of the memory card*
- > Check memory available to store music
  - < *Lower right corner of WMP displays total and free memory on card*
- > Click the “Music” folder to highlight (select) it\*
- > Select **Edit Play list** and add mp3 as required. For help with this check the Windows Media Player help files
- > Select **Start Sync** and your music will be copied to your phone. When complete disconnect the phone and you music will be available in the Music Player application

**Note:** Windows Media player must be version 10 or later. Mp3 files may vary in size, if you don't have enough space for your music you can either delete some tracks or buy a larger memory card.

\*Only music placed in the “Music” folder will be played by the O2 XM Music Phone. The first time the O2 XM is synchronised with the folder highlighted, this setting will be remembered and stored on the phone. If the music is placed in the wrong folder, disconnect the phone and then format the data card as explained in the “Memory card” section.

Tracks may be deleted from the phone at any time by highlighting and pressing the “delete” key on your keyboard.

If you change your play list and then select Start Sync, tracks removed from your play list will be removed from the O2 XM, and tracks added to the play list will be copied to the O2 XM. Windows Media player will allow you to select tracks to add to a play list or produce a play list automatically for you using criteria such as “rating” “age of track” popularity etc. Please refer to the Windows media player documentation for further information.

If you do not have the Media Player 10, you can simply drag and drop music files to the “Music” folder on the memory card using the Windows Explorer.

## Notes

[illegible]

Your phone is equipped with an internal camera for both still photos and video. You can send snapshots and video clips as an MMS message, and you can personalize your phone with unique wallpapers.

- > Step to the **Camera** menu. Press OK
- > Select **Camera**. Press OK
- > Point camera at desired motive
  - < *motive will appear on display*

|                    |                                                   |
|--------------------|---------------------------------------------------|
| [zoom_1.png]       | Zoom, x1 - x2 - x4.                               |
| [format_1.png]     | Resolution, 1,3 Megapixel/MEDIA/<br>VGA/Wallpaper |
| [compres_1.png]    | Photo compression, small, medium<br>& large       |
| [quality_1.png]    | White balance, inside/outside                     |
| [brightness_1.png] | Brightness, 7 steps                               |
| [timer_1.png]      | Time shutter, 10 sec. delay                       |
| [sticker.png]      | Frames                                            |

> Press **OK** to take the photo  
 < the message **Photo saved** appears on the display.  
 First photo is saved as 00001, the 00002 and so forth

|                  |                                |
|------------------|--------------------------------|
| <b>Send</b>      | To send photo as MMS or E-mail |
| <b>Images</b>    | To open the Images menu        |
| <b>Wallpaper</b> | To set photo as wallpaper      |
| <b>Delete</b>    | To delete the photo            |
| <b>Rename</b>    | To give the photo a name       |

Get a quick overview of the contents of your Images folder. View full-screen photos, thumbnails or a photo list. Rename or delete photos on left softkey.

|                      |                                         |
|----------------------|-----------------------------------------|
| <b>Send</b>          | To send photo as MMS or E-mail          |
| <b>Wallpaper set</b> | To set selected as wallpaper            |
| <b>List</b>          | To switch between thumbnails and a list |
| <b>Delete</b>        | To delete selected                      |
| <b>Delete all</b>    | To delete the content in Images         |
| <b>Rename</b>        | To rename selected                      |

[illegible]

**Video:**

To record a video sequence, press the right arrow key to start preview or:

- > Step to the **Camera** menu. Press OK
- > Select **Video**. Press OK
- > Select **Preview**. Press OK
- > Point camera at desired motive  
    *< motive will appear on display*

[05\_vid\_preview]

A toolbar in the bottom of the view contains the following options:

|                     |                             |
|---------------------|-----------------------------|
| [brightness_1.png]  | Brightness, 7 steps         |
| [white_balance.png] | White balance.              |
| [timer_1.png]       | Time shutter, 10 sec. delay |
| [flip.png]          | To flip picture vertically  |

Use **Brightness** to adjust light conditions, **White balance** to compensate for outdoor light, **Time shutter** to take clips where you can appear yourself and **Flip** to flip picture for funny effects

When you are satisfied with the preview:

- > Press **Record** or **OK** to start recording. Press **Pause** or **Stop** to stop recording  
 < *the message **Photo saved** appears on the display*

On the **Options** softkey you can select:

|                 |                                          |
|-----------------|------------------------------------------|
| <b>Play</b>     | To play the clip                         |
| <b>MMS clip</b> | To send photo as an MMS message          |
| <b>Save</b>     | To save the clip with an individual name |

- > Press **Back** once to restart Preview, twice to exit

If you want to view a sequence taken previously, step **Back** to the menu overview, select **Camera > Images** menu (See paragraph Media Centre for details)

## Notes

Java™ is a technology that allows you to download and run certain programs, e.g. stunning games, on your phone. Two high-quality, 3D action games are embedded in your phone and more are available for download on the O2 site, which also offers option for update of already installed games:

> Open **Games** menu. Select:

**O2 Games Arcade.** To link to O2 games domain for download of new games

Swerve Basketball. Embedded game

### Boat Wars. Embedded game

(Downloaded and copied games are listed here)

**Connection.** To select download profile

To download new games:

- > Select **02 games**
  - < *the phone connects to 02 wapsite*
- > Scroll to Games. Press **OK**
  - < *a list of available games opens*
- > Select a game. Press **OK**
  - < *you are prompted to accept terms of download and installation*
- > Accept terms and enter requested information. Press **OK**
  - < *download initiates. Follow on-screen instructions. Game will be stored in Games*

### To install copied games:

- > Copy game from your PC via the USB cable. Place in **Misc.** folder
- > Open **Misc.** folder
  - < *two files with the name of the game will be visible, one with the extension .jar, e.g. game.jar and one with the extension .jad, e.g. game.jad*
- > Select the **.jad** file. Press **OK**
  - < *game will install in **Games***

To update games already installed:

- > Highlight game in Games Arcade. Select update on left softkey
  - < *phone contacts O2 and initiates download.*
- Follow on-screen instructions*

To play:

- > Select a game from **Games**. Press OK
- < *game opens with on-screen instructions*

## Notes

## Basketball

A fast-paced two-on-two 3D game, where the camera closely follows the dazzling passes and in-your-face dunks of pro-basketball. Be the coach of your own megastar team and control all the finesse of all-star playing as you complete single games or play a season against increasingly challenging teams.

[06\_game\_2\_startmenu]

To play Basketball, enter the **Games** menu:

- > Select **Swerve Basketball**. Press **OK**
  - < *main menu opens*
- > Select **New game** and follow on-screen instructions

## Notes

[illegible]

## Boat Wars

An exciting and action-packed speedboat racing game where you cruise through the metropolis waterways, shoot-up opponents, pick up new gadgets and weaponry and try your best to avoid obstacles and enemy fire as you race to cross the finish line as number one.

[06\_game\_3\_startmenu]

To play Boat Wars, enter the **Games** menu:

- > Select **Boat Wars**. Press **OK**
  - < *main menu opens*
- > Select **New game** and follow on-screen instructions

## Notes

[illegible]



Your mobile phone is a radio transmitter, basically no different from any other two-way radio system. The ingenuity of the mobile system lies in the splitting of the broadcasting environment into a grid of relatively **small cells with low-power transmitters**, hence the name “cellular phone”.

[celler\_sender.tif]

O2 provides UK network coverage in excess of 99 percent. However, in rare occasions you may experience difficulties in maintaining the connection. This happens if the radio signal is blocked by obstacles such as high trees, hills or buildings, or if you are inside a heavily reinforced concrete building.

## Power consumption

Following industry praxis, the average battery life stated in the Technical Data is based on a situation where the phone is left untouched, fully charged and with a free line of sight to the base station.

The mobile world has its own vocabulary that can be quite confusing for the layman. We have listed some of the most commonly used abbreviations and acronyms below for your convenience.

**Digital.** Early cellular phones relied on analogue systems. Analogue radio systems transmit the voice signal in its original form, whereas digital technology transforms the microphone signal into number sequences (digits) and transmit these. When received, the digital signal is decoded so that you can hear the sender's voice. Digital signals do not degrade in quality as long as the data is received, and they can be compressed to take up less memory.

## Notes

## Notes

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code three times in a row, the SIM card will lock. To unlock, you must enter the Personal Unblocking Key or “PUK” code that came with your SIM card.

**Pre-pay.** Means “no rental charges”. Basically you top up your account by buying vouchers or by buying talk-time over the internet via your credit card.

**PUSH.** Push is a technology that will allow a network to send you non-requested messages via WAP, e.g. advertisements or news.

**Roaming.** Roaming is the technique that allows subscribers to move from one cell to another or from one network to another without affecting the call.

**SAR.** Specific Absorption Rate is a measure for the radiation assimilated in the body from the antenna emission. European Standard EN 50361 specifies safe SAR value to be max. 2.0 All **02** phones are well below this value.

**SIM.** Subscriber Identity Module or SIM is the little gold-plated plastic card that you get from your network operator and which holds the unique data the network needs to identify your phone.

**SMS, EMS and MMS.** Short Messages System is a mobile telephone protocol that makes it possible to send short text messages over the mobile network. SMS Class 0 messages are not stored in memory, but overwritten by the next SMS. Enhanced Messaging Service or EMS includes attaching graphics or sound to your message, MMS or Multi Media Messaging also includes photos, video and music.

**URL.** Uniform Resource Locator or URL is an address system used on the Internet. All homepages have a unique URL, allowing browsers to distinguish one from the other. An URL always starts with the text string: **http://** followed by the address. Mobile Internet URLs also comprise the syllable **wap**, e.g.: **wap.address.com**

**WAP.** Wireless Application Protocol or WAP is a standard that allows you to access parts of the Internet, known as “Mobile Internet” via your cell phone. Using WAP will open a multitude of services to you, i.e. news and weather forecasts, ordering services and goods, accessing databases and more. The services available are increasing rapidly.

## Notes

Your phone is a state-of-the-art electronic device that will serve you well for many years provided it gets a minimum of attention and care from you and a few basic rules are observed

- If you pack your cell phone in a suitcase during travel, beware not to stuff this too tightly as the LCD display may crack. Remember to **switch off your phone** during air travel or shift to **Flight mode**

Your phone is equipped with a high-performance battery. If you observe the following guidelines, your battery will have a long service life:

- at the beginning of the battery's life, fully charge and discharge three times
- avoid complete discharging. Charge when alerted of low battery
- avoid charging in strong heat or extreme cold. Ambient room temperature is preferable
- never try to open the battery as it contains substances that might be harmful if swallowed or allowed to contact unprotected skin
- never soak the battery in water or any other fluid
- never short-circuit the battery, as it may overheat and cause a fire. Keep away from jewellery and other metal objects
- never dispose of the battery by burning it. It may explode and release harmful substances into the environment
- never dispose of the battery with your regular household waste. Take it to a hazardous material collection point

Your phone is furnished with an exchangeable memory card. To secure your data and a long service life for the card, observe the following:

- ## Notes

- do not use force when inserting or handling the card, and do not expose to excessive heat or strong magnetic fields

## Cleaning & storing

Always handle your phone with care, protecting it from dirt, dust and damp. To avoid scratches on the display, never place the phone face down when open.

If cleaning is necessary, switch the phone off and wipe carefully with a soft, slightly damp (not wet) cloth. Use a cotton swap to clean the camera lens. Allow the phone to dry completely before switching it on. Never use solvents for cleaning.

If the phone is to be stored for some time, charge the battery in full, separate phone and battery and store both parts in a cool, dry place away from direct sunlight. Recharge every 6 to 12 months.

## Notes

## Frequently asked questions

**Q:** Why does my mobile not turn on when I press the [on\_off.bmp] key?

A: The key press has been too short or the mobile has shut down because the battery power level is too low to make calls. Recharge the battery

Q: Stand-by time seems short. Why?

**A:** Music Player and display backlight are power consuming features. Apply the shortest convenient backlight time and recharge frequently in periods where you make heavy use of the player

**Q:** My mobile displays: 'PLEASE INSERT SIM'. Why?

**A:** You must insert the SIM before you can use the mobile. If it is already installed, remove and clean the golden area cautiously with a dry cloth, then reinsert

**Q:** My mobile displays: 'INVALID SIM'. Why?

**A:** The mobile is SIM-locked and will not accept the inserted SIM. Insert the correct SIM or contact your place of purchase

**Q:** My mobile displays: “EMERGENCY CALLS ONLY”. Why?

**A:** Your SIM card is not properly installed, or you are out of network range

**Q:** My mobile displays: “NO NETWORK”. Why?

**A:** You are outside network range or there is no clear view to the transmitter. If you are inside a building, try moving towards a window

**Q:** Some calls are not processed. What is wrong?

**A:** A call barring has been set to restrict mobile usage. Check call barring and cancel as necessary

**Q:** Someone else is receiving my calls. What is wrong?

A: The mobile has been set to forward your calls to another number. Cancel call forwarding as necessary

**Q:** Can I use my mobile for transferring data from a PC?

**A:** Yes. Your XM is fitted with a USB connector

**Q:** What is T9?

**A:** T9 text input is a predictive text editor that allows you to type using just one click per letter, thus saving time when writing SMS, text entries, etc.

**Q:** What types of networks support my mobile?

**A:** Check the technical specifications

**Q:** What does dual-band, GSM, CDMA and other telecom argot mean?

A: See the “Mobile phones in brief” paragraph

**Q:** Can I use my mobile inside a car?

**A:** Road safety comes first. Always keep your eyes on the road and your mind on the driving. You can install a “Hands free” set if you need to drive and talk at the same time. If your car is equipped with **airbags**, check safety precautions with your car dealer. See also **“Warnings”** (Cover)

**Q:** How do I clean my mobile if it becomes soiled?

A: See the “Mobile care” paragraph

**Q:** Are cellular mobiles dangerous to my health?

## Notes

A: No unambiguous scientific evidence exists today. We recommend that you keep abreast with the advice given by your domestic health authorities. See also “**Warnings**” (Cover)

**Q:** My mobile has been lost or stolen. What do I do?

**A:** Contact your network operator immediately to close your account and prevent misuse. Report your mobile stolen to local police

**Q:** How do I reset my mobile to factory defaults?

**A:** Enter the Settings menu and scroll to “Factory reset”

## Notes

## Technical data

### O2 XM

**Physical:**

- n Size: 89 x 47 x 23.5 mm
- n Weight: 90 g.
- n Display: 2" TFT, 260k and external 1" STN, 65k

### Performance:

- n Networks: GSM 900/1800/1900. EGSM
- n Standby time up to 200 hrs
- n Talk time up to 4 hrs
- n Max. charge time 2,5 hrs.

### Specific Absorption Rate (SAR):

- n 900: SAR(10g) = 0,506 [W/kg], limit 2 [W/kg]  
n 1800: SAR(10g) = 0,360 [W/kg], limit 2 [W/kg],  
n 1900: SAR(1g) = 0,530 [W/kg], limit 1,6 [W/kg],  
n Body SAR (1900): SAR(1g) = 0,871 [W/kg], limit 1,6 [W/kg],

For body worn operation, this phone has been tested and meets the FCC RF exposure guidelines for use with an accessory that contains no metal and that positions the phone a minimum of 5/8 inch (15mm) from the body. Use of other accessories may not ensure compliance with the FCC RF exposure guidelines.

**I/O connectors:**

- n Charger & USB
- n Memory slot, supporting MMC
- n RF Antenna/Service connector
- n Stereo headset

### Basics:

- n Long SMS (459 char.)
- n MMS (Picture & sound)
- n Call control features
- n Conference call
- n Billing (AoC)
- n Polyphonic ring tones

### Features:

- n GPRS Class 10
- n Multimedia Managing
- n Music Player
- n Memory card
- n Camera & video recording
- n 3 phone numbers per contact
- n Organizer
- n Tasks list
- n JAVA® games

## Notes



# 02 XM (FLT E22)

Advanced Section

## Notes

[02\_02\_6rb\_ls5\_1]

```
[02 02 6rb ls6 1]
```

Besides the network connections, the Settings menu offers various browser options.

[02 02 6 3] [02 02 6 3 1]

[02 02 6 3 1 1]

[02\_02\_6\_3\_2\_1]

[02\_02\_6\_3\_3\_1]

[02\_02\_6\_3\_4\_1]

[02\_02\_6\_3\_5\_1]

[02 02 6 3 6 1]

The Cache is accessible from both the Internet Services and Options menus, and can be changed during an active session.

[02\_02\_6\_4] [02\_02\_6\_4\_1] [02\_02\_6\_4\_1\_1]

**Cookies.** Enabling cookies will allow a WAP host to leave a small program in your phone and thus monitor your presence on the mobile internet, i.e. remember you at next visit. On some WAP-sites cookies must be enabled to enter the site.

[02\_02\_6\_5\_1]

**Push Settings.** Is described in the O2 WAP section

[02\_02\_6\_6]

**Clear recent page list.** Use this to clear the memory of pages recently visited.

[02 02 6 7]

## Advanced MMS Settings

Your O2 XM is set up for MMS (Profile 4), but you can use the above instructions to create one or more profiles to use with other networks.

[01\_mms\_7]

To add new MMS network settings, scroll to **Settings**. Press **OK**.

[01\_mms\_7\_4]

- > Select **Connection**. Press **OK**.
- < *the Profiles menu opens*

[01\_mms\_7\_4rb\_free]

- > Select first free profile. Press **Edit** on left softkey  
< a submenu opens
- > Repeat the steps under Advanced WAP settings to set up the profile with the MMS information

## Other MMS settings

Besides the network settings, this menu also offers other settings options

[01\_mms\_7]

- > Scroll to **MMS settings**. Press OK.

[01\_mms\_7\_1] [01\_mms\_7\_1\_1]

- > Select **Own address**. Press OK. Fill in requested information. Press **Back**.

[01 mms 7 2] [01 mms 7 2rb]

- > Select **Validity**. Press OK. Select the period a sent message will be hosted by the network. Press OK.

[01 mms 7 3] [01 mms 7 3rb]

- > Select **Download**. Press OK. Select:  
**Auto download** [rb2.bmp]. To automatically receive  
the full MMS message.  
**On demand** [rb1.bmp]. To read notification message  
before download of full message.

## Notes

[01\_mms\_7\_5] [01\_mms\_7\_5rb]

- > Select **Playback**. Press OK. Select **Manual** [rb2.bmp]
- Automatic** [rb1.bmp]
- Ask** [rb1.bmp]
- > Exit with **Back**

[01\_mms\_7\_6] [01\_mms\_7\_6\_1]

- > **Select Reports.** Press OK. Tick:
  - Read report** [checkbox]. To get a notification when your MMS has been read
  - Delivery report** [checkbox]. To get a notification when your MMS is received
  - Send reports** [checkbox]. To accept that reports acknowledging receipt or read are sent

## Notes





