

***i*870 TELUS Handset User's Guide**

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DECLARATION OF CONFORMITY

Per FCC CFR 47 Part 2 Section 2.1077(a)



Responsible Party Name: Motorola, Inc.

Address: 8000 West Sunrise Boulevard
Plantation, FL 33322 USA

Phone Number: 1 (800) 453-0920

Hereby declares that the product:

Product Name: *i870*

Model Number: **H85XAN6RR5AN**

Conforms to the following regulations:

FCC Part 15, subpart B, section 15.107(a),
15.107(d) and section 15.109(a)

Class B Digital Device

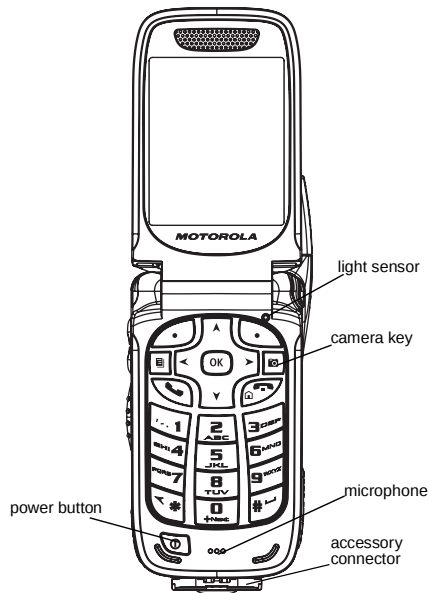
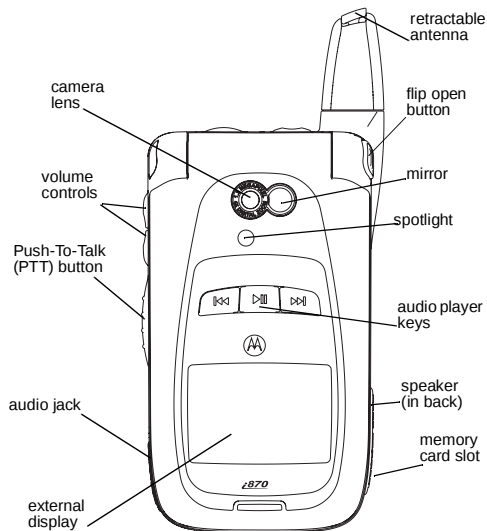
As a personal computer peripheral, this device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Getting Started



Getting Started



Navigation key — press the arrows to scroll through menus and lists.



OK Key — selects highlighted item; places and answers calls.



Menu Key — accesses context-sensitive menus.



Option Key — selects the option appearing above it on the display.



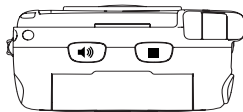
Send Key — places phone calls.



End Key — ends phone calls; returns to idle screen.



Camera Key — accesses camera; captures picture.



Speakerphone Key — acts like  when the flip is closed; turns speakerphone on; used with voice names and voice records.



Smart Key — acts like  when the flip is closed; accesses recent calls; sends incoming calls to voice mail.



-  Accesses the audio player when the flip is closed; plays audio files; pauses audio files.
-  When an audio file is playing, fast-forwards and skips to the next audio file.
-  When an audio file is playing, rewinds and skips to the previous audio file.

To start using your *i870* handset:

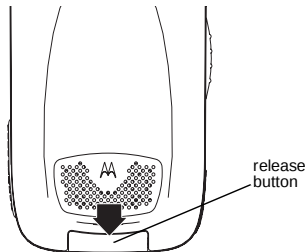
- Make sure your SIM card is in place.
- Charge the battery.
- Activate your service.

Battery

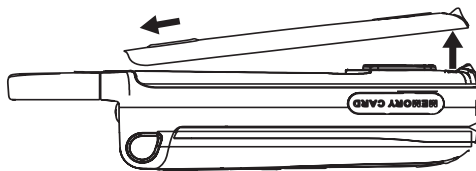
Your handset comes with a high performance battery.

Removing the Battery Door

- 1 Make sure the handset is powered off. See "Powering On and Off" on page 6.
- 2 Slide the release button back until it releases the battery door.



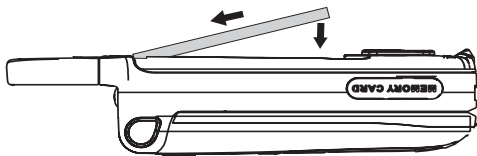
- 3 Allow the battery door to pop, slide it forward and remove it from the back of the handset.



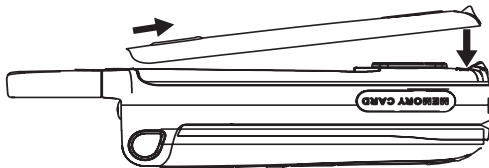
Getting Started

Inserting the Battery

- 1 Remove the battery door.
- 2 Insert the top of the battery into the battery area.
Press the bottom of the battery down to secure it.



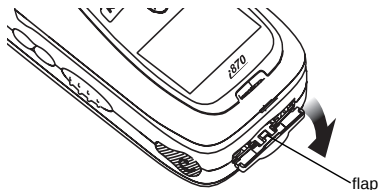
- 3 Replace the battery door and press it gently until you hear a click.



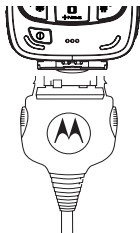
Charging the Battery

Your handset comes with a battery charger.

- 1 Plug the charger into an electrical outlet.
- 2 Open the connector cover.



- 3** Plug the other end of the charger into the accessory connector.



Tip: To remove the charger from the accessory connector: Press the buttons on the sides of the plug. Pull the plug straight out.

- 4** When charging the battery for the first time, charge for 30 minutes longer than the time shown in "Charging Times".

Charging Times

Check your battery and charger type against the grid to determine the appropriate charging times.

Battery	Charger	
	Rapid	Mid-Rate
High Performance	2 hours	3 hours
Maximum Capacity	3.5 hours	7.5 hours

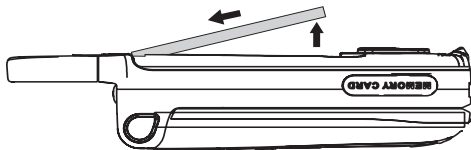
For best results, charge the batteries within the temperature range of 10°C to 40°C (50°F to 104°F).

Prolonged charging is not recommended.

Getting Started

Removing the Battery

- 1 With the handset powered off, remove the battery door.
- 2 Remove the battery by pushing it toward the antenna and lifting it out.



Battery Use and Maintenance

- The Motorola Approved Lithium Ion chargers provide optimum performance. Other chargers may not fully charge the iDEN Lithium Ion battery or may yield a reduced number of lifetime charge cycles.
- Extreme temperatures degrade battery performance. Do not store the battery where temperatures exceed 60°C (140°F) or fall below -20°C (4°F).
- Lithium Ion batteries have a self discharge rate and without use, lose about 1% of their charge per day.

- The battery capacity is degraded if the battery is stored for long periods while fully charged. If long term storage is required, store at half capacity.

Activating your Mike Account

Before you can begin using your i870 handset, you need to activate your Subscriber Identity Module (SIM) card on The Mike Network. Your SIM card holds the information required to enable your handset to connect to The Mike Network. It also stores your user information, language preference and contact list entries.

- If you purchased your handset through an Authorized Mike Network Dealer, your SIM should already be active.
- If you purchased your handset at another location, follow the "Getting Activated" instructions in the *Mike Services User's Guide*.

Powering On and Off

The first time you power your handset on, a screen may appear asking you to update your browser information. This means you must enable security.

To power your handset on:

- 1 Open the flip.
- 2 Press .

Finding Your Phone Number and Private ID

Note: When powering on, if you press  for more than 5 seconds, you will turn off calls and other transmissions. See “Temporarily Turning Off Transmissions” on page 172.

To power your handset off:

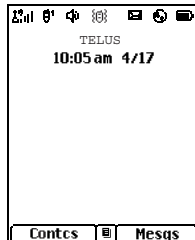
- 1 Open the flip.
- 2 Press and hold .

When You Power On For the First Time

If the **Enter SIM PIN Code** screen appears, enter your SIM PIN. See “Entering the PIN” on page 13. Press  under **Ok**.

Note: When you receive your handset, the SIM PIN is 0000. Change your PIN to prevent fraudulent use of the SIM card (see “Changing the PIN” on page 13).

As your handset connects to the network, you will see a welcome message and a connecting message. When the idle screen appears, the handset is ready to use.



Finding Your Phone Number and Private ID

My Info lets you view your phone number, Private ID, and other handset information:

- 1 Press  to access the main menu.
- 2 Scroll to **My Info**.
- 3 Press .
- 4 Scroll to see your information.

Getting Started

See “My Info” on page 91 for more information about this feature.

Handset Basics

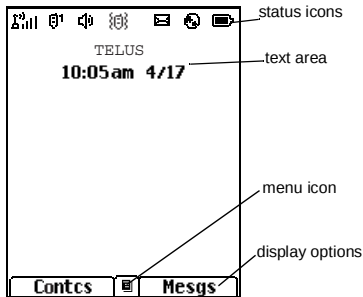
Flip Open Button

The flip open button located on the upper right corner of your handset enables you to quickly open the flip by pushing the button.

Display

Any time your handset is powered on, the display provides you with information and options.

The external display shows a shortened version of the full-sized display. To see more information, open the flip.



The screen shown above is the idle screen. The idle screen appears when your handset is on, but not engaged in any activity.

Text Area

This area displays menus, messages, names, phone numbers, and other information.

Display Options

Two display options appear at the bottom of most screens. You select a display option by pressing the option key below it.

Menus and Lists

Your handset's features are arranged in menus, submenus, and lists.

To access the items in a menu or list, scroll using the navigation key at the top of your keypad. This key lets you scroll up, down, left, or right. Holding down the appropriate part of the navigation key speeds up scrolling.

In this guide, this symbol > tells you to select a menu or list item. For example, **Settings > Security** means:

- 1 Scroll to **Settings** on the main menu.
- 2 Press  to see the **Settings** screen.
- 3 Scroll to **Security**.
- 4 Press  to see the **Security** screen.

OK Key

Pressing 

- Selects the highlighted menu item or list item
- Sets options
- Confirms actions
- Places and answer calls

Menu Key

Many of the handset's features have menu options that will change depending on the currently highlighted menu option. These context-sensitive menus are available any time  appears. Press  to access the menu.

Main Menu

All your handset's features can be accessed through the main menu. You can set the main menu to appear as a list or as large icons (see "Large Dialing" on page 92).

**Browser**

Browse Mike's Wireless Web Services. See page 93.

**Java Apps**

Java applications on your handset. See page 142.

**Settings**

Customize your handset. See page 170.

**Ring Tones**

Assign ring tones and turn ringer off. See page 132.

**Camera**

Take pictures. See page 97.

Getting Started

 Media Center	Access stored pictures and audio recordings. See page 108.	 Datebook	Schedule appointments. See page 135.
 Audio Player	Access the MP3 audio player. See page 118.	 Memo	Store a number to access later. See page 167.
 Mike's Talk Around	Launch/Exit Mike's Talk Around. Access Mike's Talk Around Setup and Help. See page 26.	 Call Timers	Handset usage information. See page 62.
 VoiceRecord	Record and play audio messages. See page 164.	 Recent Calls	Lists recent calls. See page 44.
 My Info	View personal handset information, including phone number and Private ID. See page 91.	 Shortcuts	Create shortcuts to screens. See page 168.
 GPS	Find your approximate geographical location. See page 157.	 Profiles	Apply groups of settings. See page 177.
 Contacts	View, store, edit contacts. See page 49.	 Call Alert	Lists call alerts. See page 22.
 Messages	Access messages. See page 65.	 Bluetooth	Connect to a device with Bluetooth. See page 147.
 Call Forward	Set call forwarding options. See page 58.		

Status Icons

Status icons appear at the top of the display. Some appear at all times. Others appear only when your handset is engaged in certain activities or when you have activated certain features.



Battery Strength — More bars on the battery indicate a greater charge.



Signal Strength — More bars next to the antenna indicate a stronger signal.



No Service — Your handset is without service. You cannot make or receive any type of call.



Phone In Use — Your handset is active on a phone call.



Private In Use — Your handset is active on a Private call.



Talkgroup In Use — Your handset is active on a group call.



Mike's Talk Around — Your handset is set to Mike's Talk Around mode.



Active Phone Line — 1 indicates phone line 1 is ready to make calls; 2 indicates phone line 2 is ready to make calls.



Bluetooth In Use — Your handset is using Bluetooth. If this icon is blinking, then your handset is in discoverable mode. If this icon is static, your handset is active in a Bluetooth connection.



Call Forward — Your handset is set to forward calls. See “Call Forwarding” on page 37.



Ringer Off — Your handset is set to not ring. See page 133.



Speaker Off — Sounds associated with Private calls and group calls are set to come through the earpiece rather than through the speaker.



Messages — You have one or more messages. See “Message Center” on page 65.

Getting Started



Internet — You are ready to browse the internet.



Audio Player — The audio player is active.



Voice Record — You have one or more voice records stored. See page 164.



Transmitters — Your handset is set to not receive calls and other transmissions. See page 172.



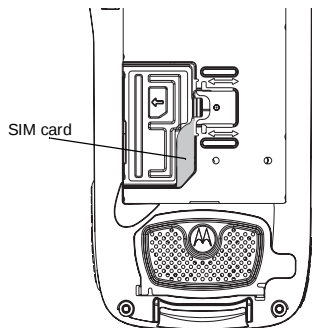
Packet Data — You are ready to transfer packet data or are transferring packet data.



Hearing Aid — Your handset is set for use with a hearing aid and is active on a phone call.

Locating Your SIM Card

Your SIM (Subscriber Identity Module) card is a small piece of plastic located in the SIM card holder in the back of your handset, underneath the battery.



If your SIM card is not in the SIM card holder, it may be in the box your handset came in, attached to the SIM carrier. If this is the case, carefully detach your SIM card from the surrounding plastic and insert it as described in “Inserting Your SIM Card” on page 15.

SIM Card Security

Your SIM card stores all your Contacts information. Since this information is stored on your SIM card, not in your handset, you can remove the information by removing your SIM card.

Note: Except for making emergency calls, your handset will not function without the SIM card.

To prevent unauthorized use of your handset, your SIM card can be protected by a PIN that you enter each time the handset is powered on. You can change the PIN or turn off the requirement that it be entered.

Note: Your PIN is set to OFF by default.

Entering the PIN

You may be required to enter a SIM PIN when you first use your handset.

When you receive your handset, the SIM PIN is 0000. Change your PIN to prevent fraudulent use of the SIM card.

Important: If you enter your PIN incorrectly 5 times, your SIM card is blocked. To unblock your SIM card, you must contact TELUS Mobility Client Care. See “Unblocking the PIN” on page 14.

- 1 When the **Enter SIM PIN Code** screen appears, enter your SIM PIN. An asterisk appears for each character entered.
- 2 Press  under **Ok**.

Changing the PIN

- 1 From the main menu, select **Settings > Security > Change Password > SIM PIN**.
- 2 At the **Enter Old SIM PIN** screen, enter the current SIM PIN.
- 3 Press  under **Ok**.
- 4 At the **Enter New SIM PIN** screen, enter the new 4- to 8-digit SIM PIN.
- 5 Press  under **Ok**.
- 6 At the **Re-enter New SIM PIN** screen, re-enter the new SIM PIN to confirm.
- 7 Press  under **Ok**.

Getting Started

Turning the PIN Requirement On and Off

When the SIM PIN requirement is on, you are prompted to enter your PIN each time you turn on your handset.

Note: If a SIM PIN is required, your handset will not function until the SIM PIN is entered, except for making emergency calls.

When the PIN requirement is off, your handset can be used without entering a PIN.

Important: When the SIM PIN requirement is off, the personal data on your SIM card is not protected. Anyone can use your handset and access your personal data.

- 1 From the main menu, select **Settings > Security > SIM PIN**.
- 2 Select **On** or **Off**.
- 3 Enter the current SIM PIN.
- 4 Press  under **Ok**.

Unblocking the PIN

If you enter your PIN incorrectly 5 times, your SIM card is blocked. To unblock your SIM card, you must contact your TELUS Mobility Client Care to get a PIN Unblock Key (PUK).

Important: If you unsuccessfully enter the PUK code 10 times, your SIM card is permanently blocked and must be replaced. If this happens, all data is lost. You will get a message to contact TELUS Mobility Client Care. Except for making emergency calls, your handset will not function with a blocked SIM card.

To unblock the PIN:

- 1 Press   .
- 2 At your TELUS Mobility representative's request, provide the information needed to give you a PUK code.
- 3 Select **Unblock PIN**.
- 4 Enter the PUK code.
- 5 Enter a new 4- to 8-digit SIM PIN.
- 6 Re-enter your SIM PIN.

If you entered the codes properly, **SIM Unlocked** appears on the display.

Inserting and Removing Your SIM Card

Important: Do not touch the gold-colored areas of your SIM card.

Switching SIM Cards

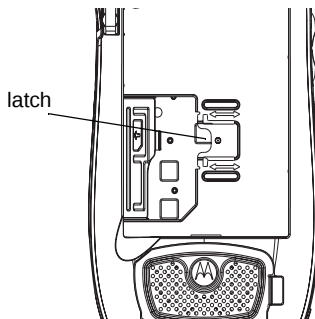
When you move your SIM card from one handset to another, your Contacts information will not be erased as the information is stored in the SIM. If you remove your SIM card and use it with another handset, or use another SIM card with your handset, the following information is erased:

- The recent calls list
- Call forwarding settings
- Net alerts
- MMS messages
- Options set using the MMS Setup menu
- Pictures, video, and audio recordings accessible through the media center that are saved in your handset's memory, except those that are forward locked. (No items saved to the memory card inserted in your handset are erased.)
- Information stored in Memo
- 3 most recent GPS Enabled locations
- Voice records
- Voice names

- Datebook events
- Options set using the Personalize menu

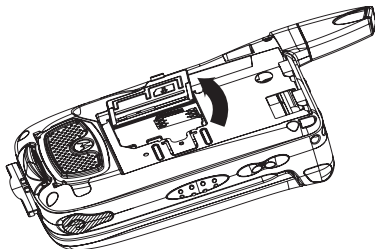
Inserting Your SIM Card

- 1 With your handset powered off, remove the back cover and battery.
- 2 Slide the latch towards the right to open the SIM card holder.

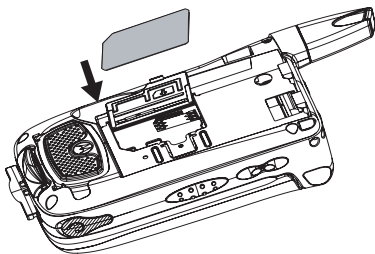


Getting Started

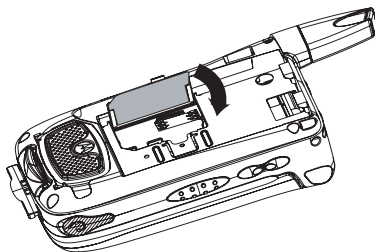
- 3 Open the SIM card holder.



- 4 Carefully slide your SIM card into the SIM card holder.



- 5 Close the SIM card holder.



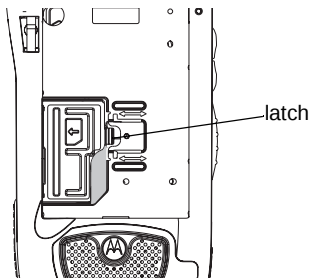
- 6 Slide the latch towards the left to close the SIM card holder.

Removing Your SIM Card

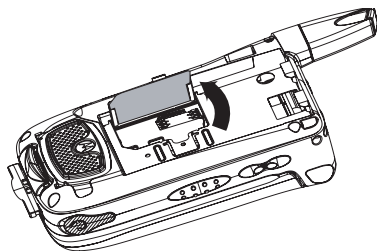
Important: To avoid loss or damage, do not remove your SIM card from your handset unless absolutely necessary.

- 1 With your handset powered off, remove the back cover and battery. See "Removing the Battery" on page 6.

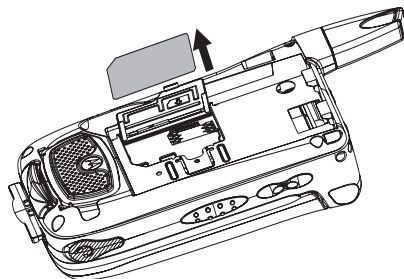
- 2** Slide the latch towards the right to open the SIM card holder.



- 3** Open the SIM card holder.



- 4** Carefully slide your SIM card out of the SIM card holder.



- 5** Close the SIM card holder.
6 Slide the latch towards the left to close the SIM card holder.

Note: Protect your SIM card as you would any delicate object. Store it carefully.

Getting Started

Using a Memory Card

Your i870 handset works with a Transflash or MicroSD memory card, memory card reader, and memory card adaptor.

For complete instructions on using a memory card with your handset and with your computer, see "Memory Card" on page 32.

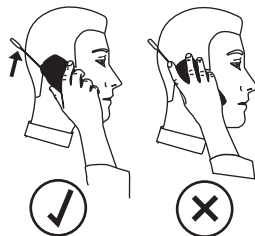
Antenna

The retractable antenna on your i870 handset is designed to be extended during calls.

To extend the antenna, pull gently on the tip until the antenna is fully extended and clicks into position.

When finished with a call, retract the antenna by pushing gently on the tip until the antenna clicks into place.

To optimize your handset's performance, extend the antenna when you make or receive a call, and avoid touching the antenna with any body part.



Important: Failure to fully extend or retract the antenna until the antenna clicks into place causes severely degraded performance, which may result in missed calls, dropped calls, or garbled audio.

Accessories

Your handset comes with a battery and a charger.

To order additional accessories, log on to our Web site at www.telusmobility.com or contact your Mike Dealer.

For More Information

If you have questions about your i870 handset, contact your Mike Dealer or TELUS Mobility Client Care.

Mike's Direct Connect Service

There are two ways of communicating over Mike's Direct Connect service:

- one-to-one using a private call
- one-to-many in a group call

Both of these methods are very similar to two-way radio, and at a fraction of the cost of traditional cellular. Mike's Direct Connect also offers the Call Alert feature, which gives recipients a notice, similar to a ringer, that you would like to speak to them.

One-to-One Private Calls

Making Private Calls

- 1 If the flip is open, enter the Private ID you want to call. **-or-**

If the flip is closed, select the number as you would when making a phone call.

- 2 Press and hold the PTT button on the side of your handset. Begin talking after your handset emits a chirping sound.
- 3 Release the PTT button to listen.

Tip: To let someone know that you want to talk to him or her on a Private call, send a call alert. See "Call Alerts" on page 22.

Every Private ID number contains 3 parts — an area ID, a fleet ID, and a member ID — with asterisks between each of these parts. For example: 999*999*9999.

When you place a Private call, you must enter the entire Private ID number including the asterisks.

When you store a Private ID number in Contacts, include the asterisks with the entire Private ID number in case you travel with your handset, or another Private ID user, outside of your network.

From the Keypad

To enter the Private ID you want to call, press the numbers on the keypad.

If you make a mistake:

- To clear a digit, press  under **Delete**.
- To clear all digits, press and hold  under **Delete**.
- To insert or delete a digit anywhere in the string of digits you have entered, scroll left or right.
- To cancel, press .

From the Recent Calls List

The recent calls list stores the last 20 calls you made or received.

To select a Private ID from the recent calls list as the number you want to call:

- 1 From the idle screen, scroll down. **-or-**
From the main menu, select **Recent Calls**.
- 2 Scroll to the name or Private ID number you want to call.

From Contacts

If you have Private IDs stored in Contacts, you can use these numbers to make calls. For information on entering numbers into Contacts, see “Creating Entries” on page 50.

Calling from the Contacts List

- 1 From the main menu, select **Contacts**.
- 2 Scroll to the name or Private ID number you want to call.
Tip: To find Contacts entries faster, use the keypad to enter the first letter of the name.
- 3 Place the call now. **-or-**

With the Contacts type field highlighted, scroll left or right to display the Contacts type for the number you want to call.

If you are making a Private call, your handset places the call to the Private ID stored in the Contacts entry, even if the Private ID icon is not displayed.

Calling from a Contacts Entry

- 1 From the main menu, select **Contacts**.
- 2 Scroll to the name or Private ID number you want to call.
- 3 Press  under **View**. **-or-**
If **View** is not one of your options: Press . Select **View**.
- 4 Place the call now. **-or-**

Scroll to view more numbers. When you place the call, it is made to the number displayed.

Receiving Private Calls

When you receive a Private call, your handset emits a chirping sound or vibrates.

To answer a Private call:

- 1 Wait for the caller to finish speaking.
- 2 Press and hold the PTT button on the side of your handset. Begin talking after your handset emits a chirping sound.

- 3 Release the PTT button to listen.

One Touch PTT

One Touch PTT sets your handset to call the most recent Private ID on the recent calls list, or to a Private ID you choose, every time you press the PTT button. See "Setting One Touch PTT" below.

Setting One Touch PTT

One Touch PTT sets your handset to call the most recent Private ID on the recent calls list, or to a Private ID you choose, every time you press the PTT button.

To set your handset to call the most recent Private ID on the recent calls list:

- 1 From the main menu, select **Settings > 2-Way Radio > One Touch PTT**.
- 2 Scroll to **Last Call**.
- 3 Press  under **Select**.

To set your handset to call a Private ID you choose:

- 1 From the main menu, select **Settings > 2-Way Radio > One Touch PTT**.
- 2 Scroll to **Assign Number**.
- 3 Press  under **Change**.
- 4 To enter the number you want your handset to call every time you press the PTT button:

Enter the number using your keypad. **-or-**

Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Enter the number from Contacts, the recent calls list, or Memo, as you would when making a call.

Tip: If you are entering a Talkgroup number, enter # before the number.

- 5 Press  under **Ok**.

To turn off One Touch PTT:

- 1 From the main menu, select **Settings > 2-Way Radio > One Touch PTT**.
- 2 Scroll to **Off**.
- 3 Press  under **Select**.

Call Alerts

Sending a call alert lets the recipient know that you want to talk to him or her on a Private call.

When you send a call alert, the recipient's handset emits a series of beeps and displays your name or Private ID.

The recipient can:

- Answer — begin a Private call with the sender
- Queue — store the call alert to the call alert queue, which is a list of call alerts

- Clear — dismiss and delete the call alert

Sending Call Alerts

- 1 Enter the Private ID you want to send to, as you would when making a Private call.
- 2 Press  under **Alert. Ready to Alert** appears on the display.
- 3 Press the PTT button until **Alert Successful** appears on the display.

Receiving Call Alerts

When you receive a call alert, you must answer, queue, or clear it. You cannot receive phone calls or Private calls until you do.

To answer a call alert, press the PTT button to make a Private call to the sender.

To queue a call alert, press  under **Queue**.

To clear a call alert, press  under **Clear**.

Using the Call Alert Queue

When you queue a call alert, it remains in the call alert queue until you respond to it, or delete it.

Viewing Call Alerts

- 1 From the main menu, select **Call Alert**.
- 2 Scroll through the list.

Viewing Date and Time

To view the date and time a call alert was received:

- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want information on.
- 3 Press .
- 4 Select **View**.

Responding to Call Alerts in the Queue

After you queue a call alert, you can respond to it by making a Private call to the sender or sending a call alert to the sender. This call alert is then removed from the queue.

Making a Private Call to the Sender

- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want to respond to.
- 3 Press the PTT button to begin the call.

Sending a Call Alert to the Sender

- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want to respond to.
- 3 Press  under **Alert. Ready to Alert** appears on the display.
- 4 Press and hold the PTT button until **Alert Successful** appears on the display.

Mike's Direct Connect Service

Note: Answering a call alert from the recent call list does not remove it from the call alert queue.

Deleting Call Alerts

To delete a call alert from the queue:

- 1 From the call alert queue, scroll to the call alert you want to delete.
- 2 Press .
- 3 Select **Delete**.
- 4 Press  under **Yes** to confirm.

To delete all call alerts from the queue:

- 1 From the call alert queue, press .
- 2 From the call alert menu, select **Delete All**.
- 3 Press  under **Yes** to confirm.

Sorting Call Alerts

To sort call alerts by the order they were received:

- 1 From the main menu, select **Call Alert**.
- 2 Press .
- 3 Select **Sort By**.
- 4 Scroll to **First on Top** or **Last on Top**.
- 5 Press  under **Select**.

One-to-Many Group Calls

A group call is a type of dispatch call made to all members of a Talkgroup at once. A Talkgroup is a group of Private IDs.

To receive group calls made to a Talkgroup, you must join the Talkgroup. See "Joining a Talkgroup".

Joining a Talkgroup

Your Mike sales representative creates Talkgroups for you and assigns each Talkgroup to a Talkgroup number. You can choose a name for each of your Talkgroups when you create entries for them in Contacts.

To receive group calls made to a Talkgroup, you must join the Talkgroup. You can belong to only one Talkgroup at a time. When you join a new Talkgroup, you no longer belong to your previous Talkgroup.

To join a Talkgroup:

- 1 Press . Then enter the Talkgroup number using the keypad. **-or-**
Choose the Talkgroup name from Contacts or recent calls list.
- 2 Press  under **Join**.

Making Group Calls

- 1 Press . Then enter the Talkgroup number using the keypad. **-or-**

Choose the Talkgroup name from Contacts or recent calls list.

- 2 Proceed as if making a Private call.

Receiving Group Calls

To answer a group call:

Proceed as if answering a Private call. Only one person at a time may speak on a group call.

Turning off Group Calls

To control whether you hear group calls to your Talkgroup:

- 1 From the main menu, select **Settings > 2-Way Radio > Tkgrp Silent**.
- 2 Press  under **Change**.
- 3 Scroll to **On** if you do not want to hear group calls to your Talkgroup. **-or-**
Scroll to **Off** if you want to hear group calls to your Talkgroup.
- 4 Press  under **Select**.

Mike's Talk Around™

Note: Mike's Talk Around is a subscription feature. See your Mike dealer for more information.

Mike's Talk Around allows direct two-way handset-to-handset communications between two or more handsets equipped for Mike's Talk Around. You can make and receive Mike's Talk Around calls even when network service is not available. You can talk to anyone on your code and channel within your range.

Note: Range will vary based on terrain, man-made structures and atmospheric conditions.

Mike's Talk Around allows you to:

- Use code or private mode operation
- Use up to 10 channels

The following features and main menu items will not be available while in Mike's Talk Around:

- On-network phone calls
- On-network Private calls
- Data transmission
- Incoming message notification
- Musical ring tones

- Datebook
- Audio player
- Call forwarding
- Messages
- Call Timers
- Call alerts
- Voice records

Using Mike's Talk Around

To set your handset to Mike's Talk Around:

- 1 From the main menu, scroll to **Talk Around** and press **OK**.
- 2 Select **Go to Talk Around**.

Switching to Talk Around Please Wait displays.

After a few seconds, the Talk Around idle screen appears. The channel you are set to appears on the third line of the display. The code you are set to appears on the second line of the display. **TA Ready** appears on the first line of the display.

Note: When switching from the network to Mike's Talk Around, the last channel and code that were set appear on the Talk Around idle screen.

While in Mike's Talk Around, this icon  appears on the display, indicating that there is no network signal and Mike's Talk Around is active.

Exiting Mike's Talk Around

To set your handset to network mode when Mike's Talk Around is active:

- 1 From the Talk Around idle screen, press .
- 2 Scroll to **TA Options** and press .
- 3 Select **Exit Talk Around**.

Switching to Network Please Wait displays. After a few seconds, the network idle screen appears.

Talk Range

Handsets used in Mike's Talk Around mode should be a minimum of 6 feet apart to maximize performance and improve transmission range.

Channels and Codes

Your handset has 10 channels and 15 codes.

Channels are divided into sets of frequencies that allow you to make and receive Mike's Talk Around calls. Other parties may also be talking on the same channel.

Codes help minimize interference from unwanted messages and other disturbances when you are on the same channel as others.

To have a conversation, all parties must be on the same channel and code. For private Mike's Talk Around calls, the person you are calling must be in Mike's Talk Around and set to the same channel to receive your call.

Note: When making a code call, all parties that are on your code and channel can hear your conversation.

To set a channel:

- 1 From the Talk Around idle screen, press  under **Edit**.
- 2 Scroll to **Channel**.
- 3 Press  under **Edit**.
- 4 Select a channel.
- 5 When you are finished, press  under **Back** to return to the Talk Around idle screen.

To set a code:

- 1 From the Talk Around idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select a code.

Mike's Talk Around™

- 5 When you are finished, press  under **Back** to return to the Talk Around idle screen.

Making and Receiving Code Calls in Mike's Talk Around

To make a code call in Mike's Talk Around:

- 1 Press and hold the PTT button. **Transmit** appears on the first line of display. Begin speaking after your handset emits the Mike's Talk Around tone.
- 2 Release the PTT button to listen.

The tone emitted from your handset when using Mike's Talk Around is 4 beeps and sounds different from the standard tone heard with on-network Private and group calls.

If you receive an error message:

- There may be no parties on your channel or code.
- You are out of range.

When you receive a code call using Mike's Talk Around, **Receive** appears on the first line of the display.

Note: An incoming Mike's Talk Around call can be terminated at any time by pressing .

Receive All

You can set your handset to receive Mike's Talk Around transmissions from any handset that is set to the same channel, regardless of the code (1-15), by setting the code to **Receive All**. When you receive transmissions with the code set to **Receive All**, the display changes from **Receive All** to the code on which the transmission was received.

Tip: You can reply to an incoming call within 6 seconds after hearing the short ending beep by pressing the PTT button.

Note: You cannot initiate a code call when the code is set to **Receive All**. If you press the PTT button with the code set to **Receive All**, you will receive an error message.

To set the code to **Receive All**:

- 1 From the Talk Around idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select **Receive All**.
- 5 When you are finished, press  under **Back** to return to the Talk Around idle screen.

Private Mike's Talk Around Calls

You can have a private conversation with another person using Mike's Talk Around. When on a private Mike's Talk Around call, no other parties can hear your conversation. In order to make a private Mike's Talk Around Call, you must use the valid 10-digit Personal Telephone Number (PTN) of the person you are calling.

Note: If the PTN is more than 10-digits, enter the last 10-digits of the PTN.

The person you are calling must be in Mike's Talk Around and set to the same channel to receive your call.

If you receive an error message:

- You may not be using a valid PTN.
- The person that you are trying to reach may not be in Mike's Talk Around.
- The person that you are trying to reach is set to a different channel or is out of range.

Private Only

To limit Mike's Talk Around to private conversation only, set your code to **Pvt Only**. In this mode, code calls will be ignored and only private calls can be made or received.

Note: You will be required to enter a valid PTN before pressing the PTT button.

To set the code to **Pvt Only**:

- 1 From the Talk Around idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select **Pvt Only**.
- 5 When you are finished, press  under **Back** to return to the Talk Around idle screen.

Making a Private Mike's Talk Around Call

- 1 Enter the 10-digit PTN of the person you want to call on your channel. If the PTN is more than 10-digits, enter the last 10-digits of the PTN.
-or-

Scroll to a number or name in **Contacts**. **-or-**
Scroll to a number in the recent calls list.

Mike's Talk Around™

- 2 Press and hold the PTT button. Begin speaking after your handset emits the Mike's Talk Around tone.
- 3 Release the PTT button to listen.

The number or name of the person you are calling will appear in the first line of the display.

Receiving a Private Mike's Talk Around Call

The number or name of the person who initiated the call will appear in the first line of the display.

Note: You can reply within 6 seconds simply by pressing the PTT button.

Ending a Private Mike's Talk Around Call

A private Mike's Talk Around call will end if there is no communication for 6 seconds.

Note: A private Mike's Talk Around call may be interrupted during the 6 second idle time by another code call or private call.

The display will return to the Talk Around idle screen.

Making Emergency Calls while in Mike's Talk Around™ Mode

If you attempt to make an Emergency 911 call while in Mike's Talk Around mode, your handset will automatically exit Mike's Talk Around mode and attempt to find a network signal.

If you are out of network coverage your handset will not be able to make an emergency 911 cellular call until you go back into the TELUS Mobility network coverage area.

You must wait until the handset reconnects to the network before attempting to make an emergency 911 cellular call.

Setup Options

Mike's Talk Around setup options are available in the TA Options screen in both network and Mike's Talk Around modes.

To access Setup Options in network:

- 1 From the main menu, select **Talk Around**.
- 2 Select **Setup**.

To access Setup Options in Mike's Talk Around:

- 1 From the main menu, select **TA Options**.

2 Select **Setup**.

You can set your handset to:

- Launch directly into Mike's Talk Around when you select **Talk Around** from the main menu.
- Notify you periodically with a tone that you are in Mike's Talk Around.

Using Direct Launch

To set your handset to launch Mike's Talk Around when you select **Talk Around** from the main menu:

- 1 From the Setup screen, scroll to **Direct Launch** and press **OK**.
- 2 Select **On**.

Note: If **Direct Launch** is set to **On**, you will not see **TA Options** when you select Talk Around from the main menu. In order to have access to your setup options, **Direct Launch** must be set to **Off**. Or you can access setup options while in Mike's Talk Around by pressing **■** and selecting **TA Options**.

To turn off Direct Launch:

- 1 From the Setup screen, scroll to **Direct Launch** and press **OK**.
- 2 Select **Off**.

Your handset now displays **TA Options** when you select **Talk Around** from the main menu.

Using State Tone

To set your handset to notify you with a tone that you are in Mike's Talk Around:

- 1 From the Setup screen, scroll to **State Tone** and press **OK**.
- 2 Select the time frame during which you want to be notified that you are in Mike's Talk Around.

For example, if you select 1 hour, you will be notified every hour that you are in Mike's Talk Around.

To turn off State Tone:

- 1 From the Setup screen, scroll to **State Tone** and press **OK**.
- 2 Select **Off**.

Memory Card

The audio player on your *i870* handset works with a memory card.

A memory card is a removable flash memory card that you can use to store pictures, videos, and audio files. The memory card can be inserted in your handset or connected to your computer using a memory card adaptor.

When a memory card is in your handset, many types of pictures, videos, and audio files stored on the memory card can be viewed or played using your handset's Media Center. MP3 audio files stored on a memory card can be played using your handset's audio player.

A memory card reader connects to your computer's USB port and lets you access a memory card from your computer. This lets you save files from your computer to a memory card or save files from a memory card to your computer.

A memory card adaptor makes the memory card compatible with the memory card reader.

To order a memory card, memory card reader, or memory card adaptor, log on to our Web site at www.telusmobility.com or contact your Mike Dealer.

Ensuring Files on a Memory Card Are Compatible With Your Handset

When a memory card is connected to your computer, your computer lets you save files to the memory card in ways that may not allow you to access these files when the memory card is in your *i870* handset.

To ensure the files on a memory card are compatible with your *i870* handset, use the folder structure, filename rules, and formats described in the following sections.

Folder Structure

The first time you insert a memory card into your phone, three folders are created: Audio, Images, and Video. In order to access files stored on the memory card, you must store the given file in its corresponding format folder: audio files to the Audio folder, pictures to the Images folder, and videos to the Video folder.

Because your handset creates these folders the first time a memory card is inserted, you should insert a memory card into your handset at least once before using it with your computer.

Filename Rules

When naming files stored on a memory card, the following rules apply:

- The filename can only contain ASCII characters.
- The filename can be up to 32 characters long, including the file extension.

File Formats

Audio Player

These MP3 file formats are compatible with your handset's audio player:

MP3 version	MPEG-1, MPEG-2, MPEG-2.5.
Bit Rates (kbits/sec)	32, 40, 48, 56, 64, 80, 96, 112, 128, 160, 192.
Sampling Rates (KHz)	8, 11.025, 12, 16, 22.05, 24, 32, 44.1, 48.
Channel mode	Stereo and Mono.
Metadata tags	ID3v1.1, ID3v2.3

Media Center

These types of video files are compatible with the video playback capabilities of your handset's media center:

Video Formats MPEG-4, H.263.

Audio Formats AMR-NB.

Bit Rates (kbits/sec) Up to 128.

These types of audio files and picture files are compatible with the media center:

File Type	Task	Formats
Audio	Playback	MIDI (FM-Midi, Type-0, 16 Polyphony, SP-Midi compliant), WAV (8 kHz, 8-bit Mono PCM Canonical Format), AMR, AU, MP3
Picture	View	GIF (GIF89A and GIF87A), JPEG, WBMP, PNG

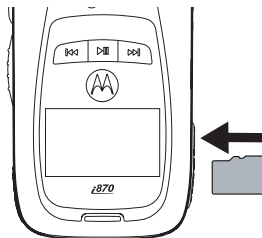
Using a Memory Card With Your Handset

Inserting a Memory Card

- 1 Open the memory card slot cover.



- 2 Slide in the memory card. Push the memory card into the slot until it clicks into place.



- 3 Close the memory card slot cover.
- 4 Your handset may prompt you to use the memory card to store new media items, go to the audio player, go to the camera, go to the Media Center, or do nothing. If you select **Do Nothing**, you will return to the idle screen. Respond to the prompt now.

Formatting a New Card

The first time you use a memory card with your handset, you may be prompted to format the card.

Important: The Format Card option erases any data saved to the memory card. It should only be used if your handset prompts you to format the memory card.

To format a memory card:

From the main menu, select **Settings > Advanced > Memory Card > Format Card**.

Accessing Files on a Memory Card

Pictures, videos, and audio files stored on a memory card are accessed using your handset's media center.

MP3 audio files stored on the memory card can be played using your handset's audio player.

Saving Files to a Memory Card

When a memory card is in your handset, you can save these media items to it:

- Pictures received in Private calls
- Pictures and videos taken with your handset's camera
- Pictures sent via Bluetooth
- Pictures, videos, and audio recordings received in MMS messages

Setting Your Storage Preference

You can choose whether media items are saved to your handset's memory or to a memory card.

To set the media storage option in Settings:

- 1 From the main menu, select **Settings > Advanced > Memory Card > Store Media**.
- 2 Select **On Phone** to set your handset to save media items to the handset's memory. **-or-**

Select **Prefer On Card** to set your handset to save media items to a memory card if it is in the handset. If a memory card is not in the handset, even if you choose **Prefer On Card**, the media items are saved to your handset's memory.

If you set the media storage option to save to your handset's memory, when you insert a memory card your handset prompts you to switch to storing to the memory card.

Removing a Memory Card

Important: Do not remove a memory card before selecting the **Remove Card** option. Removing a memory card before selecting the **Remove Card** option could result in loss of data.

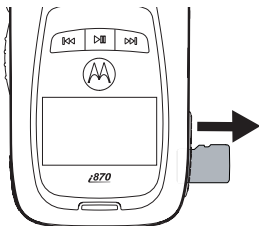
- 1 From the main menu, select **Settings > Advanced > Memory Card > Remove Card**.

Memory Card

- 2 Open the memory card slot cover.



- 3 Push the memory card to release it from the slot.
- 4 Pull out the memory card.



- 5 Close the memory card slot cover.

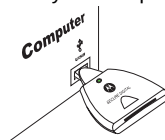
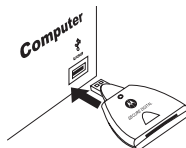
Note: If you select the **Memory Card > Remove Card** option but do not remove the memory card, you cannot use the memory card until you remove it and insert it again.

Using a Memory Card With Your Computer

When a memory card reader is set up as described here, it is treated as a removable storage drive by your computer. You can navigate to this drive as you would any other drive on your computer.

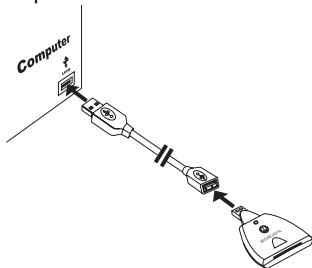
Setting Up a Memory Card Reader

- 1 To connect a memory card reader, insert its USB connector into the USB port on your computer.



Using a Memory Card With Your Computer

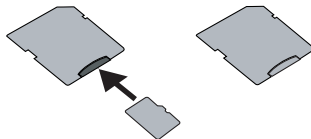
You can also use a USB cable to connect a memory card reader to the USB port on your computer. Connect one end of the USB cable to the USB connector on the memory card reader and connect the other end to the USB port on your computer.



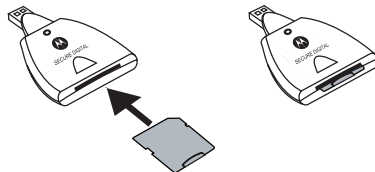
The green light on the memory card reader turns on when the memory card reader is connected.

Note: If you were not able to connect the memory card reader successfully, follow any additional instructions in the memory card reader's user guide.

- 2 Insert the memory card into the memory card adaptor until it does not go in any further.



- 3 Insert the memory card adaptor into the memory card reader.



Your memory card can now be accessed by your computer.

Memory Card

Removing a Memory Card From a Memory Card Reader

When you are ready to use a memory card with your handset again, pull the memory card from the memory card adaptor and insert it into your handset.

Note: When you read or write files to or from a memory card using a memory card reader, the green light on the memory card reader flashes rapidly to show that it is in use. Do not remove the memory card while the green light is flashing.

Memory Cards Compatible With Your Handset

If you want to purchase and use additional memory cards, Transflash and MicroSD memory cards are compatible with your i870 handset, and available at www.telusmobility.com or your local MIKE dealer.

Making Phone Calls

To make a phone call:

With the Flip Open

1 Enter the number you want to call.

2 To place the call:

Press . **-or-**

If you entered the number from the idle screen, press .

3 To end the call:

Press . **-or-**

Close the flip.

To end a call by closing the flip, you must have the Flip to End feature turned on (see “Setting Flip Actions” on page 61).

With the Flip Closed

1 Select the number you want to call from the recent calls list and press . **-or-**

Use a voice name to select number and place the call.

2 To end the call, press .

Receiving Phone Calls

When you receive a phone call, your handset rings, vibrates, or lights up its backlight.

Answering a phone call

If the flip is closed, press . **-or-**

Open the flip. **-or-**

Press . **-or-**

Press . **-or-**

Press  under **Yes**. **-or-**

Press any number key on the keypad.

To answer a call by opening the flip, you must have the **Flip to Ans** feature turned on (see “Setting Flip Actions” on page 61). To answer a call by pressing any key on the keypad, you must have the **Any Key Ans** feature turned on (see “Phone Calls Features” on page 173).

Sending a phone call to voice mail

If the flip is closed, press . **-or-**

Press . **-or-**

Press  under **No**.

Ending a phone call

If the flip is closed, press .

Making Phone Calls

Press . -or-

Close the flip. -or-

Call Icons

When you make a phone call, call icons appear in the text area of the handset's display.

-  Placing a phone call.
-  Receiving a phone call.
-  Phone call is active.
-  Phone call is on hold.
-  Phone call ended.

When you miss a call, this icon appears in the text area:

-  You missed a phone call.

Entering the Number to Call

To enter the number you want to call, you can:

- Use the numbers on the keypad
- Select the number from the recent calls list

- Select the number from Contacts
- Select a number stored in Datebook
- Redial the last phone number called
- Say a voice name into your handset
- Use Speed Dial or Turbo Dial®
- Use One Touch PTT to make a Private call. See "One Touch PTT" on page 22.

If you make a mistake:

- To clear a digit, press  under **Delete**.
- To clear all digits, press and hold  under **Delete**.
- To insert or delete a digit anywhere in the string of digits you have entered, scroll left or right.
- To cancel, press .

From the Recent Calls List

The recent calls list stores the last 20 calls you made or received.

With the Flip Open

- 1 From the idle screen, scroll down. -or-
From the main menu, select **Recent Calls**.
- 2 Scroll to the name or number you want to call.

With the Flip Closed

- 1 Press  to display the most recent call.

- 2 To view the rest of the recent calls list, press the volume keys on the side of your handset.
- 3 You can call the number displayed by pressing  on top of the handset.

From Contacts

If you have numbers stored in Contacts, you can use these numbers to make calls. For information on entering numbers into Contacts, see “Creating Entries” on page 50.

- 1 From the main menu, select **Contacts**.
- 2 Scroll to the name or number you want to call.
Tip: To find Contacts entries faster, use the keypad to enter the first letter of the name.
- 3 Place the call now. **-or-**

Scroll left or right to display the Contacts type for the number you want to call.

If you are making a Private call, your handset places the call to the Private ID stored in the Contacts entry, even if the Private icon is not displayed.

If you are making a phone call:

- Your handset places the call to the phone number assigned to the Contacts type displayed.

If the Contacts type displayed is not a phone number, your handset places the call to the phone number stored in the Contacts entry.

- If the Contacts type displayed is not a phone number and you have more than one phone number stored in the Contacts entry, your handset prompts you to select the phone number you want to place the call to.

From Datebook

If you have numbers stored as part of events in Datebook, you can use these numbers to make calls. For information on storing events in Datebook, see “Datebook” on page 135.

- 1 From the main menu, select **Datebook**.
- 2 Select the day of the event containing the number you want to call.
- 3 Highlight or select the event containing the number you want to call.

For details, see “Making Calls From Datebook and Datebook Reminders” on page 139.

Making Phone Calls

Redialing the Last Number

Press and hold  to place a call to the last phone number you called.

Using a Voice Name

If you have created a voice name in Contacts for the number you want to call, say the voice name into your handset to enter the number. See page 50 for information on voice names.

You can use a voice name to enter a handset number with the flip open or closed.

- 1 Press and hold  until a prompt appears telling you to say the voice name.
- 2 Speaking into the microphone, say the voice name assigned to the number you want to call.

Your handset plays the name back to you.

If you are making a Private call, press and hold the PTT button to place the call.

If you are making a phone call, the call is placed automatically.

Tip: To stop a phone call from being completed, press  if the flip is closed or press .

Using Speed Dial and Turbo Dial®

Each phone number stored in Contacts is assigned a Speed Dial number, which you can use to enter that number.

Turbo Dial lets you place calls to the phone numbers associated with Speed Dial numbers 1 through 9 without entering the number.

Speed Dial

- 1 From the idle screen, use the keypad to enter the Speed Dial number assigned to the phone number you want to call.
- 2 Press .
- 3 Press .

Turbo Dial

From the idle screen, press and hold the Speed Dial number (1 through 9) assigned to the phone number you want to call.

Redialing the Last Number

Press and hold  to place a call to the last phone number you called.

Missed Phone Calls

When you miss a call, this icon  and the number of phone calls you have missed appear briefly.

With the Flip Open

If you want to dismiss the missed call message, press  under **Back**. -or-

If you want to view the missed call on the recent calls list, press  under **View**.

With the Flip Closed

If you want to dismiss the missed call message, press .

If you want to view the missed call on the recent calls list, press  twice.

Using Speakerphone

Turning on speakerphone makes incoming sound come out of the handset's speaker instead of the earpiece. Speakerphone is available whenever you are on an active phone call.

With the Flip Open

To turn speakerphone on or off:

Press  under **Speaker**. -or-

Press .

With the Flip Closed

When you make a call with the flip closed, speakerphone is always on.

Opening the flip turns speakerphone off.

Using Mute

Muting calls lets you listen to incoming sound without transmitting sound. Mute is available whenever you are on an active call.

To turn mute on:

Press  under **Mute**.

While mute is on, **Unmute** appears as a display option.

To turn mute off:

Press  under **Unmute**.

Making Emergency Phone Calls

Your handset supports emergency calling. Emergency phone calls can be made even when your SIM card is blocked or not in your handset.

Dial 911 to be connected to an emergency response center. If you are on an active call, you must end it before calling 911.

Important: Emergency calls cannot be placed while the keypad is locked.

Important: If you have not registered on the network, emergency calls cannot be placed while your SIM card is in your handset.

Recent Calls

The recent calls list stores information associated with calls you have made and received and call alerts you have received. It also stores My Info and contact information sent to you from other handsets.

The recent calls list stores up to 20 items.

Calls and Call Alerts

The recent calls list stores the numbers of up to 20 of the most recent calls you have made and received.

If the number of a recent call is stored in Contacts, the following information appears:

- The name assigned to the number
- The picture assigned to the number, if your handset is set to show pictures on the recent calls list. See “Choosing Picture View or List View” on page 46.
- The Contacts type icon associated with the number. If the Contacts entry containing the number has more than one number or address stored,  surrounds the Contacts type icon. For information on Contacts types, see page 49.

The Private ID Contacts type icon appears when you receive a Private call or call alert, even if the number is not stored in Contacts.

Call alerts you have received appear as Private calls. Like all items in the recent calls list, they remain listed until you delete them or until they reach the end of the list.

For phone calls, an additional icon appears giving information about the call:

-  A call you made.
-  A call you received.
-  A missed call. Missed calls appear on the recent calls list only if you have Caller ID.

When you select a call to view its details, you see information such as the name associated with the call, the number, date, time, and duration of the call.

My Info From Other Handsets

The recent calls list stores My Info from other handsets. See “Sending My Info and Contact Information” on page 129.

This icon  appears with My Info from other handsets on the recent calls list, along with the Private ID of the person who sent the information.

When you select My Info from other handsets to view its details, you see all the information sent.

If you receive My Info from the same handset more than once, only the most recently sent version appears in the recent calls list.

Contact Information From Other Handsets

The recent calls list stores contact information sent from other handsets. This information comes from the other handset's Contacts list or recent calls list. See "Sending My Info and Contact Information" on page 129.

This icon  appears with contact information on the recent calls list.

Contact information in the recent calls list displays:

- The name contained in the contact information
- The Contacts type icon associated with the number or address contained in the contact information. If the item contains more than one number or address stored,  surrounds the Contacts type icon.

The name or Private ID of the person who sent the contact information appears as a separate item on the recent calls list, above the information sent. If one person sends you more than one item of contact information, all the items appear below the person's name or Private ID.

When you select contact information to view its details, you see the name or Private ID or the person who sent the information and all the information in the item.

If you receive contact information with the same name from the same handset more than once, only the most recently sent version appears in the recent calls list.

Viewing the Recent Calls List

With the Flip Open

- 1 From the main menu, select **Recent Calls**.
- 2 Scroll through the list.

To view the details of an item on the list:

From the recent calls list, select the item you want information on.

Tip: To view the details of more items, keep scrolling.

With the Flip Closed

- 1 Press .
- 2 If you want to view the rest of the recent calls list, press the volume controls.
- 3 Press  to dismiss the recent calls list.

Recent Calls

Choosing Picture View or List View

You can set your handset to show the picture associated with each item as you view the recent calls list or show the list without pictures.

- 1 From the recent calls list, press .
- 2 Select **Recent Calls View**.
- 3 Select **List View** to show the recent calls list without pictures. **-or-**

Select **Picture View** to show the picture associated with each entry.

Storing Items to Contacts

- 1 From the recent calls list, scroll or select to the item you want to store.
- 2 Press  under **Store**. **-or-**

If **Store** is not one of your options: Press . Select **Store** or **Update Contacts**.

Tip: If the item you want to store is a call, **Store** does not appear if the number is already stored in Contacts.

- 3 To store the item as a new entry, select [**New Contact**]. **-or-**

To store the number to an existing entry, select the entry.

Note: Storing My Info or contact information from another handset or to a Contacts entry that has a name assigned to it does not change the name of the Contacts entry.

- 4 If the item you want to store is a call, you must assign a Contacts type to the number:

With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.

- 5 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.
- 6 Press  under **Save**.

Deleting Items

To delete an item from the recent calls list:

- 1 From the recent calls list, scroll to or select the item you want to delete.

- 2 Press  under **Delete**. **-or-**

If **Delete** is not one of your options: Press . Select **Delete**.

- 3 Press  or press  under **Yes** to confirm.

To delete all items on the recent calls list:

- 1 From the recent calls list, press .
- 2 Select **Delete All**.

- 3 Press  or press  under **Yes** to confirm.

Making Calls From the Recent Calls List

With the Flip Open

- 1 From the main menu, select **Recent Calls**.
- 2 Scroll to the item containing the number you want to call.
 - If you scroll to a call, you can make a call to the number that made the call. If the number is stored in Contacts, you can make a call to any of the numbers stored with it.
 - If you scroll to My Info from another handset, you can make a call to the Private ID of the handset that sent the information.
 - If you scroll to contact information from another handset, you can make a call to any of the numbers in the contact information.
- 3 To place the call now, go to step 4. **-or-**
Scroll left or right to display the Contacts type for the number you want to call.
- 4 To make a phone call, press . **-or-**
To make a Private call, press the PTT button.

You can also make calls while viewing the details of an item on the recent calls list:

- 1 From the recent calls list, select the item containing the number you want to call.
 - If you select a call or contact information from another handset, you can make a call to the number shown first on the details screen.
 - If you scroll to My Info from another handset, you can make a call to the Private ID of the handset that sent the information.
- 2 To make a phone call, press . **-or-**
To make a Private call, press the PTT button.

With the Flip Closed

- 1 Press  to display the most recent call.
- 2 Press the volume controls to scroll to the name or number you want to call.
 - If you scroll to a call, you can make a call to the number that made the call.
 - If you scroll to My Info from another handset, you can make a call to the Private ID of the handset that sent the information.
 - If you scroll to contact information from another handset, you can make a call to the number currently displayed.

Recent Calls

3 To make a phone call, press  on the top of your handset. **-or-**

To make a Private call, press the PTT button.

Contacts

Contacts stores up to 600 numbers or addresses. Each Contacts entry can store several numbers or addresses.

Information stored in Contacts is saved on your SIM card. If you move your SIM card to another SIM-based handset, you can access information stored in Contacts from that handset.

A Contacts entry contains:

- A name — A name is required if you are storing more than one number or address to the entry; otherwise, it is optional. Typically, this is the name of the person whose contact information is stored in the entry.
- A ring tone — This is the sound your handset makes when you receive phone calls or call alerts from any of the numbers stored in the entry. You can assign the ring tone from your list of ring tones. If you do not assign a ring tone, the entry is created with a default ring tone assigned.
- A picture — This picture appears on the display when you receive phone calls from any of the phone numbers stored in the entry. You can assign the picture from the pictures stored in the media center. If you do not assign a picture, the entry is created with no picture assigned.

- A Contacts type — Each number or address stored must be assigned a Contacts type:

	Mobile	phone number
	Private	Private ID
	Work1	phone number
	Work2	phone number
	Home	phone number
	Email	email address
	Fax	phone number
	Pager	phone number
	Talkgroup	Talkgroup number
	IP	IP address
	Other	phone number

- A number or address — Each Contacts entry must contain a number or address. This may be any type of phone number, Private ID, Talkgroup number, email address, or IP address.

Contacts

Note: You can store numbers up to 64 digits long, but every 20 digits must be separated by a pause or wait. See “Creating Pauses and Waits” on page 55.

- A Speed Dial number — When you store a phone number, it is assigned a Speed Dial number. You can accept the default Speed Dial number or change it.
- A voice name — If you create a voice name for a number, you can then dial that number by saying the voice name into your handset. This icon  appears to the left of the Contacts type icon if a voice name is assigned.

Accessing Contacts

From the main menu, select **Contacts**. -or-

If you are on a call: Press . Select **Contacts**.

Creating Entries

A number or address and a Contacts type are required for all Contacts entries. Other information is optional. You may enter the information in any order by scrolling through the entry details.

After you have entered the number or address, Contacts type, and any other information you want, you can press  under **Save** to save the entry to Contacts.

To cancel a Contacts entry at any time press,  to return to the idle screen.

To create a Contacts entry:

- 1 To access the entry details screen:

Select **Contacts > [New Contact]**. -or-

From the Contacts list, press . Select **New**.

- 2 If you want to assign a name to the entry:

Select **Name**.

Enter the name. See “Entering Text” on page 63. When you are finished, press .

Tip: Press  under **Browse** to select a name already in Contacts.

- 3 If you want to assign a ring tone or picture to the entry, select **[Ring Tone/Picture]**. See “Assigning a Ring Tone or Picture” on page 51.

- 4 To assign a Contacts type to the number or address being stored:

Select the Contacts type field.

Select the Contacts type you want to assign.

- 5 To store a number or address:

Select the # field (or **ID** for an email address, or **IP** for an IP address).

Enter the number or address. For phone numbers, use the 10-digit format. For email addresses, see “Entering Text” on page 63.

Tip: Press  under **Browse** to select a number or address from Contacts, the recent calls list, or Memo.

When you are finished, press .

- 6 If you want to change the default Speed Dial number or create a voice name for the entry, select **[Options]**. See “Assigning a Speed Dial Number or Voice Name” on page 52.
- 7 If you want to add more numbers or addresses to the entry:

Scroll past the information you already entered.

Enter the additional information for the entry using step 2 through step 6. You must assign a name to the entry, if you have not already.

Press  under **Done**.

Assigning a Ring Tone or Picture

Note: If you choose a picture or ring tone that is stored on a memory card, that picture or ring tone file is automatically moved to your handset’s memory. If you want to assign a ring tone from the memory card, that ring tone must be a DRM item.

- 1 If you have not already, select **[Ring Tone/Picture]**.
- 2 If you want to assign a ring tone from the list of ring tones:

With **Ringer** highlighted, scroll left or right to choose a ring tone. **-or-**

Select **Ringer**. Select the ring tone you want to assign from the ring tones available in the media center. If you want to assign a ring tone from the memory card, that ring tone must be a DRM item.

- 3 If you want to assign a picture from the media center:

Scroll to **Picture**. Scroll left or right to choose a picture. **-or-**

Select **Picture**. Select the picture you want to assign.

Only pictures that can be assigned to Contacts entries are displayed. Some large pictures cannot be assigned.

Contacts

Tip: If an entry has a picture assigned and you want the entry to have no picture, select **[No Picture]** or press  under **Unassign**.

4 When you are finished, press  under **Back**.

Assigning a Speed Dial Number or Voice Name

- 1 If you have not already, select **[Options]**.
- 2 The default Speed Dial number assigned to a phone number is displayed in the **Speed #** field. This is always the next available Speed Dial location.

If you want to assign the phone number to a different Speed Dial location:

With the **Speed #** field highlighted, press .

Press  under **Delete** to delete the current Speed Dial number.

Enter the new Speed Dial number using the keypad.

When you are finished, press .

- 3 If you want to create a voice name for a phone number, select **Voice Name**.

As directed by the screen prompts, say and repeat the name you want to assign to the number. Speak clearly into the microphone.

When you are finished, press  under **Back**.

Storing Numbers Quickly

To store numbers to Contacts from the recent calls list, see “Storing Items to Contacts” on page 46.

To store numbers to Contacts from Memo, see “Memo” on page 167.

To store numbers to Contacts from the idle screen:

- 1 Use the keypad to enter the number you want to store.
- 2 Press .
- 3 Select **Store Number**.
- 4 To store the number as a new entry, select **[New Contact]**. -or-

To store the number to an existing entry, select the entry.

- 5 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 6 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.
- 7 Press  under **Done**.

Editing Entries

- 1 From the Contacts list, scroll to the entry you want to edit.
- 2 Press  under **Edit**. -or-

If **Edit** is not one of your options: Press . Select **Edit**.

The entry details screen displays.

- 3 Follow the applicable instructions in “Creating Entries” on page 50 to edit the various fields.

Viewing Entries

When you view Contacts entries, you can choose how much detail you want to see.

Viewing the Contacts List

In this view, each entry shows:

- The name assigned to the entry
- A small version of the picture assigned to the entry, if you have set Contacts to show pictures in the Contacts list. See “Choosing Picture View or List View” on page 54.
- The types of numbers and addresses stored in the entry

To view entries from the Contacts list:

- 1 Access Contacts.
- 2 Scroll to view entries.

Tip: To find Contacts entries faster, use the keypad to enter the first letter of the name.

- 3 If an entry has more than one number or address stored,  surrounds the Contacts type icon. Scroll left or right to view the icon for each number stored in the entry.

Selecting an Entry

In this view, each entry shows:

- The name assigned to the entry
- A small version of the picture assigned to the entry
- The name of the ring tone assigned to the entry
- The numbers and addresses stored in the entry

To select an entry:

- 1 From the Contacts list, select the entry you want to view.
- 2 Scroll to view the numbers and addresses stored in the entry.

Tip: To select other entries: Scroll left or right. Or, press  or .

To return to the Contacts list, press  under **Back**.

Contacts

Viewing More Details

When an entry is selected, you can view more details about the entry by selecting items within the entry.

Viewing Details of a Number or Address

- 1 Select the entry.
- 2 Select the number or address you want to view details of.

If you select a phone number, you can view its Speed Dial number and see whether it has a voice name.

- 3 To return to the entry, press  under **Back** or press .

Viewing a Large Picture

To view a large version of the picture assigned to an entry:

- 1 Select the entry.
- 2 Select the first item shown on the entry screen. This item shows the name assigned to the entry or **No Name**.

Note: You cannot make calls from this view.

- 3 To return to the entry, press  under **Back** or press .

Choosing Picture View or List View

You can set Contacts to show the picture assigned to each entry as you view the Contacts list or show the Contacts list without pictures.

- 1 From the Contacts list, press .
- 2 Select **Contact View**.
- 3 Select **List View** to show the Contacts list without pictures. **-or-**

Select **Picture View** to show the picture assigned to each entry.

To view entries:

- 1 From the Contacts list, scroll to the entry you want to view.
- 2 If an entry has more than one number or address stored,  surrounds the Contacts type icon. Scroll left or right to view the icon for each number stored in the entry.
- 3 Press  to view the entry.
- 4 Scroll to view the other numbers and addresses stored for the entry.

Tip: To view more entries, continue scrolling.

Searching for a Name

To search for a name in Contacts:

- 1 From the Contacts list, press .

- 2 Select **Search**.
- 3 Enter the name you want to see. See “Entering Text” on page 63.
- 4 Press **OK**.

Your handset finds the name you entered or the nearest match.

Showing Only Private IDs and Talkgroups

To set Contacts to show only entries that contain Private IDs and Talkgroup entries:

- 1 From the Contacts list, press **Filter**.
- 2 Select **Filter**.
- 3 Set this option to **Show Prvt/Grp**.

To set Contacts to show all entries:

- 1 From the Contacts list, press **Filter**.
- 2 Select **Filter**.
- 3 Set this option to **Show All**.

Deleting Entries

Delete an Entry

- 1 From the Contacts list, scroll to the entry you want to delete.
- 2 Press **Filter**.

- 3 To delete the entire entry, select **Delete Contact**.
- 4 Press **OK** or press **Back** under **Yes** to confirm.

Delete a Number or Address

- 1 From the Contacts list, scroll to the entry that contains the number or address you want to delete.
- 2 Scroll left or right to display the Contacts type for the number you want to delete.
- 3 Press **Filter**.
- 4 Select **Delete Number**.
- 5 Press **OK** or press **Back** under **Yes** to confirm.

Checking Capacity

To see how many numbers are stored in Contacts:

- 1 From the Contacts list, press **Filter**.
- 2 Select **Capacity**.

Creating Pauses and Waits

When storing a number, you can program your handset to pause or wait between digits while dialing. A pause makes your handset pause for 3 seconds before dialing further. A wait makes your handset wait for your response before dialing further.

Contacts

This feature is useful when using voice mail or other automated handset systems that require you to dial a phone number and then enter an access number.

To program a pause:

Press and hold  until the letter P appears. The P represents a 3-second pause.

If you store 17035551235P1234, when you select this number and make a call, your handset dials the first 11 digits, pauses for 3 seconds, then dials the last 4 digits.

If you want a pause longer than 3 seconds, press and hold  more than once. Each P represents a 3-second pause.

To program a wait:

Press and hold  until the letter W appears. The W means your handset waits before dialing further.

If you store 17035551235W1234, when you select this number and make a call, your handset dials the first 11 digits and then waits. A message appears asking if you want to send the rest of the digits. Press  under **Yes** to dial the last 4 digits.

Tip: You can create pauses and waits while dialing a number from the keypad. See “Creating Pauses and Waits While Dialing” on page 61.

International Numbers

When storing a number that you plan to use for international calls, use Plus Dialing:

- 1 Press and hold  for two seconds. A “0” appears, then changes to a “+”.

Note: The network translates the “+” into the appropriate international access code needed to place the call.

- 2 Enter the country code, city code or area code, and handset number.

For information about making international calls, see “Making International Calls” on page 61.

Advanced Calling Features

Call Waiting

Call Waiting lets you receive a second call while on an active call. Call Waiting is always available, unless you turn it off for a specific call.

If you are on a call and receive a second call, your handset emits a tone and displays a message saying you are receiving a second call.

To accept the second call and put the active call on hold:

Press  under **Yes**.

To accept the second call and end the active call:

- 1 Press .

Your handset rings with the second call.

- 2 Answer the second call.

To decline the second call:

Press  under **No**. If you subscribe to voice mail, the call is forwarded to your voice mail box, unless you set **Call Forward for If Busy** to a different number.

Turn Off Call Waiting

To turn off Call Waiting during a call:

- 1 Press .
- 2 Select **In Call Setup > Call Waiting**.
- 3 Set this option to **Off**.

Tip: To turn Call Waiting back on while still on the call, set this option to **On**.

To turn off Call Waiting for the next call you make or receive:

- 1 From the main menu, select **Settings > Phone Calls > Call Waiting**.
- 2 Set this option to **Off**.

Call Waiting is turned back on when you end the call.

Switching Between Calls

Any time you have one call active and one call on hold, to make the call on hold active and put the active call on hold:

Press  under **Switch**. -or-

If **Switch** is not one of your options. Press . Select **Switch**.

Putting a Call on Hold

- 1 While on an active call, press .
- 2 Select **Hold**.

If you want to make the call active again, press  under **Resume**.

Call Forwarding

Call forwarding sends calls to the phone numbers you specify. You can forward all calls to one number or forward missed calls to different numbers depending on the reason you missed the call. You can forward phone lines 1 and 2 independently.

Forwarding All Calls

When you set your handset to forward all calls, an icon appears in the top row of the display:

-  Phone line 1 is active; calls to phone line 1 are being forwarded.
-  Phone line 1 is active; calls to phone line 2 are being forwarded.
-  Phone line 1 is active; calls to phone lines 1 and 2 are being forwarded.

-  Phone line 2 is active; calls to phone line 1 are being forwarded.
-  Phone line 2 is active; calls to phone line 2 are being forwarded.
-  Phone line 2 is active; calls to phone lines 1 and 2 are being forwarded.

To forward all calls:

- 1 From the main menu, select **Call Forward > Forward > All Calls**.

If you specified a forwarding number for all calls before, this number displays.

To forward calls to this number, press  under **Back**. -or-

To delete this number, press , then press and hold  under **Delete**.

- 2 To enter the number you want to forward calls to:
Enter the number using your keypad. -or-
Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 3 Press .

All your calls are now forwarded to the number you specified.

Turning Off Call Forwarding

If you do not want all your calls forwarded, turn the feature off:

- 1 From the main menu, select **Call Forward > To**.
- 2 Set this option to **Off**.

All your calls are now sent to your handset.

Calls you miss are forwarded according to the options set for missed calls. By default, missed calls are forwarded to voice mail.

Forwarding Missed Calls

You can specify a forwarding number for each type of missed call:

- **If Busy** — Your handset is on a call or transferring data.
- **If No Answer** — You do not answer on the first 4 rings.
- **If Unreachable** — Your handset is out of coverage or powered off.

Note: If you want a type of missed call sent to voice mail, the call forwarding number for that type of missed call must be your voice mail access number.

To forward missed calls:

- 1 From the main menu, select **Call Forward > Forward > Detailed**.
- 2 Select **If Busy** to specify a forwarding number for calls received when your handset is busy.
- 3 If you specified a forwarding number for this type of call before, this number displays.

To forward calls to this number, press  under **Back** and go to step 6. **-or-**

To delete this number, press , then press and hold  under **Delete**.

- 4 To enter the number you want to forward this type of call to:

Enter the number using your keypad. **-or-**

Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.

- 5 Press .
- 6 Repeat step 2 through step 5 for **No Answer** and **If Unreachable**.
- 7 When you are finished, press  under **Back**.

Advanced Calling Features

Note: Your handset comes pre-programmed to detailed forward to Mike's Voice Mail. If you change your detailed call forwarding, remember to reset the forwarding back to your access number or your phone number.

Calling 2 People

Putting a Call on Hold, Making a Second Call

- 1 Place or receive a phone call.
- 2 While the call is active, press .
- 3 Select **2nd Call**. This puts the call on hold.
- 4 Enter the second phone number you want to call.

Tip: For quick ways to enter the number, press .

- 5 Press  or press  to place the call.

To end the second call and make the call on hold active again:

Press .

To make the call on hold active and put the active call on hold:

Press  under **Switch**.

Merging 2 Calls into a 3-Way Call

After you put a call on hold and place a second call, you can combine these calls into a 3-way call:

- 1 Press .
- 2 Select **Join**.

All 3 people in the call can speak to and hear each other.

Making a 3-Way Call

- 1 Place or receive a phone call.
- 2 While the call is active, press .
- 3 Select **3 Way**. This puts the call on hold.
- 4 Enter the second phone number you want to call.

Tip: For quick ways to enter the number, press .

- 5 Press  to place the call.
- 6 Press  under **Join**.

All 3 people in the call can speak to and hear each other.

Creating Pauses and Waits While Dialing

You can enter a pause or wait while dialing a number. For more information on pauses and waits, see “Creating Pauses and Waits” on page 55.

To create a pause while dialing a phone number:

- 1 From the keypad, enter the digits you want to occur before the pause.
- 2 Press .
- 3 Select **Insert Pause**.
- 4 Enter the digits you want to occur after the pause.

To create a wait while dialing a phone number:

- 1 From the keypad, enter the digits you want to occur before the wait.
- 2 Press .
- 3 Select **Insert Wait**.
- 4 Enter the digits you want to occur after the wait.

Making International Calls

Plus Dialing lets you place an international call to most countries without entering the local international access code.

- 1 Press and hold  for two seconds. A “0” appears, then changes to a “+”.

Note: The network translates the “+” into the appropriate international access code needed to place the call.

- 2 Enter the country code, city code or area code, and phone number.

Setting Flip Actions

For Answering Calls

To set your handset to answer calls when you open the flip:

- 1 From the main menu, select **Settings > Phone Calls > Flip Activation > Flip to Ans**.
- 2 Set this option to **On**.

To set your handset not to answer calls when you open the flip:

Set **Flip to Ans** to **Off** in step 2.

For Ending Calls

To set your handset to end calls when you open the flip:

- 1 From the main menu, select **Settings > Phone Calls > Flip Activation > Flip to End**.
- 2 Set this option to **On**.

Advanced Calling Features

To set your handset not to answer calls when you open the flip:

Set **Flip to End** to **Off** in step 2.

Note: If you are using your handset with a headset, and you have the **Flip to End** option set to **On**, closing your flip sends incoming sound to the headset and does not end the call.

Call Timers

Call timers measure the duration of your phone calls, Private or group calls, and circuit data use, as well as the number of Kilobytes sent and received by your handset:

- **Last Call** — displays the duration of your most recent phone call.
- **Phone Reset** — keeps a running total of your phone call minutes, until you reset it.
- **Phone Lifetime** — displays the total minutes of all your phone calls.
- **Prvt/Grp Reset** — keeps a running total of all of your Private and group call minutes, until you reset it.
- **Prvt/Grp Lifetime** — displays the total minutes of all your Private and group calls.

- **Circuit Reset** — keeps a running total of all of your circuit data use, until you reset it.
- **Circuit Lifetime** — displays the total minutes of all of your circuit data use.
- **Kbytes Reset** — keeps a running total of the number of Kilobytes sent and received by your handset, until you reset it.

To view or reset a timer:

- 1 From the main menu, select **Call Timers**.
- 2 Select the feature you want to view or reset.
- 3 To view a feature without resetting: Press **OK** when you are finished viewing. **-or-**

To reset a feature: Press  under **Reset**. Press **OK** or press  under **Yes** to confirm.

Note: The values displayed by Call Timers should not be used for billing. Call timers are estimates only.

Entering Text

You can enter text, numbers, and symbols into your handset using Alpha, Word, Numeric, or Symbol text input modes.

-  **Alpha** — Press a key several times for each character.
-  **Word** — Press a key once for each letter while words likely to be the one you want are chosen from a database.
-  **Symbols** — Enter punctuation and other symbols.
-  **Numeric** — Enter numbers.

When you access a screen that requires you to enter text, you start in the mode last used.

To choose a text input mode:

- 1 At a screen that requires you to enter text, press .
- 2 Select the text input mode you want to use. A checkmark appears next to the current mode.

Using Word Mode

In Word mode, T9 Text Input analyzes the letters on the keypad button you press and arranges them to create words. As you type, T9 Text Input matches your keystrokes to words in its database and displays the most commonly used matching word. You can add your own words to this database.

Entering a Word

- 1 Select **Word** as your text input mode.
- 2 Type a word by pressing one key for each letter.

For example, to type “test” press    .

The displayed word may change as you type it. Do not try to correct the word as you go. Type to the end of the word before editing.

- 3 If the word that appears is not the desired word, press  to change the word on the display to the next most likely word in the database.

Repeat until the desired word appears.

If the desired word does not appear, you can add it to the database.

Adding Words to the Database

- 1 Select **Alpha** as your text input mode.
- 2 Type the word using Alpha mode.

Entering Text

3 Select **Word** as your text input mode.

4 Press .

The word you typed in Alpha text entry mode is now in the database.

Note: You cannot store alphanumeric combinations, such as Y2K.

Choosing a Language

To change the language of the database:

1 At a screen that requires you to enter text, press .

2 Select **Languages**.

3 Select the language you want for your database.

Special Function Keys

Some of the handset's keys assume different functions while in Alpha or Word mode.

Spaces

Press  for a space.

Capitalization

Press and hold  to make the next letter typed uppercase (shift), to make all subsequent letters typed uppercase (caps lock), or to go back to lowercase letters.

These icons appear in the top row of your display:

 or 

Shift is on.

 or 

Caps lock is on.

When neither of these icons appear, letters typed are lowercase. Scrolling up after typing a letter makes that letter uppercase.

Note: Your handset automatically makes the first letter of a sentence uppercase.

Punctuation

Press  or  to insert punctuation. Continue to press the key to view the list of symbols available through that key. Pause to select the symbol you want.

Note: Additional punctuation symbols are available in Symbols mode.

Message Center

The message center manages your messages.

When you receive the following types of messages, you can access them through the message center:

- Voice mail messages
- Multimedia Messaging Service (MMS) messages. See page 70.
- Short Messaging Service (SMS) messages.

You can listen to or view these messages, delete them, or continue to store them in the message center.

The message center also lets you create and send MMS messages. It stores messages you have sent and lets you save drafts of messages you are creating.

Accessing the Message Center

To access your voice mail messages, text and numeric messages, Net alerts, and any other types of messages you are able to receive, go to the message center:

- 1 From the idle screen, press  under **Mesg.** -or-
From the main menu, select **Messages**.
- 2 Scroll to the type of message you want to access.

- 3 Press  or press  under the display option on the left.

The message center shows how many messages you have of each type. You can listen to, read, or delete these messages.

Message Center Options

After accessing the message center, select the option you want:

- **[Create Message]** — begin creating an MMS message.
- **Voice Mail** — access voice mail messages you have received.
- **Inbox** — access MMS messages you have received.
- **Drafts** — access MMS messages you have created and saved but not sent.
- **Sent Items** — access MMS messages you have created and sent.
- **SMS** — access SMS messages you have received.

Receiving Messages

- Respond to the message notification that appears when the message is received.

Message Center

- Dismiss the message notification and access the message later through the message center.

Message Notifications

When you receive a message, your handset notifies you with text on the display and a notification tone or vibration. You can access the message or dismiss the notification.

If you dismiss the notification, the message is not deleted. It can be accessed through the message center.

If you are not on a phone call when you receive a message, your handset sounds a notification tone every 30 seconds until you access the message or dismiss the alert.

If you are on a call when you receive a message, your handset may sound a notification tone during the call or after you end the call, depending on how you set your notification options.

When you are on a phone call, you can receive message notifications for all types of messages except MMS messages. For other types of messages, your handset may sound a notification tone during the call or after you end the call, depending on how you set your notification options.

Setting Notification Options

To control whether your handset sounds message notification tones while you are on phone calls:

- 1 From the main menu, select **Settings > Phone Calls > Notifications**.
- 2 Choose the option you want:
 - **Receive All** — Tones sound during calls for all types of messages.
 - **Message Mail Only** — Tones sound during calls for mail messages; tones for all other types of messages are held until you end calls.
 - **Delay All** — Tones for all types of messages are held until you end calls.
- 3 Press  under **Select**.

Tip: To set notification option during a call: Press . Select **In Call Setup > Notifications**.

Voice Mail

When you receive a voice mail message, **New Voice Mail Message** appears on the display.

To call TELUS Mobility voice mail system and listen to the message:

Press  under **Call**.

To dismiss the message notification:

If the flip is closed, press . **-or-**

If the flip is open, press  or press  under **Back**.

This icon  appears on the display, reminding you that you have a new message.

Sending Unanswered Calls to Voice Mail

To send a phone call to voice mail instead of answering it:

Press . **-or-**

Press  under **No**.

If the caller leaves a message, this icon  appears on the display, reminding you that you have a new message.

Advanced Voice Mail with Fax

Mike's Advanced Voice Mail with Fax allows you to receive faxes directly to your handset and store them along with your voice messages until you are ready to print. Follow the voice mail prompts to print the fax to a fax machine. It ensures privacy, convenience and eliminates the need for a separate fax line.

When you subscribe to Mike's Advanced Voice Mail with Fax, you will receive a fax number from your point of feature activation. If you have not received a fax number, please contact the nearest TELUS Mobility dealer or call TELUS Mobility client care.

Please see www.telusmobility.com for more details of TELUS Mobility Voice Messaging services.

Fax Mail Indicator

Your i870 handset is equipped with a Fax Mail indicator to notify you when you have received a fax through Mike's Advanced Voice Mail with Fax.

When you receive a new fax, New FaxMail Message appears on the display.

Your handset will alert you audibly until you press  under **Call** or  under **Exit**.

Net Alerts

When you receive a Net alert, a notification appears on the display.

If you dismiss the notification, this icon  appears on the display, reminding you that you have a new message.

SMS Messages

Short Message Service (SMS) messages are short text messages, also called text and numeric messages.

Your handset receives SMS messages sent to its SMS address, but does not send SMS messages. Messages are sent through MMS.

If your handset is powered off when you receive a message, your handset notifies you the next time you power it on. If you are out of your coverage area, your handset alerts you when you return to your coverage area.

Your handset attempts to deliver these messages for up to 7 days.

Receiving a Message

When you receive a text and numeric message, **New Text Message** appears on the display.

To view the message:

- 1 Press  under **Read**.
- 2 If the message fills more than one screen, scroll to read it.
- 3 To reply to the message, press  under **Reply**.
-or-

To keep the message, press .

To dismiss the message notification:

If the flip is closed, press . -or-

If the flip is open, press  under **Back** or close the flip.

This icon  appears on the display, reminding you that you have a new message.

Reading From the Message Center

- 1 From the main menu, select **Messages > SMS**.
- 2 Select the message you want to read.
- 3 If the message fills more than one screen, scroll to read it.
- 4 To reply to the message, press  under **Reply**.
-or-
To keep the message, press .

Calling and Storing Numbers

If an SMS message you receive contains a phone number, you can call that number by pressing  while viewing the message.

If an SMS message you receive contains a phone number, Private ID, or Talkgroup ID, you can call or send a call alert to that number, or store that number to Contacts. Press  while viewing the message to access these options.

To call the number, select **Call Back**.

To send a call alert, select **Alert**, then press the PTT button.

To store the number to Contacts, select **Store Number**.

Multimedia Messages

Multimedia Messaging Service (MMS) lets you send and receive messages that may include text, pictures, videos, and audio recordings.

Navigating the Inbox, Drafts, and Sent Items

You can access MMS messages through the following options in the message center:

- **Inbox** — MMS messages you have received
- **Drafts** — MMS messages you have created and saved but not sent
- **Sent Items** — MMS messages you have created and sent

The messages in the Inbox, Drafts, and Sent Items are grouped in pages of 9 messages. Scroll to view the messages on a page.

To go to the next page:

Scroll right. **-or-**

Press . **-or-**

Scroll to the end of the page and select **MORE**.

To go to the previous page:

Scroll left. **-or-**

Press .

To open a message on the current page:

Select the message you want to open. **-or-**

Press the number on the keypad corresponding to the number of the message.

Creating and Sending Messages

Each message you create may contain the following fields:

- **To** — the phone numbers or email addresses of one or more recipients
- **Message** — the body of the message. This may include text, pictures, videos, or audio recordings.
- **Subject** — the subject line
- **Attach** — one or more attachments. These may be pictures, videos and audio recordings, including pictures, videos, and voice records you create while creating the message.
- **Cc** — the phone numbers or email addresses of more recipients
- **Priority** — sets the priority of the message to normal or high.
- **Report** — lets you receive a report confirming that your message was delivered.

- **Valid Until** — sets a date after which no more attempts are made to deliver the message.

To send a message, you must address it to at least one recipient. All other message fields are optional.

You can fill in the message fields in any order.

Entering Text

In message fields that require you to enter text, you can begin entering the text from the keypad when the field is highlighted.

While entering text, you can always choose a text input mode from the context-sensitive menu.

For information on ways to enter text from the keypad, see “Entering Text” on page 63.

Message Size

You can create and send messages of up to 200 KB, including attachments.

To see the size of a message you are creating:

- 1 Scroll to any field in the message.
- 2 Press .
- 3 Select **Message Size**.

Sending or Canceling

To send the message at any time after it has been addressed:

Press  under **Send**. -or-

If **Send** is not one of your options: Press . Select **Send**.

To cancel the message at any time:

At the message screen, press  under **Cancel**. -or-

Press  to cancel the message and save it in Drafts.

Creating a Message

- 1 To begin creating a message:

From the main menu, select **Messages > [Create Message]**. -or-

Select **[Create Message]** from **Inbox**, **Drafts**, or **Sent Items**. -or-

Begin creating a message from **Contacts**, the recent calls list, or the idle screen. See “More Ways to Begin a Message” on page 74. -or-

Reply to a received message. See “Replying to a Message” on page 73.

- 2 To address the message:

Multimedia Messages

Select **To**.

Enter the phone number or email address from the keypad and press **OK**. Repeat this action to enter more phone numbers or email addresses. **-or-**

Select recipients from Contacts or the recent calls list. See “More Ways to Address a Message” on page 75.

Tip: To remove a phone number or email address from the list of message recipients, scroll to the phone number or email address and press  under **Remove**.

When you are finished addressing the message, press  under **Back**.

3 To enter or edit the body of the message:

Select **Message**.

Note: If you have created a signature, the signature automatically appears in this field. Text you enter appears before your signature. See “Customizing MMS” on page 87.

Enter text from the keypad. **-or-**

Use a Quick Note. See “Quick Notes” on page 76.
-or-

Insert a picture, video, or audio recording. See “Attaching Pictures, Videos, and Audio Recordings From the Media Center” on page 77.

When you are finished, press **OK**.

4 If you want to send the message now, press under **Send**. **-or-**

If **Send** is not one of your options: Press **OK**. Select **Send**. **-or-**

To fill in more message fields, see “Adding More Message Options”.

Adding More Message Options

1 To view more message fields in a message you are creating, select **MORE**. **-or-**

Press  under **More**.

2 If you want to create or edit the subject line:

Select **Subject**.

Enter text from the keypad. **-or-**

Select a Quick Note. See “Quick Notes” on page 76.

When you are finished, press **OK**.

- 3 If you want to attach a picture, video, or audio recording, see “Attaching Pictures, Videos, and Audio Recordings From the Media Center” on page 77 or “Attaching New Pictures, Videos, and Voice Records” on page 78.
- 4 If you want to add more recipients in addition to those in the **To** field:
Select **Cc**.
Enter the phone number or email address from the keypad and press **OK**. Repeat this action to enter more phone numbers or email addresses. **-or-**
Select recipients from Contacts or the recent calls list. See “More Ways to Address a Message” on page 75.
When you are finished addressing the message, press  under **Back**.
- 5 If you want to set the priority of the message:
Select **Priority**.
Select the priority you want.
- 6 If you want to receive a report confirming that your message was delivered:
Select **Report > On Delivery**.
- 7 If you want to set a date after which attempts to deliver the message end:

Select **Valid Until**.

Select a date by scrolling or entering numbers.

Press **OK**. **-or-**

To set no date, press  under **No Date**.

- 8 To send the message, press  under **Send**. **-or-**
If **Send** is not one of your options: Press **OK**. Select **Send**.

Replying to a Message

You can reply to a received message while you are viewing it. If you have already viewed a message, you can also reply to it while it is highlighted in the message center. You cannot reply to unread messages.

For information on viewing received messages, see “Receiving a Message” on page 81 and “Viewing Received Messages From the Message Center” on page 83.

When you reply to a message you received, some of the fields in your reply message are filled in automatically:

- **To** — the phone number or email address of the sender of the message you are replying to. If you are sending a reply to all, some recipients may be in this field.

Multimedia Messages

- **Message** — the first 40 characters of the message you are replying to. Text you add to the body of your message appears above this.
- **Subject** — “Re:” followed by the subject line of the message you are replying to, if any.
- **Cc** — If you are sending a reply to all, some recipients may be in this field.

To reply to a message:

- 1 View the message you want to reply to. **-or-**
If you have already viewed the message, scroll to it.
- 2 To reply to the sender only, press  under **Reply**. **-or-**

To reply to the sender and all recipients: Press . Select **Reply All**.

- 3 A list of short phrases is displayed. Select any of these phrases to add it to the body of your messages. **-or-**

Select **[Create Reply]** to begin the body of your message without using any of these phrases.

- 4 Edit any message fields you want to change.
- 5 Send the message.

Tip: To create new reply phrases to use in later reply message, see “Customizing MMS” on page 87.

More Ways to Begin a Message

In addition to beginning a message from the message center, you can begin a message from Contacts, the recent calls list, the idle screen, the camera, or the media center.

From Contacts

- 1 From the Contacts list, scroll to the entry containing the phone number or email address you want to send the message to.
- 2 Scroll left or right to view the Contacts types until you see the icon for the phone number or email address you want to send a message to.
- 3 Press  under **Create**. **-or-**

If **Create** is not one of your options: Press . Select **Create Message**.

- 4 Create and send the message. The message is automatically addressed to the phone number or email address you chose.

From the Recent Calls List

- 1 From the recent calls list, scroll to the entry you want to send a message to.
- 2 If the entry has more than one phone number stored, view the phone number you want to send the message to.

3 Press under **Create**. -or-

If **Create** is not one of your options: Press .
Select **Create**.

4 Create and send the message. The message is automatically addressed to the phone number you chose.

From the Idle Screen

- 1 Using the keypad, enter the number you want to send a message to.
- 2 Press .
- 3 Select **Create**. The message is automatically addressed to the phone number you chose.

From the Camera

You can send pictures you have taken or videos you have recorded with your handset's camera.

- 1 After you have captured a picture or recorded a video, press  under **Send**.
- 2 Create and send the message. The picture or video is automatically included as an attachment.

For information on taking pictures or recording videos, see "Camera" on page 91.

From the Media Center

You can send pictures, videos, and audio recordings in MMS messages.

- 1 From the media center, scroll to or select the item you want to include in a message.
- 2 Press  under **Send**. If you scroll to or select an item that cannot be sent in an MMS message, **Send** is not one of your options.
- 3 Create and send the message. The item you selected is automatically included as an attachment.

More Ways to Address a Message

When you are filling in the **To** and **Cc** message fields, you can select recipients from Contacts and the recent calls list.

You can select more than one recipient from Contacts and the recent calls list. A checkmark appears next to each selected item.

Tip: To deselect a selected item: Scroll to a selected item and press .

From Contacts

When you select recipients from Contacts, Contacts entries containing phone numbers or email addresses are displayed.

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You can search for an entry name as you would otherwise when viewing Contacts. See “Searching for a Name” on page 54.

- 1 While you are creating a message, scroll to or select **To** or **Cc**.
- 2 Press  under **Contcs. -or-**
If **Contcs** is not one of your options: Press .
Select **Contacts**.
- 3 Select the entry containing the phone number or email address you want to send the message to.
- 4 If the entry contains more than one phone number or email address, select the ones you want to send the message to.

When you are finished selecting items within the entry, press  under **Done**.

- 5 When you are finished selecting entries, press  under **Done**.

From the Recent Calls List

When you select recipients from the recent calls list, phone calls are displayed.

Private calls are displayed only if the Private ID is stored in Contacts and its Contacts entry also contains a phone number or email address.

- 1 While you are creating a message, scroll to or select **To** or **Cc**.

- 2 Press .
- 3 Select **Recent Calls**.
- 4 Select the entry containing the phone number or email address you want to send the message to.
- 5 If the entry contains more than one phone number or email address, select the ones you want to send the message to.

When you are finished selecting items within the entry, press  under **Done**.

- 6 When you are finished selecting entries, press  under **Done**.

Quick Notes

When you are filling in the **Message** and **Subject** message fields, you can add ready-made words or short phrases called Quick Notes. After you add these words or phrases, you can edit them as you would any other text.

- 1 While you are creating a message, scroll to or select **Message** or **Subject**.
- 2 Press  under **QNotes. -or-**

If **QNotes** is not one of your options: Press .
Select **Insert Quick Notes**.

- 3 Select the Quick Note you want to insert into the message.

Tip: To create new Quick Notes to use in later messages, see “Customizing MMS” on page 87.

Inserting Pictures, Videos, and Audio Recordings From the Media Center

When you are filling in the **Message** field, you can insert pictures, videos, and audio recordings from the media center into the body of the message.

You can insert more than one of these items into a message. You can include text in the body of your message in addition to these items.

Note: For information on how items inserted into the body of a message appear when a message is received, see “Embedded Objects and Attachments” on page 82.

Inserting Items

- 1 While you are filling in the **Message** field, press .
- 2 Select **Insert Picture**, **Insert Video**, or **Insert Audio**.

A list of pictures, videos, and audio recordings that can be included in a message appears.

- 3 Select the picture, video, or audio recording you want to insert.

Tip: To view or listen to the item before inserting it, highlight it and press  under **Preview**.

Removing an Inserted Item

To remove an item inserted into the body of the message you are creating:

- 1 Highlight the item you want to remove.
- 2 Press  under **Delete**.

Attaching Pictures, Videos, and Audio Recordings From the Media Center

You can attach one or more pictures, videos, and audio recordings from the media center.

Note: For information on how attachments appear when a message is received, see “Embedded Objects and Attachments” on page 82.

Attaching Items

- 1 While you are creating a message, select **Attach > [New Attachment]**.
- 2 Select **Browse Picture** or **Browse Audio**.

A list of pictures, videos, and audio recordings that can be included in a message appears.

- 3 Select the picture, video, or audio recording you want to attach.

Tip: To view or listen to the item before attaching it, highlight it and press  under **Preview**.

Multimedia Messages

4 If you want to attach more items, select **[New Attachment]**.

5 When you are finished, press  under **Done**.

Attaching New Pictures, Videos, and Voice Records

While you are creating a message, you can take pictures, record videos, or create voice records and attach them to the message.

Taking a New Picture

1 While you are creating a message, scroll to any message field and press . **-or-**

Select **Attach > [New Attachment]**.

2 Select **Capture Picture**. This accesses the camera.

3 If you want to adjust the zoom, spotlight, picture quality, picture size, or a timer, set these options. See “Setting Picture Options” on page 91.

4 Aim the camera lens on the flip. Use the internal display as the viewfinder.

5 When the image you want to capture is in view, press and release  or press and release  under **Capture**.

6 When you have captured the picture you want to attach to your message, press and release  or press and release  under **Save**. **-or-**

To discard the picture, press  under **Discard**. You can then take another picture.

7 When you are finished, press  under **Done** if **Done** is one of your options.

The picture is attached to the message and saved to the default storage location.

Recording Video

1 While you are creating a message, scroll to any message field and press . **-or-**

Select **Attach > [New Attachment]**.

2 Select **Record Video**. This accesses the video recorder.

3 If you want to adjust lighting:

Press .

Select **Spotlighting**.

Select **On** or **Off**.

4 Aim the camera lens on the flip. Use the internal display as the viewfinder.

5 If you want to zoom in or out, scroll up or down. If you want to change the image size, scroll left or right.

6 When you are ready to record, press and release , press and release , or press and release .

under **Record**. Releasing the key starts the recording.

- 7 If you want to end the video, press  or press  under **Stop**.

- 8 To save the video, press  or press . **-or-**

To view the video without saving it, press  under **Review**. **-or-**

To discard the video without saving it, press  under **Discard**.

The picture is attached to the message and saved to the default storage location.

Creating a New Voice Record

- 1 While you are creating a message, scroll to any message field and press . **-or-**

Select **Attach > [New Attachment]**.

- 2 Select **Record Voice**.

- 3 Say the message you want to record into the microphone.

- 4 When you are finished recording, press  or press  under **Save**.

- 5 When you are finished, press  under **Done** if **Done** is one of your options.

The voice record is attached to the message and saved to the media center and the list of voice records.

Removing an Attachment

To remove an attachment in a message you are creating:

- 1 While you are creating a message, select **Attach**.
- 2 Scroll to the attachment you want to remove.
- 3 Press .
- 4 Select **Unattach**.

Drafts

While you are creating a message, you can save it in Drafts before you send it.

You can view, edit, send, or delete saved drafts.

Saving a Message in Drafts

- 1 While you are creating a message, press .
- 2 Select **Save In Drafts**.

You can continue to create the message. The version you saved in Drafts will not change.

Sending a Draft

- 1 From the main menu, select **Messages > Drafts**.
- 2 Scroll to the draft you want to send.
- 3 Press .
- 4 Select **Send**.

Multimedia Messages

Editing a Draft

- 1 From the main menu, select **Messages > Drafts**.
- 2 Select the draft you want to edit.
- 3 Continue as you would when creating a message.

Deleting a Draft

When you send a draft, it is deleted from Drafts.

To delete a message in Drafts without sending it:

- 1 Scroll to the message you want to delete.
- 2 Press .
- 3 Select **Delete Message**.
- 4 Press  or press  under **Yes** to confirm.

Drafts Icons

-  Draft.
-  High priority.
-  Attachment.
-  High priority with an attachment.

Sent Items

Messages you have sent or tried to send are stored in Sent Items.

Forwarding Sent Items

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to forward.
- 3 Press .
- 4 Select **Forward**.
- 5 Edit and send your message.

You can add to and edit the message you are forwarding.

Resending

If a message was not sent from your handset, you can resend it.

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to resend.
- 3 Press  under **Resend**.

Note: If your message was sent successfully, **Resend** will not appear as an option.

Checking Delivery Status

If a message was successfully sent and you set the message to give a report confirming delivery, you can check the delivery status:

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to view.
- 3 Press .
- 4 Select **Delivery Status**.

Deleting

- 1 Scroll to the message you want to delete. **-or-**
View the message you want to delete.
- 2 Press .
- 3 Select **Delete Message**.
- 4 Press  or press  under **Yes** to confirm.

Sent Items Icons

-  Successfully sent.
-  Unsuccessfully sent.
-  High priority.
-  Attachment.
-  High priority and locked.
-  High priority with an attachment.

Receiving a Message

When you receive an MMS message, a message notification appears on the display.

To view the message:

- 1 Press  or press  under the display option on the left.
The message is downloaded from the message server.
- 2 If the message fills more than one screen, scroll to read it.

Multimedia Messages

To dismiss the message notification:

If the flip is closed, press . -or-

If the flip is open, press  under the display option on the right or close the flip.

This icon  appears on the display, reminding you that you have a new message.

Navigating a Message

As you scroll through a message, numbers, email addresses, and website URLs are highlighted.

Pictures, videos, and audio recordings are also highlighted.

Embedded Objects and Attachments

Messages may contain pictures, videos, or audio recordings as part of the body of the message or as attachments.

If a message contains pictures, videos, or audio recordings in the body of the message, highlight each picture, video, or audio recording to view or play it.

If a message contains a picture, video, or audio recording as an attachment, open the attachment to view the picture or play the video or audio recording.

Opening Attachments

To open an attachment.

- 1 View the message.
- 2 Highlight the attachment you want to open. Attachments appear at the end of a message.
- 3 Press .

Note: Attachments that are of an unknown type cannot be opened, but they can be deleted. See “Deleting Attachments” on page 86.

Viewing a Slide Show

Your handset can receive MMS messages containing slide shows.

A slide show may contain a series of pictures that display in sequence. It may also include one or more audio recordings.

When you view a message containing a slide show, this icon  appears.

To view a slide show in a message:

- 1 View the message.
- 2 Highlight the slide show.
- 3 Press .

To speed up the slide show, scroll right or scroll down.

To repeat the part of the slide show you have just viewed, scroll left or scroll up.

To view the slide show again, press  under **Restart**.

Note: You can create and send MMS messages containing slide shows on www.telusmobility.com.

Viewing Received Messages From the Message Center

- 1 From the main menu, select **Messages > Inbox**.
- 2 Select the message you want to read.

If you have not viewed the message before, the message is downloaded from the message server.

- 3 If the message fills more than one screen, scroll to read it.

Inbox Icons

-  Unread message.
-  Read message.
-  Reply sent.
-  Forwarded.
-  Locked.
-  High priority.
-  Attachment.
-  Locked, with an attachment.
-  High priority and locked.
-  High priority with an attachment.
-  High priority and locked, with an attachment.

Actions for Received Messages

Deleting

Unread Messages

- 1 Scroll to the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.

Multimedia Messages

Read Messages

- 1 Scroll to the message you want to delete. **-or-**
View the message you want to delete.
- 2 Press .
- 3 Select **Delete Message**.
- 4 Press  or press  under **Yes** to confirm.

Replying

See “Replying to a Message” on page 73.

Forwarding

- 1 View the message you want to forward. **-or-**
If you have already viewed the message, scroll to it.
- 2 Press .
- 3 Select **Forward**.
- 4 Create and send your message.

Embedded objects and attachments are included when you forward a message.

Locking and Unlocking

When you lock a message, it cannot be deleted until you unlock it.

- 1 View the message you want to lock or unlock. **-or-**
If you have already viewed the message, scroll to it.
- 2 Press .
- 3 Select **Lock Message** or **Unlock Message**.

Calling a Number in a Message

If a message you receive contains a phone number, Private ID, or Talkgroup ID, you can call or send a call alert to that number.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

Making a Phone Call

- 1 View the message.
- 2 Highlight the phone number you want to call.
- 3 Press .

Making a Private Call

- 1 View the message.
- 2 Highlight the Private ID you want to call.
- 3 Press the PTT button.

Sending a Call Alert

- 1 View the message.
- 2 Highlight the Private ID or Talkgroup ID you want to alert.
- 3 Press .
- 4 Select **Alert**.
- 5 Press the PTT button.

Making a Group Call

- 1 View the message.
- 2 Press .
- 3 Highlight the Talkgroup ID you want to call.
- 4 Select **Talkgroup**.
- 5 Press the PTT button.

Storing Message Information to Contacts

If a message you receive contains a phone number, Private ID, Talkgroup ID, or an email address, you can store this information to Contacts.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

- 1 View the message.
- 2 Highlight the number or email address you want to save.

- 3 Press .
- 4 Select **Save Number** or **Save E-mail**.
- 5 To store the number or email address as a new entry, select **[New Contact]**. -or-
To store the number or email address to an existing entry, select the entry.
- 6 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number or email address.
- 7 If you want to add more information to the entry, follow the applicable instructions in "Creating Entries" on page 50.
- 8 Press  under **Done**.

Going to a Website

If a message contains one or more website URLs, you can go to the website.

- 1 View the message.
- 2 Highlight the website URL you want to go to.
- 3 Press .
- 4 Select **Go To Website**.

Note: The entire URL must appear in the message. Otherwise, you cannot go to the website.

Saving an Embedded Picture, Video, or Audio Recording

To save a picture, video, or audio recording that is part of the body of a message you receive:

- 1 View the message.
- 2 Highlight the picture, video, or audio recording you want to save.
- 3 Press .
- 4 Select **Save Picture**, **Save Video**, or **Save Audio**.

Pictures, videos, and audio recordings are saved to the default storage location.

Note: Some types of pictures, videos, and audio recordings can be viewed or played, but not saved.

Deleting an Embedded Picture, Video, or Audio Recording

To delete a picture, video, or audio recording that is part of the body of a message you receive:

- 1 View the message.
- 2 Highlight the picture, video, or audio recording you want to delete.
- 3 Press .
- 4 Select **Delete Picture**, **Delete Video**, or **Delete Audio**.

Saving Attachments

- 1 View the message.
- 2 Highlight the attachment you want to save.
- 3 Press .
- 4 Select **Save Attachment**.

Pictures, videos, and audio recordings are saved to the default storage location.

Note: Some types of pictures, videos, and audio recordings can be viewed or played, but not saved.

Deleting Attachments

- 1 View the message.
- 2 Highlight the attachment you want to delete.
- 3 Press .
- 4 Select **Delete Attachment**.
- 5 Press  or press  under **Yes** to confirm.

Saving Slide Shows

When viewing a slide show in a message you have received, you can save the parts of the slide show.

If the slide show contains pictures, you can save each picture as it appears. If the slide show contains audio recordings, you can save each audio recording at any time during the slide show.

Saving Pictures

- 1 View the slide show.
- 2 When the picture you want to save appears, press .
- 3 Select **Save Picture**.

Saving Audio

- 1 View the slide show.
- 2 Press .
- 3 Select **Save Audio**.
- 4 If the slide show contains more than one audio recording, a list of the audio recordings appears. Select the audio recording you want to save.

Deleting Slide Shows

- 1 Highlight the slide show or view the slide show.
- 2 Press .
- 3 Select **Delete Slideshow**.

Customizing MMS

The Setup menu lets you customize MMS for your handset:

- **Friendly Name** — Enter text here to create a friendly name. Your friendly name is the name displayed in the From field on other iDEN handsets when they receive messages from you.

- **Signature** — Enter text here to create a signature. Your signature is text that is automatically inserted at the end of all messages you create. You can edit the text before sending the message.
- **Quick Notes** — lets you create new Quick Notes and edit or delete Quick Notes you have created.
- **Replies** — lets you create new reply phrases and edit or delete reply phrases you have created.
- **Cleanup** — controls how long messages remain in the Inbox and Sent Items before they are deleted. See “Setting the Clean-up Option” on page 88.

To access the Setup menu:

- 1 From the main menu, select **Messages**.
- 2 With **[Create Message]** highlighted, press .
- 3 Select **Setup**.

Tip: This option is available from many context-sensitive menus when you are using MMS.

New Quick Notes and Reply Phrases

Creating

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select **[New Quicknote]** or **[New Reply]**. -or- Press  under **New**.

Multimedia Messages

- 3 Enter text from the keypad.
- 4 When you are finished, press **OK**.

Editing

You can edit only Quick Notes and reply phrases you have created.

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select the Quick Note or reply phrase you want to edit.
- 3 Edit the text.
- 4 When you are finished, press **OK**.

Deleting

You can delete only Quick Notes and reply phrases you have created.

To delete a Quick Note or reply phrase:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Scroll to the Quick Note or reply phrase you want to delete.
- 3 Press  under **Delete**.
- 4 Press **OK** or press  under **Yes** to confirm.

To delete all Quick Notes or all reply phrases:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.

- 2 Press **OK**.
- 3 Select **Delete All**.
- 4 Press **OK** or press  under **Yes** to confirm.

Setting the Clean-up Option

The clean-up option controls how long messages remain in the Inbox and Sent Items before they are deleted. You set the clean-up option for the Inbox and Sent Items separately.

The clean-up option deletes only read, unlocked messages.

Clean-up Options

- **Off** — Messages are never automatically deleted.
- **5 Messages** — If you have more than 5 messages, messages are deleted in the order they were received, starting with the oldest, until 5 are left.
- **10 Messages** — If you have more than 10 messages, messages are deleted in the order they were received, starting with the oldest, until 10 are left.
- **1 Day** — Messages are deleted if they are older than 1 day.
- **3 Days** — Messages are deleted if they are older than 3 days.

- **Custom** — Lets you create a clean-up option of up to 99 messages or 99 days.

For the Inbox

- 1 From the Setup menu, select **Cleanup > Inbox**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press **OK** or press  under **Yes**. -or-

To delete messages later, press  under **No**.

For Sent Items

- 1 From the Setup menu, select **Cleanup > Sent Items**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press **OK** or press  under **Yes**. -or-

To delete messages later, press  under **No**.

Choosing to Delete Messages Later

If you choose to delete messages later, rather than at the time you set the clean-up option, the type of clean-up option you set determines when messages are deleted.

If you set an option that cleans up messages according to how many you have, messages are deleted when you exit the message center after setting the option.

If you set an option that cleans up messages according to how old the messages are, messages are deleted when you power on your handset.

Managing Memory

All messages in the Inbox, Drafts, and Sent Items share the same memory space.

Note: The content of a message in the Inbox is not stored in your handset's memory until the message is read. Unread messages use very little memory.

To view your used memory, free memory, and memory capacity:

- 1 From the main menu, select **Messages**.
- 2 With **[Create Message]** highlighted, press **OK**.
- 3 Select **Setup > Memory Size**.

Tip: This option is available from many context-sensitive menus when you are using MMS.

To free memory, delete messages.

To delete many messages at once, see "Deleting All Messages" on page 90.

To set messages to be deleted automatically, see "Setting the Clean-up Option" on page 88.

Multimedia Messages

Note: Messages are stored in your handset using the same memory space used to store Java applications data, items accessible through the media center, and voice records created when your handset is in a call. Deleting some of these other items frees memory for messages.

Deleting All Messages

To delete all read, unlocked messages from the Inbox, all messages in Drafts, or all successfully sent messages in Sent Items:

- 1** Scroll to **Inbox**, **Draft**, or **Sent Items**.
- 2** Press .
- 3** Select **Delete All**.
- 4** Press  or press  under **Yes** to confirm.

My Info

My Info lets you view information about your handset and send this information to other handsets.

Viewing My Info

1 From the main menu, select **My Info**.

2 Scroll to see the entire screen.

The My Info screen contains:

- **My Name** — You can enter your name here.
- **Line 1** and **Line 2** — your phone numbers for phone lines 1 and 2. Each number appears when you receive your first call on that line.
- **Private** — Your Private ID is the number that others use to contact you using Private calls. This number appears when you receive your first Private call.
- **Group ID** — the number of the Talkgroup you have joined.
- **Carrier IP** — the IP address assigned to TELUS Mobility. This number appears when you register for packet data services.
- **IP1 Address** and **IP2 Address** — the IP addresses you use to access the Internet with your handset.

- **Circuit Data** — the number you use if you want to use your handset to transfer circuit data. See “Using Your Handset as a Modem” on page 94. You receive this number from TELUS Mobility.

Note: If you request equipment-related transactions on your account, TELUS Mobility may require you to provide specific information about the equipment. By pressing  anytime while in My Info, a submenu will appear that includes your handset's service status, unit information, and handset identification numbers including IMEI, SIM ID, and Serial Number (SN). Please be prepared to supply the representative with this information when requesting these types of transactions.

Editing My Info

To edit My Info to enter or change the text that appears in **My Name**:

1 From the main menu, select **My Info**.

2 Press  under **Edit**.

3 Select **Name**.

4 Enter the name you want to appear. See “Entering Text” on page 63. When you are finished, press .

My Info

You can also edit the information in **Line 1**, **Line 2**, and **Circuit Data**, but your changes are only temporary. The next time your handset registers on the network, your actual phone numbers and circuit data number appear again in My Info.

Setting Sending Options

Your handset can send information in My Info to other handsets that have this capability.

You can control what portion of the information in My Info is sent and whether it is sent automatically in every Private call or only when you choose to send it.

Information Sent

The information your handset sends always includes **My Name** and **Private**.

It may include **Line 1**, **Line 2**, **Carrier IP**, and **Circuit Data**, depending on how you set your sending options.

To change which fields are sent:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **Direct Send Setup > Info to Send**.
- 4 A checkmark appears next to the fields that will be sent. To add or remove the checkmark, select the field.

- 5 When you are finished, press  under **Done**.

Automatic Sending

To control whether your information is sent automatically:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **Direct Send Setup > AutoSend**.
- 4 To set your information to be sent automatically, set this option to **On**. -or-

To set your information to be sent only when you choose to send it, set this option to **Off**.

Mike's Wireless Web Services

Your i870 handset is equipped with a microbrowser that can be used to access Mike's Wireless Web Services and other up-to-the-minute information. You can view specially designed text versions of popular Internet sites that provide news, sports, weather, entertainment, stock quote sites, and other useful information.

To access the microbrowser:

From the idle screen, press  to access the main menu. Scroll to **Browser**. Press  under **Browse** to access the microbrowser.

Launching the Microbrowser

The first time you use the microbrowser, you will be required to go through a security setup process that takes approximately one to three minutes. Please follow the on-screen prompts to complete the security setup process. This setup process will only occur the first time you use the service.

To launch the microbrowser:

- 1 From the idle screen, press  to access the main menu.
- 2 Scroll to **Browser**. Press  under **Select**.

- 3 Once connected, the Homepage (or the last page visited) will be displayed. To access the Home menu page from any other menu in the microbrowser, press .
- 4 To view additional text while visiting a site, use the navigation keys to scroll to read it.

Navigating the Microbrowser

When you use the microbrowser, some keys on your handset operate differently than during a normal phone call. These keys are explained below:



Home key — press to return to the default Home page (the page first seen when you launch the browser).



Asterisk/Back key — press to return to the previous page viewed before the current page.



O/Next key — press after using the back key to return to the original page viewed.

Accessing the Browser Menu

- 1 Press and hold  to access the browser menu.
- 2 Scroll to select the desired option.
- 3 Press  under **Ok** to initiate the option.

Mike's Wireless Web Services

Below is the list of available options:

- **Exit Browser** — closes the browser and returns you to the idle screen. Use this option when you want to return to the page currently viewed at a later time, without navigating through the entire menu structure again.
- **Reload** — reloads the current Wireless Web page viewed, refreshing the information with the most current from the information provider.
- **Home** — returns you to your default Home page, the first page you see when launching the microbrowser.
- **Bookmarks** — allows you to access bookmarks you have created using the Bookmark option.
- **Mark Site** — identifies sites you would like to visit easily and quickly from your microbrowser.
- **About Phone.com** — contains information about the version of the Phone.com browser loaded on your handset.
- **Advanced Options** — helps troubleshoot any service issues you may have with your browser.

Ending the Microbrowser Session

At any point in the session, press and hold  to close the microbrowser.

Using Your Handset as a Modem

You can use your handset as a modem with a laptop, handheld device, or desktop computer. In order to use your handset as a modem, you must create either a wired or wireless connection between your handset and the other device. To connect your handset wirelessly, you must have a Bluetooth adapter for the other device. To create a wired connection, use a data cable.

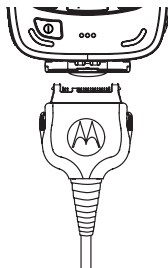
Connecting with a Data Cable

To use a data cable to connect your handset to a laptop, handheld device, or desktop computer:

- 1 Open the connector cover.



- 2 With the handset's display facing up, insert a data cable's connector into the accessory connector, until you hear a click.



- 3 Insert the data plug into the data port of the other device.

To use these services, you must install the iDEN Wireless Data Services software (available separately). For more information on setting up your computer and your i870 handset for packet and circuit data calls, contact TELUS Mobility Client Care.

- 4 Press  under **Change**.
- 5 Scroll to the baud rate for your location.
- 6 Press  under **Select**.

Connecting with Bluetooth

To use your handset as a modem via Bluetooth, the laptop, handheld device, or desktop computer you want to connect to must have a Bluetooth adapter installed.

Check that the adapter is properly installed, and then follow the specific instructions outlined in the device's user guide to connect the device to your handset.

When used as a modem, your handset has these data transfer modes:

- Circuit data — used for sending and receiving faxes and for transferring large files
- Packet data — used for small file transfers such as email.

Camera

The camera in your i870 handset takes pictures and records videos. You can save these pictures and videos in your handset's memory or a memory card, depending on the storage preference you chose. You can access these saved pictures and videos through the media center.

You can send the pictures you take in MMS messages, in Private calls, or with Bluetooth. You can assign them to Contacts entries or set them as your handset's wallpaper.

You can send the videos you record in MMS messages.

The pictures the camera takes are JPEG files.

The videos the camera records have the following file formats:

- H.263 video format
- 128 kbps bit rate for 176 x 144 resolution
- 64 kbps bit rate for 128 x 96 resolution
- AMR audio format with 4.75 kbps bit rate

Accessing the Camera

From the main menu, select **Camera**. **-or-**

Press . **-or-**

Access the camera from the media center. See "Accessing the Camera" on page 116. **-or-**

If you set the camera as a power up application under Settings, then press to power up your handset.

Taking Pictures

- 1 Access the camera.
- 2 If you want to adjust the zoom, spotlight, picture quality, picture size, or a timer, set these options. See "Setting Picture Options" on page 98.
- 3 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 4 When the image you want to capture is in view, press or press or press under **Capture**.

Note: If you insert a memory card into the handset now, you are prompted to save the picture you have just captured to the memory card. Choosing to save the picture to the memory card does not change your storage preferences after the picture is saved.

Camera

5 To save the picture, press  or press . **-or-**

To discard the picture without saving it, press  under **Discard**. **-or-**

To choose another action, see “More Actions for Captured Pictures” on page 99.

Setting Picture Options

When you take a picture, you can set the zoom, spotlight, picture quality, picture size, and set a timer to delay capturing the picture.

To set any of these options:

- 1** Press .
- 2** Select the option you want.
- 3** Select the value you want for that option.

Tip: You can also set zoom from the viewfinder by scrolling up and down and set picture size by scrolling left and right.

If you either discard the picture or save it by either pressing  or selecting **Save** from the context-sensitive menu, the only picture option that changes is the timer. The timer returns to its default: Off.

If you choose any other action, all picture options return to their defaults.

Zoom

The Zoom option lets you choose a closer view.

The values are:

- 1X — no change
- 2X — twice as large
- 4X — 4 times as large

1X is the default.

Spotlight

The Spotlight option turns on or off the camera's spotlight to provide additional light for close-up pictures.

Off is the default.

Picture Quality

The Picture Quality option lets you choose the sharpness the picture will have after it is captured.

The values are:

- Normal — no change
- Fine — higher resolution

When you receive your handset, Normal is the default. You can choose a new default for this option. See “Customizing the Camera” on page 103.

Pictures taken with this option set to Fine use more memory space.

Picture Size

The Picture Size option lets you choose the size the picture will have after it is captured.

From smallest to largest, the values are: Small, Medium, Wallpaper, Large, XLarge, and Max.

If you plan to use the image as wallpaper, it is best to select the Wallpaper size.

When you receive your handset, Medium is the default. You can choose a new default for this option. See “Customizing the Camera” on page 103.

Larger pictures use more memory space.

Self-Timer

The Self-Timer option lets you delay capturing the picture for the number of seconds you choose. The camera captures the picture after the amount of time you chose elapses.

To turn off the timer before the picture is captured, press  under **Cancel**.

The values are: Off, 10 seconds, 15 seconds, 20 seconds.

Off is the default.

More Actions for Captured Pictures

After you capture a picture as described in “Taking Pictures” on page 97, you can send it in an MMS message, in Private calls, or with Bluetooth. You can assign them to Contacts entries or set them as your handset’s wallpaper.

You can also access the media center to view and perform actions on the pictures there.

Choosing any of these options automatically saves the captured picture.

Sending a Picture in a MMS Message

- 1 After you have captured a picture, press  under **Send**.
- 2 Create and send the message. The picture is automatically included as an attachment.

Sending In Private Calls

- 1 After you have captured a picture, press .
- 2 Select **Direct Send Picture**.

A list of names from Contacts appears. These names have Private ID and IP addresses stored.

- 3 Select the name of the person you want to send the picture to.

Camera

- 4 Press the PTT button to send the picture.
- 5 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.
- 6 When prompted, press the PTT button to resume the Private call.

Send with Bluetooth

You must set up your phone to send items with Bluetooth before sending a picture. See “Bluetooth®” on page 147.

- 1 After you have captured a picture, press .
- 2 Select **Transfer**.
- 3 Select **Bluetooth**.
- 4 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting [**Find Devices**].
- 5 If prompted, bond with the device.
Your handset connects to the device and transfers the picture.

Assigning to Contacts

- 1 After you have captured a picture, press .
- 2 Select **Set As Caller ID**.
- 3 To store the picture to a new entry, select [**New Contact**]. **-or-**

To store the picture to an existing entry, select the entry.

Only entries that include phone numbers are displayed. This icon  appears next to entries that have pictures assigned.

- 4 If you selected an entry with a picture assigned, press  or press  under **Yes** to overwrite the assigned picture. **-or-**

Press  under **No** to return to the list of entries without overwriting the assigned picture.

Setting as Wallpaper

- 1 After you have captured a picture, press .
- 2 Select **Set As Wallpaper**.

Recording Videos

Recording a video is similar to taking a picture. If you store videos you record in handset memory, you can record videos up to 30 seconds long. If you record video onto the memory card, the video length is limited by how much memory is available on the card, with a maximum length of 1 hour.

- 1 Access the camera.
- 2 Press .
- 3 Select **Record Video**.

- 4 If you want to adjust the zoom, spotlight, video size, or video length, set these options. See “Setting Video Options”.
- 5 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 6 If you want to zoom in or out, scroll up or down. If you want to change the image size, scroll left or right.
- 7 When you are ready to record, press and release , press and release , or press and release  under **Record**. Releasing the key starts the recording.
- 8 If you want to end the video, press  or press  under **Stop**.
- 9 To save the video, press  or press . **-or-**
To view the video without saving it, press  and select **Review**. **-or-**
To discard the video without saving it, press  under **Discard**.

Setting Video Options

When you record a video, you can set the zoom, spotlight, video size, and video length.

To set any of these options:

- 1 Press .
- 2 Select the option you want.

- 3 Select the value you want for that option.

Tip: You can also set zoom from the viewfinder by scrolling up and down and set picture size by scrolling left and right.

Zoom

The Zoom option lets you choose a closer view.

The values are:

- 1X — no change
- 2X — twice as large
- 4X — 4 times as large

1X is the default.

Spotlight

The Spotlight option turns on or off the camera's spotlight to provide additional light for close-up videos.

Off is the default.

Video Size

The Video Size option lets you choose the size the picture will have after it is recorded.

The values are: Min (128 x 96) and Max (176 x 144).

Camera

Video Length

The Video Length options let you choose how long you can record video.

The values are:

- **Short** (for messages) — limits the video length to 8 seconds.
- **Maximum** — the maximum video length is determined by where you store videos you record. If you store videos you record in handset memory, you can record videos up to 30 seconds long. If you record video onto a memory card, the video length is limited by how much memory is available on the memory card, with a maximum length of 1 hour.

Sending a Video in a MMS Message

- 1 After you have record a video, press  under **Send**.
- 2 Create and send the message. The video is automatically included as an attachment.

Changing Storage Preference

While you are using the camera, you can choose whether media items are saved to your handset's memory or to the memory card.

- 1 Access the camera.
- 2 Press .
- 3 Select **Memory Card > Store Media**.
- 4 Select **On Phone** to set your handset to save media items to the handset's memory. **-or-**

Select **Prefer On Card** to set your handset to save media items to the memory card if it is in the handset. If the memory card is not in the handset, even if you choose **Prefer On Card**, the media items are saved to your handset's memory.

The location that you choose becomes the Store Media option in Settings.

Accessing the Media Center

You can access the Media Center from the camera at any time, except when you are using the Camera Setup menu or viewing the memory screen.

- 1 Press .
- 2 Select **Media Center**.

Customizing the Camera

The Camera Setup menu lets you customize the camera:

- **Ask for Name** — If you set this option to **On**, you are prompted to enter a name for each picture before you save it. Otherwise, pictures are automatically saved with the date and a number as their names.
- **Shutter Sound** — sets the sound the camera makes as it captures a picture or begins and ends recording a video.

Note: The volume of the shutter sound is controlled by your handset's speaker volume. To set your handset's speaker volume, see "Setting the Volume" on page 170.

If the camera is currently ready to take pictures, you can set these picture set-up options:

- **Default Size** — sets the default value for the Picture Size option.
- **Default Quality** — sets the default value for the Picture Quality option.

If the camera is currently ready to record video, you can set this video set-up option:

- **Default Video Size** — sets the default value for the Video Size option.

To access the Camera Setup menu:

- 1 Access the camera.
- 2 Press .
- 3 Select **Camera Setup**.

Tip: This option is available from many context-sensitive menus when you are using the camera.

Managing Memory

While you are taking pictures, the percentage of free memory in the default storage location appears on the screen. To view details about memory on either the memory card or your handset, access the Memory Usage screen.

To view your used memory, free memory, and memory capacity:

- 1 Access the camera.
- 2 Press .
- 3 Select **Memory Usage**.

Tip: This option is available from many context-sensitive menus when you are using the camera.

Camera

To free memory on your handset, delete items from the media center, messages in the message center, voice records, or Java applications. To free memory on the memory card, delete items from the card's folders.

Digital Rights Management

When you download multimedia content available online, such as audio, images, or Java applications, these items may be subject to DRM restrictions. DRM, or digital rights management, is a system that defines how copyrighted multimedia content can be distributed and used.

DRM sets items to time-based or count-based usage settings. Time-based settings let you use the given item for a specified interval. Examples of time-based settings include being able to use an item for a specified number of days from the date of purchase, a specified number of days from the date that the item is first used, or a specified number of minutes. Count-based settings let you use an item for a specified number of times after you download it or for unlimited use.

Installing Items

Except for DRM Java applications, DRM items will automatically install once they have finished downloading.

To install DRM Java applications, see “Installing Applications” on page 142.

To send the DRM installation to the background, press .

Understanding DRM Status Icons

Depending on how a given third-party vendor has set rights for an item, the item may include the following status icons:

-  The item is a DRM item.
-  The DRM item has expired.

As with other items in media center, you can lock DRM items. See “Locking Items” on page 115.

Note: All DRM items are forward locked. See “Forward Locked Items” on page 110.

Sharing Items

You can gift a DRM item to a friend's handset. Gifting is when you purchase a copy of a DRM item and send it to someone. If you do not want to gift an item, you can send a message to a friend's handset that contains the link for purchasing the item. The friend can then purchase the item quickly and easily. Sending this type of message is called Tell-A-Friend.

Gifting

To check if a DRM item is giftable:

- 1 Go to the location on your handset that contains the item you want.
- 2 Highlight the DRM item you want to gift.
- 3 Press . If **Gift** is an option, the item is giftable.

To gift a DRM item:

- 1 Go to the location on your handset that contains the item you want.
- 2 Highlight the DRM item you want to gift.
- 3 Press .
- 4 Select **Gift**.
- 5 Select the contact you want to send the item to.
-or-

If the person you want to send the item to is not in contacts, select **[New Number]**. Enter the number.

- 6 Press .
- 7 Follow the vendor's instructions for purchasing an additional license.

Tell-A-Friend

- 1 Go to the location on your handset that contains the item you want.
- 2 Highlight the DRM item you want to tell your friend about.

- 3 Press .

- 4 Select **Tell-A-Friend**.

The Create Message screen opens.

- 5 Complete and send the message. See “Creating and Sending Messages” on page 70.

Managing DRM Items

Note: Depending on how the third-party vendor has set rights for the given DRM item, you may be unable to perform some of the following tasks.

Viewing License Information

You can check a DRM item's license to view the following information:

- For time-based items, either the date and time the item is scheduled to expire, or the number of days left
- For count-based items, the number of credits (uses) left or an unlimited use notice
- The name of the item's vendor

To view the license of a DRM item:

- 1 Go to the location on your handset that contains the item you want.

- 2 Highlight the DRM item you want to view license information for.
- 3 Press .
- 4 Select **License Info**.

Renewing DRM Licenses

Note: You can only renew DRM licenses if the license contains a link to the page where you purchased the item.

- 1 Go to the location on your handset that contains the item you want.
- 2 Highlight the DRM item you want to renew.
- 3 Press  under **Renew** or press . Select **Renew**.
- 4 Select the link to the page where you purchased the item.
- 5 Follow the vendor's instructions for purchasing an additional license.

Deleting Items

If you delete a DRM item that you purchased from TELUS Mobility from your handset, you will have to purchase it again to download it.

Under certain conditions, third-party vendors will let you download an item multiple times within a given time frame, even if you deleted the item. Please contact the third-party vendor of an item to learn more about the vendor's download regulations.

To delete an item:

- 1 Go to the location on your handset that contains the item you want.
- 2 Highlight the DRM item you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 If prompted, press  under **Yes**.

About Expired Items

If you are using an item when it expires, once you finish your session with the item, you will be unable to use the item.

When ring tones and wallpapers expire, they are automatically removed from their respective lists. For expired items that continue to display in their respective lists, you can either choose to renew the license for the item or else manually delete the item.

Note: You cannot delete locked items.

Media Center

The media center lets you access pictures, videos, and audio recordings stored in your handset's memory or on a memory card inserted in your handset.

All pictures and videos stored in your handset's memory can be accessed through the media center.

The following audio recordings can be accessed through the media center:

- Voice records created when your handset was not in a call
- Musical ring tones in the list of ring tones
- Audio recordings you saved from MMS messages you received
- Audio recordings you downloaded to your handset

Because a memory card inserted in your handset may contain files saved to it using a device other than your handset, not all types of pictures, videos, and audio recordings on the memory card may be accessed through your handset's media center.

For information on determining whether the files on a memory card can be accessed through the media center, see "Ensuring Files on a Memory Card Are Compatible With Your Handset" on page 32.

Pictures in the media center can be sent in Private calls using Direct Send or via Bluetooth. See "Using Direct Send" on page 127 and "Sending Contacts, Datebook Events, and Pictures" on page 152.

Pictures, videos, and audio recordings accessible through the media center can be sent in MMS messages. See "Multimedia Messages" on page 70.

Note: You can transfer pictures from your handset to your computer using a data cable and software you can download. You can also transfer pictures by copying the pictures first to a memory card and then to your computer.

Viewing the Media Center

To access the media center:

From the main menu, select **Media Center**. -or-

From the camera, press . Select **Media Center**.

Scroll to view the items in the media center.

Choosing Thumbnail View or List View

You can set the media center to show a thumbnail of each picture as you view the list of items or show the list of items without thumbnails.

To change views:

- 1 Access the media center.
- 2 Press .
- 3 Select **Set View**.
- 4 Select **Plain List View** or **Thumbnail List View**.

Filtering by Media Type

You can set the media center to show all types of media items, only pictures, only videos, or only audio recordings. If you have a memory card in your handset, the items stored in your handset's memory are listed separately from the items stored on the memory card.

If you do not have a memory card in your handset, you have these filtering options:

- **All** — all items accessible through the media center.
- **Pictures** — all pictures.

- **Audio** — all audio recordings accessible through the media center.
- **Video** — all videos.

If you have a memory card in your handset, you have these filtering options:

- **Phone: All** — all items in your handset's memory that are accessible through the media center.
- **Phone: Pictures** — all pictures in your handset's memory.
- **Phone: Audio** — all audio recordings in your handset's memory that are accessible through the media center.
- **Phone: Video** — all videos in your handset's memory.
- **Card: All** — all items on the memory card that are accessible through the media center.
- **Card: Pictures** — all pictures on the memory card that are accessible through the media center.
- **Card: Audio** — all audio recordings on the memory card that are accessible through the media center.
- **Card: Video** — all videos on the memory card that are accessible through the media center.

Media Center

Setting Filtering

- 1 Access the media center.
- 2 Press .
- 3 Select **Filter**.
- 4 Select the filtering option you want.

Tip: You can also scroll through these options while viewing the list of items by either scrolling left or right or pressing  or .

Keeping the Last Filter Setting

You can set the media center to show all items every time you access it or to keep the filtering setting you had when you last viewed it.

- 1 Access the Media Center.
- 2 Press .
- 3 Select **Setup**.
- 4 Select **Remember Filter**.
- 5 Select **On** to keep the filtering setting you had when you last viewed the media center.

When you receive your handset, the media center is set to show all items every time you access it.

Accessing Items Listed

To access a picture, video, or audio recording, select it from the list of items in the media center.

With an item selected, scroll left or right to access the items that appear before and after it in the list.

Sorting by Time or Name

You can set the media center to sort items by the time the item was created or by the name of the item.

- 1 Access the media center.
- 2 Press .
- 3 Select **Setup**.
- 4 Select **Sort**.
- 5 Select **By Time** or **By Name**.

Forward Locked Items

Some items saved from MMS messages, private calls, or by downloading may be forward locked. Forward locked items are usually copyright protected, and you cannot share them with anyone, such as in Private calls, or by uploading them from your handset.

You cannot remove forward locking from an item.

When you view items in the media center, one of these icons appears next to each forward locked item:

-  Forward locked.
-  Forward lock and locked.

When an item is locked, it cannot be deleted from the media center. See “Locking Items” on page 115. Locking an item has no effect on its forward locking.

DRM Items

Except for Java applications, which download to Java Apps, the default location for any DRM items that you download is the media center. Depending on the storage preference you have chosen, these items may be saved to your handset's memory or a memory card inserted in your handset.

Depending on how a given third-party vendor has set rights for an item, the item may include the following status icons.

-  The item is a DRM item.
-  The DRM item has expired.

All DRM items are forward locked. As with other items in media center, you can lock DRM items. See “Locking Items” on page 115.

For more information about DRM items, see “Digital Rights Management” on page 105.

Note: While your handset supports gifting and Tell-A-Friend services for DRM items, these services may not be offered by TELUS Mobility. Please contact TELUS Mobility for more information.

Pictures

The media center lets you view pictures, send them via Private calls, MMS messages, or Bluetooth, assign them to Contacts entries, or set them as your handset's wallpaper.

Viewing

To view a picture, select it from the list of items in the media center.

If your handset is set to show thumbnails, a thumbnail of each picture appears next to the picture in the list of items. If your handset is not set to show thumbnails, this icon  appears next to the picture.

Media Center

To see a larger or smaller view of the picture you are viewing:

- 1 Press .
- 2 Select **Zoom**.
- 3 Select the zoom option you want.

If the picture does not fit in the display, scroll left and right and up and down to view different parts of the picture.

Sending in a Message

- 1 Scroll to or select the picture you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The picture you selected is automatically included as an attachment.

Sending in Private Calls

- 1 Scroll to or select the picture you want to send in a Private call.
- 2 Press .
- 3 Select **Direct Send Picture**.

A list of names from Contacts appears. These names have Private IDs and IP addresses stored.

- 4 Select the name of the person you want to send the picture to.
- 5 Press the PTT button to send the picture.
- 6 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.
- 7 When prompted, press the PTT button to resume the Private call.

Sending with Bluetooth

You must set up your handset to send items with Bluetooth before sending a picture. See “Bluetooth®” on page 147.

- 1 Scroll to or select the picture you want to send with Bluetooth.
- 2 Press .
- 3 Select **Transfer**.
- 4 Select **Bluetooth**.
- 5 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting **[Find Devices]**.
- 6 If prompted, bond with the device.
Your handset connects to the device and transfers the picture.

Assigning to Contacts

- 1 Scroll to or select the picture you want to assign to a Contacts entry.
- 2 Press .
- 3 Select **Set As Caller ID**.
- 4 To store the picture to a new entry, select **[New Contact]**. **-or-**

To store the picture to an existing entry, select the entry.

Only entries that include phone numbers are displayed. This icon  appears next to entries that have pictures assigned.

- 5 If you selected an entry with a picture assigned, press  or press  under **Yes** to overwrite the assigned picture. **-or-**

Press  under **No** to return to the list of entries without overwriting the assigned picture.

Setting as Wallpaper

- 1 Scroll to or select the picture you want to set as wallpaper.
- 2 Press .
- 3 Select **Set As Wallpaper**.

Note: If you later set your wallpaper to **Auto Cycle**, the picture is included and will appear on the idle screen. See “Wallpaper” on page 171.

Videos

The media center lets you play videos and send them in MMS messages.

Playing

To play a video, select it from the list of items in the media center.

This icon  appears next to each video in the list of items.

Tip: When viewing the list of items in the media center, you can scroll left or right, or press  or , to change the type of media that is displayed in the list.

To stop the video before it has finished playing, press  or scroll down.

To restart the video, press .

To fast forward, scroll right. To rewind, scroll left. The longer you hold the scroll key, the faster the video fast forwards or rewinds.

Sending in a Message

- 1 Scroll to or select the video you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The picture you selected is automatically included as an attachment.

Audio Recordings

The media center lets you play audio recordings, send them in MMS messages, and assign them to Contacts entries.

Playing

To play an audio recording, select it from the list of items in the media center.

This icon  appears next to each audio recording in the list of items.

Tip: When viewing the list of items in the media center, you can scroll left or right, or press  or , to change the type of media that is displayed in the list.

To stop the audio recording before it has finished playing:

Press . **-or-**

Scroll left.

To fast forward, scroll right. To rewind, scroll left. The longer you hold the scroll key, the faster the audio recording fast forwards or rewinds.

When you play an audio recording, an animated image appears on the display.

Sending in a Message

- 1 Scroll to or select the audio recording you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The audio recording you selected is automatically included as an attachment.

Assigning to Contacts

To assign an audio recording in the media center as the ring tone for a Contacts entry:

- 1 Scroll to or select the audio recording you want to assign.
- 2 Press .
- 3 Select **Assign As Ringer**.
- 4 Select the Contacts entry you want to assign the ring tone to.

Note: You cannot assign a voice record as the ring tone for a Contacts entry.

Renaming Items

- 1 Access the media center.
- 2 Scroll to or select the item you want to rename.
- 3 Delete the item's name and enter a new name.
- 4 Press .

Locking Items

When you lock an item in the media center, it cannot be deleted until you unlock it.

- 1 Access the media center.
- 2 Scroll to or select the item you want to lock or unlock.
- 3 Press .
- 4 Select **Lock** to lock the item. **-or-**
Select **Unlock** to unlock the item.

When you view items in the media center, one of these icons appears next to each locked item:

-  Locked.
-  Forward lock and locked.

Deleting Items

Deleting items from the media center means they can no longer be accessed anywhere in your handset, including the list of ring tones, the list of voice records, and Contacts.

Under certain conditions, some DRM vendors will not charge you if you download an item multiple times within a given time frame. Please contact the DRM vendor to learn more about their download regulations.

Deleting an Item

- 1 Scroll to or select the item you want to delete.
- 2 Press .
- 3 Select **Delete**.
- 4 Press  or  under **Yes** to confirm.

Deleting All Items

You can delete all unlocked items currently in view, depending on how media center filtering is set. See "Filtering by Media Type" on page 109. If filtering is set to show all types of media center items, all unlocked items are deleted.

- 1 Access the media center.
- 2 Press .
- 3 Select **Delete All**.

Media Center

4 Press  or  under **Yes** to confirm.

Accessing the Camera

To access the camera from the media center at any time, press .

You can also select [**Camera**] from the list of items or press  under **Camera** when these options appear.

Copying and Moving Items

If you have a memory card in your handset, you can copy and move items in the media center from your handset's memory to the memory card or from the memory card to your handset's memory.

- 1 Access the media center.
- 2 Scroll to or select the item you want to move.
- 3 Press .
- 4 To copy the item, select **Copy To Phone** or **Copy To Card**. -or-

To move the item, select **Move To Phone** or **Move To Card**.

Some items cannot be copied or moved:

- DRM pictures and ring tones cannot be copied. Some DRM pictures and ring tones cannot be moved, depending on their rights settings.

- Forward locked pictures and ring tones cannot be copied or moved to a memory card.
- Videos over 30 seconds long cannot be copied or moved to your handset's memory.

If you try to copy or move an item that cannot be copied or moved, your handset displays a message telling you that this action cannot be performed.

Changing Storage Preference

While you are using the media center, you can choose whether media items are saved to your handset's memory or to a memory card.

- 1 Access the media center.
- 2 Press .
- 3 Select **Memory Card > Store Media**.
- 4 Select **On Phone** to set your handset to save media items to the handset's memory. -or-

Select **Prefer On Card** to set your handset to save media items to a memory card, if it is available. If a memory card is not available, media items are saved to your handset's memory.

The location that you choose becomes the Store Media option in Settings.

Accessing the Audio Player

Your i870 handset includes an audio player that you can use to play MP3 audio files stored on a memory card inserted in your handset.

To access the audio player from the media center:

- 1 Access the media center.
- 2 To view the audio recordings on your memory card, press . Select **Filter > Card: Audio**.
- 3 Select **[Audio Player] Play Audio Files**. -or-
Press  under **Player**.

Managing Memory

To view your used memory, free memory, and memory capacity of your handset and a memory card:

- 1 Access the media center. -or-
Scroll to or select any item in the media center.
- 2 Press .
- 3 Select **Memory Usage**.

To free memory, delete or move items.

Note: Items accessible through the media center that are stored in your phone's memory use the same memory space used to store messages, Java application data, and voice records created when your handset is in a call. Deleting some of these other items frees memory.

Audio Player

Your i870 handset includes an audio player that you can use to play MP3 audio files stored in your handset's memory or on a memory card inserted in your handset.

The audio player groups the MP3 audio files on a memory card into folders and lists. When you select an audio file to play, the audio player plays this audio file and then plays the other audio files grouped with it.

If you receive a phone call, Private call, group call, Talkgroup call, call alert, message notification, a Datebook reminder, or a GPS notification while playing an audio file with the audio player, the audio file pauses and a prompt appears asking you if you want to accept the incoming item or ignore it.

The audio player begins playing at the currently selected volume, even when Vibe All is set to On.

Playing Audio Files with the Flip Closed

The controls on the front of your handset enable you to use the audio player with your handset's flip closed:

- To access the audio player, press and hold  any time your handset is not in a call or transferring data.
- To play an audio file once you have accessed the audio player, press .
- To pause an audio file or resume playing it again, press .
- To skip to the next audio file, press .
- To skip to the previous audio file, press .
- To fast-forward, press and hold .
- To rewind, press and hold .
- To adjust the volume, use the volume keys.
- To exit the audio player, press .

Playing Audio Files with the Flip Open

When your handset's flip is open, you have more ways to access the audio player and play the MP3 audio files on a memory card.

Accessing the Audio Player

From the Main Menu

From the main menu, select **Audio Player**.

From the Media Center

- 1 Access the media center.
- 2 To view the audio recordings on your memory card, press . Select **Filter > Card: Audio**.
- 3 Select **[Audio Player] Play Audio Files. -or-**
Press under **Player**.

Playing Audio Files

- 1 Access the audio player.
- 2 Scroll to a folder.
Tip: The Songs folder contains all the audio files on a memory card in a single list.
- 3 To play the first audio file in the folder, press under **Play**. (If the folder you scrolled to contains subfolders, this plays the first audio file in the first of these subfolders.) **-or-**
Press to view the contents of the folder. Then scroll to an audio file and press under **Play** to play it, or scroll to a folder and press under **Play** to play the first audio file in it.

Any time you are viewing a list of folders with the audio player, you can scroll to a folder and press under **Play** to start playing the contents of that folder or press to view the contents of the folder.

Any time you are viewing a list of audio files, you can scroll to an audio file and press under **Play** to play it.

To stop viewing a folder and return to the folder or list that contains it, press under **Back**.

Other Basic Functions

Pausing and Resume

To pause a playing audio file, press under **Pause** or press .

To resume playing a paused audio file, press under **Play** or press .

Skip to Next and Skip to Previous

To skip to the next audio file, press and release the right side of the navigation key, as if scrolling right. Do not hold the right side of the navigation key.

To skip to the previous audio file, press and release the left side of the navigation key, as if scrolling left. Do not hold the left side of the navigation key.

Audio Player

Fast-Forward and Rewind

To fast-forward a playing audio file, press and hold the right side of the navigation key for 2 seconds, as if scrolling right.

To rewind a playing audio file, press and hold the left side of the navigation key for 2 seconds, as if scrolling left.

Adjust the Volume

To adjust the volume, use the volume keys.

Exit

To exit the audio player, press  under **Exit**.

If **Exit** is not one of your options, press  under **Back** or **Cancel** until it is.

How Your Audio Files Are Organized

The audio player groups the MP3 audio files on a memory card into folders and lists.

Since you will probably want to use the audio player primarily to play songs, the audio player treats the MP3 audio files on a memory card as songs when grouping and organizing them.

The audio player uses meta-data found in most MP3 audio files to group the files on a memory card by album, artist, and genre. You can also create your own groupings of audio files, called playlists.

When you access the audio player, you see that the audio files are grouped into these folders:

- **Songs** — All MP3 audio files on the memory card inserted in your handset, listed alphabetically by title.
- **Playlists** — Folders and lists you have created. If you have not created any playlists, this folder contains only the Favorites playlist, which is empty.
- **Albums** — Songs grouped by album. The albums are listed alphabetically by title. The songs on the albums are listed in the order that they normally appear on the album.
- **Artists** — Songs grouped by artist. The artists are listed alphabetically by name. Within each artist's folder, the songs are listed alphabetically by title.
- **Genres** — Songs grouped by genre. The artists are listed alphabetically by name. Within each artist's folder, the songs are listed alphabetically by title.

In the Albums, Artists, and Genres folders, any MP3 audio files that do not contain enough meta-data to be grouped by album, artist, or genre are placed in a folder labelled “Unknown”.

Searching By First Letter

Any time you are viewing an alphabetical list of audio files or folders, you can go the items starting with any letter by using your handset's keypad to enter that letter.

Playing a List, Repeat, and Shuffle

When you select an audio file to play, the audio player plays this audio file and then plays the other audio files grouped with it. The repeat and shuffle features help determine which of these songs are played.

If you are not using the repeat or shuffle features, the audio player plays the audio file you select and then plays the rest of the files in the list or folder, in the order they appear, until it gets to the end of the list or folder. The audio player then goes to the beginning of the list and pauses until you resume playing.

The repeat feature lets you set the audio player to play all the audio files in a list or folder, in order, starting again at the beginning of the list when it gets to the end, without pausing or stopping. It also lets you set the audio player to play one audio file repeatedly, starting over as soon as it ends.

The shuffle feature lets you set the audio player to play the audio files in a list or folder in random order, until you stop it.

Setting Repeat

- 1 While viewing a list or viewing the details of the audio file currently playing, press .
- 2 Select **Shuffle/Repeat**.
- 3 Scroll to **Repeat**.
- 4 To set the audio player to repeatedly play the contents of a list or folder, in order, select **All**.
-or-

To set the audio player to play one song repeatedly, select **One**. **-or-**

To turn off the repeat feature, select **Off**.

Setting Shuffle

- 1 While viewing a list or viewing the details of the audio file currently playing, press .
- 2 Select **Shuffle/Repeat**.
- 3 Scroll to **Shuffle**.

Audio Player

- 4 To set the audio player to play the audio files in a list or folder in random order, select **On**. -or-

To turn off the shuffle feature, select **Off**.

Working with Playlists

Playlists are lists of audio files you create from the files already available through the audio player.

Playlists enable you to group audio files as you like them, but they do not change anything in the other folders or on the memory card. Adding a file to a playlist does not copy it or move it. Removing a file from a playlist, or deleting the playlist that a file is listed in, does not delete the file from any other location.

Creating a Playlist

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Select **[Create New]**.
- 4 If you want to give the playlist a name, enter the name. See “Entering Text” on page 63. When you are finished, press  under **OK**.

Note: If you do not assign a name, the playlist is named “playlist” followed by the number of unnamed playlists you have, including this one. For example, the first playlist you create without naming is automatically named “Playlist-1”.

- 5 Select **[Add Songs]**.

A list of all MP3 audio files on the memory card appears.

Tip: For options to help you sort through this list, press .

- 6 Select each audio file you want to put on the playlist. A checkmark appears next to each selected file.

Tip: To deselect a selected item: Scroll to a selected file and press .

- 7 When you are finished selecting files, press  under **Done**.
- 8 If you want to change the order of the audio files on a playlist, see “Reordering a Playlist” on page 123.
- 9 Select **Save**.

Editing a Playlist

After you have created a playlist, you can change its name, add audio files, remove audio files, and change the order of the audio files.

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Scroll to the playlist you want to edit.
- 4 Press .
- 5 Select **Edit Playlist**.
- 6 Make the changes you want.
- 7 Select **Save**.

Reordering a Playlist

You can change the order of the audio files on a playlist before you save a new playlist or later, while editing the playlist.

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Select **Reorder Songs**.
- 3 Scroll to the audio file you want to move.
- 4 Press  under **Grab**.
- 5 Scroll to the place where you want the audio file to appear.
- 6 Press  under **Insert**.

- 7 Repeat step 3 through step 6 for all the items you want to move.
- 8 Press  under **Done**.
- 9 Press  under **Save**.

Removing Audio Files

You can remove some or all audio files from a playlist before you save a new playlist or later, while editing the playlist.

Removing an Audio File From a Playlist

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Scroll to the audio file you want to remove.
- 3 Press .
- 4 Select **Remove Song**.
- 5 Press  under **Save**.

Removing All Audio Files From a Playlist

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Select **Remove All Songs**.
- 3 Press  or  under **Yes** to confirm.
- 4 Press  under **Save**.

Reordering Playlists

To change the order of the playlists in the Playlists folder:

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Press .
- 4 Select **Reorder Playlists**.
- 5 Scroll to the playlist you want to move.
- 6 Press  under **Grab**.
- 7 Scroll to the place where you want the playlist to appear.
- 8 Press  under **Insert**.
- 9 Repeat step 5 through step 8 for all the items you want to move.
- 10 Press  under **Done**.

Deleting Playlists

Delete a Playlist

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Scroll to the playlist you want to delete.
- 4 Press .
- 5 Select **Delete Playlist**.
- 6 Press  or  under **Yes** to confirm.

Deleting All Playlists

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Press .
- 4 Select **Delete All Playlists**.
- 5 Press  or  under **Yes** to confirm.

This deletes all playlists except the Favorites playlist.

Using the Favorites Playlist

The Favorites playlist is a permanent playlist. You can add audio files, remove audio files, and change the order of the audio files, but you cannot rename it or delete it.

You can add audio files to the Favorites playlist as you would any other playlist.

You can also add audio files to the Favorites playlist using the Add to Favorites shortcut.

Add the Audio File Currently Playing

- 1 While viewing the details of the audio file currently playing, press .
- 2 Select **Add to Favorites**.

Add Any Audio File

- 1 Access the audio player.

- 2 Select **Songs**.
- 3 Scroll to the audio file you want.
- 4 Press .
- 5 Select **Add to Favorites**.

Deleting Audio Files

You can delete audio files from a memory card one at a time, by album, by artist, or by genre.

You can also delete all MP3 audio files from a memory card by deleting everything in the Songs, Albums, Artists, or Genres folder.

Deleting an audio file removes it from all playlists it appears on.

Deleting an Audio File

- 1 Access the audio player.
- 2 Select the folder containing the audio file you want to delete.
- 3 If the folder you selected contains more folders, within that folder, select the folder containing the audio file you want to delete.
- 4 Scroll to the audio file you want to delete.
- 5 Press .
- 6 Select **Delete Song**.
- 7 Press  or  under **Yes** to confirm.

Deleting an Album, Artist, or Genre

- 1 Access the audio player.
- 2 Select the folder containing the audio files you want to delete: **Albums**, **Artists**, or **Genres**.
- 3 Scroll to the album, artist, or genre you want to delete.
- 4 Press .
- 5 Select **Delete Album**, **Delete Artist**, or **Delete Genre**.
- 6 Press  or  under **Yes** to confirm.

Deleting All MP3 Audio Files

Deleting everything in the Songs, Albums, Artists, or Genres folder deletes all MP3 audio files from a memory card.

- 1 Access the audio player.
- 2 Scroll to **Songs**, **Albums**, **Artists**, or **Genre**.
- 3 Press .
- 4 Select **Delete All Music**.
- 5 Press  or  under **Yes** to confirm.

DRM Items

Some of the MP3 audio files on a memory card may be DRM items. When a DRM items has expired, you can no longer play it.

Audio Player

If you scroll to an audio file that is expired and try to play it, a message saying you cannot play it appears. If you play a list containing an expired audio file, the audio player skips over the expired item and no message is displayed.

Setting Audio and Visual Options

You can customize the sound of the audio player by setting the equalizer. You can customize the look of the audio player screen by choosing a theme or by viewing visuals while listening to an audio file.

Setting the Equalizer

- 1 From anywhere in the audio player, press .
- 2 Select **Equalizer**.

A checkmark appears next to the equalizer mode that is in use.

- 3 Select the equalizer mode you want.

Choosing a Theme

The theme you choose controls the appearance of the audio player screens.

- 1 Access the audio player.
- 2 Press .

- 3 Select **Themes**.

A checkmark appears next to the theme that is in use.

- 4 Select the theme you want.

Viewing Visuals

To view visuals on the display instead of the details of the song currently playing:

- 1 While viewing the details of the audio file currently playing, press .
- 2 Select **Turn On Visuals**.

To view the details of the song currently playing instead of visuals:

- 1 While viewing visuals press .
- 2 Select **Turn Off Visuals**.

Using Direct Send

Direct Send lets you exchange pictures, My Info, and contact information with other handsets that have this capability. You do this through Private calls.

Direct Send cannot be used during group calls.

Sending a Picture

When you send a picture using Direct Send, the picture you sent appears on the display of the handset you are engaged in the Private call with, is saved by that handset, and then is accessible through that handset's media center.

Sending a Picture During a Call

You can send a picture at any time during a Private call, whether you made or received the call*.

** Additional charges may apply.*

You cannot talk or listen on a Private call while a picture is being transmitted. Other activities, such as taking or searching for a picture, do not prevent you from talking or listening.

Taking a Picture to Send

Note: For more information on taking pictures, see "Accessing the Camera" on page 97.

- 1 While in a Private call, press  under **Camera**.

- 2 When the picture you want to capture is in view, press  or press  under **Capture**.
- 3 To save the picture so you can send it, press .
-or-
To discard the picture without sending it, press  under **Discard**. Repeat step 2 until you capture a picture you want to send.
- 4 Press the PTT button to send the picture.
- 5 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.
- 6 When prompted, press the PTT button to resume the Private call.

Sending a Stored Picture

- 1 While in a Private call: Press  under **Browse**.
A list of pictures that can be included in a Private call appears.
- 2 Select the picture you want to send.
- 3 Press the PTT button to send the picture.
- 4 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.
- 5 When prompted, press the PTT button to resume the Private call.

Using Direct Send

Starting a Call by Sending a Picture

You can start a Private call after you capture a picture with the camera or by choosing a stored picture from the media center.

To do this, you must have the Private ID and IP address of the person you want to send to stored in your Contacts.

- 1 Capture a picture with the camera. See “Accessing the Camera” on page 97. **-or-**

From the media center, scroll to or select the picture you want to send in a Private call.

- 2 Press .

- 3 Select **Transfer > Send via PTT**.

A list of names from Contacts appears. These names have Private IDs and IP addresses stored.

- 4 Select the name of the person you want to send the picture to.

- 5 To clear the picture, press . Select **Clear**. **-or-**
To send the picture, press the PTT button.

Note: If you select **Clear**, the picture is only removed from the transfer. You can still access it in the media center.

- 6 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.

- 7 When prompted, press the PTT button to resume the Private call.

Receiving a Picture

When someone sends you a picture using Direct Send, your handset emits a tone or vibrates and a message appears on the display asking you if you want to accept the picture.

Pictures you receive are saved to your handset's memory or to a memory card inserted in your handset, depending on the storage preference you chose, and are then accessible through the media center.

When you receive a picture, it appears every time you are in a Private call with the person who sent it unless you delete the picture from the media center. This occurs for the last 20 people who sent you pictures.

Accepting a Picture

- 1 When you see the message asking you if you want to accept the picture, press  under **Yes**.

- 2 Wait while the picture is transmitted. The Private call is temporarily interrupted while a picture is transmitted.
- 3 When prompted, press the PTT button to resume the Private call.

Tip: If you want to stop the transmission before it is finished, press  under **Cancel**.

Declining a Picture

When you see the message asking you if you want to accept the picture, press  under **No**.

The picture is not transmitted.

Clearing a Picture From The Display

If you want to remove a picture from your handset's display while still in the Private call in which you received it or while in a subsequent Private call with the person who sent it:

- 1 Press .
- 2 Select **Clear Screen**.

This does not delete the picture from your handset's media center, but the picture will not appear on the display again the next time you receive a Private call from the person who sent it.

Setting Picture Capability

To turn your handset's ability to send and receive pictures in Private calls on or off:

- 1 From the main menu, select **Settings > 2-Way Radio > Direct Send Picture**.
- 2 Select **On** or **Off**.

This setting does not affect your handset's ability to send and receive My Info or contact information.

Sending My Info and Contact Information

When you send My Info or contact information using Direct Send, the information you sent appears on the display of the handset you are engaged in the Private call with. After the call, the information appears on the recent call list of that handset.

Sending My Info

You can control what portion of the information in My Info is sent and whether it is sent automatically in every Private call or only when you choose to send it. See "Setting Sending Options" on page 92.

Sending Information During a Call

- 1 While in a Private call, press .
- 2 With **Direct Send My Info** highlighted, press .

Using Direct Send

- 3 When **Ready to Send** appears on the display, press the PTT button to send the information.

Starting a Call by Sending Information

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 With **Direct Send My Info** highlighted, press .
- 4 Use the keypad to enter the Private ID you want to send the information to. **-or-**
Press  under **Browse**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 When **Ready to Send** appears on the display, press the PTT button to send the information.

Sending Contact Information

You can send contact information by selecting a Contacts entry or an item from the recent calls list.

Contacts entries that contain only addresses cannot be sent. When Contacts entries are received, they do not include ring tones or pictures.

These items from the recent calls list can be sent:

- Contact information sent from other handsets
- Calls to or from numbers store in your Contacts list

Sending Information During a Call

- 1 While in a Private call, press .
- 2 Select **Contacts** or **Recent Calls**.
- 3 Scroll to the Contacts entry or item in the recent calls list you want to send.
- 4 When **Ready to Send** appears on the display, press the PTT button to send the information.

Starting a Call by Sending Information

- 1 From the Contacts list, scroll to or select the entry you want to send. **-or-**
From the recent calls list, scroll to or select the item you want to send.
- 2 Press .
- 3 Select **Send Contact**.
- 4 Use the keypad to enter the Private ID you want to send. **-or-**
Press  under **Browse**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 When **Ready to Send** appears on the display, press the PTT button to send the information.

Receiving My Info or Contact Information

When you receive My Info or contact information from another handset, an icon appears on the display:

 My Info.

 Contact information.

To view the information while still in the Private call:

1 Press .

2 Select **View Contact**.

You can also view My Info from other handsets on the recent calls list. See “Recent Calls” on page 44.

Ring Tones

To set the ring tone your handset makes when you receive phone calls, call alerts, message notifications, or Datebook reminders:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and select the one you want to assign. **Vibrate** sets your handset to vibrate instead of making a sound; **Silent** sets your handset to neither vibrate nor make a sound.

Tip: Highlight a ring tone to hear it.

- 4 Select the features you want to assign to the ring tone.
- 5 When you are finished, press  under **Done**.

Note: This icon  appears on the display if you set your handset to neither vibrate nor make a sound for phone calls.

Setting Your Handset to Vibrate

You can set your handset to vibrate instead of making a sound when you receive all phone calls, Private calls, group calls, call alerts, message notifications, and Datebook reminders.

- 1 From the main menu, select **Ring Tones > VibeAll**.

- 2 Set this option to **On**.

To set your handset to vibrate instead of making a sound for some features but not others:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Select **Vibrate** from the list of ring tones.
- 4 Select the features you want to set to make no sound.
- 5 When you are finished, press  under **Done**.

Note: To set ring options for Private calls and group calls, see “Setting Your Handset to Vibrate” on page 170.

These icons indicate how the ringer is set.

-  The handset always vibrates instead of making a sound.
-  The handset vibrates instead of making a sound for phone calls.
-  Group calls and Private calls are heard through the earpiece, not the speaker.

These icons may appear at the same time.

Assigning Ring Tones to Contacts

Note: If you choose a ring tone that is stored on a memory card, that ring tone file is automatically moved to your handset's memory.

You can set the ring tone your handset makes when you receive phone calls or call alerts from someone you have stored in Contacts.

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and select the one you want to assign.
- 4 Select **Contact**.
- 5 Select the Contacts entry you want to assign the ring tone to.

Ring and Vibrate

To set a your handset to ring and vibrate when you receive phone calls or call alerts:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and highlight the one you want to assign.
- 4 Press .

- 5 Select **Assign w/Vibe**.
- 6 Select the features you want to set to ring and vibrate.
- 7 When you are finished, press  under **Done**.
This icon  appears on the display.

Viewing Ring Tone Assignments

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ring tone.
- 4 Press .
- 5 Select **Overview**.
- 6 Scroll to view ring tones assigned to features and Contact entries.

Managing Memory

To view the amount of memory available for custom ring tones:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ring tone.
- 4 Press .
- 5 Select **Memory Usage**.

Ring Tones

Deleting custom ring tones frees memory.

Note: Ring tones are stored in your handset using the same memory space used to store messages, Java application data, items accessible through the media center, and voice records created when your handset is in a call. Deleting some of these other items frees memory for ring tones.

Deleting Custom Ring Tones

Deleting a ring tone from the list of ring tones deletes it from your handset completely, including the media center and Contacts.

To delete a custom ring tone:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll to the ring tone you want to delete.
- 4 Press .
- 5 Select **Delete**.
- 6 Press  under **Yes** to confirm.

Datebook

Datebook stores up to 250 events. You can store events over a 13 month period — 12 months after and 1 month before the current date.

A Datebook event contains:

- A subject — A name you assign to the event. You can also enter a phone number, Private ID, or Talkgroup number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A location — The location of the event. You can also enter a phone number, Private ID, or Talkgroup number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A start time — The start time automatically assigned to an event is the beginning of the day. You can change the start time, or assign no start time, before storing the event.
- A duration — The length of time the event lasts.
- A date — The date automatically assigned to an event is the date that was highlighted or selected when you began creating the event. You can change this date before storing the event.
- A repeat — An option to store the event as a recurring event.

- A reminder — If an event has a start time, you can set Datebook to remind you that the event is going to start.
- A ring tone for the reminder
- A profile that your handset is switched to while the event is occurring
- A Java application that starts when the event begins

Only the subject and date are required.

Viewing Datebook

To access Datebook:

From the main menu, select **Datebook**.

You can view Datebook by the day, by the week, or by the month. You can also view the details of any event.

In day view, brief information about each event for that day appears.

In week view, events appear as markers corresponding to their times.

In month view, days with events appear with a marker in the corner.

To view an event:

- 1 Select the day the event occurs.

Datebook

- 2 Select the event.

To change the current view:

- 1 While viewing Datebook, press .
- 2 Select the view you want.

Navigating Datebook

To scroll through Datebook:

Scroll left and right using the navigation key. **-or-**

In week view and month view, press  or .

To see more in day view:

Scroll up and down using the navigation key.

To highlight a day in month view:

Enter the date using the keypad.

To go to today's date:

- 1 While viewing Datebook, press .
- 2 Select **Go To Today**.

To go to any date in Datebook:

- 1 While viewing Datebook, press .
- 2 Select **Go To Date**.
- 3 Select the date you want.

Creating Events

Every Datebook event must have a subject and be stored to a date. Other information is optional.

You may enter the information in any order by scrolling through the event details.

After you have entered the information you want, you can press  under **Done** to store the event to Datebook.

If you decide you do not want to store the event:

Press  under **Cancel**.

To create a Datebook event:

- 1 While viewing datebook, press  under **New**. **-or-**
In day view, select **[New Event]**.

- 2 To assign a subject to the event:

Select **Subject**.

Enter the name. See "Entering Text" on page 63.
-or-

Press  under **Browse** to choose from common event names. **-or-**

Enter a phone number, Private ID, or Talkgroup number. After the event is stored, you can call this number.

When you are finished, press .

- 3** If you want to assign a location to the event:

Select **Location**.

Enter the location. See “Entering Text” on page 63.

-or-

Enter a phone number, Private ID, or Talkgroup number. After the event is stored, you can call this number.

When you are finished, press .

- 4** The start time automatically assigned to an event is the beginning of the day. If you want to change the start time or assign no start time:

Select **Start**.

Enter the start time you want. **-or-**

Press  under **No Time** to assign no start time.

- 5** If you want to assign a duration to the event:

Select **Duration**.

Select the duration you want. **-or-**

Select **Custom** to enter a duration.

- 6** The date automatically assigned to an event is the date that was highlighted or selected when you began creating the event. To change the date of the event:

Select **Date**.

Enter the date you want.

- 7** If you want to make the event a recurring event:

Select **Repeat**.

Select the repeat cycle you want.

If the event occurs more than once a week: Select **Multiple Day**. Select the days you want.

Press  under **Done**.

Select the date you want this event to stop recurring.

- 8** If you want to create reminder for this event:

Select **Reminder**.

Select the reminder time you want. **-or-**

Select **Custom** to enter a reminder time.

Note: If an event has no start time, you cannot create a reminder for it.

- 9** If you have entered all the information you want for this event, press  under **Done**. **-or-**

If you want to assign a ring tone, a profile, or a Java application to the event, see “Assigning More Options” on page 138.

Assigning More Options

To assign more options before storing an event:

- 1 If you have created a reminder for the event and want to set the ring tone for that reminder:

Select **Ring Tone**.

Select the ring tone you want from the ring tones stored in your handset.

- 2 If you want to assign a profile that your handset is switched to while the event is occurring:

Select **Profile**.

Select the profile you want from the profiles stored in your handset.

Your handset switches to this profile when the event starts and switches back to the previous profile when the event ends.

- 3 If you want to assign a Java application to start when the event starts:

Select **App**.

Select the application you want from the Java applications stored in your handset.

If you created a reminder for this event, your handset prompts you to start the Java application when you get the reminder.

Editing Events

To change the details of an event:

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press  under **Edit**.

Tip: To copy an event to another date: Press . Select **Copy**.

- 4 Follow the applicable instructions in "Creating Events" on page 136 to edit the various fields.

Deleting Events

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .
- 4 Select **Delete**.
- 5 If the event is not recurring, press  or press  under **Yes** to confirm.

If the event is a recurring event:

Select **This Event Only** to delete only the event selected in step 2.

Select **Repeat Event** to delete all occurrences of the event.

Receiving Reminders

If you created a reminder for a Datebook event, when the reminder time occurs, your handset notifies you with text on the display and a reminder tone.

To view more details about the event:

Open the flip. **-or-**

Press  under **View**.

To dismiss the reminder:

If the flip is closed, press . **-or-**

If the flip is open, press , press  under **Dismiss**, or close the flip.

Tip: You can set your handset to power on when you receive a reminder. See “Customizing Datebook Setup” on page 140.

For Events with Java Applications

If you assigned a Java application to start when the event starts, you can start the application when you get the reminder.

- 1 Press .
- 2 Select **Launch**.

For Events with Numbers to Call

If you stored a phone number, Private ID, or Talkgroup number in the **Subject** or **Location** field of a Datebook event, you can call or send a call alert to that number from the reminder for that event. See “Making Calls from Datebook Reminders” on page 140.

Making Calls From Datebook and Datebook Reminders

If you stored a phone number, Private ID, or Talkgroup number in the **Subject** or **Location** field of a Datebook event, you can call or send a call alert to that number from Datebook or from the reminder of that event.

If you store numbers in both the **Subject** and **Location** fields, you can call or send a call alert to the number stored in **Subject** and the number stored in **Location** as long as the number stored in **Subject** is a Private or Talkgroup number and the number stored in **Location** is a handset number.

If both are the same type of number, the number in **Subject** is called or sent a call alert. To call or send a call alert to the number stored in **Location**, you must delete the number stored in **Subject**.

Making Calls from Datebook

To make a phone call:

- 1 Highlight or select the event containing the number you want to call.

- 2 Press . -or-

Press . Select **Call # in Event**.

To make a Private call or Talkgroup call:

- 1 Highlight or select the event containing the number you want to call.

- 2 Press and hold the PTT button on the side of your handset. -or-

If you did not include a # before the Talkgroup you want to call: Press . Select **Talkgroup**. Press the PTT button.

To send a call alert:

- 1 Highlight or select the event containing the number you want to call or send a call alert to.

- 2 Press . Select **Alert # in Event**. Press the PTT button.

Making Calls from Datebook Reminders

To make a handset call:

Press . -or-

Press . Select **Call # in Event**.

To make a Private call or Talkgroup call:

Press the PTT button. -or-

If you did not include a # before the Talkgroup you want to call: Press . Select **Talkgroup**. Press the PTT button.

To send a call alert:

Press . Select **Alert # in Event**. Press the PTT button.

Customizing Datebook Setup

To access Datebook set up options:

- 1 From the main menu, select **Datebook**.

- 2 Press .

- 3 Select **Setup**.

You can view or change these options:

- **Start View** — sets Datebook to start in day view, week view, or month view when you access Datebook.
- **Daily Begin** — sets the beginning of your day. This is the earliest time of day displayed in week view, if you have a 12-hour day view.

- **Reminders** — If this option is set to **Only When On**, your handset to remind you of events only when it is on. If this option is set to **Always**, your handset powers itself on when you receive reminders. To avoid draining the battery, your handset then powers itself off after a short time.
- **Delete After** — sets the amount of time Datebook waits to delete an event after it occurs.
- **Time Shift** — lets you shift the times of all Datebook events. This is useful if you are travelling to a different time zone.
- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a Datebook reminder.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

Java Applications

Your handset arrives with Java applications preloaded. These preloaded applications autoinstall the first time you open them.

You can download and install more Java applications.

Note: Using Java applications may cause your handset to use up more battery power than other uses of your handset.

Installing Applications

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to install.
- 3 Press .
- 4 Press  under **Done**.

Running Applications

To run an application that has a shortcut on the main menu:

- 1 From the main menu, select the application or suite of applications you want to run.
- 2 If you have selected a suite of application, select the application you want to run.

To run an application that does not have a shortcut on the main menu:

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to run.
- 3 If you have selected a suite of applications, select the application you want to run.

Suspending Applications

When you suspend an application, it does not stop running. It goes to the background so that you can run another application in the foreground.

To suspend an application:

Press  or close the flip.

To view your suspended applications:

From the Java menu, select **Suspended Apps**.

You can have up to 3 applications running at one time — 1 running in the foreground and 2 in the background.

Resuming Applications

You can resume a suspended application at any time. This brings it to the foreground.

- 1 From the Java menu, select **Suspended Apps**.

- 2 Select the application you want to resume.

Ending Applications

To end an application:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to the application you want to end.
- 3 Press  under **End**.

Tip: You can also end applications from the **Suspended Apps** screen.

To end all applications:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to **Suspended Apps**.
- 3 Press .
- 4 Select **End All**.
- 5 Press  or press  under **Yes** to confirm.
- 6 If you want to end all applications without letting them exit, press  under **EndNow**.

Deleting Applications

To delete an application:

- 1 From the main menu, select **Java Apps**.
- 2 Select the application you want to delete.
- 3 Press .
- 4 Select **Deinstall**.

- 5 Press  or press  under **Yes** to confirm.
- 6 When your handset has finished deleting the application, press  under **Done**.

To delete all Java applications:

- 1 From the main menu, select **Java Apps**.
- 2 Select the application you want to delete.
- 3 Press .
- 4 Select **Delete All**.
- 5 Press  or press  under **Yes** to confirm.

Managing Memory

To view the amount of memory available for Java applications:

- 1 From the main menu, select **Java Apps > Java System**.
- 2 Press  under **Next**.
- 3 To see more memory information, press  under **Next** again.

Deleting Java applications frees memory.

Note: Java application data is stored in your handset using the same memory used to store voice records, ring tones, and wallpaper images. Deleting some of these other items frees memory space for Java applications.

Shortcuts on the Main Menu

When you install an application, you can create a shortcut to the application on the main menu.

To create a shortcut to an application that is already installed:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps.** -or-

From the main menu: Press **[F4]**. Select **Main Setup > Add/Remove Apps.**

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to create a shortcut for.
- 4 Press **[OK]**.
- 5 Press **[F4]** under **Done.**

To remove a shortcut:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps.** -or-

From the main menu: Press **[F4]**. Select **Main Setup > Add/Remove Apps.**

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to remove the shortcut for.
- 4 Press **[OK]**.
- 5 Press **[F4]** under **Done.**

Java Applications and GPS Enabled

Some Java applications can make use of your handset's GPS feature to determine the approximate geographical location of your handset. (See "GPS Enabled" on page 155 for more information on the GPS feature.) However, for privacy reasons, you may not always want Java applications to access the location of your handset. Your handset protects your privacy by giving you the option to block all or some Java applications from accessing the location of your handset.

Setting Privacy for All Java Applications

These options control the privacy of all Java applications on your handset:

- **Restricted** — No Java or similar software applications may access the location of your handset. However, location information may still be available to the handset's owner, fleet manager, or account administrator.
- **Unrestricted** — All Java applications may access the location of your handset, without notifying you.
- **By Permission** — When a Java application attempts to access the location of your handset, you are prompted to give permission. However, location information may still be available to the handset's owner, fleet manager, or account administrator.

See "Setting Privacy Options" on page 160 for information on choosing these options.

Granting or Denying Permission

If you choose **By Permission**, you must grant or deny each Java application access to the location of your handset when the application requests access for the first time. You may be required to grant or deny subsequent requests from the same application, depending on the privacy setting you choose for the individual Java application (see "Setting Privacy for Each Java Application" on page 146).

When a Java application requests access the location of your handset, a screen appears informing you.

To deny this request:

- 1 Press  under **Deny**. The application does not access the location of your handset.
- 2 Select the denying option you want:
 - **Always** — If the application requests access to the location of your handset again, the request is denied without notifying you.
 - **For this session** — If the application requests access to the location of your handset again before you power off your handset, the request is denied without notifying you.
 - **Only Once** — If the application requests access to the location of your handset again, you are prompted to grant or deny permission.

To grant this request:

- 1 Press  under **Grant**. The application accesses your handset's location.
- 2 Select the granting option you want:
 - **Always** — If the application requests access to the location of your handset again, the request is granted without notifying you.

Java Applications

- **For this session** — If the application requests access to the location of your handset again before you power off your handset, the request is granted without notifying you.
- **Only Once** — If the application requests access to the location of your handset again, you are prompted to grant or deny permission.
- **Ask** — When the application requests access to the location of your handset, you are prompted to grant or deny permission (see “Granting or Denying Permission” on page 145).
- **Never** — When the application requests access to the location of your handset, the request is denied without notifying you.

Setting Privacy for Each Java Application

After a given Java application requests access to the location of your handset for the first time, you have the opportunity to set GPS privacy option for that Java application.

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to set the privacy option for.

If the application has requested access to the location of your handset,  appears when you highlight the application.

- 3 Press .
- 4 Select **Permissions**.
- 5 Select the privacy option you want for this application:

- **Always** — The application always has permission to access the location of your handset, without notifying you.

Bluetooth®

Your *i870* handset is a Bluetooth device. Bluetooth devices create seamless voice and data connections with other Bluetooth devices, such as another Bluetooth handset, a Bluetooth pen, headset, or desktop adapter. These connections are made wirelessly.

You can use your *i870* handset to send information such as Contacts entries, Datebook events, and pictures to another Bluetooth device.

Devices must be within 10 meters (32 feet) of your handset to be recognized.

Note: This measurement represents optimal conditions. Actual conditions may require you to position your handset closer.

You can only connect your handset to one device at a time.

Understanding Bluetooth® Access Settings

A Bluetooth device can have either automatic or ask security access. The first time a Bluetooth device connects to your *i870* handset, you must grant the device permission to connect. You can then change the access setting of the device to either automatic or ask.

If you set a device to automatic, then that device can connect automatically to your handset when it is in range. If you set a device to ask, then that device must request permission before it can connect to your handset.

Devices are automatically granted permission during the 10 seconds after bonding. For more information about bonding, see “Bluetooth® Bonds” on page 150.

The default for hands free devices, such as Bluetooth headsets, is automatic.

Setting Your Handset for Bluetooth®

You can configure the following aspects of Bluetooth:

- Power

Bluetooth®

- Device name
- Voice recognition and dialing
- Find Me duration

Turning Bluetooth® On or Off

You can turn power to your handset's Bluetooth feature on or off. While Bluetooth power is on, your handset can communicate with other devices.

You can turn off Bluetooth if you want to prolong battery life or you enter an area where Bluetooth is prohibited.

The default setting is **Off**.

- 1 From the main menu, select **Bluetooth > Setup > Power**.
- 2 Select the setting you want.

Renaming Your Handset

Bluetooth devices are listed by their Bluetooth addresses unless you name them. Your *i870* handset comes with a default device name of "Motorola Handset". Renaming your *i870* handset with a unique device name makes it easier for you to distinguish your handset from other Bluetooth devices.

- 1 From the main menu, select **Bluetooth > Setup > Name**.

- 2 Enter the name you want for your handset.

- 3 Press **OK**.

Setting Voice Dialing

Some Bluetooth devices use voice dialing. When you receive your handset, Bluetooth voice dialing is turned off.

To activate voice dialing for Bluetooth:

- 1 From the main menu, select **Bluetooth > Setup > Voice Dial**.
- 2 Select the setting you want.

Setting a Find Me Duration

You can change how long your handset remains discoverable to other devices. The default duration is 1 minute. See "Sharing Your Handset's Bluetooth® Address" on page 149.

To select a default duration for Find Me:

- 1 From the main menu, select **Bluetooth > Setup > Find Me Duration**.
- 2 Select the setting you want.

Accessing Bluetooth®

From the main menu, select **Bluetooth**. -or-

While in a call, press **□**. Select **Use Bluetooth**.

Note: If Bluetooth power is set to **Off** on your handset, you will be prompted to temporarily turn power on in order to use Bluetooth.

Making a Bluetooth® Connection

The following sections cover how to connect your handset to another Bluetooth device.

Note: Some Bluetooth devices only have full functionality when DTMF dialing is set to **On**. See “Phone Calls Features” on page 173.

Sharing Your Handset's Bluetooth® Address

To bond with your handset, devices must have your handset's Bluetooth address. To find devices that you want to bond with, you can make your handset discoverable, so that other devices learn your handset's Bluetooth address. You can also have your handset search for Bluetooth devices to learn their addresses.

Allowing Bluetooth® Devices to Find Your Handset

To let devices find your handset and its Bluetooth address, place your handset in discoverable mode.

Discoverable mode lasts for the duration selected under **Find Me Duration** in the Bluetooth Setup menu. During this time, other devices that are within range can detect your handset. You can then choose to grant or deny each device's request to bond.

Note: You must grant the device's request in order to receive information from the device on your handset.

To start discoverable mode, from the main menu, select **Bluetooth > Find Me**.

Discovering Bluetooth® Devices

To have your handset search for Bluetooth devices:

From the main menu, select **Bluetooth > Hands Free > [Find Devices]**.

A list of hands free devices displays. Devices that do not have a name are listed by their Bluetooth address.

To stop the search and go to the list of found devices, press  under **Stop**.

To stop the search and return to the previous screen, press  under **Cancel**.

Bluetooth® Bonds

A bond is an encryption key that is generated when two Bluetooth devices exchange a common PIN. This key verifies the identity of each device, and encrypts any data transferred between the devices. Once the PIN is exchanged, the devices do not have to be in discoverable mode in order to exchange information. You only need to create a bond once between two devices.

If you search for devices and you select a device that you are currently bonded with from the list of found devices, then the current bond with that device will be voided. You will have to re-establish the bond.

Your i870 requires that you create a bond in order to connect with another device. However, you can choose to establish bonds with devices without connecting.

Note: Devices are automatically granted permission during the 10 seconds after bonding.

Bluetooth® PINs

Bluetooth devices exchange PINs in order to establish encrypted transfers between them. When prompted, enter the Bluetooth PINs.

Some Bluetooth devices ship with Bluetooth PINs. Please refer to your Bluetooth device's user guide to locate this information.

If a device ships without a Bluetooth PIN, then you can enter any PIN for that device. To establish a connection to that device, enter the same PIN for both your handset and the device. For example, if you enter 1234 as the device's PIN, then enter 1234 as your handset's PIN.

To create a bond between your handset and another device:

- 1 From the main menu, select **Bluetooth**.
- 2 If you want to create a bond and connect with the given device, select **Hands Free > [Find Devices]**. -or-

If you want to create a bond to have it available for future use, select **Link to Devices**.

- 3 Select the device you want.
- 4 Press  under **Yes** if you are prompted to do so.
- 5 Enter a PIN.
- 6 Press  under **Ok**.
- 7 If necessary, enter the same PIN for the other device.
- 8 Select **Bond** if prompted to do so.

Connecting to a Stored Device

If you have previously connected to a device, the device will be stored on your handset so you can connect with it easily.

- 1 From the main menu, select **Bluetooth > Hands Free**.
- 2 Select the device you want to connect to.
- 3 If prompted whether you want to bond with the device, press  under **Yes**.
- 4 If prompted, enter the Bluetooth PIN.

Your handset will connect to the device.

Using Bluetooth® During a Call

During a call, you can connect with available Bluetooth devices.

Note: If the Hands Free menu contains only one device, then your handset will automatically try to connect to that device.

- 1 While in a call, press . Select **Use Bluetooth**.
- 2 Select the device you want to connect to.

Disconnecting from a Device

To disconnect from a device:

- 1 From the main menu, select **Bluetooth > Hands Free**.

- 2 Press  under **Drop**.

Note: Pressing  under **No** when prompted exits the menu without disconnecting the device.

- 3 Press  under **Yes**.

Setting Device Details

The device history stores a list of up to 20 devices that have connected with your handset.

To view the device history, from the main menu, select **Bluetooth > Device History**.

From the device history, you can:

- Edit device names
- Change device access settings
- Delete devices

Note: If you delete a device from device history, you will have to find the device to connect with it. See “Discovering Bluetooth® Devices” on page 149.

Viewing Device Details

To view the name and the access setting of a device:

- 1 From the main menu, select **Bluetooth > Device History**.

Bluetooth®

- 2 Select the device you want.

Editing Device Names

You can edit a device name so the device is easier to identify.

- 1 From the main menu, select **Bluetooth > Device History**.
- 2 Scroll to the device you want to rename.
- 3 Press  under **Edit** or press .
- 4 Select **Name**.
- 5 Enter the new name.

Note: A device name can have a maximum of 40 characters.

- 6 Press .

Editing Device Access Settings

- 1 From the main menu, select **Bluetooth > Device History**.
- 2 Scroll to the device you want to set access for.
- 3 Press  under **Edit** or press .
- 4 Select **Access**.
- 5 Select the setting you want.

Deleting Devices

- 1 From the main menu, select **Bluetooth > Device History**.

- 2 Scroll to the device you want to delete.

- 3 Press .

- 4 Select **Delete**.

- 5 To delete the device, press .

Sending Contacts, Datebook Events, and Pictures

Bluetooth lets you send Contact entries, Datebook events, or pictures you have stored in the media center to connected devices.

Sending Contacts

- 1 From the main menu, select **Contacts**.
- 2 Highlight the contact you want to send.
- 3 Press .
- 4 Select **Transfer**.
- 5 Select **Bluetooth**.
- 6 Select the device you want to transfer to. **-or-**

Search for the device you want to transfer to by selecting **[Find Devices]**.

- 7 If prompted, bond with the device.

Your handset connects to the device and transfers the contact.

Sending Datebook Events

- 1 From the main menu, select **Datebook**.
- 2 Highlight the event you want to send.
- 3 Press .
- 4 Select **Transfer**.
- 5 If the event you select repeats, then you will be prompted to choose whether to send the selected instance of the event or all instances of the event.

To send only the selected instance of the event, select **This Event Only**. -or-

To send all instances of the event, select **Repeat Events**.

- 6 Select **Bluetooth**.
- 7 Select the device you want to transfer to. -or-
Search for the device you want to transfer to by selecting **[Find Devices]**.
- 8 If prompted, bond with the device.
Your handset connects to the device and transfers the event.

Sending Pictures

Note: You can only send pictures if they are not forward locked.

- 1 From the main menu, select **Media Center**.
- 2 Highlight the picture you want to send.
- 3 Press .
- 4 Select **Transfer**.
- 5 Select **Bluetooth**.
- 6 Select the device you want to transfer to. -or-
Search for the device you want to transfer to by selecting **[Find Devices]**.
- 7 If prompted, bond with the device.
Your handset connects to the device and transfers the picture.

Receiving Items

You receive a prompt when your handset has an incoming transfer. You must either accept or reject the transfer.

Canceling Transfers

You can cancel a transfer while the transfer is in progress.

Bluetooth®

Note: If a transfer is interrupted, the **Connection Failed** prompt displays.

1 Press  under **Cancel**.

2 Press  under **Yes** to cancel. **-or-**

Press  under **No** to continue with the transfer.

Tip: If you close the flip while transferring an item, you will end the transfer.

Viewing and Storing Received Items

After an incoming transfer is complete, your handset translates the item. The item appears on your handset's display. You can choose to either store or discard the item. Items are stored as follows:

- Contact entries to Contacts
- Pictures saved to the location selected for the Store Media setting
- Datebook events to Datebook

To store the item, press  under **Store** or press . **-or-**

To discard an item without saving it, press  under **Discard**.

GPS Enabled

Your handset's GPS Enabled feature uses information from Global Positioning System (GPS) satellites orbiting the Earth to determine the approximate geographical location of your handset, expressed as latitude and longitude. The availability and accuracy of this location information (and the amount of time that it takes to calculate it) will vary depending on the environment in which you are using the GPS feature. For example, GPS location fixes are often difficult to obtain indoors, in covered locations, between high buildings, or in other situations where you have not established a clear broad view of the sky. **SEE: "IMPORTANT: Things to Keep in Mind".**

You can also use the GPS feature to view your approximate location. Location information appears on the handset's display.

Java applications loaded on your handset can also request your location. If your handset is connected to a laptop computer or similar device, software running on that device can request your location. To protect your privacy, you can control whether these requests are granted.

IMPORTANT: Things to Keep in Mind

If you are using the GPS feature of your handset while driving, please give full attention to driving and to the road.

Where adequate signals from multiple satellites are not available (usually because your GPS antenna cannot establish a view of a wide area of open sky), **the GPS feature of your handset WILL NOT WORK. Such situations include but are not limited to:**

- **In underground locations**
- **Inside of buildings, trains, or other covered vehicles**
- **Under any other metal or concrete roof or structure**
- **Between tall buildings or under dense tree-cover**
- **Near a powerful radio or television tower**
- **When your GPS antenna is covered (for example, by your hand or other object) or facing the ground**
- **In temperature extremes outside the operating limits of your handset**

GPS Enabled

Walking or driving very slowly may also substantially reduce GPS performance.

Even where location information can be calculated in such situations, it may take much longer to do so, and your location estimate may not be as accurate.

Even where adequate signals from multiple satellites are available, your GPS feature will only provide an approximate location, often within 45 meters (150 feet) but sometimes much further from your actual location. Advice on how to improve GPS performance is provided in “Enhancing GPS Performance” on page 158.

While the GPS feature of your handset can be a valuable navigational aid, it does not replace the need for careful navigating and good judgment. **Never rely solely on one device for navigation.** Remember that the accuracy of the location information and the time needed to obtain it will vary depending on circumstances, particularly the ability to receive signals from adequate numbers of satellites.

The satellites used by the GPS feature of your handset are controlled by the U.S. government and are subject to changes implemented in accordance with the Department of Defense GPS user policy and the Federal Radionavigation Plan. These changes may affect the performance of the GPS feature of your handset.

Making an Emergency Call

Dial 911 to be connected to an emergency response center. If you are on an active call, you must end it before calling 911.

When you make an emergency 911 call, the GPS feature of your handset begins to seek information to calculate your approximate location. **It will take the GPS feature of your handset some time to determine your approximate location.** Even where your handset has good access to sufficient GPS satellite signals and network assist data, it may take 30 seconds or more to determine the approximate location. This time will increase where there is reduced access to satellite signals. When your approximate location is determined, it is made available to the appropriate emergency response center.

In some cases, your local 911 emergency response center may not be equipped to receive **GPS location information**. For this reason, and because the GPS location information reported is only approximate or may not be available in your location (see “IMPORTANT: Things to Keep in Mind” on page 155), **always report your location to the 911 operator** you speak to when making an emergency call, if able, just as you would when using a handset without GPS capabilities.

Note: If you are concerned about whether your local 911 emergency response center is equipped to receive GPS location information, contact your local authorities.

In general, if your handset has access to signals from more GPS satellites, your location will be determined faster and more accurately than if your handset has access to signals from fewer GPS satellites.

If your handset does not have adequate access to GPS satellites signals, the location of the nearest cell tower in contact with your handset is automatically made available to the emergency response center, if the center has the capability to receive such information.

See “Enhancing GPS Performance” on page 158 for information on how to help your handset determine your location.

Viewing Your Approximate Location

- 1 From the main menu, select **GPS > Position**.
- 2 Scroll to view the entire screen.

This displays the following information about the last time your location was calculated:

- The time (as Greenwich Mean Time) and date that the location was last calculated
- The approximate location, expressed as latitude and longitude
- The estimated accuracy of the calculated location. This estimate of accuracy is only a very rough estimate and may vary substantially from the actual accuracy of the approximate location information reported.
- The number of satellites used to calculate the location. In general, more satellites make for better accuracy.

To calculate your location again:

Press  under **Rfrsh**.

GPS Enabled

It may take your handset several minutes to complete the process of determining your location. During this time, a message usually appears on your handset's display saying your handset is scanning for satellites. For tips on getting the best location calculation, see "Enhancing GPS Performance".

The **Position** screen displays the updated information.

To cancel a location calculation before it is completed:

Press  under **Cancel** to return to the **Position** screen. **-or-**

Press  to return to the idle screen.

Each time approximate location of your handset is calculated, the latest location information is stored in your handset and remains there even when your handset is powered off. You will see this information the next time you view the **Position** screen.

If you received a phone call or alert while attempting to determine your location, the **Position** screen will disappear, but your handset will continue attempting to determine its location. If it is successful, the new location information will be displayed the next time you view the **Position** screen.

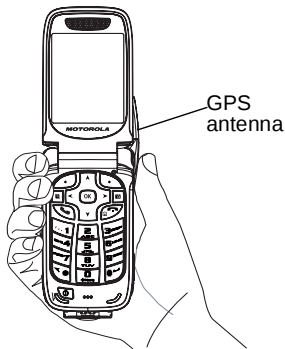
Enhancing GPS Performance

Sometimes the GPS feature of your handset may be unable to complete a location calculation successfully. If this happens when you are trying to view your location on the handset's display, you will see a message indicating that your handset cannot access satellites.

To improve accuracy and increase your chances of a successful calculation, do the following while your handset is determining your approximate location:

- Stay in the open. The GPS feature works best where there is nothing between your handset and a large amount of open sky. If possible, go outside, away from tall buildings and foliage. While performance in a building is improved by moving closer to windows, glass with certain sun shielding films may block satellite signals.
- Extend your handset's antenna.

- Hold your handset to enhance reception. Signals from GPS satellites are transmitted to your GPS antenna, which is in your handset antenna. Hold your handset away from your body, giving the antenna clear access to satellite signals. Do not cover the antenna area with your fingers or anything else.



- Stand still. If possible, stand still until your handset is finished determining your location. Moving your handset at a walking pace while your handset is calculating your approximate location may substantially decrease GPS performance.

- In a car. When using the GPS Enabled feature in a car, position your handset so that the GPS antenna has good access to GPS signals through the car's windows. Typically, the GPS antenna has best access to GPS signals in a car when placed near a window.

Note: Although moving your handset at a walking pace decreases GPS performance, moving it at the speed of a moving car does not.

- Stay in network coverage. The network will provide your handset with information that helps determine your location more quickly and accurately.

Updating Satellite Almanac Data

Another way to keep the GPS feature of your handset working well is to keep your satellite almanac data up to date.

The United States government maintains an almanac of data about where GPS satellites are as they orbit the Earth. This information is available to your handset. Keeping your satellite almanac up to date helps your handset determine your location more quickly.

GPS Enabled

The almanac contains information about the location of satellites, their operational status, and other satellite information. Keeping this information updated enhances the performance of your GPS feature. In most cases, your handset will be able to get a fix in strong satellite signal conditions with outdated almanac data, but it may take longer.

If your satellite almanac data is out of date, your handset may prompt you to update it. Follow the instructions that appear on the handset's display. You may be asked to go to a web site or call a customer care number.

Setting Privacy Options

Your handset's GPS privacy options control whether Java applications on your handset or other software applications may view the location of your handset. You may set your handset to one of these GPS privacy options.

Note: Privacy options do not apply to the transmission of location information during emergency 911 calls.

To set your GPS privacy options:

- 1 From the main menu, select **GPS > Privacy**.
- 2 If your GPS PIN security feature is enabled, enter your GPS PIN. (See "Setting the GPS PIN Security Feature" for more information.)

3 Select the privacy option you want:

- **Restricted** — No Java or similar software applications may view the location of your handset. However, location information may still be available to the handset's owner, fleet manager, or account administrator.
- **Unrestricted** — All applications may view the location of your handset, without notifying you.
- **By Permission** — When an application attempts to view the location of your handset, you will be prompted to give permission. However, location information may still be available to the handset's owner, fleet manager, or account administrator.

Setting the GPS PIN Security Feature

To prevent your GPS privacy settings from being altered without your knowledge, your GPS privacy option can be protected by a PIN.

When you receive your handset, the GPS security feature is turned off, so you do not have to enter a GPS PIN to access your GPS privacy options. If you turn this feature on, you will be required to enter a GPS PIN to access your GPS privacy options.

To turn the GPS Enabled security feature on or off:

- 1 From the main menu, select **Settings > Security > GPS PIN**.

- 2 Select **On** or **Off**.
- 3 Enter the current GPS PIN.

Note: When you receive your handset, your GPS PIN is 0000.

- 4 Press  under **Ok**.

To change your GPS PIN:

- 1 From the main menu, select **Settings > Security > Change Password > GPS PIN**.
- 2 Enter the current GPS PIN.

Note: When you receive your handset, your GPS PIN is 0000.

- 3 Press  under **Ok**.
- 4 Enter the new 4- to 8-digit GPS PIN.
- 5 Press  under **Ok**.
- 6 Enter the new 4- to 8-digit GPS PIN to confirm.
- 7 Press  under **Ok**.

Using GPS with Map Software

You can use the GPS feature of your handset to provide approximate location data to a laptop computer or similar device that is running interactive map software such as that made by DeLorme or Microsoft. This way, if your handset has good access to GPS signals, your approximate position on a map can be made available as you travel in a vehicle.

To do this, connect your handset to your laptop (or other device) with a serial data cable and set your handset to transmit data (see “Getting Started” on page 162). Your handset then provides your approximate location to the device running the map software, which displays your location on a map. Your handset provides an updated location every second and the map software displays your changing location on its map.

See “Enhancing GPS Performance” on page 158 for more details on obtaining good location information.

Note: Because your handset is continuously determining your location, using the GPS feature of your handset with map software uses the handset’s battery power quickly.

Software Compatibility

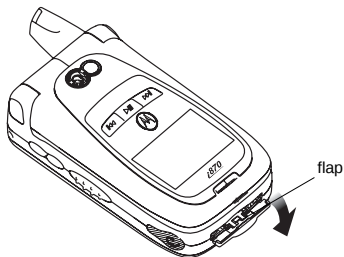
Your handset sends location information to your laptop or other device using the standard National Marine Electronics Association (NMEA) format. Your handset supports output messages in NMEA-0183 format and supports the following NMEA-0183 sentences: GGA, GLL, GSA, GSV, RMC, and VTG.

The map software running on your laptop or other device must support NMEA 3.0.

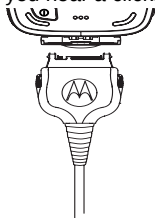
Getting Started

To connect your handset to your laptop or other device with a serial data cable:

- 1 Open the flap covering the handset's accessory connector.



- 2 With the handset's display facing up, insert the serial data cable's connector into the accessory connector, until you hear a click.



- 3 Insert the data plug into the COM port of your laptop or other device.

Make sure no other application is using the COM port selected.

Make sure the COM port settings of your laptop or other device are set to the following:

- Bits per second: 4800
- Data bits: 8
- Parity: None
- Stop bits: 1
- Flow control: Hardware

To set your handset to send location information to your laptop or other device:

1 From the main menu, select **GPS > Interface**.

2 Set **NMEA OUT** to **On**.

Your handset is now sending location data to your laptop or other device.

To stop your handset from sending location data to your laptop or other device:

Set **NMEA OUT** to **Off**.

Each time you power your handset on, **NMEA OUT** is automatically set to **Off**.

Voice Records

A voice record is a recording you make with your handset and can play back. You can record notes to yourself when your handset is not in a call or record phone calls when your handset is in a call.

Voice records created when your handset is not in a call can be accessed through the media center and sent in an MMS message. See “Media Center” on page 108 and “Multimedia Messages” on page 70.

Creating Voice Records

To record a note to yourself:

- 1 From the main menu, select **VoiceRecord** > [**New VoiceRec**].
- 2 Say the message you want to record into the microphone.
- 3 When you are finished recording, press **OK**.

To record a phone call:

- 1 While on an active call, press **☐**.
- 2 Select **Record**.
- 3 When you are finished recording, press **OK**.

Note: Recording of phone calls is subject to applicable laws regarding privacy and recording of phone conversations.

Playing Voice Records

- 1 From the main menu, select **VoiceRecord**.
- 2 Select the voice record you want to play.
- 3 To stop the voice record while it is playing, press **OK**.

Tip: To pause or resume, press any key.

Labeling Voice Records

When you create a voice record, it is labeled with the time and date it was recorded. You can then rename it with a custom label.

- 1 From the main menu, select **VoiceRecord**.
- 2 Select the voice record you want to label.
- 3 Press **↵** under **Label**.
- 4 Enter the label you want to assign. See “Entering Text” on page 63.
- 5 Press **OK**.

Viewing Voice Records

To view your list of voice records:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to view more voice records.

Voice Records Icons

One of these icons appears next to each voice record:

-  A voice record made while your handset was not in a call.
-  A voice record made while your handset was in a call.

Filtering by Voice Record Type

You can set your handset to show all voice records, only voice records created when your handset was in a call, or only voice records created when your handset was not in a call.

- 1 From the main menu, select **VoiceRecord**.
- 2 Press .
- 3 Select **Filter**.
- 4 Select the option you want:
 - **All** — show all voice records.
 - **In Call** — show only voice records created when your handset was in a call.
 - **Normal** — show only voice records created when your handset was not in a call.

Tip: You can also press  or  to scroll through these options while viewing the list of voice records.

Locking Voice Records

When you lock a voice record, it cannot be deleted until you unlock it.

- 1 From the main menu, select **VoiceRecord**.
- 2 Select the voice record you want to lock or unlock.
- 3 Select **Lock** to lock the message. **-or-**
Select **Unlock** to unlock the message.

When a voice record is locked, this icon  appears next to it.

Deleting Voice Records

Deleting a voice record from the voice record list deletes it from your handset completely, including the media center and Contacts.

To delete a voice record:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the unlocked voice record you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or  under **Yes** to confirm.

To delete all voice records:

- 1 From the main menu, select **VoiceRecord**.

Voice Records

- 2 Scroll to any voice record.
- 3 Press .
- 4 Select **Delete All**.
- 5 Press  or  under **Yes** to confirm.

Managing Memory

To view the amount of memory available for voice records:

- 1 From the main menu, select **VoiceRecord**.
- 2 Press .
- 3 Select **Memory**.

To free more memory by deleting all unlocked voice records:

- 1 From the main menu, select **VoiceRecord**.
- 2 Press .
- 3 Select **Memory**.
- 4 Select **Delete**.
- 5 Press  or  under **Yes** to confirm.

Note: Voice records are stored in your handset using the same memory space used to store Java application data, ring tones, and wallpaper images. Deleting some of these other items frees memory space for voice records.

Memo

Memo lets you store a number, make a call to that number, and save it to Contacts.

To create a memo:

- 1 From the main menu, select **Memo**.
- 2 Enter the number using your keypad.
- 3 Press .

To view the memo later:

From the main menu, select **Memo**.

To delete the memo:

- 1 From the main menu, select **Memo**.
- 2 Press and hold  under **Delete**.

To edit the memo:

- 1 From the main menu, select **Memo**.
- 2 Enter the new number.
- 3 Press .

To make a call to the memo number:

- 1 From the main menu, select **Memo**.
- 2 To make a Phone call, press . **-or-**

To make a Private call, press the PTT button.

To store the memo number to Contacts:

- 1 From the main menu, select **Memo**.
- 2 Press .
- 3 Select **Store to Contacts**.
- 4 To store the number as a new entry, select **[New Contact]**. **-or-**

To store the number to an existing entry, select the entry.

- 5 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 6 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.
- 7 Press  under **Save**.

Shortcuts

Shortcuts lets you access most menu options by pressing a number on your keypad or saying the voice name of the shortcut. You create the shortcut and then use it to take you to that screen any time.

Creating a Shortcut

- 1 Go to the menu item you want to create a shortcut for.

For example, if you want to create a shortcut to the screen for creating a new Contacts entry: From the main menu, select **Contacts > [New Contact]**.

- 2 Press and hold  until a confirmation screen appears.
- 3 Press  or press  under **Yes**.
- 4 A screen appears showing the number assigned to the shortcut. If you want to change the number assigned: Press  under **Edit**. Enter the number you want to assign. Press .
- 5 If you want to record a voice name for the shortcut: Select **Voice**. As directed by the screen prompts, say and repeat the name you want to assign to the number. Speak clearly into the microphone.
- 6 Press  under **Done**.

Using a Shortcut

If you know the shortcut number:

- 1 From the idle screen, press .
- 2 On your keypad, press the number assigned to the shortcut.

If you do not know the shortcut number:

- 1 From the main menu, select **Shortcuts**.
- 2 Select the shortcut you want to use.

If you assigned a voice name to the shortcut:

- 1 Press .
- 2 Say the voice name into your handset.

Editing a Shortcut

To change the number assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Reorder**.
- 4 Highlight the shortcut you want to move.
- 5 Press  under **Grab**.
- 6 Scroll to the place where you want the shortcut to appear.
- 7 Press  under **Insert**.

8 Repeat step 4 through step 7 for all the items you want to move.

9 Press  under **Done**.

To change the name or number assigned to a shortcut:

1 From the main menu, select **Shortcuts**.

2 Highlight any shortcut.

3 Press  under **Edit**.

Deleting Shortcuts

To delete a shortcut:

1 From the main menu, select **Shortcuts**.

2 Scroll to the shortcut you want to delete.

3 Press .

4 Select **Delete**.

5 Press  or press  under **Yes** to confirm.

To delete all shortcuts:

1 From the main menu, select **Shortcuts**.

2 With any shortcut highlighted, press .

3 Select **Delete All**.

4 Press  or press  under **Yes** to confirm.

Customizing Your Handset

Setting the Volume

Of the Earpiece and Speaker

- 1 From the main menu, select **Settings > Volume**.
- 2 Scroll to **Earpiece** to set the earpiece volume.

-or-

Scroll to **Speaker** to set the speaker volume.

- 3 To set the volume:

Scroll left or right. -or-

Press the volume controls.

Of the Ringer

Press the volume controls.

Setting Your Handset to Vibrate

To set your handset to vibrate instead of making a sound when you receive phone calls, Private calls, group calls, call alerts, message notifications, pictures sent using Direct Send, and Datebook reminders, see “Setting Your Handset to Vibrate” on page 132.

To set your handset to vibrate instead of making a sound when you receive Private calls and group calls, even if you want your handset to ring for other features:

- 1 From the main menu, select **Settings > 2-Way Radio > Alert Type**.

Tip: If **Alert Type** does not appear: From the main menu, select **Ring Tones**. Make sure **VibeAll** is set to **Off**. Repeat step 1.

- 2 Select **Vibrate** to set your handset to vibrate.

Tip: Select **Silent** in step 2 to set your handset to neither vibrate nor make a sound.

Changing the Look of Your Handset

Wallpaper

A wallpaper is an image that appears on the idle screen.

Note: If you choose a wallpaper that is stored on a memory card, that picture file is automatically moved to your handset's memory.

Choosing a Wallpaper

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Wallpaper**.

Note: If you do not see **Wallpaper** as an option, make sure **Auto Cycle** is set to **Off**.

- 2 Select the wallpaper you want.

Tip: If you want to see what the wallpaper looks like, scroll to the wallpaper you want to view and press  under **View**.

Setting Wallpaper to Change Automatically

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Auto Cycle**.
- 2 Select how often you want the wallpaper to change.

- 3 Select **Select Pictures**.

- 4 Select the pictures you want to appear as wallpaper.

- 5 Press  under **Done**.

Setting Text Size

To set the size of the text on the internal display:

- 1 From the main menu, select **Settings > Display/Info > Text Size**.
- 2 Select the option you want:
 - **Zoom** — 11 characters per line
 - **Standard** — 14 characters per line
 - **Compressed** — 18 characters per line

To set your handset to briefly display very large digits when you enter numbers at the idle screen:

- 1 From the main menu, select **Settings > Display/Info > Large Dialing**.
- 2 Set this option to **Large Digits**.

Setting the Menu View

You can set the items on your main menu and Java applications menu to appear as large icons or a list:

- 1 From the main menu, select **Settings > Display/Info > Menu View**. -or-

Customizing Your Handset

From the main menu: Press . Select **Main Menu Setup > Menu View**.

- 2 To choose a list, select **List View**. -or-

To choose large icons, select **Icon View**.

Setting the Backlight

A backlight lights the display and keypad when you make or receive a call, open or close the flip, or press keys or buttons.

To control how long the backlight stays on:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Timer**.
- 2 Select the number of seconds you want the backlight to stay on.

To control how long the backlight stays on for Java applications:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Java Timer**.
- 2 Select the number of seconds you want the backlight to stay on for Java applications.

To set the keypad backlight to light up only in low light conditions:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Sensor**.
- 2 Set this option to **On**.

Temporarily Turning Off Transmissions

Sometimes you may want to have your handset on, but turn off its ability to make and receive calls and other transmissions.

To set your handset so that it cannot make or receive phone calls, Private calls, group calls, or Talkgroup calls; or transfer data:

- 1 From the main menu, select **Settings > Advanced > Transmitters**.
- 2 Set this option to **Off**.

This icon  appears.

Note: While powering on your handset, you can turn transmitters off by pressing  for more than 5 seconds.

To restore your handset's ability to do all these things:

Set this option to **On**.

Note: When Transmitters is set to **Off**, your handset's Bluetooth capability is disabled, and all active Bluetooth connections are dropped.

Using Settings

Settings contains many submenus that let you customize your handset.

For information on applying groups of settings to your handset together, see “Profiles” on page 177.

Note: Because your handset’s audio player is actually a Java application that you access from the main menu, the settings described here will not affect the audio player unless they affect Java applications.

Display/Info Features

The Display/Info menu controls how the keypad and display appear:

- **Wallpaper** — changes the wallpaper that appears on the idle screen.
- **Text Size** — sets the size of text on the display.
- **Theme** — changes the look of the display.
- **Backlight** — controls backlight illumination.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

- **Menu View** — controls whether the items on your main menu and Java applications menu appear as large icons or a list.
- **Large Dialing** — sets large digits to appear on the idle screen when you enter a number.
- **Contrast Ext** — sets the contrast of the external display.
- **Language** — sets the language that your handset displays.

Phone Calls Features

The Phone Calls menu controls how your handset handles phone calls:

- **Set Line** — sets phone line 1 or phone line 2 as the active line for outgoing calls.
- **Any Key Ans** — If this feature is on, you can answer calls by pressing any key on the keypad.
- **Auto Redial** — sets your handset to automatically redial calls you make when the system is busy.
- **Call Waiting** — See “Call Waiting” on page 57.
- **Auto Ans** — sets your handset to automatically answer an incoming call after a specified number of rings. When this feature is on, the handset answers by connecting you to the caller; it does not send the call to voice mail, unless you are out of coverage or on the line.

Customizing Your Handset

- **Flip Activation** — See “Setting Flip Actions” on page 61.
- **Minute Beep** — causes a beep to sound every minute of an active call.
- **Call Duration** — causes the duration of a call to appear on the display when the call ends.
- **Hearing Aid** — sets your handset for use with a hearing aid. Set to **Microphone** for most hearing aids; set to **Telecoil** for telecoil hearing aids. This setting effects only sounds from the handset's earpiece.
- **Notifications** — See “Message Notifications” on page 66.
- **DTMF Dialing** — sets whether you can hear keypad presses during a call.

2-Way Radio Features

The 2-Way Radio menu controls how your handset handles Private calls and group calls:

- **Tkgrp Silent** — controls whether you hear group calls to your Talkgroup. See “One-to-Many Group Calls” on page 24.
- **Tkgrp Area** — lets you define your Talkgroup area.
- **One Touch PTT** — See “Setting Flip Actions” on page 61.

- **Alert Type** — controls how your handset notifies you when you receive Private calls and group calls.
- **Direct Send Picture** — sets your handset's ability to send and receive pictures in Private calls. See “Using Direct Send” on page 127.

Personalize Features

The Personalize menu makes main menu items easier to access.

- **Menu Options** — **Reorder Menu** lets you change the order of the items on the main menu by grabbing and moving them; **Add/Remove Apps** lets you create a shortcut to a Java application on the main menu.
- **Up Key** — sets the main menu item you access when you scroll up from the idle screen.
- **Down Key** — sets the main menu item you access when you scroll down from the idle screen.
- **Left Key** — sets the main menu item you access when you scroll left from the idle screen.
- **Right Key** — sets the main menu item you access when you scroll right from the idle screen.
- **Center Key** — sets the main menu item you access when you press  from the idle screen.

- **Left Softkey** — sets the main menu item you access when you press the left option key from the idle screen.
- **Right Softkey** — sets the main menu item you access when you press the right option key from the idle screen.
- **Power Up** — sets the main menu item you see when you power on your handset. To set the idle screen to be the first thing you see when you power on your handset, select **Default Ready**.

Volume Features

The Volume menu sets the volume of sounds your handset makes:

- **Line 1** — sets ringer volume for phone line 1.
- **Line 2** — sets ringer volume for phone line 2.
- **Messages** — sets the volume of message notifications and Datebook reminders.
- **Earpiece** — sets the volume of sound coming out of the earpiece.
- **Speaker** — sets the volume of sound coming out of the speaker.
- **Keypad** — sets the volume of sound associated with pressing keys and buttons.
- **Java Earpiece** — sets the volume of sound associated with Java applications coming out of the earpiece.
- **Java Speaker** — sets the volume of sound associated with Java applications coming out of the speaker.
- **Data** — sets the volume of sounds that notify you that you are receiving a circuit data call.

Security Features

The Security menu lets you turn security features on and off and change passwords:

- **Phone Lock** — turns on a feature that locks your handset: **Lock Now** takes effect immediately; **Auto Lock** takes effect when your handset is powered off and then on. An unlock code is required to enable this feature, to unlock the handset, and to set a new unlock code. Contact TELUS Mobility Customer Care for your default unlock code.
- **Keypad Lock** — locks the handset's keypad, either immediately or automatically after a set period of inactivity.
- **SIM PIN** — enables and disables your handset's SIM PIN security feature. See "Turning the PIN Requirement On and Off" on page 14.

Customizing Your Handset

- **GPS PIN** — enables and disables your handset's GPS PIN security feature. See "Setting the GPS PIN Security Feature" on page 160.
- **Change Passwords** — changes your handset unlock code, security code, SIM PIN, and GPS PIN.

Advanced Features

The Advanced menu contains advanced and rarely used Settings features.

- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
- **Headset/Spkr** — sets headset option. See "Using a Headset" on page 181.
- **Memory Card** — **Store Media** controls whether pictures, videos, and audio files are saved to the handset's memory or to a memory card; **Remove Card** enables you to safely remove a memory card from the handset; **Format Card** formats a memory card so that data can save to it.

Important: The **Format Card** option erases any data saved to the memory card. It should only be used if your handset prompts you to format the memory card.

- **Connectivity** — **Network ID** sets the handset's network IDs and their roaming options under the direction of TELUS Mobility Customer Care; **Master Reset** lets TELUS Mobility Customer Care reset your service in the event of a security or provisioning problem.
- **Reset Defaults** — **Reset Settings** returns all settings to their original defaults; **Reset All** returns all settings to their original defaults and erases all stored lists. Use only under the direction of TELUS Mobility Customer Care.
- **Return to Home** — **After Phone** controls how long the recent calls list displays after handset calls; **After Prvt** controls how long the recent calls list displays after Private calls.
- **Transmitters** — prevents your handset from making or receiving phone calls, Private calls, or group calls; or transferring data.
- **Baud Rate** — sets the baud rate at which your handset communicates with a laptop computer, PC, or similar device.

Profiles

A profile is a group of settings saved together so that you can apply them to your handset easily.

A profile contains these settings:

- **Ring Tones** — sets all options described in “Ring Tones” on page 132, except assigning ring tones to Contacts.
- **Display/Info** — sets **Wallpaper**, **Color Palette**, **Text Size**, and **Backlight** options. See “Display/Info Features” on page 173.
- **Phone Calls** — sets **Set Line** and **Auto Ans** options. See “Phone Calls Features” on page 173.
- **Volume** — sets all options described in “Volume Features” on page 175.
- **Call Filter** — controls which calls, call alerts, and message notifications your handset responds to. See “Setting Call Filtering” on page 180.
- **Advanced** — sets headset option. See “Using a Headset” on page 181.

Your handset arrives with pre-set profiles. You can also create your own profiles.

Viewing Profiles

To view the profiles stored in your handset:

- 1 From the main menu, select **Profiles**.
- 2 Select the profile you want to view.

Tip: The profile that is currently in effect on your handset has a checkmark next to it.

- 3 Press  under **View**.
- 4 Scroll to view settings.

Switching Profiles

To apply a profile to your handset:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to apply.
- 3 Press .

The profile you selected is now in effect.

How Changing Settings Affects Profiles

Many of the settings contained in profiles can be set without switching or editing profiles — for example, by selecting **Settings** or **Ring Tones** to set options, or by setting the volume of the handset's ring using the volume controls.

Profiles

When you do this, your handset either:

- Updates the profile in effect to reflect these changes, without notifying you **-or-**
- Creates a temporary profile that contains these changes

To set your handset to create a temporary profile that contains changes you make to settings:

- 1 From the main menu, select **Profiles**.
- 2 Press .
- 3 Select **Setup > Temp Profile**.
- 4 Set this option to **On**.

To set your handset to update the profile in effect to reflect any changes you make to settings:

Set **Temp Profile** to **Off** in step 4.

Temporary Profiles

If your handset is set to create temporary profiles, a temporary profile is created when you make changes to settings without switching or editing profiles. See “How Changing Settings Affects Profiles” on page 177.

A temporary profile is based on the profile in effect when you made the changes, but reflects the changed settings. Making more changes further updates the temporary profile, for as long as it is in effect.

A temporary profile stays in effect until you switch profiles, power off your handset, or delete it (or the profile it is based on) from the list of profiles.

If you do not store a temporary profile, it is deleted when you switch profiles, switch between Mike's Talk Around and network mode, or power off your handset.

A temporary profile is automatically given the same name as the profile it is based on, but with an asterisk in front of it.

When you view a temporary profile's settings, the options that differ from the profile it is based on have an asterisk in front of them.

Storing a Temporary Profile

To store a temporary profile as a new profile:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press .
- 4 Select **Store As New**.

- 5 Enter the name you want to give the profile. See “Entering Text” on page 63.

When you are finished, press **OK**.

To overwrite the profile that temporary profile is based on:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press **□**.
- 4 Select **Store Changes**.

The temporary profile is stored with the name of the profile it is based on. The profile it is based on, as it existed before you made changes to settings, is gone.

Creating Profiles

- 1 From the main menu, select **Profiles**.
- 2 Select **New Profile**. -or-
Scroll to any profile. Press **□**. Select **New**.
- 3 Enter the name you want to give the profile. See “Entering Text” on page 63.

When you are finished, press **OK**.

- 4 If you want to base this profile on an existing profile: Select **Copy from**. Select the profile you want to base this profile on.

- 5 Press **↵** under **Create**.
- 6 Scroll through the list of options and set their values.
- 7 Press **↵** under **Done**.

Editing Profiles

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to edit.
- 3 Press **□**.
- 4 Select **Edit**.
- 5 Follow the applicable instructions in “Creating Profiles” to edit the various fields.

Deleting Profiles

To delete a profile:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to delete.
Note: A temporary profile is automatically deleted when the profile it is based on is deleted.
- 3 Press **□**.
- 4 Select **Delete**.
- 5 Press **OK** or press **↵** under **Yes** to confirm.

To delete all profiles:

- 1 From the main menu, select **Profiles**.

Profiles

- 2 Press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Setting Call Filtering

The call filtering setting in each profile lets you control which calls, call alerts, and message notifications your handset notifies you of, and which it ignores.

To set call filtering:

- 1 While setting options for a profile, select **Call Filter**.
- 2 To set filtering options for phone calls, select **Phone**.
 - **Off** sets your handset to notify you of all phone calls.
 - **All** sets your handset to ignore all phone calls.
 - **All Contacts** sets your handset to notify you only of phone calls from numbers stored in Contacts.
 - **Some Cntcs** sets your handset to notify you only of phone calls from numbers you select from Contacts.
- 3 If you set the **Phone** option to **Some Cntcs**, select up to 5 Contacts entries that contain phone numbers you want to be notified of calls from.

When you are finished, press  under **Done**.

- 4 To set filtering options for Private calls and group calls, select **Prvt/Grp**.
 - **Off** sets your handset to notify you of all Private calls and group calls.
 - **On** sets your handset to ignore all Private calls and group calls.
- 5 To set filtering options for call alerts, select **Alerts**.
 - **Off** sets your handset to notify you of all call alerts.
 - **On** sets your handset to ignore all call alerts.
- 6 To set filtering options for message notifications, select **Notifications**.
 - **Off** sets your handset to notify you of all messages.
 - **Voice Messages** sets your handset not to sound a tone or vibrate when you receive voice messages.
 - **Text Messages** sets your handset not to sound a tone or vibrate when you receive text messages.
 - **All** sets your handset not to sound a tone or vibrate when you receive any message.

Note: When you receive a type of message you have set not to sound a tone or vibrate, the messages notification screen appears as usual.

- 7 Press  under **Done**.

Using a Headset

If you use a headset or similar device with your handset, you can set your handset to send incoming sound to the headset only, or to the headset and the speaker at the same time:

Note: The preferred connection to your handset is a wired audio device. If you insert a wired headset into the audio jack on your handset, audio will be routed to the wired headset and you will lose your Bluetooth headset connection.

- 1 From the main menu, select **Settings > Advanced > Headset/Spkr.**
- 2 Select **HdsetOnly** to send incoming sound to the headset only. **-or-**

Select **Hdset&Spkr** to send incoming sound to the headset and ring tones to the speaker.

Note: If you are using your handset with a headset, and you have the **Flip to End** option set to **On**, closing your flip sends incoming sound to the headset and does not end the call. See “Setting Flip Actions” on page 61.

Using a Bluetooth Headset

You can use your *i870* wirelessly with a Bluetooth headset. This type of wireless headset lets you connect quickly to devices that are within range.

For more information, refer to your Bluetooth headset's user guide.

Attaching a Headset

The *i870* is compatible with stereo headsets, stereo PTT headsets, mono headsets, and mono PTT headsets.

- 1 Lift the audio jack cover.
- 2 Insert the headset connector firmly into the audio jack. You may have to rotate the headset connector until it fits securely into the audio jack.

Using a Remote PTT Button

If you are using a headset or other accessory with a remote PTT button, you can use the remote PTT button for phone calls, Private calls, and group calls.

Using a Headset

For phone calls, use the remote PTT button to answer calls, switch between calls, and end calls. Hold the remote PTT button for less than 2 seconds to answer calls and switch between calls. Hold the remote PTT button for more than 2 seconds to end calls.

For Private calls and group calls, use the remote PTT button as you would the PTT button on your handset.

Understanding Status Messages

You may receive status messages under certain conditions. Before contacting TELUS Mobility Client Care, note the message, numeric code, and the conditions under which it appeared. The following table lists and describes the status messages.

Status Messages	Message Description
Number Not in Service	The number that you entered is not valid.
User Not Available	The handset that you called is either busy, out of coverage, or turned off. Please try again later.
User Not Authorized	The person that you called has not purchased this service.
Please Try Later	This service is temporarily not available. Please try again later.
Service Restricted	This service was restricted by TELUS Mobility, or this service was not purchased.

Status Messages	Message Description
Service Not Available	You are either out of coverage or having problems with provisioning.
System Busy	The system is experiencing heavy traffic. Please try again later.
Service Conflict	This service cannot be enabled because an incompatible service has already been turned on.
Please Try Again	An error occurred. Please try again.
SIM PIN incorrect. Try again.	You have entered an incorrect PIN number.
Please Enter Special Code	You have inserted a SIM card that will not work with a TELUS Mobility handset. Contact TELUS Mobility Client Care if you believe this is a valid SIM card.
Self Check Error + Number Code	A fault was detected with your handset. If this error recurs, note the error code and contact TELUS Mobility Client Care.
Self Check Fail + Number Code	An operational fault was detected with your handset. Note the numeric code, turn your handset off, and contact TELUS Mobility Client Care.

Understanding Status Messages

Status Messages	Message Description
PIN Blocked Call Your Provider	The incorrect PIN was entered 3 consecutive times. You will be unable to place or receive calls on your handset. Contact TELUS Mobility Client Care to have them obtain the PIN Unblock Key (PUK) code.
Insert SIM	Your SIM card is not being detected. Please check to ensure that you have inserted the SIM card correctly into your handset.
Enter SIM PIN	Please enter your 4- to 8- digit SIM PIN code.
Enter Unlock Code	Auto Phone Lock is activated. Enter your unlock code.
New Browser Message Memory Full!	Warns of low memory for Net Alerts.
Hardware Failure	A problem occurred in your handset's camera. If this error occurs, contact TELUS Mobility Client Care.
Resource Not Available	Your handset's camera is temporarily unavailable for use. Please try again later.

Status Messages	Message Description
Scanning for Satellites	Searching for GPS satellites.
Unable to Locate Sats	Could not find GPS satellites.
Technical Error	A problem occurred in your handset's GPS circuitry. If this error occurs, contact TELUS Mobility Client Care.
No Devices Found	No devices were found during your Bluetooth search.
Bluetooth Link Is Busy	A Bluetooth error occurred. Please try again.
Invalid PIN	The incorrect PIN for the given Bluetooth device was entered. Please try again.
Bluetooth Power Failed	An error occurred with Bluetooth power. Please try again.
Unable to Connect	Your handset could not establish a Bluetooth connection. Please try again.
Bluetooth Not Initialized	Bluetooth is not ready. Please try again.

Status Messages	Message Description
Unable to Bond	Bonding has timed out. Please try again.
Bluetooth Bond Failed: List Full	A new device is trying to bond with your handset, but the device history is at its maximum of 20 devices.
Bluetooth Device Database Error	An error with the Bluetooth device database has occurred. Please contact TELUS Mobility.
Bluetooth Service Database Error	An error with the Bluetooth service database has occurred. Please contact TELUS Mobility.
Connection Failed!	A Bluetooth error has occurred while trying to transfer an object.
Object Too Large For Transfer!	The object you are trying to transfer is too large.
Unsupported Object Type!	The object being transferred is of an unsupported type.
Unable To Store: Space Exceeded	The object cannot be stored because you do not have enough space in Contacts/Datebook/Media Center.

Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION.

READ THIS INFORMATION BEFORE USING YOUR INTEGRATED MULTI-SERVICE PORTABLE RADIO.

RF Operational Characteristics

Your radio product contains a radio frequency transmitter to convey the information you wish to send as well as occasional automatic signals used to sustain connection to the wireless network, and a receiver which enables you to receive communication and connection information from the network.

Portable Radio Product Operation and EME Exposure

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

- United States Federal Communications Commission, Code of Federal Regulations; 47 CFR part 2 sub-part J.
- American National Standards Institute (ANSI) / Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1992.
- Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1999 Edition.
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998.
- Ministry of Health (Canada). Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999.
- Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 2003.
- ANATEL, Brasil Regulatory Authority, Resolution 303 (July 2, 2002) "Regulation of the limitation of exposure to electrical, magnetic, and electromagnetic fields in the radio frequency range between 9 kHz and 300 GHz." "Attachment to Resolution 303 from July 2, 2002.

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

Phone Operation

When placing or receiving a phone call, hold your radio product as you would a wireline telephone. **Speak directly into the microphone.**

Two-way radio operation

When using your radio product as a traditional two-way radio, **hold the radio product in a vertical position with the microphone one to two inches (2.5 to 5 cm) away from the lips.**



Body-worn operation

To maintain compliance with FCC RF exposure guidelines, if you wear a radio product on your body when transmitting, always place the radio product in **a Motorola approved clip, holder, holster, case or body harness for this product.** Use of non-Motorola-approved accessories may exceed FCC RF exposure guidelines. **If you do not use a Motorola approved body-worn accessory and are not using the radio product in the intended use positions along side the head in the phone mode**

or in front of the face in the two-way radio mode, then ensure the antenna and the radio product are kept the following minimum distances from the body when transmitting

- Phone or Two-way radio mode: one inch (2.5 cm)
- Data operation using any data feature with or without an accessory cable: one inch (2.5 cm)

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the radio product and may violate FCC regulations.

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

Approved Accessories

For a list of approved Motorola accessories call 1-800-453-0920, or visit our website at www.motorola.com/iden.

Safety and General Information

ALL MODELS WITH FCC ID AZ489FT5846 MEET THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

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

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.¹ Tests for SAR are conducted using standard operating positions reviewed by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the

body) as required by the FCC for each model. The highest SAR value for this model phone when tested for use at the ear is 0.59 W/kg and when tested on the body, as described in this user guide, is 1.32 W/kg during packet data transmission. (Body-worn measurements differ among phone models, depending upon available accessories and FCC requirements.)²

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement for safe exposure.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID AZ489FT5846.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications Industry Association (CTIA) web-site at <http://www.wow-com.com>.

¹ 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.

² The SAR information reported to the FCC includes the FCC-accepted Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

Electro Magnetic Interference/Compatibility

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

Facilities

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

Aircraft

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

Medical Devices

Pacemakers

The Advanced Medical Technology Association (AdvaMed) recommends that a minimum separation of 6 inches (15 cm) be maintained between a handheld wireless radio product and a pacemaker. These recommendations are consistent with those of the U.S. Food and Drug Administration.

Persons with pacemakers should:

- ALWAYS keep the radio product more than 6 inches (15 cm) from their pacemaker when the radio product is turned ON.
- Not carry the radio product in a breast pocket.
- Use the ear opposite the pacemaker to minimize the potential for interference.
- Turn the radio product OFF immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

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

Safety and General Information

Other Medical Devices

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

Use While Driving

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

When using the radio product while driving, please:

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

Operational Warnings



For Vehicles with an Air Bag

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

Potentially Explosive Atmospheres

Turn off your radio product prior to entering any area with a potentially explosive atmosphere, unless it is a radio product type especially qualified for use in such areas as “Intrinsically Safe” (for example, Factory Mutual, CSA, or UL approved). Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust or metal powders, and any

other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

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

Operational Cautions

Batteries

All batteries can cause property damage and/or bodily injury, such as burns if a conductive material such as jewelry, keys, or beaded chains touches exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects. To reduce the risk of injury, batteries should not be exposed to fire, disassembled, or crushed.



Cleaning and Drying Considerations

Using a leather carry case may help protect the surfaces and help prevent liquids (e.g., rain) from entering into the interior of the radio product. This product is not water proof, and exposing the unit to liquids may result in permanent damage to the unit.

If your radio product interior gets wet, then do not try to accelerate drying with the use of an oven or a dryer as this will damage the radio product and void the warranty. Instead, do the following:

- 1** Immediately power off the radio product.
- 2** Remove Battery and SIM card (if so equipped) from radio product.
- 3** Shake excess liquid from radio product.
- 4** Place the radio product and battery in an area that is at room temperature and has good air flow.
- 5** Let the radio product, battery, and SIM card dry for 72 hours before reconnecting the battery and/or powering on the radio product.

If the radio product does not work after following the steps listed above, contact your dealer for servicing information.

Safety and General Information

Clean the external surfaces of the radio product with a damp cloth, using a mild solution of dishwashing detergent and water. Some household cleaners may contain chemicals that could seriously damage the radio product. Avoid the use of any petroleum-based solvent cleaners. Also, avoid applying liquids directly on the radio product.

Accessory Safety Information

Important: Save these accessory safety instructions.

- Before using any battery or battery charger, read all the instructions for and cautionary markings on (1) the battery, (2) the battery charger, which may include a separate wall-mounted power supply or transformer, and (3) the radio product using the battery.
- Do not expose any battery charger to water, rain, or snow as they are designed for indoor or in-vehicle use only.



Warning: To reduce the risk of injury, charge only the rechargeable batteries described in “Battery” on page 3 through page 6. Other types of batteries may burst, causing personal injury and damage.

- To reduce the risk of damage to the cord or plug, pull by the plug rather than the cord when you disconnect the battery charger from the power source outlet.
- Do not operate any battery charger with a damaged cord or plug — replace them immediately.
- Battery chargers may become warm during operation, but not hot. If it becomes hot to the touch, unplug it from the power outlet immediately and discontinue its use.
- Use of a non-recommended attachment to a battery charger may result in a risk of fire, electric shock, or injury to persons.
- Make sure the battery charger power cord is located so that it will not be stepped on, tripped over, or subjected to damage or stress.
- An extension cord should not be used with any battery charger unless absolutely necessary. Use of an improper extension cord could result in a risk of fire and electric shock. If an extension cord must be used, make sure that:
 - The pins on the plug of the extension cord are the same number, size, and shape as those on the plug of the charger.
 - The extension cord is properly wired and in good electrical condition.

- The cord size is 18AWG for lengths up to 100 feet and 16AWG for lengths up to 150 feet.
- Do not operate any battery charger if it has received a sharp blow, has been dropped, or has been damaged in any way; take it to a qualified service technician.
- Do not disassemble a battery charger; take it to a qualified service technician when service or repair is required. Incorrect reassembly may result in a risk of electric shock or fire.
- Maximum ambient temperature around the power supply or transformer of any battery charger should not exceed 40°C (104°F).
- The output power from the power supply or transformer must not exceed the rating given on the Desktop Dual-Pocket Charger.
- The disconnection from the line voltage is made by unplugging the power supply from the AC receptacle.
- To reduce risk of electric shock, unplug any battery charger from the outlet before attempting any maintenance or cleaning.

For optimum charging performance, turn off the radio product while charging it in any battery charger.

MOTOROLA LIMITED WARRANTY

Note: FOR IDEN SUBSCRIBER PRODUCTS, ACCESSORIES AND SOFTWARE PURCHASED IN THE UNITED STATES OR CANADA

What Does this Warranty Cover?

Subject to the exclusions contained below, Motorola, Inc. warrants its Motorola iDEN Digital Mobile and Portable Handsets ("Products"), Motorola-branded or certified accessories sold for use with these Products ("Accessories") and Motorola software contained on CD-Roms or other tangible media and sold for use with these Products ("Software") to be free from defects in materials and workmanship under normal consumer usage for the period(s) outlined below.

This limited warranty is a consumer's exclusive remedy, and applies as follows to new Products, Accessories and Software purchased by consumers in the United States or Canada, which are accompanied by this written warranty:

PRODUCTS COVERED	LENGTH OF COVERAGE
Products as defined above.	One (1) year from the date of purchase by the first consumer purchaser of the product.
Accessories as defined above.	One (1) year from the date of purchase by the first consumer purchaser of the product.
Products or Accessories that are Repaired or Replaced.	The balance of the original warranty or for ninety (90) days from the date returned to the consumer, whichever is longer.
Software as defined above. Applies only to physical defects in the media that embodies the copy of the software (e.g. CD-ROM, or floppy disk).	Ninety (90) days from the date of purchase.

What is not covered? (Exclusions)

Normal Wear and Tear. Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Batteries. Only batteries whose fully charged capacity falls below 80% of their rated capacity and batteries that leak are covered by this limited warranty.

Abuse & Misuse. Defects or damage that result from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.) to the surface of the product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the like, extreme heat, or food; (c) use of the Products or Accessories for commercial purposes or subjecting the Product or Accessory to abnormal usage or conditions; or (d) other acts which are not the fault of Motorola, are excluded from coverage.

Use of Non-Motorola Products and Accessories. Defects or damage that result from the use of Non-Motorola branded or certified Products, Accessories, Software or other peripheral equipment are excluded from coverage.

Unauthorized Service or Modification. Defects or damages resulting from service, testing, adjustment, installation, maintenance, alteration, including without limitation, software changes, or modification in any way by someone other than Motorola, or its authorized service centers, are excluded from coverage.

Altered Products. Products or Accessories with (a) serial numbers or date tags that have been removed, altered or obliterated; (b) broken seals or that show evidence of tampering; (c) mismatched board serial numbers; or (d) nonconforming or non-Motorola housings, antennas, or parts, are excluded from coverage.

Communication Services. Defects, damages, or the failure of Products, Accessories or Software due to any communication service or signal you may subscribe to or use with the Products, Accessories or Software is excluded from coverage.

Software Embodied in Physical Media. No warranty is made that the software will meet your requirements or will work in combination with any hardware or software applications provided by third parties, that the operation of the software products will be uninterrupted or error free, or that all defects in the software products will be corrected.

Software NOT Embodied in Physical Media.

Software that is not embodied in physical media (e.g. software that is downloaded from the internet), is provided "as is" and without warranty.

Who is covered? This warranty extends only to the first consumer purchaser, and is not transferable.

What will Motorola Do? Motorola, at its option, will at no charge repair, replace or refund the purchase price of any Products, Accessories or Software that does not conform to this warranty. We may use functionally equivalent reconditioned/refurbished/pre-owned or new Products, Accessories or parts. No data, software or applications added to your Product, Accessory or Software, including but not limited to personal contacts, games and ringer tones, will be reinstalled. To avoid losing such data, software and applications please create a back up prior to requesting service.

How to Obtain Warranty Service or Other Information? To obtain service or information, please call:

Motorola iDEN Customer Services 1-800-453-0920 or 954-723-4910

TTY-877-483-2840

Or visit us online at
<http://www.motorola.com/iden/support>

You will receive instructions on how to ship the Products, Accessories or Software, at your expense, to a Motorola Authorized Repair Center. To obtain service, you must include: (a) a copy of your receipt, bill of sale or other comparable proof of purchase; (b) a written description of the problem; (c) the name of your service provider, if applicable; (d) the name and location of the installation facility (if applicable) and, most importantly; (e) your address and telephone number.

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This product is covered by U.S. Pat. 5,818,437, U.S. Pat. 5,953,541, U.S. Pat. 6,011,554 and other patents pending.

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