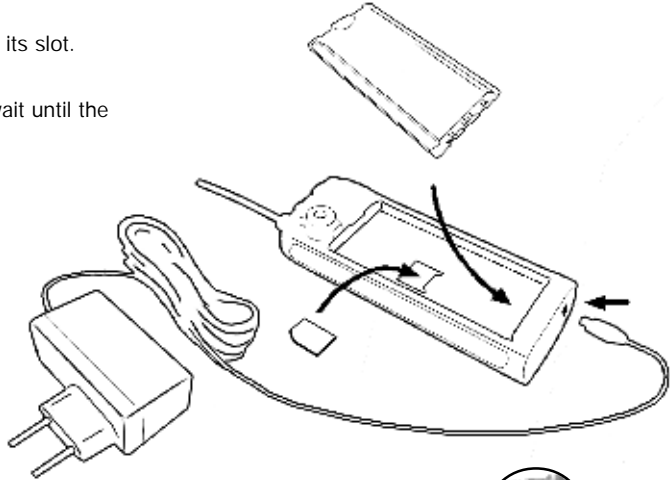


QUICK GUIDE

Our recommendation is that you start your mobile multimedia experience with this quick guide. At its end on page 13 you will be familiar with the terminal's straightforward user interface and ready to use its powerful multimedia possibilities.

Preparations

1. Slide the SIM-card into its slot.
2. Attach the battery.
3. Connect the charger, wait until the display reads FULL.



Power up

The only time the display is blank is when the unit is completely shut down.

You start the terminal by simultaneously pressing the upper ends of both sides, just beneath the **ON** markings.

If left unused for a minute, the terminal will automatically lock its Sidetouch panels to prevent unintentional selections being made. This is indicated by two arrows at the top of the display.

Unlocking the terminal is done in the same manner as starting it.



The two arrows indicate a locked terminal.

PIN-code

Once started, the terminal asks for your PIN-code. This is supplied by your carrier with your subscription.

Make sure the phone is not locked, because you are about to get your first contact with the unique Sidetouch-system.

Hold the terminal in your right hand.

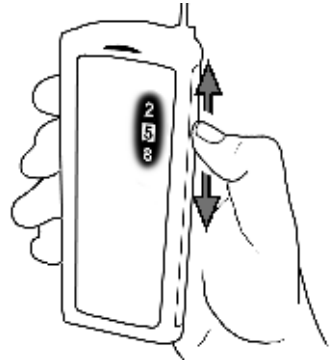
Using your thumb, press on the side, on a level with the digit you want to select.

Continue to apply pressure as you slide your thumb along the side and you will notice that different digits are highlighted depending on where you move.

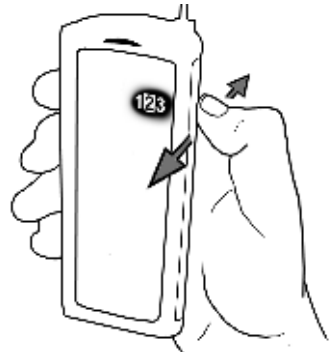
Note that you can go left and right in the display, as well as up and down simply by moving your thumb in a corresponding manner.

The terminal will not register your selection until you LIFT your finger OFF the panel.

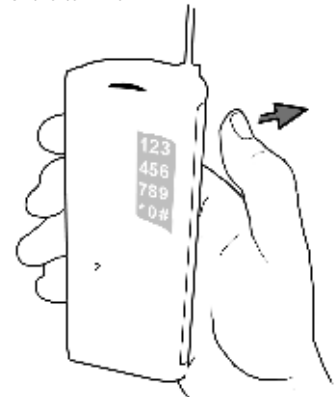
After a little practice, hitting the wanted item immediately becomes easy.



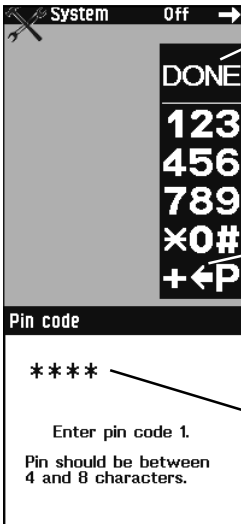
Digits (as well as letters and other items) are selected by sliding your thumb...



...in different directions over the side of the terminal.



First when you lift your thumb will the terminal register your selection.



*Select **DONE** when the code has been correctly entered.*

Any typing error can be corrected by selecting the arrow below "0" to delete.

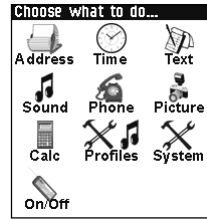
When entering your PIN-code the digits are shown as stars.

QUICK GUIDE

Menu

Press on the side of the terminal to highlight **Menu** that is shown in the top right corner of the screen.

In the menu you can select what you want to do, just select between the available icons. Our suggestion is that you start by making a call.



NOTE
 ...that it is only when you lift your thumb that your selection will be used.

Your first call

When you select **Phone** in the menu the terminal shifts to display a numeric keypad. Enter the number you want to dial, using the keypad in the same manner as when you entered the PIN-code - Press and release.

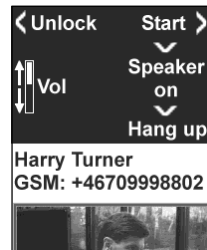
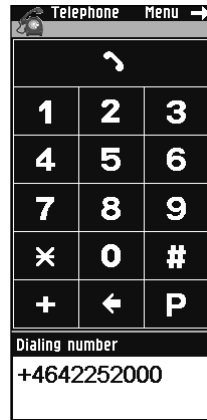
To dial the entered number, select the telephone receiver above the keypad.

The Sidetouch system automatically locks up during calls to enable you to hold it any way you want.

Other Phone functions, like accepting an incoming call, are covered on pages 15-17.

To hang up

Once you have finished your call, press **Start** with your thumb and from there slide down to **Hang up** to end the connection.



Lists - the easy way

The terminal uses five different lists to help you manage the stored information.

Would you like to know what pictures are stored, then just select **Picture** from the menu and a chronological list of all the pictures taken will be shown. You will also find corresponding lists for **Sound**, **Text** and **Address**.

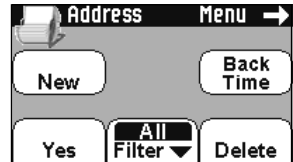
The fifth list, **Time**, is displayed from start and shows all events, both coming and performed. The lists are covered in detail on pages 18 to 25.

The five lists all have the same basic functionality. You can add **New** items (images, texts etc.) or **Delete** old ones. Selecting **Yes** will display an item in more detail and with more options. To return to the previous location just select **Back**.

A powerful function that will be further described is **Yes Basket**, that will place the selected information in a basket for further use.

A function is always placed in the same location, but in grey if it is not usable on the selected item.

Now, it is time to get a feeling of how easy it is to use the multimedia functions.



Taking a picture

Select **Picture** from the menu.

This sends you to the list of images, where you select **New**.

Hold the terminal horizontally with both hands.

Using your right index finger, press the top Sidetouch to select **Shutter**.

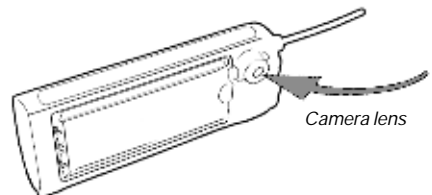
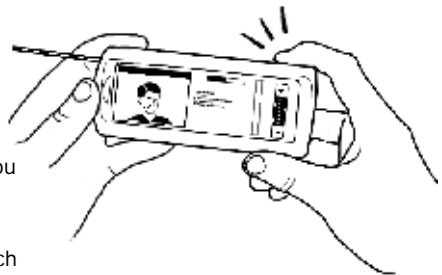
Hold it down until the displayed image shows the desired result.

The photo is taken when you lift your finger.

After a brief moment, the image will be shown, enlarged over the whole width of the display. Use the arrows on the right side of the display to move it up or down.

Select **Back** to return to camera mode where you can **Save** or **Delete** the image.

Select **Back** to end camera mode.



QUICK GUIDE

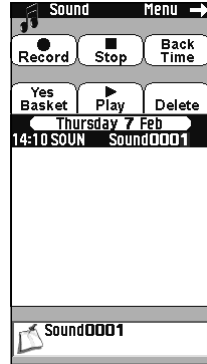
Record a sound

Select **Sound** from the menu.

Press **Record** and the recording will commence when you release it.

Say what you want to have recorded and select **Stop** to end the recording.

You can listen to your recording by selecting **Play**.



The progress bar shows the amount of time left for recording.



Write a text

Texts are created in the same manner, regardless of their intended use.

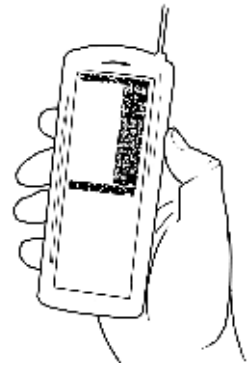
In the menu select **Text**.

Select **New** to create a new text. You start by entering a heading for your text. Then select **DONE**.

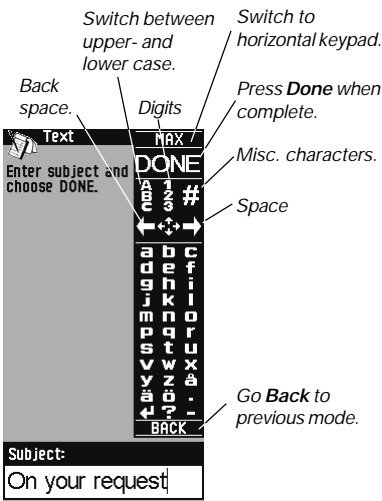
Now enter the text and select **DONE** when it is complete. Finally, store the text by once again selecting **DONE**.

Depending on what you prefer, you can choose between using either the compact keyboard, which is intended for one hand use, or the horizontal keyboard on which you can type using both hands.

You switch between the two keyboards using the **MIN/MAX** button at the top corner of the display.



A text can be sent as an e-mail, an SMS or a fax. But it can also be used as an annotation on images, sounds, meetings etc..



Compact or large keyboard - it is up to you.

Add an address

Select **Address** from the menu.

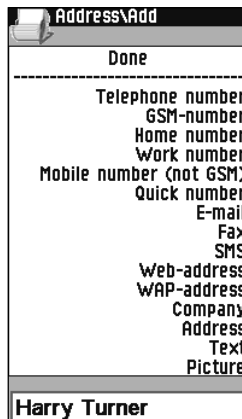
Select **New** to create a new address for somebody or something.

Type in the name of the Person/Company/Site, select **DONE** when complete.

A list of all the different kinds of information that can be stored in an address is shown.

Select one of them and enter the corresponding data, then proceed with the next one. Note that you can add text annotations and even a picture.

If you have a picture tied to an address and that person calls, you can literally see who is calling!



Multimedia communication

Now when you have created some items (picture, sound, text, address), you might want to send these to someone else.

Regardless of how you want to communicate (e-mail, SMS or fax) the way you do it is the same.

You place everything you want to send in a basket.

The basket can be sent at once when you have all you want to send in it, or sent on a later occasion.

Different people do things in different ways. Impulses and ideas often guide us. Your terminal is therefore designed so that you can do things in which order you like and still get the desired end result.

For instance, you can put a picture in the basket straight after it has been taken, but just as well pick one from the time list, or even go and take a new one directly from the basket

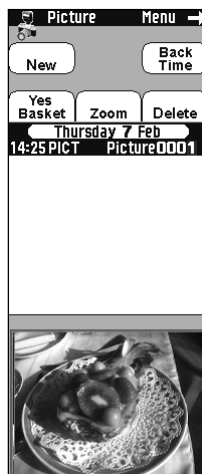
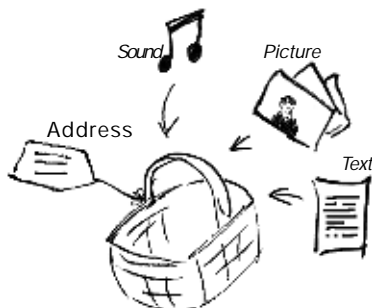
You can put objects in the basket in any order you like, in our example we will start with an image.

If the phone is locked, unlock it (see page 6).

Select **Picture** from the menu.

Select an image from the list by pressing at the same height on the Sidetouch as the title of the image "PIC...". The image will now be displayed and you have the possibility to use **Zoom** to enlarge it.

However, our suggestion is that you continue to follow our example by selecting **Yes Basket**.



Choose item by pressing at the same height.

QUICK GUIDE

The **Basket** will now be displayed and you can see that the image has been placed into it. What more do you want to send along with the picture? A text perhaps:

Select **Get Text** and the terminal will display the text list.

Here, as everywhere else, you can either select something made earlier or create a new item. In this example we choose to use an existing text.

Find the wanted heading by selecting its starting letter on the keyboard.

Then select the text in the same manner as the picture earlier. Confirm your selection by pressing **Yes** and then **Yes Basket**.

Note that you can choose between either sending only the heading or the entire text to the **Basket**.

Back in the basket and now it is time to fetch a sound.

Select **Get Sound** and the display changes to show the sound list.

This time the sound we want is not already recorded, so we will create a new one.

Select **Record**, say a message and select **Stop** to end the recording, finish by selecting **Yes Basket**.

Now that we have filled our basket with an image, a sound and a text, who shall we send it to?

Select **Get Address** to see the address list. Enter the starting letter of who you want to find on the keyboard. Select the name you want and confirm your selection by pressing **Yes**.

Since we have both sound and image in our basket it is most suitable as an e-mail. Therefore choose the person's e-mail address and thereafter select **Yes Basket**. (The basket would still be sent even if you choose a fax or SMS-number, but without sound, and without image to the SMS).

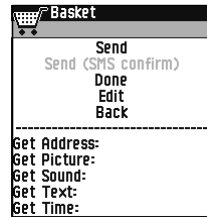
The basket is once again displayed and all you have to do is to select **Send** to get it on its way to the addressee. If you want to send it to more recipients you can place more addressees in the basket prior to sending it. Or you can select **DONE** and send it later.

That illustrates how easy it is to send a multimedia message.

Now we will conclude the Quick Guide with a closer look at the time list. More information about the lists and the other functions of your terminal is found in the section "Description of functions".



The item you want does not exist? Select Record to create a new item.



Select Send - and the multimedia message is automatically sent.

The time list

The time list shows all events, both coming and performed, and is centred around the current time of day that is showed in the middle of the list.

Passed events are displayed below the central clock bar, with the most current one on top.

Coming events are listed above the central clock bar, with the nearest in time at the bottom.

With a glance at the always readable display you will check anything that has happened and what is going to happen.

Regardless if it is an SMS, an e-mail or a fax that has been sent or received, a meeting or a phone conversation that has taken place, or even a picture or sound that has been created they are all there in the time list.

To plan something in the future, first select when it is going to take place.

If it is in the coming week you can select the date directly from the time list, and then select **New**, for a later date select the **Calendar** first.

The terminal now displays the Time\Reminder view where you select the time when the item will take place and set an alarm if you want it.

A reminder can also be sent to the **Basket** where you can link it to a phone number, a text or any other media object.

