

# White Paper

July 2005

## J300

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*Cool entertainment and expressive design*



Sony Ericsson

# Preface

## Purpose of this document

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This White Paper will be published in several revisions as the phone is developed. Therefore, some of the headings and tables below contain limited information. Additional information and facts will be forthcoming in later revisions.

The aim of this White Paper is to give the reader an understanding of technology and its main applications, as well as the main functions and features of the phone.

**Note:** This document contains general descriptions for this specific Sony Ericsson mobile phone.

People who can benefit from this document include:

- Operators
- Service providers
- Software developers
- Support engineers
- Application developers

More information, useful for product, service and application developers, is published at [www.SonyEricsson.com/developer/](http://www.SonyEricsson.com/developer/), which contains up-to-date information about technologies, products and tools.

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# Sony Ericsson Developer World

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On [www.SonyEricsson.com/developer/](http://www.SonyEricsson.com/developer/), developers will find documentation and tools such as phone White Papers, Developers Guidelines for different technologies, SDKs and relevant APIs. The website also contains discussion forums monitored by the Sony Ericsson Developer Support team, an extensive Knowledge Base, Tips & Tricks, example code and news.

Sony Ericsson also offers technical support services to professional developers. For more information about these professional services, visit the Sony Ericsson Developer World website.

## Document conventions

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The phone has a full graphic screen which supports 65,536 colours, referred to as 65k.

The screen images in this document are in JPG and eps format and are thus of a lower resolution than the images actually shown on the screen.

The Picture Messaging feature is referred to as MMS (Multimedia Messaging Service) throughout this document.

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# Product overview

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This product is a vibrant, youthful phone that emphasizes self-expression and a strong sense of individuality.

Encased in a slim, uncomplicated design, the product conveys all the fun, colour and vitality associated with the Young Expressionist target group. To further emphasize this youthfulness, a selection of back and front Style-Up™ covers will be available as accessories.

Central to the target group is the concept of accessible entertainment. First-rate Java performance means 3D games are available and the media player allows you to play music and video clips.

Downloading of games and video clips is easy while downloading music is only two clicks away with PlayNow™. This service has been conveniently located in the main menu. Music includes MusicDJ™, MP3/ACC and 40 polyphonic voices.

The messaging function includes MMS, My friends, email and chatting functionality.

# Key functions and features

## System

This phone supports GSM-GPRS and is a dual-band mobile phone: 900/1800 or 850/1900.

## Multimedia (streaming and download)

By streaming media such as audio and video clips, multimedia is available in realtime with minimal downloading or waiting time. Media can also be downloaded and saved in the phone memory and then used with the Media player. Media such as audio files and video clips can be played back at any time.

## Media player

The Media player converts the phone into a portable MP3 player. Play music or watch streamed or downloaded video clips.

## Full graphic 65k colour screen



The 1.5 inch colour screen, 128x128 pixels, enhances viewing, facilitating high-quality multimedia and entertainment.

## Style-Up™ cover

Exchangeable front and back covers are available as accessories. These covers come in an array of wonderful colours that allow you to change the appearance your phone. Whether it is to complement an outfit with colour coordination, make a pleasant change to your phone, or simply match the way you feel, Style-Up™ covers offer you a great choice.

Four themes specifically designed to complement the Style-Up™ covers will be available. These will be pre-stored in the phone or can be downloaded from the Internet

## PlayNow™



Content such as music and games may be previewed before purchase.



## User experience

A unique link to download music and games which is easy to use and promises you best-selling content for mobile download.

By selecting PlayNow™, you can, for example, go straight to a live list of top music hits. Choose a song, listen to it, and if you like what you hear, you can buy it and add it to Sounds. You can then listen to it or use it as often as you want.

## Content formats that are supported

All formats that are supported in the phone will be possible to download. Music may be previewed before purchase. The music formats are MP3, AAC mono or MIDI (Polyphonic 40 voices or more).

## How the service works

This service is owned by Sony Ericsson or hosted by Sony Ericsson for a network operator. The PlayNow or other premium content is maintained

and managed, for example by Sony Music or Sony Pictures. The content on offer can easily be suited to a specific region or operator.

Implementation costs for network operators are minimal and server communication is based on existing, well-established standards. Sony Ericsson offers first or second line support according to the agreement on hosting a white label service or not. High level co-operation is available for the design, look and feel, of content management.

### Operator benefits

This service is aimed at providing quality and quantity revenue for network operators. This is truly an ARPU driver with low costs for operators. The process involves:

- Downloading a list
- Previewing content
- Choosing content
- Buying content

**Note:** The availability of this unique application is limited to specific markets, where relevant infrastructure and agreements have been set up.

### Other technical details

**Security** - Server communication is protected by TLS.

**Forward lock** - Content cannot be exchanged with other devices by the user, it is limited to use or delete.



## Content customization

Please see K300 and J300 "Content Customization" for technical aspects of content customization for this product. The versatility of this product enables content developers to create different types of content e.g. themes, wallpapers, polyphonic ring tones and MMS. Sony Ericsson provides content developers with tools such as the Sony Ericsson Themes Creator, MMS Preview player, DRM Packager and a wide range of Developers' Guidelines. Please note that the above mentioned document only describes the technical aspects of content customization. Each separate customization is subject to a commercial discussion with Sony Ericsson Mobile Communications representatives.

## Java™ 2 Micro Edition



Download extra content with Java, for example, new information- and entertainment-based applications. This gives users a chance to personalize the functions and features in their phones, and developers the opportunity to create new applications.

## Gaming



Gaming is already a very popular feature in mobile phones, and with Java, users can add new games and skill levels to further enhance the entertainment value of Sony Ericsson phones.

## 3D Games



Java 3D gaming software introduces and supports cutting-edge 3D graphics. Audio developments such as 40 voices polyphonic sound and force feedback provide a much richer experience. With operator support, there is the possibility for multi player games to play against friends. The 1.5 inch colour screen adds to a lasting gaming experience. Downloading graphic intensive games, matching up to the size of the built-in memory, is also possible.

## MMS



Reacting to the enormous popularity of mobile phone messaging, Sony Ericsson has incorporated the latest messaging standard, along with a colour display for an enhanced imaging experience.

Say it in words, say it with pictures, animate it, add sound. Have fun putting together multimedia birthday and holiday greetings. On vacation, use the mobile phone to send a digital postcard with stylized text and authentic sound clips, to friends and family back home.

With MMS, there are many interesting applications to subscribe to, for example, stock information, movie trailers and weather reports.

## Copyright protection – DRM

DRM (Digital Rights Management) features the rights and copy protection of downloaded content (audio, pictures, music tones, video, entertainment features such as games etc.).

Content-based services have great market potential, and to encourage this, Sony Ericsson plans to support DRM in all future multimedia products. Sony Ericsson regards DRM as a key enabler for content-based services, and is active in supporting the ongoing standardization work of the OMA (Open Mobile Alliance). Furthermore, any additional market requirements for DRM will be monitored.

## Design features

### Display and keypad areas

The display and key areas are designed with a metal look, in a classic form: sleek, safe and sophisticated. The compact keypad area accommodates the display area. The keys are designed in a wave grouped form.

### Speaker and battery cover

The battery cover is designed slide on over the battery housing.

The earpiece on the phone front and the sound outlet area on the back have been designed with an obvious speaker look.

There are no volume/control side keys. This functionality is controlled by the joystick.





# More in-phone functions

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## Navigation key



The 4-directional + select key is designed to easily navigate the menu system. In a menu, it can be gently pressed to select a feature.

It can also be used as a **joystick** with games.

## Improved User Interface (UI)

Selection keys and the key assignment give a very efficient interaction design with full flexibility to handle all the new features and applications. Sony Ericsson has focused on user-centred design and extensive usability testing to solidify the new UI paradigm. This ensures visibility in actions and system status and consistency between applications and similar actions. The high-resolution colour screen is easily managed with the navigational key.

## Setup wizard

The setup wizard makes it possible for the user to quickly and easily prepare the phone for use.

At the first start-up, the setup wizard starts and helps the user with some core settings whilst giving hints about the functionality of some important keys: back and clear.

The setup wizard includes:

- setting the language
- setting time and time format
- setting date and date format
- the possibility to import contacts from a SIM card
- hints about the Back and C keys

## Polyphonic sounds - 40 voices



Polyphonic sounds and the MIDI format has revolutionized the sound quality of ringtones in mobile phones. With this format,

the user can play, compose, edit and send melodies by using the MusicDJ™. The built-in sound synthesizer uses wave tables, real instrument sounds, with 40 voices polyphony.

The new composer has an improved graphical user interface to simplify melody handling. All new and edited melodies are stored in MIDI format.

## File management

There is a file manager, similar to that, found on many computers. In the file manager, the user has an overview of the contents of the phone as well as how much memory has been used by each function. Folders can be created, renamed, or deleted and files can be moved between them.

## GPRS (General Packet Radio Service)

GPRS uses Internet-style packet-based technology. GPRS gives the benefits of a permanently available connection to the mobile Internet, but only uses the radio link for the length of time it takes to transfer data. GPRS offers the user the speed needed for satisfactory mobile Internet usability. This phone supports GPRS 4+2.

## WAP 2.0 supporting XHTML™

The WAP browser supports the markup languages of WAP 2.0 – XHTML Mobile and XHTML Basic. These two subsets of the Web standard XHTML are supported by all major Web browsers. An XHTML page can be viewed in both the WAP browser and in any standard Web browser. All of the basic XHTML features are supported, including text, images, links, check boxes, radio buttons, text areas, headings, horizontal rules and lists.

In addition to XHTML, the WAP browser supports WML. The user can navigate between WML and XHTML pages. WAP 2.0 also supports cookies, often used by Web sites to store site-specific information in the browser between visits to the site. Cookies are often used by e-commerce sites (in shopping carts and wish lists for example), and to save the user from entering the same information more than once.

## Cascading style sheets (CSS)

Before style sheets were introduced on the Web, developers had little control over the presentation of their Web pages. An XHTML document specifies

the structure of the content, which part is a paragraph, which part is a heading, and so on. It does not specify how it shall be presented. Browsers use a default presentation for documents without style sheets. By adding a style sheet to the document the developer can control the presentation of the document, the colours, fonts, and layout.

On the Web, the de facto standard style sheet language is Cascading Style Sheets (CSS), specified by the W3C and implemented in IE, Netscape, and Opera. For mobile phones, the OMA has identified a subset of CSS and extended it with OMA specific style rules. The CSS subset and the OMA extensions are called Wireless CSS (WCSS).

The WAP browser supports WCSS 1.1.

## My friends (Wireless Village)

To ensure inter operability of mobile instant messaging and presence services, Sony Ericsson, Motorola and Nokia have created the Wireless Village Solution, an open standard. The protocol is bearer-independent and can be implemented in different networks. The Wireless Village Instant Messaging and Presence Service (IMPS) includes three primary features:

### Presence

Presence information of other Wireless Village users is received and displayed to indicate their willingness to communicate. The user's own presence information is also sent for others to view. If the user is interested in another person's presence status, he or she can search for this person. If the person is found, the user may subscribe to his/her presence information. The presence information is displayed in a contact list.

### Instant messaging

Instant messaging means "point-to-point messaging" between Wireless Village users. Messages can be sent to an entire contact list or to a single user. Short message histories of the communication are logged in a file, which can be read off line. This is a sub-set file of the whole communication and is limited by memory.

### Chatrooms

The user may join a chatroom and chat with the other participants/members.

## Email



With inbox, outbox, save draft and reply options, there are all the functions needed for effective email communication in a powerful mobile phone. Using POP3, SMTP or IMAP4 email servers the phone stores messages dynamically, depending on available memory, and updates the inbox automatically and over the air. Check email anywhere. Reply to email on the move. Friends, family and business contacts know that when they send email, it can be received, read and acted on immediately. Pictures can be included in outgoing emails and attachments that are received. Hyperlinks in emails are supported.

## Personalization

With themes, the user can change many settings in the phone, for example colours and images, making it more personal. The phone comes with a number of preloaded themes and pictures, and more can be downloaded and exchanged – sports, movie, seasonal and other themes will be available on Sony Ericsson or operator sites. Other personalizable features are the start-up screen and the screen saver. Specific pictures and ringtones can also be set for each separate name in the phone-book.

## Power save

Your screen is turned off completely a few seconds after you last press a key. Press either of the selection keys and the screen turns on again. Other display light options are On, Off and Automatic.

# Technologies in detail

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This chapter offers a detailed description of the technologies available in this product. Encompassing a broad and rich range of functionality, they facilitate basic functions such as calling as well as the cutting-edge developments found in entertainment, imaging and connectivity.

# Entertainment

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## Media player

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The media player supports different audio formats and the H.263 video format. Streaming, download and playback are all supported.

### Music

The media player is a multi-format digital audio player which enables the user to carry and play a selection of favourite songs. A range of audio formats are supported:

- **AAC mono**  
Advanced Audio Coding. AAC is the latest audio coding standard and it is used for high-quality audio compression. This product supports AAC mono only. AAC provides higher quality than MP3 at the same bit rate, or for the same audio quality it uses a 30 percent lower bit rate. It supports the coding of multichannel audio, with up to 48 main channels and 16 low-frequency channels. AAC has a profile for Low Complexity (LC) to facilitate trade off between quality, memory and processing power requirements.
- **AMR**  
Adaptive Multi Rate. A medium quality compressed sound format.
- **MP3**  
MP3 is the file extension for MPEG audio layer 3. Layer 3 is one of three coding schemes (layer 1, layer 2 and layer 3) for the compression of audio signals. Layer 3 uses a very efficient compression method, removing all irrelevant parts of a sound signal that the human ear cannot perceive. The result is, for example, CD digital audio (CDDA) converted to MP3 with almost untouched quality, compressed by a factor of around 12. The high compression of audio in MP3 files makes them relatively small, though MP3 files can be created with different size and quality compromises. The small file size, together with the excellent sound quality, are the main reasons for the MP3-format's massive popularity when sharing music over the Internet.

- **WAV**  
A wave file is identified by a file name extension of WAV (.wav). Used primarily in PCs, the wave file format has been accepted as a viable interchange medium for other computer platforms, such as Macintosh. This allows content developers to freely move audio files between platforms for processing, for example. In addition to the uncompressed raw audio data, the wave file format stores information about the file's number of tracks (mono or stereo), sample rate, and bit depth.

Songs may be stored in the File manager. The folder system enables the user to organize songs into groups.

Songs may be collected in numerous ways, including Internet download and file transfer from a PC.

The media player is intelligently aware of other applications in the phone:

- Playback is paused when a telephone call is made or received.
- Playback is paused if the user starts another application which requires the audio channels to be dedicated to it.

The Media player supports download and playback of H.263 formats for viewing video clips in the phone.

### Streaming support

The media player can be launched from hyperlinks in the WAP browser, SDP files in the file manager or in messages through hyperlinks. Content is streamed using RTSP (Real Time Streaming Protocol) session control.

## Streaming

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Streaming media is a method of making audio, video clips and other multimedia available in real-time.

The term streaming refers to the technique it is based on. Previously an entire file had to be downloaded before it could be played, whereas the use of streaming means the end user can almost immediately begin to watch or listen to the content of a requested file. The data in the file is broken down into small packets that are sent in a continuous flow, a stream, to the end user. It is then possible to begin viewing the file while the rest of the packets are transferred.

### Applications

The applications which can be built on top of the streaming services can be classified into on demand, and live information delivery applications. Examples of the first category are music and video clips, news on demand as well as on demand instruction material. Live delivery of radio and television are examples of live information delivery.

### Examples of usage

#### Streaming of music (on demand)

Browse to a Web page to check out the latest top ten list of pop music, to see if there are any new cool songs. Select a few songs, stream the music to the phone and listen to the songs through a headset or via the built-in loudspeaker.

#### Streaming of news (on demand)

Browse to a morning paper's Web page and decide to check the news. Select the five-minute version of the latest financial news, stream the news to the phone, and watch it on the bus on the way to work.

#### Streaming/download of music video (on demand)

Browse to a Web page and decide to check out the latest rock videos. Select a video to watch, click the link and then stream a one-minute version of the video. Because the phone supports Packet Videos FastTrack solution, the user can play the video while downloading it. Download and pay for the

complete video. A memory check is automatically performed to make sure that the phone has enough free memory.

#### Streaming of live radio (broadcast)

Check out and listen to a favourite radio station. Browses to the home page and starts to stream the content. The content is audio or audio with pictures of the artist.

#### Streaming of live traffic information (broadcast)

Find out if there is a traffic jam on the highway before heading home. Browse a page for local traffic information. If there is a traffic jam, take an alternative route home.

#### Market and revenue possibilities

As streaming means "seeing the product without having it", it can be extensively used in the music and film industry. There are also great revenue possibilities for subscription-based content; for example, the user can subscribe to several on demand services such as news and traffic information.



## Gaming



Gaming is now seen as a standard feature in mobile phones, where Sony Ericsson promises to be a step ahead in this regard. This is not only due to faster download capability on the network. There are some other reasons why the actual gaming experience is better – the way Java has been implemented, the fact that more processing power has been dedicated to the games, the 65k colour screen and more sophisticated graphics with Java 3D. The result is games with improved

graphics that react faster to user commands when using the navigational key as a joystick or game controller. The phone takes mobile gaming to new heights.

Supporting J2ME (Java 2 Micro Edition), the phone lets users download and run new games and applications. This is a great way to upgrade the game gallery, install work-supportive programs and personalize the phone.

## SMIL

SMIL stands for Synchronized Multimedia Integration Language and is pronounced “smile”. SMIL is an advanced XML-based protocol, and Sony Ericsson’s MMS implementation supports a subset of the SMIL 2.0 protocol according to OMA MMS IOP document version 1.2.

The use of SMIL in a product allows the user to create and transmit PowerPoint-style presentations on the mobile device. Using a media editor, users can incorporate text, audio, images, video clips and animations to assemble full multimedia presentations. The user can decide in which order the image and text will be displayed, as well as for how long the images and text lines are to be shown on the display.

### Media types

There are certain media formats that support continuous media (speech, audio and video). The following media types are supported for SMIL:

- AMR narrow band speech codec MIME media type
- H.263 video codec MIME media type

The media types for JPEG and GIF can be used both in the 'content-type' field in http and in the “type” attribute in SMIL 2.0. The following media types are to be used:

- JPEG MIME media type
- GIF MIME media type

All these media are pointed out by MIME (Multipurpose Internet Mail Extensions) types.



# Messaging

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## My friends

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The My friends function offers more options when messaging. It is easy to create a list of favourite contacts, either from the phonebook or from the My friends server. It is possible to see which contacts are online and what mood they are in. To see contacts online, users have to be connected to the My friends server. It is also possible to send and receive instant messages and join community chats.

### My friends contacts

Users can add contacts from the phonebook to a list of contacts in My friends, even if they do not have a My friends account and are not connected to the My friends server. They can then quickly access their favourite contacts and choose how they want to communicate with them.

### Log in to the My friends server

Users can select to log in to their My friends server each time they want to send or receive instant messages, or they can be logged in automatically when they turn on their phone.

### List of contacts

It is easy to create a list of contacts - people to send messages to on a regular basis. It's possible to add contacts from the phonebook or from the My friends server. You can also create nicknames for the contacts in a list that are connected to the My friends server.

### Status

Users can view the status of their contacts and choose to show their own status to others. They can also change their own status.

### Chatroom

A chatroom can be started by a service provider, by an individual My friends user or by the user. Chatrooms can be saved either by saving a chat invitation or by searching for a specific chatroom.

### Strangers

A stranger is someone that is not in the list of contacts. An icon indicates a message from a stranger. Users can add a stranger to their list of contacts, or block a stranger. If they do not perform any actions, strangers disappear when the user logs out from the My friends server.

### Blocking contacts and strangers

Contacts or strangers can be blocked so they cannot view a user's status or send messages to the user.

### Online contact alert

Users can select to be notified when a contact comes online. The notification is indicated by an icon. When they log off, or when the contact has come online, the notification is cleared.

## MMS

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There are virtually no limits to the content of a Multimedia Messaging Service (MMS) transmission. An MMS message can contain

text, graphics, animations, images, audio clips and

ring melodies. For third party developers' information, please visit [www.SonyEricsson.com/developer/](http://www.SonyEricsson.com/developer/) and look for the MMS developers guidelines.

MMS completes the potential of messaging. Sending digital postcards and PowerPoint-style presentations is expected to be among the most popular user applications of MMS.

Multimedia Messaging uses WAP (Wireless Application Protocol) or http as bearer technology which also can be powered by the transmission technology GPRS. This allows users to send and receive messages that look like PowerPoint presentations. The messages may include any combination of text, graphics, photographic images, speech, music clips and video. MMS will serve as the default mode of messaging on all terminals, making total content exchange second nature. From utility to sheer fun, it offers benefits at every level and to every kind of user.

### Over the air (OTA) configuration

Users can easily get MMS into their phone. MMS supports OTA, meaning that the user does not have to configure the settings manually. The configuration is done by the operator via OTA.

**Note:** The specification is in accordance with Ericsson Nokia OTA configuration v7.1.

### MMS objects

Although MMS is a direct descendant of SMS, the difference in content is dramatic. The size of an average SMS message is about 140 bytes, while the maximum size (default) of an MMS message is 100 kB. That is why the key word to describe MMS content is rich. Complete with words, sounds and images, MMS content is endowed with the user's ideas, feelings and personality. An MMS message can contain one or more of the following:

#### Text

As with SMS and EMS (Enhanced Messaging Service), an MMS message can consist of normal text. The length of the text is unlimited. The main difference between an EMS and MMS message is that in an MMS message, text can be accompanied not only by simple pixel images or melodies but by photographic images, graphics, audio clips and video clips.

#### Templates

The phone comes with a number of MMS pre-defined templates, for example templates for birthday cards, meeting requests etc.

### Audio

MMS provides the ability to send and receive full sound (MIDI, MP3, iMelody, AMR) messages. Not only can users share a favourite song or ringtone with a friend, they can also use the mobile phone to record a sound and send it along with a message. As sound includes speech as well as music, this extra dimension to an MMS message allows for a spontaneous and immediate personal expression in communication messaging. Rather than sending a downloaded birthday jingle in EMS, a user can, for example, send a clip of his or her own personal rendition of "Happy Birthday". The phone supports the MIDI format.

### Pictures and themes

Pictures and themes (downloaded or pre-defined) can be exchanged via MMS.

### PIM communication with MMS

By using MMS, it is easy to handle PIM (Personal Information Manager) information. The user can send and receive business cards (vCard), calendar entries such as appointments (vCal) and notes (text/plain).

### Streaming content in MMS

Streaming makes it possible to view files while they are being downloaded to the phone. In particular, the following stages are considered:

- Upload from the originating terminal to the MMS proxy.
- File exchange between MMS servers.
- Transfer of the media content to the receiving terminal, either by file download or by streaming. In the first case, the self-contained file is transferred, whereas in the second case the content is extracted from the file and streamed according to open payload formats. In this case, no trace of the file format remains in the content that is transmitted over the wire or over the air.

### MMS technical features

The MMS standard, just like that of SMS, offers store-and-forward transmission (instant delivery) of messages, rather than a mailbox-type model. MMS is a person-to-person communications solution, meaning that the user gets the message directly into the mobile phone. He or she does not have to call the server to get the message downloaded to the mobile. Unlike SMS, the MMS standard uses

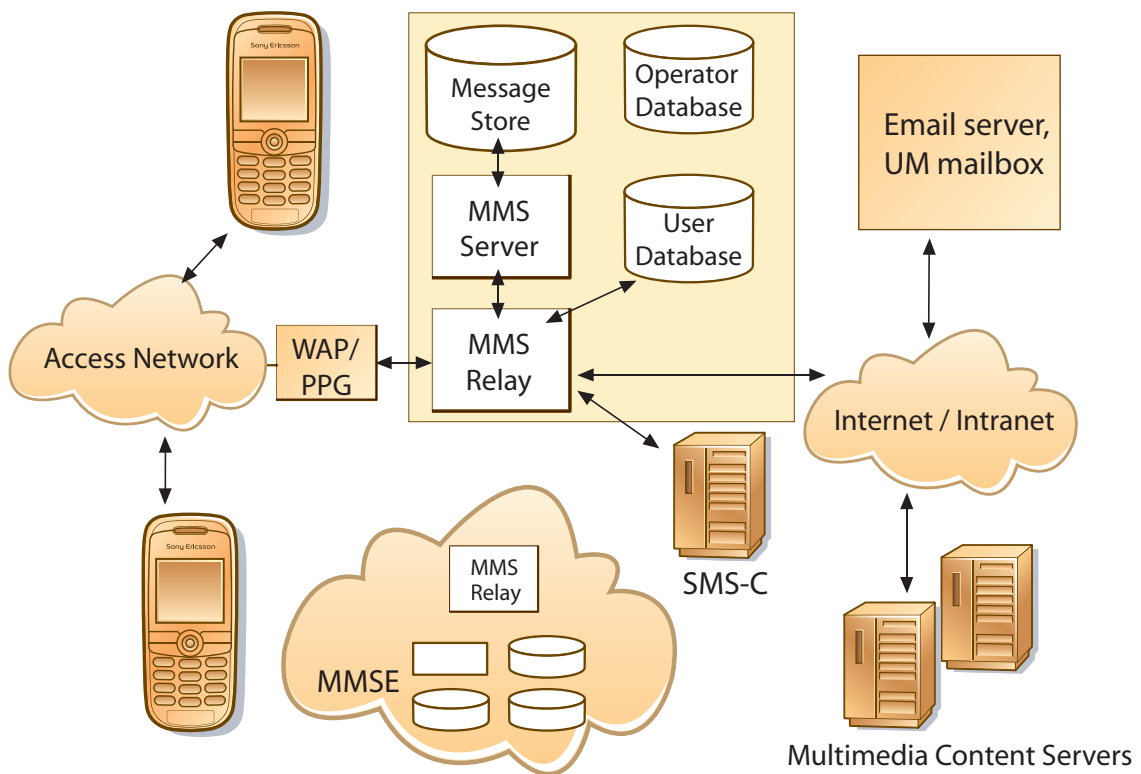


WAP as its bearer protocol. MMS will take advantage of the high speed data transport technology GPRS and support a variety of image, video and audio formats to facilitate a complete communications experience.

**Architecture**

The MMS Centre (MMS-C) is comprised of the MMS Server, the MMS Proxy-Relay and the MMS Store. The MMS Centre is the central element of the MMS network architecture, providing storage

and operational support, enabling instant delivery of multimedia messages from terminal-to-terminal and terminal-to-email, and supporting flexible addressing. The centre's MMS Proxy-Relay interacts with the application being run on the MMS-enabled terminal to provide various messaging services. WAP or http is used as the bearer of an MMS message between the MMS-C and the MMS client (application). The WAP Gateway is used for delivery and retrieval of messages. Information is read in the WAP browser.



**Message conversion**

The MMS-C is able to perform limited message conversion - for example, from MMS to SMS - so that processing and air time is not wasted in sending messages to mobile terminals that do not have adequate capability to receive them. It also handles service aspects such as store and forward, guaranteed delivery, subscriber preferences, operator constraints, and billing information. The MMS-C also vouches for high quality messaging, for exam-

ple by format conversion. This means that the MMS-C recognizes which formats are supported in the mobile phone, and adapts the MMS messages to these formats.

# Connectivity

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## Positioning

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The basic cost-efficient positioning method available in 2G networks relies on measuring timing advance time. In 2G it is called Cell-ID + TA (Timing Advance).

Positioning methods are already used to support location-based information services such as ©YellowPages, restaurant guides, traffic information,

directions and friend finder applications. Typically WAP, SMS or voice has been used as delivery mechanisms. Java and MMS will add new possibilities to deliver attractive location-based applications.

## GPRS

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The introduction of GPRS was a big step in the evolution of the GSM networks for enhancing the capabilities of data communication. Data traffic has increased (over both wired and wireless networks), with the growth in demand for Internet access and services paralleling that of mobile communications.

We can now see that the demand for fast Internet access is the key driver for coming generations of wireless multimedia and entertainment services.

GPRS is able to take advantage of the global coverage of existing GSM networks. Applications developed for GPRS have been deployed on a large scale and have thus reaped the associated benefits.

With a GPRS subscription, transmission capacity is only used when data “packets” are sent or received via a connection.

Instead of occupying an entire voice channel for the duration of a data session, the J300 sends and receives data in small packets, as needed, much like IP on the Internet. Thanks to this, the phone appears to be always online, using transmission capacity only when data is sent or received. The phone is compatible with GPRS R97.

The phone uses up to four time slots for receiving data, and two slots for transmitting.

Phone identity information and characteristics of the connection are described in the PDP (Packet Data Protocol) context. This information is stored both in the phone and in the mobile network, so that each phone is identified and “visible” to the system.

Using GPRS has many advantages, for example:

- Cost efficient  
Use transmission capacity only when needed, thus reducing costs.
- WAP over GPRS
- Access the Internet via WAP at high speed.
- Email over GPRS  
Remain connected to an email system while reading and preparing messages, (which are then sent at high speed).
- Data communication  
Transfer data and access the Internet or an intranet with a PC, PDA or handheld device connected via cable.
- Provide settings  
Receive GPRS configuration settings from the provider OTA (over the air), making manual configuration unnecessary.
- User-controlled settings  
Take advantage of full user control in the data connections menu, establishing multiple descriptions and accessing advanced settings for GPRS.

## Connection via cable

The separate accessories the DRS-11 cable or the desk speaker stand CSS-25 provide connectivity between the phone and a PC with serial port (RS-232).

The DRS-11 and the CSS-25 support a subset of the signals in the RS-232 standard.

# Synchronization and data transfer

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In everyday life, access to an updated calendar, notes and details of friends and business colleagues is greatly appreciated. To be truly mobile, users must be able to carry their important information with them. Equipping mobile phones with Personal Information Manager (PIM) programs such as calendars, task lists and address books gives users access to their most important data anywhere and anytime. The information is kept updated by synchronizing with the information at the office or at

home. The growing use of groupware such as Microsoft® Outlook® means that more and more meetings are booked electronically in daily business life.

The phone uses the SyncML 1.1 protocol for synchronization. This means that it has compatibility to synchronize with a wide variety of devices over a number of different communications media.

## SyncML – an open standard for synchronization

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### SyncML background

Leading the way in providing remote synchronization capability, Sony Ericsson realizes that interoperability of remote synchronization is of utmost importance if mobile data usage is to become as widespread as generally predicted. That is why Ericsson, along with IBM, Lotus, Motorola, Matsushita, Nokia, Palm Inc., Psion and Starfish Software, founded the SyncML initiative in February 2000. Supported by more than 600 software and hardware developers, the SyncML initiative seeks to develop and promote a globally open standard for remote synchronization, called SyncML. Unlike many other synchronization platforms, SyncML is an open industry specification that offers universal interoperability. Because it uses a common language, called XML, for specifying the messages that synchronize devices and applications, SyncML has been called the only truly future-proof platform for enabling reliable and immediate update of data. The benefit for the end user is that SyncML can be used almost anywhere and in a wide variety of devices, regardless of application or operating system.

### What is SyncML?

SyncML is the common language for synchronizing all devices and applications over any network. SyncML leverages Extensible Markup Language (XML), making SyncML a truly future-proof platform. With SyncML any personal information, such as calendars, task lists, contact information and other relevant data, will be consistent, accessible and up to date, no matter where the information is stored. For example, a calendar entry made to a mobile device on a business trip is equally available to a secretary in a network calendar. SyncML is the ultimate choice for remote synchronization.

The phone uses SyncML for both local synchronization (for example, with a PC using a cable connection) and remote synchronization over WAP and http.

### Designed for the wireless world

SyncML is designed specifically with the wireless world's tight requirements in mind. SyncML minimizes the use of bandwidth and can deal with the special challenges of wireless synchronization,

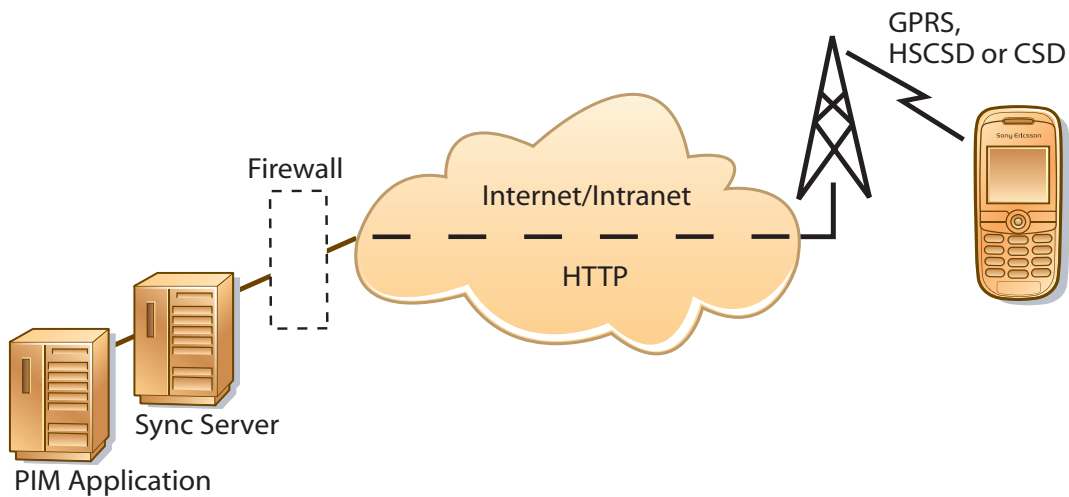
such as relatively low connection reliability and high network latency. SyncML supports synchronization over WAP, http or OBEX. As an open, future-proof standard, SyncML is the synchronization choice for any device or application of the mobile information society.

### What information can be synchronized in the phone?

Application	Remote sync	Local sync
Contacts	Yes	Yes
Calendar	Yes	Yes
Tasks	Yes	Yes
Notes	Yes	Yes

## Remote synchronization

Remote synchronization takes place over the air using and is the ideal way to keep the phone up to date. Using GPRS, the phone can be continuously connected to the remote synchronization server.

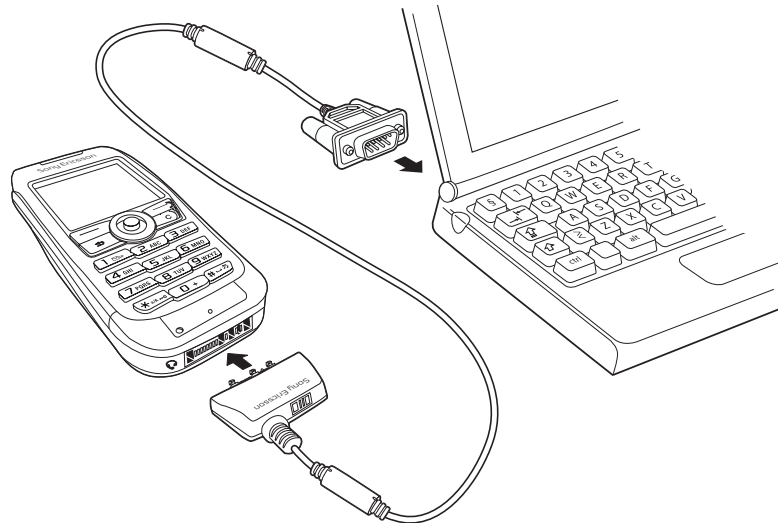


Third-party service providers offering synchronization services to corporate personal information management (PIM) applications, such as Microsoft® Exchange, can also supplement added capability with SyncML.

## Local synchronization

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The phone is supplied with PC software for local synchronization, found at [www.sonyericsson.com/](http://www.sonyericsson.com/)



### Cable

The phone synchronizes using SyncML. It connects via a cable. The cable is connected directly to the phone or alternatively via a desktop charger connector.

### Intelligent process

A synchronization engine performs the task of synchronizing. For local synchronization, the synchronization engine is an application that runs on the desktop computer. The synchronization engine compares, updates and resolves conflicts to ensure that the information in the phone is the same as that in the computer.

### Compatibility

PC software enables synchronization with the following:

- Microsoft® Outlook® 98, 2000, 2002, 2003

PC requirements are as follows:

- Microsoft® Windows® 2000, Me, XP
- Minimum recommended hardware configuration for the version of Windows in use.
- 30 MB free space on hard disk

### File Transfer Utility

A utility is provided which enables files to be transferred to and from the phone connected to a PC. Typical uses for this include:

- Moving images to the phone to use in personalization, MMS messages etc.
- Moving sound clips to/from the phone for personalization.

## DRM

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Digital Rights Management, DRM, is a technology that enables secure distribution, promotion, and sale of digital media. Examples of such content include images, wallpapers and screen savers with themes from films, music tones from musical artists, and branded games. In other words, content providers can control how users may use different

types of content in devices, such as mobile phones, smartphones or PDAs. Content providers can also control the use of content in related services, such as MMS.

Sony Ericsson is actively focusing on technology standardization for the DRM concept, and supports the ongoing standardization work and activities of the OMA (Open Mobile Alliance). Sony Ericsson is fully committed to open standard solutions in the mobile environment and is a principal driver of many open standard initiatives. This will ensure the interoperability of mobile terminals in the DRM area and also result in a strong, competitive DRM standard.

## How DRM works

The control of the content in digital media is executed by defining usage rights for the content. The usage rights give the content providers flexibility in the way they can publish and sell content. Rights can be defined so that a picture can be used by subscribers only, and rights can be defined so that a ringtone can be played only a limited number of times or for a limited period of time. Rights can also be defined so that the user is not able to forward content to other devices.

## Packaging of rights and content

Rights and content can be packaged together and delivered to the device as one DRM package. As an alternative, content can be delivered to the device first, followed by the rights later being pushed to the device, for example via SMS. The kind of service and business model adopted by the content provider determines how the content and rights should be packaged and delivered to the device.

## DRM packager

A DRM packager is typically included in the software used by the content provider. It is used to create the DRM package that is delivered to the device, including content and associated rights. In the device, the content of the DRM package is made available to the user according to the rights. For example, if the rights permit the user to play a ringtone ten times, the device will keep track of the number of times the ringtone is played, and notify the user when the ringtone has been used for the tenth time.

A **Sony Ericsson DRM Packager** is available from the Sony Ericsson Developer World at <http://www.sonyericsson.com/developer/>.

## Protection properties

Content protection according to the OMA DRM standard gets special properties. Content with forward lock protection has the "Send to" option disabled, which prevents it from further distribution.

Unless the content is encrypted, the user cannot copy DRM content to other devices since the **Send to** option is disabled for pictures, music tones, etc. that are OMA DRM protected. Content providers may choose to protect some content, but leave some content unprotected.

## Package and delivery

The OMA DRM standard defines two ways to package and deliver rights and content to a device: combined or separated.

### Combined delivery

Rights and content are packaged together into one DRM Package and delivered to the device. In the simplest case, no special rights are defined. The content is just put into a DRM package, thus protected from being copied out from the device by the user. This special case is called **forward-lock**. It is useful for all types of content that the provider wants to charge for.

### Separate delivery

Rights are defined and sent in a push message. The content is encrypted and made available for users to download to their devices. The decryption key is put into the rights file. Since the content is encrypted, users cannot access it before the rights have also arrived in the device. In this case, the content can be freely distributed on the network, only users with the rights file can access the content. Content providers can deliver the rights to the user using push technology.

## Downloading servers and publishing servers

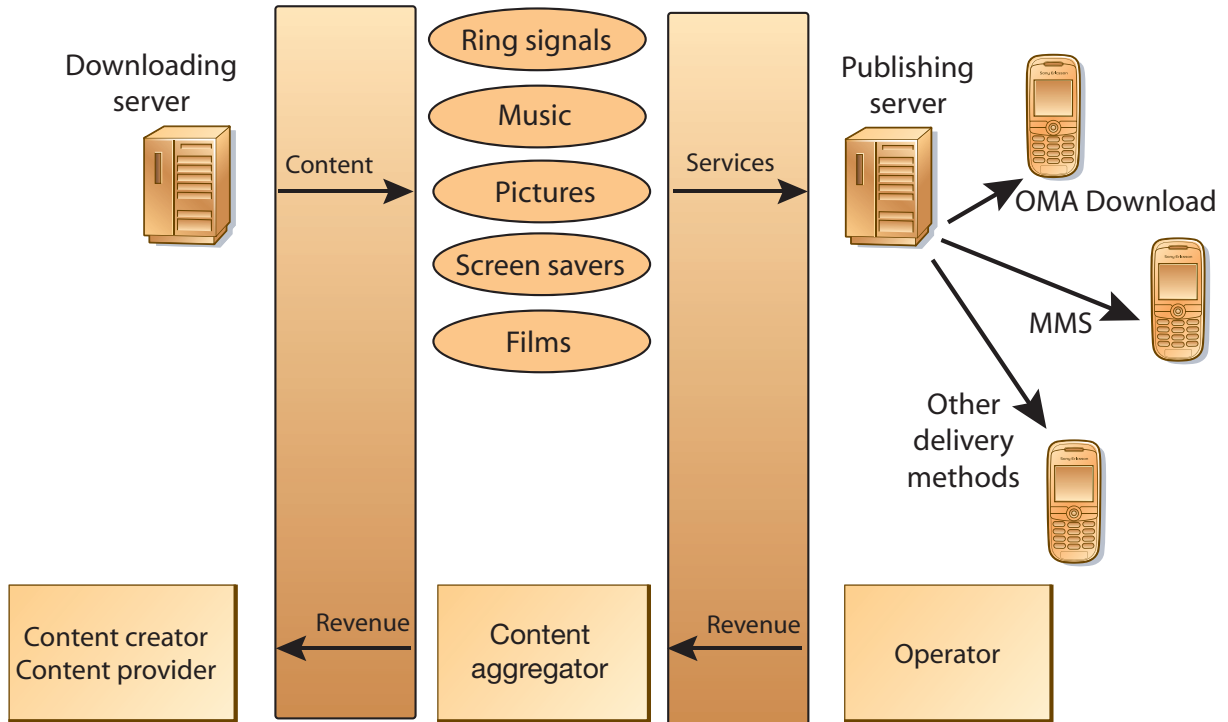
When using a mobile phone, the users do not have to be aware of the network architecture. During a content downloading session, typically many physical servers are involved. Sometimes transactions may take place between different companies' servers.

The actual content may be put on one server, the downloading server. The content can be reached, for example, through references from one or many

other servers, the publishing servers. The content creator puts his or her content on the downloading server through an interface to the content provider.

The user navigates to the publishing server and selects the content, or rather a link to or description of the content. The content is then downloaded from the actual downloading server.

When content is downloaded to the device, operators generate revenues from the user via, for example, their billing system. Operators might in their turn be billed for rights by the content aggregator, content provider or directly by the content creator.



The flow of revenues and content. The content is viewed and selected from a publishing server and downloaded to the phone from a downloading server. The revenue is in this case collected from the user by the operator and transferred to the content creator via the content aggregator.

## Object exchange – ‘Send’

The phone makes it possible to transfer objects via messaging. This is presented to the user via ‘Send’ commands in applications.

Application	Bearer >	SMS/EMS	MMS	Email
Contact		Yes	Yes	No
Appointment		No	Yes	No
Tasks		No	Yes	No
Notes		No	Yes	No
Image		No	Yes	Yes
Sound		Yes*	Yes	Yes
Bookmark		Yes	No	No
Voice memo		No	Yes	Yes

\* Only an iMelody can be sent in an EMS.



GPRS  
HSCSD  
or CSD



When sending via SMS, MMS or email, the required message type is created with the selected object attached. It is then sent over the air.



# Java

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## Java 2, Micro Edition (J2ME™)

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This phone supports the following functionalities

- CLDC 1.1 (JSR 139)
- MIDP 2.0 (JSR 118)
- Wireless Messaging API (JSR 120)

- Mobile Media API (JSR 135)
- Java™ Technology for the Wireless Industry (JSR 185)

More information about the specific J2ME features support is available in J2ME Developers' Guideline available at Sony Ericsson Developer World [www.SonyEricsson.com/developer/](http://www.SonyEricsson.com/developer/)

## Java 3D

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This phone supports real-time 3D graphics rendering. This handset supports two different 3D graphics APIs.

- Mascot Capsule Micro3D Version 3
- Mobile 3D Graphics API for J2ME™ (JSR 184)

More information about Java 3D on Sony Ericsson mobile handsets, refer to the Java 3D Developers' Guidelines available at Sony Ericsson Developer World [www.SonyEricsson.com/developer/](http://www.SonyEricsson.com/developer/)

# Facts and figures

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This chapter offers readers a detailed listing of all the technical data relating to the product. Comprehensive descriptions of performance and technical characteristics are presented in table format for quick and easy access.

# Technical specifications

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## General technical data

System	Dual-band GSM phase 2 recommendations. GSM 850, GSM 900, GSM 1800, GSM 1900 and e-GSM mode supported. The phone supports either 850//1900 or 900/1800.
Speech coding	Support of HR, FR, EFR, AMR according to 3GPP release 4.
GSM SIM/ USIM card	GSM SIM - GSM 11.11. Small plug-in card, 1,8 V and 3 V
Memory (user free)	Up to 12 MB internal memory for J300i Up to 10 MB internal memory for J300c (depending on software configuration/file content).

## Talk and standby times

Talk time	GSM 900	7.00 hours (up to)
	GSM 1800	7.00 hours (up to)
Standby time	GSM 900	300.00 hours (up to)
	GSM 1800	300.00 hours (up to)

## Exterior description

Length	99 mm
Width	42,7 mm
Weight with battery	78 g
Graphic display	Type: Full graphical Resolution: 128 x 128 pixels Technology: CSTN Colours displayed together: 65 536 (16 bit) Backlight colour: White
Antenna	Planar Inverted F Antenna (PIFA) Dual band GSM900/DCS1800 and GSM850/PCS1900 Loop design i.e. the radiator is fully integrated in the rear bow of the phone
Vibrator	Yes

Colours	Sensitive White Plucky Pink Midnight Grey
Battery	BST-36, 3,6V, 750mAh
Power save	Yes
Keypad	Front: keypad supporting 16 keys (2 selection keys, c-key, back key and numeric keys) plus joystick C-key acts as an On/Off key
Co-branding area	22 x 7mm
Exchangable covers	Yes

## Performance and technical characteristics

Dimension	GSM 900/E-GSM 900	GSM 1800	GSM 1900	GSM 850
Frequency range	Tx: 880 – 915 MHz Rx: 925 – 960 MHz	Tx: 1710 – 1785 MHz Rx: 1805 – 1880 MHz	Tx:1850 –1910 MHz Rx:1930 – 1990 MHz	Tx: 824 – 849 MHz Rx: 869 – 894 MHz
Channel spacing	200 KHz	200 KHz	200 KHz	200 KHz
Number of channels	174 Carriers *8 (TDMA)	374 Carriers *8 (TDMA)	299 Carriers *8 (TDMA)	174 Carriers *8 (TDMA)
Modulation	GMSK	GMSK	GMSK	GMSK
Tx Phase Accuracy	< 5° RMS Phase error burst	< 5° RMS Phase error burst	< 5° RMS Phase error burst	< 5° RMS Phase error burst
Duplex spacing	45 MHz	95 MHz	80 MHz	45 MHz
Frequency stability	+/- 0.1ppm	+/- 0.1ppm	+/- 0.1ppm	+/- 0.1ppm
Voltage operation (nominal)	3.6 V	3.6 V	3.6 V	3.6 V
Transmitter RF power output	33 dBm Class 4 (2W peak)	30 dBm Class 1 (1W peak)	30 dBm Class 1 (1W peak)	33 dBm Class 4 (2W peak)
Transmitter Output impedance	50 ohm	50 ohm	50 ohm	50 ohm

Dimension	GSM 900/E-GSM 900	GSM 1800	GSM 1900	GSM 850
Transmitter Spurious emission (according to GSM spec.)	< -36 dBm up to 1 GHz < -30 dBm over 1 GHz	< -30 dBm	< -30 dBm	< -36 dBm up to 1 GHz < -30 dBm over 1 GHz
Receiver RF sensitivity	Better than -102 dBm	-102 dBm	-102 dBm	Better than -102 dBm
Receiver RX Bit error rate	< 2.4%	< 2.4%	< 2.4%	< 2.4%

## Battery information

Dimension	Value in GSM/GPRS
BST-36 3.6V, 750 mAh	Charging time: At least 90% charged within 2 hours BST-36 is a Li Polymer battery with 750mAh. Nominal Size 48 x 35 x 4,5 mm Weight 15,7 to 16,5 g

## Media player

File types	Formats	Extensions
Audio	MP3 (192 kbit/s for local playback) AMR AAC mono WAV G-MIDI (level 1 with 40 voices polyphony)	.mp3 .amr .mp4, .3gp, .m4a .wav .mid
Video (including audio part)	3GP (video: H.263, audio: AAC mono or AMR)	.3gp
Streaming transport	RTSP according to 3GPP	
Video coding	H.263 Profile 0 Level 10	
Audio coding	AAC mono, AMR, MP3	
Features	Automatic loop of songs in folder. Automatic pause on telephone call.	

## Pictures

Formats	JPEG, BMP, GIF (including animated), PNG, WBMP
Sharing via	MMS, Email, PC file transfer or cable.

## Image decoders

Decoder	Details	Size	Colour depth	File format
GIF	87a/89a			
JPEG	ISO/IEC JPEG Baseline DCT Progressive DCT Non-differential Huffman coding Symbol 'SOF2'	VGA		JFIF v1.02 EXIF
BMP	The bitmap image format used by Windows®.	XRAM dependent, default is VGA	24 bit	

## Image encoders

Decoder	Details	Size	Colour depth	File format
GIF	89a			
JPEG	ISO/IEC JPEG Baseline DCT Non-differential Huffman coding Symbol 'SOF0'	VGA		JFIF v1.02
BMP	The bitmap image format used by Windows®.	XRAM dependent, default is VGA	24 bit	

## Short Messaging Service

Feature	Support
SMS Centre Number	It is possible to pre-load the SMS Centre Number.

<b>Feature</b>	<b>Support</b>
Pictures	It is possible to insert a picture or an icon into the text message. EMS compliant mobile handsets will be able to see the picture correctly.
Input methods	Predictive text input and multitap.
Reply to messages	It is possible to reply to received messages by SMS, phonecall or Email.
Message creation methods support	Predictive writing and multitap.
Copy, cut and paste words	No
Teaching of predictive words that are not in the predictive dictionary	Yes
Possibilities when creating a message:	
save a sent message in a "Sent items" folder	Yes
insert a line in the message	Yes
assign a validity period to the message	Yes
use pre-defined messages	Yes
Possibilities when receiving a message:	
reply to the sender	Yes (only to the sender, not to all or part of the message recipients).
forward the message	Yes
save the message on SIM	Yes
get delivery time and date	Yes
Possibilities of the previously sent message:	
delivery report of the message	Yes
forward the message	Yes
save the message on SIM	Yes
know the remaining capacity storage	Yes
Possibilities of the previously received message:	
reply to the sender	Yes (only to the sender, not to all or part of the message recipients).
save the message in the Inbox	Yes
forward the message	Yes
know the remaining capacity storage	Yes

Feature	Support
Supported ways for replying to a received SMS:	
via SMS	Yes
via phone call (set up a call to the number contained in the message body)	Yes
via USSD session	No
Possibility to offer the user the ability of sending an SMS to a list of recipients	Yes, using phonebook groups.
Possibility to write an email address as a recipient address	Yes, if SMS type=email.
SMS storage	In the SIM and in the handset.
Nokia Picture Messaging	Yes

## Enhanced Messaging Service

Feature	Support
Level of compliance supported by the handset regarding the specifications described in release 99.	Enhanced Messaging Service (EMS) according to the standard 3GPP TS 23.040 v4.3.0, with the addition of the ODI feature from 3GPP TS 23.040 v5.0.0.
Number of messages that the handset is able to handle to generate a concatenated message	20
Capacity storage	10 or more messages depending on size. Capacity cannot exceed 100 messages. The total storage capacity depends upon the storage space of the SIM card.
Outgoing messages	It is possible to... <ul style="list-style-type: none"> <li>• see how many short messages an EMS message consists of before sending it.</li> <li>• choose whether to send the message or not after writing it.</li> </ul>
Incoming messages	<ul style="list-style-type: none"> <li>• A signal is heard once all parts of the message have been received or when a timeout occurs.</li> <li>• It is possible to re-use the content of an EMS message. Sounds, pictures, and animations can be inserted in a new message, if the object is not protected using ODI.</li> </ul>
Concatenated messages	A receipt is received in the handset when all parts of a concatenated message have been delivered.



Feature	Support
Insert objects	It is possible to add pictures, animations and sounds to an EMS message.
Text formatting	<ul style="list-style-type: none"> <li>• Centred, left and right aligned text.</li> <li>• Small, normal and large font size.</li> <li>• Bold, italic, underlined and strikethrough style.</li> </ul>
Sounds	Chimes high, chimes low, ding, tada, notify, drum, claps, fanfare, chords high, chords low.
I-melody	Yes, version 1.2
Melodies	<p>It is possible to...</p> <ul style="list-style-type: none"> <li>• send and receive melodies via EMS, if the melodies are not protected by copyright.</li> </ul>
WBMP	Yes
Picture sizes	16x16 mm, 32x32 mm, variable size in black and white.
Pictures	<p>It is possible to...</p> <ul style="list-style-type: none"> <li>• edit pictures by using the phone keypad.</li> <li>• send and receive pictures via EMS, if the pictures are not protected by copyright.</li> <li>• receive pictures in enhanced messages originated by service providers.</li> </ul>
Animations	<p>The handset supports the following animations: Angry, Crying, Flirty, Happy, Kiss, Sad, Tongue, Wow, Confused, Devil, Glasses, Indifferent, Laughter, Sceptical and Wink. Plus the other nine animations defined in 3GPP TS 23.040 v4.3.0.</p> <p>It is possible to...</p> <ul style="list-style-type: none"> <li>• send and receive animations.</li> </ul>
TP-PID field value given by the handset before sending an EMS message	0x00

## Multimedia Messaging Service

Feature	Support
MMS/CSD parameters and MMS/GPRS parameters placement	MMS is bound to an Internet profile. An Internet profile is bound to a Data Account. A Data Account contains either CSD parameters or GPRS parameters.
Possibility to pre-configure the MMS parameters in factory	<ul style="list-style-type: none"> <li>• MMS/CSD: Yes</li> <li>• MMS/GPRS: Yes</li> </ul>

Feature	Support
Possibility to configure the MMS parameters by OTA provisioning	<ul style="list-style-type: none"> <li>• MMS/CSD: Yes</li> <li>• MMS/GPRS: Yes</li> </ul>
Possibility for all the parameters from the parameters set to be OTA provisioned at the same time	<ul style="list-style-type: none"> <li>• MMS/CSD: Yes</li> <li>• MMS/GPRS: Yes</li> </ul>
Possibility for only one parameter from the parameters set to be OTA provisioned	<ul style="list-style-type: none"> <li>• MMS/CSD: No</li> <li>• MMS/GPRS: No</li> </ul>
OTA provisioning solution	OTA Settings Specification v7.1 © Ericsson and Nokia
Supplier indication of realized interoperability tests between its MMS User Agent and MMS Relay/Server from other suppliers	Yes
Support of a standard or a proprietary procedure for OTA provisioning of MMS parameters	Proprietary
Functionalities that the user is able to set during message composition:	<ul style="list-style-type: none"> <li>• message subject</li> <li>• message priority</li> <li>• email recipient address</li> <li>• message Cc recipient(s) address(es)</li> <li>• delivery report request</li> <li>• read report request</li> <li>• MSISDN recipient address</li> </ul>
From where can the user insert multimedia elements into multimedia messages:	<ul style="list-style-type: none"> <li>• File Manager</li> <li>• directly from</li> <li>• Contacts</li> <li>• Calendar</li> </ul>
Possibility for sent messages to be memorized into a folder in handset memory	Yes
Actions that the user can perform after message notification:	<ul style="list-style-type: none"> <li>• Auto Download</li> <li>• Always Ask</li> </ul>
Actions that the user can perform after message retrieval:	<ul style="list-style-type: none"> <li>• reply to the sender of the message SMS/MMS</li> <li>• reply to the sender and to Cc people SMS/MMS</li> <li>• forward the message MMS</li> <li>• delete the message</li> <li>• save message into terminal</li> <li>• call the sender of a message</li> </ul>
Multimedia codecs/formats supported for audio	AMR
Multimedia codecs/formats supported for video	3GPP, SDP
Multimedia codecs/formats supported for image	JPEG, GIF87, GIF89A, PNG, WBMP, BMP

Feature	Support
Supported formats for message presentation:	<ul style="list-style-type: none"> <li>message body + attachments (email presentation)</li> <li>SMIL version as described in OMA MMS IOP document version 1.2</li> </ul>
Maximum message size that can be handled by the handset for message	Content Class and Creation mode are applied. Also maximum size is possible to customize.
MMS User Agent will report problems to user in case of:	<ul style="list-style-type: none"> <li>message not sent causes no user subscription to service, if included in ResponseText (please see WAP209)</li> <li>message not sent causes required functionality not supported by MMS Relay/Server, if included in ResponseText (please see WAP209)</li> <li>message not sent causes insufficient credit (in case of prepaid charging), if included in ResponseText (please see WAP209)</li> </ul>

## SIM AT services supported

Service	Mode	Support
CALL CONTROL BY SIM		Yes
DATA DOWNLOAD TO SIM	Cell Broadcast SMS	Yes Yes
DISPLAY TEXT	Text of up to 240 characters (120 UCS2 coded).	Yes
	bit 1: 0 = normal priority	Yes
	1 = high priority	Yes
	bit 8: 0 = clear message after a delay	Yes
	1 = wait for user to clear message	Yes
GET INKEY	General: The GET_INKEY requires that the user confirms his/her choice	Yes
	bit 1: 0 = digits (0-9, *, # and +) only	Yes
	1 = alphabet set	Yes
	bit 2: 0 = SMS default alphabet	Yes
	1 = UCS2 alphabet	Yes
	bit 3: 0 = character sets defined by bit 1 and bit 2 are enabled	Yes
	1 = character sets defined by bit 1 and bit 2 are disabled and the Yes/No response is requested	Yes

Service	Mode	Support	
GET INPUT	General: No. of hidden input characters	252	
	bit 1:	0 = digits (0-9, *, # and +) only	Yes
		1 = alphabet set	Yes
	bit 2:	0 = SMS default alphabet	Yes
		1 = UCS2 alphabet	Yes
	bit 3:	0 = ME may echo user input on the display	Yes
		1 = user input not to be revealed in any way (see note)	Yes
	bit 4:	0 = user input to be in unpacked format	Yes
		1 = user input to be in SMS packed format	Yes
	bit 8:	0 = no help information available	Yes
1 = help information available		No	
LAUNCH BROWSER		Yes	
MORE TIME		Yes	
PLAY TONE		Yes	
POLLING OFF		Yes	
POLL INTERVAL		Yes	
PROVIDE LOCAL INFORMATION	'00' = Location Information (MCC, MNC, LAC and Cell Identity)	Yes	
	'01' = IMEI of the ME	Yes	
	'02' = Network Measurement results	Yes	
	'03' = Date, time and time zone (DTTinPLI)	Yes	
	'04' - Language setting	Yes	
	'05' - Timing setting	Yes	
REFRESH	General: The reset option requests the user to wait while the phone restarts	Yes	
	'00' = SIM Initialization and Full File Change Notification	Yes	
	'01' = File Change Notification	Yes	
	'02' = SIM Initialization and File Change Notification	Yes	
	'03' = SIM Initialization	Yes	
	'04' = SIM Reset	Yes	

Service	Mode	Support
SELECT ITEM		Yes
SEND DTMF		Yes
SEND SHORT MESSAGE	bit 1: 0 = packing not required 1 = SMS packing by the ME required	Yes Yes
SEND SS		Yes
SEND USSD		Yes
SET UP CALL	General: Capability configuration	Yes
	Set-up speech call CallParty	No
	Subaddress DTMF support	Yes
	'00' = set up call, but only if not currently busy on another call	Yes
	'01' = set up call, but only if not currently busy on another call, with re-dial	Yes
	'02' = set up call, putting all other calls (if any) on hold	Yes
	'03' = set up call, putting all other calls (if any) on hold, with re-dial	Yes
SET UP EVENT LIST	'04' = set up call, disconnecting all other calls (if any)	Yes
	'05' = set up call, disconnecting all other calls (if any), with re-dial	Yes
	'00' = MT call	Yes
	'01' = Call connected	Yes
	'02' = Call disconnected	Yes
	'03' = Location status	Yes
	'04' = User activity	Yes
	'05' = Idle screen available	Yes
	'06' = Card reader status	Not Applicable
	'07' = Language selection	Yes
'08' = Browser termination	Yes	
SET UP IDLE MODE TEXT	'09' = Data available	No
	'0A' = Channel status	No
		Yes, 1 row of text is supported.
SET UP MENU		Yes
TIMER MANAGEMENT		Yes

Service	Mode	Support
OPEN CHANNEL		No
CLOSE CHANNEL		No
RECEIVE DATA		No
SEND DATA		No
GET CHANNEL STATUS		No

## User Interaction with SIM AT

### Display text

Text of up to 240 characters (120 UCS coded) is supported.

Text clearing times are 5-20 seconds and a 60-second time-out limit for the user to clear the text.

'Key' responses:

- 'Long Back' – Proactive session terminated by user.
- 'Back' – Backward move in proactive session.

Any other key clears the display if the command is performed successfully.

### Get inkey

Prompt for a one-character input. Pressing 'Ok' without entering a character gives warning message "Minimum 1 character". 'Key' responses:

- 'C' clears current character.
- 'Long Back' terminates the proactive session.
- 'Back' – Backward move in proactive session.
- 'OK' – Command performed successfully.

### Get input

Prompt for character input. The phone will refuse to accept further input when maximum response length is exceeded. UI Maximum Response lengths:

- Digits Only – 160 characters
- SMS default alphabet characters – 160 characters
- Hidden Characters (digits only) – 20 characters

'Key' responses:

- 'C' clears current character.

- 'Long Back' terminates the proactive session.
- 'Back' – Backward move in proactive session.
- 'OK' – Command performed successfully.

### Refresh

A notification will be made if it is demanded that the SIM card initializes again.

### Select item

Scroll to highlight item for selection. 'Key' responses:

- Navigational key press down – Scroll down list.
- Navigational key press up – Scroll up list.
- Long 'Back' terminates proactive session.
- 'Back' – Backward move in proactive session.
- 'OK' – Command performed successfully.

### Send short message

Default message "Sending message, please wait" can be replaced for the Alpha Identifier text, or suppressed completely if a null text is provided.

Default responses are "MESSAGE FAILED" or "MESSAGE SENT". 'Key' responses:

- Long 'Back' or 'Back' ends the proactive session.

### Set up call

If the ME is on a call when the command 'Set up Call', 'putting all other calls on hold' is sent, the user will see the text 'Setting up a call current call will be held'. If 'OK' is pressed the current call will be put on hold and the new call set up. If the ME is on a call when the command 'Set Up Call, disconnecting all other calls' is sent, the user will see the text 'Setting up a call current call will be disconnected'. If the 'OK' key is pressed the current call will be disconnected and the new call set up.

## Set up menu

Incorporates a SIM Application Toolkit Menu Item into the ME's main menu structure.

If an Alpha Identifier is supplied in the Set Up Menu command, this is used as the SIM AT entry in the ME's main menu. If no alpha identifier is supplied

and several items are found in the menu, a default title is used. If the SIM AT Menu Item is selected by pressing 'Select', all the items sent in the Set Up Menu command will be available for selection, in the same way as the Select Item command.

## WAP browser technical data

Feature	Support in the browser
Back to previous page	Yes
Bearer type GPRS (IP)	Yes
Bearer type GSM Data (IP)	Yes, HSCSD, ISDN and analog.
Bookmarks	Yes, up to 25 named bookmarks for easy access to frequently visited pages.
Bookmark Export/Import	Yes, can be sent and received as link using SMS.
Cache	Yes (size 300 kB)
Character sets *	UTF-8 (Default), UTF-16, USASCII, Latin1, UCS2
Clear cache	Yes
Colour	Colour display
Home page	Yes, up to 10 different, one for each Internet profile.
HTML version for WAP browser	xHTML, mobile profile
Hyperlinks in Text	Yes, highlighted by inverse video.
Hyperlinks in Images	Yes, indicated by a frame.
Image Animation	Yes
Image Formats	GIF (interlaced and non-interlaced) WBMP, no transparent layers, JPEG, PNG
Network Settings	Up to 10 different settings available by selecting Internet profile (Internet, Banking, Gateway etc.)
OTA Support	Yes
PPP Authentication	PAP, CHAP supported
Reload page	Yes

<b>Feature</b>	<b>Support in the browser</b>
Security	WTLS class 1-3 TLS 1.0, client authentication WIM on SIM ICC X.509 certificate support, Internet Profile WMLScript signText WPKI OTA download of trusted and client certificates
Tables	Yes
User Agent Profiles	Yes, list of client characteristics - for example display size.
WAP/WML WAP	WAP 2.0/WML 1.3
	*) When creating WML applications, it is recommended that to always save the page contents as UTF-8, and that this is clearly indicated in the pages before publishing. This ensures that the contents of the application can be viewed, regardless of character sets used in gateways and the phone. All characters are not supported in all phones. The software version depends on which market the phone is associated to. Also, please note that the phone may not support input on a WAP Service which uses certain characters (languages), even if those characters are supported for browsing in the phone.
WAP browser	WAP 2.0
Internet profiles	Dynamic - up to 10 Internet profiles, each with its own settings.



# WAP operator technical data

Feature	Support for WAP	
<b>WAP Browser</b>		
Version	2.0 baseline	
HTML	XHTML, mobile profile	
<b>WAP Provisioning types</b>	<b>The Ericsson-Nokia OTA solution</b> Over the Air Settings Specification, v7.1 © Ericsson and Nokia	<b>OMA Forum Client provisioning (v1.0)</b>
Total Parameter sets	10 (shared between the WAP provisioning types). < or = 10 (total number of Internet profiles).	
Parameter set list	name, homepage and homepage title (1st bookmark element), proxy/GW address, bookmarks (remaining bookmark elements), CSD phone number, CSD data rate, CSD dial type, GPRS APN, protocol authentication, GW authentication, secure connection on/ off	name, homepage, proxy/GW address, CSD phone number, CSD data rate, CSD dial type, CSD response timer, GPRS APN, protocol authentica- tion, GW authentication, GPRS QoS
Factory pre-configuration	WAP/CSD (possibility to lock a setting), WAP/GPRS	
OTA	WAP/CSD, WAP/GPRS configuration possible.	
<b>Security mechanism</b>		
<b>Bearer</b>	<b>The Ericsson-Nokia solution</b>	<b>OMA Forum OTA provisioning</b>
OTA via SMS	Operator verification through a code that can be included in the OTA configuration data. This code is shown to the user who can choose to install or not.	Uses security mechanism (SEC) methods according to WAP-183-ProvCont-20010724-a (see <a href="http://www.openmobilealliance.org">www.openmobilealliance.org</a> )
OTA via Cell Broadcast	-	According to ch.7.1.2, WAP-184-ProvBoot-20010314-a (see <a href="http://www.openmobilealliance.org">www.openmobilealliance.org</a> ).

<b>Feature</b>		<b>Support for WAP</b>	
<b>Interface</b>			
<b>Bearer</b>	<b>The Ericsson-Nokia solution</b>	<b>OMA Forum OTA provisioning</b>	
OTA via SMS	A question whether to install, with the code if available is asked. The user may have to choose whether to create a new Internet profile or to replace an existing Internet profile.	For NETWPIN the user is asked to accept to install received settings. For USERPIN, USERNET-WPIN and USERPINMAC the user is subsequently asked to enter a PIN code that is a shared secret between the service provider and the user.	
OTA via Cell Broadcast	-	The user is asked whether to accept the received settings or not.	
<b>Re-provisioning Interface</b>			
<b>Re-provisioning Interface</b>	<b>The Ericsson-Nokia solution</b>	<b>OMA Forum OTA provisioning</b>	
OTA via SMS	Same interface as above.	If the settings previously installed were privileged or have higher priority, the settings might not be possible to install again unless the terminal is reset, otherwise as above.	
OTA via Cell Broadcast	-	If the settings previously installed were privileged or have higher priority, the settings might not be possible to install again unless the terminal is reset, otherwise as above.	
Carrier reset/provisioning	Yes, but not if the set is pre-configured in the factory and locked.		
SWIM	Not used for provisioning. The SWIM is only used for WAP security, both WTLS connections and digital signatures.		
SWIM certificate	Both client and trusted certificates can be used for WTLS connections and digital signatures.		
<b>Applicative provisioning</b>			
Preferred bearer customization	Yes		
Email customization	Yes, but not through WAP provisioning.		
Other applications/features	Yes (MMS, SyncML).		
<b>Technologies</b>			
OMA Forum Client provisioning	Yes, WAP provisioning document v1.0.		

<b>Feature</b>	<b>Support for WAP</b>
Openwave OTA	No
Other	Yes. The Ericsson-Nokia solution. OTA Settings Specification v7.1.
Provisioning bearer	SMS, Cell Broadcast
Parameter sets available	< or = 10 (total number of Internet profiles)
Parameter sets for OTA modification	< or = 10 (total number of Internet profiles)
<b>PUSH</b>	
<b>Content types</b>	
Service Indication (SI)	Yes
Service Loading (SL)	Yes
Cache Operation (CO) content type	Yes
Session Initiation Application (SIA)	Yes
<b>Man Machine Interface</b>	
SI/content retrieval postponing	Yes
SI menu structure accessibility	Messaging, Inbox
SL reception warning	The user can make a choice if a dialogue is wanted or not before loading the SL. Messaging/Settings/Push messages/Allow push msg/Always ask
SIA reception warning	Yes
Cache size limitations	The oldest push in the inbox will be discarded.
Number of push messages	Depending on the size of the push messages. Around 20 push messages with a size of 500 bytes can be stored.
Push de-activate	Yes (Messaging/Settings/Push).
Dynamic push menu changes	No. There are no changes in the menus when activating/deactivating push.
<b>Security</b>	
Mechanisms for push	None
Trust with PPG	Sending a SIA is the most trustful.
WAP push sessions	Yes
Denial of service/spoofing	Yes

<b>Feature</b>	<b>Support for WAP</b>
<b>User agent profile</b>	
UA profile content sent at beginning of WSP session	No
URL sent pointing to the UA profile at the beginning of WSP session	Yes
URL location	On the manufacturer WAP site.
<b>WTAI</b>	
WTA Make Call	Yes
WTA Send DTMF	Yes
WTA Add Phone Book	Yes
Other WTA/WTAI	No
<b>DOWNLOAD</b>	
<b>WAP solutions</b>	
SAR/WSP/http GET solution to download content over WAP	Yes
Download Fun from Openwave	No
Other download content over WAP	Yes. Content download limited to 200 kB when using WTP protocol. No download limit when using http protocol.
<b>Features</b>	
Download application/product memory check	Yes
Downloaded object solution	Yes. The user is asked if the content is to be saved.
UAP indication for downloading	Yes
Other features	Yes. Store, delete, forward, use, manage.
<b>Object formats</b>	
Ringtones	audio/iMelody, vMel, MIDI, MP3
Wallpapers	Image/WBMP, GIF, JPEG
Pictures	Image/WBMP, GIF, JPEG, PNG
Games	Yes
JAVA applications	Yes
Screen savers	Image/GIF, JPEG

Feature	Support for WAP
Audio files	WAV MP3 Uncompressed 8, 16 bit PCM sampled at 8, 11.025, 12 and 16 kHz (stereo and mono). No compressed PCM-formats are supported.
Themes	Application/theme
Video	Yes

## GRAPHICAL USER INTERFACE

### Man Machine Interface

Selection keys	Yes
Separate/dedicated back or erase keys	Yes
Display backlight on when browsing	Yes
Predictive writing	Yes
“http://” string displayed automatically when entering URLs	Not displayed but the “http://” is added automatically to the URL.
Elements	
Number of display lines for a WAP connection	4 plus 7 plus Title, depending on the font size.
Pop-up menus	Yes, in XHTML.
Radio buttons	Yes, in XHTML.
Check boxes	Yes, in XHTML.
Buttons	Available as XHTML form controls.

## USSD technical data

Feature	Support
USSD support	GSM Phase 1/2 (Cross-phase compatibility). GPRS behaviour according to class B.
Mode support -mode	UI-mode supported. SAT initiated USSD supported.
UI-mode details	<ul style="list-style-type: none"> <li>It is possible to scroll the text up and down in USSD messages.</li> <li>It is possible to highlight embedded numbers and take actions accordingly.</li> </ul>

## GPRS technical data

<b>Dimension</b>	<b>Support</b>
Compatible GPRS and SMG specifications	Release 97 according to ETSI specification.
Data rates	Multislot class 8 supported (4+1) CS-1, CS-2, CS-3, CS-4 9,050 bps, 13,400 bps, 15,600 bps, 21,400 bps supported (network-dependent).
Medium Access Modes	Dynamic allocation
Support of Packet Control Channels (PBCCH/PCCCH)	Yes.
Network operation mode	NOM I, II, III
Support of GPRS/CS combined procedures	Yes
Network control mode	NC0 and 2
Support of access in 2 phases	Yes
Support of PRACH on 11 bits	Yes
Support of GPRS re-selection C31/C32	Yes
Support of static and dynamic addressing	Yes
Support of power control Uplink and Downlink	Uplink = yes, Downlink is a network feature.
Support of ciphering algorithms	GEA1, GEA2
Support of compression algorithms	Yes, V42bis and IP header compression.
Mode of operation	Class B and Class C modes of operation supported.
R Reference point	Physical layer: Support of RS-232. PPP is supported as L2 layer in the R reference point. Authentication algorithms PAP, CHAP supported.
IP connectivity	PDP type IP is supported. IP termination in mobile or TE (laptop, PDA) supported.
PDP context	10 PDP context descriptions stored in mobile. PDP context description is edited via application in mobile, AT-command or via OTA. Simultaneous PDP contexts are supported, maximum 2.
SIM	GPRS aware, as well as non-GPRS aware; SIM cards are supported.

Dimension	Support
AT commands supported	AT+CGDCONT - DEFINE PDP CONTEXT AT+CGQREQ - Quality of Service Profile (REQUESTED) AT+CGQMIN - Quality of Service Profile (Minimum Acceptable) AT+CGATT - PACKET DOMAIN SERVICE ATTACH OR DETACH AT+CGACT - PDP CONTEXT ACTIVATE OR DEACTIVATE AT+CGDATA - ENT

## SyncML technical data

Feature	Support for Sync ML
SyncML compliance	The handset is fully SyncML 1.1 compliant (it passed SyncML Conformance testing).
Basic data formats	Contacts: vCard 2.1, Calendar: vCalendar 1.0, vTasks v1.0, vTodo v1.0, Notes: text/plain, v Notes: not supported.
Extend SyncML functionality	No
Possibility to synchronize other handsets using SyncML	No
Transport method for SyncML messages	WAP, OBEX (RS232) and HTTP.
Synchronization application placement	Inside the handset.
Possibility for the user to configure login parameters (e.g. username and password) to access the remote database	Yes
Configuration parameters that can be entered/modified by the user	Server URL, Server UserID, Server PWD, Paths to databases (Calendar, Contacts, Tasks) UserID and PWD for Databases, Databases to be synchronized (on/off), WAP Account. Ericsson Nokia OTA Settings Specification v7.1. Remote initiation is also configurable, Always accept, Never accept, Always ask. Notes can be synchronized.
Mechanisms used by the handset to capture changes made by the end user (i.e. how does the SyncML client in the handset know which changes were made to the address book)	It uses a change log where it marks the contact as updated.
Ability to deal with multiple servers	Yes
Ability to perform conflict resolution actions	No

# Terminology and abbreviations

---

## **3GPP**

3rd Generation Partnership Project

## **AAC**

Advanced Audio Coding

## **ACELP**

Algebraic Code Excited Linear Prediction

## **AMR**

Adaptive Multi Rate. Audio format for speech sounds.

## **API**

Application Programming Interface

## **ARPU**

Average Revenue Per User

## **Bearer**

The method for accessing WAP from the phone, for example GSM Data (CSD) and SMS.

## **Bookmark**

A URL and header/title stored in the phone.

## **Browsing session**

The period from the first access of content until the termination of the connection.

## **CLI**

Calling Line Identification shows the number of the caller, or a picture assigned to the number of the caller in the mobile phone display. Not all numbers can be displayed. Network-dependent service.

## **Card**

A single WML unit of navigation and user interface. May contain information to present to the user, instructions for gathering user input, etc.

## **CDDA**

Compact Disc Digital Audio

## **CDMA**

Code Division Multiple Access. A generic term that describes a wireless air interface based on code division multiple access technology.

## **Cell-ID**

Cell identification.

## **CS**

Circuit Switched

## **CSD**

Circuit Switched Data

## **CSS**

Cascading Style Sheet

## **Deck**

A collection of WML cards.

## **DRM**

Digital Rights Management; controlling copying and distribution of contents, with respect to intellectual property rights.

## **DTMF or Touch Tone**

Dual Tone Multi-Frequency signal – codes sent as tone signals. Used for telephone banking, accessing an answering machine, etc.

## **Dual band**

GSM 900/1800.

## **e-GSM**

Extended GSM. New frequencies specified by the European Radio Communications Committee (ERC) for GSM use when additional spectrum is needed (Network-dependent). It allows operators to transmit and receive just outside GSM's core 900 frequency band. This extension gives increased network capability.



**EFR**

Enhanced Full Rate, speech coding.

**EMS**

Enhanced Messaging Service. Allows the user to add simple pixel pictures and animations, sounds and melodies to a text message. The EMS 3GPP standard also includes text formatting.

**ETSI**

European Telecommunications Standards Institute

**FR**

Full Rate, speech coding.

**Gateway**

A WAP Gateway typically includes the following functions:

- A Protocol Gateway – the protocol gateway translates requests from the WAP protocol stack to the WWW protocol stack (http and TCP/IP).
- Content Encoders and Decoders – the content encoders translate Web content into compact encoded formats to reduce the size and number of packets travelling over the wireless data network.

**GIF**

Graphics Interchange Format

**GPRS**

General Packet Radio Services

**GSM**

Global System for Mobile Communications. GSM is the world's most widely-used digital mobile phone system.

**GSM system**

The GSM system family includes GSM 850, GSM 900, GSM 1800 and GSM 1900. There are different phases of roll-out for the GSM system and GSM phones are either phase 1 or phase 2 compliant.

**GSM 1800**

Also known as DCS 1800 or PCN; this is a digital network working on a frequency of 1800 MHz. It is used in Europe and in the Asia-Pacific region.

**HR**

Half Rate, speech coding.

**HSCSD**

High Speed Circuit Switched Data

**HTML**

HyperText Markup Language

**http**

HyperText Transfer Protocol

**ISP**

Internet Service Provider

**ITTP**

Intelligent Terminal Transfer Protocol

**LED**

Light Emitting Diode

**LAN**

Local Area Network

**LPC**

Linear Predictive Coding

**LTP**

Long Term Predictor

**MIDI**

Musical Instrument Digital Interface

**ME**

Mobile Equipment

**Micro browser**

Accesses and displays Internet content in a mobile phone, using small file sizes and the bandwidth of the wireless-handheld network.

**MIME**

Multipurpose Internet Mail Extensions

**MMI**

Man-Machine Interface. See UI.

**MP3**

Short for “MPEG-1 layer 3”; an effective audio coding scheme.

**MS**

Mobile Station

**MT**

Mobile Termination

**Musictones**

Ringtones or mastertones, a name for shortened and DRM-protected MP3 ringtones.

**ODI**

Object Distribution Indicator

**OMA**

Open Mobile Alliance

**OTA**

Over-the Air Configuration. To provide settings for the phone by way of sending an SMS message over the network to the phone. This reduces the need for the user to configure the phone manually.

**PDA**

Personal Digital Assistant

**PDP**

Packet Data Protocol

**Phonebook**

A memory in the mobile phone or SIM card where phone numbers can be stored and accessed by name or position.

**PIM**

Personal Information Management

**QCIF**

Quarter Common Intermediate Format

**QVGA**

Quarter Video Graphics Array

**RPE**

Regular Pulse Excited codec.

**RTSP**

Real Time Streaming Protocol session control.

**SMS-C**

Service Centre (for SMS).

**Service provider**

A company that provides services and subscriptions to mobile phone users.

**SI**

Service Indication

**SL**

Service Loading

**SIM card**

Subscriber Identity Module card – a card that must be inserted in any GSM-based mobile phone. It contains subscriber details, security information and memory for a personal directory of numbers. The card can be a small plug-in type or credit card-sized, but both types have the same functions. The product uses the small plug-in card.

**SMS**

Short Messaging Service. Allows messages of up to 160 characters to be sent and received via the network operator’s message centre to a mobile phone.

**SP-MIDI**

SP-MIDI stands for Scalable Polyphony MIDI.

**SS**

Supplementary Services

**TA**

Timing in advance.

**TCP/IP**

Transmission Control Protocol/Internet Protocol.

**UI**

User interface.

**UMTS**

Universal Mobile Telecommunications System. The telecommunications system, incorporating mobile cellular and other functionality, that is the subject of standards produced by 3GPP.

**URL**

Uniform Resource Locator.  
The global address of documents and other resources on the World Wide Web.

**USSD**

Unstructured Supplementary Services Data.

**vCard**

vCard automates the exchange of personal information typically found on a traditional business card, for use in applications such as Internet mail, voice mail, Web browsers, telephony applications, call centres, conferences, PIMs /PDAs, pagers, fax, office equipment, and smart cards. vCard is specified by IETF.

**VGA**

Video Graphics Array

**WAP**

Wireless Application Protocol. Handheld devices, low bandwidth, binary coded, a deck/card metaphor to specify a service. A card is typically a unit of interaction with the user, that is, either presentation of information or request for information from the user. A collection of cards is called a deck, which usually constitutes a service.

**WAP Application**

A collection of WML cards, with the new context attribute set in the entry card.

**WAP service**

A WML application residing on a web site.

**WAV**

Windows media audio video.

**WBMP**

Wireless BitMap.  
A graphic format optimized for mobile computing devices.

**WML**

Wireless Markup Language. A markup language used for authoring services, fulfilling the same purpose as HyperText Markup Language (HTML) does on the World Wide Web (WWW). In contrast to HTML, WML is designed to fit small handheld devices.

**WMLScript**

WMLScript can be used to enhance the functionality of a service, just as, for example, Java Script may be utilized in HTML. It makes it possible to add procedural logic and computational functions to WAP-based services.

**WSP**

Wireless Session Protocol

**WTLS**

Wireless Transport Layer Security

**WWW**

World Wide Web

**XHTML**

Extensible HyperText Markup Language

**XML**

Extensible Markup Language

# Related information

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## Documents

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- The User Guide
- Sony Ericsson FAQ
- AT Command Reference Manual
- WAP 2.0 Specifications

## Links

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- [www.SonyEricsson.com/](http://www.SonyEricsson.com/)
- [www.SonyEricsson.com/developer](http://www.SonyEricsson.com/developer)
- [www.midi.org](http://www.midi.org)
- [www.gsmworld.com/](http://www.gsmworld.com/)
- [www.imc.org](http://www.imc.org)
- [www.3gpp.org](http://www.3gpp.org)
- [www.etsi.fr](http://www.etsi.fr)
- [www.wapforum.org](http://www.wapforum.org)
- [www.imc.org/pdi/](http://www.imc.org/pdi/)
- [www.syncml.org](http://www.syncml.org)
- [www.w3.org/TR/xhtml1-basic/](http://www.w3.org/TR/xhtml1-basic/)
- [www.java.sun.com](http://www.java.sun.com)

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