

White Paper

March 2005

K750i

The True Imaging Phone



Sony Ericsson

Preface

Purpose of this document

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

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Sony Ericsson Developer World

On 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 history

Change history

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Contents

Purpose of this document	2
Sony Ericsson Developer World	3
Document history	3
Product overview	5
Key functions and features	6
Design features	10
More in-phone functions	11
Technologies in detail	14
Imaging and Entertainment	15
2.0 Megapixel camera	15
Media player	16
DRM	18
Streaming	20
Gaming	21
SMIL	21
Messaging	22
My friends	22
MMS	23
Connectivity	25
Memory Stick Duo™ & Memory Stick PRO Duo™	25
GPRS	26
Bluetooth™ wireless technology	27
IrDA	29
Synchronization and data transfer	30
SyncML – an open standard for synchronization	30
Remote synchronization	31
Local synchronization	32
Object exchange – ‘Send’	33
Device Management	34
Java™	35
Java 2, Micro Edition (J2ME™)	35
Java 3D™	35
Facts and figures	36
Technical specifications	37
Terminology and abbreviations	60
Related information	65
Documents	65
Links	65
Trademarks and acknowledgements	65

Product overview

Form follows function in this attractively designed phone with a compact body which cleverly includes dual fronts, one for the phone and one for a real camera look and feel.

K750i offers the latest in imaging, advanced messaging and connectivity technology, with a rich offering of multimedia and entertainment functions. This includes, for example, taking pictures with great picture quality with the built-in 2.0 Megapixel camera and for true camera comfort, the user interface is turned horizontal when using the camera. Easy-to-use imaging communication provides a dedicated camera button to minimize the number of steps for taking and sending a picture or video clip.

There is optimized memory for video communication with up to 38 MB of built-in memory for storage of content such as pictures, music, ringtones, themes, games and video clips. The Memory Stick slot is placed just beneath the keypad and a 64MB Memory Stick PRO Duo™ is included together with an adaptor in the kit at purchase. Memory Stick PRO Duo™ supports up to 1 GB memory capacity.

A powerful gaming solution for Advanced Java™ 3D with cutting-edge graphics, multiplayer games and a large 1.8 inch 262k TFT colour screen lets the user get the most out of the phone when technology meets design and creates a friendly user atmosphere.

Note: To be able to give updated information about the implemented technology and functionality of this product as soon as possible, this White Paper will be released in updated revisions.

Key functions and features

This phone holds the next step in imaging for Sony Ericsson products. And a great one. The evolution of mobile communications towards imaging will greatly increase the scope for new applications and services. In the area of multimedia in mobile phones, Sony Ericsson can show its vast experience in consumer electronics and entertainment – music, pictures and games – as well as its mobile technology leadership.

System

This phone supports GSM (Global System for Mobile Communications), GSM + EGSM 900/DCS 1800/PCS 1900, GPRS (General Packet Radio Service), Multislot class 10 (4+2) and HSCSD (Highspeed Circuit Switched Data).

System connector

The new system connector called Fast port, is smaller, faster, more versatile and easier to use than the former system connector. For example, different accessories can be connected in series, and you can have a phone conversation and upload music or synchronize simultaneously.

Improved battery capacity

The phone has top class talk- and standby time. Battery description: 3.6V, 900mAh, Lithium Polymer and LI-Ion (built-in)
Standby time: up to 400 hours
Talk time: up to 9 hours

Direct music button



Music is only one click away. Press the direct music button on the side of the phone and listen to your favourite tunes instantly without having to move between the menus. By default the direct music button is set to access the most recently used feature such as the Media player or FM Radio.

2.0 Mega pixel camera



With the 2.0 Mega pixel camera which includes digital zoom and auto focus, taking pictures becomes easy and fun. The horizontal user interface and the active lens cover adds extra quality to the camera experience.

Video clips



Taking a picture or recording a video clip and sending it as part of a picture message or as an email attachment is just a few clicks away. The picture or video clip can also be sent via Bluetooth, infrared or cable.

Digital zoom



The camera has 4x digital zoom and 32x playback zoom.

Picture light



The camera has a built in high quality light to improve taking pictures in darker environments.

Auto focus



Auto focus can be activated by half pressing the shutter button which is positioned right under the users index finger when the camera is in use.

The MXE-60 flash



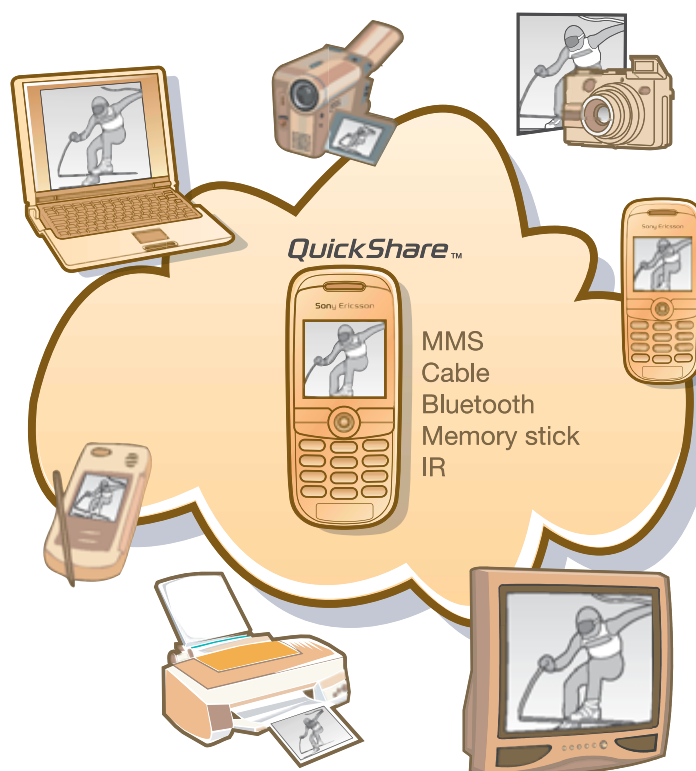
Poor lighting conditions can be enhanced by using the MXE-60 flash which is easily connected to the Fast port. When the MXE-60 is used together with the phone there will be an automatic red eye reduction to improve the quality when taking a picture. Will be offered as a supporting accessory.

QuickShare™

Sony Ericsson's constant ambition of making products easier to use, has had a great outcome: QuickShare™.

QuickShare is the fastest, easiest and smartest ever way to share images. With just a few clicks, moments can be captured with the integrated camera and be shared with friends! For example, to send a picture message with text and an attached image or video clip takes only 4 steps. Capture an image, press send, add text and press send again to add a recipient.

There is more to QuickShare than sending images with a picture or email message. QuickShare is about ease of use for all imaging features. Images can be shared phone to phone, with Bluetooth™, across the room or between a phone and other paired devices such as PDAs, computers or printers. For example, it would give the user the possibility of printing a picture directly from the phone using a Bluetooth enabled HP printer.



Bluetooth™ Media Center MMV-200

The MMV-200 is a Bluetooth hub that supports streaming media such as images, video-clips and music and can be used with a TV or a stereo. It has support for mega pixel images and lets the user transfer music to supported stereo equipment. Sharing of mega pixel images and video clips via Bluetooth and the phone's Memory Stick becomes easy and fun. The phone works as a remote control when the MMV-200 is in use. Will be offered as a supporting accessory.

Full graphic 262k colour screen



The large 1.8 inch colour screen, 176 x 220 pixels, enhances viewing, facilitating high-quality multimedia and entertainment.

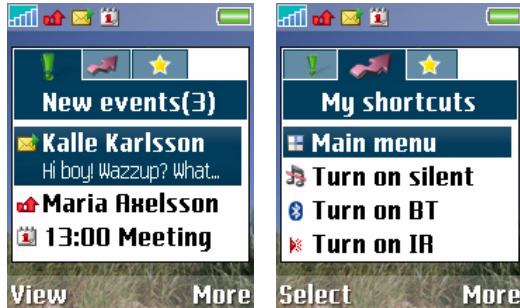
User Interface (UI)



From standby, the phone features a user interface built on the "desktop" concept, which is widely used in many computer operating sys-

tems. From here, navigation between different main functions in the phone is done by selecting one of the 3D icons which is represented.

Activity menu



Get direct access to new events, bookmarks and shortcuts. By using the activity menu (centre button beneath the screen) the user can easily handle missed calls, new text and picture messages, task reminders, shortcuts and get quick access to favourite Internet bookmarks. It is also possible to get a direct overview of applications that are running in the background, for example the media player or the FM radio.

Sound

You can listen to sound in the phone via the speaker (earpiece), the loudspeaker, the high-quality stereo headset or other compatible accessories.

Media player



The Media player converts the phone into a portable MP3, MPEG4, H263 player. Play music and video clips, streamed or downloaded. The folder system enables you, for example, to organize your favourite songs into groups and create simple playlists. A play and pause function has been added.

Radio



The new RDS (radio data system) FM radio is built-in and offers instant and easy access to FM radio channels.

The user also has the possibility of using it as an alarm clock signal.

The radio can be listened to with the portable handsfree accessory (Stereo Headset) or via the internal speaker. With the radio, up to 20 favourite channels can be stored with the preset function.

The portable handsfree needs to be connected at all times when listening to the radio, since it works as an antenna.

The RDS function brings you information directly to the display which is sent out by the currently tuned in radio station.

Streaming and downloading

You can view videos and listen to music that you find on a web site by streaming them to your phone. By streaming media such as audio and video clips, multimedia is available in realtime with minimal downloading or waiting time. This means that you can start to listen to the music or view a video clip before the complete file is downloaded to the phone. Media can also be downloaded and saved in the phone memory and then used with the Media player. Media such as audio files, video clips or slide shows can be played back at any time.

Sony Memory Stick PRO Duo™



K750i supports Sony Memory Stick PRO Duo™ and the Memory Stick Duo™. The user can store different kinds of content (pictures, audio, video clips etc.) on the Memory Stick, and transfer the content to other Sony Memory Stick-compatible consumer products, for example Sony digital cameras, camcorders, portable music players, TVs, photo printers and computers.

USB mass storage



A USB (Universal Serial Bus) cable is included in the box. The USB cable allows easy connection of the mobile phone to a computer. To be able to use the USB cable with the phone, driver routines must be installed on the computer. The drivers will be available on the CD in the kit or can be downloaded from www.SonyEricsson.com/support.

When the user connects the phone to a computer via the USB cable, the Memory Stick storage in the phone will appear as a drive on the computer. The user can then drag and drop any supported information to complete a transfer.

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.

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

PlayNow™



Content such as music, video and images may be previewed before purchase. A unique direct-link to download music, video, games,

themes and images, 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.

Content formats that are supported

All formats that are supported in K750i will be possible to download. Music, video and images may be previewed before purchase. The music format is MIDI, MP3 or WAV (Polyphonic 24 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 (Average Revenue Per User) 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 (Transport Layer Security) and SSL (Secure Socket Layer).

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

Java 2, Micro Edition (J2ME™)



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 Advanced 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 tones polyphonic sound and force feedback provide a much richer experience. With operator support, there is the possibility for multiplayer games to play against friends. The large 1.8 inch TFT screen adds to a lasting gaming experience. Downloading graphic intensive games, matching up to the size of the built-in memory, is also possible.

Bluetooth™ wireless technology



Using built-in Bluetooth™ wireless technology, communication with other Bluetooth devices is supported via a radio link. Unlike infrared, Bluetooth wireless technology is not dependent on line-of-sight communication.

Several devices (simultaneous Bluetooth connections) can be connected to K750i using Bluetooth wireless technology up to 10 metres away. For example, the phone can be answered with a Bluetooth headset, when it rings and the user can send images to another phone at the same time. Several mobile phones can take part in a Bluetooth supported game and the phone and a computer can exchange data such as images, video clips, business e-cards, music files and calendar data.

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

Ergonomics and balance

The phone strives for a perfect balance in your hand. Ergonomics link together with design.



Display and keypad areas

The 1.8 inch display area accommodates relatively large keys on the keypad area.

The keys are aligned in a vertically grouped form.

The display and key areas are designed with a sophisticated metal look.

Front

It is possible to customize the Internet button area, which is placed just beneath the display. The generic function of the same button is the “activity menu”.

The circular background form around the navigation key is designed to complement the circular form of the camera on the camera front.

The Memory Stick slot is placed beneath the keypad.

Battery cover

The battery cover is designed to horizontally slide into place whilst locking the battery in the battery housing.

Camera

The active lens cover protects and gives the back of the phone a digital camera look. Just slide the cover and begin to explore the true meaning of imaging with your phone. The picture light helps to improve taking pictures in a dark environment.



More in-phone functions

Navigation key



The 4-directional + select key is designed to easily navigate the menu system. In a menu, it can be 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 large, high-resolution colour screen is easily managed with the navigational key.

This K750i also supports a brand-new horizontal camera user interface.

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 a couple of 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.

In phone promotion video

If the user chooses to complete the set up wizard then a short video clip which shows a few of the different functions in the phone will follow directly. The user can choose to either view it directly or to

view it later. The video clip is by default stored in the File manager in Videos. The video clip highlights the main propositions in the phone that brings value to the user besides voice.

PIM (Personal Information Management)

The user can stay up to date with his or hers every-day events by synchronizing the phone contacts, calendar appointments and tasks in the phone with similar programs in a computer. The USB-cable which comes with the phone, the built in Infrared or Bluetooth feature can be used together with the synchronization software which is available on the CD in the kit.

Sony Ericsson Update Service

The K750i supports update service which lets the user download the latest operator-approved version of the mobile device software from the web (www.SonyEricsson.com/support). The user only needs to connect the phone to an Internet - connected computer, download the software and update the mobile device.

The application that guides the user through the update process is a wizard with a web and Java interface that are seamlessly integrated. The mobile device is identified by model, operator and software version. This makes it possible for Sony Ericsson to guarantee operators that only approved software is loaded into the mobile device.

MusicDJ™



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

By using the MusicDJ™ the user can play, compose, edit and send melodies. The built-in sound synthesizer uses wave tables and 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.

VideoDJ™

Create a movie by mixing video clips, pictures, sound and text which has already been created or stored in the phone or on the Memory Stick. The

finished result can be sent by using email, Bluetooth or infrared. VideoDJ™ can also be used for editing video items.

Photo DJ™

Pictures that are stored in the phone memory or on the Memory Stick can be edited by using Photo DJ™. The user can for example add clipart, frames, text, effects and much more to improve a picture's quality after it has been captured by the camera or received from another device.

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 is allocated to each function and feature. Folders can be created, renamed, deleted and files can be moved between them.

From the file manager, the user can view pictures and slide shows, as well as play music and video clips.

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. The phone supports GPRS Multislot Class 10 (4+2).

WAP 2.0 supporting XHTML™ MP 1.2

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 infor-

mation 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 Internet Explorer, 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 interoperability of mobile instant messaging and presence services, Sony Ericsson, Ericsson, Motorola and Nokia have created the Wireless Village Solution, which is 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. The presence information is displayed in a contact list if the person has been added to the list.

Instant messaging

Instant messaging means "point-to-point messaging" between Wireless Village users. An instant message history of the communication is 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 is able to join a chatroom and chat with other participants/members. A chatroom can be started by a service provider or by an individual My friends user.

Email



With inbox, outbox, save draft and reply options, there are all the functions needed for effective email communication in a powerful mobile phone. Constantly connected to a POP3, SMTP or IMAP4 email server anywhere on the Internet, 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 e-mails and attachments that are received. Hyperlinks in e-mails are supported.

Personalization

With themes it is possible to change many settings in the phone, for example colours, images and ringtones, 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 contacts.

Power save

Power save is the default setting for the display light and is designed to optimize standby time. Your screen is turned off completely a few seconds after you last press a key. Press any key except for the navigation key and the screen turns on again.

Technologies in detail

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.

Imaging and Entertainment

2.0 Megapixel camera

With the integrated 2.0 Megapixel camera with auto focus and digital zoom, the user can take pictures and video clips and save them in the phone memory or on the Memory Stick. The user can send them as an attachment in an email or a picture message. The pictures or video clips can also be sent via Bluetooth, infrared or cable.

A large viewfinder is presented in the display and QuickShare™ offers a minimal number of steps that take you to the send options as follows:

- 3 steps for camera: start, capture and send.
- 3 steps for video: start, capture and send.

Using the camera or video

The camera and video is started via the active lens cover, depending on what was last used or can also be started via the phone menu system.

Shoot modes

There is a number of different shoot modes for different user scenarios:

Frames

A shoot mode that lets you apply funny pre-drawn picture frames to your images.

Panorama pictures

The camera can create panorama pictures by stitching together several different pictures into one large picture. This is done with the help of a unique image processing technique.

Using this feature is very user friendly. The user simply takes a picture and then moves the camera slightly sideways and then takes a new picture. This can be repeated several times until the user selects to save the panorama where all the different pictures are stitched together.

Burst mode

A useful function when taking photos of objects that move quickly in the scene: it rapidly takes 4 pictures in a row automatically.

Image formats

The camera is able to take pictures in the following resolutions:

- Small - QQVGA (160x120 pixels)
- Medium - VGA (640x480 pixels)
- Large - 2 Megapixel (1632x1224 pixels)

Megapixel pictures

Megapixel pictures can be used when a larger viewing area is required, for example, when uploading a picture to a computer.

Video format

Video clips can be recorded, played and sent using the following codec:

- 3GPP™ (H.263 and AMR)

More camera features

The camera has full **automatic exposure control** that selects the optimal exposure time needed to get an excellent picture. When operating the viewfinder, the camera adjusts the exposure time.

The camera supports **auto focus** in full range, and separate in macro range.

A half press on the shutter button indicates focus, and a long press means taking a picture.

The lighting conditions found indoors and outdoors may differ significantly. This may give rise to false colours in photographs. To compensate for this, the Megapixel camera is equipped with **automatic white balance**. This feature automatically adjusts

for different lighting environments in order to produce images with correct colours under most conditions.

The camera has a built-in **high quality light** to improve taking pictures in darker environments. There is also support for external flash, the MXE-60, which is easily connected to the phone's system connector.

Media player



The media player supports different audio and video formats, streaming as well as download and playback.

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**
Advanced Audio Coding. AAC is the latest audio coding standard, defined in the MPEG-2 standard and is used for high-quality audio compression. 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. The AAC offers three different profiles to facilitate trade off between quality, memory and processing power requirements. They are: Main Profile (MP), Low Complexity (LC) and Scalable Sampling Rate (SSR). AAC-LC is supported.
- **AMR**
Adaptive Multi Rate. A medium quality compressed sound format.
- **MIDI**
Musical Instrument Digital Interface. Unlike the other formats, MIDI is not a recording of music, but a description which enables a local synthesizer to play the music from the instructions included in the MIDI file. Since a MIDI file only represents player information, it is far more concise than formats that store the sound directly. An advantage is very small file sizes. A disadvantage is the lack of specific sound control. MIDI is ideal for polyphonic ring-tones.

- **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**
Windows media audio. A wave file is an audio file format created by Microsoft, that has become a standard PC audio file format for everything from system and game sounds to CD-quality audio. A wave file is identified by a file name extension of WAV (.wav). Used primarily in computers, 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 are stored in the File manager. The folder system enables the user to organize songs into groups and in the Media Player the user can create playlists of songs.

Songs can also be collected in numerous ways, including Internet download and file transfer from a computer.

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.
- Playback of MP3 files continues if the user switches to another application, providing music whilst using other applications such as the calendar or contacts, or playing games.

Polyphonic ringtones

Background



The word “polyphony” means producing several tones at the same time. Almost all music that we listen to consists of polyphonic melodies.

Early Ericsson mobile phones supported a proprietary non-polyphonic format called eMelody. Due to the musical limitations of eMelody, and the popularity of creating, sending and downloading ring melodies, Ericsson and Sony Ericsson, together with other manufacturers, created the more advanced but non-polyphonic sound format – iMelody.

The introduction of the MIDI format revolutionized sound quality. MIDI files are small, and perfect for mobile devices, which have limited storage capacity.

MIDI is a specification for a communications protocol principally used to control electronic musical instruments. MIDI is today a well known standard used by many musicians, composers and arrangers.

A MIDI signal or file does not contain any music. It contains binary data (information) of how a melody is played and when this data reaches a synthesizer, the synthesizer will translate the binary data to music, when connected to an amplifier with speakers so that the sound becomes audible.

Please visit www.midi.org for more information.

SP-MIDI

SP-MIDI stands for Scalable Polyphony MIDI. SP-MIDI is based on the MIDI format and adapted for mobile phones and other portable products. The objective is to secure inter operability between products with different sound capabilities.

Sound recorder

The sound recorder can record both voice memos and call conversations. Sound recorder saves recordings directly to memory. The size and length of recordings are limited by available storage space.

Sounds are recorded in AMR format and saved in Sounds. Recorded sounds can also be set as ringtones.

Video clips

Moments can easily be shared with friends and family in other geographical sites by capturing the moment with the video recorder and then sending the video clip in a picture message. The video recorder supports QCIF.

The media player supports download and playback of MPEG-4 and H.263 formats for viewing video clips in the phone.

Video clips may be downloaded from the Internet or copied from a connected computer.

Files must be of types MP4 or 3GP, having video encoded in MPEG-4 Simple Visual Profile and audio in AAC or AMR format. Video can be encoded in H.263. The phone encodes video in H.263 Profile 0 Level 10 format.

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.

DRM

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 music tone 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.

Note: All supported image, audio and video formats can be protected by DRM.

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.

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

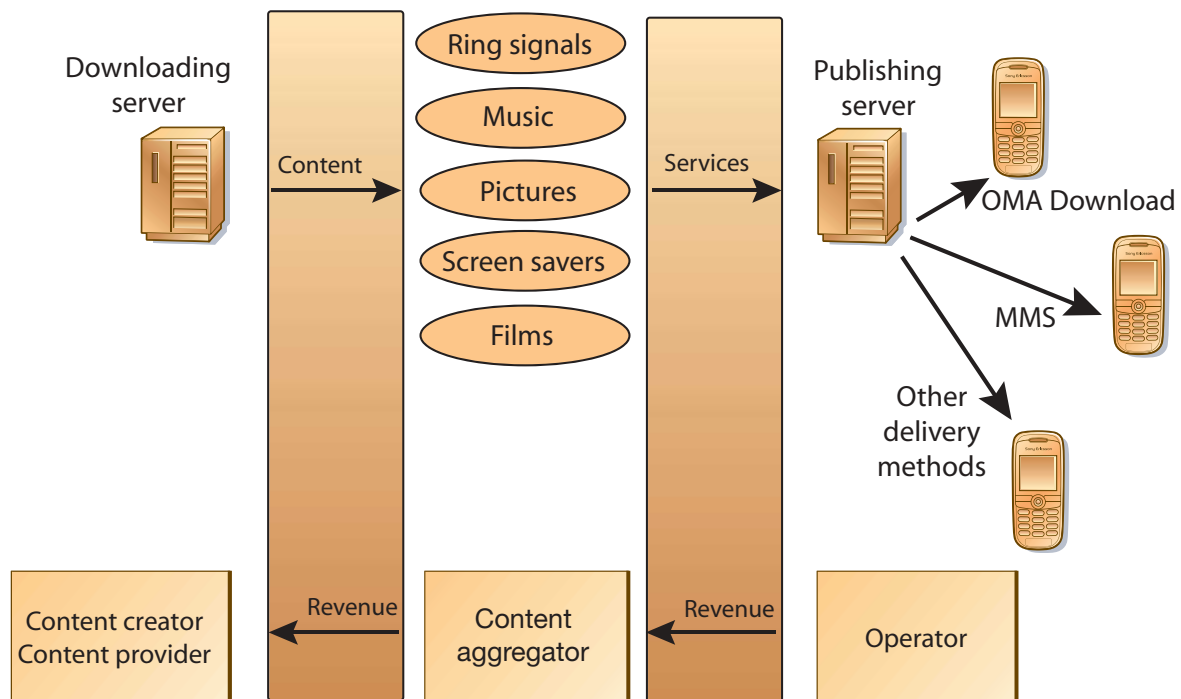
When using a mobile phone, the users do not have to be aware of the network architecture. During a content downloading session, typically many

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 mobile 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.

Streaming

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. The following video and music codec is supported:

- MPEG-4 Simple Visual Profile Level 0
- H.263 Profile 0 Level 10
- AAC
- AMR
- MP4
- 3GP

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 the stereo headset or via the built-in loudspeaker.

Streaming of news (on demand)

Browse to a morning paper's Web page 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)

Browses 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. 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.

User-created content (Web album)

Show friends how fantastic the beach is whilst on vacation. Record a video clip and upload it to a Web album. Friends can then stream or download the clip to their computer or phone.

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 large 262k colour screen and more sophisticated graphics with Java 3D and the Mascot API. 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
- MPEG-4 AAC audio codec MIME media type
- MPEG-4 video 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 medias are pointed out by MIME (Multi-purpose Internet Mail Extensions) types.

Messaging

My friends

The My friends function offers more options when messaging. For example, it is easy to create a list of favourite contacts from the My friends server and it is possible to see which contacts are online and what mood they are in when the list has been created. To see contacts online, users have to be connected to the My friends server. The user can also send and receive instant messages and join community chats when connected to the My friends server.

List of contacts

A contact list can be easily created by adding names that have a My friends account. Users can then quickly access their favourite contacts from the My friends server to communicate with, when they are connected. It is also possible to assign nicknames to the list of contacts.

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.

Status

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

Chatrooms

A chatroom can be started by a service provider or by an individual My friends 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



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 Power Point 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 of a picture message is 300 kB. The key word to describe MMS content is rich, complete with words, sounds and images, MMS content is endowed with the user's ideas. A picture message can contain one or more of the following:

Text

As with SMS and EMS (Enhanced Messaging Service), a picture message can consist of normal text. The length of the text is limited to 5000 characters.

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 music tone 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 a picture 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 video clips

By using the integrated camera, users can take a picture or video clip and immediately send it to a recipient. Mobile picture transmission also offers inestimable utility in business applications, from sending on-site pictures of a construction project to capturing and storing an interesting design concept for later review.

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.

Templates

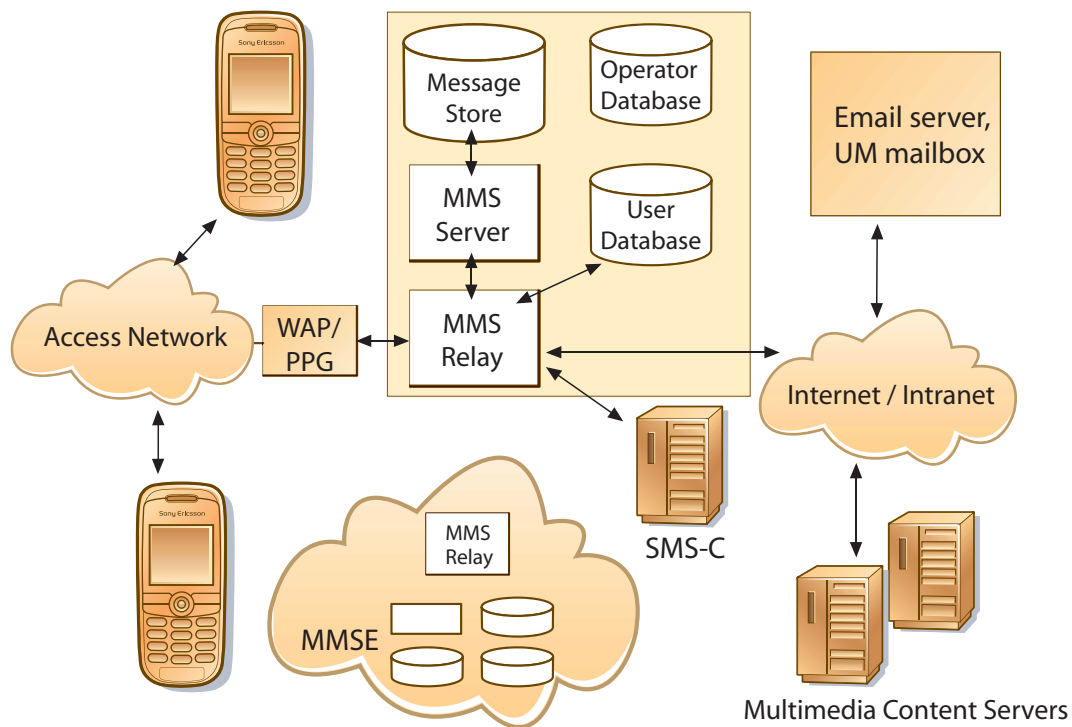
The phone comes with a number of MMS pre-defined templates, for example templates for birthday cards, meeting requests etc.

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.

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.



The architecture of MMS

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 example 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

Memory Stick Duo™ & Memory Stick PRO Duo™



Memory Stick™ provides a convenient way of adding storage and other functions to a wide range of devices. K750i supports Memory Stick Duo™ and Memory Stick PRO Duo™, miniature versions of the Memory Stick series which is just one third the volume of standard Memory Sticks. A 64 MB Memory Stick PRO Duo™ is supplied with the phone.

Via a Memory Stick PRO Duo Adaptor, Memory Stick PRO Duo™ can be plugged into any standard size Memory Stick slot. The two types have full electrical and file system compatibility.

Physical and electrical properties

The Memory Stick is very space-efficient. It is 20 mm wide, 1.6 mm high and 31 mm deep, with a volume of 992 mm³. The Memory Stick PRO Duo weighs 2 grams. The electrical contact consists of 10 pins in a structure which prevents direct touch, providing high reliability.

Wide industry support

Memory Stick is supported by a wide range of companies including major names in consumer electronics, computing, automotive, mobile phone, photographic and semiconductor sectors of industry. As of July 30th 2003, 471 companies have declared support at www.memorystick.org.

Memory Stick compliant products include computers, PDAs, digital cameras, portable music players, printers, projectors and entertainment robots. Future applications include home and car audio, game machines and multimedia kiosks.

Memory Sticks are currently marketed by Sony, SanDisk, Lexar Media, I-O Data Device Inc. and Apacer Technology. As of March 2002, there were already over 20 million users of Memory Stick worldwide. (Source: www.memorystick.com).

PC and Apple Mac support

PCs and Apple Mac computers may be enabled for Memory Stick via built-in Memory Stick slots, Floppy Disk adaptors, PC Card adaptors, USB adaptors and even a Memory Stick enabled mouse (Memory Stick PRO Duo Adaptor required).

Memory Stick Duo vs. Memory Stick PRO Duo

The second generation of Memory Stick Media is called PRO – Memory Stick PRO Duo. PRO introduces new technologies and increased performance. The improvements include increased capacity and real-time recording.

Memory Stick PRO Duo use cases

Any number of Memory Stick PRO Duo units can be used with this phone, providing virtually unlimited storage opportunities.

Here are the main use cases:

- Additional storage for pictures taken with the integrated 2.0 Megapixel camera.
- Images from the integrated 2.0 Megapixel camera can be transferred to other image-aware devices such as computers and printers.
- Transfer of data and media (sounds, pictures, video clips, documents etc.) between the phone and a PC or Mac.
- Save data and media from the phone on to the Memory Stick, for example to make backup copies of important files.
- Transfer of data and media between phones which support the Memory Stick.
- Third party applications can make use of Memory Stick storage.
- Personalize the phone using media on the Memory Stick, for example pictures and sounds.
- Use media on the Memory Stick when composing picture messages.

Specifically, the following built-in applications are enabled to work with the Memory Stick: Integrated 2.0 Megapixel camera, pictures, media player, email (attachments), MMS (media), browser, telephony (ringtones).

Compatibility with other Memory Stick devices

The phone follows the file system layout that is recommended by the Memory Stick organisation for pictures and sounds. This ensures interoperability with all devices following the same standard.

For devices that do not follow the same standard as Memory Stick Duo and Memory Stick PRO Duo, interoperability is possible by accessing the same folder structure. For a PC or Mac, this is easily done by browsing to the required folder on the Memory Stick. Memory Stick enabled devices that lack browsing capability may be unable to share data with the phone.

GPRS

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 product 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 “3GPP™(3rd Generation Partnership Project) Release 1999”.

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 computer, PDA or handheld device connected via Bluetooth wireless technology, infrared or 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.

Bluetooth™ wireless technology



Bluetooth™ wireless technology is built-in. It has Bluetooth power class 2, using maximum 4 dBm radio link, which operates in the globally available 2.4 GHz radio frequency band, ensuring fast and secure communications up to a range of 10 metres.

Note: In the few countries where the use of Bluetooth wireless technology is not allowed, the Bluetooth function will be disabled. In countries where only 0 dBm is allowed, the output power will be limited accordingly.

Bluetooth wireless technology facilitates instant connections, which are maintained even when the devices are not in the line of sight. Enhanced audio quality voice transmission is provided under adverse conditions, making it possible to use a headset connection to the phone at all times.

Using Bluetooth wireless technology in K750i

True wireless connection

Connect without cables to headsets, car handsfree equipment, computers/PDAs, digital still cameras and other devices.

Simultaneous Bluetooth connections

The Bluetooth profile lets the user connect to several units simultaneously. For example, the user can talk on the phone using a Bluetooth headset and send an image to another phone at the same time. It is also possible to let several players join a Bluetooth supported game. The K750i supports Bluetooth specification 2.0.

Up to 16 added devices

The phone identifies and maintains up to 16 paired devices which are displayed in a list.

Radio link

No line of sight required; the phone can remain in a briefcase or in a pocket (whereas infrared requires line of sight).

Secure and user-friendly

Data connection with a Bluetooth computer/laptop or PDA turns the phone into a modem for connecting to the Internet and for data transfer.

Synchronization

Fast synchronization, even without line of sight, of calendar, notes and phone book with computer/laptop.

Range

The range is up to 10 meters. When searching, devices in close range are discovered first.

Business cards

Quick exchange of business cards, notes and calendar events with other phones and devices.

Imaging and music

Music files, images and video clips can be exchanged with another mobile phone, computer or laptop. Images and video clips can also be exchanged with a digital still camera.

Audio quality

The phone uses an algorithm that repairs lost audio packets. When needed, a new packet is inserted with content based on previous packets. This, in conjunction with re-transmissions, the high sensitivity and high output power radio will enhance the audio quality compared to a standard Bluetooth device.

File sharing

By using the Server role of the File Transfer Profile, the phone enables the user to use a computer to manage content files that reside in the phone's file system. Most computer Bluetooth applications provide an explorer like user interface for the file transfer service. When connecting to the phone, the computer application will show some of the folders that the user can find under the File Manager icon on the phone's standby screen, i.e. Pictures, Sounds, Videos, Themes and Others. The content in the Games and Applications folder is not exposed in the file transfer server. Opening one of

these folders will show a list of files related to that folder, e.g. images in the Pictures folder. Using the computer application the user can now: retrieve files from phone to computer, delete files from the phone and transfer files from the computer to the phone using the normal drag and drop mechanisms provided by the computer.

Media viewing

The phone can send images and sounds to a media viewer device, for example the Bluetooth media viewer MMV-100 or the Bluetooth Media Center MMV-200. This allows the user to conveniently run a slide show on the TV showing a set of phone camera pictures for family and friends. After selecting an image in the Pictures folder under the File manager icon, the user can select the Remote screen option under More. The phone will then connect to a Bluetooth device that can receive images and when the user then selects View, the image is transferred to the remote screen and displayed. When the user then selects another image, that image is transferred to the remote screen and displayed.

Profiles

The following Bluetooth profiles are supported in the phone:

- Dial-up Networking Profile
- Generic Access Profile
- Generic Object Exchange Profile
- Object Push Profile
- Serial Port Profile
- Handsfree Profile
- Headset Profile
- Synchronization Profile
- Basic Imaging Profile
- File Transfer Profile
- Human Interface Device (HID) Profile
- SyncML OBEX binding
- JSR-82 Java API

Remote control

By using the Bluetooth HID (Human Interface Device) Profile v1.0, the phone is able to act as a HID device. This means that when connected to a computer, the phone works like a combined keyboard and mouse. By assigning specific combinations of computer keyboard key presses to each

key on the phone keypad, the user can use the phone as a remote control device for computer applications.

The phone keypad is configured for control of a certain computer application through a special type of HID configuration file consisting of an XML file for the keypad and an image for the display. HID configuration files can be downloaded into the phone using the normal file transfer mechanisms. Users can even modify the files themselves on their computers. A few configuration files pre-loaded in the phone enable the user to navigate on a computer desktop and control presentations and media players.

System Functions

User Settings

The following keys can be configured through the HID configurations files: 0-9, #, * and volume up and volume down. For each of these keys, a UsageID from the HID usage tables can be assigned.

The navigational key and the two action keys are not configurable, they always provide functions for moving the mouse and performing right and left mouse clicks.

Characteristics

The HID configuration files, and the set of preloaded HID configuration files, are customizable. The configuration files can be modified by the user if transferred to, and opened on, a computer.

Used Enablers and bearers

The HID based remote control function works over Bluetooth. It is possible to download the HID configuration files via Bluetooth, IR or a cable as well as via WAP. It is also possible to transfer the files to another device using Bluetooth or infrared.

Power save mode

The phone uses sniff mode on headset, handsfree and HID connections which means reduced power consumption and shorter connection set-up times.

IrDA

IrDA (Infrared Data Association) is a point-to-point communication link between two infrared ports. The infrared beam has to be directed towards the target infrared port and as long as the two infrared ports are within sight and range, the devices can exchange data. For optimal performance, place the phone within 20 centimetres and at an angle of max 30 degrees to the infrared port on the computer/PDA, or other phone. An advantage of the necessary proximity of devices is reduced risk of transmitting data to other nearby devices.

An infrared link is a serial connection, which means that data bits are sent one after another in a long stream. The IrDA-SIR Data Link Standard is a protocol that makes transmission of data faultless. The standard provides a high level of noise immunity, which means that the connection is not affected by fluorescent light and electromagnetic fields – making it suitable for the modern office environment.

Object Exchange via infrared (IrObex) supports transferring objects between compatible phones and computers. These objects are not only limited to ring signals, but even pictures, bookmarks and other files in the file system.

Key benefits of using the phone with its built-in infrared transceiver:

- True wireless communication
- Low power consumption
- Secure data transmission with the IrDA DATA standard
- Ability to send and receive email and data on the connected computer/PDA
- Ability to connect to the Internet from the connected computer/PDA
- Ability to synchronize the phone book from a computer
- Exchange of business cards and calendar events with vCard/vCalendar compatible devices
- Exchange of ringtones and other files between compatible phones
- Ability to attach a photo from a digital camera in outgoing email
- Ability to send and exchange notes with vNote compability devices

Connection via cable

The infrared connection is not always the best solution when connecting to a computer/PDA. Indeed, it is not always even possible. The USB cable provides connectivity between the phone and a computer and is included in the phone kit.

Synchronization and data transfer



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

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.

The phone uses SyncML for both local synchronization (for example, with a computer using Bluetooth or a cable connection) and remote synchronization over WAP and HTTP.

Designed for the wireless world

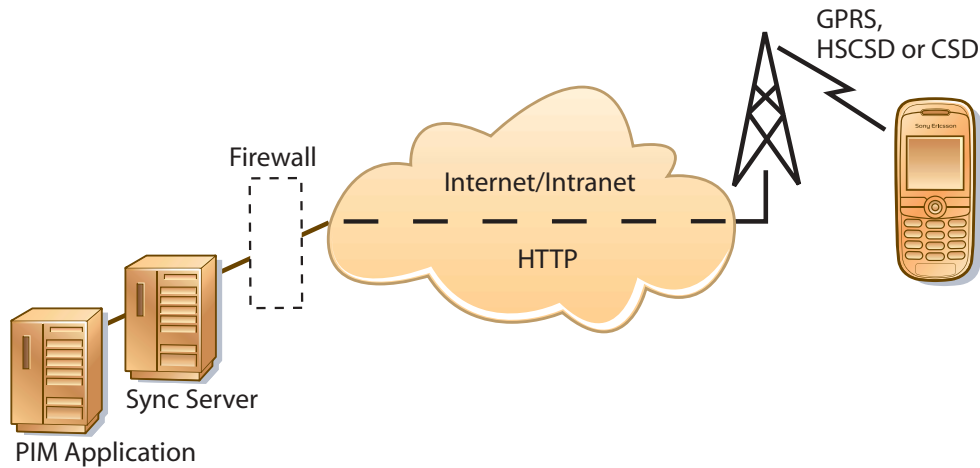
SyncML is designed specifically with the wireless world's tight requirements in mind. SyncML minimizes the use of bandwidth and can deal with the special challenges of wireless synchronization, such as relatively low connection reliability and high network latency. SyncML supports synchronization over 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

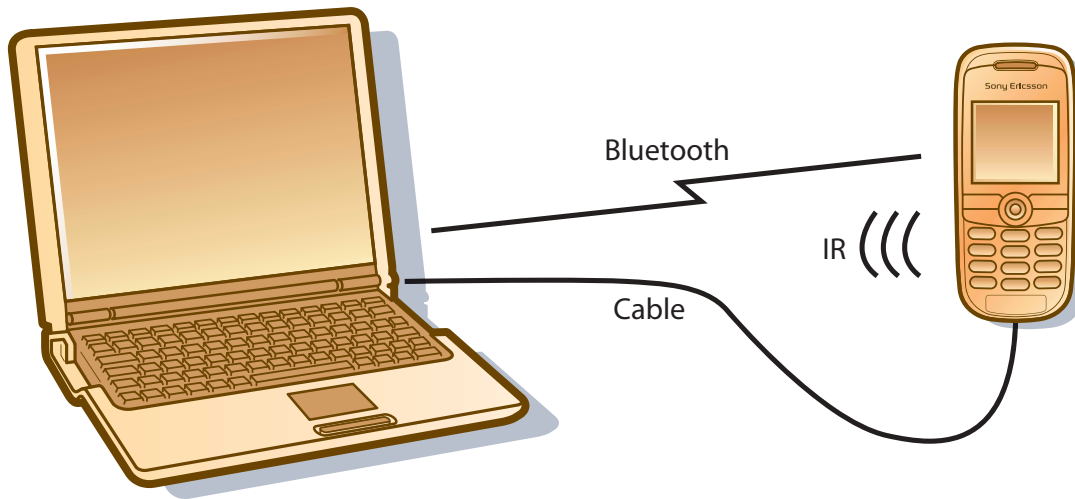
Remote synchronization takes place over the air using HTTP and is the ideal way to keep the phone up to date. Using GPRS, the phone can be continuously connected to the remote synchronization server.



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

The phone is supplied with PC software for local synchronization.



Bluetooth™, infrared or cable

The phone synchronizes using SyncML, regardless of connection type. It connects via Bluetooth™ wireless technology, infrared or cable. The cable is connected directly to the phone or alternatively via a desktop charger connector.

Ways of synchronizing:

- via a USB cable.
- via Bluetooth wireless technology.
- via the infrared port.

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 supplied with the phone enables synchronization with the following:

- Microsoft® Outlook® 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 computer. Typical uses for this include:

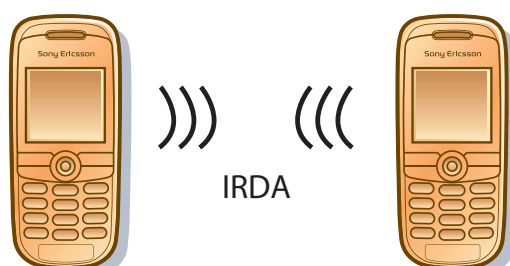
- Archiving pictures taken on the phone to computer storage.
- Moving images to the phone to use in personalization, picture messages etc.
- Moving sound clips to/from the phone for personalization.
- Synchronizing mobile phone contacts, appointments, tasks and notes (PIM).

Object exchange – ‘Send’

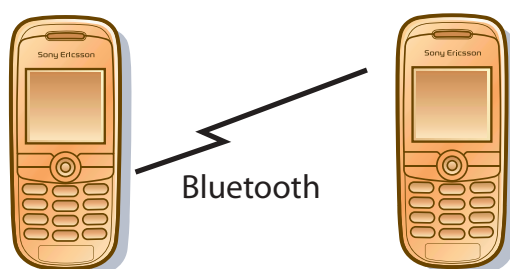
The phone lets the user transfer objects via Bluetooth, infrared and messaging. This is presented to the user via ‘Send’ commands in applications. Simply select an item such as a contact, select ‘Send’ and select the method to be used for sending. Typical applications are to beam an appointment to other people, or to receive a new wallpaper.

Application	Cable	Infrared	Bluetooth	SMS/EMS	MMS	Email	Memory Stick
Contact	Yes	Yes	Yes	Yes	Yes	No	No
Appointment	Yes	Yes	Yes	No	Yes	No	No
Tasks	Yes	Yes	Yes	No	Yes	No	No
Notes	Yes	Yes	Yes	No	Yes	No	No
Image	Yes	Yes	Yes	No	Yes	Yes	Yes
Theme	Yes	Yes	Yes	No	No	No	Yes
Sound	Yes	Yes	Yes	Yes*	Yes	Yes	Yes
Bookmark	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Voice memo	Yes	Yes	Yes	No	Yes	Yes	Yes

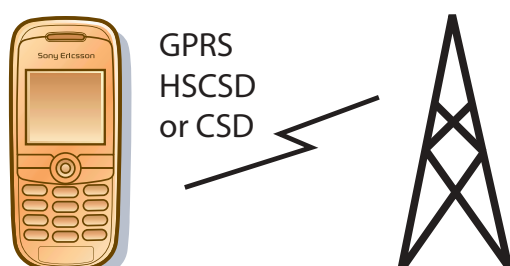
* Only an iMelody can be sent in an EMS.



To perform a ‘Send’ beam operation using infrared, the two devices are lined up and the sender initiates the transfer.



To beam over Bluetooth, a scan finds the other activated (discoverable) devices within range. The user can then select the required device and send the information across.



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.

Device Management

Device Management in K750i is achieved by supporting Over The Air provisioning 7.1 (OTA), OMA Client Provisioning 1.1 (CP) and OMA Device Management (DM) 1.1.2.

OTA and CP are transmitted to the terminal from the network using SMS, the initiation of the provisioning can be done e.g. by the user using a provisioning service or by the operator. When receiving an OTA or CP the user is asked to install new settings.

DM utilizes GPRS as bearer (basic network connectivity needs to be in place) of the provisioning data and allows the operator to access the phone and check and set different settings such as Network connectivity (GPRS), email, MMS, WAP and JAVA. For example, if a user is having problems with connecting to the Internet then the operator can be contacted and asked to go in and check the settings in the phone via a DM server. The DM server which the operator is using connects to the phone and the phone asks the user to approve the DM server to access the phone. If the user allows access then the settings are checked and if found faulty then corrected. To be able to do this the phone has to be equipped with DM account settings. Either the user receives the settings from an operator or the settings are already in the phone when it is sold. The DM server is able to collect information directly from the phone and to send back the correct settings to the user.

Sync ML is the protocol that both DM and Remote sync uses when they are active.

Java™



Java 2, Micro Edition (J2ME™)

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)
- Java™ API for Bluetooth (JSR 82)
- PDA Optional Packages for J2ME™ Platform (JSR 75)

More information about the specific J2ME™ features support is available in J2ME™ Developers' Guideline at Sony Ericsson Developer World www.SonyEricsson.com/developer

Java 3D™

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

Facts and figures

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

General technical data

System	Tri-band GSM phase 2 recommendations. GSM (R99) 900 (CTR 19 and CTR 20), GSM 1800 (CTR 31 and CTR 32), GSM 1900 and e-GSM mode supported.
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 38MB (depending on software configuration/file content) + 64MB on the Memory Stick PRO Duo™ which is supplied with the phone.

Exterior description

Length	100 mm
Width	46 mm
Thickness (thickest point; camera lid)	18,5 mm (19,5mm)
Weight (including battery)	99 g
Volume	85 cm³
Graphic display	Type: Full graphical Resolution: 176 x 220 pixels Technology: TFT Colours displayed together: 262,000 (18 bit) Backlight colour: White
Antenna	Built-in, and an external antenna connector for advanced car hands-free accessory
Colour	Oxidized Black, Blasted Silver
Battery	3.6V, 900mAh, Lithium Polymer and LI-Ion (built-in)
Network LED	No
Keypad	Keyboard supporting 17 keys plus joystick, +- sidekeys, camera key and a direct music access key
Co-branding area	6,5 x 20,5 mm
Exchangable covers	No

Performance and technical characteristics

Dimension	GSM 900/E-GSM 900	GSM 1800	GSM 1900
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
Channel spacing	200 kHz	200 kHz	200 kHz
Number of channels	174 Carriers *8 (TDMA)	374 Carriers *8 (TDMA)	299 Carriers *8 (TDMA)
Modulation	GMSK	GMSK	GMSK
TX Phase Accuracy	< 5° RMS Phase error (burst)	< 5° RMS Phase error (burst)	< 5° RMS Phase error (burst)
Duplex spacing	45 MHz	95 MHz	80 MHz
Frequency stability	+/- 0.1ppm	+/- 0.1ppm	+/- 0.1ppm
Voltage operation (nomi- nal)	3.6 V	3.6 V	3.6 V
Transmitter RF power output	33 dBm Class 4 (2 W peak)	30 dBm Class 1 (1 W peak)	30 dBm Class 1 (1 W peak)
Transmitter Output impedance	50 ohm	50 ohm	50 ohm
Transmitter Spurious emission (according to specification)	< -36 dBm up to 1 GHz < -30 dBm over 1 GHz	< - 30 dBm	< - 30 dBm
Receiver RF sensitivity	Better than – 102 dBm	– 102 dBm	– 102 dBm
Receiver RX Bit error rate	< 2.4%	< 2.4%	< 2.4%

Battery information, standby and talk time

Battery	Standard battery (LiPolymer) 3.6V, 900 mAh
Charging time	At least 90% charged within 2 hours
Talk time	Up to 9 hours
Standby time	Up to 400 hours
Power save	Yes, default setting for the display light.

2.0 Megapixel camera

Facts and figures	
Picture sizes (resolution)	QQVGA (160x120 pixels) VGA (640x480 pixels) 2 Megapixel (1632x1224 pixels)
Colour depth	24 bit (8 bit per RGB channel), 262k colours
Camera memory	Using phone memory or memory stick; no memory dedicated to the camera only.
Digital zoom	4x + 32x playback zoom
Photo light	Yes
Auto focus	Yes
Night mode	Yes
Self-timer	Yes
Effects	Negative/ Solarize/ Sepia/ Black&White/ Off
White balance	Auto/ Incandescent/ Fluorescent/ Daylight/ Cloudy
Picture quality	Choose between Normal and Fine
Time and date	Add a time and date to a picture
Macro setting	Yes

Media player

File types	Formats	Extensions
Audio	MP3 (192 kbit/s for local playback)	.mp3
	MP4	.mp4
	M4A	.m4a
	3GP	.3gp
	(Audio encoded in AAC or AMR)	
	AMR	.amr
	WAV	.wav
	G-MIDI (level 1 with 40 voices polyphony)	.mid
Video (including audio part)	MP4 (video: MPEG4, audio: AAC or AMR)	.mp4
	3GP (video: MPEG4 or H.263, audio: AAC or AMR)	.3gp
Streaming transport	RTSP according to 3GPP™	

File types	Formats	Extensions
Video coding	MPEG-4 Simple Visual Profile Level 0 H.263 Profile 0 Level 10	
Audio coding	AAC, AMR, MPEG layer 3	
Features	Automatic loop of songs in folder Automatic pause on telephone call.	

Ringtones

File format	MIDI (General MIDI 1, SP-MIDI) E-Melody I-Melody AMR-NB MP3 MP4 3GP M4A WAVE RHZ XMF
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Radio with RDS

System	VHF/FM
Output	Portable handsfree Internal speaker
Save channels	Yes, 20 presets
Antenna	Portable handsfree

Pictures

Formats	JPEG, BMP, GIF (including animated), PNG, WBMP, Macromedia Flash and Scalable Vector Graphics
Sharing via	IR, Bluetooth, 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 depend- ent, default is VGA	24 bit	
WBMP				
PNG				

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 depend- ent, default is VGA	24 bit	
WBMP				

Short Messaging Service

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

Feature	Support
Reply to messages	It is possible to reply to received messages by SMS, phone call 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
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

Feature	Support
via WAP call (go to the WAP address contained in the message body)	Yes
via USSD session	No
Print via infrared	No
Possibility to offer the user the ability of sending an SMS to a list of recipients	Yes, using groups in Contacts.
Possibility to write an email address as a recipient address	Yes, if SMS type = email.
SMS storage	On the SIM and in the phone.
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	100 and the space left on the SIM card.
Outgoing messages	It is possible to... <ul style="list-style-type: none"> • see how many short messages an EMS message consists of before sending it. • choose whether to send the message or not after writing it.
Incoming messages	<ul style="list-style-type: none"> • A signal is heard once all parts of the message have been received or when a timeout occurs. • 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.
Concatenated messages	A receipt is received in the handset when all parts of a concatenated message have been delivered.
Insert objects	It is possible to add pictures, animations and sounds to an EMS message.
Text formatting	<ul style="list-style-type: none"> • Centred, left and right aligned text. • Small, normal and large font size. • Bold, italic, underlined and strikethrough style.

Feature	Support
Sounds	Chimes high, chimes low, ding, tada, notify, drum, claps, fanfare, chords high, chords low.
I-melody	Yes, version 1.2.
Melodies	It is possible to... <ul style="list-style-type: none"> • send and receive melodies via EMS, if the melodies are not protected by copyright. • download melodies and commercial tunes from WAP/WAP portals. • create melodies on WAP/WAP portals.
WBMP	Yes
Picture sizes	16x16 mm, 3 x32 mm, variable size in black and white.
Pictures	It is possible to... <ul style="list-style-type: none"> • edit pictures by using the phone keypad. • send and receive pictures via EMS, if the pictures are not protected by copyright. • create pictures on WAP/WAP portals. • download pictures from WAP/WAP portals. • receive pictures in enhanced messages originated by service providers.
Animations	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. It is possible to... <ul style="list-style-type: none"> • send and receive animations.
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 a WAP profile. A WAP 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"> • MMS/CSD: Yes • MMS/GPRS: Yes
Possibility to configure the MMS parameters by OTA provisioning	<ul style="list-style-type: none"> • MMS/CSD: Yes • MMS/GPRS: Yes

Feature	Support
Possibility for all the parameters from the parameters set to be OTA provisioned at the same time	<ul style="list-style-type: none"> • MMS/CSD: Yes • MMS/GPRS: Yes
Possibility for only one parameter from the parameters set to be OTA provisioned	<ul style="list-style-type: none"> • MMS/CSD: No • MMS/GPRS: No
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"> • message subject • message priority • email recipient address • message Cc recipient(s) address(es) • delivery report request • read report request • MSISDN recipient address
From where can the user insert multimedia elements into multimedia messages:	<ul style="list-style-type: none"> • File Manager • directly from camera • Contacts • Calendar
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"> • Auto Download • Always Ask
Actions that the user can perform after message retrieval:	<ul style="list-style-type: none"> • reply to the sender of the message SMS/MMS • reply to the sender and to Cc people SMS/MMS • forward the message MMS • delete the message • save message into terminal • call the sender of a message
Multimedia codecs/formats supported for audio	AMR
Multimedia codecs/formats supported for video	MPG4, 3GPP™, SDP
Multimedia codecs/formats supported for image	JPEG, GIF87, GIF89A, PNG, SVG, WBMP, BMP
Supported formats for message presentation:	<ul style="list-style-type: none"> • message body + attachments (email presentation) • SMIL version as described in OMA MMS IOP document version 1.2

Feature	Support
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"> • message not sent causes no user subscription to service, if included in ResponseText (please see WAP209) • message not sent causes required functionality not supported by MMS Relay/Server, if included in ResponseText (please see WAP209) • message not sent causes insufficient credit (in case of prepaid charging), if included in ResponseText (please see WAP209)

Bluetooth technical data

Dimension	Support
Bluetooth capability statement	This phone is manufactured to meet Bluetooth Specification 2.0
Bluetooth functions	Dial-up Networking Profile Generic Access Profile Generic Object Exchange Profile Headset Profile Object Push Profile Serial Port Profile Synchronization Profile Basic Imaging Profile Handsfree Profile Headset Profile Basic Imaging Profile File Transfer Profile Human Interface Device (HID) Profile SyncML OBEX binding JSR-82 Java API
Connectable devices	All products supporting Bluetooth spec. 1.1, or higher, and at least one of the profiles above.
Coverage area	Varies due to radio performance on remote device and the occurrence of obstacles. Up to 10 metres (33 feet).
Transmission power	2mW (3 dBm)
Frequency band	2.4 GHz - the unlicensed ISM band.
Power consumption	GSM host processor excluded: <ul style="list-style-type: none"> • Standby, Bluetooth On mode: <0.9mA • Voice mode: 24 mA • Data mode average: 25mA
Data transmission rate	Up to 600 kbps asynchronous and up to 350 kbps synchronous from an application level.

Specific commands working with the SIM card No

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	Yes
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
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
	'04' = set up call, disconnecting all other calls (if any)	Yes
SET UP EVENT LIST	'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

Service	Mode	Support
SET UP MENU		Yes
TIMER MANAGEMENT		Yes
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.

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, discon-

necting 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 100 named bookmarks for easy access to frequently visited pages.
Bookmark Export/Import	Yes, can be sent and received using vBookmark format via Infrared, Bluetooth, SMS, MMS and email.
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 WAP profile.
HTML version for WAP browser	XHTML, Mobile Profile 1.2
Hyperlinks in Text	Yes, highlighted as blue underlined text.
Hyperlinks in Images	Yes, indicated by a frame
Image Animation	Yes
Image Formats	GIF (interlaced and non-interlaced) WBMP, no transparent layers, JPEG, PNG, BMP.
Network Settings	Up to 10 different settings available by selecting WAP profile (Internet, Banking, Gateway etc.).
OTA Support	Yes
PPP Authentication	PAP, CHAP supported.
Reload page	Yes

Feature	Support in the browser
Security	WTLS class 1-3 TLS version 1, Client authentication SSL version 3, Client authentication WIM on SIM ICC X.509 certificate support, WAP Profile WMLScript signText WPKI OTA download of trusted 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
WAP profiles	Dynamic - up to 10 WAP profiles, each with its own settings.

WAP operator technical data

Feature	Support for WAP	
WAP Browser		
Version	2.0 baseline	
HTML	XHTML Mobile Profile	
WAP Provisioning types	The Ericsson-Nokia OTA solution Over the Air Settings Specification, v7.1 © Ericsson and Nokia	OMA Client provisioning (v1.0)
Total Parameter sets	10 (shared between the WAP provisioning types). < or = 10 (total number of WAP profiles).	

Feature	Support for WAP	
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 authentication, GW authentication, GPRS QoS
Parameter sets include	WAP/CSD, WAP/GPRS (different sets).	
Factory pre-configuration	WAP/CSD (possibility to lock a setting), WAP/GPRS.	
OTA	WAP/CSD, WAP/GPRS configuration possible.	
Security mechanism		
Bearer	<i>The Ericsson-Nokia solution</i>	<i>OMA Client Provisioning</i>
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 www.openmobilealliance.org).
Interface		
Bearer	<i>The Ericsson-Nokia solution</i>	<i>OMA Client Provisioning</i>
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 WAP profile or to replace an existing WAP profile.	For NETWPIN the user is asked to accept to install received settings. For USERPIN, USERNETWPIN 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.
Re-provisioning Interface		
Re-provisioning Interface	The Ericsson-Nokia solution	OMA Client Provisioning

Feature	Support for WAP	
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.	
Applicative provisioning		
Preferred bearer customization	Yes	
Email customization	Yes, but not through WAP provisioning.	
Other applications/features	Yes (MMS, SyncML, Wireless Village).	
Technologies		
OMA Client provisioning	Yes, WAP provisioning document v1.0.	
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 WAP profiles)	
Parameter sets for OTA modification	< or = 10 (total number of WAP profiles)	
PUSH		
Content types		
Service Indication (SI)	Yes	
Service Loading (SL)	Yes	

Feature	Support for WAP
Cache Operation (CO) content type	Yes
Session Initiation Application (SIA)	Yes
Man Machine Interface	
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/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/Allow push msg).
Dynamic push menu changes	No. There are no changes in the menus when activating/deactivating push.
Security	
Mechanisms for push	None
Trust with PPG	Sending a SIA is the most trustful.
WSP push sessions	The White List is supported.
Denial of service/spoofing	
User agent profile	
UA profile content sent at beginning of WSP session	No
OA profile content size	
URL sent pointing to the UA profile at the beginning of WSP session	Yes
URL location	On the manufacturer WAP site.
WTAI	
WTA Make Call	Yes
WTA Send DTMF	Yes
WTA Add Phone Book	Yes
Other WTA/WTAI	No

Feature	Support for WAP
DOWNLOAD	
WAP solutions	
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 300 kB when using WTP protocol. No download limit when using HTTP protocol.
Features	
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.
Object formats	
	All formats that are supported in the phone will be possible to download.s
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.
<i>Elements</i>	
Number of display lines for a WAP connection	Up to 8 rows (or 7 rows plus 1 title row), depending on the selected font size. Each row is 21 pixels in height (a title row is 28 pixels).
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"> It is possible to scroll the text up and down in USSD messages. It is possible to highlight embedded numbers and take actions accordingly.

GPRS technical data

Dimension	Support
Compatible GPRS and SMG specifications	Release 99 according to ETSI specification.
Data rates	Multislot class 10 supported (4+2) 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

Dimension	Support
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 RS232 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.
AT commands supported	<div> 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 </div> <div> AT+CGACT - PDP CONTEXT ACTIVATE OR DEACTIVATE AT+CGDATA - ENT </div>

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
Possibility for operators to extend SyncML functionality.	No
Possibility to synchronize other handsets using SyncML.	No
Transport method for SyncML messages.	HTTP, WSP (i.e. using a WAP connection), OBEX (IR, USB, Bluetooth)
Synchronization application placement.	Inside the handset.

Feature	Support for Sync ML
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 and Notes) UserID and PWD for Databases, Databases to be synchronized (on/off), WAP Account, Synchronization interval and Remote initiation. Can be provisioned with Ericsson Nokia OTA Settings Specification v7.1 and OMA Client provisioning v1.1.
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

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

Contacts

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

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.

FM

Frequency Modulation of the (radio) carrier wave.

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, now operating in over 100 countries around the world, particularly in Europe and Asia-Pacific.

GSM system

The GSM system family includes 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 Asia-Pacific.

HR

Half Rate, speech coding.

HSCSD

High Speed Circuit Switched Data

HTML

HyperText Markup Language

HTTP

HyperText Transfer Protocol

IrMC

Infrared Mobile Communications standard

IrDA

Infrared Data Association

ISP

Internet Service Provider

ITTP

Intelligent Terminal Transfer Protocol

JPEG

Joint photographer expert group

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.

MPEG4/MPG4

MPEG-4 extends the earlier MPEG-1 and MPEG-2 algorithms with synthesis of speech and video, fractal compression, computer visualisation and artificial intelligence-based image processing techniques.

MS

Mobile Station

MT

Mobile Termination

Music tones

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

PIM

Personal Information Management

PNG

Portable Network Graphic

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 phone 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

SSL

Secure Socket Layer

TA

Timing in Advance

TCP/IP

Transmission Control Protocol/Internet Protocol

TLS

Transport Layer Security

Triple band

GSM 900/1800/1900

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

VHF

Very high frequency. A band of radio frequencies falling between 30 and 300 MegaHertz.

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.

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

Documents

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

Links

- www.SonyEricsson.com/
- www.ericsson.com/mobilityworld/
- www.midi.org
- www.extendedsystems.com
- www.gsmworld.com/
- www.bluetooth.com
- www.imc.org
- www.3gpp.org
- www.irda.org
- www.etsi.fr
- www.wapforum.org
- www.imc.org/pdi/
- www.syncml.org
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Index

Numerics

3GPP 60

A

AAC 16, 60

Abbreviations 60

ACELP 60

Acknowledgements 65

AMR 16, 60

API 60

Architecture

 MMS Centre 23

ARPU 60

Audio 23

B

Battery information 38

Bearer 60

Block

 Contacts 22

 Strangers 22

Bluetooth™ 10, 46

Bluetooth™ Media Center MMV-200 7

Bluetooth™ wireless technology 27

Bookmark 60

Browsing session 60

C

Camera 6, 15, 39

 Picture size 39

Card 60

CDDA 60

CDMA 60

Cell-ID 60

CLI 60

Contacts

 My friends 22

CS 60

CSD 60

CSS 60

D

Data transfer 30

Deck 60

Device Management 34

Documents 65

DRM 10, 18, 60

 Combined delivery 18

 Content 18

Devices 18

 Downloading server 19

 Publishing server 19

DTMF 60

Dual band 61

E

EFR 61

e-GSM 61

E-mail 13

EMS 61

Enhanced Messaging Service (EMS) 43

Entertainment 16

ETSI 61

Exterior description 37

F

File management 12

FM 61

FR 61

Friends 22

G

Gaming 9, 21

Gateway 61

General technical data 37

GIF 61

GPRS 12, 26, 57, 61

Graphics 23

GSM 61

 1800 61

 System 61

H

HR 61

HSCSD 61

HTML 61

HTTP 61

I

Image decoders 41

Image encoders 41

Infrared 29

Instant messaging 13

IrDA 29, 61

IrMC 61

IrObex 29

ISP 61

ITTP 62

J

J2ME™	9
Java™	35
Joystick	11

L

LAN	62
LED	62
Links	65
LPC	62
LTP	62

M

ME	62
Media player	8, 16, 39
Megapixel	15
Memory	37
Memory Stick™	25
Messaging	22, 41, 43, 44
Messenger	22
Micro browser	62
MIDI	16, 62
MIME	62
MMI	62
MMS	9, 23
Architecture	23
Audio content	23
Graphic content	23
MMS Centre	23
Technical features	23
Text content	23
MMSC	23
MP3	16, 62
MPEG4	62
MPG4	62
MS	62
MT	62
Multimedia Messaging Service (MMS)	44
Music	16
Music tones	62
My friends	13, 22

N

Navigation key	11
----------------------	----

O

Object Exchange	18, 33
Object Exchange via infrared	29
ODI	62
OMA	62
OTA	62
OTA configuration	23

P

Package	
---------------	--

Combined	18
----------------	----

PDA	62
PDP	62
Performance and technical characteristics	38
Pictures	40
PIM	62
PlayNow™	9
Polyphonic	
Sounds	17
Power save	13

Q

QCIF	62
QuickShare	7
QVGA	63

R

Radio	8, 22, 40
Ringtones	40
RPE	63
RTSP	63

S

Service provider	63
Short Messaging Service (SMS)	41
SI	63
SIM	
AT services	47
Card	63
Card type	37
Simultaneous Bluetooth connections	27
SL	63
SMIL	21
SMS	63
SMS-C	63
SP-MIDI	17, 63
SS	63
Strangers	22
Streaming	20
Synchronization	30
SyncML	30
Technical data	58
System connector	6

T

TA	63
TCP/IP	63
Technical specifications	37
Terminology and abbreviations	60
Touch Tone	60
Trademarks and acknowledgements	65
Triple band	63

U

UI	63
----------	----

UMTS	63
URL	63
USB mass storage	8
USIM	37
USSD	57, 63

V

vCard	63
VGA	63
VHF	64
Video clips	6, 17
VideoDJ™	12

W

WAP	64
Application	64
Operator technical data	52
Service	64
Technical data	51
Version 2.0	12
WAV	16, 64
WBMP	64
WML	64
WMLScript	64
WSP	64
WTLS	64
WWW	64

X

XHTML	64
XML	64