Sidekick® 3
Reference Guide

27-3003-01 Rev. F - R3.0 - May 30, 2006
Copyright © 2006 Danger, Inc. All rights reserved.

Contents

Welcome! 6

I. Device Basics 8

- Opening and Closing the Display 8
- Phone Controls 9
- Control Buttons 11
- Sound Controls 13
  - Mini Music Player 13
  - Volume Controls 14
- Wireless On/Off Control 14
- Display Controls 15
- Battery Charger 15
- Removable Battery 17
- SIM Card Slot 18
- Memory Card Slot 18
- USB 1.1 Port 19
- Wrist Strap Holder 19

II. Registration 20

III. Setting Up Your Device 24

- Bluetooth® Technology Setup 24
- Backgrounds 25
- Backlighting 25

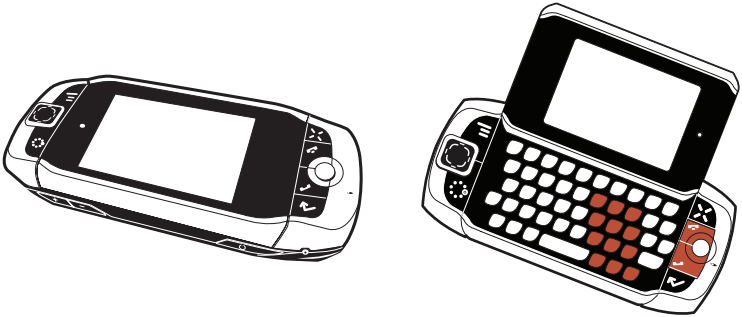
Key Guard Mode 26
Enter Key Guard Mode 26
Change Default Key Guard Idle Time 26
Device Privacy Code 27
Sound Profiles 27
Application Customization 28
Default Locale (Language) Setting 28
IV. The Device Interface 29
The Jump Screen 29
Menus 30
Title Bar and Indicators 31
Type and Edit Text 33
Navigate in Text Boxes 33
Delete Text 33
Cut, Copy, Paste, Undo 34
AutoText 34
Type Special Unicode Characters 35
V. The Desktop Interface 36
VI. Using the Applications 38
Phone
Make a Phone Call 38
Use Bluetooth Hands-Free Headset or Car Kit 39
Answer a Phone Call 39
Add a Number to Your Speed Dial List 40

Set Up Your Voice Mail 40
Check Your Voice Mail 40
Change Your Phone Ringtone 41
Import Contacts from Your SIM Card 41
Text Messages
Send a Text Message 42
Web Browser
Browse the Web 43
Bookmark a Web Page 43
Email
Send an Email Message 44
Fetch Email from External Accounts 44
Fetch Email Using Your Device's Web Browser 48
Attach a Photo to an Email Message 48
Address Book
Add a Contact to the Address Book 49
Import Address Book Contacts 50
Set and Send "My vCard" 51
Send any Contact's vCard 52
Calendar
Add an Event to Calendar 52
Notes
Create a Note 53
Send a Note 53

To Do
Add a Task 54
Camera
Take a Photo 54
Send Photos by Email 55
Music Player
Copy Music to the Memory Card 56
Play Songs 57
Create a Playlist 58
Download Catalog
Download Items from the Catalog 59
Manage Your Downloaded Items 60
Instant Messaging
Sign On 61
Send an Instant Message 61
Switch Between IM Conversations 62
VII. Keyboard Shortcuts 63
VIII. Troubleshooting 64
IX. Handling and Safety Precautions 68
Battery Handling 68
Device Handling and Use 69
Battery Charger Handling 70
X. Regulatory and Compliance Information 71
XI. Legal Information 75

Welcome!

Thank you for buying a Sidekick 3 device. Your Sidekick will change the way you communicate, get organized, and stay connected.



Your Sidekick connects seamlessly to wireless networks, allowing you to browse the Internet, exchange instant messages*, and send and receive email with image attachments. Other features include a full-featured phone, personal information management (PIM) applications, access to a personal Web portal (the "Desktop Interface"), entertainment applications, a built-in megapixel camera, and a music player.

Note

For the latest instructions on all the Sidekick applications, open the online version of this Reference Guide by clicking **Help** on the Desktop Interface.

* Separate charges may apply.

Here's what you'll find in the box:

Sidekick® 3 device

SIM card

Removable battery

miniSD™ card

USB cable

Battery charger (wall adapter)

Hands-free stereo headset

Wrist strap

Carrying case

Sidekick Start Guide

Sidekick Reference Guide

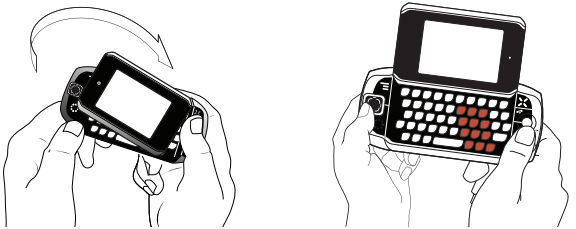
If any of these items are missing, please contact your T-Mobile Customer Care department.

Now, let's get started!

I. Device Basics

Opening and Closing the Display

To open the display, press your left thumb on the lower-left corner of the display and gently push up in a clockwise direction. The display will spring smoothly into the open position.



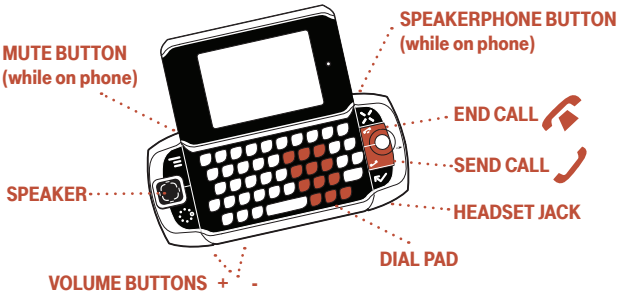
Alternatively, use your right index finger to push down gently on the upper-right corner of the display. The screen will spring into the open position.

The normal operating position of the device is horizontal, with the trackball on the right, as shown above.

To close the display, reverse the motion to pivot the display counter-clockwise and snap it into the closed position.

Warning Do not open or close the display in the wrong direction as this may damage your device. Stop if you feel any resistance; the display should spring smoothly into position. Protect the display from scratches by always using the carrying case to transport your device.

Phone Controls



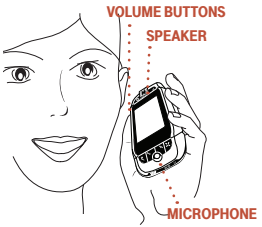
DIAL PAD Use the keyboard dial pad to dial a number with one hand.

END CALL and SEND CALL buttons During a phone call, press to end the call or to clear the screen of a number you've typed. Press to call the phone number you've typed or highlighted in a list. Press with no number typed to display a list of recently-dialed numbers.

SPEAKER When using the device as a handset, place the speaker to your ear.

MICROPHONE When you are using the phone, speak into the microphone.

VOLUME buttons The volume buttons are located under the JUMP button. While on a phone call, press **+** to increase and **-** to decrease volume. Use the shoulder buttons to turn Mute or Speakerphone on and off.



BLUETOOTH HANDS-FREE HEADSET OR CAR KIT To use a Bluetooth hands-free headset or car kit, do the following:

1. Press JUMP to open the Jump screen. Press MENU to open the menu, then select **Bluetooth** to open the submenu. Make sure Bluetooth features are "on". (There should be a **Turn Bluetooth Off** menu item.)
2. When you are in your car, make sure your hands-free headset or car kit is ready to pair by following the manufacturer's instructions. On your Sidekick, go into the Phone application. Press MENU and select **Settings > Pairing**.
3. From the Pairing dialog box, select your Bluetooth hands-free headset or car kit from the list of devices (you may have to wait a few seconds while the list populates with Bluetooth devices). If prompted, type the device's PIN code, then press DONE to dismiss the PIN Code dialog box.
4. By default, your call's sound will go through the device handset. To send or receive your call using a Bluetooth device, press MENU and select **Transfer Sound to**, then select your Bluetooth device from the submenu.

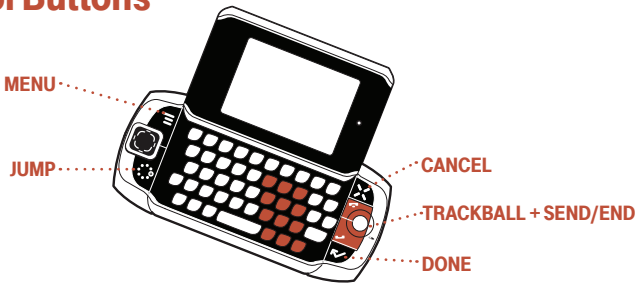
Note You can transfer the call's sound either before or during a call.

5. Place your call.
6. When finished with your call, press END CALL.

STEREO HEADSET JACK Always connect your stereo headset to your device before making/receiving a call. To use the button:

- Press the button once to answer a call and a second time to end it.
- During a call, press once to answer a second incoming call and put the first caller on hold.
- With two active calls, press the button once to end the foreground call and press again to resume the background call.

Control Buttons



TRACKBALL Pressing the trackball selects a highlighted item or opens a pop-up menu. Roll the trackball up/down/left/right to reverse/advance the current selection through the "selectable" items on a screen or Web page. Rolling the trackball right/left with a folder highlighted will open/collapse the folder contents. Adjust the vertical and horizontal speed of the trackball from the **Jump Menu > Settings > Trackball** screen.

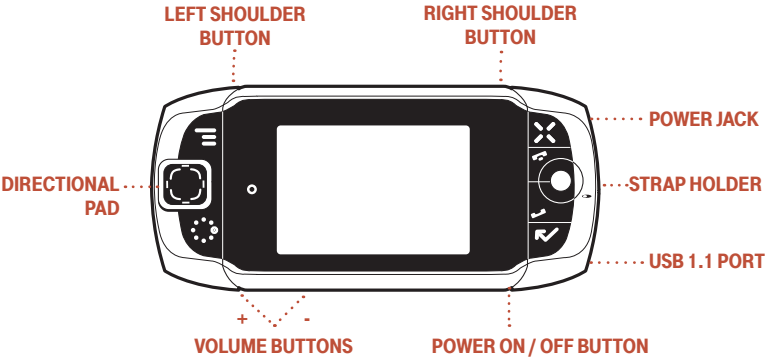
SEND/END buttons When not using the phone, press these buttons to page up or down .

DONE button Pressing DONE takes you back through the screens you were previously viewing, until you reach the Jump screen. On a screen or in a dialog box, press DONE to save your changes and dismiss the screen or dialog box. If a menu is open, press DONE to close it.

CANCEL button Pressing CANCEL dismisses any changes you have made to a screen or dialog box.

MENU button Pressing MENU opens a menu of actions you can take on the current screen. If you press MENU and nothing opens, this means there are no menu actions available for the current screen.

JUMP button Pressing JUMP takes you back to the Jump screen, your starting point for launching all the device applications.



DIRECTIONAL PAD (D-Pad) Press up/down/left/right to scroll or move within text fields, and navigate in games. The D-Pad "rocks" in four different directions and generally mirrors the behavior of the trackball.

LEFT AND RIGHT SHOULDER buttons The function of these buttons depends on which application you're using. For example, while using the Camera, the right shoulder button captures a photo. While using the Phone, the left shoulder button toggles Mute and the right shoulder button toggles Speakerphone. In the Email and MMS compose screens, the right shoulder button opens your photo albums so you can select a photo to attach to the message, and the left shoulder button opens the voice recorder.

POWER ON/OFF button Press the Power button for three seconds to turn the device on or off. You can also press the Power button twice ("double-tap") to power down.

VOLUME buttons Press and hold **+** or **-** to step through your Sound Profiles or to increase/decrease the volume of any application you're currently using, such as the phone or music player.

Sound Controls

Mini Music Player

To open the mini music player from anywhere on the device, press JUMP + DONE.

Use the trackball to highlight a control, then press to perform the action:

- Play previous song
- Pause song now playing, or resume play if paused
- Play next song

To scroll through the songs in the Play Queue, roll the trackball down and select the Play Queue pane. Roll the trackball left or right to scroll through the songs in your queue.

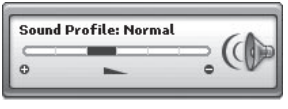
To jump to a specific place in a song, roll the trackball up, then select the song title. The player view will switch to the following:

The row of bars is referred to as the “scrubber bar”. The highlighted bar indicates the progress of your currently-playing song. Roll the trackball right to fast forward, left to rewind. To exit scrubber mode, press DONE.

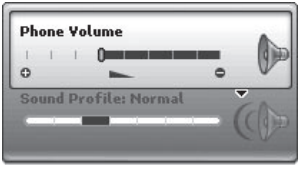
Volume Controls

There are two ways you can open the volume controls:

- Press MENU + DONE. Roll the trackball left/right to step through your sound profiles. Left is louder, right is softer. (Read more in “Sound Profiles” on page 27.)
- Press the + or - volume buttons on the lower-left edge of your device. Continue pressing the buttons to step through your sound profiles:



If you are playing a song or on the phone, the volume control panel includes separate volume controls for the music or phone call. This control is focused by default; to change your Sound Profile, roll the trackball down to focus the Sound Profile pane, then roll the trackball left or right to select a profile.



Wireless On/Off Control

If you need to turn off your device’s GSM, GPRS, EDGE, and Bluetooth wireless connectivity (for example, during aircraft takeoffs and landings), do the following:

1 From the Jump screen, press MENU and select **Airplane Mode > Turn Wireless Off**.

2 Your device is now offline. You should confirm offline status by looking next to the radio tower icon in the title bar; it should read OFF.

3 To turn wireless back on, from the Jump screen, press MENU and select **Airplane Mode > Turn Wireless On**.

Note that after you select the Turn Wireless On/Off menu item, it takes a few seconds for the radio to actually turn on or off. During that time, the menu item will appear dimmed and you will not be able to select it.

Display Controls

To adjust the display backlight brightness, open the Display Control from the Jump screen by pressing MENU then selecting **Settings > Battery & Display**. Scroll down to highlight the **Brightness** slider. Press the trackball to open the slider for adjustment. Roll right to increase brightness; left to decrease.

Battery Charger

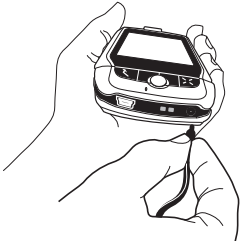
Your device comes with a removable, rechargeable lithium-ion battery. When you first receive your device, it is important that you fully charge the battery, as described in the following steps.

Warning Only use the charger (wall adapter) and battery provided with your device or approved by T-Mobile, or you risk damaging your device.

1 **Attach the battery charger to your device.**

Locate the battery charger that came in the box with your device. Insert the charger lead (the small round end of the cord) into your device's power jack

(the small round hole located on the upper right side of your device) and plug the power cord into a standard electrical wall outlet.



The orange charge indicator light will go on and a lightning bolt icon will appear over the battery icon in the title bar, indicating the charger is connected and the battery is charging. Note that if your device has discharged completely, it may take up to 15 minutes before you see any indication of charging on the screen.

2 Let the device charge for at least four (4) hours, until fully charged.

Rest the device in a safe place and let the battery charge for at least four hours. When you first receive your device, you **must** fully charge the battery for the system to perform battery-reading calibration and deliver full capacity.

As the device is charging, you will see the bars in the battery icon fill repeatedly from left to right. When your device is fully-charged, the lightning bolt icon will disappear and the bars will stop moving and remain in the filled position.

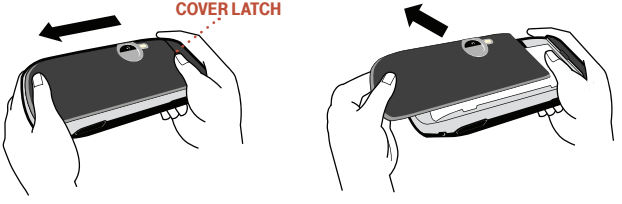
Tip

For efficient operation, charge your device nightly. If you plan to leave your device unattended for an extended period of time, be aware that the battery will discharge after two days if it is turned on and not attached to the charger. If your device does fully discharge, simply attach it to the charger; all your data should be restored.

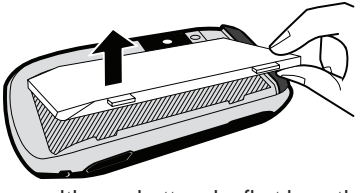
Removable Battery

If you need to replace your rechargeable battery, or if you need to insert or remove your SIM card, first you will need to remove the installed battery. Begin by powering down your device:

1. Press and hold the power button three seconds to power down.
2. Turn the device over. With the camera at the top, press the cover latch with your right thumb, push the cover left to release, then lift the cover to remove it.



3. Push the battery in slightly, then lift the battery from the bottom edge and remove.

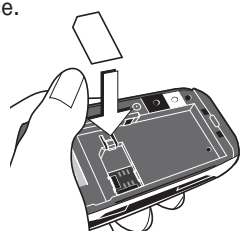


4. Replace with new battery by first inserting the long edge with the three tabs, then pushing the battery down to lock into place.
5. Replace the cover. Once the battery makes contact, the power-on sequence begins.

SIM Card Slot

To insert or remove your SIM card, you must first remove the battery.

1. Remove the battery cover and battery by following “Removable Battery”, steps 1-3, on page 17.
2. Notice the SIM card slot, which is shaped like a SIM card and is located just to the left of center.
3. To insert the SIM card, slide the card into the slot with the gold contacts facing down. Make sure the two side brackets are on top of the card, holding the card into place.



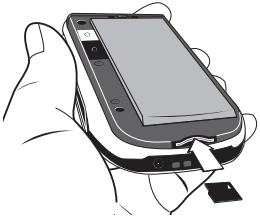
4. To remove the SIM card, insert your nail or paper clip into the notch in the case located next to the card in order to move the card up slightly. Then gently slide the card out, free of the two brackets.

Memory Card Slot

Your device comes with a Mini Secure Digital (miniSD) flash memory card. To insert or remove the memory card, you must first remove the back cover as described in “Removable Battery”, step 2, on page 17.

1. With the back cover removed, you can see the memory card slot on the right edge of the device.

2 To insert the memory card, hold the card with the gold contacts facing down and the card notch facing toward the device. Insert the card into the slot and push to lock into place.



3 To remove the memory card, push the card in slightly and release; the card should spring partly out of the slot. Pull the card free of the device.

USB 1.1 Port

The USB port is located on the right edge of your device. If you have a flash memory card inserted, you can manage the contents of the card by connecting a USB cable to the device and your computer. The flash memory will appear as a drive on your computer, and you will be able to add or remove music or image files using your computer's file system.

Note While your device is connected to your computer using the USB port, the memory card contents are not available from your device.

Wrist Strap Holder

Carry your device securely by using a wrist strap with a flexible loop on one end. Thread the loop under the strap holder and through the "tunnel" on the right edge of your device next to the power jack.

II. Registration

Before you can start using your Sidekick, you must complete the registration steps, as explained in step 3 in the Start Guide. This section of the Reference Guide takes you through the registration process in more detail. Note that these instructions are for **new users**, not returning users. Returning users can simply sign in using their existing username and password.

1 Wait for account activation.

Before you can use your account, your account must be activated. This can take up to 48 hours, but usually takes only 1-3 hours. While you wait, step through the screens that appear. If applicable, you'll be given the opportunity to select your language just before the Welcome screen appears. When you see the Welcome screen, you'll know your device has been activated:

Press the trackball to select the **New User** button and advance to the next screen. On subsequent screens, select the **Next** button to advance.

2 Type your first and last names.

Use the keyboard to type your **First** name, then roll the trackball down to highlight the **Last** name field. Type your last name, scroll down to highlight the **Next** button, then press the trackball to advance to the next screen.

3 Select a username.

The username you type will become the first part of your email address (for example, username@example.com). Before you select a username, read the following guidelines:

- Usernames must start with an alphabetic character (A-Z) and can include numbers and underscores (_), but no other punctuation.
- Usernames must be at least two but not more than 32 characters long.
- Usernames are not case-sensitive. For example, if your username is "bridget", you will be authenticated if you sign in by typing "Bridget", "BRIDGET", or any combination of upper or lower case letters.

Once you decide on a username, type it in the text box on the screen:

4 Select a password.

Select a secure password that follows the rules below:

- Passwords cannot be the same as your username.
- Passwords must contain 4-15 characters, **can** include both letters and numbers, but **no** spaces, single quotes ('), semicolons (;), backslashes (\), or percent signs (%).
- For enhanced security, do **not** choose an actual word that appears in any language dictionary. Do **not** choose a proper name, such as the name of a child, your local sports team, a pet's name, or your city of birth. Do **not** choose adjacent letters on your keyboard or a sequential or repeating combination of letters or characters, such as "12345678", "222222", "abcdefg".
- For enhanced security, **do** choose a password that is more than seven characters long, mixes letters and numerals, and uses upper- and lower-case letters.
- Passwords are case-sensitive. For example, if you set your password to be "Hard2Guess", then you will **not** be authenticated if you sign in by typing "hard2guess".

Type the password in the text box, then type it again to confirm.

5 Select your time zone.

Open the pop-up menu to see a list of time zones. Select yours from the list, then select **Next**.

6 Select a "secret question" and type your answer.

If you ever forget your password, you'll need to contact your operator's Customer Care representative. For security purposes, they will ask you to provide an answer to the "secret question" you select on this screen. Press the trackball to open the **Question** pop-up menu, scroll to highlight a question, then press the trackball to select it.

Roll the trackball down to highlight the **Answer** field, then type your answer. When finished, select **Next** to continue.

7 Read and agree to the end-user agreement.

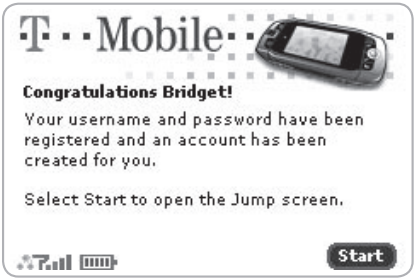
Before you can finish registration, you must read and agree to the end-user agreement. You can read it by selecting the on-screen **View Agreement** link or from the Desktop Interface. Once you read the end-user agreement, select the **Next** button to indicate your acceptance and transmit your registration data.

8 Wait while data transmits.

Wait while the data you entered in Registration transmits to T-Mobile. The service will check to see if your username already has been taken. If it has, you will be offered alternatives. You can either pick one of these alternatives or type a different username. Note that If you are out of network coverage, you'll be asked to "try again" to resume registration.

9 Congratulations!

Once your account has been set up, you'll see the Congratulations screen:



Select the **Start** button to begin!

III. Setting Up Your Device

Bluetooth® Technology Setup

Your device supports the Bluetooth wireless technology Specification 1.2 so you can connect to hands-free devices (headset and car kit) and any device that can receive a vCard via Bluetooth (PCs, phones).

To turn on Bluetooth features and open the Bluetooth settings, do the following:

1. Press JUMP to open the Jump screen. Press MENU to open the menu, then select **Bluetooth**. The submenu opens.
2. From this submenu you can do the following:

   Pairing - Displays a list of available Bluetooth devices with which you can pair.

   My Device - Rename your device (as it appears to others) and select an option requiring that others authenticate before connecting to your device. You can also request that the device automatically try the PINs 0000 and 1234 when authenticating with other devices.

Warning For maximum privacy and security, make sure you select the **Require authentication** check box.

Visibility and Bluetooth On/Off - Bluetooth features are "off" by default; to select one of the visibility options, you must first **Turn Bluetooth On** from the menu. Once Bluetooth features are on, select from: Always Visible (if you are actively using Bluetooth devices), Visible for 60sec (to exchange a vCard quickly), and Never Visible (prevents others from sending you vCards or pairing with you).

Send My vCard - If you have set “My vCard” in the Address Book, you can send your vCard quickly to another Bluetooth device by selecting this option or by using the shortcut MENU + Y. Read more in “Set and Send My vCard” on page 51.

3 With Bluetooth features on, you can also use a hands-free headset or car kit to place and receive phone calls from your device. Read more in “Bluetooth Hands-Free Headset or Car Kit” on page 10.

Backgrounds

To customize the backgrounds on all the application splash screens, do the following:

1 Press JUMP to open the Jump screen. Press MENU then select **Backgrounds**.

2 Highlight your choice of background from the submenu, then press the trackball to set it.

Backlighting

For better screen visibility in poor light, enable backlighting:

1 Press JUMP to open the Jump screen. Press MENU to open the menu, then select **Settings > Battery & Display**.

2 Select the **Turn on backlight** when using device check box to enable backlighting. Select the length of time you want backlighting to stay on from the **Turn off after** pop-up menu.

3 To use the device’s light meter to detect when the backlight is not needed (this will conserve battery life), scroll down and select the **Use ambient light sensor** check box.

4 Press DONE to save your settings.

Key Guard Mode

You can effectively lock the controls by entering key guard mode. By default, your device is set to enter key guard mode after one minute of idle time.

Enter Key Guard Mode

1. Press JUMP to go to the Jump screen. Press MENU to open the menu, scroll to highlight **Key Guard**, then press the trackball. You can also enter key guard mode quickly by pressing and holding DONE for two seconds.
2. Your device control buttons lock and the key guard screen appears.

Tip To turn on the backlight while in key guard, press the right shoulder button.

3. To unlock and wake the device, press MENU + DONE. You can also wake the device by opening the screen. If you have set a privacy code (see next section), type it at the prompt.

To prevent display damage, after your device has been in key guard mode for 30 minutes, a screensaver will appear. To dismiss the screensaver, press any key or open the device.

Change Default Key Guard Idle Time

1. Press JUMP to open the Jump screen. Press MENU then select **Settings > Key Guard & Security**.
2. In the **Key Guard** group box, scroll down to highlight the "Guard after" pop-up. Press the trackball to open the pop-up. Highlight an idle time, then press the trackball to select it.
3. Press DONE to save your settings and return to the Jump screen.

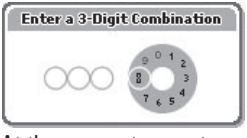
Note Your device will still receive calls and messages while in key guard mode.

Device Privacy Code

If you want to secure your device from unauthorized access once your device has gone into key guard mode, you will first need to set up a privacy code:

1. Press JUMP to open the Jump screen. Press MENU then select **Settings > Key Guard & Security**.
2. Scroll down to the Privacy Lock group box. Highlight

, then press the trackball to select it.
3. Enter a three-digit code using the keyboard or the dial:



   At the prompt, re-enter your code to verify.
4. A "New Combination Enabled" message appears. Select **OK**.
5. Press DONE to save your settings and return to the Jump screen.

Note You can still make emergency calls from the key guard screen even if privacy code is enabled by opening the display then pressing MENU + JUMP.

Sound Profiles

To create a new sound profile or modify an existing profile, press JUMP, then press MENU and select **Settings > Sound Profiles**. You can have up to eight profiles total. The system provides six profiles by default.

Application Customization

Set application-specific preferences using the Settings screens found within the applications. Some of application settings you can customize include:

- Set your favorite Web home page (Web Browser)
- Select individual Caller ID icons or photos (Phone/Address Book)
- Create your own categories and labels for identifying contact information (Address Book)
- Set different ringtones for individual callers (Phone/Address Book)

Tip If you see a musical note next to a menu item, you'll know that's where you customize that application's ringtone setting.

Default Locale (Language) Setting

Change the default locale for your device from the Locale Settings screen:

1. Press JUMP to open the Jump screen. Press MENU to open the menu, then select **Settings > Locale**. The Locale screen appears.
2. All available locales are listed in the **Language** pop-up menu. Select the locale you wish to set as your default. If your pop-up menu is dimmed, then you have no other locales available.

Note Your device must restart before a language change will take effect!

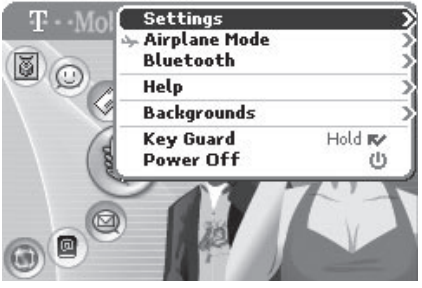
3. In the **Keyboard Mapping** pop-up, select a locale to which you want your keyboard mapped. If you change the mapping, what appears on the screen when you type may no longer correspond to the characters printed on your keyboard. If this pop-up menu is dimmed, then you have no other mappings available.
4. Press DONE to save your setting and dismiss the Locale screen. Your device will restart if you have changed your default language.

IV. The Device Interface

The Jump Screen

The Jump screen is your entry point to all device applications. Applications are arranged on the left-side of the screen in a “ring”. Some applications are grouped into a second-level folder. The Jump screen menu provides device-wide settings and controls:

1. Go to the Jump screen from any screen by pressing JUMP. The Phone splash screen is selected by default.
2. Press MENU from the Jump screen to open the Jump screen menu:



From this menu you can open the device-wide Settings screens. You can also turn wireless on/off (Airplane Mode), open Bluetooth settings, open Help (online Owner’s Manual or Connectivity Tips), select a Jump screen Background theme, place the device in Key Guard, and Power Off.

3 To select an application, scroll through the “ring” of application icons. When the application or application folder you want is highlighted, simply press the trackball once to open that application or to enter the second-level application ring.

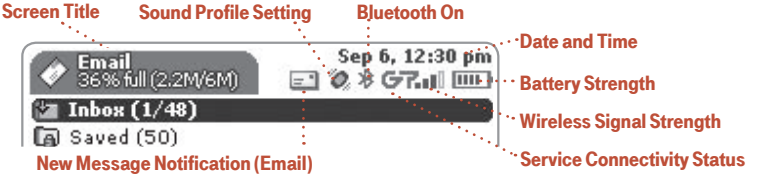
Menus

Almost every screen on your device has a set of actions you can take while on that screen. These actions are listed in a floating window, which you open by pressing the Menu button MENU. Menu items with submenus are noted with a right-pointing arrowhead. The Email Settings submenu is shown below.

Frequently-used menu items also have keyboard shortcuts that use the Menu button plus a shortcut key. Take a look at the menu shown above. To compose a new email message, you could press MENU + N rather than opening the menu and selecting **New Message** with the trackball.

Title Bar and Indicators

The device display indicators appear at the top of your screen at all times.



Wireless signal strength indicator. The number of signal bands showing to the right of the radio tower icon represents the strength of the signal at your current location.

If you see an X flashing over the radio tower icon, you've temporarily lost network connection and can make no calls.

Service connectivity indicators. One dot = device is connecting to the GPRS/EDGE network; two dots = getting IP address; three dots = connecting to the data service; "G" = fully connected to the data service.

GSM (Phone) service only. A phone icon in the place of the "G" means you are using (or only have access to) GSM phone service. If you have a call in progress you'll also see a timer. If the phone icon is hollow, you can only make emergency phone calls.

Bluetooth indicator. When you see this icon just to the left of the "G", you know that Bluetooth features are available.

Battery indicators. The number of bars showing in the battery icon represents the charge remaining in the battery. When connected to the charger, a lightning bolt appears, and when your battery is almost out of charge, an exclamation point appears.

Phone call indicators

A timer appears when you have a call in progress; in the example, call time elapsed is 3 mins, 40 secs. Note that the phone icon blinks. If you have two calls active, the time displayed is for the foreground call.

Call forwarding is turned on. Your phone will not ring.

Sound Profile setting When you have sound turned off ("Silent" sound profile), the title bar will indicate whether you have flashing lights or vibration set for alerts or notifications. From left to right, the icons indicate: totally silent (no sound, no flashing lights, no vibration), flashing lights only, and vibration only.

Communication services notifications When you receive a new email, text, IM, MMS, or voice mail message, or when a Web page has finished loading, you'll see a visual "balloon" notification move across the title bar, while you're in any application except games.

Until you check your new message or go to your Web page, you'll see the appropriate icon in the title bar as a reminder. The examples shown to the left illustrate a pending email message, text message, and loaded Web page.

Memory card activity indicators

When data is being written to or from your memory card, you will see this icon flashing in the title bar, just to the left of the date.

When you are inserting or ejecting the card, you will see the memory card icon with an arrow; the arrow points left when inserting, right when ejecting.

USB connector icon When your device is connected to your computer using the USB port, you will see this icon in the title bar, just to the left of the date. Note that when your device is attached to your computer via USB, the contents of your memory card cannot be read by the device.

Type and Edit Text

It's easy to type and edit text in any text box using the keyboard and the advanced text editing features described below.

Navigate in Text Boxes

Use the control buttons and keyboard to navigate within a text box:

- To move character-by-character, press the D-pad or roll the trackball left/right.
- To jump to the beginning/end of a word, press **ALT** + D-pad or trackball left/right.
- To jump to the beginning/end of a line, press **MENU** + trackball left/right.
- To jump to the top/bottom of a text box, press **MENU** + or .

Delete Text

- To delete a character to the left of the cursor, press the **DEL** .
- To delete a character to the right of the cursor, press **SHIFT** + .
- To delete all the characters on one line, press **ALT** + .

Cut, Copy, Paste, Undo

To cut, copy, or paste text you have typed, follow these instructions:

1. Position your text cursor next to the text you want to cut or copy. (Use the D-pad or trackball to position the text cursor.)
2. Hold down the Shift key while pressing the D-pad or trackball in a direction. As you select text, it is shown highlighted. (To de-select, release the Shift key and press the D-pad or trackball in any direction.)
3. Press MENU and select **Edit Text** to open the Edit Text submenu, or simply press and hold the trackball to open the Edit Text context menu. Select the operation you want to perform on the selected text. Note the standard shortcuts:
   - Cut — MENU + X
   - Copy — MENU + C
   - Select All — MENU + A
4. You can paste text that you have copied to the device clipboard to any other text box in any application. Simply position your cursor where you want to paste the text, then use the Paste shortcut MENU + V. (You can also open the menu and select **Edit Text > Paste**.) Note that the device clipboard only stores one set of copied or cut text at a time.
5. If you make a text edit and want to undo it, simply press MENU + Z. To redo an undo, press MENU + Shift + Z.

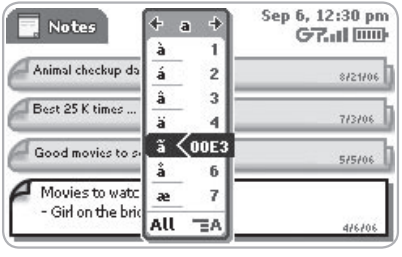
AutoText

Use the AutoText feature to type text quickly and accurately:

1. Press JUMP to open the Jump screen. Press MENU to open the menu, then select **Settings > AutoText**. The AutoText screen appears.
2. The screen offers automatic formatting and word replacement options you can select. Open the menu to discard or create rules.

Type Special Unicode Characters

To type special Unicode characters in any text box, press the **SYM** key. The Special Character selector opens, displaying special characters alphabetically.



Use the D-pad or trackball to navigate through the list: left-right to flip through the Favorites, Recent, alphabet, and symbol sets; up-down to select specific characters. Press the trackball to insert a highlighted character. Here are some useful tips in using the Special Character selector:

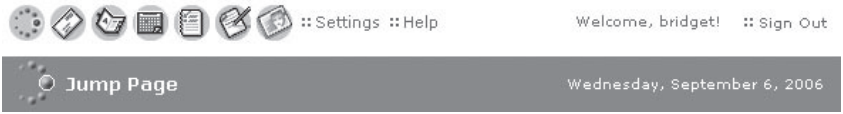
- With the selector open, you can show the same characters capitalized by pressing **Shift** + the character (like “a”). Toggle back to lowercase by pressing the letter again.
- To see all special characters, select **All** (at the bottom of the selector) or use the menu shortcut MENU + **A**, and the grid expands.
- To open a character set for a specific letter, press **SYM** + the letter.
- To type a character using its Unicode value (hover over a selection in the selector for two seconds to see code), press **SYM** + **Spacebar** (press the keys simultaneously), then type the 4-character Unicode value.

V. The Desktop Interface

The data you store in your device's Email, To Do, Calendar, Address Book, Notes, and Camera applications are also available for viewing or editing on the Web from any computer connected to the Internet. Information in your account is stored on servers in a data center with enhanced security and firewall features.

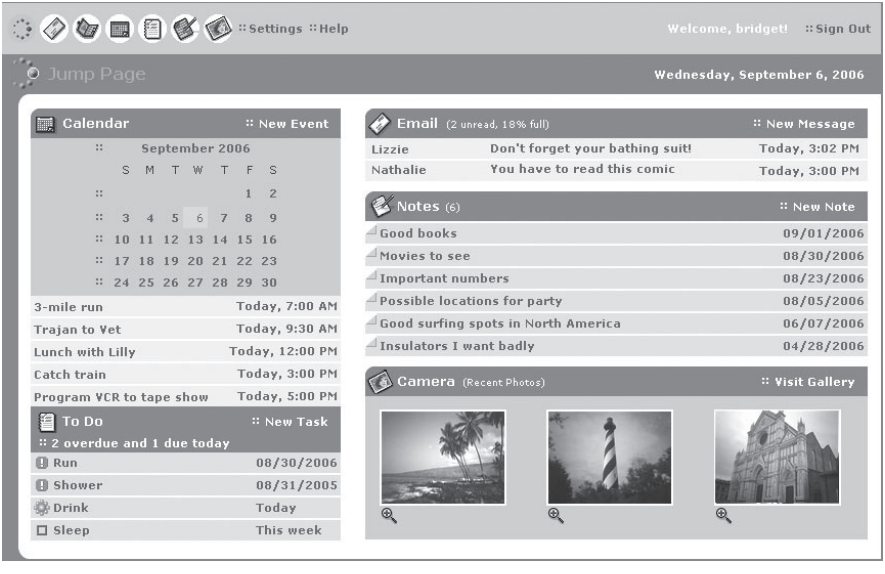
To reach the Desktop Interface, use the Web navigation and sign-in instructions provided in the Start Guide, included in the box.

Once you've signed in, your Jump page will open. Use the Jump page navigation buttons to open the various applications:



- Open the online Help page by clicking the **Help** link.
- Import existing contacts from the **Address Book > Import** page; import existing Calendar events from the **Calendar > Import** page.
- Synchronize your Sidekick Address Book, Calendar, and To Do items with Microsoft Outlook by downloading the Intellisync application: click **Settings** (next to the Help link on the top bar), then click the **Sync** tab and simply follow the instructions.
- Change your default language or time zone by clicking **Settings**.

Desktop Interface Jump Page



Remember! When you've finished using the Web applications, always click the **Sign Out** link to exit the Web site securely.

VI. Using the Applications

Phone

Make a Phone Call

1 Type the number you want to call by using any of these dialing methods:

- To dial using your list of speed dials and recently-dialed numbers: From the Jump or Phone screen, press SEND CALL. Highlight the number, then place the call by pressing SEND CALL.
- To dial with numbers: From the Jump screen or Phone screen, open the display and type your number using the embedded dial pad, or use the numbers on the top row. Press SEND CALL to place the call.

- To dial using letters (such as 1-800-LETTERS): First open the on-screen dial pad by selecting the button on the Phone screen. Now you can use the keyboard to type letters, and the on-screen dial pad or the number row to type numbers (in this mode you can't use the embedded dial pad to type numbers). When ready, press SEND CALL to place the call. To switch back to using the embedded dial pad to type numbers, select the icon.
- To dial using a list of recently-dialed numbers: From the Phone screen, highlight then select Recent List. If the number you want to call is on the list, highlight it with the trackball, then press SEND CALL. The call is placed.
- To dial by finding a contact and phone number from your Address Book: From the Phone screen, highlight then select Look Up Contacts. Start typing a name to narrow your search. Highlight a number, then press SEND CALL to place the call.

2 To end your call, select the on-screen button End, or press END CALL.

Use Bluetooth Hands-Free Headset or Car Kit

You can use a Bluetooth device to make or receive phone calls. To pair and set your hands-free headset car kit for use with the phone, read “Bluetooth Hands-Free Headset or Car Kit” on page 10.

Answer a Phone Call

When your device signals an incoming phone call, the display will show the name of the caller and the icon or photo associated with that caller in your Address Book (see “Add a Contact to the Address Book” on page 49).

1 Press the trackball to select the **Answer** button or press SEND CALL. Your call connects.

2 To hang up, select End or press END CALL.

Note If you receive another call while you’re on the phone (call waiting), a dialog box will appear, giving you the call details and options for handling the incoming call: select either **Switch Calls** or **Ignore**.

Add a Number to Your Speed Dial List

1. Press JUMP to go to the Jump screen, then press the trackball to open the Phone application.
2. Press MENU to open the menu. Select **New Speed Dial** to open the New Speed Dial Entry dialog box. You can create 8 speed dial shortcuts.
3. Select a Shortcut Key from the pop-up menu. Only the numbers available will appear in the pop-up menu.
4. Type the speed dial **Name** and **Number**, then select DONE.
5. To dial using the shortcut, from either the Phone application or the Jump screen, simply press and hold the number on the keyboard.

Set Up Your Voice Mail

1. Press and hold the **1** key. The voice mail system will prompt you to type a password, which will be the last four digits of your mobile number.
2. After you are in the voice mailbox, you will be prompted through a tutorial on how to set up voice mail and change your password to any four- to seven-digit code.

Check Your Voice Mail

1. Press JUMP to go to the Jump screen, then press the trackball to open the Phone application.
2. Press and hold the **1** key (the speed dial shortcut assigned to voice mail) to call your voice mailbox.
3. Follow the prompts to retrieve your messages.*
4. To hang up, select End, or press END CALL.

Tip To check your voice mail from another phone, call your mobile number, then press the (*) star key to interrupt the greeting. At the prompt, type your password.

* Airtime charges apply.

Change Your Phone Ringtone

1. Press JUMP to go to the Jump screen, then press the trackball to open the Phone application.
2. Press MENU to open the Phone menu. Select **Settings > General**.
3. Highlight the **Incoming phone call ring** pop-up menu, then press the trackball. The menu reveals the ringtone categories. First highlight a category, then press the trackball to open the ringtones submenu.

   As you scroll through the songs, you can preview each song by hovering over it for a few seconds.
4. When you have decided on a ringtone*, press the trackball to select it. Press DONE to assign your new ringtone.

Note Assign caller-specific ringtones from the Address Book > Contact Details pages.

Import Contacts from Your SIM Card

If you already have a SIM card from T-Mobile, you can import the phone numbers you have stored on the SIM card into your device's Address Book. First, insert the SIM card with the contacts into your device, then:

1. Press JUMP to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball to open the application.
2. Press MENU to open the menu. Select **Settings > Import SIM Contacts**.
3. The SIM Import dialog will alert you when the import is complete.

* Separate ringtone download charges apply.

Text Messages

Send a Text Message

1. Press JUMP to go to the Jump screen. Scroll to highlight **Text Messages**, then press the trackball to open the application.
2. Press MENU to open the menu. **New Message** is selected by default; press the trackball to open the Compose screen.
3. Address your message using the recipient's phone number, or start typing their name to bring up Address Book matches. Add more recipients by typing a comma (,) or semicolon (;) in the To field.
4. Use the trackball to scroll to the message body; type your message or use one of the Prewritten Messages by selecting the button. Add Smileys by selecting the button. To attach a vCard, press MENU and select **Attach vCard**. Select a contact from the list that appears to attach it to your text message.

   If your message is larger than the limit for a single text message (approximately 160 characters), the message will be sent in parts. (When received, it will appear as one message.)
5. When ready to send, either select the **Send** button at the bottom of the Compose screen, or press MENU + M.*

* Separate charges apply to send and receive text messages.

Web Browser

Browse the Web

1. Press JUMP to go to the Jump screen. Scroll to highlight **Web Browser**, then press the trackball to open the application.
2. Start typing the address of the Web page you wish to visit. The **Go To** dialog box opens automatically, showing the address you are typing.
3. The characters you type appear in the top field of the Go To dialog box. Possible URL matches, and the option to search for the text you type, appear in the drop-down menu.
4. To go to a Web page, you can either finish typing the complete URL in the Go To dialog box then press Return; or, roll the trackball to highlight a suggested URL in the drop-down menu, then press the trackball.

Tip To open Web pages faster, press MENU and select **Settings**. Scroll down the Settings screen and clear the "Show Pictures" check box.

Bookmark a Web Page

1. Open the Web page you want to bookmark.
2. Press MENU + **N** to open the Add Bookmark dialog box.
3. Edit the bookmark name if you wish, verify the URL and select a folder in which to store the bookmark from the Folder pop-up menu. (If you select **New Folder**, you'll be prompted to give the folder a name.)
4. Press DONE to save the bookmark.

Email

Send an Email Message

1. Press JUMP to go to the Jump screen. Scroll to highlight **Email**, then press the trackball to open the application.
2. Press MENU to open the menu. **New Message** is selected by default; press the trackball to go to the Compose screen.
3. The text cursor is in the **To** field; type the name or email address of the person to whom you wish to send an email. If you type a name, the Address Book will try to pull the correct email address from your contact data. Add more To fields by typing a comma (,) or semicolon (;).
4. Scroll to the **Subject** field and type the subject of your email.
5. Scroll to the message body and type your message.

Tip

To delete text in the forward direction, press the **SHIFT** + **DEL** keys together. To delete the current line of text, press the **ALT** + **DEL** keys together.

6. When ready to send, either select the **Send** button at the bottom of the Compose screen, or press MENU + **M**.

Fetch Email from External Accounts

When you register your device account, you automatically receive an email account that you can use immediately on either your device or the Email application on the Desktop Interface. In addition, you can fetch email from up to three external POP3 or IMAP email accounts.

At this time, email from MSN Hotmail® and email servers that are protected by a firewall do not allow email to be fetched by other servers. You can, however, check some Internet email accounts by using the Web Browser, as described in “Fetch Email Using Your Device’s Web Browser” on page 48.

The instructions below explain how to use your device to fetch email from external accounts. Note that you can also set up accounts from the Email application on the Desktop Interface.

1. Press JUMP to go to the Jump screen. Scroll to highlight **Email**, then press the trackball to open the application.
2. Press MENU then select **Settings > Accounts** to open the Accounts screen.
3. On the Accounts screen, press MENU then select **New Account** to open the New Account screen.
4. Type your email account information in the fields on this New Account screen. Read the sections below for more details on each field.

Protocol pop-up menu - Select the protocol your mail server uses or the type of account from this pop-up menu. Select **Auto-detect** if you don't know which one to pick. Note that if you select a specific account type, then the next two fields (mail server name and port value) will fill in automatically.

Mail Server field - If the mail server name is not provided automatically after you have selected the account protocol, then you must provide the name of the mail server in this field. Many people don't know the name of their mail server. If you don't, your email provider will be able to tell you, or you can refer to the following table for samples.

Tip

Some popular Web-based email providers and their Mail Server names are provided below for your convenience. If you have an email account through your ISP, contact them for assistance. Note that some ISPs (including Yahoo!) require additional configuration or charge a fee to download email.

Web Email Provider	Mail Server Name
Yahoo!® Mail	pop.mail.yahoo.com
Mail.com	pop1.mail.com
Softhome.net	mail.SoftHome.net
Gmail	pop.gmail.com

Port field - Unless your email provider has specified otherwise, do not alter this value. Note that if you have selected a specific account type from the **Type** pop-up menu, the correct port value will be supplied automatically.

Username and Password fields - Type your email account username and password.

Email Folder pop-up menu - Select the folder to which you want your account email delivered. To create a folder, select **New Folder**.

5 When you've completed all the fields on the screen, select the **More Options** button at the bottom of the screen.

6 In the **General** group box, the **Collect email from this account** check box is selected by default. If at any time you want to stop fetching messages from this account, simply clear this check box.

If you want to **Remove retrieved email from server** after it is fetched to your device, select this check box.

7 Scroll to the bottom of the screen, past the account information you have already provided, to the **From Name** field:

If you leave these fields blank, your default POP or IMAP account name and address will be used. Specify alternative names or addresses in these fields as you wish.

8 Select the **Copy Outgoing Messages** check box to have every message sent from this account copied to another email address. Specify either CC or BCC (from the pop-up menu), then type the email address in the field.

9 Save your information by selecting **Create**; or simply press DONE.

10 Wait to send messages from this email account until you receive a confirmation message on the Email Accounts screen.

Fetch Email Using Your Device's Web Browser

If there is a Web interface to your email account, you can use your device's Web Browser application to sign in to those accounts and check your email. A couple popular email Web sites are listed below:

- Yahoo!® Mail – http://mobile.yahoo.com/home
- MSN Hotmail – http://mobile.msn.com/hm/folder.aspx

Press MENU + K to open the Bookmarks screen; some sites may have been bookmarked for you. To go directly to an email Web site, do the following:

1. Press JUMP to go to the Jump screen. Scroll to highlight **Web Browser**, then press the trackball to open the application.
2. Begin typing the URL for your Internet email account. Your entry will be inserted in the Go To dialog box automatically.
3. Press the trackball to go to the Web site's sign in page.

Attach a Photo to an Email Message

1. Press JUMP to go to the Jump screen. Scroll to highlight **Email**, then press the trackball to open the application.
2. Press MENU + N to open the Compose screen. Complete the **To**, **Subject**, and **Message** fields.
3. Press to open your photo albums. Roll the trackball to highlight, then press to select a photo to send. You can select multiple photos. All selected photos will have check marks.
4. When you've finished selecting photos, open the menu and select **Use Checked** or press DONE.
5. Your email message returns to the screen, including attached photos. Select the **Send** button or press MENU + M when you're ready.

Address Book

Add a Contact to the Address Book

You can store up to **2000** contacts in your Address Book.

1. Press JUMP to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball to open the application.
2. Press MENU to open the menu. **New Contact** is selected by default; press the trackball to go to the New Contact Identity screen.
3. To create a contact, you only need to type basic "identity" information: a **First** or **Last** name. On this screen you can also provide a **Middle** name and a **Nickname**, as well as select an icon.
4. To select an icon, roll the trackball up to highlight , then press the trackball to open the icon selector. Roll the trackball to highlight the icon you want, then press the trackball to select it.

   To assign a **Photo Caller ID** icon, select from the icon selector, which will open the Browse Photo Albums screen. Then, from this screen:

   - To select a photo already in an album, roll the trackball to highlight the photo you want to associate with the contact, then press the trackball to select it (a check mark will appear under the photo). Press DONE.
   - To capture a new photo, press . Compose your photo, press to capture, then DONE to save it. Press DONE again to view the album contents. Select the photo (a check mark will appear under the photo). Press DONE.

   A smaller version of the photo now appears on the Identity screen and will be used to identify that contact on incoming call notifications.

5 When finished with the Identity screen, select DONE. You advance to the next New Contact screen, in which you can type or select additional contact information.

6 Scroll through the New Contact fields (Personal Info, Phone, Email, and so on), selecting **Add** or **Edit** to open screens in which you can add contact information. You can set a custom ringtone for your contact in the Phone number screen.

7 When finished, press DONE to save your new contact information.

Import Address Book Contacts

If you have a SIM card from T-Mobile with contact information stored on it, you can import that information to your device by following the instructions in “Import Contacts from Your SIM Card” on page 41 of this guide.

If you have existing contact information stored in a Personal Information Management (PIM) application, you can import that data to your Address Book on the device and Web. To do this, first go to your Address Book on the Web:

1 Go to your desktop or laptop computer and sign in to the Desktop Interface by following the instructions on the back of your Start Guide.

2 Your Jump page opens.

3 From your Jump page, click **Address Book**. The Address Book application displays.

4 Click **Import** in the sidebar. The Import page opens.

5 The Import page includes step-by-step instructions for completing the import process. The following file types (exported formats) can be imported:

- Microsoft Outlook for PC (.txt file)
- Microsoft Outlook Express for Mac (.txt file)
- Microsoft Entourage for Mac (.txt file)
- Palm Desktop for PC (.txt/.tab file)
- Palm Desktop for Mac (.txt/.tab file)

6 After you click the **Import** button, your contacts are imported to your Web Address Book then sent to your device via the network. Make sure your device has a wireless connection; then, after two to three minutes, check your device to confirm that your new contacts have arrived.

Set and Send "My vCard"

You can set one of your contacts to be "you", so that you can send "My vCard" to others easily.

1 Press JUMP to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball to open the application.

2 Scroll to highlight the contact you want to set as "you", then press MENU and select **Set as My vCard**. On the Browse Contacts screen, you will now see a icon next to your name.

3 To send your vCard, from the Browse Contacts screen, press MENU and select **Send My vCard > via Email**, or **Text**, or **Bluetooth**. For Email and Text, a compose screen opens. For Bluetooth, a dialog opens that allows you to select the receiving device.

4 To change or remove the "My vCard" setting, first press MENU and select **Clear My vCard**. To set a different contact as "My vCard", highlight the contact, then press MENU and select **Set as My vCard**.

Send any Contact's vCard

1. Press JUMP to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball to open the application.
2. Scroll to highlight the contact whose vCard you want to send, then press MENU and select **Contact > Send Contact > via Email,** or **Text***, or **Bluetooth**. For Email and Text, a compose screen opens. For Bluetooth, a dialog opens that allows you to select the receiving device.

Calendar

Add an Event to Calendar

You can create and store up to **1000** events in Calendar.

1. Press JUMP to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **Calendar**, then press the trackball.
2. Press MENU to open the menu. **New Event** is selected by default.
3. Press the trackball to go to the Event Details screen.
4. Name your event, type a location, assign a duration, add repetitions, reminders, and notes as applicable.
5. Press DONE to save the event. It will now appear on your Upcoming (if it's scheduled within the next five days), Daily, Week, or Month views.
6. To view your schedule, select one of the "Views" from the menu: Upcoming (next five days), Day, Week, Month, Year, or Trash.

* Separate charges apply to send and receive text messages.

Notes

Create a Note

You can create and store up to **50** notes. Each note can be up to **8000** characters, which is about four pages in a paperback.

1. Press JUMP to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **Notes**, then press the trackball.
2. Press MENU to open the menu. **New Note** is selected by default.
3. Press the trackball to open a blank note. Type your note; it is saved as soon as you type it.
4. Press the trackball to fold your note; press again to unfold. Notes must be unfolded before you can edit them.

Send a Note

You can send one of your notes via Email:

1. Press JUMP to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **Notes**, then press the trackball.
2. Create a new note or highlight an existing note.
3. Press MENU and select **Send Note** or press MENU + **M**. A compose screen opens; complete the message and **Send**.

To Do

Add a Task

You can create and store up to **50** To Do tasks.

1. Press JUMP to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **To Do**, then press the trackball.
2. Press MENU to open the menu. **New Task** is selected by default.
3. Press the trackball to open a blank task screen.
4. Fill in your task information.
5. Press DONE to save the task.

Camera

Your device comes with a built-in 1.3 megapixel camera. You can store up to **1.75 MB** of photos on your device's internal memory and more on your miniSD card. The number you can store will depend on the capacity of the card and the size of the photo (Small, Medium, or Large). Remember that you might be sharing the card's capacity with sound files as well.

Take a Photo

1. Press JUMP to go to the Jump screen. Scroll to highlight **Camera**, then press the trackball to open the application.
2. Press MENU and select **Capture New**, or simply press the right shoulder button. The screen now acts as the "viewfinder".
3. To set the photo size, press MENU and select **Large (1280 x 1024)**, **Medium (640 x 480)**, or **Small (320 x 240)**.

4 To set the flash, exposure, and sharpness of the image you capture, open the pop-up menu. From this menu you can also set the exposure and sharpness. When finished, press DONE to save.

5 By default, the photo will be saved to the Memory Card Album. To save to your device, press MENU and select Capture to. From the submenu select **Device Album**, or another album you created on the memory card.

Tip

To take a photo of yourself, center your image in the small mirror on the back of the device and press the right shoulder button to capture. Remember the "right shoulder button" will be on your left as you're looking at the back of the device.

6 When you're ready to take your photo, press the right shoulder button or use the trackball to select the capture icon on the screen.

7 The photo preview appears on the display. You can:

- Press CANCEL to discard it;
- Press DONE to save it to the album you've selected; or,
- Select to send it via an Email message.

8 To return to the Browse Albums screen, select or press DONE .

Send Photos by Email

In addition to being able to send a photo after capture (read "Take a Photo", step 7 above), you can attach one or more photos in your Photo Albums to an email message while composing. For instructions, read "Attach a Photo to an Email Message" on page 48.

Tip

To select all photos in an album, open the album, then press MENU and select **Edit > Check All in Album,** or press MENU + A. To uncheck, select **Edit > Uncheck All** or press MENU + U.

Music Player

Use the Music Player application to play MP3 sound files that you have stored on your miniSD card. You can use a memory card of any capacity. Remember that you might be sharing the card's capacity with Camera photos.

Note The Music Player will only play MP3 files; it will not play WMA, AAC, RAM, or any other file that is not MP3.

Copy Music to the Memory Card

Before you can copy any songs to your memory card, you must insert a card into the miniSD card slot on your device. For instructions, read "Memory Card Slot" on page 18. Once your card is installed, do the following:

1. Connect your device to your computer with the USB cable provided in the box. Read more in "USB 1.1 Port" on page 19.
2. On your computer, find the mounted USB drive and open it.
3. You should see a folder at the top-level named "Music". If you do not see this folder, then create it.
4. You're ready to copy MP3 files onto the memory card. It's best if you organize your songs in sub-folders under the "Music" folder. For example, you could create one folder for each album or artist.
5. Copy MP3 files from your computer's hard drive onto your device's mounted USB drive, in the folders under "Music", as you wish.
6. When finished copying, close the USB drive window and "unmount" the drive as required by your computer's operating system.
7. Remove the USB cable from your device and computer. Read the next section to learn how to play your songs!

Play Songs

Listen to your songs using either the device speaker or the stereo headphones included in the box. To play a song, start at the Browse Music screen:

1. Press JUMP to go to the Jump screen. Scroll to highlight **Music Player**, then press the trackball to open the application.
2. The Browse Music screen appears. Your music is organized into categories with the number of songs in each shown in parentheses. (Your songs are categorized automatically, based on the song information contained in the MP3 file itself.)
3. Scroll to highlight a category, then press the trackball to "drill down" to the next level. Here you might see songs or more categories.

   At any level of the Browse Music screen, simply select the category or song you want to play, and it will be added to the "Play Queue" (all the songs that are waiting to be played). You can also use the shortcuts:

   MENU + P - Plays selection (interrupts currently-playing song)
   MENU + Q - Queues selection (waits its turn in the list to play)

   The progress of the song currently playing is shown at the top of the screen:

4 Songs playing in a list will not repeat, but you can change this setting by pressing MENU then selecting **Shuffle and Repeat**. Choose from **Shuffle**, **No Repeat**, **Repeat 1**, or **Loop**.

5 To control song play, press JUMP + DONE and the mini music player will open. Read more in “Mini Music Player” on page 13.

Create a Playlist

You can create as many playlists as you wish and edit them at any time. Here’s how:

1 From the Browse Music screen, select one of the top-level categories, then find a song, artist, or album you want in a playlist.

2 With the song, artist, or album highlighted, press MENU and select **Add to Playlist > New Playlist**.

3 Give your new playlist a name in the dialog box that opens. Press DONE to save the playlist.

Now your newly-created playlist will be included in the Playlists category on the Browse Music screen.

- To add songs to this or any list, highlight a song, artist, or album, press MENU and select **Add to Playlist > “Playlist Name”**.
- To remove a song from an existing playlist, open the playlist, then highlight the song. Press MENU and select **Remove from Playlist**.

Download Catalog

Download Items from the Catalog

Download ringtones, applications, games, and more from the Catalog! You'll find that browsing the Catalog and purchasing items is easy and fun:

1. Press JUMP to go to the Jump screen. Scroll to highlight **Download Catalog**, then press the trackball to open the application.
2. Wait while the latest Catalog contents load... then use the trackball to scroll through the categories. The categories are organized like the Jump screen in a "ring" on the left, with each category's splash screen on the right. Highlight, then press the trackball to open a category's Browse Items screen.
3. Individual items are grouped into folders. Highlight a folder then press the trackball to open a folder's items. Once you find an item you're interested in, highlight the item then press the trackball to open the Item Details screen:

4. To listen to a brief sample of a ringtone or view sample screen shots of an application before you purchase it, select the Preview button. Select **Purchase** to step through the simple on-screen purchase process.

5 Once purchased, your item will be downloaded to your device, network connectivity permitting. You'll be notified once the download is complete. Note that applications require "installation", an automatic process that does involve a restart of your device.

6 If your item is not delivered immediately, you can check the download process from the Downloads screen, described below.

Manage Your Downloaded Items

To remove a downloaded item, check the download status of a purchased item, or view a list of all the downloads you have made through the Catalog (including details such as price, subscription term, upgrade information), go to the Downloads screen:

1 Press JUMP to go to the Jump screen. Scroll to highlight **Download Catalog**, then press the trackball to open the application.

2 Scroll to **Downloads**, then press the trackball to open the Browse Purchases screen.

3 All your downloads are listed on this screen, organized into folders by categories. Highlight a folder then press the trackball to reveal the items within.

4 Items currently being downloaded are shown in italic: *Call Me Crazy*
To view item details, highlight the item then press the trackball. To discard any highlighted item permanently, press MENU then select **Discard**.

Instant Messaging

Sign On

1. Press JUMP to go to the Jump screen. Scroll to highlight **Instant Messaging**, then press the trackball to open the second-level ring of applications. Highlight your instant messaging application, then press the trackball. The Sign On screen appears.
2. Type your username and password (passwords are case-sensitive), then select the **Sign On** button.
3. Your list of friends appears. You are ready to send an instant message.

Send an Instant Message

1. Press JUMP to go to the Jump screen. Scroll to highlight **Instant Messaging**, then press the trackball to open the second-level ring of applications. Highlight your instant messaging application, then press the trackball. The Sign On screen appears.
2. Sign on with your username and password; the screen listing all your IM friends' usernames displays.
3. To start a conversation with a friend on your list, scroll to highlight the friend's username, then press the trackball to start a conversation.
4. Type your message. When ready, press the Return key to send.*

* Separate charges apply to send and receive instant messages.

Switch Between IM Conversations

You can have up to 10 IM conversations open at the same time. If you do have more than one IM conversation open, you can switch between conversations quickly by doing one of the following:

- **Menu** - Press MENU + **D** to open the **IM Conversations** submenu, which lists all your open conversations. Scroll to highlight the conversation you want to open, then press the trackball.
- **Conversation Number** - Each open IM conversation has a number (0-9), which is displayed in the IM Conversations submenu, as well as on the screen displaying your list of friends: SurfSamSurf ·····9 ,
  From any screen in IM, including the IM Jump screen, you can quickly switch between conversations by pressing MENU + the IM conversation number.
- **Friends List Screen** - On the screen listing all your friends' usernames, scroll to highlight the conversation to which you want to switch, then press the trackball.

VII. Keyboard Shortcuts

Call a speed dial number	Press and hold the speed dial number on the keyboard while in the Phone or Jump screen.
Redial last number	Press **JUMP** + + .
Answer an incoming call	Press the trackball or .
Ignore an incoming call (call will forward)	Press .
Hang up active call	Press .
Mute your device when ringing	Press any key, except .
Create a new note, message, event, task, to do, or contact	Press **MENU** + **N**.
Insert special Unicode character	Press the **SYM** key.
Discard item	Highlight the item, then press **MENU** + **CANCEL** .
Send a composed email, text, or multimedia message	Press **MENU** + **N**.
Delete all text in a single line	Press **ALT** + **DEL**.
Put device in key guard mode plus lock controls	Press and hold **DONE** for two seconds.
Unlock device	Press **MENU** + **DONE** .
Power device on/off	Press and hold for three seconds. Press twice to power off.
Open Sound Controls	Press **MENU** + **DONE** .
Open Mini Music Player	Press **JUMP** + **DONE** .
Scroll page-by-page	Hold **MENU** and roll the trackball. Or, press to page up; press to page down.

VIII. Troubleshooting

How do I know when my account has been activated?

Once your account has been activated by T-Mobile, you will see a “Welcome” message on your screen. If the Welcome message doesn’t appear on your device within 48 hours after registering, contact T-Mobile’s Customer Care department.

In order to comply with airline regulations, how can I temporarily disable wireless connectivity when traveling?

Remember to power off your device during aircraft takeoffs and landings. To turn off wireless connectivity (to comply with FAA regulations) follow these instructions:

1. From the Jump screen, press MENU, and select **Airplane Mode > Turn Wireless Off**.
2. Your device is now offline. You should confirm offline status by looking next to the radio tower icon in the title bar; it should read OFF.

Even without wireless connectivity, you can still access the device applications and read email messages that have been downloaded already. However, you will not be able to send or receive messages until you enable wireless connectivity again.

How can I protect my device from damage?

The best way to protect your device is to carry it with the display closed, in the carrying case supplied in the box. You risk damaging your device if you do not protect the display. Also, water, even in small amounts or in the form of steam, can seriously damage your device and charger, so keep your device dry and away from potential water sources.

I needed to remove my battery, so I did. After I put the battery back in my device, it powered up, but all my messages and other data were gone. Is it all gone for good?

No, all your data is regularly saved to the Danger service so it is safe. If you wait a few minutes, all your data will be restored to your device. (Note, however, that any data you entered or modified between the last save to the Danger service and when you removed the battery will be lost.)

Chances are you removed the battery before powering off your device. Every time you power off your device, your data is saved to the device's internal flash memory. However, if you remove your battery before shutting down, your data will not be saved to flash. It is, however, saved on an ongoing basis to the service, which means your data is always backed up! However, for your convenience and to avoid unnecessary data traffic, always power off your device before removing the battery!

How can I improve radio reception when I'm in a "fringe" coverage area?

Try the following to improve radio reception:

- Use the hands-free headset and position the phone away from your body.
- Walk to a window if you are indoors.
- Step outside of buildings that have high metal, concrete, or earthen content because they may absorb radio signals.
- Step away from metallic windows because they absorb RF energy.
- Go to the highest spot possible to make the call.
- Step away from computers or electronic equipment.
- If you are in a car, first park, then try the call from outside the car.
- If you are near or directly under a cellular/PCS radio tower, walk at least one block away.

My device has not connected to the service for quite a while. Is there anything I can do myself before calling Customer Care?

Yes, try powering your device off and on. After your device boots, you'll know you've connected to the service when you see the in the title bar again.

What Web browsers do you support on the Desktop Interface?

Web browsers IE 5+ are supported on both the Windows and Macintosh operating systems.

Why do the Web pages I open using the device's Web Browser application appear different from the pages I open on my desktop computer?

The Web pages displayed on your device have been reformatted so they are easier to read on a small display. The same or similar information displays; it's just laid out on the screen so that it's easier to view on your device.

What are the requirements for getting my other email accounts to appear on my device?

To fetch messages from another email account, you must gather the following information:

- Name of the remote email server (e.g., mail.example.com).
- Protocol used by the remote email server (e.g., POP, IMAP).
- Your username on the remote email server. (For example, if your email address is joe@example.com, then your username is "joe".)
- Your password on the remote email server. This is the same password you use to open the remote email directly.

Most Internet Service Providers and University email systems work with the POP3 protocol. If you are not sure of the protocol, use the **Auto-detect** setting, or you can call or email your remote service and ask what protocol they support. The remote service operators can also tell you the name of the remote email server.

Once you have all this information, set up your external account by following the instructions in “Fetch Email from External Accounts” on page 44 of this guide. Once set up, your remote email account will be checked periodically and a copy of all new, unread messages will be placed in the Email mailbox on your device.

What should I do if I need a replacement part for my device or if I need to have my device repaired?

Contact T-Mobile’s Customer Care department for troubleshooting support.

How secure is my account data on the Desktop Interface? There may be sensitive information stored in contact information (credit card numbers for example) that must be secure!

Information in your account is stored on servers in a data center with enhanced security and firewall features. Please refer to the Privacy Policy in this guide for more information.

How can I clean my device screen?

The screen on your device is coated with a protective layer of polycarbonate. You can safely use warm soapy water, denatured alcohol, or isopropyl alcohol to remove dirt and smudges from your screen. Be sure to use a very soft cotton cloth, such as an old t-shirt, to prevent scratching when wiping the screen.

How do I report a lost device?

Call T-Mobile’s Customer Care department to report the lost device. Don’t worry! T-Mobile will disable your lost device and your data is always safely stored on the service. When you receive your new device, your account data will be downloaded to it automatically after you sign in with your existing username and password.

IX. Handling and Safety Precautions

The Sidekick is a mobile computing device that may break if dropped, subjected to severe shock, or exposed to water. Please handle the device carefully and read the precautions listed below. These precautions provide essential information for the safe handling of the product and for the protection of the users and others from possible harm.

Note During a call, the sound level on your device may vary, depending on how you are routing the sound. Keep the volume at a moderate level to prevent damage to your hearing, and be careful not to switch accidentally to speakerphone while the phone is against your ear.

Battery Handling

- Your device uses a removable lithium-ion battery. Lithium-ion batteries are recyclable. Never dispose of the battery or the unit by incineration.
- Always turn off your device before removing the battery.
- Never attempt to disassemble or modify the battery.
- Never touch any fluid that may leak from the removable battery, because doing so may result in injury to the skin or eyes.
- Never drop your device or subject it to severe shock. This may cause the removable battery to leak, ignite, and/or rupture. Always immediately remove your device from the vicinity of any open flame in the event the built-in battery leaks or emits an unusual odor.

Device Handling and Use

- Never attempt to disassemble, repair, or modify your device. Such action may result in bodily injury, or damage to the unit or other property.
- Never touch liquid that might leak from a broken liquid crystal display (LCD), because doing so may cause a skin rash.
- Keep the volume at a moderate level to avoid damage to your hearing.
- Never dispose of your device with ordinary waste.
- Never allow infants, small children, or animals within reach of your device.
- Switch off your device when in an aircraft. The use of the device in an aircraft may be dangerous to the operation of the aircraft, disrupt the cellular network, and is illegal. Failure to observe this instruction may lead to suspension or denial of cellular telephone services to the offender, or legal action, or both.
- Check with your doctor if you have a pacemaker or hearing aid to make sure you can safely use the device's cellular and Bluetooth radio frequencies.
- Certain locations (e.g., hospitals) may restrict the use of any device that emits low-level RF energy. Always comply with posted prohibitions of the use of RF-emitting devices.
- Do not use the device when at a refuelling station.
- Observe restrictions on the use of radio equipment in fuel depots, chemical plants, or where blasting operations are in progress.
- It is advised that the device not be used by a driver while the vehicle is moving, except in an emergency. Speak only into a fixed, neck-slung or clipped-on microphone when it would not distract your attention from the road.
- Never allow any metallic objects (e.g., staples, paper clips) to become inserted into your device, as this could result in the generation of excess heat or fire.
- Never use or store your device in the following locations:
  - Anywhere it may be exposed to water (e.g, bathroom or sauna)
  - Conditions of high humidity (e.g., rain or fog)
  - Conditions of extreme high temperatures (e.g., near fire or in a sealed car)
  - In direct sunlight
  - Locations or sites subject to strong vibration
- Use your device in locations with the following ambient environmental conditions:
  - Normal operation: 0°C to 40°C (32°F to 104°F), with humidity of 30% to 80%

Battery Charger Handling

- The device is intended for use when supplied with power from the battery charger included in the box with your device. Other usage will invalidate any approval given to this device and may be dangerous.
- Charge the device within the temperature range of 0 to 40 degrees Celsius, or 32 to 104 degrees Fahrenheit, for the fastest charging time.
- Never place the battery charger on any surface that can be marred by exposure to heat; always place the battery charger on a heat-insulating surface.
- Never use a battery charger that has received a sharp blow, been dropped, thrown from a speeding vehicle, or is otherwise damaged; doing so may damage your device.
- Never place the battery charger adjacent to any heat source.
- Never leave the battery charger close to any open container of liquids.
- Never use a worn or damaged battery charger cable or plug, or a worn or damaged extension cord or plug.
- When traveling abroad, never plug the battery charger into a power source that does not correspond to both the voltage and frequency specified on the charger.
- Always confirm that the battery charger plug has been fully inserted into the receptacle to ensure a secure electrical connection.
- Always immediately power-off the device and disconnect the battery charger from the power outlet in the event of any unusual odor or smoke.
- It is normal for the battery charger to become warm when charging. Disconnect the battery charger from the outlet when not in use.
- Never attempt to disassemble or repair an battery charger, power supply cables, or plugs, because doing so exposes you to electric shock.

Caution

RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE FOLLOWING INSTRUCTIONS:

BATTERY DISPOSAL THIS PRODUCT CONTAINS A LITHIUM-ION BATTERY. THIS BATTERY MUST BE DISPOSED OF PROPERLY. CONTACT LOCAL AGENCIES FOR INFORMATION ON RECYCLING AND DISPOSAL OPTIONS IN YOUR AREA.

X. Regulatory and Compliance Information

Regulatory Compliance Information for North America

FCC Declaration of Conformity

Model PV200, manufactured by Sharp Corporation, complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Responsible Party:

SHARP ELECTRONICS CORPORATION
Sharp Plaza
Mahwah, New Jersey 07430
TEL: 1-800-BE-SHARP

FCC Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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

Modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment. This transmitter must not be co-located or operated in conjunction with any other antenna or transmitter.

Exposure to Radio Frequency (RF) Signals

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

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. In the United States and Canada, the SAR limit for mobile devices used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The FCC has granted an Equipment Authorization for this wireless device with all reported SAR levels evaluated as in compliance with the FCC RF emission guidelines. For the PV200 model, the highest SAR value when tested for use at the ear is 0.50 W/kg and when worn on the body, as described in this guide, is 1.34 W/kg. SAR information on this device is on file with the FCC and can be found under the Display Grant section of http://www.fcc.gov/oet/fccid after searching on FCC ID: APYNAR0060 for the PV200 (850/1800/1900MHz) model.

Note

For body-worn operation, to maintain compliance with FCC RF exposure guidelines, use the supplied carrying case. Use of non-approved accessories may violate FCC RF exposure guidelines and should be avoided. When carrying the device on your person, it is recommended to turn the screen display in toward the body in order to minimize RF exposure and maximize antenna efficiency.

Regulatory Compliance Information for Europe

EU Declaration of Conformity

Hereby, Sharp Corporation, declares that model PV200, manufactured by Sharp Corporation, is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

A copy of the original declaration of conformity can be found at the following Internet address: http://sharp-world.com/products/wireless_pda/index.html

Recycling Information

The RBRC™ Battery Recycling Seal on the Lithium-ion (Li-ion) battery/battery pack indicates UTStarcom is voluntarily participating in an industry program to collect and recycle these battery/battery packs at the end of their useful life, when taken out of service in the United States or Canada. The RBRC™ program provides a convenient alternative to placing Li-ion batteries into the trash or municipal waste stream, which is illegal in some area. Please call 1-800-822-8837 for information on Li-ion battery recycling in your area. UTStarcom's involvement in this program is part our commitment to preserving our environment and conserving our natural resource.

(RBRC™ is a trademark of the Rechargeable Battery Recycling Corporation.)

XI. Legal Information

Danger® Service and End-User License Agreement

IMPORTANT: PLEASE CAREFULLY READ THIS SERVICE AND END-USER LICENSE AGREEMENT (THE "AGREEMENT") BETWEEN YOU AND DANGER, INC. ("DANGER") BEFORE YOU USE YOUR WIRELESS DEVICE (THE "DEVICE"). YOUR USE OF THE DEVICE OR THE SERVICE FOR THE DEVICE SHALL CONSTITUTE YOUR BINDING ACCEPTANCE OF ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, THEN YOU MAY NOT USE THE DEVICE OR THE SERVICE AND SHOULD PROMPTLY RETURN THE DEVICE TO THE PLACE WHERE YOU PURCHASED IT.

Danger owns and operates a service that enables certain features on your Device, including email, Internet access, instant messaging, address book, and calendar functions, and that also allows you to access such features from a Web site operated by Danger (the "Service"). Your use of the Service and the Software (as defined below) in the course of operating your Device is subject to the terms and conditions of this Agreement. Danger reserves the right to change or modify any of the terms and conditions contained in this Agreement or any policy referenced herein at any time and in its sole discretion. You may access this agreement at www.danger.com/agreements. If the Agreement is changed, we will post the new terms to such Web page. Any changes or modifications will be effective upon posting, and your continued use of the Service or Software after the posting of such changes will constitute your binding acceptance of the Agreement as revised.

1. Software

1.1 Definition. "Software" means any computer software, in executable code form, owned by Danger (or software owned by third parties, which Danger has the right to distribute or sublicense) and either pre-loaded on the Device at the time of manufacture or otherwise furnished to you by Danger in its sole discretion. "Software" includes the Danger® operating system and applications.

1.2 License Grant. Subject to the terms and conditions of this Agreement, Danger hereby grants to you a nonexclusive, nontransferable, nonsublicenseable license to use, perform, and display the Software using the Device upon which the Software was originally installed, and solely as necessary to operate the Software in accordance with the applicable documentation.

1.3 Restrictions. You may not (a) reproduce, distribute, sublicense, use for service-bureau purposes, sell, lease, or otherwise transfer the Software to any third parties; (b) modify, alter, improve, "hack," or create derivative works of the Software; or (c) reverse-engineer, decompile, disassemble, reverse-assemble, or otherwise attempt to derive the source code of the Software.

1.4 Third-Party Software. You understand and agree that in addition to the Software, the Device may contain certain third-party software ("Third-Party Software") the use of which may be subject to separate license agreements containing additional terms and conditions. Any such license agreements will be provided to you separately. You hereby agree to comply with all such additional terms and conditions in your use of the Third-Party Software.

2. **Ownership.** The Software is licensed to you, not sold. Danger and its licensors retain exclusive ownership of all proprietary rights, including all patent, copyright, trade secret, trademark and other intellectual property rights worldwide, in and to the Service and the Software (including any corrections, bug fixes, enhancements, updates or other modifications thereto). There are no implied licenses under this Agreement, and all rights not expressly granted are hereby reserved.

3. **Use of the Service**

3.1 Wireless Service Provider. In addition to Danger's terms and conditions set forth in this Agreement, you agree and acknowledge that your use of the Service is subject to your wireless carrier's terms and conditions of service.

3.2 Privacy Policy. Danger believes strongly in protecting user privacy and providing you notice of Danger's collection and use of data, including personally identifying information. To learn about Danger's information collection and use practices and policies for the Service, please refer to the Danger Service Privacy Notice.

3.3 Your Account. All information that you provide in connection with your registration for the Service must be accurate. You will receive a password and username upon completing your registration. You are responsible for maintaining the confidentiality of the password and account information, and are fully responsible for all activities that occur under your password or account. You agree to immediately notify your wireless network operator of any unauthorized use of your password or account or any other breach of security.

3.4 Prohibited Activities. You agree not to use the Service to: (a) directly or indirectly violate any applicable laws, rules, or regulations issued or promulgated by any competent government authority, including without limitation any intellectual property laws, privacy laws, computer fraud or abuse statutes, or export control laws; (b) upload, post, email or transmit any content that you do not have the right to post or transmit under any law, contractual duty or fiduciary relationship; (c) upload, post, email or transmit any content that infringes a third party's trademark, patent, trade secret, copyright, publicity, privacy, or other proprietary right; (d) upload, post, email or transmit any materials that are unlawful, untrue (including incomplete, false or inaccurate biographical information), harassing, libelous, defamatory, abusive, tortuous, threatening, obscene, pornographic, indecent, hateful, abusive, or harmful (including but not limited to viruses, corrupted files, or any other similar software or programs); (e) violate, attack, or attempt to violate or attack the security, integrity, or availability of any network, service, or other computer system; (f) send mass unsolicited or unauthorized electronic messages or "spam", including without limitation, promotions or advertisements for products or services; (g) send altered, deceptive or false source-identifying information (including forged TCP/IP headers); or (h) use the Service in a manner that otherwise violates Danger's then-current Acceptable Use Policy, the latest version of which is available at www.danger.com/agreements. Violations of any of the above will be investigated by Danger and, where appropriate, Danger may either institute legal action, or cooperate with law enforcement authorities in bringing legal proceedings, against users who violate this Agreement.

3.5 Third-Party Content and Services. In the course of using the Service, you may download to the Device content that is provided by third parties and/or access services and Web sites provided by third parties, including third-party Web sites accessible through links from the Service. Danger is not responsible for the content, products, materials, or practices (including privacy practices) of any such Web sites or third-parties. You understand that by using the Service you may be exposed to third-party Web sites or content that you find offensive, indecent or otherwise objectionable. Danger makes no warranty, representation, endorsement, or guarantee regarding, and accepts no responsibility for, the quality, content, nature or reliability of third-party Web sites (including Web sites accessible by hyperlink from the Service) or third party products or services accessible via the Service. Danger provides links to third-party Web sites for your convenience only and Danger does not control such Web sites. Danger's inclusion of links to third party Web sites or access to third party products does not imply any endorsement of the third parties or their products and services. It is your responsibility to review the privacy policies and

terms of use that apply to third party Web sites you visit or to third party content and services you access. In no event will Danger be liable to you in connection with any Web sites, content, products, services, materials, or practices of a third party.

3.6 Uploading and Downloading of Information. You hereby agree and acknowledge: (a) that Software, data, and other information may be downloaded from Danger to your Device and requests for information may be uploaded from your Device to Danger on a regular basis; (b) that Danger makes no guarantee of, and is not responsible for, the accuracy or completeness of any downloaded information; and (c) that the Service may be inoperable from time-to-time and Danger shall incur no liability for such inoperability. You also hereby agree and acknowledge that any information, content or software that you upload or download using a particular Device model may not be available to you in the event that you switch to different Device model.

4. Intellectual Property Rights

4.1 Copyright. All content included on the Device, including graphics, text, images, logos, button icons, images, audio and video clips and software, as well as the compilation of the content, is the property of Danger and/or its licensors ("Danger Material") and is protected by U.S. and international copyright laws. Any unauthorized use of Danger Material may violate copyright, trademark or other laws. Additionally, certain other content, including, websites, photographs, images, text, graphics, video clips, audio recordings, or other content accessed or transmitted through the Service may be copyrighted by third parties and protected by U.S. and international copyright law. Materials that are copyrighted may be viewed as presented and are for personal use only. Unless otherwise authorized by law, you agree not to alter, falsify, misrepresent, modify, copy, reproduce, republish, upload, post, transmit, distribute or otherwise utilize such materials without the express, written permission of the copyright holder. Unauthorized copying or distribution of copyrighted works is an infringement of the copyright holders' rights. Pursuant to the Digital Millennium Copyright Act, Danger reserves the right to terminate the accounts of users of the Service who are infringers of the copyrights of others.

4.2 Trademarks. Danger, hiptop, Get Away With It!, hiplogs, Flip For It, the Danger logo and the hiptop logo are trademarks, service marks, and/or registered trademarks of Danger, Inc. in the United States and in other countries. You agree not to use Danger's trademarks (i) to identify products or services that are not Danger's, (ii) in any manner likely to cause confusion, (iii) in or as a part of your own trademarks, (iv) in a manner that implies that Danger sponsors or endorses your products or services or (v) in any manner that disparages or discredits Danger. You must have Danger's prior written consent before you use Danger's trademarks in any way.

5. No Monitoring; Necessary Disclosures. You acknowledge that Danger does not pre-screen or monitor content posted to or transmitted through the Service, but that Danger shall have the right (but not the obligation) to remove any content in its sole discretion, including, without limitation, any content that violates this Agreement. In addition, Danger reserves the right to disclose all content that you upload, post, email, transmit or otherwise make available via the Service (whether or not directed to Danger) if required to do so by law or in the good faith belief that such disclosure is necessary or appropriate to conform to the law or comply with legal process served on Danger, to protect and defend the rights or property of Danger, the Service or our customers, whether or not required to do so by law, or to protect the personal safety of our customers or the public.

6. Termination. You agree that Danger or its service partners, in their sole discretion, may immediately terminate your access to the Service (whether directly or through your wireless carrier) if they believe that you have violated the terms and conditions of this Agreement. You agree that any termination of your access to the Service may be effected without prior notice, and acknowledge and agree that, upon termination, Danger and its service partners may immediately deactivate or delete your account and all related information, emails, files and other data in your account and/or bar any further access to such files or the Service. Further, you agree that neither Danger nor its service partners shall be liable to you for any termination of your access to the Service hereunder.

7. **NO WARRANTIES.** THE SERVICE AND SOFTWARE ARE PROVIDED BY DANGER ON AN "AS IS" BASIS. DANGER, ITS SUPPLIERS AND SERVICE PROVIDERS HEREBY DISCLAIM ALL REPRESENTATIONS OR WARRANTIES OF ANY KIND, WHETHER EXPRESS, IMPLIED, OR STATUTORY, RELATING TO THE SERVICE OR THE SOFTWARE (INCLUDING ANY INFORMATION, CONTENT, MATERIALS OR PRODUCTS THAT YOU MAY ACCESS THROUGH THE SERVICE), INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, QUIET ENJOYMENT, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, ACCURACY OF INFORMATIONAL CONTENT, AND ANY WARRANTIES ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE. WITHOUT LIMITING THE FOREGOING, YOU ACKNOWLEDGE THAT DANGER, ITS SUPPLIERS AND SERVICE PROVIDERS DO NOT WARRANT OR REPRESENT THAT THE SERVICE OR THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE SERVICE OR THE SOFTWARE WILL BE TIMELY, SECURE, UNINTERRUPTED, OR ERROR-FREE, THAT DEFECTS IN THE SERVICE OR THE SOFTWARE WILL BE CORRECTED, THAT ANY CONTENT OR INFORMATION CONTAINED IN THE SERVICE OR ACCESSED THROUGH YOUR USE OF THE DEVICE WILL BE ACCURATE, COMPLETE, RELIABLE, OR ERROR-FREE, THAT THE SOFTWARE OR ANY MATERIALS AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL BE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS, OR THAT THE SERVICE WILL BE FREE FROM UNAUTHORIZED ACCESS (INCLUDING THIRD PARTY HACKERS OR DENIAL OF SERVICE ATTACKS). FURTHER, AS THE WIRELESS CARRIER IS NOT CONTROLLED BY DANGER, NO WARRANTY IS MADE AS TO COVERAGE, AVAILABILITY OR GRADE OF SERVICE PROVIDED BY THE WIRELESS CARRIER. PLEASE NOTE THAT SOME JURISDICTIONS MAY NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SOME OF THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

8. **LIMITATION OF LIABILITY.** IN NO EVENT SHALL DANGER, ITS SUPPLIERS OR SERVICE PROVIDERS BE LIABLE TO YOU FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, EXEMPLARY, PUNITIVE, OR OTHER DAMAGES (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION OR DATA, OR OTHER PECUNIARY LOSS) RESULTING FROM YOUR ACCESS TO, OR USE OR INABILITY TO USE THE SERVICE OR SOFTWARE (INCLUDING AS A RESULT OF AN OUTAGE OF THE SERVICE PROVIDED BY YOUR WIRELESS CARRIER OR ANY OTHER THIRD-PARTY SERVICE PROVIDER, OR WITH RESPECT TO THE INFORMATION, SERVICES, CONTENT OR ADVERTISEMENTS CONTAINED ON OR OTHERWISE ACCESSED THROUGH THE SERVICE. IN NO EVENT WILL DANGER, ITS SUPPLIERS OR SERVICE PROVIDERS BE LIABLE TO YOU IN CONNECTION WITH THE SERVICE OR THE SOFTWARE FOR ANY DAMAGES IN EXCESS OF TWO HUNDRED U.S. DOLLARS (U.S. $200).

9. **Indemnity.** You agree to defend, indemnify, and hold harmless Danger, its officers, directors, employees and agents, from and against any claims, actions or demands, including without limitation reasonable attorneys' fees, made by any third party due to or resulting from your violation of this Agreement.

10. **Export Controls.** You agree and acknowledge that the Software may contain cryptographic functionality the export of which is restricted under U.S. export control law. You will comply with all applicable laws and regulations in your activities under this Agreement, including without limitation all export laws and regulations of the U.S. Department of Commerce and all other U.S. agencies and authorities, including the Export Administration Regulations promulgated by the Bureau of Industry and Security (as codified in 15 C.F.R. Parts §§ 730-774). You expressly agree not to export or re-export the Software in violation of such laws or regulations, or without all required licenses and authorizations.

11. **Government End Users.** The Software is a "commercial item" as that term is defined at 48 C.F.R. 2.101, consisting of "commercial computer software" and "commercial computer software documentation" as such terms are used in 48 C.F.R. 12.212. Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4, all U.S. Government end users acquire the Software with only those rights set forth therein.

12. **Applicable Law and Jurisdiction.** You agree that this Agreement and all matters relating to the Service and the Software will be governed by the laws of the State of California, without giving effect to any principles of conflicts of laws that would require the application of the laws of a different state. You also consent to the exclusive jurisdiction and venue of the Superior Court of Santa Clara County for state claims and the Northern District of California for federal claims in all disputes arising out of or relating to the Software or the Service. The parties agree that the Uniform Computer Information Transaction Act (or any statutory implementation of it) and the United Nations Convention on the International Sale of Goods will not apply with respect to this Agreement or the parties' relationship.

13. **General Provisions.** You are responsible for compliance with applicable local laws. This Agreement is personal to you, and you may not transfer, assign or delegate this Agreement to anyone without the express written permission of Danger. Any attempt by you to assign, transfer or delegate this Agreement without the express written permission of Danger shall be null and void. The paragraph headings in this Agreement, shown in boldface type, are included to help make the agreement easier to read and have no binding effect. The waiver of any breach or default, or any delay in exercising any rights shall not constitute a waiver of any subsequent breach or default. This Agreement constitutes the complete and exclusive agreement between you and Danger with respect to the subject matter hereof, and supersedes all prior oral or written understandings, communications or agreements. If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement will continue in full force and effect.

Danger® Service Privacy Notice

Danger, Inc. (“Danger”) operates a service on behalf of your wireless carrier that enables certain features on your wireless device, including email, Internet access, instant messaging, address book, and calendar functions (the “Danger Service”). The Danger Service also includes a Web site operated by Danger (the “Danger Service Web Site”) that subscribers may use to access these features, as described more fully in the Reference Guide accompanying your wireless device. This Privacy Notice applies to information collected by Danger in connection with its operation of the Danger Service. This Notice does not apply to information collected on other Web sites owned or operated by Danger, such as www.danger.com or www.hiptop.com. To find out how Danger handles information collected on those Web sites, please read the privacy policies located at those sites. Finally, this Notice does not apply to information collected by your wireless carrier. Please refer to your wireless carrier’s privacy policy to learn what information it collects about you and how such information is used.

YOUR PRIVACY IS IMPORTANT TO US

At Danger we are committed to maintaining the privacy and accuracy of your personal information and to protecting such information from loss, misuse and unauthorized access and disclosure. This Privacy Notice describes how Danger treats information received about you when you register to use the Danger Service, when you provide information to us, and when you use the Danger Service.

WHAT INFORMATION DOES DANGER COLLECT?

It is important to know that we collect different types of information. We use each type of information in different ways, as explained in more detail below. The terms defined below are used throughout our Privacy Notice.

1. “Personal Information” is any information that personally identifies you as an individual. Examples of this type of information would be your name, address, telephone number, email address, and other information that personally identifies you. Personal Information also includes data you transmit and/or store on the Danger Service, such as your address book, notes, tasks, pictures and the contents of messages and emails you send and receive.

2. “Anonymous Information” does not personally identify you as an individual. It is information collected without connecting it to any name, address, or other Personal Information. Although this data does not personally identify you, it does provide us with anonymous information about how people are using our Service. For example, Anonymous Information collected by us may describe how many people viewed a particular Web site or used a particular feature of our Service, but this data does not disclose Personal Information of those people.

Personal Information

Danger collects certain information that personally identifies you. When you register to become a user of the Danger Service, Danger requests your name. Danger also collects the mobile phone number for the device you are registering and the email address assigned to you as a subscriber to the Danger Service. In addition, if you use your wireless device to access third party products and services, such as instant messaging services, Danger will collect your screen name(s) and password(s) for these services.

By using the Danger Service, you will transmit and store on Danger’s servers other personal information, such as your address book, notes, tasks, pictures, sound/video recordings and the contents of emails you send and receive. You may also retrieve email from your existing email accounts with third party services by using protocols such as “POP”. When you set up mail accounts through the Danger Service, Danger collects the email addresses and other information associated with these accounts and stores the content of the email messages sent to these accounts on its servers.

Personal Information may also be collected at other times by specifically requesting it from you, such as when you order premium services, when you request other promotional material, when we ask you to complete customer surveys, and in other circumstances when you interact with the Danger Service or our employees, agents and contractors working to provide the Danger Service to you.

Anonymous Information

Danger collects and stores Anonymous Information relating to the use of the Danger Service. For example, Danger's servers automatically gather information regarding which Web pages are visited by users of the Danger Service. In addition, Danger collects data regarding subscribers' usage of various features of the Service, such as how many email messages or IM messages are sent by a particular user or by users in the aggregate, the most popular Web sites visited by users of the Service, the number of Web pages viewed at the Danger Service Web Site, and other similar information. Similarly, for network monitoring purposes, the Danger Service records how many devices in the aggregate are connected to the Service in particular geographic locations, but the Service does not identify the location of individual devices or subscribers. All of this Anonymous Information gathered from your use of the Danger Service is stored by Danger under an automatically generated identification number that will not be linked to your name or your other Personal Information without your consent, except as specifically provided in the "Use of Anonymous Information" section below.

Private Data and Online Communications

Danger stores certain information on its servers at your request. As described above, you may request that Danger retrieve email messages from email accounts maintained by third parties. The content of instant messaging conversations may also be temporarily stored on Danger's servers pending delivery to your wireless device. In addition, you may store addresses, calendar information, to do lists, notes, and photographs on the Danger Service, either through your wireless device or by uploading such information at the Danger Service Web Site. If you input such information directly on your wireless device, it is automatically synchronized with and stored on Danger's servers and is available to you through both the device and the Danger Service Web Site.

HOW DOES DANGER USE THE INFORMATION IT COLLECTS?

Personal Information

Danger collects and uses Personal Information to (a) operate and deliver the Danger Service, (b) process or collect payments and for other billing purposes, (c) to assist with questions about use of the Danger Service, (d) to anticipate and resolve problems with your use of the Danger Service, and (e) to alert you to new products, product upgrades, software upgrades, changes to the service, technical and administrative issues, special offers and other information related to the Danger Service.

Anonymous Information

Danger uses Anonymous Information to effectively operate the Danger Service and enhance your experience using the Service. For example, Danger stores cached versions of the Web sites that are most frequently visited by users of the Service, so that you can access them more quickly. Danger also uses Anonymous Information to understand how certain features of our Service are being used and to measure the costs of providing certain features. We may also use Anonymous Information to diagnose and correct problems with the Danger Service. In some cases, it may be necessary to link Anonymous Information relating to your use of the Service with you individually in order to correct problems that you may be experiencing with the Danger Service. In general, the collection and use of Anonymous Information allows Danger to analyze the use of the Danger Service to continue to develop and provide improved features and services to our subscribers.

Private Data and Online Communications

Danger honors the confidentiality of your private communications and other private data, whether it is through instant messaging conversations, email messages, or other data stored at your request, such as addresses and calendar information. Danger will not read or disclose to third parties private communications that are transmitted using the Danger Service or private data stored at your request, except as required to operate the service or as otherwise provided in the "Special Circumstances" section below.

WITH WHOM DOES DANGER SHARE THE INFORMATION THAT IS COLLECTED?

Personal Information

Danger may share Personal Information with your wireless carrier to further the purposes described in the "How Does Danger Use the Information it Collects" section above. Except in the very limited circumstances outlined in the "Special Circumstances" section below, Danger does not share with your wireless carrier the contents of data you transmit and/or store on the Danger Service, such as the content of your address book, notes, tasks, pictures and the contents of messages and emails you send and receive. Danger will not share your Personal Information with other third parties without your consent, except in the very limited circumstances outlined in the "Special Circumstances" section below. Your Personal Information is not otherwise sold, marketed or shared with third parties without your permission.

Anonymous Information

Anonymous Information may be shared with third parties for research, analysis, or other similar purposes. Danger will only share Anonymous Information with third parties if the information is disclosed in a manner that does not identify individual subscribers to the third parties concerned.

ARE THERE ANY SPECIAL CIRCUMSTANCES THAT MAY REQUIRE MY INFORMATION TO BE SHARED WITH THIRD PARTIES?

Danger may disclose Personal Information and/or Anonymous Information if Danger or your wireless carrier is required to do so by law or in the good-faith belief that such action is necessary or appropriate to (a) conform to the edicts of the law or comply with legal process served on Danger or your wireless carrier, (b) protect and defend the rights or property of Danger, the Danger Service, your wireless carrier or the users of the Danger Service, whether or not required to do so by law, or (c) protect the personal safety of users of the Danger Service or the public. Danger reserves the right to contact appropriate authorities and disclose Personal or Anonymous Information to them at its discretion when it appears that individuals using our products or services are engaged in activities that are illegal or violate the Danger Service and End-User License Agreement.

Should Danger merge with or be acquired by another company, or if the business unit providing your service were sold to another company, then customer information maintained by Danger, including Personal and Anonymous Information, may be transferred to and used by the resulting combined company. If Danger were to cease operations, this customer data might be transferred to and used by another company, which offers similar or related products or services. While we cannot predict a great deal about such an unlikely event, we would hope this would provide you with continuity of service.

From time to time, Danger may also share Personal Information with third parties for their use to provide services to Danger in the operation and delivery of the Danger Service, such as to process or collect payments, service accounts, or provide the products and services associated with the Danger Service. Danger may also share Personal Information with third parties for their use to fulfill your requests and purchases of products and services. All such third parties are prohibited from use of such Personal Information except to provide such products and services to Danger and to you, and they are also required to maintain the confidentiality of such Personal Information.

HOW CAN YOU UPDATE OR CORRECT YOUR INFORMATION?

Danger believes in and supports your right to access and edit the Personal Information you have provided us. You may make such changes at the Danger Service Web Site.

DOES DANGER COLLECT INFORMATION FROM CHILDREN UNDER 13?

Danger currently does not knowingly collect or use Personal Information from children under 13, and Danger will not do so in the future without first obtaining verifiable consent from their parents. Should a child whom Danger knows to be under 13 send Personal Information to Danger, Danger will only use that information to respond directly to that child or seek parental consent.

WHAT TYPES OF SECURITY MEASURES ARE IN PLACE TO PROTECT YOUR INFORMATION?

Danger maintains a variety of physical, electronic, and procedural safeguards to guard your information. For example, information transmitted from your wireless device to the Danger Service is automatically encrypted for your protection. Once your information reaches us, it resides on a server that is heavily guarded both physically and electronically. In order to prevent unauthorized access into our systems, our servers sit behind an electronic firewall and are not directly connected to the Internet. These technologies and methods increase the security and privacy of information traveling to, from and within the Danger Service. While we cannot guarantee that loss, misuse or alteration of your data will not occur, we work hard to prevent such occurrences.

Danger also safeguards Personal Information from unauthorized access. Only authorized Danger employees or agents carrying out permitted business functions are permitted to access Personal Information. Employees who violate Danger's privacy access policies are subject to disciplinary actions, including termination when appropriate. In addition, Danger encourages all users of the Danger Service to review the privacy policies posted by the Web sites visited over the Internet, including those linked to from the Danger Service, to ensure that these Web sites also protect Personal Information. Danger is not responsible for Personal Information you provide to such sites or the privacy practices and other polices of such sites.

DOES DANGER USE COOKIES?

Cookies are small text files that are placed on the hard drive of your computer by a Web site you visit. These files identify your computer and record your preferences and other data about your visit so that when you return to the site, the site knows who you are and can personalize your visit. In operating the Danger Service Web Site, Danger uses cookies to personalize the site, improve your experience at the site, and to determine which areas and features of the site are most popular. You may set your browser to reject cookies, but this may affect your ability to use some parts of the Danger Service Web Site.

When you access the Internet using your wireless device, the Web sites you visit may use cookies. These cookies may be physically placed on your wireless device, they may be transferred to Danger's servers or may be placed on servers operated by third-party Web site operators. This cookie-like functionality is in place for the same reasons and designed for the same purposes as cookies installed on your computer, but information collected from cookies by third parties is subject to their privacy practices rather than Danger's.

As technology advances and cookies provide more functionality, we may utilize them in different ways in the future. As we do so, this Notice will be updated to provide you with more information.

HOW CAN I FIND OUT ABOUT CHANGES TO THIS PRIVACY NOTICE?

Danger may make changes to this Notice from time to time. We will post changes to our Privacy Notice to www.danger.com/legal/site_privacy.php, so be sure to check periodically. We may also notify you of significant changes by email or in other ways.

WHAT IF I HAVE OTHER QUESTIONS, COMMENTS, OR CONCERNS ABOUT PRIVACY?

If you have any questions or comments about our use of Personal Information or about this Privacy Notice, please contact us at privacy@danger.com. Danger will use reasonable efforts to promptly investigate any complaint you may have regarding our use of Personal Information and to comply fully with the legal and regulatory supervisory authorities responsible for enforcing our adherence to the privacy principles stated above.

One-Year Limited Warranty

UTStarcom Personal Communications (the Company) warrants to the original retail purchaser of this UTStarcom handheld portable cellular telephone, that should this product or any part thereof during normal consumer usage and conditions, be proven defective in material or workmanship that results in product failure within the first twelve (12) month period from the date of purchase, such defect(s) will be repaired or replaced (with new or rebuilt parts) at the Company's option, without charge for parts or labor directly related to the defect(s).

The antenna, keypad, display, rechargeable battery and battery charger, if included, are similarly warranted for twelve (12) months from date of purchase.

This Warranty extends only to consumers who purchase the product in the United States or Canada and it is not transferable or assignable.

This Warranty does not apply to:

(a) Product subjected to abnormal use or conditions, accident, mishandling, neglect, unauthorized alteration, misuse, improper installation or repair or improper storage;

(b) Product whose mechanical serial number or electronic serial number has been removed, altered or defaced.

(c) Damage from exposure to moisture, humidity, excessive temperatures or extreme environmental conditions;

(d) Damage resulting from connection to, or use of any accessory or other product not approved or authorized by the Company;

(e) Defects in appearance, cosmetic, decorative or structural items such as framing and non-operative parts;

(f) Product damaged from external causes such as fire, flooding, dirt, sand, weather conditions, battery leakage, blown fuse, theft or improper usage of any electrical source.

The Company disclaims liability for removal or reinstallation of the product, for geographic coverage, for inadequate signal reception by the antenna or for communications range or operation of the cellular system as a whole.

When sending your wireless device to UTStarcom Personal Communications for repair or service, please note that any personal data or software stored on the device may be inadvertently erased or altered. Therefore, we strongly recommend you make a back up copy of all data and software contained on your device before submitting it for repair or service. This includes all contact lists, downloads (i.e. third-party software applications, ringtones, games and graphics) and any other data added to your device. In addition, if your wireless device utilizes a SIM or Multimedia card, please remove the card before submitting the device and store for later use when your device is returned, UTStarcom Personal Communications is not responsible for and does not guarantee restoration of any third-party software, personal information or memory data contained in, stored on, or integrated with any wireless device, whether under warranty or not, returned to UTStarcom Personal Communications for repair or service.

To obtain repairs or replacement within the terms of this Warranty, the product should be delivered with proof of Warranty coverage (e.g. dated bill of sale), the consumer's return address, daytime phone number and/or fax number and complete description of the problem, transportation prepaid, to the Company at the address shown below or to the place of purchase for repair or replacement processing. In addition, for reference to an authorized Warranty station in your area, you may telephone in the United States (800) 229-1235, and in Canada (800) 465-9672 (in Ontario call 416-695-3060).

THE EXTENT OF THE COMPANY'S LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL THE COMPANY'S LAIBILITY EXCEED THE PURCHASE PRICE PAID BY PURCHASER FOR THE PRODUCT.

ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY MUST BE BROUGHT WITHIN A PERIOD OF 18 MONTHS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL THE COMPANY BE LIABLE FOR AN SPECIAL CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. THE COMPANY SHALL NOT BE LIABLE FOR THE DELAY IN RENDERING SERVICE UNDER THIS WARRANTY OR LOSS OF USE DURING THE TIME THE PRODUCT IS BEING REPAIRED OR REPLACED.

No person or representative is authorized to assume for the Company any liability other than expressed herein in connection with the sale of this product.

Some states or provinces do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitation or exclusions may not apply to you. This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to state or province to province.

IN USA: UTStarcom Personal Communications
555 Wireless Blvd.
Hauppauge, NY 11788
(800) 229-1235

IN CANADA: UTStarcom Canada Company
5535 Eglinton Avenue West
Suite# 234
Toronto, ON M9C 5K5
(800) 465-9675

Additional Information

Coverage only available on our domestic GSM/GPRS/EDGE network and the networks of our GSM/GPRS/EDGE affiliates and roaming partners, but not in all locations; see our coverage maps, available at www.t-mobile.com and at T-Mobile stores, for details. Depicted phone model is sold solely for use with T-Mobile service; all T-Mobile rate plans require credit approval, $35/line activation fee and minimum one-year service agreement, with $200/line early termination fee. Ability to use some or all phone features depends on connection to our network. Sidekick 3 images simulated. You will be charged for all data sent by or to you through the network, whether or not received, and for all music, ringtones, wallpapers, and games (and certain other content) purchased and/or downloaded to your phone (all prices subject to change). Text/instant messages may be limited in character length; picture/video messages/attachments may be limited in file size. T-Mobile is not liable for (a) the content of any text/instant/picture/video messages or attachments or (b) any failures, delays or errors in the transmission of any T-Mobile-generated alerts or other notifications. Duration of use of downloads may be limited by T-Mobile or any content provider. You may not sublicense or disseminate any download; downloads may not be transferable to other handsets or SIM cards. Internet access may be disrupted, suspended, or cancelled if your usage adversely affects T-Mobile's network or service levels. T-Mobile and the HotSpot design are federally registered trademarks, the magenta color is a trademark, and t-zones is a service mark, of Deutsche Telekom AG. Get More is a federally registered trademark of T-Mobile USA, Inc.

Java and all Java based trademarks and logos are trademarks or registered trademarks of Sun Microsystems, Inc. in the U.S. or other countries.

Bluetooth is a trademark of the Bluetooth SIG, Inc.

The Bluetooth word mark and logos are owned by the Bluetooth SIG, Inc. and any use of such marks by Sharp is under license. Other trademarks and trade names are those of their respective owners.

miniSD™ is a trademark of SD Card Association.

Copyright (c) 1985, 1986, 1988, 1992, 1993, 1999 The Regents of the University of California.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions of software licensed under the above license include the following additional copyright notices and additional conditions.

Copyright (c) 2004 Albert Chin-A-Young. This code is derived from software contributed to Berkeley by Diomidis Spinellis and James A. Woods, derived from original work by Spencer Thomas and Joseph Orost.

Copyright (C) 1995, 1997 Wolfgang Solfrank. Copyright (c) 1995 Martin Husemann. All advertising materials mentioning features or use of this software must display the following acknowledgement: This product includes software developed by Martin Husemann and Wolfgang Solfrank.

This code is derived from software contributed to Berkeley by Berkeley Software Design, Inc.

Copyright(c) UNIX System Laboratories, Inc. All or some portions of this file are derived from material licensed to the University of California by American Telephone and Telegraph Co. or Unix System Laboratories, Inc. and are reproduced herein with the permission of UNIX System Laboratories, Inc.

All advertising materials mentioning features or use of this software must display the following acknowledgement: This product includes software developed by the University of California, Berkeley and its contributors.