- *Password* - A password may be needed to make a data connection, and is usually provided by the service provider. The password is often case-sensitive. When you are writing the password, the characters you enter are shown briefly and then changed to asterisks (*). The easiest way to enter numbers is to press and select *Insert number* and then continue entering letters.
- *Authentication* - *Normal* / *Secure*.
- *Gateway IP address* - The IP address used by required browser gateway.
- *Homepage* - Depending on what you are setting up, write either:
  - the service address, or
  - the address of the multimedia messaging center.

Glossary: ISDN connections are a way to establish a data call between your phone and your access point. ISDN connections are digital from end to end and as such offer quicker set-up times and faster data rates than analog connections. In order to use an ISDN connection, both your service provider and your Internet service provider must support it.

- *Connection security* - Choose whether Transport Layer Security (TLS) is used for the connection. Follow the instructions from your service provider.
- *Session mode* - *Permanent* / *Temporary*.
- *Data call type* (for GSM data and high speed data only) - *Analog*, *ISDN v.110*, or *ISDN v.120* defines whether the phone uses an analog or digital connection. This setting depends on both your GSM service provider and Internet Service Provider (ISP), because some GSM systems do not support certain types of ISDN connections. For details, contact your ISP. If ISDN connections are available, they establish connections more quickly than analog methods.

Inter IKEA Systems B.V.
Exhibit 1016 Page 51 of 223

- *Maximum data speed* (for GSM data and high speed data only) - The options are *Automatic* / *9600* / *14400* / *19200* / *28800* / *38400* / *43200*, depending on what you have chosen in *Session mode* and *Data call type*. This option allows you to limit the maximum connection speed when high speed data is used. Higher data rates may cost more, depending on the system service provider.

Note: The speeds above represent the maximum speed at which your connection will operate. During the connection, the operating speed may be less, depending on system conditions.



Glossary: DNS - Domain Name Service. An Internet service that translates domain names such as **www.nokia.com** into IP addresses like **192.100.124.195**.

Options → Advanced settings

- *Phone IP address* - The IP address of your phone.
- *Primary name server:* - The IP address of the primary DNS server.
- *Second name server:* - The IP address of the secondary DNS server.

Note: If you need to enter the *Phone IP address*, *Primary name server*, or *Second name server:*, contact your Internet service provider to obtain these addresses.

The following settings are shown if you have selected data call and high speed data as the connection type:

- *Use callback* - This option allows a server to call you back once you have made the initial call, so you have a connection without paying for the call. Contact your service provider to subscribe to this service.

Note: Charges may apply for certain types of received calls, such as roaming and high speed data calls. Contact your GSM service provider for more information.

Note: The phone expects the callback call to use the same data call settings that were used in the callback-requesting call. The system must support this type of call in both directions, to and from the phone.

Inter IKEA Systems B.V.
Exhibit 1016 Page 52 of 223

- *Callback type* - The options are *Use server no.* / *Use other no.* Ask your service provider for the correct setting; it will depend on the service provider's configuration.
- *Callback number* - Key in your phone's data phone number which the dial back server uses. Usually, this number is the data call phone number of your phone.
- *Use PPP compression* - When set to *Yes*, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to *No*. Contact your service provider for guidance.



Glossary: PPP (Point-to-Point Protocol) - a common networking software protocol that enables any computer with a modem and a phone line to connect directly to the Internet.

- *Use login script* - The options are *Yes* / *No*.
- *Login script* - Insert the login script.
- *Modem initialization* (Modem initialization string)- Controls your phone using modem AT commands. If required, enter characters specified by your GSM system service provider or Internet service provider.

GPRS

Go to **Settings**→ *Connection settings*→ *GPRS*.

The GPRS settings affect all access points using a packet data connection.

GPRS connection- If you select *When available* and you are in a system that supports packet data, the phone registers to the GPRS system and sending text messages will be done via GPRS. Also, starting an active packet data connection, for example, to send and receive e-mail, is quicker. If you select *When needed*, the phone will use a packet data connection only if you start an application or action that needs it. The GPRS connection is closed after it is not used by any application.

Note: If there is no GPRS coverage and you have chosen *When available*, the phone will periodically try to establish a packet data connection.

Inter IKEA Systems B.V.
Exhibit 1016 Page 53 of 223

Access point - The access point name is needed when you want to use your phone as a packet data modem to your computer.

Data call

Go to **Settings**→ *Connection settings*→ *Data call*.

The Data call settings affect all access points using a data call and high speed data call.

Online time - If there are no actions the data call is dropped automatically after a time-out period. The options are *User defined*, in which case you enter a time, or *Unlimited*.

• DATE AND TIME

The date and time settings allow you to define the date and time used in your phone, as well as change the date and time format and separators. Choose *Clock type*→ *Analog* or *Digital* to change the clock shown in standby mode. Choose *Auto time update* if you want the mobile phone system to update time, date, and time zone information to your phone (system service).

Tip: For the *Auto time update* setting to take effect, the phone needs to be restarted.

• SECURITY

Phone and SIM

Explanations for the different security codes that may be needed:

- **PIN code (4 to 8 digits)** - The PIN (Personal Identification Number) code protects your SIM card against unauthorized use. The PIN code is usually supplied with the SIM card. After three consecutive incorrect PIN code entries, the PIN code is blocked. If the PIN code is blocked, you need to unblock the PIN code before you can use the SIM card again. See the information about the PUK code.

Inter IKEA Systems B.V.
Exhibit 1016 Page 54 of 223

- **PIN2 code (4 to 8 digits)** - The PIN2 code, supplied with some SIM cards, is required to access some functions, such as call cost counters.
- **Lock code (5 digits)** - The lock code can be used to lock the phone and keypad to avoid unauthorized use.

Note: The factory setting for the lock code is **12345**. To avoid unauthorized use of your phone, change the lock code. Keep the new code secret and in a safe place separate from your phone.

- **PUK and PUK2 codes (8 digits)** - The PUK (Personal Unblocking Key) code is required to change a blocked PIN code. The PUK2 code is required to change a blocked PIN2 code. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your phone for the codes.

You can change the following codes: lock code, PIN code, and PIN2 code. These codes can only include the numbers from **0** to **9**.

Note: Avoid using access codes similar to the emergency numbers, such as 911, to prevent accidental dialing of the emergency number.

PIN code request - When the PIN code request is active, the code is requested each time the phone is switched on. Note that deactivating the PIN code request may not be allowed by some SIM cards.
PIN code / *PIN2 code* / *Lock code* - Open this setting if you want to change the code.

Tip: To lock the phone manually, press ⏻. A list of commands opens. Select *Lock phone*.

Autolock period - You can set an autolock period, a time-out after which the phone is automatically locked and can be used only if the correct lock code is entered. Key in a number for the time-out in minutes or select *None* to turn off the autolock period.
To unlock the phone, key in the lock code.

Note: When the phone is locked, calls may be possible to the emergency number programed into your phone (e.g. 911 or other official emergency number).

Inter IKEA Systems B.V.
Exhibit 1016 Page 55 of 223

Lock if SIM changed - Select *Yes* if you want the phone to ask for the lock code when an unknown, new SIM card is inserted into your phone. The phone maintains a list of SIM cards that are recognized as the owner's cards.
Fixed dialing - You can restrict your outgoing calls to selected phone numbers, if supported by your SIM card. You need the PIN2 code for this function. When this function is active, you can only call those phone numbers that are included in the fixed dialing list or which begin with the same digit(s) as a phone number on the list.
To view the list of Fixed dialing numbers, go to *Menu*→ *SIM*→ *Fixed dialing*.

Options in the Fixed dialing view are:
Open, *Call*, *New contact*, *Edit*, *Delete*, *Add to Contacts*, *Add from Contacts*, *Help* and *Exit*.

Note: When Fixed Dialing is set on, calls may be possible to certain emergency numbers in some systems (911 or other official emergency numbers).

To add new numbers to the Fixed dialing list, select **Options**→ *New contact* or *Add from Contacts*.

Closed user group (system service) - You can specify a group of people to whom you can call and who can call you. For more information, contact your service provider. Select: *Default* to activate the default group agreed on with the service provider, *On* if you want to use another group (you need to know the group index number), or *Off*.

Note: When calls are limited to Closed User Groups, calls may be possible to certain emergency numbers in some systems (911 or other official emergency numbers).

Confirm SIM services - To set the phone to display confirmation messages when you are using a SIM card service.

Inter IKEA Systems B.V.
Exhibit 1016 Page 56 of 223

Certif. management

In the Certificate management main view, you can see a list of authority certificates that have been stored in your phone. Press to see a list of user certificates, if available.

Options in the certificate management main view are:
Certificate details, *Delete*, *Trust settings*, *Mark/Unmark*, *Help*, and *Exit*.

Glossary: Digital certificates are used to verify the origin of browser pages and installed software. However, they can only be trusted if the origin of the certificate is known to be authentic.

Digital certificates are needed if you:

- want to connect to an online bank, another site, or remote server for actions that involve transferring confidential information, or
- want to minimize the risk of viruses or other malicious software and be sure of the authenticity of software when downloading and installing software.

Glossary: Authority certificates are used by some services, such as banking services, for checking signatures or server certificates or other authority certificates.

Important: Although the use of certificates makes the risks involved in remote connections and software installation considerably smaller, they must be used correctly in order to benefit from increased security. The existence of a certificate does not offer any protection by itself; the certificate manager must contain correct, authentic, or trusted certificates for increased security to be available.

Glossary: User certificates are issued to users by a Certifying Authority.

Viewing certificate details - checking authenticity

You can only be sure of the correct identity of a browser gateway or a server when the signature and the period of validity of a browser gateway or server certificate have been checked.

Inter IKEA Systems B.V.
Exhibit 1016 Page 57 of 223

You will be notified on the phone's display

- if the identity of the browser server or gateway is not authentic or
- if you do not have the correct security certificate in your phone.

To check certificate details, scroll to a certificate and select **Options**→ *Certificate details*. When you open certificate details, Certificate management checks the validity of the certificate and one of the following notes may appear:

- *Certificate not trusted* - You have not set any application to use the certificate. For more information, see the next section 'Changing the trust settings of an authority certificate'.
- *Expired certificate* - The period of validity has ended for the selected certificate.
- *Certificate not valid yet* - The period of validity has not yet begun for the selected certificate.
- *Certificate corrupted* - The certificate cannot be used. Contact the certificate issuer.

Important: Certificates have a restricted lifetime. If *Expired certificate* or *Certificate not valid yet* is shown even if the certificate should be valid, check that the current date and time in your phone are correct.

Change the trust settings of an authority certificate

Scroll to an authority certificate and select **Options**→ *Trust settings*. Depending on the certificate, a list of the applications that can use the selected certificate is shown. For example:

Services / *Yes* - the certificate is able to certify sites.
Application manager / *Yes* - the certificate is able to certify the origin of new software.
Internet / *Yes* - the certificate is able to certify e-mail and imaging servers.

Important: Before changing these settings, you must make sure that you really trust the owner of the certificate and that the certificate really belongs to the listed owner.

Inter IKEA Systems B.V.
Exhibit 1016 Page 58 of 223

• CALL RESTRICTION (SYSTEM SERVICE)

Call restriction allows you to restrict the making and receiving of calls with your phone. For this function, get the restriction password from your service provider.

1 Scroll to one of the restriction options.

2 Select **Options**→ *Activate* to request the system to set call restriction on, *Cancel* to set the selected call restriction off, or *Check status* to check if the calls are restricted or not.

- Select **Options**→ *Edit restriction passw.* to change the restriction password.
- Select **Options**→ *Cancel all restrictions* to cancel all active call restrictions.

Note: When calls are restricted, calls may be possible to certain emergency numbers in some systems (911 or other official emergency numbers). Call restricting affects all calls, including data calls. You cannot have restriction of incoming calls and call forwarding or fixed dialing active at the same time.

• SYSTEM

System selection

Choose *Automatic* to set the phone to automatically search for and select one of the cellular systems available in your area, or

Choose *Manual*, if you want to select the desired system manually from a list of systems. If the connection to the manually selected system is lost, the phone will sound an error tone and ask you to select a system again. The selected system must have a roaming agreement with your home system, that is, the operator whose SIM card is in your phone.



Glossary: Roaming agreement - An agreement between two or more system service providers to enable the users of one service provider to use the services of other service providers.

Inter IKEA Systems B.V.
Exhibit 1016 Page 59 of 223

Cell info display

Select *On* to set the phone to indicate when it is used in a cellular system based on Micro Cellular Network (MCN) technology and to activate cell info reception.

• ACCESSORY SETTINGS

Scroll to an accessory folder and open the settings:

- Select *Default profile* to select the profile you want to be activated each time when you connect a certain accessory to your phone.
- Select *Automatic answer* to set the phone to answer an incoming call automatically after five seconds time. If the Ringing option is set to *Beep once* or *Silent*, automatic answer cannot be in use.

Note: If you are using a loopset, you need to activate it separately. Open the Loopset folder and select *Use loopset*→ *Yes*. If you have activated a loopset, the headset will use the same settings as the loopset.

Indicators shown in standby mode:

- a headset is connected.
- a loopset is connected.

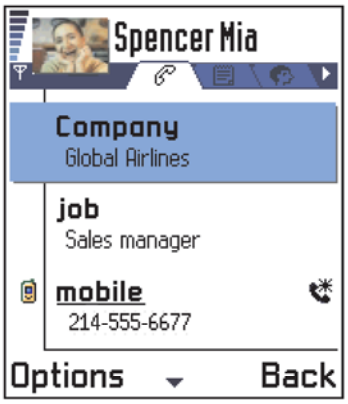
Inter IKEA Systems B.V.
Exhibit 1016 Page 60 of 223

Inter IKEA Systems B.V.
Exhibit 1016 Page 61 of 223

5 Contacts



To open Contacts, press in standby mode or go to **Menu**→ **Contacts**.



In Contacts, you can store and manage contact information, such as names, phone numbers, and addresses.

Contacts use shared memory. See "Shared memory" on page 20.

You can also add a personal ringing tone, voice tag, or a thumbnail image to a contact card. You can create contact groups, which allow you to send text messages or e-mail to many recipients at the same time.

• CREATE CONTACT CARDS

1 Open Contacts and select **Options**→ *New contact*. An empty contact card opens.
2 Fill in the fields you want and press **Done**. The contact card is saved and closed, and appears in the Contacts directory.

• COPY CONTACTS BETWEEN THE SIM CARD AND PHONE MEMORY

- To copy names and numbers from a SIM card to your phone, go to **Menu**→ **SIM**→ **SIM directory**. Select the name(s) you want to copy and select **Options**→ *Copy to Contacts*.
- If you want to copy a phone, fax, or pager number from Contacts to your SIM card, go to Contacts, open a contact card, scroll to the number, and select **Options**→ *Copy to SIM direct.*

Inter IKEA Systems B.V.
Exhibit 1016 Page 62 of 223

• EDIT CONTACT CARDS

Options in the Contacts directory are: *Open*, *Call*, *Create message*, *New contact*, *Edit*, *Delete*, *Duplicate*, *Add to group*, *Belongs to groups*, *Mark/Unmark*, *Send business card*, *Contacts info*, *Help*, and *Exit*.

Options when editing a contact card are:
Add thumbnail / *Remove thumbnail*, *Add detail*, *Delete detail*, *Edit label*, *Help*, and *Exit*.

1 In the Contacts directory, scroll to the contact card you want to edit and press to open it.
2 To change the information on the card, select **Options**→ *Edit*.
3 To save your changes and to return to the contact card view, press **Done**.

Delete contact cards

In the Contacts directory, scroll to the contact card you want to delete and select **Options**→ *Delete*.

To delete many contact cards

1 Mark the cards to be deleted. Scroll to a contact you want to delete and select **Options**→ *Mark*. A check mark is placed beside the contact card.
2 When you have marked all the contacts you want to delete, select **Options**→ *Delete*.

Tip: You can also mark many items if you press and hold and simultaneously press . See also "Actions common to all applications" on page 17.

Add and remove contact card fields

1 Open a contact card and select **Options**→ *Edit*.
2 To add an extra field, select **Options**→ *Add detail*.
To delete a field you do not need, select **Options** → *Delete detail*.
To rename a contact card field label, select **Options**→ *Edit label*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 63 of 223

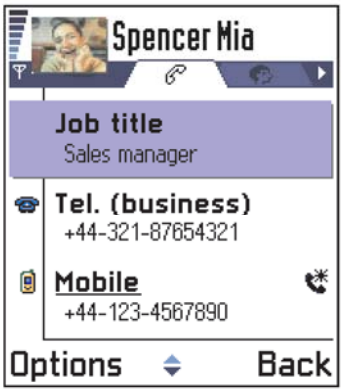
Insert a picture to a contact card

There are two different types of pictures you can add to a contact card. See "Camera and Images" on page 63 for more information on how to take and store pictures.

- To attach a small thumbnail image to a contact card, open a contact card, select **Options**→ *Edit* and then select **Options**→ *Add thumbnail*. The thumbnail image is also shown when the contact is calling you.
- To add an image to a contact card, open a contact card, and press to open the image view ( ). To attach an image, select **Options**→ *Add image*.

• OPTIONS WHEN VIEWING A CONTACT CARD

Contact information view ( ) shows all information inserted in the contact card. Press to open the Image view .



Note: Only fields that have information are displayed in the contact information view. Select **Options**→ *Edit* if you want to see all fields and add more data to the contact.

Options when viewing a contact card (some are shown only when the selection is on a phone number) are: *Call*, *Create message*, *Edit*, *Delete*, *Defaults*, *Add voice tag* / *Voice tags*, *Assign 1-touch dial* / *Remove 1-touch dial*, *Ringing tone*, *Copy to SIM direct.*, *Send business card*, *Help*, and *Exit*.

Assign default numbers and addresses

If a contact has several phone numbers or e-mail addresses, to speed up calling and sending messages, you can define certain numbers and addresses to be used as the default.

Open a contact card and select **Options**→ *Defaults*. A pop-up window opens, listing the different options.

Inter IKEA Systems B.V.
Exhibit 1016 Page 64 of 223

Example: Scroll to *Phone number* and press **Assign**. A list of phone numbers in the selected contact card is shown. Scroll to the one you want to have as the default and press . When you return to the contact card view, you can see the default number underlined.

Voice dialing

You can make a phone call by saying a voice tag that has been added to a contact card. Any spoken word(s) can be a voice tag. Before using voice dialing, note that:

- Voice tags are not language dependent. They are dependent on the speaker's voice.
- Voice tags are sensitive to background noise. Record them and make calls in a quiet environment.
- Very short names are not accepted. Use long names and avoid similar names for different numbers.

Example: You can use a person's name for a voice tag, for example, "John's cell".

Note: You must say the name exactly as you said it when you recorded it. This may be difficult in, for example, a noisy environment or during an emergency, so you should not rely solely upon voice dialing in all circumstances.

ADD A VOICE TAG TO A PHONE NUMBER



Glossary: Voice tags can be any spoken words, for example, a person's first name. Voice tags allow you to make phone calls by simply saying the word aloud.

1. In the Contacts directory, scroll to the contact to which you want to add a voice tag and press to open the contact card.
2. Scroll to the number to which you want to add the voice tag and select **Options**→ *Add voice tag*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 65 of 223

Note: You can have only one voice tag per contact card. Voice tags can only be added to phone numbers stored in the phone's memory. See "Copy contacts between the SIM card and phone memory" on page 53.

3 The text *Press Start, then speak after tone* is displayed.

When recording, hold the phone at a short distance away from your mouth. After the starting tone, say clearly the word(s) you want to record as a voice tag.

- Press **Start** to record a voice tag. The phone sounds a starting tone and the note *Speak now* is displayed.
- Press **Quit** to return to the contact card. After the starting tone, say clearly the word(s) you want to record as a voice tag.

4 After recording, the phone plays the recorded tag and the note *Playing voice tag* is displayed. If you do not want to save the recording, press **Quit**.

5 When the voice tag has been successfully saved, the note *Voice tag saved* is displayed and a beep sounds. A symbol can be seen next to the number in the contact card.

Note: Your phone may have 30 phone numbers to which voice tags are attached. If the memory becomes full, delete some of the voice tags.

Tip: To view a list of voice tags you have defined, select **Options**→ *Contacts info*→ *Voice tags* in the Contacts directory.

MAKE A CALL BY SAYING A VOICE TAG

Note: You must say the voice tag exactly as you said it when you recorded it.

1 In standby mode, press and hold . A short tone is played and the note *Speak now* is displayed.

2 When you are making a call by saying a voice tag, the loudspeaker is in use. Hold the phone at a short distance away from you mouth and face and say the voice tag clearly.

3 The phone plays the original voice tag, displays the name and number,

Inter IKEA Systems B.V.
Exhibit 1016 Page 66 of 223

and after 1.5 seconds dials the number of the recognized voice tag. If the phone plays the wrong voice tag or to retry voice dialing, press **Retry**.

Note: When an application using a data call or GPRS connection is sending or receiving data, you cannot make a call by using voice dialing. To make a call by using a voice tag, end all active data connections.

REPLAY, ERASE, OR CHANGE A VOICE TAG

To replay, erase, or change a voice tag, open a contact card and scroll to the number that has a voice tag (indicated by) and select **Options**→ *Voice tags*→ then either

- *Playback* - to listen to the voice tag again, or
- *Delete* - to erase the voice tag, or
- *Change* - to record a new voice tag instead of the old one. Press **Start** to record.

Assign 1-touch dialing keys



1-touch dialing is a quick way to call frequently used numbers. You can assign 1-touch dialing keys to eight phone numbers. Number **1** is reserved for the voice mailbox.

1 Open the contact card for which you want a 1-touch dialing key and select **Options**→ *Assign 1-touch dial*. The 1-touch dialing grid opens, showing you the numbers from **1**-**9**.

2 Scroll to a number and press **Assign**. When you return to the contact information view, you can see the 1-touch dial icon next to the number.

To call the contact by 1-touch dialing, go to standby mode and press the 1-touch dialing key and .

Inter IKEA Systems B.V.
Exhibit 1016 Page 67 of 223

Add a ringing tone for a contact card or group



You can set a ringing tone for each contact card and group. When that contact or group member calls you, the phone plays the chosen ringing tone (if the caller's telephone number is sent with the call and your phone recognizes it).

1 Press to open a contact card or go to the Groups list and select a contact group.
2 Select **Options**→ *Ringing tone*. A list of ringing tones opens.
3 Use the scroll key to select the ringing tone you wish to use for the contact or group and press **Select**.

To remove the ringing tone, select *No personal tone* from the list of ringing tones.

Note: For an individual contact, the phone will always use the ringing tone that was assigned last. So, if you first change a group ringing tone and then the ringing tone of a single contact that belongs to that group, the ringing tone of the single contact will be used when the contact calls you the next time.

Tip: To listen to a ringing tone, go to Recorder.

Send contact information

1 In the Contacts directory, scroll to the card you want to send.
2 Select **Options**→ *Send business card* then select the method, the choices are: *Via text message*, *Via e-mail* (available only if the correct e-mail settings are in place), *via Infrared*, or *via Bluetooth*. The contact card you want to send has now become a "business card". For further information, see the 'Messaging' chapter, "Send and receive data via infrared" on page 157, and "Send data via Bluetooth" on page 153.

You can add received business cards to your Contacts directory. See "Receive smart messages" on page 96 for further information.

Inter IKEA Systems B.V.
Exhibit 1016 Page 68 of 223

Glossary: When you send or receive contact information, the term 'business card' is used. A business card is a contact card in a format suitable to be sent in a text message, usually in 'vCard' format.

• MANAGE CONTACT GROUPS

Options in the Groups list view are:
Open, *New group*, *Delete*, *Rename*, *Ringing tone*, *Contacts info*, *Help*, and *Exit*.

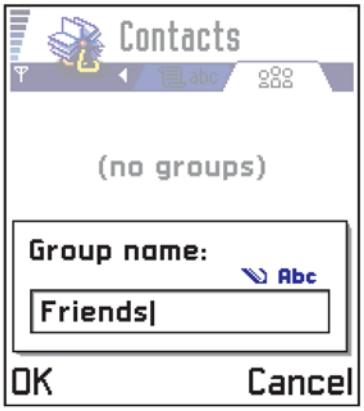
You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. See also p. "Add a ringing tone for a contact card or group" on page 59.

Create contact groups

1 In the Contacts directory, press to open the Groups list.
2 Select **Options**→ *New group*.
3 Write a name for the group or use the default name *Group* and press OK.

Add members to a group

1 In the Contacts directory, scroll to the contact you want to add to a group and select **Options**→ *Add to group*:. A list of available groups opens.
2 Scroll to the group to which you want to add the contact and press .



ADD MULTIPLE MEMBERS AT A TIME

1 In the Groups list, open a group and select **Options**→ *Add members*.
2 Scroll to a contact and press to mark it. Repeat this action on all the contacts you want to add and press **OK** to add them to the selected group.

Inter IKEA Systems B.V.
Exhibit 1016 Page 69 of 223

Remove members from a group

1 Go to the Groups list, scroll to the group you want to modify, and press .

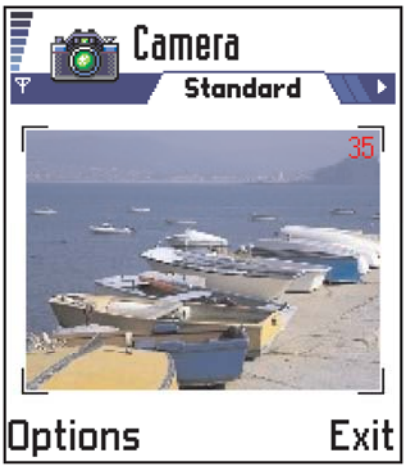
2 Scroll to the contact you want to remove and select **Options**→ *Remove from group*.

3 Press **Yes** to remove the contact from the group.

Inter IKEA Systems B.V.
Exhibit 1016 Page 70 of 223

Inter IKEA Systems B.V.
Exhibit 1016 Page 71 of 223

6 Camera and Images



With the camera you can take pictures of people or events while on the move. The pictures are automatically saved in the Images application, where you can rename them and organize them in folders. You can also send photos to your friends in a multimedia message, as an e-mail attachment, or via a Bluetooth or infrared connection. The camera produces JPEG pictures.

Press **Camera** in standby mode or go to **Menu**→ **Camera**.

Options before taking a picture are: *Capture*, *Go to Images*, *Settings*, *Help*, and *Exit*.

Glossary: JPEG is a standardized image compression format. JPEG files can be viewed with the most common image viewers, image editors, and Internet browsers. You can recognize these files by their *.jpeg extension.

• TAKE PICTURES

Note: Your phone must be switched on to use this function. Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.

1 Press **Camera** in standby mode. The Camera application opens and you can see the view to be captured.

You can see the viewfinder and the cropping lines, which show you the image area to be captured. You can also see the image counter, which shows you how many images, depending on the selected image quality, fit in the memory of your phone.

2 To take a picture, press .

Inter IKEA Systems B.V.
Exhibit 1016 Page 72 of 223

Note: Do not move the phone before the Camera application starts to save the photo. The photos are saved automatically in the Images application. The Camera goes into battery saving mode within a minute if there have been no key presses. To continue taking pictures, press .

After the image has been saved:

- If you do not want to save the photo in the Images select **Options**→ *Delete*.
- To return to the viewfinder to take a new picture, press .

Options after a picture has been taken are: *New image*, *Delete*, *Send*, *Rename image*, *Go to Images*, *Settings*, *Help*, and *Exit*.

Important: Obey all local laws governing the taking of pictures. Do not use this feature illegally.

Settings

In the Camera application settings, you can adjust the image quality setting and change the default image name.

1 Select **Options**→ *Settings*.

2 Scroll to the setting you want to change:

- *Image quality* - *High*, *Normal*, and *Basic*. The better the image quality, the more memory the image consumes. See also "Images and memory consumption" on page 66.
- *Default image name* - By default, Camera names photos in the format '*Image*.jpg'. *Default image name* allows you to set a name for the pictures taken.
- *Memory in use* - Select whether you want to store your images in the phone memory or the memory card, if you use one.

Inter IKEA Systems B.V.
Exhibit 1016 Page 73 of 223

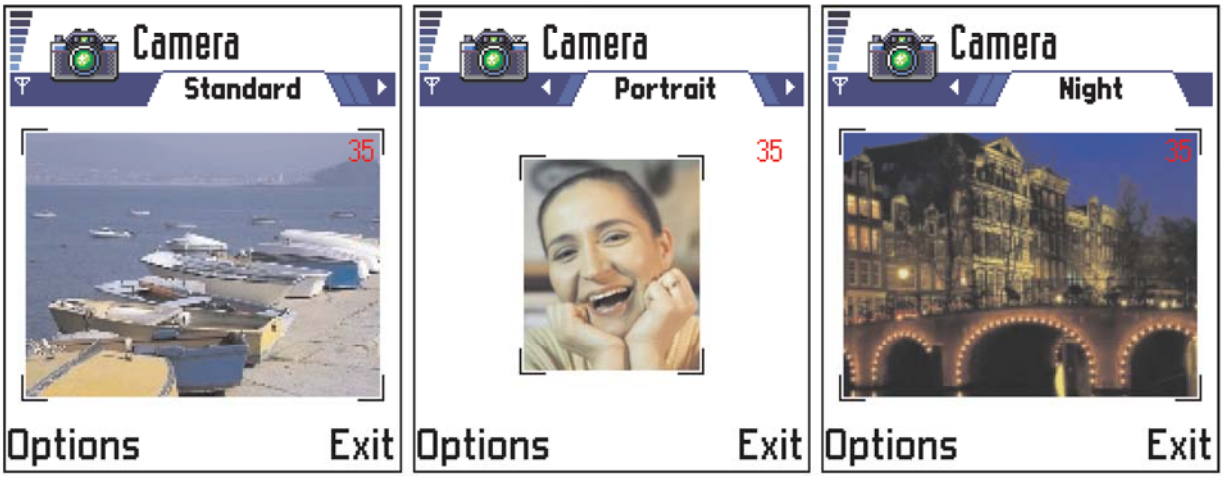
Example: If you set 'Beach' as the default image name, Camera will name all the pictures you take 'Beach', 'Beach(01)', 'Beach(02)', and so on, until you change the setting.

CAMERA MODE AFFECTS IMAGE SIZE AND ORIENTATION

With the different Camera modes, you can affect the size and orientation of the picture to be taken. When you are taking a picture, press or to change between the different modes. Choose:

- *Standard* when you want to take normal landscape pictures,
- *Portrait* when you want to take a smaller icon-sized, vertical picture, which can be added to a contact card, or
- *Night* when the lighting is dim and the Camera needs a longer exposure time for the picture to be of good quality. Note that, in dim conditions, any movement while taking a picture may cause it to get blurred. The image size and orientation is the same for *Standard* and *Night*.

Tip: Try out the different Camera modes to see how they affect the picture taken.



Inter IKEA Systems B.V.
Exhibit 1016 Page 74 of 223

Standard, Portrait, and Night modes

- When you are taking a picture in Standard or Night mode, the viewfinder resolution is 160x120 pixels and 80x96 for Portrait mode.
- The images taken in Standard or Night mode are saved in 640x480 pixel (VGA) format and those taken in Portrait mode are saved in 80x96 pixel format.
- When you are viewing images, they are scaled to fit the display, which has 176x208 pixels. This means that Standard and Night mode pictures will appear more detailed when viewed on a higher resolution screen, for example, a computer or when zoomed in Images.



Glossary: Resolution - A measure for the sharpness and clarity of an image. Resolution refers to the number of dots (pixels) in an image or a display. The more pixels there are, the more detailed the picture is. Resolution is usually measured in pixels, for example, 640x480=300 kilopixels (kpix)=0.3 megapixels (Mpix).

IMAGES AND MEMORY CONSUMPTION

Your phone has 3.4 MB (megabytes) of free memory for images, contact information, calendar, messages, and so on. See "Shared memory" on page 20. Portrait images (always taken in High quality) are so small that they take up very little memory. Images taken using the High quality setting and those taken in Night mode take up the most memory.

If 1 MB of memory is used for images only, it would fit approximately 22 Normal quality images taken in Standard mode. In the table below, you can see approximately how many images would fit in 1 Mb of memory.

Inter IKEA Systems B.V.
Exhibit 1016 Page 75 of 223

Image quality Image type	Basic	Normal	High
Standard	55	22	15
Night	50	25	18
Portrait	-	-	>300

Tip: By using a memory card with your phone you can increase the number of images you can store.

• STORE PICTURES IN IMAGES



Go to Menu→ Images.



Note: Your phone must be switched on to use this function. Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.

Images allows you to view, organize, delete, and send photos and pictures stored in your phone.

In Images you can organize images:

- taken with the camera,
- sent to your Inbox in a multimedia or a picture message, as an e-mail attachment, via an infrared or Bluetooth connection. After receiving the image in Inbox, you need to save it in Images.

In the Images main view, you can see a list of photos and folders. The list shows:

- the date and time a photo or an image was taken or saved,
- a small thumbnail picture, a preview of the image, and
- the number of images inside a folder, and

Inter IKEA Systems B.V.
Exhibit 1016 Page 76 of 223

- a tab showing whether the photos or folders are located in the phone's memory or the memory card, if you use one.

Options in Images are: *Open*, *Send*, *Image uploader*, *Delete*, *Move to folder*, *New folder*, *Mark/Unmark*, *Rename*, *Receive via infrared* (only from a digital camera that supports the IrTran-P protocol, otherwise use the Infrared application, see p. 157), *View details*, *Add to Favorites*, *Help*, and *Exit*.

View images

Note: When you open **Images** and you use a memory card, the starting tab is determined by which memory is selected as the *Memory in use*.

1. Press or to move from one memory tab to another.
2. To browse the images, press and .
3. Press , to open an image. When the image is open, you can see the name of the image and the number of images in the folder on the top of the display.

When you are viewing an image, pressing or takes you to the next or previous picture in the current folder.

You can view animated GIF files in the same way as other images. Animations are played only once. When an animation stops, you will see a fixed image. To view the animation again, you must close it and then reopen it.

Options when viewing an image are: *Send*, *Rotate*, *Zoom in*, *Zoom out*, *Full screen*, *Delete*, *Rename*, *View details*, *Add to Favorites*, *Help*, and *Exit*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 77 of 223

ZOOM IN OR ZOOM OUT

1 Select **Options**→ *Zoom in* or *Zoom out*. You can see the zooming ratio at the top of the display. See also the section 'Keyboard shortcuts' later in this chapter.

2 Press **Back** to return to the initial view.



Note: The zoom ratio is not stored permanently. You cannot zoom in on GIF animations while they are playing.

Full screen

When you select **Options**→ *Full screen*, the panes around the picture are removed so that you can see more of the image. Press ◉ to go back to the initial view.

Move the focal point

When you are zooming or viewing an image in full screen mode, use the scroll key to move the focal point to the left, right, up, or down, so that you can take a closer look at one part of the picture, for example, its upper right corner.

Rotate

Select **Options**→ *Rotate*→ *Left* or to rotate an image 90 degrees counterclockwise or *Right* to rotate the image clockwise. The rotation status is not stored permanently.

KEYBOARD SHORTCUTS

- Rotate: 2 abc - counterclockwise, 9 wxyz - clockwise
- Scroll: 2 abc - up, 8 tuv - down, 4 ghi - left, 6 mno - right.
- 1 qp - zoom in, 0 - zoom out, press and hold to return to the normal view.
- * + - change between full screen and normal view.

Inter IKEA Systems B.V.
Exhibit 1016 Page 78 of 223

IMAGE DETAILS VIEW

To view the detailed information about an image, scroll to the image and select **Options**→ *View details*. A list of image information appears:

Format - *JPEG*, *GIF*, *PNG*, *TIFF*, *MBM*, *BMP*, *WBMP*, *OTA*, *WMF*, *Unsupported*, or *Unknown*.

Date and *Time* - when the image was created or saved, **n x n**- the size of the image in pixels, see the glossary explanation, p. 66.

Resolutn. - the size of the image in pixels. See the glossary explanation, page 66.

Size - in bytes or kilobytes (kB),

Color - *True color*, *65536 colors*, *4096 colors*, *256 colors*, *16 colors*, *Grayscale*, or *Black/white*.

Arrange images and folders

- To remove an image or folder, scroll to it and select **Options**→ *Delete*.
- To rename an image or a folder, scroll to the image or folder you want to rename and select **Options**→ *Rename*. Write the new name and press .

See "Actions common to all applications" on page 17 for further information on how to create folders and mark and move items to folders.

Send images

You can send photos or images via different messaging services.

1 Scroll to the image you want to send and select **Options**→ *Send*.

2 Then select the method, the choices are *Via multimedia*, *Via e-mail*, *Via infrared*, and *Via Bluetooth*.

- If you select to send the image in an e-mail or a multimedia message, an editor opens. Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To*: field. Add text or sound and select **Options**→ *Send*. For more information, see "Create and send new messages" on page 86.

Inter IKEA Systems B.V.
Exhibit 1016 Page 79 of 223

- If you want to send the image via infrared or Bluetooth, see "Send data via Bluetooth" on page 153, and "Send and receive data via infrared" on page 157 for more information.

Picture messages folder

Options in the Picture messages folder are: *Open*, *Send*, *Delete*, *Mark/Unmark*, *Rename*, *View details*, *Help*, and *Exit*.

In the Picture messages folder, you can find graphics sent to you in picture messages.

If you want to save a graphic you have received in a picture message, go to **Messaging**→ *Inbox*, open the message, and select **Options**→ *Save picture*.

VIEW PICTURES

1 Scroll to the picture you want to view and press . The picture opens. Press  to view the next picture in the folder.

2 Press Back to return to the Pictures main view.

Inter IKEA Systems B.V.
Exhibit 1016 Page 80 of 223

Inter IKEA Systems B.V.
Exhibit 1016 Page 81 of 223

7 Video recorder

Go to **Menu**→ **Video recorder**.

Note: Obey all local laws governing the taking of videos. Do not use this feature illegally. Your phone must be switched on to use the Video recorder. Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.

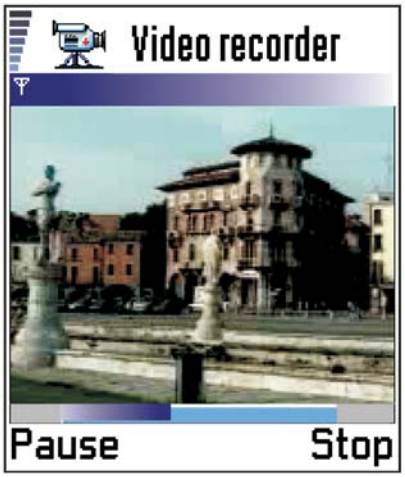
With the Video recorder you can record video clips, and play video clips stored on your phone or on a memory card. Also, the Video recorder is integrated with the messaging features allowing you to easily send created clips.

Video recorder uses shared memory. See "Shared memory" on page 20.

• RECORD A VIDEO CLIP

Glossary: 3GPP file format (.3gp) is the standard video file format for Multimedia Messaging.

You can record video clips up to 95 kB in size, or approximately 15 seconds in duration. Recorded video clips are in the .3gp format.



1 To begin recording open the Video recorder and select **Options**→*Record* and you can see the view to record.

2 To start recording press . The progress bar on the bottom of the screen shows you how much recording time remains. To pause recording at any time press .

To immediately play the video clip you just recorded, press .

Inter IKEA Systems B.V.
Exhibit 1016 Page 82 of 223

The video clip is saved to either the phone's memory or the memory card, depending on the setting of your *Memory in use*. See "Set up your Video recorder" on page 74.

Options in video clip view of Video recorder are: *Play*, *Record*, *Send*, *Delete*, *Rename*, *Settings*, *About product*, *Help*, and *Exit*.

• WATCH A VIDEO CLIP

To watch a video clip from the Video recorder video clip list:

1 Open the Video recorder.
2 Scroll to a video clip and select **Options**→*Play*.

Once a video clip is playing, you have similar options available to you as when playing a video clip in 'RealOne Player™'. The exception is volume control, as Video recorder does not record sound. See "RealOne Player™" on page 75.

Send video clips



You can send video clips by using the *Send* option from your video clip list.

1 Scroll to the video clip you want to send and select **Options**→*Send*.
2 Select one of the four ways you have of sending your video clip, *Via multimedia*, *Via e-mail*, *Via Bluetooth*, or *Via infrared*.

Set up your Video recorder

You can define whether you store your video clips in the phone's memory or on the memory card, if you have one, and how to name your video clips. Select **Options**→*Settings* and you have:

- *Memory in use* - Choose between *Phone memory* and *Memory card*.
- *Default video name* - Define the default name of your video clips.

Example: If you set 'Holiday' as the default video clip name, Video recorder will name all the video clips you take 'Holiday', 'Holiday(01)', 'Holiday(02)', and so on, until you change the setting again.

Inter IKEA Systems B.V.
Exhibit 1016 Page 83 of 223

8 RealOne Player™

Go to **Menu**→ **RealOne Player**.

With the RealOne Player you can play media files stored in the phone's memory or on a memory card, or play music and video files and stream live content from the internet.



Options in list view are: *Play*, *Open*, *Rename*, *Delete*, *Move to folder*, *New folder*, *Mark/ Unmark*, *Send*, *Add to Favorites*, *Settings*, *Help*, *About product* and *Exit*.

Glossary: Media files are video, music or audio clips which you can play on a media player like the RealOne Player. Files with extensions .3gp, .mp4, .amr, .rm, .ram, .ra and .rv. are supported by the RealOne Player.

RealOne Player uses shared memory. See "Shared memory" on page 20.

• PLAY MEDIA FILES



You can play any music or video file from the list shown when you start the RealOne Player, or directly from the internet.

To play a media file stored in your phone's memory or memory card, open RealOne Player, scroll to the file and select **Options**→Play.

Glossary: Streaming is playing sound or video in real time as it is downloaded from the internet, as opposed to storing it in a local file first.

Inter IKEA Systems B.V.
Exhibit 1016 Page 84 of 223

To play a media file directly, or stream live content from the internet:

1 Select **Options**→*Open*→*URL address*.

2 Enter the URL of the site you want to play or stream content from.



Before your media file or stream begins playing, your phone will connect to the site and load the file.

Note: You cannot connect to a site unless you have configured an Access Point, see *Default Access Point* setting, p. 77.

Glossary: Buffering is the temporary storage of a part of your streaming content into the phone's memory before it's played.

Media guide

From your RealOne Player you can open a browser page containing a media guide with links to streaming media sites and files.

To view the media guide, open RealOne Player and select **Options**→*Open*→*Guide*.

Volume control

- To increase the volume press , or to decrease the volume press .
- To mute the sound press and hold until the indicator is displayed.
- To turn on the sound press and hold until you see the indicator.

Inter IKEA Systems B.V.
Exhibit 1016 Page 85 of 223

• SEND MEDIA FILES

You can send media files by using the *Send* option from your video clip list.

1 Scroll to the file you want to send and select **Options**→*Send*.

2 Select one of the four ways you have of sending your file, via *Via infrared*, *Via Bluetooth*, *Via multimedia* or *Via e-mail*.

• CHANGE THE SETTINGS

To change the *Video* settings, select **Options**→*Video* to open the following list of settings:

- *Video quality* - Choose *Sharp images* to have better picture quality, but slower framerate, or *High framerate* for faster framerate, but lower picture quality.
- *Automatic scaling* - Choose *On* to have automatic resizing of the video image.

To change the *Playback* settings, select **Options**→*Playback* to open the following setting:

- *Repeat* - Choose *On* to have the playing video or audio file restart automatically once it has finished.

To change the *Network* settings, select **Options**→*Network* to open the following list of settings:

- *Default Access Point* - As defined in *Connection settings*, see "Access points" on page 40.
- *Bandwidth* - Choose *Automatic* to have the best delivery rate available.
- *Maximum bandwidth* - Choose the maximum bandwidth for streaming content.
- *Connection time-out* - Open the slider view to change the waiting time for the initial server connection on a streaming session.
- *Server time-out* - Open the slider view to change the time allowed for no response from the server.

Inter IKEA Systems B.V.
Exhibit 1016 Page 86 of 223

- *Port Range* - Choose the port which is available for streaming. If not sure of the number, ask your service provider.

To change the *Proxy* settings, select **Options**→*Proxy* to open the following list of settings:

- *Use Proxy* / *Host address* / *Port* - Choose whether a proxy is used.

Tip: When you select one of the settings a tab view is opened. Press or to move between the different setting tabs. The following icons indicate which setting you are in:

 for *Video*

 for *Playback*

 for *Network*, and

 for *Proxy*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 87 of 223

9 Messaging



Note: Your phone must be switched on to use the functions in the **Messaging** folder. Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.

Go to **Menu**→ **Messaging**

Options in the Messaging main view: *Create message*, *Connect* (shown if you have defined settings for the mailbox), or *Disconnect* (shown if there is an active connection to mailbox), *SIM messages*, *Cell broadcast*, *Service command*, *Settings*, *Help*, and *Exit*.

In Messaging you can create, send, receive, view, edit, and organize:

- text messages,
- multimedia messages,
- e-mail messages, and
- smart messages, special text messages containing data.

In addition to these, you can receive messages and data via an infrared or Bluetooth connection, receive service messages, cell broadcast messages as well as send service commands.

Text and multimedia messages use shared memory. See "Shared memory" on page 20.

When you open Messaging, you can see the *Create message* function and a list of default folders:

 **Inbox** - contains received messages except e-mail and cell broadcast messages. E-mail messages are stored in the *Mailbox*. You can read cell broadcast messages by selecting **Options**→ *Cell broadcast*.

 **My folders** - for organizing your messages into folders.

Tip: Organize your messages by adding new folders under My folders.

Inter IKEA Systems B.V.
Exhibit 1016 Page 88 of 223

Tip: When you have opened one of the default folders, for example, **Sent**, you can easily move between the folders: by pressing to open the next folder (**Outbox**), or by pressing to open the previous folder (**Drafts**).

Mailbox - When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. After you have defined settings for a new mailbox, the name given to that mailbox will replace *Mailbox* in the main view.

Drafts - stores draft messages that have not been sent.

Outbox - is a temporary storage place for messages waiting to be sent.

Sent - stores the last 15 messages that have been sent. To change the number of messages to be saved, see "Settings for the Sent folder" on page 111.

Reports- you can request the system to send you a delivery report of the text messages, smart messages, and multimedia messages you have sent. To turn on delivery report reception, select **Options**→ *Settings*→ *text message* or *Multimedia message*, scroll to *Receive report*, and select *Yes*.

Note: Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.

Note: Before you can create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See "Settings for e-mail" on page 109 and "Settings for multimedia messages" on page 107.

• MESSAGING – GENERAL INFORMATION

The message status is always either draft, sent, or received. Messages can be saved to the Drafts folder before they are sent. Messages are temporarily placed to Outbox to wait for sending. After a message has been sent, you can find a copy of the message in the Sent folder. Received

Inter IKEA Systems B.V.
Exhibit 1016 Page 89 of 223

and sent messages are in read-only state until you select *Reply* or *Forward*, which copies the message to an editor. Note that you cannot forward e-mail messages sent by you.

Note: Messages or data that have been sent via an infrared or Bluetooth connection are not saved in the Draft or Sent folders.

Open a received message

When you receive a message, ✉ and the note *1 new message* is shown in standby mode. Press **Show** to open the message.

If you have more than one new message, press **Show** to open the Inbox to see the message headings. To open a message in Inbox, scroll to it and press ◉.

Add a recipient to a message

When you create a message, there are several ways to add a recipient:

1 add recipients from the Contacts directory. To open the Contacts directory, press ◉ or ✆ in the *To:* or *Cc:* fields, or select **Options**→ *Add recipient*. Scroll to a contact and press ◉ to mark it. You can mark several recipients at a time. Press **OK** to return to the message. The recipients are listed in the *To:* field and automatically separated with a semicolon (;).

2 write the phone number or e-mail address of the recipient in the *To:* field, or

3 copy the recipient information from another application and then paste it to the *To:* field. See "Copy text" on page 85.

Press Ⓒ to the left of the cursor if you want to delete a recipient.

Note: If you write many phone numbers or e-mail addresses in the *To:* field, you must remember to add a semicolon (;) between each item to separate them from each other. When you retrieve recipients from the Contacts directory, the semicolon is added automatically.

Example: 214 123 456; 972 456 876

Inter IKEA Systems B.V.
Exhibit 1016 Page 90 of 223

Sending options

To change how a message is sent, select **Options**→ *Sending options* when you are editing a message. When you save the message, its sending settings are also saved.

• WRITE TEXT

You can key in text in two different ways, using the method traditionally used in mobile phones or another method called predictive text input.

Icons: ABC and abc indicate the selected case. Abc means that the first letter in the message, or the first letter of the next word, is written in upper case, and all other letters are written in lower case. 123 indicates number mode.

Use traditional text input

The indicator  is shown on the top right of the display when you are writing text using traditional text input.

- Press a number key (1 - 9), repeatedly until the desired character appears. Note, that there are more characters available for a number key than are printed on the key.
- To insert a number, press and hold the number key.
  To switch between letter and number mode, press and hold #.
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press to end the time-out period), and then key in the letter.
- If you make a mistake, press C to remove a character. Press and hold C to clear more than one character.
- The most common punctuation marks are available under 1. Press 1 repeatedly to reach the desired punctuation mark.
  Press * to open a list of special characters. Use the scroll key to move through the list and press **OK** to select a character.
- To insert a space, press 0. To move the cursor to the next line, press 0 three times.

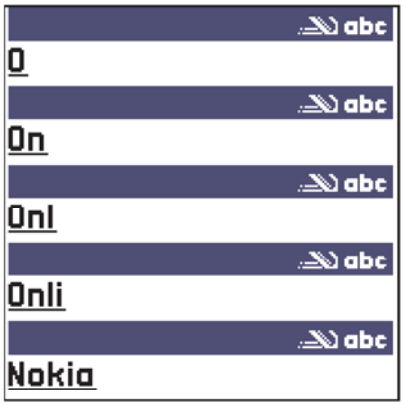
Inter IKEA Systems B.V.
Exhibit 1016 Page 91 of 223

- To switch between upper and lower case, press #.

Tip: To set predictive text input on or off, press # twice quickly when writing text.

Use predictive text input

To activate predictive text input, press and select *Predictive text on*. This will activate predictive text input for all editors in the phone. The indicator is shown at the top of the display.



1 Write the desired word by pressing the keys 2 abc - 9 wxyz. Press each key only once for one letter. The word changes after every key press.

Note: Do not pay attention to what appears on the display. The word match is evolving. Wait until you have keyed in the whole word before you check the result.

For example, to write 'Nokia' when English dictionary is selected, press

6 mno for N, 6 mno for o, 5 jkl for k, 4 ghi for i, and 2 abc for a.

As you can see, the word suggestion changes after each key press.

2 When you have finished the word, check that it is correct.

- If the word is correct, you can confirm it by pressing or by pressing 0 to insert a space. The underlining disappears and you can begin to write a new word.
- If the word is not correct, you have the following options:
  - Press * repeatedly to view the matching words the dictionary has found one by one.

Inter IKEA Systems B.V.
Exhibit 1016 Page 92 of 223

- Press and select *Predictive text*→ *Matches* to view a list of matching words. Scroll to the word you want to use and press to select it.

- If the **?** character is shown after the word, the word you intended to write is not in the dictionary. To add a word to the dictionary, press **Spell**, key in the word (max. 32 letters) using traditional text input, and press **Save**. The word is added to the dictionary. When the dictionary becomes full, a new word replaces the oldest added word.
- To remove the **?** and clear characters one by one from the word, press C.

TIPS ON USING PREDICTIVE TEXT INPUT

- To erase a character, press C. Press and hold C to clear more than one character.
- To change between the different character cases **Abc**, **abc**, and **ABC**, press *. Note that if you press * quickly twice the predictive text input is turned off.
- To insert a number in letter mode, press and hold the desired number key.

  Or press and select Insert number, key in the numbers you want, and press **OK**.

  To switch between letter and number mode, press and hold *.
- The most common punctuation marks are available under 1. Press 1 and then * repeatedly to reach the desired punctuation mark. Press and hold * to open a list of special characters. Use the scroll key to scroll through the list and press **OK** to select a character. Or press and select Insert symbol.

Tip: The predictive text input will try to guess which commonly used punctuation mark (**.,?!'**) is needed. The order and availability of the punctuation marks depend on the language of the dictionary.

- Press * repeatedly to view the matching words the dictionary has found one by one.

Inter IKEA Systems B.V.
Exhibit 1016 Page 93 of 223

You can also press , select Predictive text and select:

- Matches - to view a list of words that correspond to your key presses. Scroll to the desired word and press the .
- *Insert word* - to add a word (max. 32 letters) to the dictionary by using traditional text input. When the dictionary becomes full, a new word replaces the oldest added word.
- *Edit word* - to open a view where you can edit the word, available only if the word is active (underlined).

Write compound words

Write the first half of a compound word and confirm it by pressing . Write the last part of the compound word and complete the compound word by pressing to add a space.

Turn off predictive text

Press and select *Predictive text*→ *Off* to turn predictive text input off for all editors in the phone.

Editing options

When you press , the following options appear (depending on the editing mode and situation you are in):

- *Predictive text* (predictive text input), *Alpha mode* (traditional text input), *Number mode*
- *Cut*, *Copy* - available only if text has been selected first.
- *Paste* - available only when text has been either cut or copied to the clipboard.
- *Insert number*, *Insert symbol*, and
- *Writing language* - changes the input language for all editors in the phone.

COPY TEXT

If you want to copy text to the clipboard, the following are the easiest methods:

1 To select letters and words, press and hold . At the same time, press or . As the selection moves, text is highlighted.

Inter IKEA Systems B.V.
Exhibit 1016 Page 94 of 223

To select lines of text, press and hold . At the same time press or .

2 To end the selection, stop pressing the scroll key.

3 To copy the text to clipboard, while still holding , press **Copy**. Or, release and then press it once to open a list of editing commands, for example, *Copy* or *Cut*.
If you want to remove the selected text from the document, press .

4 To insert the text into a document, press and hold and press **Paste**.
Or, press once and select *Paste*.

• CREATE AND SEND NEW MESSAGES

Note: When sending messages, your phone may display the words Message Sent. This is an indication that the message has been sent by your phone to the message center programmed into your phone. This is not an indication that the message has been received at the intended destination. For more details about the messaging services, check with your service provider.

You can start to create a message in two ways:

- By selecting *New message*→ *Create:*→ *text message*, *Multimedia message*, or *E-mail* in the Messaging main view, or
- Start to create a message from an application that has the option *Send*. In this case the file that was selected (such as an image or text) is added to the message.



Inter IKEA Systems B.V.
Exhibit 1016 Page 95 of 223

Write and send text messages

Options in the picture message editor are: *Send*, *Remove picture*, *Add recipient*, *Delete*, *Insert*, *Message details*, *Help*, and *Exit*.

1 Select *New message*. A list of message options opens.

2 Select *Create:*→ *text message*. The editor opens with the cursor in the *To:* field. Press to select recipient(s) from the Contacts directory or write the phone number of the recipient. Press to add a semicolon (;) to separate each recipient. Press to move to the message field.

3 Write the message.

Note: Your phone supports sending of multiple text messages at the same time, therefore, the normal 160 characters limit for one text message can be exceeded. If your text exceeds 160 characters, it will be sent in two or more messages and message sending may cost you more.

In the navigation bar, you can see the message length indicator counting backwards from 160. For example, 10 (2) means that you can still add 10 characters for the text to be sent as two messages.

4 To send the message, select **Options**→ *Send* or press .

SEND SMART MESSAGES

Options in the text message editor are: *Send*, *Add recipient*, *Insert*, *Delete*, *Message details*, *Sending options*, *Help*, and *Exit*.

Smart messages are special text messages that can contain data. You can send smart messages such as:

- picture messages,
- business cards containing contact information in generic (vCard) format,
- Calendar notes (vCalendar format).

For more information, see "Send contact information" on page 59, "Send calendar entries" on page 121, and "Send bookmarks" on page 136.

Inter IKEA Systems B.V.
Exhibit 1016 Page 96 of 223

Tip: You can also receive ringing tones, operator logos, or settings from service providers.

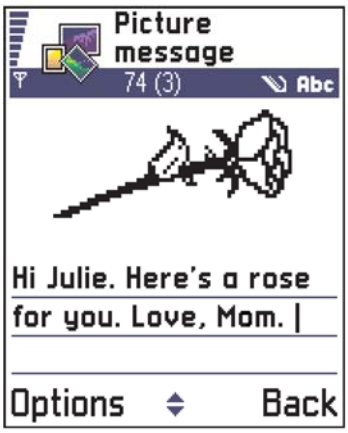
CREATE AND SEND PICTURE MESSAGES

Options in the picture message editor are: *Send*, *Add recipient*, *Insert*, *Remove picture*, *Delete*, *Message details*, *Help*, and *Exit*.

Your phone allows you to send and receive picture messages. Picture messages are text messages that contain small black-and-white graphics. There are several default pictures available in the *Picture msgs.* folder in **Images**.

Note: This function can be used only if it is supported by your service provider. Only phones that offer picture message features can receive and display picture messages.

To send a picture message:



1. There are two possibilities, either:
   - Go to *Images*→ *Picture msgs.* and select a picture to be sent. Select **Options**→ *Send*, or
   - Select **Messaging**→ *New message*→ *Create:*→ *Text message* and select *Insert*→ *Picture*.
2. Enter recipient information and add text.
3. Select **Options**→ *Send* or press .

Note: Each picture message is made up of several text messages. Therefore, sending one picture message may cost more than sending one text message.

Multimedia messages

A multimedia message can contain text, images and either video or sound clips.

Inter IKEA Systems B.V.
Exhibit 1016 Page 97 of 223

Note: This function can be used only if it is supported by your service provider. Only devices that offer multimedia message or e-mail features can receive and display multimedia messages. Devices that don't have these features may receive details of a link to a web page.

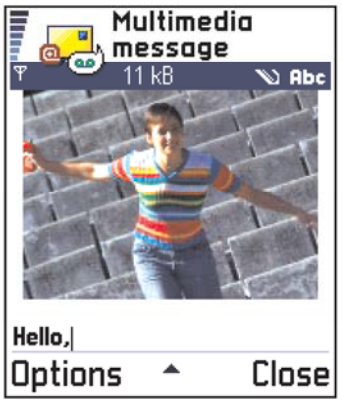
SETTINGS NEEDED FOR MULTIMEDIA MESSAGING

Options in the multimedia message editor are: *Send*, *Add recipient*, *Insert*, *Preview message*, *Objects*, *Remove*, *Delete*, *Message details*, *Sending options*, *Help*, and *Exit*.

You may receive the settings as a smart message from your service provider. See "Receive smart messages" on page 96.

For availability of and subscription to data services, please contact your service provider.

1 Go to *Settings*→ *Connection settings*→ *Access points* and define the settings for a multimedia messaging access point:



Connection name - Give a descriptive name for the connection.

Session mode - Select a data connection type: *GSM data*, *High speed GSM*, or *GPRS*.

Gateway IP address - enter the address

Example: Domain names such as **www.nokia.com** can be translated into IP addresses like **192.100.124.195**.

Homepage - enter the address of the multimedia messaging center.

- If you selected *GSM data* or *High speed GSM*, fill in: *Dial-up number* - a phone number for the data call.
- If you selected *GPRS*, fill in: *Access point name* - the name given to you by your service provider.

For further information on different data connections, see "Connection settings" on page 37.

Inter IKEA Systems B.V.
Exhibit 1016 Page 98 of 223

2 Go to **Messaging**→ **Options**→ *Settings*→ *Multimedia message*. Open *Preferred connection* and select the access point you created to be used as the preferred connection. See also "Settings for multimedia messages" on page 107.

SET UP THE MESSAGING STORE

The messaging store defines whether the phone's memory or the memory card are used as default. To define the messaging store:

Messaging→ **Options**→ *Settings* →*Messaging store* and select either the phone's memory or the memory card, if one is used.

CREATE MULTIMEDIA MESSAGES

Note: When you are sending a multimedia message to any phone other than the Nokia 3650 or Nokia 7650, it is recommended to use a smaller image size and a sound clip that is no longer than 15 seconds. The default setting *Image size: Small*. If you want to check the image size setting, go to **Messaging**→ **Options**→ *Settings*→ *Multimedia message* or select **Options**→ *Sending options* when you are creating a multimedia message. When you are sending a multimedia message to an e-mail address or another Nokia 3650 or Nokia 7650, select **Options**→ *Sending Options*→ *Image size* →*Large* when you are creating a multimedia message.

1 In Messaging, select *New message*→ *Create:*→ *Multimedia message* and press .

2 Press to select the recipient(s) from the Contacts directory or write the phone number or e-mail address of the recipient in the *To:* field. Add a semicolon (;) to separate each recipient. Press to move to the next field.

3 You can add the different objects of the multimedia message in any order you want

- To add an image, select **Options**→ *Insert* → *Image* or *New image*.
- To add a sound, select **Options**→ *Insert*→ *Sound clip* or *New sound clip*. When sound has been added, the icon is shown in the navigation bar.
- To add video, select **Options**→ *Insert*→ *Video clip*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 99 of 223

- To write text, press .
- If you select *Insert*→ *Image*, *Sound clip*, *Video clip*, or *Template*, a list of items opens. Scroll to the item you wish to add and press **Select**.

Note: If you chose *Image*, first you need to select whether the image is stored in the phone's memory or the memory card, if one is used.

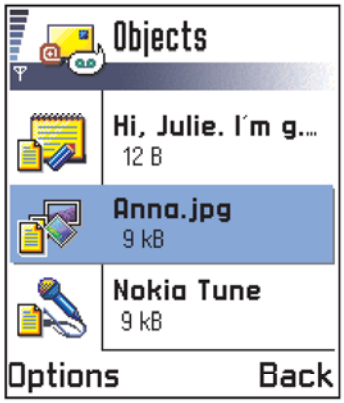
- If you select *Insert*→ *New image*, Camera opens and you can take a new picture. Press **Remove** to remove the picture and take another instead.
- If you select *Insert*→ *New sound clip*, Recorder opens and you can record a new sound. The new photo or sound is automatically saved and a copy is inserted in the message.

Note: A multimedia message can contain only one photo and one sound or video clip.

4 To send the message, select **Options**→ *Send* or press .

PREVIEW A MULTIMEDIA MESSAGE

To see what the multimedia message will look like, select **Options**→ *Preview message*.



REMOVE AN OBJECT FROM A MULTIMEDIA MESSAGE

To remove a multimedia object, select **Options**→ *Remove*→ *Image Video clip* or *Sound clip*. Press to remove text.

WORK WITH DIFFERENT MEDIA OBJECTS

To see all the different media objects included in a multimedia message, open a multimedia message and select **Options**→ *Objects* to open the Objects view.

In the Objects view, you can change the order of the different objects, delete objects, or open an object in a corresponding application.

Options in the Objects view are: *Open*, *Insert*, *Place image first* / *Place text first*, *Remove*, *Help*, and *Exit*.

Inter IKEA Systems B.V.
Exhibit 1016 Page 100 of 223