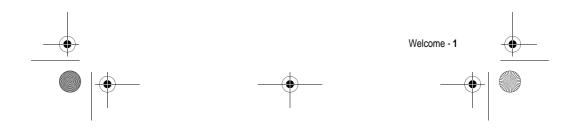
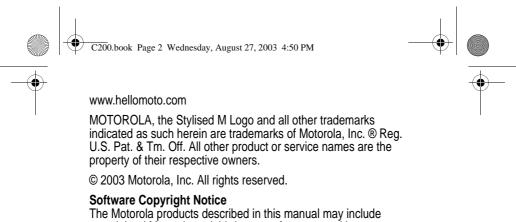


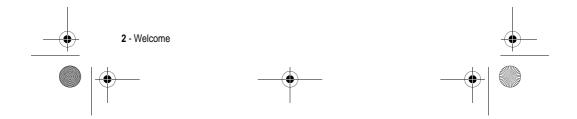
Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola C200 wireless phone.







copyrighted Motorola and third party software stored in semiconductor memories or other media. Laws in the United States and other countries preserve for Motorola and third party software providers certain exclusive rights for copyrighted software, such as the exclusive rights to distribute or reproduce the copyrighted software. Accordingly, any copyrighted software contained in the Motorola products may not be modified, reverse-engineered, distributed, or reproduced in any manner to the extent allowed by law. Furthermore, the purchase of the Motorola products shall not be deemed to grant either directly or by implication, estoppel, or otherwise, any license under the copyrights, patents, or patent applications of Motorola or any third party software provider, except for the normal, non-exclusive, royalty-free licence to use that arises by operation of law in the sale of a product.









Contents

Contents - 3

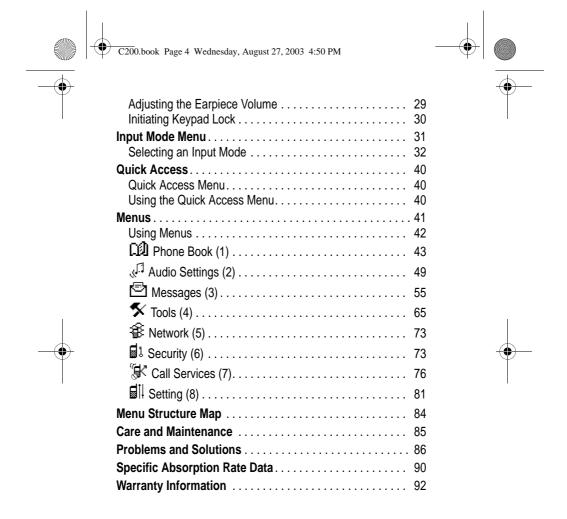


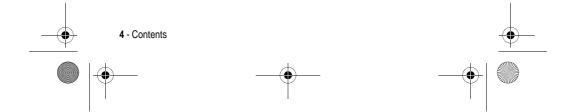


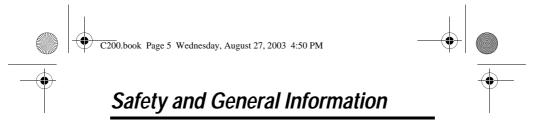












IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION. READ THIS INFORMATION BEFORE USING YOUR PHONE.

The information provided in this document supersedes the general safety information in user guides published prior to December 1, 2002.

Exposure To Radio Frequency (RF) Energy

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits RF energy. When you communicate with your phone, the system handling your call controls the power level at which your phone transmits.

Your Motorola phone is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

Operational Precautions

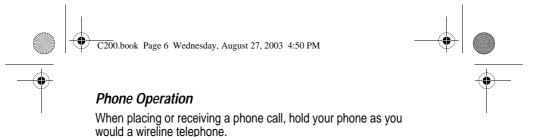
To assure optimal phone performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards, always adhere to the following procedures.

External Antenna Care

Use only the supplied or Motorola-approved replacement antenna. Unauthorised antennas, modifications, or attachments could damage the phone.

Do NOT hold the external antenna when the phone is IN USE. Holding the external antenna affects call quality and may cause the phone to operate at a higher power level than needed. In addition, use of unauthorised antennas may result in non-compliance with the local regulatory requirements in your country.





Body-Worn Operation

To maintain compliance with RF energy exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this phone, if available. Use of accessories not approved by Motorola may exceed RF energy exposure guidelines. If you do not use one of the body-worn accessories approved or supplied by Motorola, and are not using the phone held in the normal use position, ensure the phone and its antenna are at least 1 inch (2.5 centimetres) from your body when transmitting.

Data Operation

When using any data feature of the phone, with or without an accessory cable, position the phone and its antenna at least 1 inch (2.5 centimetres) from your body.

Approved Accessories

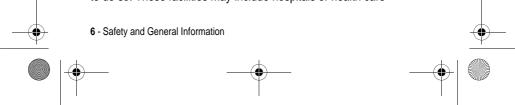
Use of accessories not approved by Motorola, including but not limited to batteries and antenna, may cause your phone to exceed RF energy exposure guidelines. For a list of approved Motorola accessories, visit our website at www.Motorola.com.

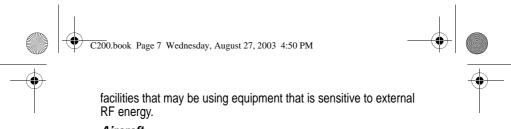
RF Energy Interference/Compatibility

Note: Nearly every electronic device is susceptible to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your phone may cause interference.

Facilities

Turn off your phone in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care





Aircraft

When instructed to do so, turn off your phone when on board an aircraft. Any use of a phone must be in accordance with applicable regulations per airline crew instructions.

Medical Devices

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (15 centimetres) be maintained between a handheld wireless phone and a pacemaker.

Persons with pacemakers should:

- ALWAYS keep the phone more than 6 inches (15 centimetres) from your pacemaker when the phone is turned ON.
- · NOT carry the phone in the breast pocket.
- Use the ear opposite the pacemaker to minimise the potential for interference.
- Turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

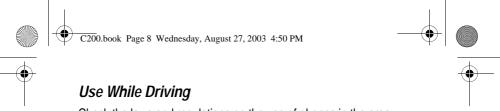
Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your GP may be able to assist you in obtaining this information.







Check the laws and regulations on the use of phones in the area where you drive. Always obey them.

When using your phone while driving, please:

- · Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

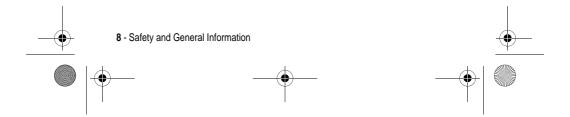
For Vehicles With an Air Bag

Do not place a phone in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a phone is placed in the air bag deployment area and the air bag inflates, the phone may be propelled with great force and cause serious injury to occupants of the vehicle.

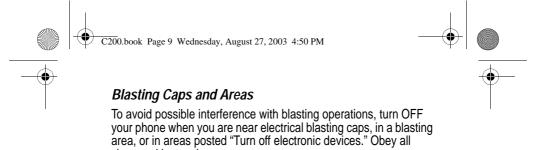
Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless it is a phone type especially qualified for use in such areas and certified as "Intrinsically Safe." Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fuelling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders. Areas with potentially explosive atmospheres are often but not always posted.







Batteries

signs and instructions.

Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, bag, or other container with metal objects. **Use only Motorola original batteries and chargers.**

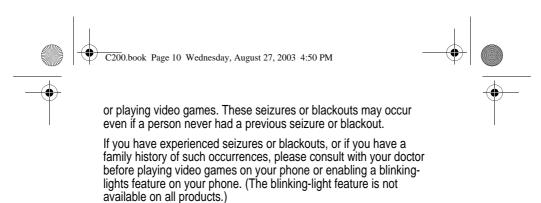
Your battery or phone may contain symbols, defined as follows:

Symbol	Definition
<u> </u>	Important safety information will follow.
8	Your battery or phone should not be disposed of in a fire.
	Your battery or phone may require recycling in accordance with local laws. Contact your local regulatory authorities for more information.
X	Your battery or phone should not be thrown in the trash.
⊖ Lilon BATT ⊕	Your phone contains an internal lithium ion battery.

Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to blinking lights, such as when watching television





Parents should monitor their children's use of video game or other features that incorporate blinking lights on the phones. All persons should discontinue use and consult a doctor if any of the following symptoms occur: convulsion, eye or muscle twitching, loss of awareness, involuntary movements, or disorientation.

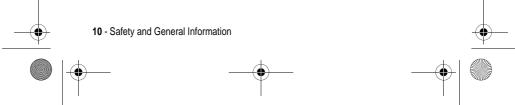
To limit the likelihood of such symptoms, please take the following safety precautions:

- Do not play or use a blinking-lights feature if you are tired or need sleep.
- Take a minimum of a 15-minute break hourly.
- Play in a room in which all lights are on.
- Play at the farthest distance possible from the screen.

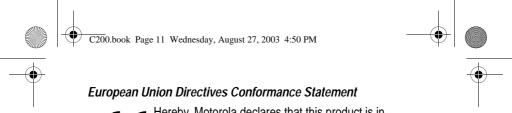
Repetitive Motion Injuries

When you play games on your phone, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, or other musculoskeletal disorders:

- Take a minimum 15-minute break every hour of game playing.
- If your hands, wrists, or arms become tired or sore while playing, stop and rest for several hours before playing again.
- If you continue to have sore hands, wrists, or arms during or after play, stop playing and see a doctor.









Hereby, Motorola declares that this product is in compliance with

- The essential requirements and other relevant provisions of Directive 1999/5/EC
- All other relevant EU Directives

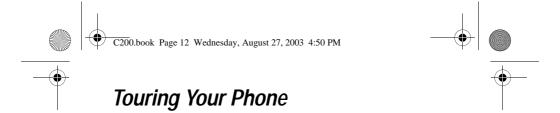




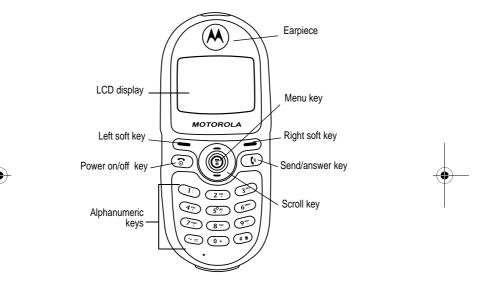
The above gives an example of a typical Product Approval Number.

You can view your product's Declaration of Conformity (DoC) to Directive 1999/5/EC (the R&TTE Directive) at www.motorola.com/rtte - to find your DoC, enter the product Approval Number from your product's label in the "Search" bar on the Web site





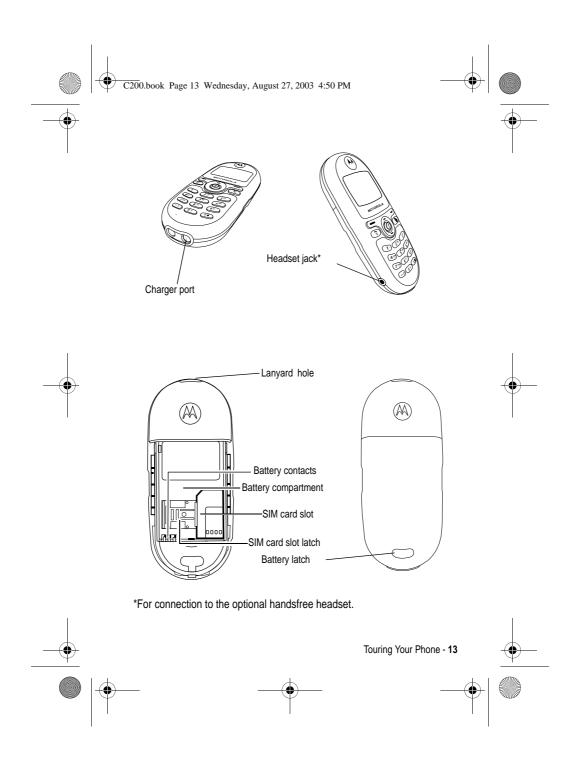
Appearance

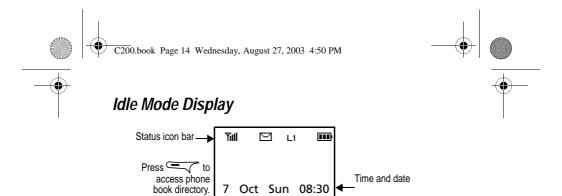


For information on how to use each key, see "Function Keys" on page 15.

Your phone may not appear exactly as the phone image above.







≣

☺

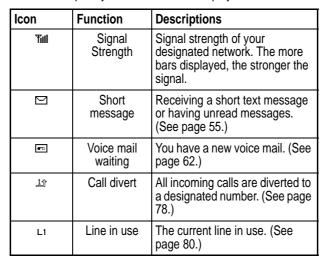
to access Messages menu.

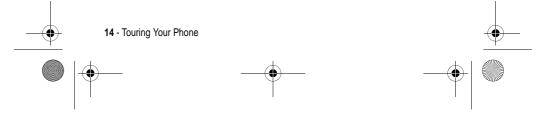
Idle Display Icons

Icons are frequently shown on the idle display:

Press 🗊 to access menus.

M















Icon	Function	Descriptions
\$	Vibration only	Your phone only vibrates without ringing when a call comes in. (See page 51.)
(III)	Battery	Battery power level, the more the bars, the more the battery power. Three bars: full. No bars: Recharging immediately. The icon scrolls during charging until the battery is full.
4 -	Key lock	Key lock is activated. (See page 30 and 82.)
Δ	Roaming	When your phone is not used on your home network, this icon will appear.





Function Keys

In this user guide, *press and hold* means "pressing and holding a key for about 2 seconds," while *press* means "press and release a key immediately."

This listing does not include all operations of each key. Refer to related sections of this manual for other key commands.

Keys	Commands and functions
ि	Power On/Off key
	Press and hold to switch your phone on/ off.
	Press to end or cancel a call.
	Press to return to the previous menu.

Touring Your Phone - 15

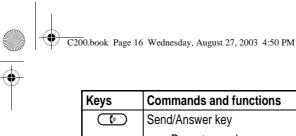














Keys	Commands and functions	
(i)	Send/Answer key	
	Press to send or answer a call.	
	In idle mode, press and hold to redial the last call number.	
	In idle, press to display last dialed / missed / received numbers.	
	Press to select or activate an option.	
1	Menu key	
	Access the main menu from idle.	
	During a call, press to access the Call Options menu.	
	During input, press to access the input mode menu.	
7	Right soft key	
	Executes the command shown at the bottom right of the display:	
	In menus, press to select or activate an option (as SELECT/OK/OPTION shows).	
	In idle, press to access the Messages menu (as shows).	
	Confirms entered digits/text during input (as OK shows).	



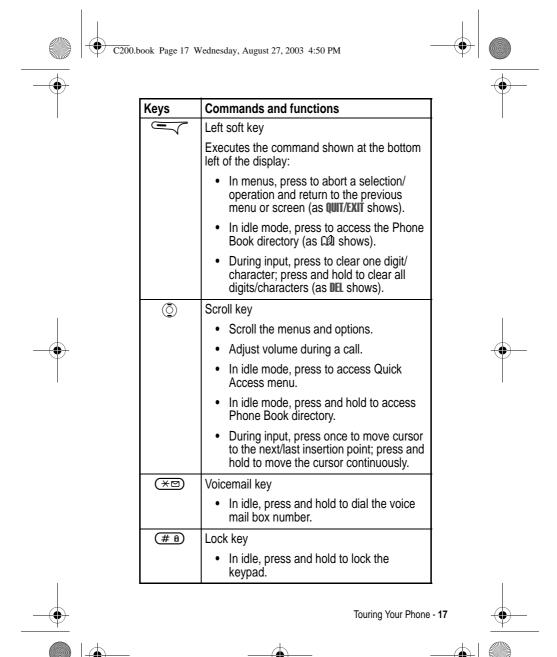
16 - Touring Your Phone

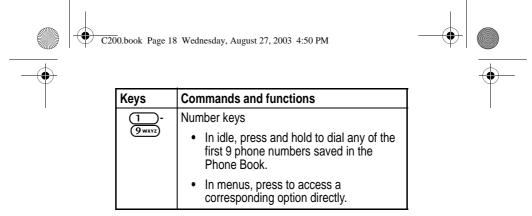












Alphanumeric Keys

Following is a list of the alphanumeric keys and their corresponding characters and symbols in input.

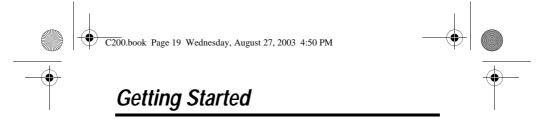
Key	Lower case
1	, . : 1 % ! ? ; " ' < > () @ &
2 ABC	ABC2ÅÄ åäàçæβ
3 DEF	DEF3ΔΦèéÉ£Æ\$
4 сні	GHI4€i¿¤
(5 JKL)	JKL5A_
(6 MNO)	MNO6ΩÑñòÖöØø
7 PQRS	PQRS7ΠΣ¥§
(8 TUV	TUV8⊖üÜù
(9 wхүг)	WXYZ9 E \P
0+	(Space) 0
₪	+-/=
(# A)	# P











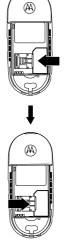
Your SIM Card

To use your phone, you must insert a SIM card (Subscriber Identification Module) supplied by your network operator. The SIM card contains your subscription number and your phone number, as well as a memory where you can store phone numbers, messages, etc.

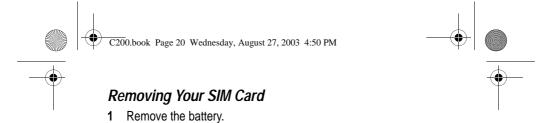
Inserting Your SIM card

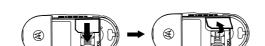
Note: Scratches can easily damage the metal contacts of the SIM card. Pay special attention to the SIM card when you handle and insert.

- 1 Remove the battery.
- 2 Locate the SIM card slot.
- 3 Place the SIM card into the slot, with the metal contacts of the SIM card facing down and its cut corner on the upper left.
- 4 Slide the latch onto the SIM card.









Slide the SIM card latch backward, then remove the card from

Battery Use

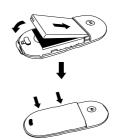
the slot.

Caution: Do not remove the battery when your phone is on—you may lose all your personal settings stored either in your SIM card or phone memory.

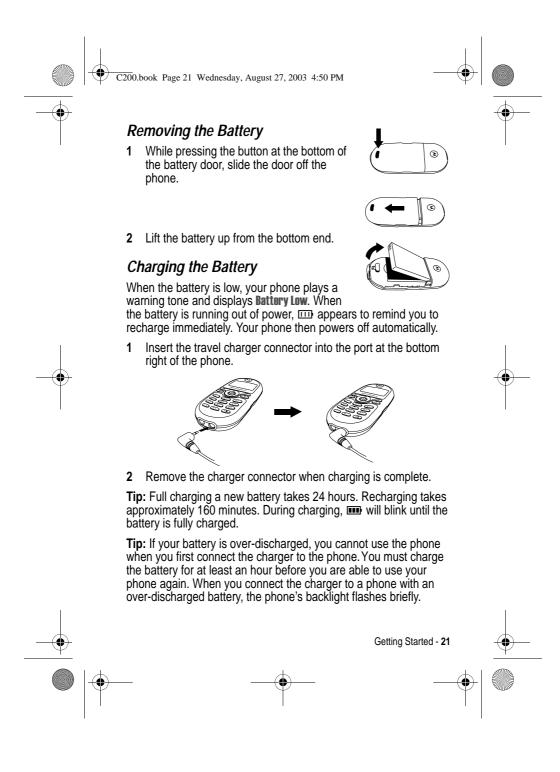


Fitting the Battery

- Place the battery into the handset, matching the battery contacts with the contacts on the battery compartment.
- Push the battery door down on the phone and slide upwards until it snaps into place.













Turning on the Phone

Press and hold (to turn your phone on.

Enter your PIN. If you type a wrong number while entering your PIN, delete the wrong number by pressing (DEL). When done, press (OK) or to confirm.

Tip: PIN (Personal Identification Number) is a password provided by your network operator. With your PIN, you can use your SIM card and access the services offered by your operator.

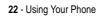
Note: If you enter a wrong PIN three times in a row, your SIM card will be blocked. To unblock the SIM card, you need to enter the PUK (Personal Unblocking Key) of the card. Please call the operator, and ask for PUK.

Making a Phone Call

- Once your PIN is accepted, the phone will start searching for your designated network automatically, as @, indicates. This may take a few seconds. When receiving network signals successfully, the phone beeps twice with its LCD display showing the network you connect to and then goes into idle mode.
- Now you can dial a desired number using the keys on the keypad. Press (DEL) to delete wrong digits. Press 😯 to send your call.

Note: When network service is not available, no signal level will be displayed on the screen.

Note: When connected to a network you do not have access rights to, you will only be able to make emergency calls. The signal strength for this network will still be displayed on the screen.











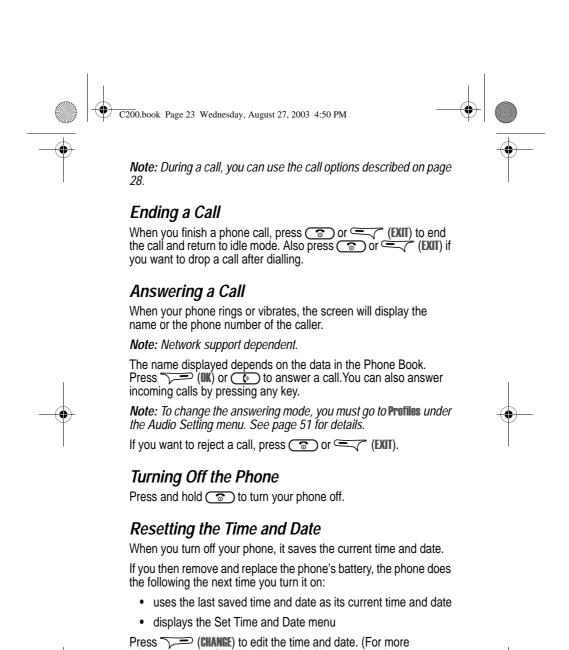






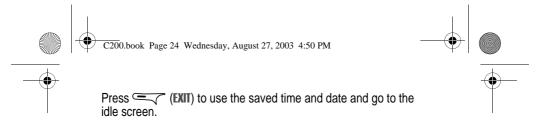






information, see "Set Time & Date (8-2)" on page 82.)

Using Your Phone - 23



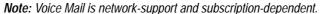
One-touch Dialling

There are two ways of doing one-touch dialling while in idle mode:

- Press and hold . The last number you dialled will be dialled again automatically.
- You can dial any of the first 9 phone numbers saved in the Phone Book by pressing and holding its Phone Book location number. If the number is saved in the Phone Book at location 5, for example, press and hold 5 JKL to make the call.

Listening to a Voicemail

In idle mode, press and hold $\stackrel{\textstyle \smile}{}$ to call your operator's voice mail center and listen to the voice mail left by a caller. You can also go to Voice Mail under the Message menu to make a voicemail call. If your operator's voice mail number has not been pre-stored, please refer to page 62 for further details.



Making an International Call

- Enter the outgoing international code, or press and hold (0+) until + is displayed.
- **2** Enter the recipient's national code, area code and phone number.
- 3 Send out your call by pressing .

Making an Emergency Call

Enter 112 (the international emergency number) and press . This emergency call can be made without a SIM card inserted, as long as you are within the coverage of the type of network used by your phone.



24 - Using Your Phone







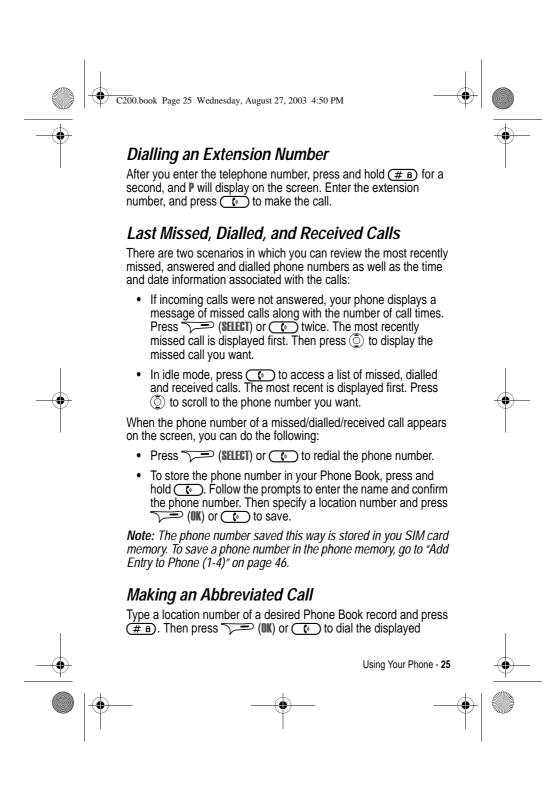


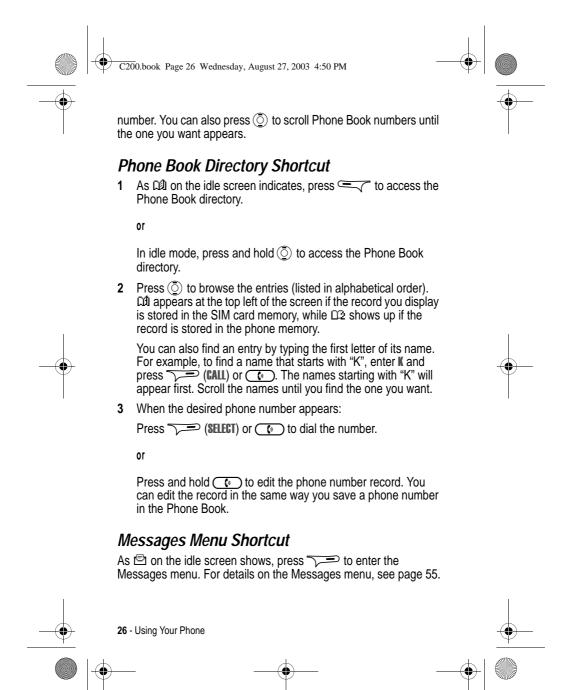


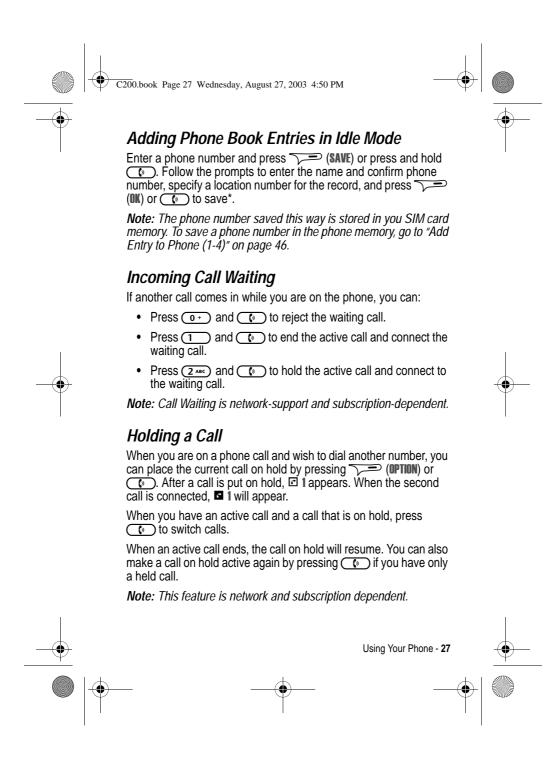


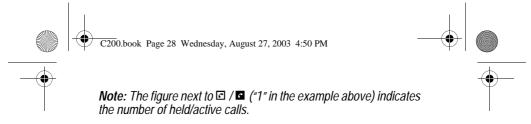












Call Options Menu

When you are on a phone call, press (access the Call Options menu listed below. Use (b) to scroll and press (SELECT) or to access a selected option; press (QUIT) or to leave a selected option.

Note: Options marked "*" are network and subscription dependent.

*SIM Menu

Access the SIM Tool Kit menu.

Mute

Mute the microphone so the person you are speaking with cannot hear your voice.

☑ appears when this mode is on.

*Messages

You can read, write and send messages with this function. For details on the Messages menu see page 55.

*Conference

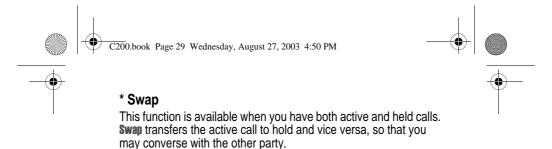
The Conference menu has the following options:

Note: The maximum number of parties allowed during a conference (multi-party) call varies, depending on the network you choose.

* End Call

During a multi-party call, you can end the call on one of the parties by selecting this function.





* Hold

This function allows you to put a currently active call on hold, so that you can initiate a new call.

* Unhold

Once you end the new call while holding an old call, the old call can be made active again by selecting this function.

* Join Call

This function allows you to make a conference call.

Talk privately with one participant during a conference call.

* Transfer

This function allows you to end your own call and connect the active and held calls, so the callers of the active and held calls can speak with each other alone.

Phone Book

You can access the Phone Book menu by selecting this item.

Call List

View dialled, received, and missed calls. When the desired phone number appears, press or (SELECT) to call, save, or delete the number.

Adjusting the Earpiece Volume

When speaking on the phone, press (5) to adjust the volume.







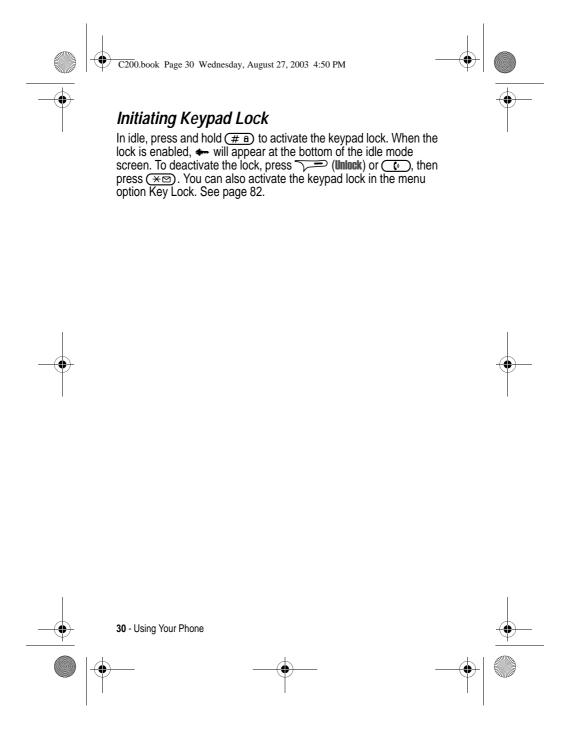










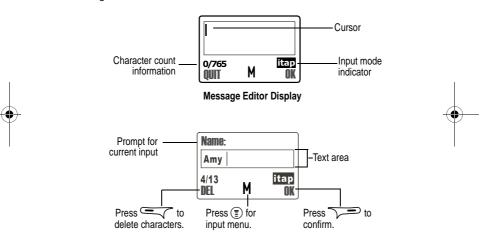




Your phone provides several input methods when you wish to:

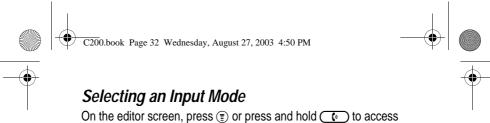
- · write short messages
- enter names or numbers in the Phone Book

Note: For details on these features, see related sections of this user guide.



Phonebook Editor Display





On the editor screen, press (a) or press and hold (b) to access the input mode menu. Scroll the menu with (a) and press (SHECT) or (b) to select, or press a corresponding number key directly to choose from the following input modes:

Note: The factory default for the input mode is ABC Input (ABCD). However, you can set the default yourself. See "Input Mode (8-5)" on page 83. The default input mode you set appears automatically with the editor screen.

Note: The input mode menu may vary from market to market.

Smart Input (iTAP)

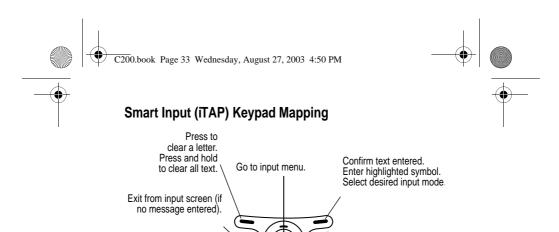
The *Smart Input* system (or *iTAP*, as shown on the editor screen) analyses letters as they are being typed to come up with the right words, making text entry quick and easy. *Smart Input (iTAP)* is an efficient alternative to the traditional multi-tapping input, which requires you to press a key several times for an appropriate letter.

Features of Smart Input (iTAP)

- One key press per letter. No multi-pressing for entering letters.
- · Comprehensive word database including common names.
- · Widely used punctuation and symbols included.







4 cyr 50 pt. 6 mm

(9×5

Upper/lower case.



Tips for Using Smart Input (iTAP)

Next/previous word candidate. Move cursor. Scroll punctuation bar/

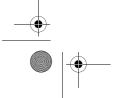
input menu.

punctuation & symbol bar.

To enter words:

Press and hold to access

- Type a word by pressing a corresponding alphanumeric key only once for each letter, without having to consider the order of the alphabets indicated on the keys. The word you type will appear outside the text frame before you confirm it.
- To switch between upper case and lower case, press
 OFL) once to delete a wrong letter; press and hold
 to delete an entire word.
- The word changes as you type letters. Disregard what is on the screen until you type an entire word.
- If the word displayed is not the one you want after typing it completely, press (# a) for the next word candidate. You can







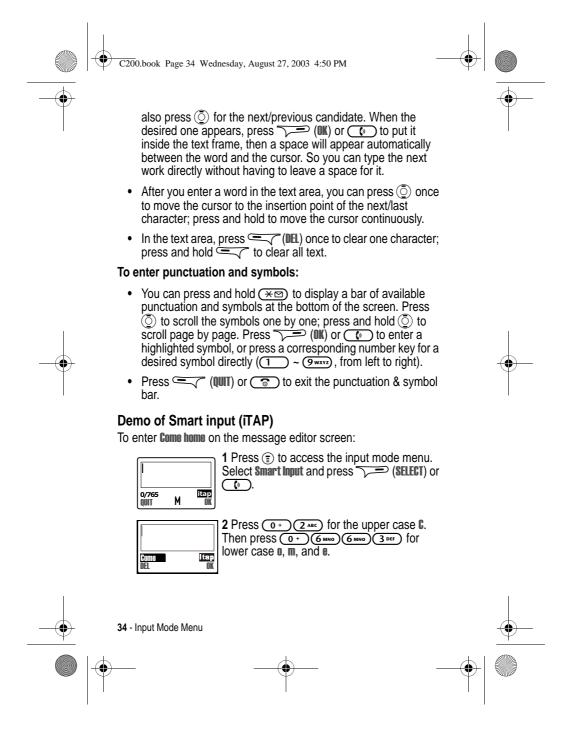


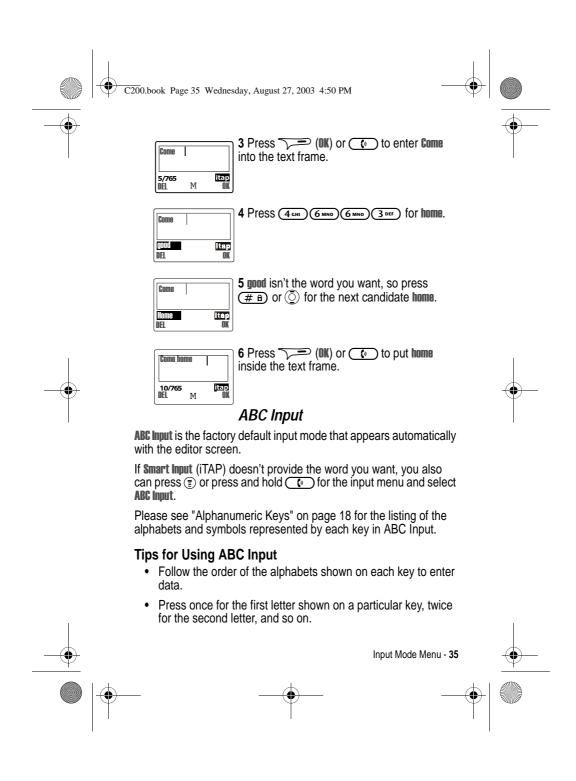


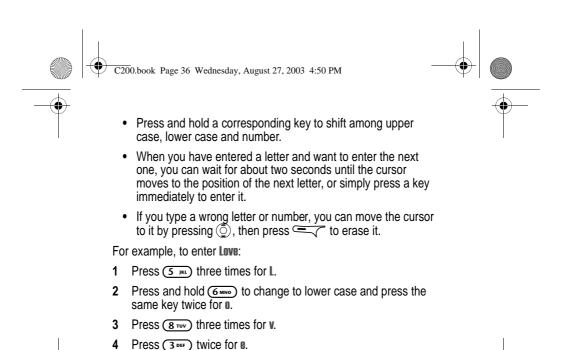
Works like —.

For next word candidate.

Enter letters.







123 Input

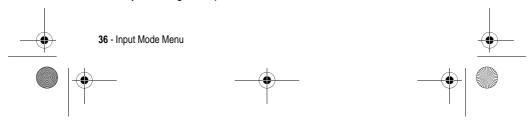
This input mode allows you to enter numbers using the alphanumeric keys \bigcirc To enter punctuation, press and hold \bigcirc to display the punctuation and select.

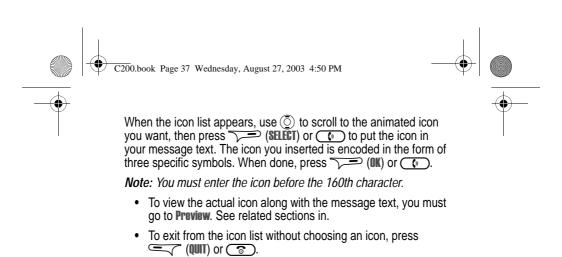
Insert Symbol

Displays the bar of punctuation and symbols. Use \bigcirc to scroll the bar (press and hold \bigcirc to scroll page by page) and when the desired symbol is highlighted, press \bigcirc (\bigcirc (\bigcirc). You can also press a corresponding number key (\bigcirc - \bigcirc -) for a desired symbol.

Select Icon

You can insert an animated icon into a text message you'd like to send by selecting this input mode.





to erase the symbols that represent the icon. **Note: Select Icon** is only available for message editing.

Note: Each message allows only one icon. The **Select Icon** option will not appear in the input mode menu if you already attached an icon to the message.

To delete the icon from the message text, simply press

Note: You can also send an icon message by selecting **Icon Message** in the Messages menu. See page 60.

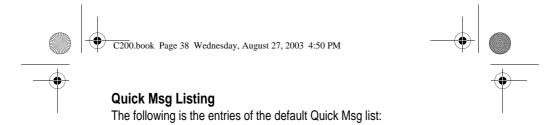
Note: Icon message feature must be supported by your network operator and by the recipient's phone.

Insert Quick Msg

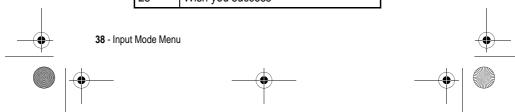
Quick Msg is a list that allows you to compose messages and notes by making use of the sentences already stored in the phone.

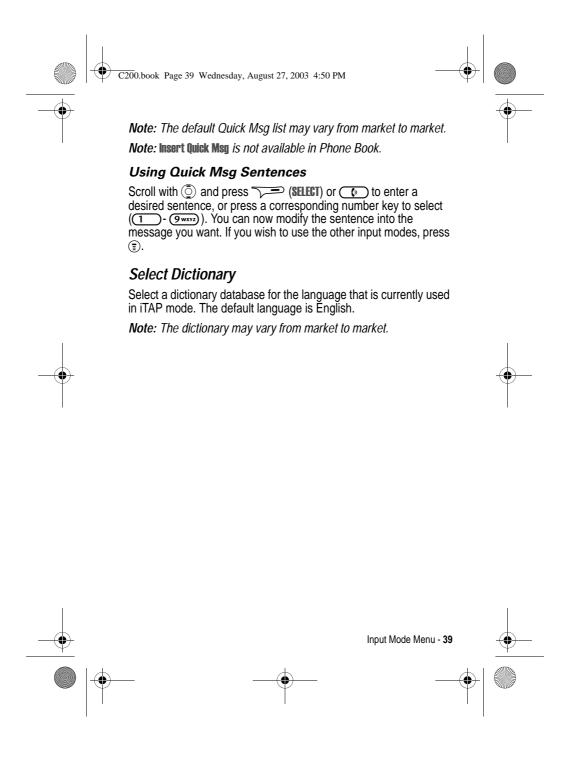
In the menu option **Select Quick Msg**, you can customise the Quick Msg list by adding the sentences you wrote to the list. See page 60 for details.

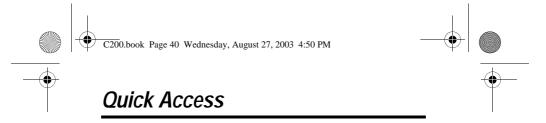




No.	Phrases and Sentences
1–5	Reserved for you to store the sentences you wrote. See "Quick Msg (3-5)" on page 60.
6	I'm busy now, will call you later
7	Happy Birthday
8	Please call my mobile number
9	Please call office
10	I'm not coming home for dinner
11	I'm on my way, please wait
12	I love you
13	I'm sorry
14	Please call home
15	Merry Christmas
16	Happy New Year
17	Have a safe trip
18	Get well soon
19	Thank you
20	I arrived safely
21	Don't leave until I get there
22	Meet me at [time] [place]
23	I will be there in [xx] minutes
24	I'll be leaving at
25	Wish you success







Quick Access is a ready menu of 9 regularly used features. It provides you with an efficient means to access these features directly and minimises the number of steps required for accessing via the main menu.

Note: The default Quick Access menu may vary from market to market.

Quick Access Menu

In idle mode, press (5) to display the Quick Access menu.

Note: You can personalise the Quick Access menu as needed by selecting what features you want available in this menu. For information on the available Quick Access menu items and how to configure your Quick Access menu, see "Quick Access (4-6)" on page 70.

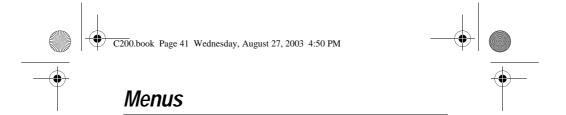
Note: The SIM Menu option is a network support and subscription dependent feature.

Note: For details on each menu option, please refer to related sections of this user guide.

Using the Quick Access Menu

Press (access an option. You can also press a corresponding number key to get to a desired function directly. To exit from a Quick Access option or operation, press (QUIT) or ...

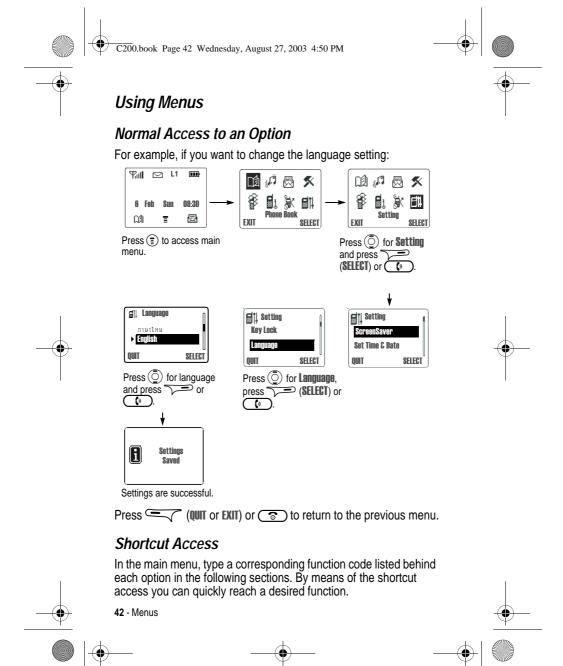


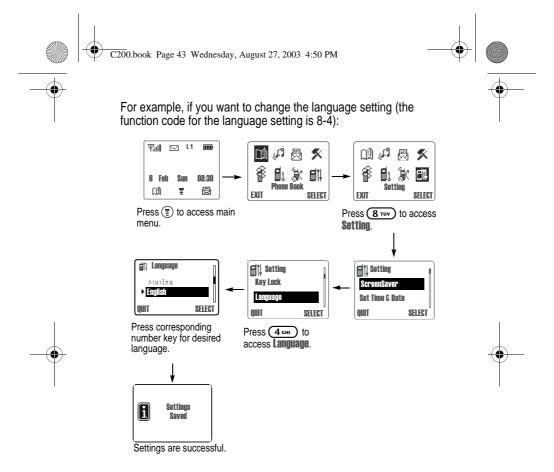


Your phone's main menu shows 8 animated images that represent options with related submenus.





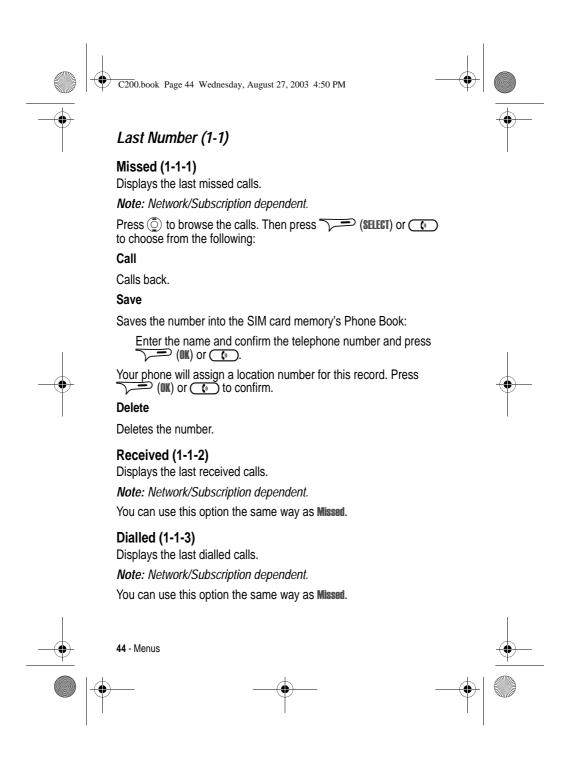


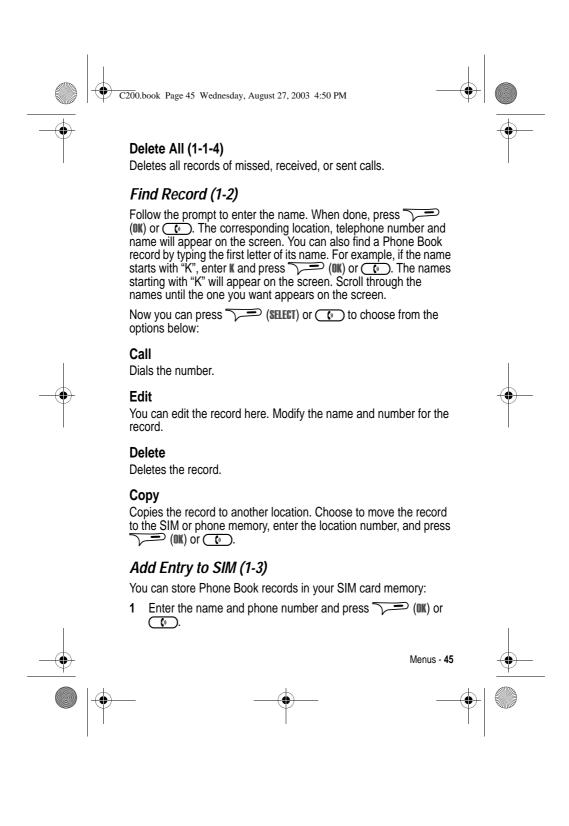


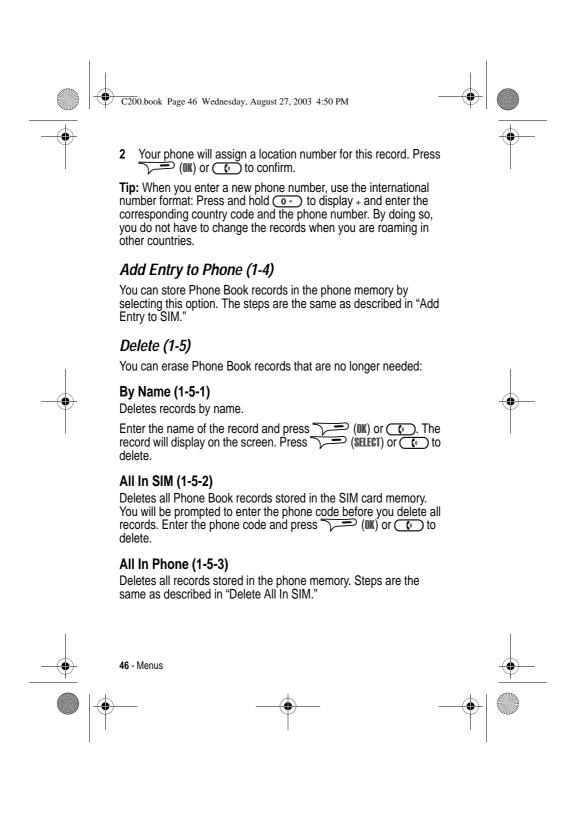
A Phone Book (1)

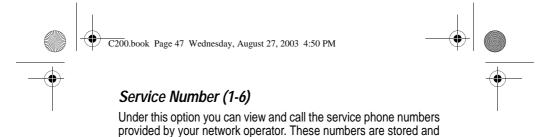
The Phone Book menu allows you to view the Phone Book directory you create and add and delete entries. In this menu you can choose from the following:











Note: Network/SIM card dependent.

locked by your operator in your SIM card.

Own Number (1-7)

Sets or displays the record of your current SIM card number.

- If no own number records are saved in the memory, your phone displays No Records Add Record? Press (OK) or and enter your name and phone number, then specify a location for this number (1 or 2).
- If you have already entered your own number data, press

 (OK) or (*) and choose to add a new record, edit or delete the current record.

Status (1-8)

This menu option allows you to view the numbers of free and occupied Phone Book entries. The phone memory can store up to 100 Phone Book records, while the number of available entries in the SIM memory varies, depending on the network service you subscribe to.

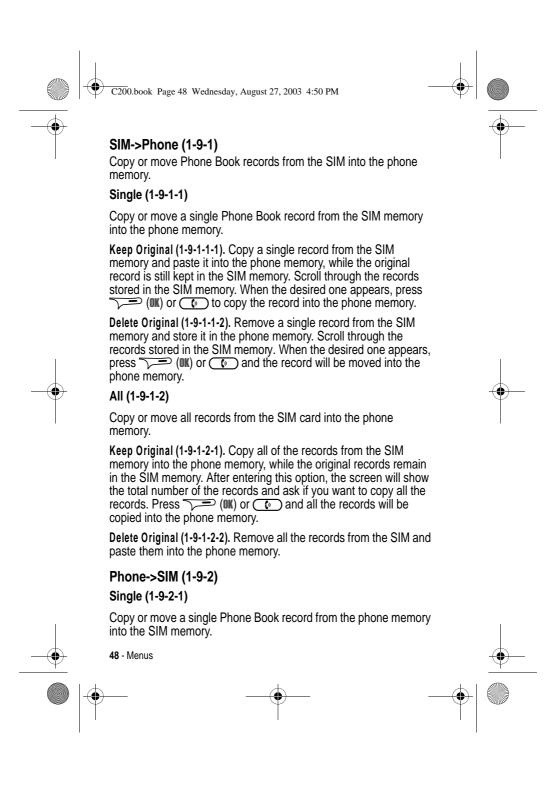
The screen will show the numbers of available and occupied entries in the SIM card. You can press © to view the numbers of free and occupied entries in the phone memory.

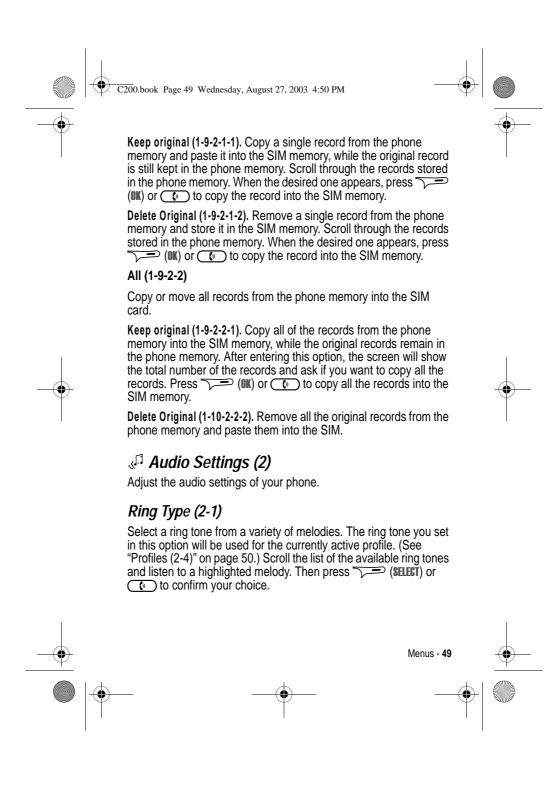
Copy Record (1-9)

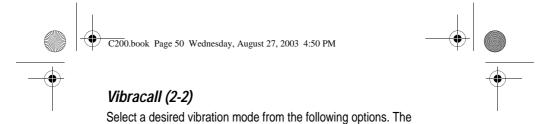
This function allows you to copy or move Phone Book records between the SIM and phone memories.











profile. (See "Profiles (2-4)" below.)

Turn the vibration mode off. (This will automatically activate the ring

vibration mode you set here will be used for the currently active

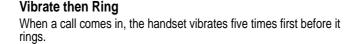
Vibrate and Ring

The handset rings and vibrates simultaneously when a call comes

Vibrate Only

alert.)

The handset vibrates without ringing when a call comes in.



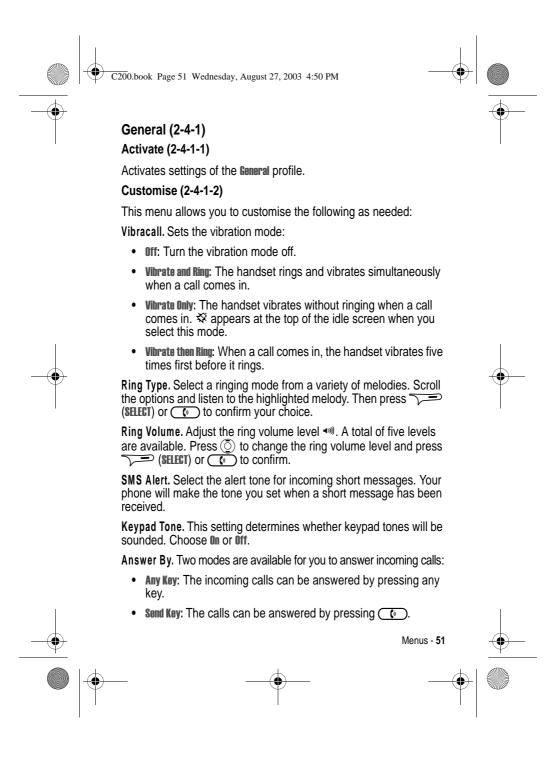
SMS Alert (2-3) Select an alert tone for incoming short messages. Your phone will

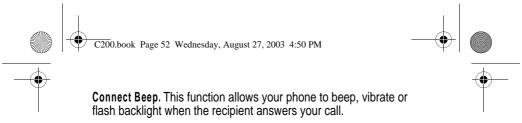
make the tone you set when a short message has been received. The alert tone you set in this option will be used for the currently active profile. (See "Profiles (2-4)" below.)

Profiles (2-4)

This feature allows you to customise such audio settings as ring tones, vibration, ring volume, etc. to suit a variety of occasions. When you are in this menu, you will see a list of profiles. You can customise the settings of each profile and activate one of these profiles for a special event or situation.







Silent (2-4-2)

Settings are predefined for occasions where silence is required (e.g., vibration on, ringer mode off, keypad tone off, etc.). You can adjust the settings in the same way you adjust General.

Meeting (2-4-3)

Settings are predefined for the circumstances of a meeting. (e.g., vibration on, ringer mode off, etc.). You can adjust the settings in the same way you adjust **General**.

Outdoors (2-4-4)

Settings are predefined for outdoor activities (e.g., ringer volume high). You can adjust the settings the same way you adjust General.



Settings are predefined for the occasions when the handsfree kit is connected to your handset. You can adjust the settings the same way you adjust General.

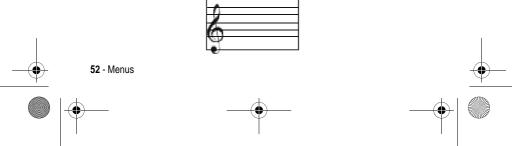
Personal (2-4-6)

Options are the same as under General. Adjust the settings in the same way you adjust General.

Edit Melody (2-5)

This function allows you to compose 5 ring melodies of your own using the available musical notes stored in your phone memory.

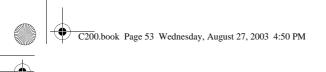
Select an empty ring and the following scale will pop up:















Composing a Melody

To set the note length: Press a corresponding number key (1 - 0 + 0) to place the musical note of a desired length on the scale (see the table below).

To set the pitch of a note-c, d, e, f, g, a, b and the octave: When the note of a particular length appears, press the same corresponding number key ($\boxed{1}$ - $\boxed{9}$ wavz) several times to move the note up and down on the scale.

- Press # a) to add # (not available for e, b).
- Press (5) to move the cursor between notes.
- Press to delete a note; press and hold to delete all notes.

Tip: The maximum duration of a score is 24 seconds. No further note entry will be allowed once this limit is reached.



Keypad Mapping

The table below illustrates how to enter the musical notes of different length and symbols using their corresponding keys:

Key	Note length	Note symbol	Note symbol (inverted)
1	1/32	,	B
2 ABC	1/16	ß	₿
3 DEF	1/8	1	ß
4 GHI	3/16	ÿ	5
(5 JKL)	1/4	J	ſ















Key	Note length	Note symbol	Note symbol (inverted)
(6 MNO)	3/8	J.	ľ.
7 PQRS	1/2	J	ľ
8 TUV	3/4	J.	۶.
9 wхүг	1	0	0
0+	Rest	Press same key repeatedly to produce desired rest note.	
(# A)	Sharp	#	#



Note: The Flat (◊) is not available, and ★🖾 has no function.

Settings

When you finish the score of a melody, press or to choose from the following:

Play

Play the melody you just composed.

Save Tone

Save the melody as an option of Ring Type in Profiles setting.

Edit

Edit the score of the melody.

Rename

Change the name of the melody.

Note: You must save the melody before you change its name.



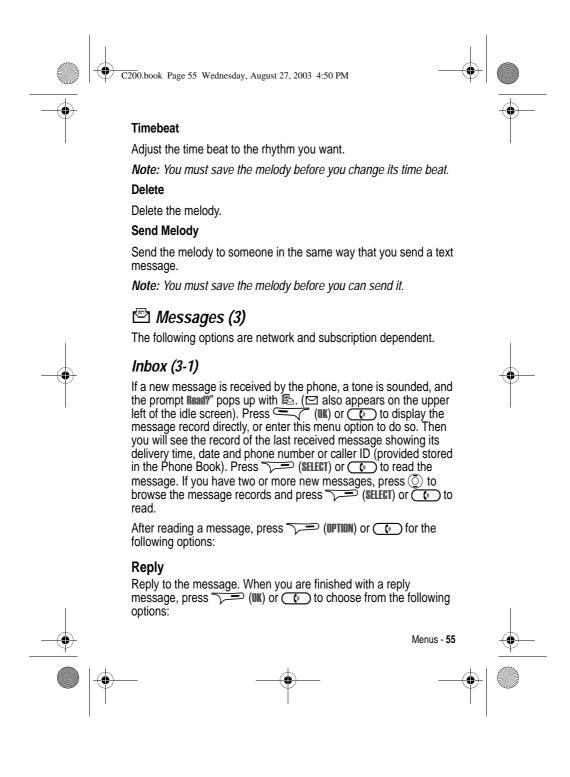


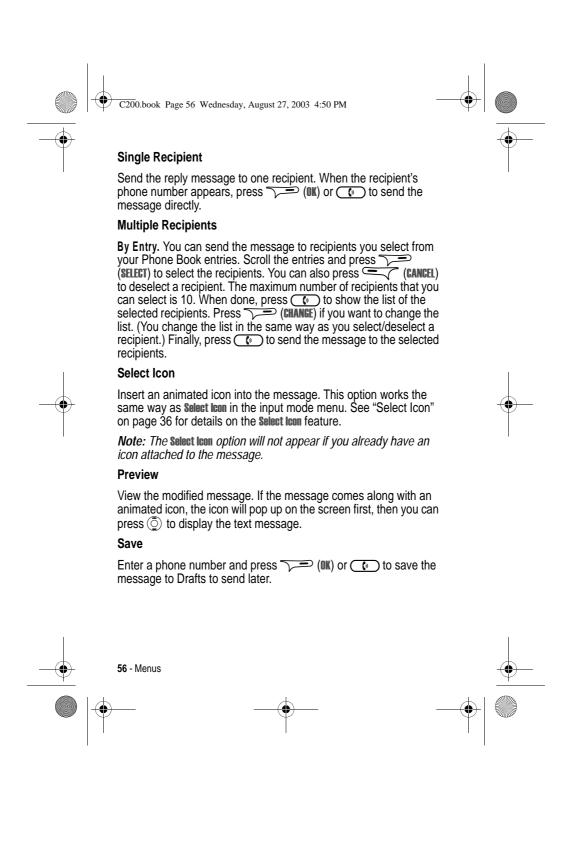


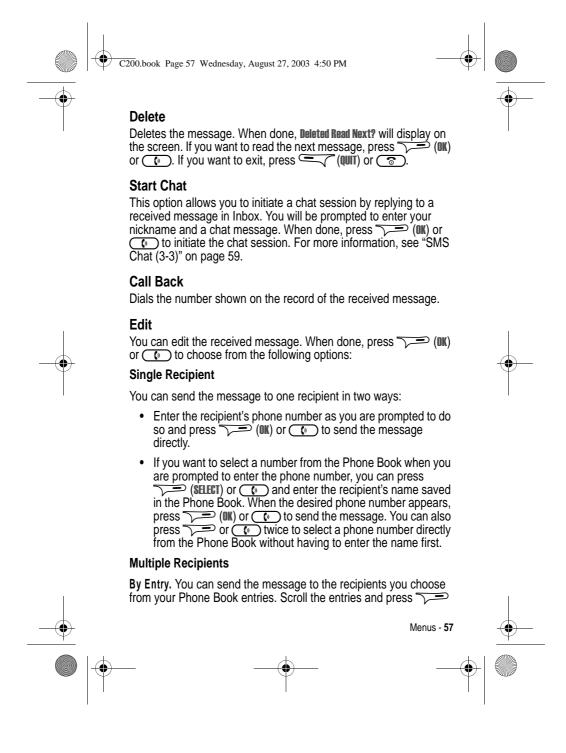


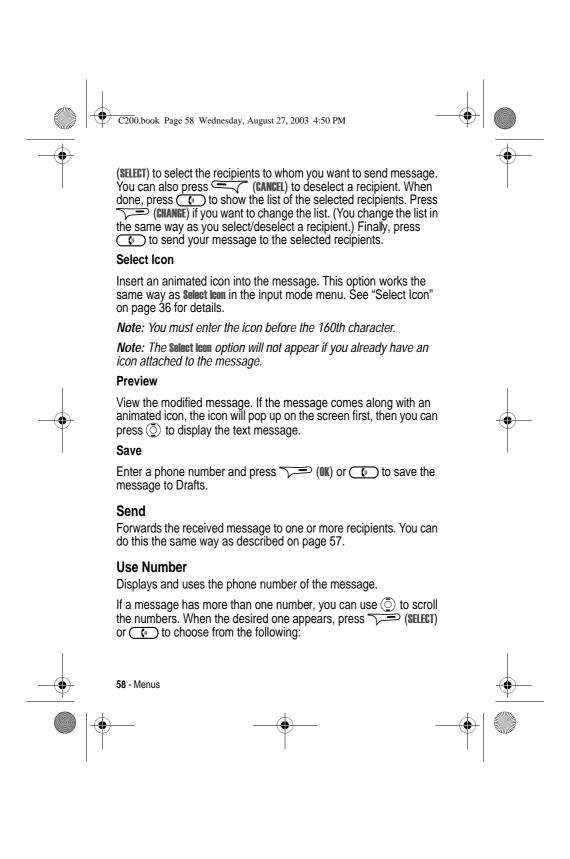


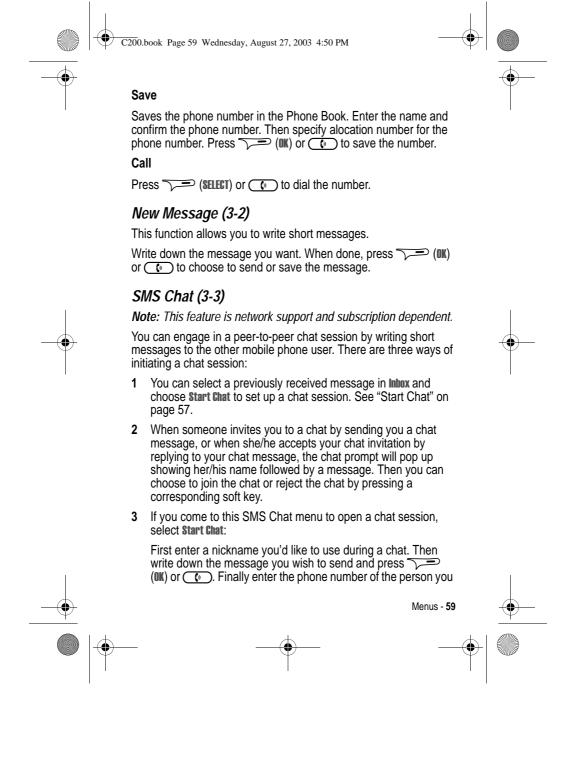


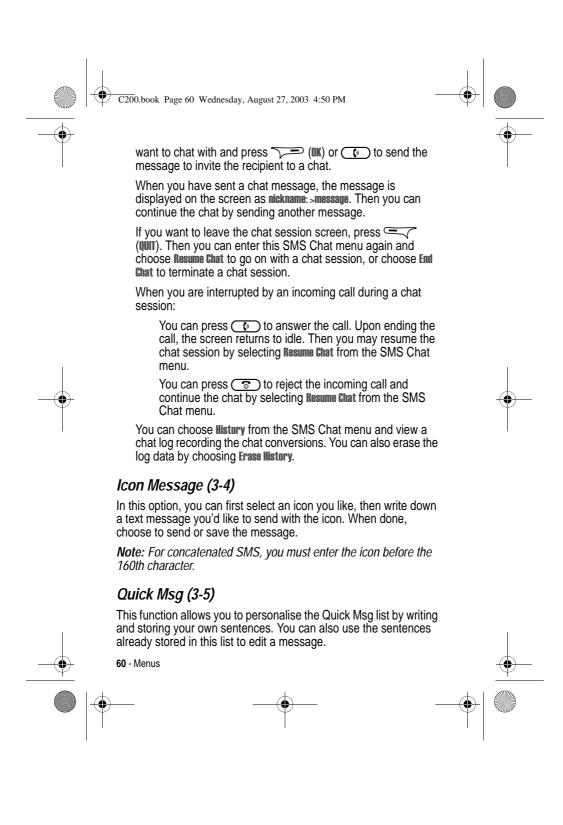


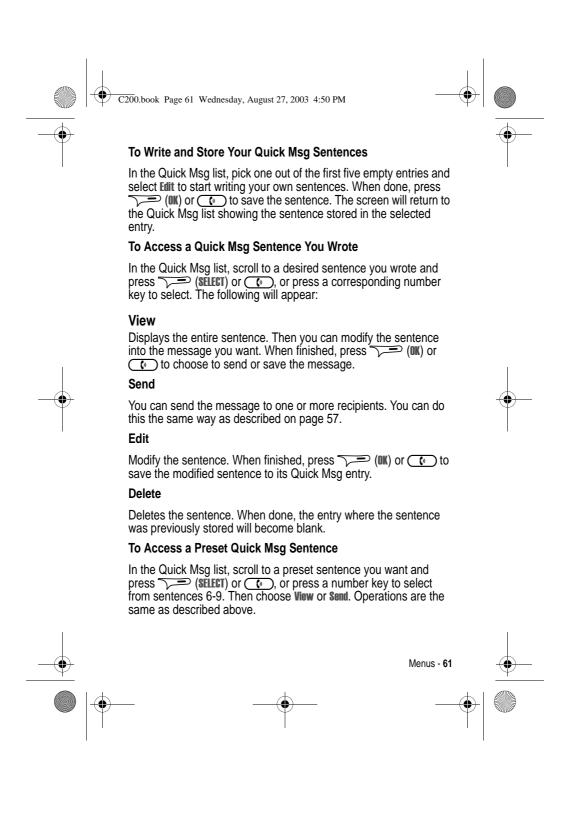


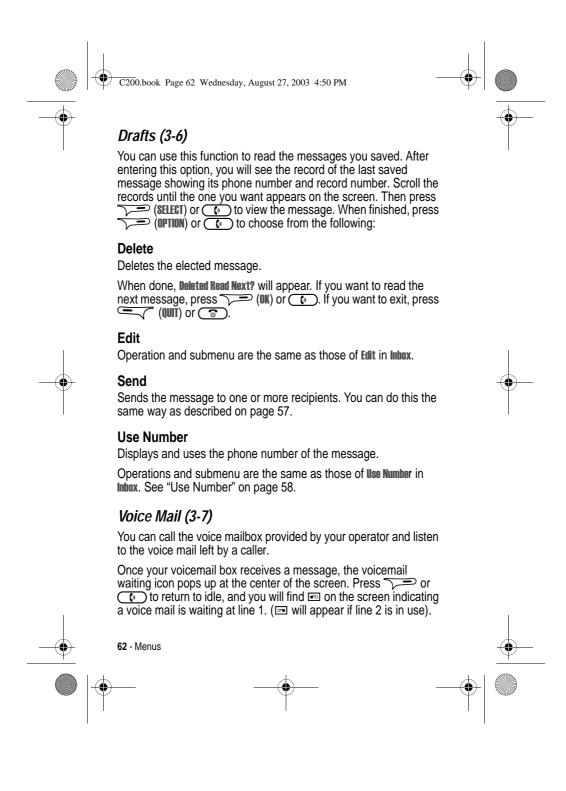


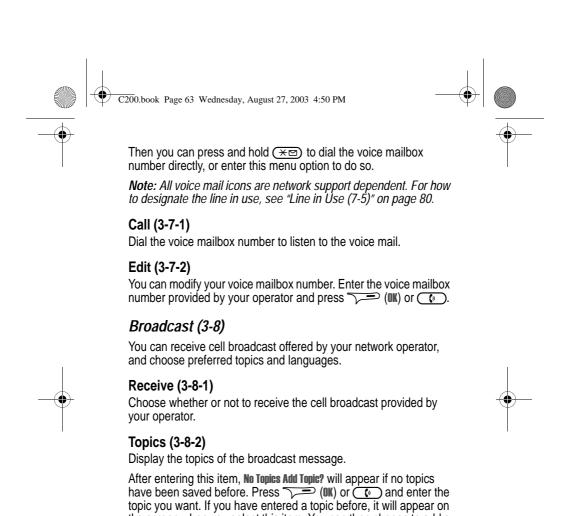










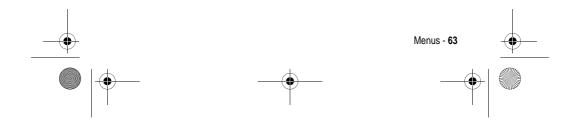


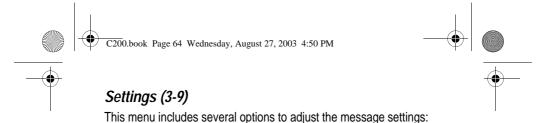
•

new topic, edit or delete the saved one.

Language (3-8-3)
Display broadcast messages only in the languages you select.
Scroll the languages and press (SELECT) or (to select.

the screen when you select this item. You can then choose to add a





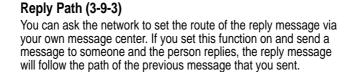
Route Center (3-9-1)

This option stores the phone number of the message center. The message you send is transmitted via this message center to the recipient.

Enter the message center number provided by your operator and press (M) or (M) or (M) to save the number.

Valid Period (3-9-2)

You can select the length of time that your text messages are stored at the message center while the message center attempts to deliver them.



Notification (3-9-4)

If you activate this function, your network operator will send you a delivery report.

Format (3-9-5)

You can ask the network to convert your text message into different formats. Select from the following formats: Text, Paging, Voice, Email, and Fax.

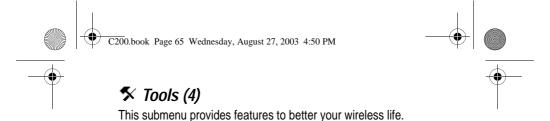
Delete All (3-10)

Deletes all messages.









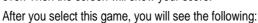
* SIM Menu (4-1)

Your network operator provides this feature. Depending on your SIM card and the services provided, there will be several extra options under this option. However, if your network operator does not offer these services, this item will not be displayed on the screen. For details, contact your operator.

Games (4-2)

Snake (4-2-1)

Make the snake grow longer by feeding it with as many goodies as possible. Use (2 ABC) (up), (8 TUV) (down), (GMNO) (right) and (4 CHI) (left), or () (clockwise/ Counterclockwise) to direct the snake to a goody. The longer the snake, the higher the score. You are not allowed to stop the snake or make it go backwards. When the snake hits its own tail or eggs, or the surrounding frame, a game is over. Then the screen will show your score.



Continue

Resume a paused game. This item appears only when a game has been temporarily halted.

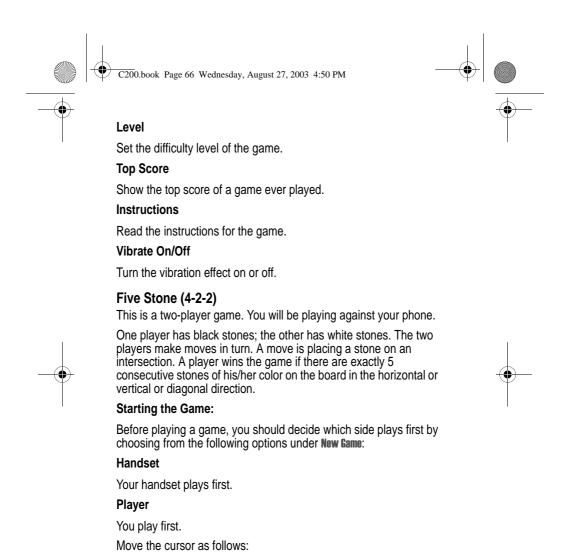
New Game

Start a new game. If you want to exit the game before it is over (to halt a game), press . To resume a halted game, select

Last View

Show the result of the last game you played.



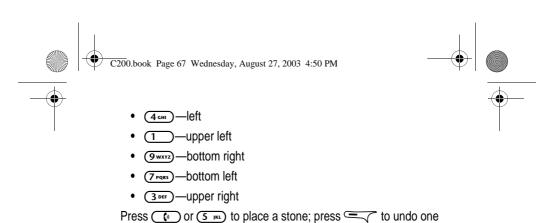




66 - Menus

8 TUV — down
6 MNO — right





Step.

The menu options in this game are exactly the same as those in

Box World (4-2-3)

In this puzzle game your job is to get rid of all the boxes. This is done by pushing each of them onto a fixed black object. When you finish pushing all boxes onto the black objects, you pass the boxworld of the current level, and you can proceed with a new game of the next level.

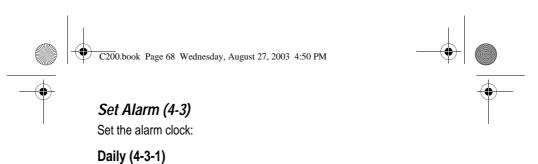
Use the following keys to play this game:

- Move the pusher using (2) (up), (8) (up), (6) (down), (6) (right), (4) (left), or (6) (up and down).
- Press to undo one move. Press to play the game all over again.
- Press ★☑ to read the current status about this game, which includes:
- The number of the user's moves in this game.
- The least moves taken in a previous game.

The menu options in this game are exactly the same as those in Snake except that there is no Top Score.







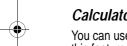
Sets the alarm to go off daily when the alarm time is reached, even if the handset is powered off. To set current time, use ③ to enter the hour, then press ① and enter the minute the same way. You can also press number keys to enter time. If you want to clear numbers, press ① (DEL).

Once (4-3-2)

Sets the alarm to go off only once.

Off (4-3-3)

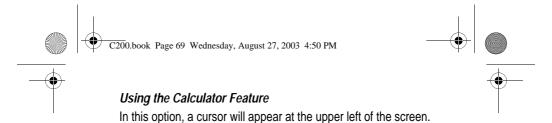
Turn off the alarm clock.



Calculator (4-4)

You can use your phone as a handy calculator. You can also use this feature to convert currency values.





Follow the chart below to enter numbers and arithmetic symbols.

Key	Number/Function	Key	Number/Function
1	1	9 wxyz	9
2 ABC	2	0 ÷	0
3 DEF	3	*₪	+ - * /
4 GHI	4	# B	.()
(5 JKL)	5		Clear number/back to previous screen
(6 мno)	6	(1)	Display result
7 PQRS	7	٥	Move the cursor
(8 TUV)	8	্	abort operation/exit calculator

For example, to calculate the following formula:

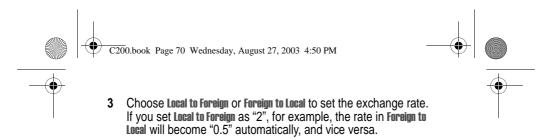
123 x (456+34) / 4-2

Press (and select **Equals** to display the result.

Converting Currency Values

- 1 When the calculator screen appears, press .
- 2 Select Exchange Rate and press (SELECT) or (...).





- 4 When the rate is set, press (OK) or (o) to return to the calculator screen.
- 5 Enter the sum you want to convert and press .
- 6 Choose **To Local** or **To Foreign** to see the converted figure. According to the rate above, for example, if you enter "20" and choose **To Local**, the outcome will be 20*0.5=10. If you choose **To Foreign**, the outcome will be 20*2=40.

Tip: To exit from the calculator or currency converter feature, press \bigcirc .

Hour Minder (4-5)

Set the hour minder. After you activate this feature, the phone beeps once an hour like a digital watch.

Quick Access (4-6)

In this option, the screen will display a configuration list of 25 features as options for you to add to the Quick Access menu discussed in chapter 5. With this configuration list, you can create a Quick Access menu of your own by choosing which features you want readily available.















Below is the configuration menu:

Option	Functionality
Add Entry to SIM	Add new Phone Book entries to the SIM card memory.
New Message	Write a new message.
Missed Calls	View and send/save/delete last missed calls.
Profiles	Enable/Disable settings of a selected profile.
Set Alarm	Set the alarm function.
SIM Menu	Access the SIM tool kit menu provided by your operator (network support and subscription dependent).
Inbox	Read messages stored in Inbox.
Vibrate On/Off	Set the vibration mode.
Divert Call On/Off	Activate/ cancel/check the Divert Voice function.
Quick Msgs	Access the listing of Quick Msgs to send a message.
Ring Volume	Adjust ring volume.
Last Call Timer	Display the duration of the last call.
Drafts	Access the outgoing SMS message list.
Switch Line 1/2	Switch between Line 1 and Line 2.
Last Number Dialled	Display and call/save/delete last dialled numbers.
Last Call Cost	Display the charge for the last dialled call.



















Option	Functionality
Last Calls Received	Display and call/save/delete the numbers of last calls received.
Find By Name	Find a number by name in the Phone Book.
Add Entry to Phone	Add new Phone Book entries to the phone memory.
Voice Mail	Dial the voice mailbox number directly.
Phone Mute On/Off	Mute and un-mute the microphone.
Change Band	Select the band to connect to (network dependent).
Calculator	Use the calculator feature.
SMS Chat	Access the SMS Chat menu.
Games	Access the Games menu



Customise the Quick Access Menu

Scroll to the configuration menu and press (SELECT) or to select a highlighted item, or press a corresponding key to select from item 1-9 directly. Then you will be prompted to specify a location in the Quick Access menu for the selected item. Enter a location number (1-9) and press (OK) or . Settings Saved will appear indicating that the selected item has been successfully added to the Quick Access menu.

Tip: The Quick Access menu always has exactly nine options.

Tip: Items that are already listed in the Quick Access menu will be marked by a location number.

Tip: You can replace any of the nine Quick Access options with a different preset item listed in the configuration menu.



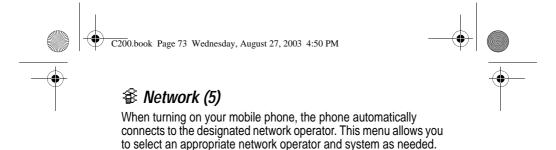
72 - Menus











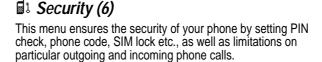
Note: Network and subscription dependent.

Automatic (5-1)

The phone will perform another network operator search after this function is selected.

Manual (5-2)

The phone lists the available network operators for you to choose from.



Code Status (6-1)

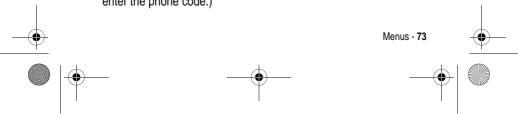
PIN code (6-1-1)

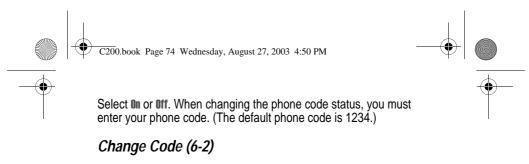
Activate/Deactivate the PIN code.

Select ${\bf On}$ or ${\bf Off}$. When you change the PIN code status, you will be prompted to enter PIN.

Phone Code (6-1-2)

Activate/Deactivate the phone code. The phone code helps prevent unauthorised use of your phone. When this function is on, you must enter your phone code every time you power on your phone. (There is no limitation on the number of wrong attempts when you enter the phone code.)





PIN Code (6-2-1)

You can change your PIN. You need to activate your PIN as described in 6-1-1 before changing your PIN. First, enter the original PIN and press (OK) or . Then enter the new PIN and press (OK) or . Enter the new PIN again and press (OK) or to confirm.

PIN2 Code (6-2-2)

You can change PIN 2 code the same way you change your PIN.

Note: When you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your service provider.

Phone Code (6-2-3)

You can change your phone code in the same way you change your PIN.

Network Code (6-2-4)

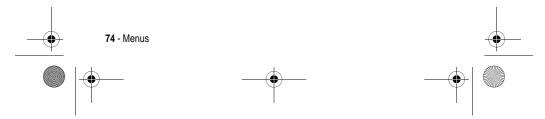
You can change the network password in the same way you change your PIN.

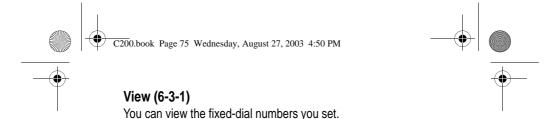
Fixed Dial (6-3)

You can set limitations on the numbers you can call.

Note: You must get PIN2 before you can use this feature.

Note: If you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your service provider.





when you activate this feature.

Set Status (6-3-2)

Modify (6-3-3)

Enables/disables this feature. You will be prompted to enter PIN2

You need to enter PIN2 before you can add, edit and delete the records of your fixed-dial numbers.

SIM Lock (6-4)

This function prevents unauthorised use of the phone with unknown SIM cards.

When you set this function on, if the SIM card in your phone is not the one used to enable this function, you will be prompted to enter the unlock code when you power on your phone. If you enter the correct unlock code, the phone recognises the SIM card automatically. The next time you power on your phone with this newly recognised SIM card, you will not be prompted to enter the unlock code. However, if you enter an incorrect unlock code, the phone displays <code>Insert Correct SIM</code> and functions as if the SIM cards were not inserted. Your phone can recognise up to 3 different SIM cards

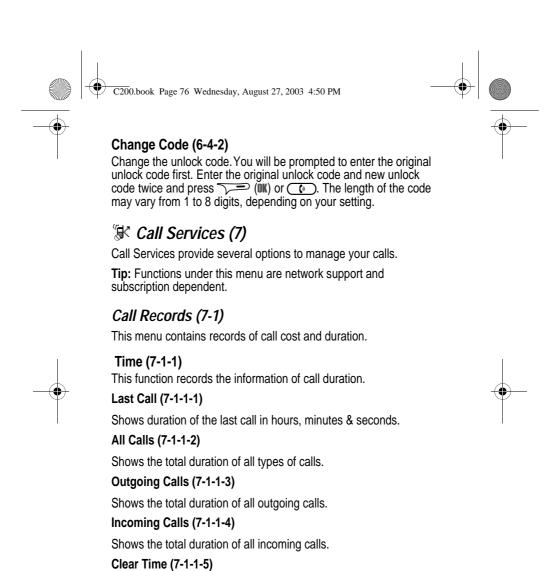
Note: There is no limitation on the number of wrong attempts when you enter the SIM lock code.

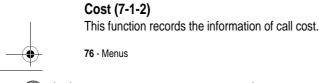
Set Status (6-4-1)

Enables/disables the SIM lock. You need to enter the unlock code first before you change the SIM lock status. (The default unlock code is 00000000.)

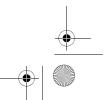






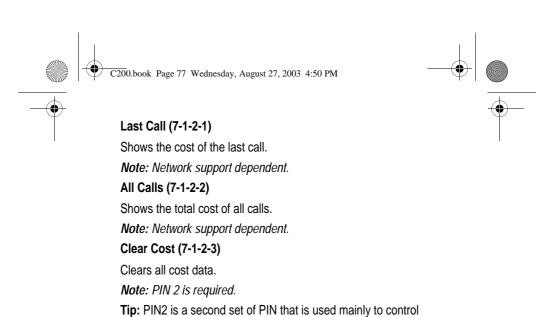


Clear all duration data.









up. To unblock PIN2, you need to enter the PÚK2 code. Call the operator and ask for PUK2.

Call Rate (3-1-3)

numbers.

Cost Limit (3-1-3-1)

You can set a limit to the total call cost. Your phone cannot be used to make a pay call if call cost goes beyond that limit. When this function is activated, the remaining cost will appear on the screen.

limited services such as call cost limitation and fixed dialling

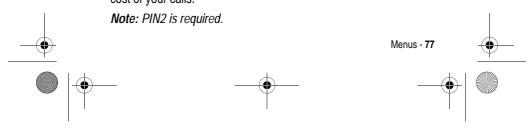
Tip: If entered incorrectly three times in a row, PIN2 will be locked

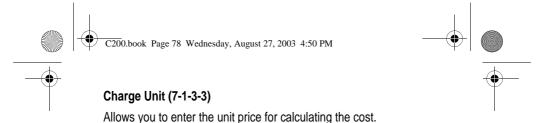
On: Enable the cost limit function.

Note: PIN2 is required.Off: Disable this function.

Currency (7-1-3-2)

Allows you to enter a preferred currency base for calculating the cost of your calls.





Call Divert (7-2)

Note: PIN2 is required.

You can choose from the following call divert modes as needed.

Divert Voice (7-2-1)

Divert incoming voice calls to a designated phone number.

Enables the Divert Voice mode. Enter the number to divert to and press \nearrow (OK) or \bigcirc . When this mode is on, \bot or \backsimeq will appear, depending on which line you divert. \backsimeq will appear if you divert both Line 1 and Line 2.

Note: For how to designate the line in use, see page 80.

Cancel: Disables this function.

Status: Shows the status of this function.

When Busy (7-2-2)

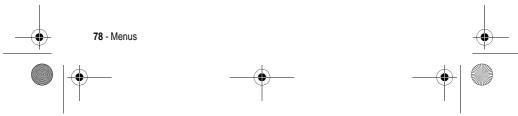
Incoming calls are sent to a designated number when your phone is busy. Settings are the same as those for Divert Voice.

If No Reply (7-2-3)

When an incoming call is not answered, it will be sent to a designated phone number. Settings are the same as those for **Divert**

Unreachable (7-2-4)

When the phone is off or located outside the network service area, incoming calls will be sent to a designated number. Settings are the same as those for **Divert Voice**.

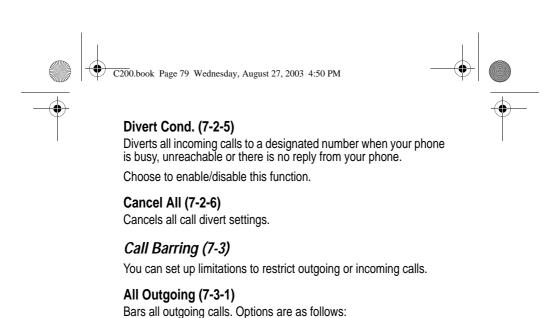














Enter the password provided by your network operator and press (OK) or (OK) to enable this function.

Cancel

Activate

Enter the password provided by your network operator and press (OK) \bigcirc to disable the function.

Status: Show the status of this function.

Int'l Out (7-3-2)

Bars all outgoing international calls. Settings are the same as those for All Outgoing.

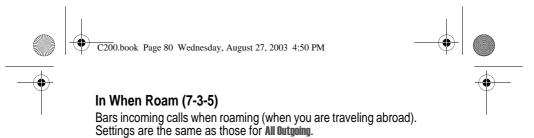
Int Exc Home (7-3-3)

Bars outgoing international calls except calls that are connected to home country. Settings are the same as those for All Outgoing.

All Incoming (7-3-4)

Bars all incoming calls. Settings are the same as those for **All Outgoing**.





Cancel All (7-3-6)

Cancels all call barring settings. Enter the password provided by your network operator and press (IIIK) or (IV).

Change Code (7-3-7)

Change the password for the **Call Barring** feature.

Call Waiting (7-4)

When you are on another call and an incoming call is directed to your phone, an incoming call number and a call-waiting message will appear to remind you. Choose to activate, cancel or check the status of this function.

Line in Use (7-5)

This function allows you to use two different telephone numbers for one single phone. You can designate the number used to make a call and use both of these numbers simultaneously to receive calls without having to use two phones to do so.

Choose Line or Line 2. The icon of the line you selected will appear on the idle screen.

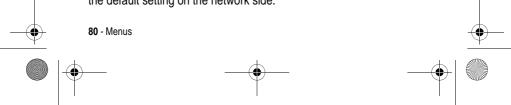
Note: Network support dependent.

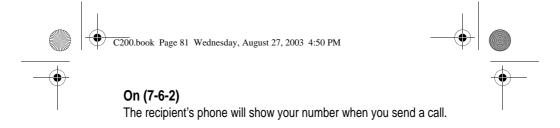
Show Number (7-6)

You can decide whether or not to show your number on the recipient's phone when you make a call:

Preset (7-6-1)

Whether the recipient's phone will display your number depends on the default setting on the network side.





B Setting (8)

This menu allows you to program the phone's various settings as needed.

Your phone number will not appear on the recipient's phone.

ScreenSaver (8-1)

This menu allows you to display the default animation stored in the phone memory. Note that when the screensaver is displayed on screen for more than one minute, the animation stops and becomes a still picture.

Off (8-1-1)

Deactivate the screensaver function. The LCD screen will display phone and network information in idle mode. No animation will appear if you select this option.

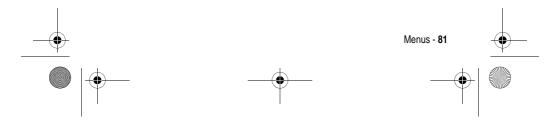
Animation 1 (8-1-2)

Display the handset's default animation 1.

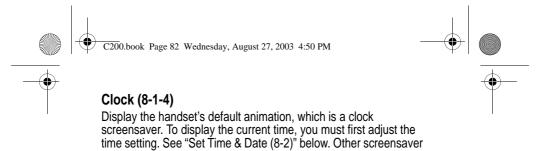
The screensaver you select will be displayed on the idle screen if no incoming call is received and you leave the keypad untouched for about 20-30 seconds. The screensaver will disappear temporarily if there is an incoming call received by the phone or when you touch any key on the keypad.

Animation 2 (8-1-3)

Display the handset's default animation 2. Scenarios are the same as described in "Animation 1 (8-1-2)" above.



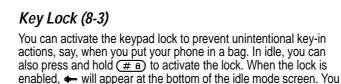




Set Time & Date (8-2)

Sets current date and time to be displayed on the idle screen. To set the date, use number keys to enter year, month, and day, then press (OK) or (5) to confirm. To set current time (24 hr format), use to enter the hour, then press and enter the minute the same way. You can also use number keys to type the exact time directly. If you want to clear digits, press (DEL).

scenarios are the same as those described in "Animation 1 (8-1-2)"



still can answer phone calls by pressing . To unlock, press \bigcirc (Unlock) or \bigcirc , then press \bigcirc

Auto KeyLock (8-3-1)

The key lock will be activated approximately 30 seconds after you set this mode on.

Lock now (8-3-2)

Activate the key lock immediately.

Off (8-3-3)

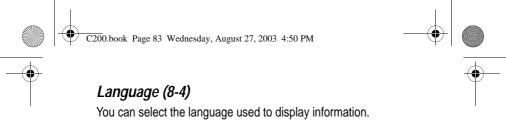
Disable the function.











Tip: The language you choose will be stored in your SIM card memory. Accordingly, the language setting may change if you insert a different SIM card.

Tip: If you want to use the default language setting locked in the phone memory, select **Automatic**.

Input Mode (8-5)

You can set the default input mode that comes along with the editor screen.

Time Alert (8-6)

Your phone will beep every minute during a call. Select On or Off.

Auto Redial (8-7)

If you make a call that is not answered, your phone will redial the number continuously. Your phone will redial up to 10 times before the call is answered. Choose to turn this function on or off.

Back Light (8-8)

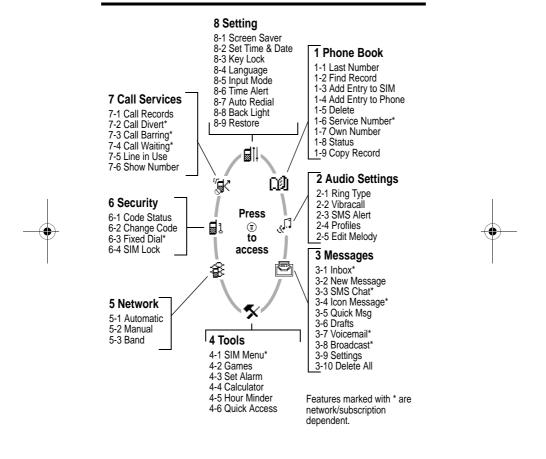
Adjusts the duration of the LCD backlight. The backlight will be turned on the moment the phone receives calls, messages, etc., or when you touch any key on the keypad. Select a desired time period or choose to turn the backlight off.

Restore (8-9)

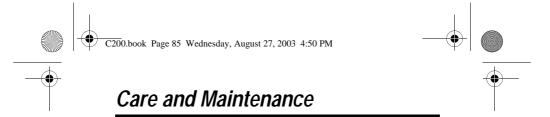
Reset all settings to default. Enter the phone code (the default phone code is 1234) and press (OK) or (oK) twice to confirm.









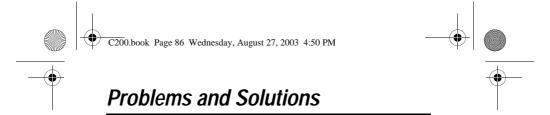


Notice the following to ensure the proper usage and the life of your mobile phone:

- Keep your mobile phone and its accessories out of small children's reach.
- Keep your phone dry. Use your phone at a normal temperature. Temperature higher than 55°C or lower than -20°C (higher than 131°F or lower than -4°F) may cause damage to your phone.
- Do not use or store your phone in dusty or dirty areas if possible.
- Do not disassemble the phone.
- Do not use harsh detergents to clean the phone.
- If your mobile phone or its accessory is not working properly, contact your dealer immediately.
- Use only genuine batteries, battery chargers and accessories to ensure the proper function of your phone and battery life.
 Any malfunction or damage caused by the use of any thirdparty accessories will void the product warranty.
- Keep battery contacts and the charger port at the bottom of your phone from direct contact with conductive objects.
 Otherwise it may cause a short circuit and result in danger.







If you encounter any problems using your mobile phone, please refer to the following table. If the problem persists, please contact your dealer.

Problem	Possible cause	Solution
Poor signal reception	You are using your mobile phone in a location (e.g., in the basement or building) where signal is weak.	Move to a location where signal can be received properly.
	You are using your mobile phone in a call-crammed time (e.g., the rush hour).	Avoid using your mobile phone in such time, or try later.
	You are too far from the base station of your network operator.	You can ask your network operator for a service range map.
Echo or noise	The network trunk quality of your network operator.	Hang up the phone and dial again. You can be switched to a
	Poor local telephone line quality.	better-quality network trunk or line.





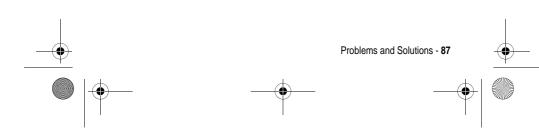








Problem	Possible cause	Solution
The standby time becomes short	The standby time depends on the system settings of your network operator.	If you are in a location where the signal is weak, turn your phone off for the time being.
	The battery needs to be replaced.	Use a new battery.
	If the phone cannot get connected to a network, it will continue searching for the signal from the base station, which consumes battery capacity.	Change your location or turn off your phone temporarily.
Unable to power on	Battery has run out.	Recharge the battery if necessary.
SIM card error	SIM card is out of order.	Send it to your network operator for test.
	SIM card is not inserted properly.	Insert SIM card correctly.
	SIM card contacts are dirty.	Clean the SIM card contacts using a soft, dry cloth.













Problem	Possible cause	Solution
Unable to connect to the network	SIM card is invalid.	Contact your network operator.
	You are away from the GSM service area.	Check the service area with your network operator.
	Poor signal.	Move to another place where signal can be received properly.
Unable to send a message	Your network service provider doesn't support this service.	Contact your network operator.
Unable to make a call	You have activated fixed dial function.	Cancel fixed dial function.
Wrong PIN	You have entered a wrong PIN three times in a row.	Contact your network operator, or use the PUK code of the SIM card if provided by your network operator.
Unable to charge the battery	The battery or charger is out of order.	Contact your dealer.
	The phone temperature goes under 5°C or above 40°C.	Change the charging environment.
	Poor connection.	Check if all connectors are connected properly.
Unable to input data into the Phone Book	The Phone Book memory is full.	Delete some data from the Phone Book.



88 - Problems and Solutions









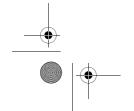


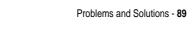


(

Problem	Possible cause	Solution
Unable to choose certain functions	Your network operator doesn't support these functions, or you do not subscribe to them.	Contact your network operator.
Battery appears not to be fully charged after overnight charging.	Battery may have discharged after fully charging due to normal phone operation while turned on.	Plug charger into phone again to reach full charge.
Phone does not immediately turn on after plugging in charger after extended period of non-use.	It may be necessary to charge for up to 30 minutes to recharge the battery enough to turn the phone on.	Charge battery as long as needed until phone turns on.













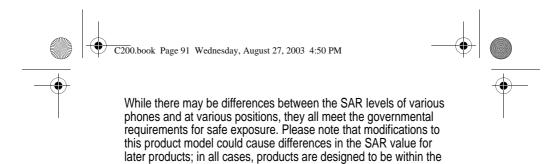
This model phone meets international standards for exposure to radio waves

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. 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 organisations through periodic and thorough evaluation of scientific studies. The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.* Tests for SAR are conducted in accordance with CENELEC** testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a base station, the lower the power output of the phone.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions and locations (e.g., at the ear and worn on the body) that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is: 0.78 W/kg.***





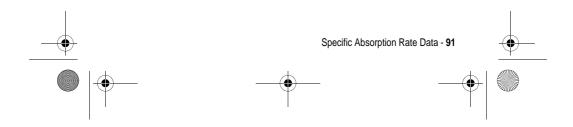
- * The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.
- ** CENELEC is a European Union standards body.

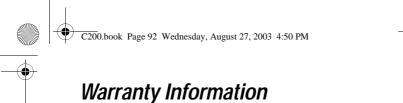
guidelines.

*** Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.









Motorola guarantees you, the original purchaser, the Personal Communicator and accessories which you have purchased from an authorised Motorola dealer (the "Products"), to be in conformance with the applicable Motorola specifications current at the time of manufacture for a term of [1] year from date of purchase of the Product(s) (WarrantyTerm).

You must inform Motorola of the lack of conformity to the applicable specifications of any of the Products within a period of two (2) months from the date on which you detect a defect in material, workmanship or lack of conformity and in any event within a term not to exceed the Warranty Term, by submitting the Product for service to Motorola. Motorola shall not be bound by Product related statements not directly made by Motorola nor any warranty obligations applicable to the seller.

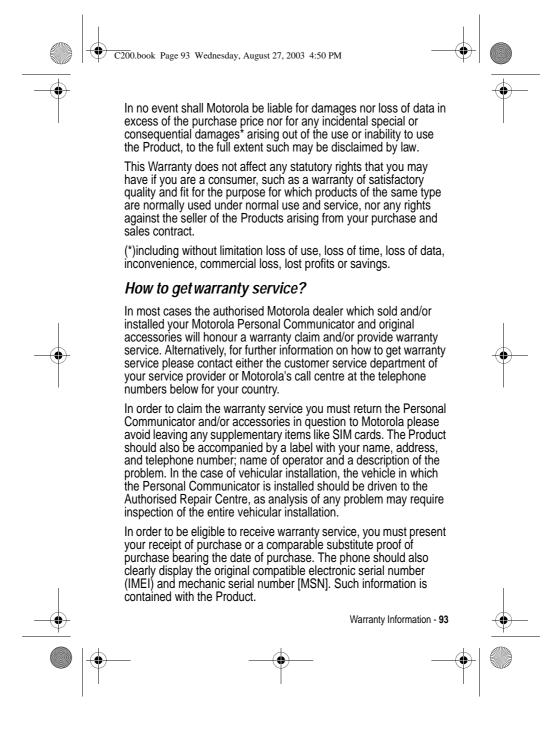
A list of the Motorola Call Centre numbers is enclosed with this Product.

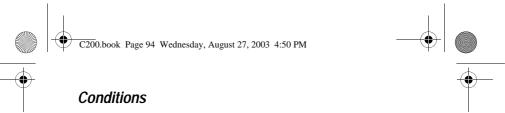
During the Warranty term, Motorola will, at its discretion and without extra charge, as your exclusive remedy, repair or replace your Product which does not comply with this warranty; or failing this, to reimburse the price of the Product but reduced to take into account the use you have had of the Product since it was delivered. This warranty will expire at the end of the Warranty Term.

This is the complete and exclusive warranty for a Motorola Personal Communicator and accessories and in lieu of all other warranties, terms and conditions, whether express or implied.

Where you purchase the product other than as a consumer, Motorola disclaims all other warranties, terms and conditions express or implied, such as fitness for purpose and satisfactory quality.







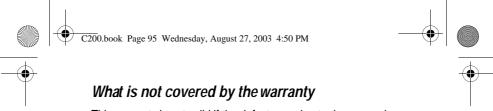
This warranty will not apply if the type or serial numbers on the Product has been altered, deleted, duplicated, removed, or made illegible. Motorola reserves the right to refuse free-of-charge warranty service if the requested documentation can not be presented or if the information is incomplete, illegible or incompatible with the factory records.

Repair, at Motorola's option, may include reflashing of software, the replacement of parts or boards with functionally equivalent, reconditioned or new parts or boards. Replaced parts, accessories, batteries, or boards are warranted for the balance of the original warranty time period. The Warranty Term will not be extended. All original accessories, batteries, parts, and Personal Communicator equipment that have been replaced shall become the property of Motorola. Motorola does not warrant the installation, maintenance or service of the products, accessories, batteries or parts.

Motorola will not be responsible in any way for problems or damage caused by any ancillary equipment not furnished by Motorola which is attached to or used in connection with the Products, or for operation of Motorola equipment with any ancillary equipment and all such equipment is expressly excluded from this warranty.

When the Product is used in conjunction with ancillary or peripheral equipment not supplied by Motorola, Motorola does not warrant the operation of the Product/peripheral combination and Motorola will not honour any warranty claim where the Product is used in such a combination and it is determined by Motorola that there is no fault with the Product. Motorola specifically disclaims any responsibility for any damage, whether or not to Motorola equipment, caused in any way by the use of the Personal Communicator, accessories, software applications and peripherals (specific examples include, but are not limited to: batteries, chargers, adapters, and power supplies) when such accessories, software applications and peripherals are not manufactured and supplied by Motorola.





This warranty is not valid if the defects are due to damage, misuse, tampering, neglect or lack of care and in case of alterations or repair carried out by unauthorised persons.

- Defects or damage resulting from use of the Product in other than its normal and customary manner.
- Defects or damage from misuse, access to incompatible sources, accident or neglect.
- Defects or damage from improper testing, operation, maintenance, installation, adjustment, unauthorised software applications or any alteration or modification of any kind.
- Breakage or damage to antennas unless caused directly by defects in material or workmanship.
- Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.
- Defects or damage due to range, coverage, availability, grade of service, or operation of the cellular system by the cellular operator.
- 7. Defects or damage due to moist, liquid or spills of food.
- 8. Control unit coil cords in the Product that are stretched or have the modular tab broken.
- All plastic surfaces and all other externally exposed parts that are scratched or damaged due to customer normal use.
- Leather cases (which are covered under separate manufacturer's warranties).
- 11. Products rented on a temporary basis.
- Periodic maintenance and repair or replacement of parts due to normal wear and tear.





