

Sprint
iDEN
Digital Multi-service Data-capable Phone

i670 Phone User's Guide



NNTN6805C

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DECLARATION OF CONFORMITY

Per FCC CFR 47 Part 2 Section 2.1077(a)



Responsible Party Name: Motorola, Inc.

Address: 8000 West Sunrise Boulevard
Plantation, FL 33322 USA
Phone Number: 1 (800) 453-0920

Hereby declares that the product:

Product Name: **i670**

Model Number: **H91XAH6RR4AN**

Conforms to the following regulations:

FCC Part 15, subpart B, section 15.107(a),
15.107(d) and section 15.109(a)

Class B Digital Device

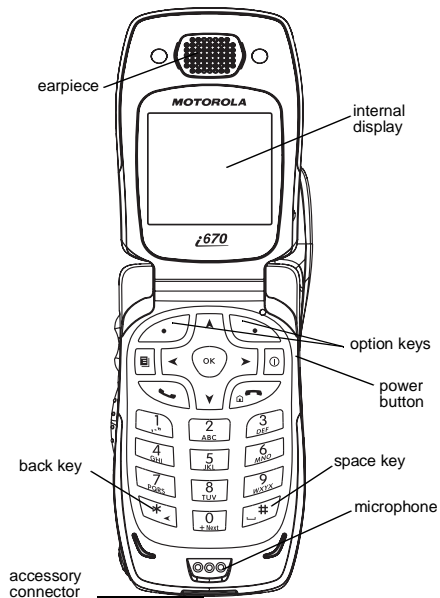
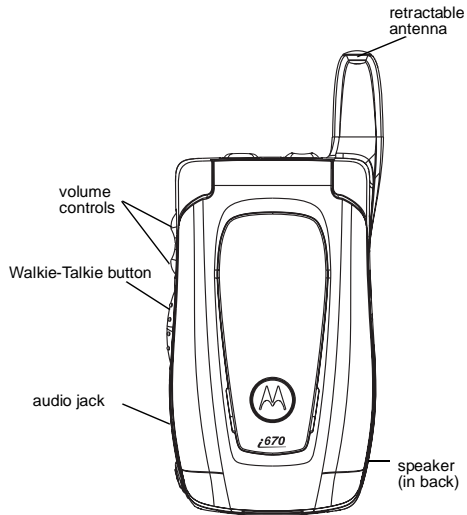
As a personal computer peripheral, this device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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

Getting Started



Getting Started



 Power button.



Navigation key — press the arrows to scroll through menus and lists.




OK key — selects highlighted item; answers calls.



Menu key — accesses context-sensitive menus.



Option key — selects the option appearing above it on the display.

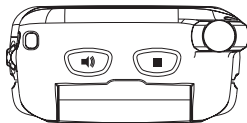
Note: Throughout this User's Guide, the option keys will be represented by .



Send key — places phone calls.



End key — ends phone calls; returns to idle screen; using Wireless Data Services, returns to home page.



Turns Walkie-Talkie speaker on and off; used with voice names and voice records.



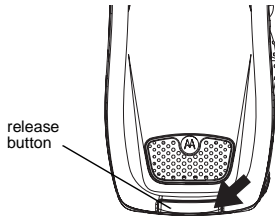
Sends incoming calls to voicemail.

To start using your i670 phone:

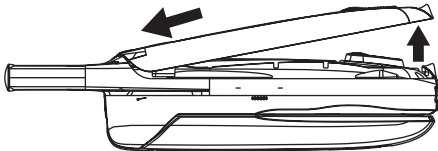
- Make sure your SIM card is in place.
- Charge the battery.
- Activate your service.
- Enable security.

Removing the Battery Door

- 1 Make sure the phone is powered off. See "Powering On and Off" on page 6.
- 2 Slide the release button back until it releases the battery door.

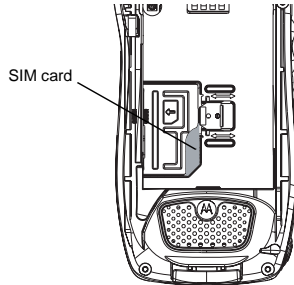


- 3 Allow the battery door to pop up, slide it forward, and remove it from the back of your phone.



Locating Your SIM Card

Your SIM (Subscriber Identity Module) card is a small piece of plastic located in the SIM card holder in the back of your phone, underneath the battery.



If there is no SIM card in your phone, contact Nextel Customer Service at 1-800-639-6111.

If you want to use a SIM card other than the one that is in your phone, please contact Nextel Customer Service to verify that the SIM card you want to use is compatible with your phone.

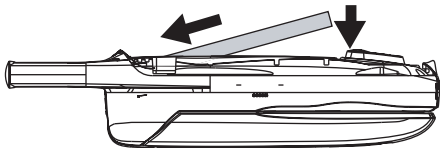
Getting Started

Battery

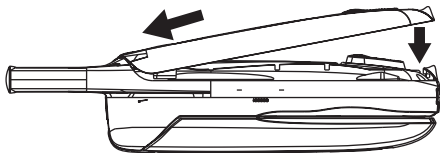
Inserting the Battery

Your phone comes with a Standard Lithium Ion (Li-Ion) Battery.

- 1 Remove the battery door.
- 2 Insert the top of the battery into the battery area. Press the bottom of the battery to secure it.



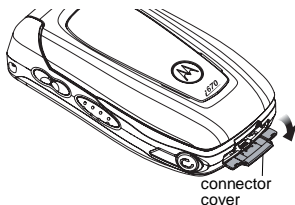
- 3 Replace the battery door and press it gently until you hear a click.



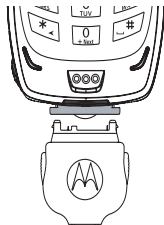
Charging the Battery

Your phone comes with a rapid travel charger.

- 1 Plug the charger into an electrical outlet.
- 2 Open the connector cover.



- 3 Plug the other end of the charger into the accessory connector.



Charger Attached or **Device Attached** appears on the internal display.

Tip: To remove the charger from the accessory connector: Press the buttons on the sides of the plug. Pull the plug straight out.

- 4 If you have purchased optional batteries or chargers, see “Charging Times”.

Charging Times

Check your battery and charger type against the grid below to determine appropriate charging times.

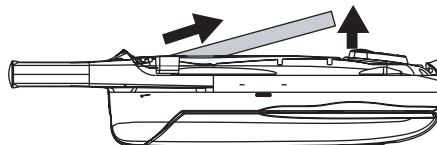
Battery	Charger	
	Rapid	Standard
High Capacity	3.5 hours	7.5 hours
Standard Li-Ion	2 hours	4 hours

For best results, charge the batteries within the temperature range of 50°F to 104°F (10°C to 40°C).

Prolonged charging is not recommended.

Removing the Battery

- 1 With the phone powered off, remove the battery door.
- 2 Remove the battery by lifting it out from the side.



Battery Use and Maintenance


- The Motorola iDEN Approved Li-Ion chargers provide optimum performance. Other chargers may not fully charge the iDEN Li-Ion battery or may yield a reduced number of lifetime charge cycles.
- Extreme temperatures degrade battery performance. Do not store the battery where temperatures exceed 140°F (60°C) or fall below -4°F (-20°C).
- Li-Ion batteries have a self discharge rate and without use, lose about 1% of their charge per day.


Getting Started

- The battery capacity is degraded if the battery is stored for long periods while fully charged. If long term storage is required, store at half capacity.

Powering On and Off

To power your phone on:


- 1 Open the flip.
- 2 Press .

Note: Pressing  for more than 5 seconds turns on Airplane mode. See “Airplane Mode—Temporarily Turning Off Calls” on page 148.

As your phone connects to the network, you will see a connecting message. When the idle screen appears, the phone is ready to use.



To power your phone off:

- 1 Open the flip.
- 2 Press and hold .

Activating Service


The first time you power your phone on, your service is activated.



A screen then appears prompting you to select **Ok** to update your browser information, which enables security. This screen will only appear during initial activation.

Enabling Security

You must enable security the first time you power on your phone or within 10 days of first activation of your phone.






- 1 Press  under **Ok**.

Note: If you press  under **Later**, the idle screen will appear. The next time you select **Net** from the main menu, you will be prompted to enable security before you can use Wireless Data Services.

- 2 You are prompted to enable security. Press  under **Yes**. A series of screens followed by the default homepage displays.
- 3 Press  to return to the idle screen.


Phone Programming

Within 24 hours of enabling security, you will receive an alert notification containing your Personal Telephone Number (PTN), Nextel Customer Service number, Walkie-Talkie number, and Talkgroups (if you subscribe to this service). If there are other subscribers on the same account, you will also receive the PTN's and Walkie-Talkie numbers of those subscribers, up to 250.

- 1 When you receive an alert notification saying **New Browser Message - Receive Programming Info**, press  under **Goto**.
- 2 You are prompted to accept changes to your lists. Press  under **Ok**.
- 3 You are prompted again to accept changes to your lists. Press  under **Ok**.
- 4 A confirmation screen displays. Press  under **Ok**.
- 5 Press  to return to the idle screen.

Finding Your Phone Number and Walkie-Talkie Number

My Info lets you view your phone number, Walkie-Talkie number, and other phone information.

- 1 Press  to access the main menu.
- 2 Scroll to **My Info**.

3 Press .

4 Scroll to see your information:

Line 1 and **Line 2** are your phone numbers. **Walkie-Talkie** is your Walkie-Talkie number, the number that others use to contact you using Walkie-Talkie service. These numbers appear when you receive your alert notification after enabling security on your phone.

See “My Info” on page 112 for more information about this feature.

Nextel® Voicemail

You must set up your voicemail box before you can retrieve messages. See “Setting Up Your Voicemail Box” on page 78.

Nextel Worldwide® Service

You can use your phone to make calls internationally in select cities using other iDEN® networks by calling Nextel Customer Service to activate international dialing on your account. Countries in which you can use your phone include Argentina, Brazil, Canada, Israel, Jordan, Mexico, Peru, the Philippines, Singapore, and South Korea*.

* Credit approval may be required. Other conditions may apply.

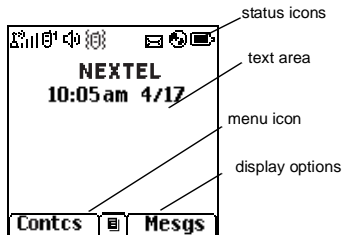
Customizing Features

You can control many features of your phone, including the size of the text on the display, the way you access main menu items, and the volume of incoming sound, rings, and other tones. See “Customizing Your Phone” on page 146.

Phone Basics

Display

Any time your phone is powered on, the display provides you with information and options.



The screen shown above is the idle screen. The idle screen appears when your phone is on, but not engaged in any activity.

Text Area

This area displays menus, messages, names, phone numbers, and other information.

Display Options



Two display options appear at the bottom of most screens. You select a display option by pressing the option key below it.

Menus and Lists


Your phone's features are arranged in menus, submenus, and lists.

To access the items in a menu or list, scroll using the navigation key at the top of your keypad. This key lets you scroll up, down, left, or right. Holding down the appropriate part of the navigation key speeds up scrolling.

In this guide, this symbol > tells you to select a menu or list item. For example, **Settings > Security** means:


- 1 Scroll to **Settings** on the main menu.
- 2 Press  to see the **Settings** screen.
- 3 Scroll to **Security**.
- 4 Press  to see the **Security** screen.

Quick Access to Main Menu Items



Each arrow in the navigation key and  can be used to access a main menu item from the idle screen. Each of these keys is assigned to a main menu item when you receive your phone. To assign different main menu items, see “Personalize Features” on page 150.

OK Key

Pressing :








- Selects the highlighted menu item or list item.
- Sets options.
- Confirms actions.
- Places and answer calls.
- From the idle screen, accesses ring tones list. This is the default setting. You can assign a different main menu item to .

Menu Key















Many features provide context-sensitive menus that let you access related features and actions. This icon  appears any time a context-sensitive menu is available. Press  to access the menu.

Main Menu

All your phone’s features can be accessed through the main menu. You can set the main menu to appear as a list or as large icons (see “Setting the Menu View” on page 147).

 Net	Access to Wireless Data Services. See page 108.
 Java Apps	Java applications on your phone. See page 121.
 Settings	Customize your phone. See page 146.
 Ring Tones	Assign ring tones and turn ringer off. See page 71.
 My Info	View personal phone information, including phone number and Walkie-Talkie number. See page 7.
 DirecTalk	Launch Direct Talk SM . Access Setup and Help. See page 35.
 Walkie-Talkie	Access any Walkie-Talkie and Groups on your phone. See page 21.

Getting Started

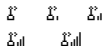
- | | | | |
|--|---|---|--|
|  VoiceRecord | Record and play audio messages. See page 119. |  Shortcuts | Create shortcuts to screens. See page 158. |
|  My Pictures | Access stored pictures. See page 111. |  Profiles | Groups of settings you apply together. See page 153. |
|  GPS | Find your approximate geographical location. See page 129. |  Call Alert | Lists call alerts. See page 32. |
|  Contacts | Create, view, store, edit Contacts and Groups. See page 48. |  Downloads | Provides a catalog of ring tones, wallpaper, games and Java applications that you can download directly to your phone. Items in this catalog change frequently, so check regularly for fresh content. See page 73. |
|  Messages | Access messages. See page 74. | | |
|  Call Forward | Set call forwarding options. See page 56. | | |
|  Datebook | Schedule appointments. See page 139. | | |
|  Memo | Store a number to access later. See page 55. | | |
|  Call Timers | Phone usage information. See page 63. | | |
|  Recent Calls | Lists recent calls. See page 41. | | |

Status Icons

Status icons appear at the top of the display. Some appear at all times. Others appear only when your phone is engaged in certain activities or when you have activated certain features.



Battery Strength — A fuller battery indicates a greater charge.



Signal Strength — More bars next to the antenna indicate a stronger signal.



Phone In Use — Your phone is active on a phone call.



Walkie-Talkie In Use — Your phone is active on a Walkie-Talkie call.



Group In Use — Your phone is active on a Group call.



Talkgroup In Use — Your phone is active on a Talkgroup call.



Active Phone Line — 1 indicates phone line 1 is ready to make calls; 2 indicates phone line 2 is ready to make calls.



Call Forward — Your phone is set to forward calls. See “Call Forwarding” on page 56.



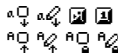
Ringer Off — Your phone is set not to ring. See “Setting Your Phone to Vibrate” on page 71.



Speaker Off — Sets Walkie-Talkie and Group Walkie-Talkie sound to come through the earpiece rather than through the speaker.



Messages — You have one or more messages. See page 74.



T9 Text Input — You are using T9 Text Input to enter text. See “Entering Text” on page 45.



Internet — You are ready to browse the Internet or are browsing the Internet using a secure connection.



Airplane Mode — Your phone is set to Airplane Mode. See “Airplane Mode—Temporarily Turning Off Calls” on page 148.

Getting Started



Packet Data — You are ready to transfer packet data or are transferring packet data. See “Using Your Phone as a Modem” on page 64.



TTY — You are ready to use your phone to make calls using a teletypewriter device. See “Making TTY Calls” on page 65.

SIM Card Security

Your SIM card stores all your Contacts and protects your personal information. Since this information is stored on your SIM card, not in your phone, you can remove the information by removing your SIM card.

Note: Except for making emergency calls, your phone will not function without the SIM card.

To prevent unauthorized use of your phone, your SIM card is protected by a PIN that you enter each time the phone is powered on. You can change the PIN or turn off the requirement that it be entered.

Turning the PIN Requirement On and Off

When the SIM PIN requirement is off, your phone can be used without entering a PIN.

Important: When the SIM PIN requirement is off, the personal data on your SIM card is not protected. Anyone can use your phone and access your personal data.

When the SIM PIN requirement is on, you are prompted to enter your PIN each time you power on your phone.


Note: If a SIM PIN is required, your phone will not function until the SIM PIN is entered, except for making emergency calls.

- 1 From the main menu, select **Settings > Security > SIM PIN**.
- 2 Select **On** or **Off**.
- 3 Enter the current SIM PIN.

Note: The default SIM PIN is 0000. Change your PIN to prevent fraudulent use of the SIM card (see “Changing the PIN” on page 13).

- 4 Press  under **Ok**.

Entering the PIN




- 1 When the **Enter SIM PIN Code** screen appears after you power on your phone, enter your SIM PIN.
- 2 Press  under **Ok**.

The message **SIM Unlocked** displays.

Important: If you enter your PIN incorrectly 3 times, your SIM card is blocked. To unblock your SIM card, you must contact Nextel Customer Service. See “Unlocking the PIN” on page 13.

Changing the PIN

Note: The SIM PIN requirement must be turned on in order to access this feature.

- 1 From the main menu, select **Settings > Security > Change Password > SIM PIN**.
- 2 At the **Enter Old SIM PIN** screen, enter the current SIM PIN.
- 3 Press  under **Ok**.
- 4 At the **Enter New SIM PIN** screen, enter the new 4- to 8-digit SIM PIN.
- 5 Press  under **Ok**.
- 6 At the **Re-enter New SIM PIN** screen, re-enter the new SIM PIN to confirm.
- 7 Press  under **Ok**.





Changed: SIM PIN displays.

Unlocking the PIN

If you enter your PIN incorrectly 3 times, your SIM card is blocked. To unblock your SIM card, you must contact Nextel Customer Service to get a PIN Unblock Code (PUK).

Important: If you unsuccessfully enter the PUK code 10 times, your SIM card is permanently blocked and must be replaced. If this happens, all data is lost. You will get a message to contact Nextel Customer Service. Except for making emergency calls, your phone will not function with a blocked SIM card.

To unblock the PIN:

- 1 Press    .
- 2 At your Nextel Customer Service representative's request, provide the information needed to give you a PUK code.
- 3 Select **Unblock PIN**.
- 4 Enter the PUK code.
- 5 Enter a new 4- to 8-digit SIM PIN.
- 6 Re-enter your SIM PIN.

Note: These steps must be performed in quick succession.

Getting Started

If you entered the codes properly, **SIM Unlocked** appears on the display.

Inserting and Removing Your SIM Card

Important: Do not touch the gold-colored areas of your SIM card.

The SIM card is designed for optimal Contacts storage and feature use. For Nextel SIM card compatibility information, visit www.nextel.com/sim.

Note: In some cases, Contacts and Groups may not be accessible if you move your SIM card to another phone. Contacts and Groups created with your i670 phone are not readable by an older iDEN SIM-based phone.

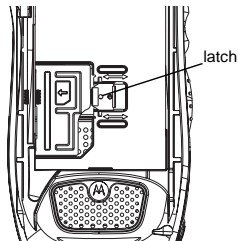
If you remove your SIM card and use it with another phone, or use another SIM card with your phone, the following information is erased:

- The recent calls list
- Call forwarding settings
- Net alerts
- MMS messages
- Options set using the MMS Setup menu
- Information stored in Memo

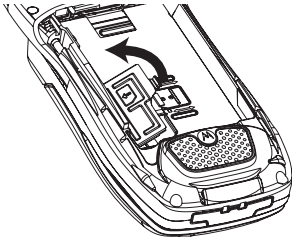
- Images in My Pictures
- 3 most recent GPS Enabled locations
- Voice records
- Voice names
- Datebook events
- Options set using the Personalize menu

Inserting Your SIM Card

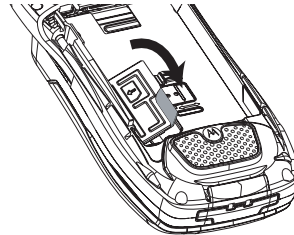
- 1 With your phone powered off, remove the battery door and battery.
- 2 Slide the latch away from the SIM card holder.



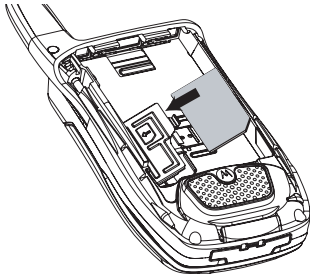
3 Open the SIM card holder.



5 Close the SIM card holder.



4 Carefully slide your SIM card into the SIM card holder.



6 Slide the latch toward the SIM card holder.

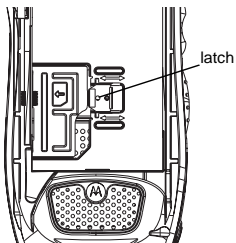
Removing Your SIM Card

Important: To avoid loss or damage, do not remove your SIM card from your phone unless absolutely necessary.

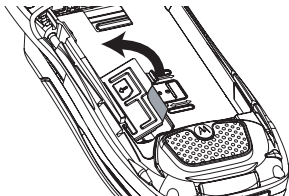
1 With your phone powered off, remove the battery door and battery.

Getting Started

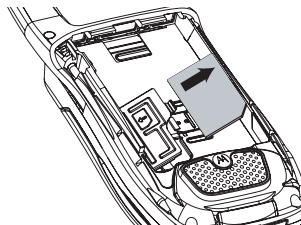
2 Slide the latch away from the SIM card holder.



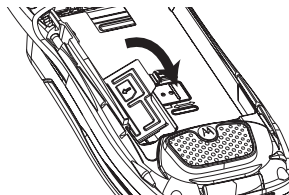
3 Open the SIM card holder.



4 Carefully slide your SIM card out of the SIM card holder.



5 Close the SIM card holder.



6 Protect your SIM card as you would any delicate object. Store it carefully.



Locking the Keypad

Locking the phone's keypad prevents its buttons from being pressed. When the keypad is locked, you can only:

- Power the phone on and off
- Unlock the keypad
- Respond to incoming calls, messages, and alerts



Important: Emergency calls cannot be placed while the keypad is locked.

To lock the keypad:

- 1 From the idle screen, press .
- 2 Press .



If you press a key while the keypad is locked, instructions for unlocking the keypad display briefly.

To unlock the keypad:

- 1 From the idle screen, press .
- 2 Press .

You also have the option of setting your phone to automatically lock the keypad if there has been no activity for a specified time.

- 1 From the main menu, select **Settings > Security > Keypad Lock**.

- 2 To lock the keypad immediately, select **Lock Now**. You will be given the option to press  and  to lock and unlock the keypad.
- 3 To set a specific time for the keypad to lock if there has been no activity, select **Auto Lock** and then select a time.

The keypad can be set to lock in 5, 10, 15 or 20 minutes if the keypad is not touched during the specified time. To turn the auto lock off, repeat step 3 and select **Off**.

Antenna

The retractable antenna on your #670 phone is designed to be extended during calls and is essential to attain the hearing aid compatibility rating on applicable models.

To extend the antenna, pull gently on the rounded tip until the antenna is fully extended and clicks into position.

When finished with a call, retract the antenna by pushing gently on the rounded tip until the antenna clicks into place.

To optimize your phone's performance, extend the antenna when you make or receive a call, and avoid touching the antenna with any body part.

Getting Started

Important: Failure to fully extend or retract the antenna until the antenna clicks into place causes severely degraded performance, which may result in missed calls, dropped calls, or garbled audio.

Accessories

Your phone comes with a Standard Li-Ion Battery and a mid-rate charger.

Various accessories are available for use with your i670 phone, including larger capacity batteries and doors, cases, vehicle power charger, data cables, Hands-Free accessories and more.

To order additional accessories, go to www.sprint.com or call 1-800-Nextel6. You can also contact your Nextel Authorized Sales Representative or stop by any Sprint Store. For information on Sprint Store locations, go to www.sprint.com.

Wireless Local Number Portability

Bringing Your Phone Number From Another Carrier

If you are bringing your phone number from another carrier, your new phone will be active as soon as you receive it. Nextel will provide you with a temporary phone number so that you can begin using your phone immediately. Once the number you have brought to Nextel is activated, your temporary phone number will be deactivated and service with your previous carrier will be cancelled automatically. You will receive a text message on your Nextel phone letting you know that activation is complete. Simply turn your phone off and back on again to complete activation.

Here is additional information you need to be aware of until the number you have brought to Nextel is active on the Nextel® National Network:

Nextel® Voicemail

We suggest you set up your voicemail box after the number you brought to Nextel is active on your Nextel phone and your temporary phone number is deactivated. If you set up your voicemail box prior

to this, all messages and all settings (including your greeting and password) will be lost when the number you have brought to Nextel becomes active.

Text Messaging

During the activation process, it is possible that text messages may not be properly routed to your Nextel phone.

911 Calls

Nextel continues to make efforts to ensure that all 911 calls are minimally impacted by this process. If you make a call to 911 from your temporary phone number and the call fails, the 911 emergency response center will not be able to call you back on your Nextel phone if in the meantime your Nextel phone has been programmed with your permanent phone number. As with any wireless 911 call, if your call is disconnected before location and details have been provided, be sure to call 911 again and advise that you were disconnected.

Go to www.sprint.com/bringyournumber for more details.

Nextel® Customer Service

Nextel Customer Service: 1-800-639-6111 or dial 611 from your #670 phone.

Nextel Worldwide Customer Care:
+1-360-662-5202 (toll-free from your #670 phone).

Understanding Status Messages

You may receive status messages under certain conditions. Before contacting Nextel Customer Service, note the message, numeric code, and the conditions under which the message appeared. You can go to www.sprint.com for additional information about status messages.

Making Calls


Your i670 phone makes two types of calls: digital cellular phone calls and Walkie-Talkie calls.


Phone Calls

1 Enter the number you want to call.

2 To place the call:

Press . -or-

If you entered the number from the idle screen, press .

3 To end the call, press .

Nextel® Walkie-Talkie Calls

Nextel offers the following Walkie-Talkie services:

- Local Walkie-Talkie — allows walkie-talkie calling within your local coverage area.
- Nationwide Walkie-Talkie — allows coast-to-coast walkie-talkie calling to Nextel users to and from anywhere on the Nextel National Network (U.S.).
- International Walkie-Talkie — allows walkie-talkie calling to and from select countries.

- Group Walkie-Talkie — allows coast-to-coast walkie-talkie calling to up to 20 Nextel users simultaneously. (See “Group Walkie-Talkie Calls” on page 22).
- Talkgroups — allows walkie-talkie calling to up to 100 Nextel users in the same Walkie-Talkie network.

See www.sprint.com for more details on these Walkie-Talkie services. Pricing for each of these services is based on your service contract.

To make a Walkie-Talkie call:

- 1 Enter the Walkie-Talkie number you want to call.
- 2 Press and hold the Walkie-Talkie button on the side of your phone. Begin talking after your phone emits a chirping sound.
- 3 Release the Walkie-Talkie button to listen.

A Walkie-Talkie call ends automatically if there is no activity on the call for a few seconds.

Tip: To let someone know you want to talk to him or her on a Walkie-Talkie call, send a call alert. See “Call Alerts” on page 32.

Dialing Walkie-Talkie Numbers

Every Walkie-Talkie number has three parts — an area ID, a network ID, and a member ID — with an asterisk between each of these parts. For example: 999*999*9999.

When you place a Walkie-Talkie call, you must enter the whole Walkie-Talkie number including the asterisks.

Tip: When you store a Walkie-Talkie number in Contacts, it is good practice to include the whole Walkie-Talkie number, including the asterisks.

Accessing Walkie-Talkie Numbers More Quickly

Quickly access any Nextel Walkie-Talkie number on your phone so that you can make a Walkie-Talkie call, or create a Group and make a Group Walkie-Talkie call. Select one entry to make a Walkie-Talkie call or select multiple entries to make a Group Walkie-Talkie call. For more information about Groups, see “Group Walkie-Talkie Calls”.

To view a list of Groups and Contacts with Walkie-Talkie numbers:

Accessing Walkie-Talkie Numbers More Quickly

From the main menu, select **Walkie-Talkie**.


To move between Contacts, the recent calls list, and Memo:

Scroll left or right. **-or-**

Press  or .

To make a Walkie-Talkie call or Group call:

1 Select the entries you want.

2 Press  under **Done**.

3 Press the Walkie-Talkie button.

To save your selections as a Group:

1 Press .

2 Select **Store Group**.

3 If you want to assign a name to the Group, enter the name.

Note: If you do not assign a name, the Group is named “Group” followed by the number of members in the Group. For example, “Group (eight)” for a Group with eight members.

4 Press .



Making Calls

Group Walkie-Talkie Calls

A Group Walkie-Talkie call is similar to a Walkie-Talkie call, but is made to multiple Walkie-Talkie users at once. You can create Groups from your phone and call up to 20 Nextel users anywhere on the Nextel National Network to other Group Walkie-Talkie-compatible phones*. You can create a Group for one-time use or store it to Contacts so you can call it at any time.

* Not all phones are Group Walkie-Talkie-compatible. See www.sprint.com for more details on Group Walkie-Talkie.

Note: In order to store Groups to your i670, you must use the 128K SIM card that came with your phone. The 128K SIM card is labeled "Nextel 600 Contcs & 25 Grps". With this SIM card, a maximum of 25 groups can be added to your i670. Group entries created with your i670 phone are not readable by an older iDEN SIM-based phone.

	Group	Talkgroup
Group Icons		
Geography	Nationwide	Limited to local market and network (fleet)

Maximum Group Size	21 (including originator)	100
Set-up	Dynamically, via your phone	Predefined, via Sprint administrator using Talkgroup Management
Voice Activated Dialing	Yes	No


Creating Groups in Contacts

- 1 From the main menu, select **Contacts**.
- 2 Select **[New Group]**.
- 3 If you want to assign a name to the Group, enter the name.

Note: If you do not assign a name, the Group is named "Group" followed by the number of members in the Group. For example, "Group (8)" for a group with 8 members.

- 4 Add Group members. See "Adding Group Members".
- 5 If you want to create a voice name for the Group, select **[Options] > Voice Name**. As directed by the screen prompts, say and repeat

the voice name you want to assign to the Group. Speak clearly into the microphone.

- 6 Press  under **Save**.


Adding Group Members



You can add Group members that have a Walkie-Talkie number and Group Walkie-Talkie-compatible phone to your Group by selecting them from Contacts, the recent calls list, memo, or manually entering the Walkie-Talkie number from your keypad. You can also add all members in an existing Group to another Group by selecting the Group name from Contacts.


To add Group members from Contacts, Recent Calls, or Memo:


- 1 While creating a Group, select **[Add Member]**.

-or-

Select **[Add Number]** and press  under Browse.


Note: Move between Contacts, the recent calls list, and Memo by scrolling left or right, or pressing  or .

- 2 Scroll to the members you want from Contacts, the recent calls list, or Memo and press . A check mark appears next to each selected member.

Note: To deselect a member, scroll to a selected member and press .


- 3 Press  under **Done**.

To add Group members manually from the keypad:

- 1 While creating a Group, select **[Add Member]**.
- 2 Enter the Walkie-Talkie number using the keypad.
- 3 Press .

Making Group Calls

- 1 From Contacts or the recent calls list, scroll to or select the Group you want. **-or-**

Press and hold  until a prompt appears telling you to say the voice name. Say the voice name assigned to the Group you want. **-or-**

Enter or select a Walkie-Talkie number and add more Walkie-Talkie numbers. See “Starting a Group Call With a Walkie-Talkie Number” on page 24.

- 2 Press the Walkie-Talkie button.

Making Calls

Receiving Group Calls

To answer a Group call:

Proceed as if answering a Walkie-Talkie call.
Only one person at a time may speak on a Group call.

Starting a Group Call With a Walkie-Talkie Number



You can start a Group call with any Walkie-Talkie number you want to call.

- 1 Choose the first Walkie-Talkie number that you want in the Group call:


From the idle screen, enter the Walkie-Talkie number. **-or-**

From the Contacts list, scroll to an entry containing the Walkie-Talkie number. **-or-**

From the recent calls list, scroll to an entry containing the Walkie-Talkie number.

- 2 Press .
- 3 Select **Call New Group**.
- 4 Add more Group members. See “Adding Group Members” on page 23.
- 5 If you want to save the Group you have created: Press . Select **Store Group**.


- 6 To make the call, press the Walkie-Talkie button.
-or-

Press  under **Done**.


- 7 Press the Walkie-Talkie button.

Removing Members or Groups


To remove a member from a Group:

- 1 From Contacts, scroll to the group you want to delete the member from.
- 2 Select **Edit**.
- 3 Scroll to the member you want to remove.
- 4 Press .
- 5 Select **Remove Member**.
- 6 Select **Save**.

To remove all members from a Group:



- 1 From the Group screen, press .
- 2 Select **Remove All Members**.

To delete a Group from Contacts:



- 1 From Contacts, scroll to the Group you want to delete.
- 2 Press .
- 3 Select **Delete Contact**.

Storing Groups

From Recent Calls

- 1 From the recent calls list, select the Group you want.
- 2 Press  under **Store**.
- 3 If you want, add more information to the entry.
- 4 Press  under **Save**.

From an Active Group Call

- 1 During an active Group call, press .
- 2 Select **Store Group**.
- 3 If you want, add more information to the entry.
Note: You cannot record a voice name during an active call.
- 4 Press  under **Save**.


Group Call Information

While you are in a Group call, the following appears on the screen:






- The name of the Group
- The name or the Walkie-Talkie number of the person speaking
- The number of members who are participating in the Group call

Group Call Details

During a Group call, you can view details about the other group members, such as their name or Walkie-Talkie number, and their status on the call.

To view Group call details, press  under **Details**.



In the Details view, these icons appear next to member names or Walkie-Talkie numbers:


-  The member of the Group who is speaking.
-  A member of the Group who is active on the Group call, but not speaking.
-  A member of the Group who has exited the call.
-  A member of the Group who could not be reached on the Group call.
-  A member of the Group whose status is unknown.

Making Calls


Sending Groups Using Nextel Direct SendSM

You can send a Group using Direct Send so that the person who receives the Group can use the list.

- 1 From Contacts or the recent calls list, scroll to or select the Group you want.
- 2 Press .
- 3 Select **Send** Group.
- 4 To include yourself in the Group, press  under **Yes. -or-**

To exclude yourself from the Group, press  under **No.**

Note: If you choose to include yourself and the Group already contains 20 members, you will be prompted that the list is full. You will be excluded from the list.

- 5 Enter the Walkie-Talkie number of the person you want to send the Group to. **-or-**
Select **Browse** to select a contact from Recent Calls, Contacts, or Memo.
- 6 Press .
- 7 To send the Group, push the Walkie-Talkie button.

The Group will display in the recent calls list on the phone that you send the Group to.

Talkgroup Calls

Using Predefined Talkgroups

A Talkgroup is a predetermined group that has been provisioned by Sprint or an account administrator. Groups can include up to 200 users that are in the same Walkie-Talkie network - that is, users that have the same Walkie-Talkie network ID and are located in the home market. (The network ID is the second set of numbers in a Nextel Walkie-Talkie number. See “Dialing Walkie-Talkie Numbers” on page 21.)


Before you can make or receive Talkgroup calls, a Talkgroup must be established. After the Talkgroup is established, you must join the Talkgroup.

Joining a Talkgroup

When you enable security, you receive a list of Talkgroups that have been set up for you if you subscribe to this service. The Talkgroup list is saved to Contacts.

To receive Talkgroup calls made to any of these Talkgroups, you must join the Talkgroup.

- 1 Press  under **Contcs. -or-**

From the main menu, scroll to **Contacts** and press .

- 2 Scroll to the Talkgroup you want to join.
- 3 Press  under **Join**.



Note: You will now be able to receive communications from this Talkgroup only. You can only monitor one Talkgroup at a time.

Setting Up More Talkgroups


You can set up more Talkgroups in 3 ways:

- Using Talkgroup Management* on MyNextel at www.sprint.com
- Contacting your Nextel Sales Representative at the time of activation
- Using Wireless Manager to create, manage, and delete Talkgroups

When you create your Talkgroups, you can select your own Talkgroup numbers.

You can join a new Talkgroup by pressing  and entering the number using the keypad. Then press  under **Join**.

Making Talkgroup Calls

- 1 Press . Then enter the Talkgroup number using the keypad. **-or-**

Choose the Talkgroup name from Contacts or recent calls list.

- 2 Proceed as if making a Walkie-Talkie call.

Receiving Talkgroup Calls

To answer a Talkgroup call:

Proceed as if answering a Walkie-Talkie call. Only one person at a time may speak on a Talkgroup call.

The Walkie-Talkie number or name of the person who is speaking will appear on the display below the Talkgroup number.

Turning Off Talkgroup Calls

To set your phone to prevent you from hearing your Talkgroup calls:

- 1 From the main menu, select **Settings > DC/GC Options > Tgrp Silent**.
- 2 Set this option **On**.

Making Calls

To set your phone to let you hear your Talkgroup calls:

Set **Tkgrp Silent** to **Off** in step 2.

Receiving Calls

Phone Calls

When you receive a phone call, your phone rings, vibrates, or lights up its backlight.

Answering

Press . **-or-**

Press . **-or-**


Press  under **Yes**. **-or-**

Press any number key.


To answer a call by pressing any number key, you must have the Any Key Ans feature turned on (see “Phone Calls Features” on page 149).

Sending to Voicemail

Press . **-or-**

Press  under **No**.

Ending

Press .

Walkie-Talkie Calls


When you receive a Walkie-Talkie call, your phone emits a chirping sound or vibrates.

Answering

- 1 Wait for the caller to finish speaking.
- 2 Press and hold the Walkie-Talkie button on the side of your phone. Begin talking after your phone emits a chirping sound.
- 3 Release the Walkie-Talkie button to listen.

Ending

Press . **-or-**

Press  under **Exit**.

A Walkie-Talkie call ends automatically if there is no activity on the call for a few seconds.

Choosing a Number to Call

You can choose the number you want to call in many ways:


- Enter the number on the keypad.
- Say a voice name into your phone. See “Using a Voice Name” on page 29.
- Use Speed Dial or Turbo Dial® to make a phone call. See “Using Speed Dial and Turbo Dial®” on page 29.


- Redial the last phone number called. See “Redialing the Last Number” on page 30.
- Select the number from the recent calls list. See “Making Calls From the Recent Calls List” on page 43.
- Select the number from Contacts. See “Contacts” on page 48.
- Select a number stored in Datebook. See “Making Calls From Datebook and Datebook Reminders” on page 144.
- Use One Touch Walkie-Talkie to make a Walkie-Talkie call. See “Setting One Touch Walkie-Talkie” on page 61.
- Use the number in Memo. See “Memo” on page 55.
- Select the number in a text message you have received. See “Calling a Number in a Message” on page 100 and “Calling and Storing Numbers” on page 106.

Using a Voice Name

If you have created a voice name in Contacts for the number you want to call, say the voice name into your phone to enter the number.

You can use a voice name to enter a number.

- 1 Press and hold  until a prompt appears telling you to say the voice name.
- 2 Speaking into the microphone, say the voice name assigned to the number you want to call.
Your phone plays the name back to you.
- 3 If you are making a phone call, the call is placed automatically.



Tip: To stop a phone call from being completed, press .

If you are making a Walkie-Talkie call, press and hold the Walkie-Talkie button to place the call.

Using Speed Dial and Turbo Dial®

Each phone number stored in Contacts is assigned a Speed Dial number which you can use to call that number.

Speed Dial


- 1 From the idle screen, use the keypad to enter the Speed Dial number assigned to the phone number you want to call.
- 2 Press .
- 3 Press .

Making Calls


Turbo Dial


From the idle screen, press and hold the Speed Dial number (1 through 9) assigned to the phone number you want to call.


Redialing the Last Number

Press and hold  to place a call to the last phone number you called.

Missed Phone Calls

When you miss a call, this icon  and the number of phone calls you have missed appear briefly.

If you want to dismiss the missed call message, press  under **Back**. -or-


If you want to view the missed call on the recent calls list, press  under **View**.

Using Speakerphone

Turning on speakerphone makes incoming sound come out of the phone's speaker instead of the earpiece. Speakerphone is available whenever you are on an active phone call.

To turn speakerphone on or off:

Press  under **Spkr**. -or-

Press .

Using Mute

Muting calls lets you listen to incoming sound without transmitting sound. Mute is available whenever you are on an active call.

To turn mute on:

Press  under **Mute**.

While mute is on, **Unmute** appears as a display option.

To turn mute off:

Press  under **Unmute**.

Making Emergency Phone Calls

Your phone supports emergency calling. Emergency phone calls can be made even when your SIM card is blocked or not in your phone.

Dial 911 to be connected to an emergency response center. If you are on an active call, you must end it before calling 911.

When you make an emergency call, your phone's GPS Enabled feature can help emergency service personnel find you, if you are in a location where your phone's GPS antenna has established a clear view of the open sky and your local emergency

Making Emergency Phone Calls

response center has the equipment to process location information. See “GPS Enabled” on page 129, and particularly “IMPORTANT: Things to Keep in Mind” on page 129 and “Making an Emergency Call” on page 130, for more information on the limitations of this feature. Because of the limitations of this feature, always provide your best knowledge of your location to the emergency response center when you make an emergency call.

Important: Emergency calls cannot be placed while the keypad is locked.

Important: If you have not registered on the network, emergency calls cannot be placed while your SIM card is in your phone.

Important: If you are bringing your phone number to Nextel from your previous carrier, you may receive a temporary telephone number while your Nextel phone is being programmed with your permanent phone number. If you make a call to 911 and the call fails, the 911 emergency response center will not be able to call you back on your Nextel phone if in the meantime, your Nextel phone has been programmed with your permanent telephone number. If the call is disconnected before location and details have been provided, call 911 again and advise that you were disconnected.

Call Alerts

Sending a call alert lets the recipient know you want to talk to him or her on a Walkie-Talkie call.


When you send a call alert, the recipient's phone emits a series of beeps, or vibrates, and displays your name or Walkie-Talkie number.

The recipient can:

- Answer — begin a Walkie-Talkie call with the sender
- Queue — store the call alert to the call alert queue, which is a list of call alerts
- Clear — dismiss and delete the call alert

Note: Call Alerts are not available for Group Walkie-Talkie or Talkgroup calls.

Sending Call Alerts

- 1 Enter the Walkie-Talkie number you want to send to, as you would when making a Walkie-Talkie call.
- 2 Press  under **Alert**. **Ready to Alert** appears on the display.
- 3 Press the Walkie-Talkie button until **Alert Successful** appears on the display.

Note: If the alert is not successful, this may mean the person you are trying to reach is on a call or has the phone turned off.

Receiving Call Alerts

When you receive a call alert, you must answer, queue, or clear it. You cannot receive phone calls or Walkie-Talkie calls until you do.

To answer a call alert:

Press the Walkie-Talkie button to make a Walkie-Talkie call to the sender.

To queue a call alert:

Press  under **Queue**.

To clear a call alert:

Press . **-or-**

Press  under **Clear**. **-or-**

If the flip is closed, press .

Note: The recent calls list also stores call alerts you have received. They appear as Walkie-Talkie calls. Call alerts remain in your recent calls list until you delete them or until they reach the end of the list.

Using the Call Alert Queue

When you queue a call alert, it remains in the call alert queue until you make a Walkie-Talkie call to the sender or delete it.

Viewing Call Alerts

- 1 From the main menu, select **Call Alert**.
- 2 Scroll through the list.

Viewing Date and Time

To view the date and time a call alert was received:

- 1 From the main menu, select **Call Alert**.
- 2 Select the call alert you want information on.

Responding to Call Alerts in the Queue


After you queue a call alert, you can respond to it by making a Walkie-Talkie call to the sender or sending a call alert to the sender.

Making a Walkie-Talkie Call to the Sender

- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want to respond to.
- 3 Press the Walkie-Talkie button to begin the call.




This removes the call alert from the queue.

Sending a Call Alert to the Sender




- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want to respond to.
- 3 Press  under **Alert**. **Ready to Alert** appears on the display.
- 4 Press the Walkie-Talkie button until **Alert Successful** appears on the display.

Deleting Call Alerts

To delete a call alert from the queue:

- 1 From the call alert queue, scroll to the call alert you want to delete.
- 2 Press .
- 3 Select **Delete**.
- 4 Press  or press  under **Yes** to confirm.

To delete all call alerts from the queue:

- 1 From the call alert queue, press .
- 2 From the call alert menu, select **Delete All**.
- 3 Press  or press  under **Yes** to confirm.

Sorting Call Alerts

Tip: You must have at least one call alert in the queue to access this feature.

Call Alerts

To sort call alerts by the order they were received:

- 1** From the main menu, select **Call Alert**.
- 2** Press **□**.
- 3** Select **Sort By**.
- 4** Select **First on Top** or **Last on Top**.

Direct TalkSM

Off-Network Walkie-Talkie

Direct Talk allows direct two-way phone-to-phone communications between two or more phones equipped with Direct Talk. You can make and receive Direct Talk calls even when network service is not available. You can talk to anyone on your code and channel within your range.

Note: Range will vary based on terrain, man-made structures and atmospheric conditions.

Direct Talk allows you to:

- Use code or private mode operation
- Use up to 10 channels

Note: Direct Talk is not compatible with older Family Radio Services products.


The following features and main menu items will not be available while in Direct Talk mode:

- On-network phone calls
- On-network Walkie-Talkie calls or Group Walkie-Talkie Calls
- Nextel Online (NOL) Services
- Data transmission

- Incoming message notification
- Musical ring tones
- Call forwarding
- Messages
- Call Timers
- Call alerts
- Voice records

Using Direct TalkSM


To set your phone to Direct Talk:

- 1 From the main menu, scroll to **DirectTalk** and press  Navigation key.
- 2 Select **Go To DirecTalk**.

Switching to DirecTalk Please Wait displays.



After a few seconds, the Direct Talk idle screen appears. The channel you are set to appears on the first line of the display, the code you are set to appears on the second line of the display and **DT Ready** appears just above the softkeys.

Note: When switching from the network to Direct Talk, the last channel and code that were set appear on the idle screen.

While in Direct Talk, this icon  appears on the display, indicating there is no network signal and Direct Talk is active.

Exiting Direct TalkSM

To set your phone to network mode when Direct Talk is active:

- 1 From the Direct Talk idle screen, press .
- 2 Scroll to **DT Options** and press  Navigation key.
- 3 Select **Exit DirecTalk**.

Switching to Network Please Wait displays. After a few seconds, the network idle screen appears.

Talk Range

Phones used in Direct Talk mode should be a minimum of 6 feet apart to maximize performance and improve transmission range.

Channels and Codes

Your phone has 10 channels and 15 codes.




Channels are divided into sets of frequencies that allow you to make and receive Direct Talk calls. Other parties may also be talking on the same channel.

Codes help minimize interference from unwanted messages and other disturbances when you are on the same channel as others.




To have a conversation, all parties must be on the same channel and code. For private Direct Talk calls, the person you are calling must be in Direct Talk and set to the same channel to which you are set in order to receive your call.

Note: When making a code call, all parties that are on your code and channel can hear your conversation.

To set a channel:

- 1 From the Direct Talk idle screen, press  under **Edit**.
- 2 Scroll to **Channel**.
- 3 Press  under **Edit**.
- 4 Select a channel.
- 5 When you are finished, press  under **Back** to return to the idle screen.

To set a code:

- 1 From the Direct Talk idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select a code.
- 5 When you are finished, press  under **Back** to return to the idle screen.

Making and Receiving Code Calls in Direct TalkSM Mode

To make a code call using Direct Talk:

- 1 Press and hold the Walkie-Talkie button. **DT Transmit** appears on the first line of the display. Begin speaking after your phone emits the Direct Talk tone.
- 2 Release the Walkie-Talkie button to listen.

The tone emitted from your phone when making a Direct Talk call is 4 beeps and sounds different from the standard tone heard with on-network Walkie-Talkie and Group Walkie-Talkie calls.

If you receive an error message:

- There may be no parties on your channel or code.
- You are out of range.




When you receive a code call using Direct Talk, **DT Receive** appears on the first line of the display.

Receive All

You can set your phone to receive Direct Talk transmissions from any phone that is set to the same channel, regardless of the code (1-15), by setting the code to **Receive All**. When you receive transmissions with the code set to **Receive All**, the display changes from **Receive All** to the code on which the transmission was received.

Note: You cannot initiate a code call when the code is set to **Receive All**. If you press the Walkie-Talkie button with the code set to **Receive All**, you will receive an error message.

To set the code to **Receive All**:

- 1 From the Direct Talk idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select **Receive All**.
- 5 When you are finished, press  under **Back** to return to the idle screen.

Private Direct TalkSM Calls

You can have a private conversation with another person using Direct Talk. When on a private Direct Talk call, no other parties can hear your conversation. In order to make a private Direct Talk call, you must use the valid Nextel 10-digit Personal Telephone Number (PTN) of the person you are calling. The person you are calling must be in Direct Talk mode and set to the same channel to receive your call.

If you receive an error message:



- You may not be using a valid PTN.
- The person that you are trying to reach may not be in Direct Talk mode.
- The person that you are trying to reach is set to a different channel or is out of range.

Private Only

To limit Direct Talk to private conversation only, set your code to **Private Only**. In this mode, code calls will be ignored and only private calls can be made or received.

Note: You will be required to enter a valid PTN before pressing the Walkie-Talkie button.

To set the code to **Private Only**:

- 1 From the Direct Talk idle screen, press  under **Edit**.
- 2 Scroll to **Code**.
- 3 Press  under **Edit**.
- 4 Select **Private Only**.

Making a Private Direct TalkSM Call

- 1 Enter the 10-digit PTN of the person you want to call on your channel. **-or-**
Scroll to a number or name in **Contacts**. **-or-**
Scroll to a number in the recent calls list.
- 2 Press and hold the Walkie-Talkie button. Begin speaking after your phone emits the Direct Talk tone.
- 3 Release the Walkie-Talkie button to listen.

The number or name of the person you are calling will appear in the first line of the display.

Receiving a Private Direct TalkSM Call

The number or name of the person who initiated the call will appear in the first line of the display.

Ending a Private Direct TalkSM Call

A private Direct Talk call will end if there is no communication for a few seconds.

The display will return to the idle screen.

Making Emergency Calls While in Direct TalkSM Mode

If you attempt to make an emergency 911 call while in Direct TalkSM mode, your phone will automatically exit Direct TalkSM mode and attempt to find a network signal.

If you are out of network coverage, your phone will not be able to make an emergency 911 cellular call until you go back into the network coverage area.

You must wait until the phone reconnects to the network before attempting to make an emergency 911 cellular call.

Setup Options

Direct Talk setup options are available in the DT Options screen in both network and Direct Talk modes.

To access Setup Options in network:

- 1 From the main menu, select **DirectTalk**.

- 2 Select **Setup**.

To access Setup Options in Direct Talk:


- 1 From the main menu, select **DT Options**.
- 2 Select **Setup**.


You can set your phone to:

- Launch directly into Direct Talk when you select **DirectTalk** from the main menu.
- Notify you periodically with a tone that you are in Direct Talk.

Using Direct Launch


To set your phone to launch into Direct Talk when you select **DirectTalk** from the main menu:

- 1 From the setup screen, scroll to **Direct Launch** and press  Navigation key.
- 2 Select **On**.

Note: If **Direct Launch** is set to **On**, you will not see **DT Options** when you select **DirectTalk** from the main menu. In order to have access to your setup options, **Direct Launch** must be set to **Off**. Or you can access setup options while in Direct Talk mode by pressing  and selecting **DT Options**.

Direct TalkSM


To turn off Direct Launch:

- 1 From the setup screen, scroll to **Direct Launch** and press  Navigation key.
- 2 Select **Off**.

Your phone now displays **DT Options** when you select **DirectTalk** from the main menu.


Using State Tone

To set your phone to notify you with a tone that you are in Direct Talk:

- 1 From the setup screen, scroll to **State Tone** and press  Navigation key.
- 2 Select the time frame during which you want to be notified that you are in Direct Talk.

For example, if you select 1 hour, you will be notified every hour that you are in Direct Talk.

To turn off State Tone:

- 1 From the setup screen, scroll to **State Tone** and press  Navigation key.
- 2 Select **Off**.

Recent Calls


The recent calls list stores information associated with calls you have made and received and call alerts you have received. It also stores My Info and contact information sent to you from other phones.

The recent calls list stores up to 20 items.

Calls and Call Alerts

The recent calls list stores the numbers of up to 20 of the most recent calls you have made and received.




If the number of a recent call is stored in Contacts, the following information appears:

- The name assigned to the number
- The Contacts type icon associated with the number. If the Contacts entry containing the number has more than one number or address stored,  surrounds the Contacts type icon. For information on Contacts types, see page 48.

The Walkie-Talkie number Contacts type icon appears when you receive a Walkie-Talkie call or call alert, even if the number is not stored in Contacts.

Call alerts you have received appear as Walkie-Talkie calls. Like all items in the recent calls list, they remain listed until you delete them or until they reach the end of the list.


For phone calls, an additional icon appears giving information about the call:

-  A call you made.
-  A call you received.
-  A missed call.

When you select a call to view its details, you see information such as the name associated with the call, the number, date, time, and duration of the call.

My Info From Other Phones

The recent calls list stores My Info from other phones. See “Sending My Info and Contact Information” on page 116.

This icon  appears with My Info from other phones on the recent calls list, along with the Walkie-Talkie number of the person who sent the information.


Recent Calls

When you select My Info from other phones to view its details, you see all the information sent.


If you receive My Info from the same phone more than once, only the most recently sent version appears in the recent calls list.

Contact Information From Other Phones

The recent calls list stores contact information sent from other phones. This information comes from the other phone's Contacts list or recent calls list. See "Sending My Info and Contact Information" on page 116.

This icon  appears with contact information on the recent calls list.

Contact information in the recent calls list displays:

- The name contained in the contact information
- The Contacts type icon associated with the number or address contained in the contact information. If the item contains more than one number or address stored,  surrounds the Contacts type icon.

The name or Walkie-Talkie number of the person who sent the contact information appears as a separate item on the recent calls list, above the information sent. If one person sends you more than one item of contact information, all the items appear below the person's name or Walkie-Talkie number.

When you select contact information to view its details, you see the name or Walkie-Talkie number of the person who sent the information and all the information in the item.

If you receive contact information with the same name from the same phone more than once, only the most recently sent version appears in the recent calls list.

Viewing the Recent Calls List



- 1 From the main menu, select **Recent Calls**.
- 2 Scroll through the list.


To view the details of an item on the list:

From the recent calls list, select the item you want information on.

Tip: To view the details of more items, keep scrolling.








Storing Items to Contacts

- 1 From the recent calls list, scroll to or select the item you want to store.
- 2 Press  under **Store**. -or-
If **Store** is not one of your options: Press .
Select **Store** or **Update Contacts**.
Tip: If the item you want to store is a call, **Store** does not appear if the number is already stored in Contacts.
- 3 To store the item as a new entry, select [**New Contact**]. -or-
To store the number to an existing entry, select the entry.
Note: Storing My Info or contact information from another phone to a Contacts entry that has a name assigned to it does not change the name of the Contacts entry.
- 4 If the item you want to store is a call, you must assign a Contacts type to the number:
With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 5 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.

- 6 Press  under **Done**.

Deleting Items

To delete an item from the recent calls list:

- 1 From the recent calls list, scroll to or select the item you want to delete.
 - 2 Press  under **Delete**. -or-
If **Delete** is not one of your options: Press .
Select **Delete**.
 - 3 Press  or press  under **Yes** to confirm.
- To delete all items on the recent calls list:
- 1 From the recent calls list, press .
 - 2 Select **Delete All**.
 - 3 Press  or press  under **Yes** to confirm.

Making Calls From the Recent Calls List

- 1 From the main menu, select **Recent Calls**.
- 2 Scroll to the item containing the number you want to call.
 - If you scroll to a call, you can make a call to the number that made the call. If the number is stored in Contacts, you can make a call to any of the numbers stored with it.

Recent Calls

- If you scroll to My Info from another phone, you can make a call to the Walkie-Talkie number of the phone that sent the information.
- If you scroll to contact information from another phone, you can make a call to any of the numbers in the contact information.

3 To place the call now, go to step 4. **-or-**

Scroll left or right to display the Contacts type for the number you want to call.

4 To make a phone call, press . **-or-**

To make a Walkie-Talkie call, press the Walkie-Talkie button.

You can also make calls while viewing the details of an item on the recent calls list:

1 From the recent calls list, select the item containing the number you want to call.

- If you select a call or contact information from another phone, you can make a call to the number shown first on the details screen.
- If you scroll to My Info from another phone, you can make a call to the Walkie-Talkie number of the phone that sent the information.





2 To make a phone call, press . **-or-**

To make a Walkie-Talkie call, press the Walkie-Talkie button.

Entering Text


You can enter text into your phone using the traditional method of pressing a key several times for each character, or by pressing a key once for each letter while words likely to be the one you want are chosen from a database. You can also enter symbols and numbers into a text field.

In screens that require you to enter text, you see the following icons. These icons tell you which text input mode you are using:

-  **Alpha** — Press a key several times for each character.
-  **Word** — Press a key once for each letter while words likely to be the one you want are chosen from a database.
-  **Symbols** — Enter punctuation and other symbols.
-  **Numeric** — Enter numbers.


When you access a screen that requires you to enter text, you start in the mode last used.

To choose a text input mode:

- 1 At a screen that requires you to enter text, press .

- 2 Select the text input mode you want to use. A checkmark appears next to the current mode.





Using Alpha Mode

- Press any key on the keypad to enter the letters, numbers, and symbols on that key. For example, to enter the letter Y, press  three times.
- Type a letter then scroll up to make that letter uppercase, or type a letter then scroll down to make that letter lowercase.
- See “Special Function Keys” on page 46 for more information on adding spaces, capitalization, and punctuation.

Using Word Mode


In Word mode, T9 Text Input analyzes the letters on the keypad button you press and arranges them to create words. As you type, T9 Text Input matches your keystrokes to words in its database and displays the most commonly used matching word. You can add your own words to this database.

Entering a Word

- 1 Select **Word** as your text input mode.
- 2 Type a word by pressing one key for each letter.
For example, to type “test” press    .

Entering Text


The displayed word may change as you type it. Do not try to correct the word as you go. Type to the end of the word before editing.

- 3 If the word that appears is not the desired word, press  to change the word on the display to the next most likely word in the database.

Repeat until the desired word appears.

If the desired word does not appear, you can add it to the database.

Adding Words to the Database


- 1 Select **Alpha** as your text input mode.
- 2 Type the word using Alpha mode.
- 3 Select **Word** as your text input mode.
- 4 Press .

The word you typed in Alpha text entry mode is now in the database.

Note: You cannot store alphanumeric combinations, such as Y2K.

Choosing a Language

To change the language of the database:


- 1 At a screen that requires you to enter text, press .
- 2 Select **Languages**.

- 3 Select the language you want for your database.



Special Function Keys

Some of the phone's keys assume different functions while in Alpha or Word mode.



Spaces

Press  for a space.

Capitalization

When you press and hold the  key, it acts as a 3-way toggle. Press and hold  to make the next letter typed uppercase (shift), to make all subsequent letters typed uppercase (caps lock), or to go back to lowercase letters.

These icons appear in the top row of your display:



 or  Shift is on.

 or  Caps lock is on.

When neither of these icons appear, letters typed are lowercase. Scrolling up after typing a letter makes that letter uppercase.

Note: Your phone automatically makes the first letter of a sentence uppercase.

Punctuation


Press  or  to insert punctuation. Continue to press the key to view the list of symbols available through that key. Pause to select the symbol you want.

Note: Additional punctuation symbols are available in Symbols mode.

Using Numeric Mode

- 1 Select **Numeric** as your text input mode.
- 2 Press the number buttons on your keypad to enter numbers.

Using Symbols Mode

- 1 Select **Symbols** as your text input mode.
A row of symbols appears along the bottom of the phone's display. Scroll right to view the complete row.
- 2 Press  to select the highlighted symbol.

Contacts













Contacts stores up to 600 numbers or addresses. Each Contacts entry can store several numbers or addresses.

Information stored in Contacts is saved on your SIM card.

A Contacts entry contains:


- A name — A name is required if you are storing more than one number or address to the entry; otherwise, it is optional. Typically, this is the name of the person whose contact information is stored in the entry.
- A ring tone — You can assign a ring tone to each entry. This is the sound your phone makes when you receive phone calls or call alerts from any of the numbers stored in the entry.

- A Contacts type — Each number or address stored must be assigned a Contacts type:

	Mobile	phone number
	DC	Walkie-Talkie number
	Work1	phone number
	Work2	phone number
	Home	phone number
	Email	email address
	Fax	phone number
	Pager	phone number
	Talkgroup	Talkgroup number
	Group	Group
	IP	IP address
	Other	phone number

- A number or address — Each Contacts entry must contain a number or address. This may be any type of phone number, Walkie-Talkie number, Group number, Talkgroup number, email address, or IP address.

Note: You can store numbers up to 64 digits long, but every 20 digits must be separated by a pause or wait. See “Creating Pauses and Waits” on page 53.

- A Speed Dial number — When you store a phone number, it is assigned a Speed Dial number. You can accept the default Speed Dial number or change it.
- A voice name — If you create a voice name for a number, you can then dial that number by saying the voice name into your phone. This icon  appears to the left of the Contacts type icon if a voice name is assigned.

Viewing Contacts


To access Contacts:

From the main menu, select **Contacts**. -or-

If you are on a call: Press . Select **Contacts**.

To view entries:

- 1 From the Contacts list, scroll to the entry you want to view.

- 2 If an entry has more than one number or address stored,  surrounds the Contacts type icon. Scroll left or right to view the icon for each number stored in the entry.


- 3 Press  to view the entry.


- 4 Scroll to view the other numbers and addresses stored for the entry.


Tip: To view more entries, continue scrolling.

Searching for a Name

To search for a name in Contacts:

- 1 From the Contacts list, press  under **Search**.
-or-

If **Search** is not one of your options: Press . Select **Search**.

- 2 Enter the name you want to see.
- 3 Press .

Your phone finds the name you entered or the nearest match.

Contacts

Making Calls From Contacts

If you have numbers stored in Contacts, you can use these numbers to make calls. For information on entering numbers into Contacts, see “Creating Entries”.

- 1 From the main menu, select **Contacts**.
- 2 Scroll to the name or number you want to call.

Tip: To find Contacts entries faster, use the keypad to enter the first letter of the name.

- 3 Place the call now. **-or-**

Scroll left or right to display the Contacts type for the number you want to call.

If you are making a Walkie-Talkie call, your phone places the call to the Walkie-Talkie number stored in the Contacts entry, even if the Walkie-Talkie icon is not displayed.

If you are making a phone call:

- Your phone places the call to the phone number assigned to the Contacts type displayed.
- If the Contacts type displayed is not a phone number, your phone places the call to the phone number stored in the Contacts entry.

- If the Contacts type displayed is not a phone number and you have more than one phone number stored in the Contacts entry, your phone prompts you to select the phone number you want to place the call to.

Showing Only Walkie-Talkie Numbers, Groups, and Talkgroups

To set Contacts to show only entries that contain Walkie-Talkie numbers, Groups, and Talkgroups:


- 1 From the Contacts list, press \square .
- 2 Select **Filter**.
- 3 Set this option to **Show DC**.


To set Contacts to show all entries:

- 1 From the Contacts list, press \square .
- 2 Select **Filter**.
- 3 Set this option to **Show All**.




Creating Entries

A number or address and a Contacts type are required for all Contacts entries. Other information is optional. You may enter the information in any order by scrolling through the entry details.

After you have entered the number or address, Contacts type, and any other information you want, you can press  under **Done** to save the entry to Contacts.

To cancel a Contacts entry at any time press,  to return to the idle screen.

To create a Contacts entry:


- 1 To access the entry details screen:
Select **Contacts > [New Contact]**. -or-
From the Contacts list, press . Select **New Contact**.
- 2 If you want to assign a name to the entry:
Select **Name**.
Enter the name. When you are finished, press .
- Tip:** Press  under **Browse** to select a name already in Contacts.
- 3 If you want to assign a ring tone to the name:
Select **Ringer**.
Select the ring tone you want to assign.
- 4 To assign a Contacts type to the number or address being stored:
Select the Contacts type field.

Select the Contacts type you want to assign.


- 5 To store a number or address:

Select the **#** field (or **ID** for an email address, or **IP** for an IP address).

Enter the number or address. For phone numbers, use the 10-digit format. For email addresses, see “Entering Text” on page 45.

Tip: Press  under **Browse** to select a number or address from Contacts, the recent calls list, or Memo.

When you are finished, press .


- 6 If you want to assign more options to the number, select **[Options]**. See “Assigning Options”.
 - 7 If you want to add more numbers or addresses to the entry:
Scroll past the information you already entered.
Enter the additional information for the entry using step 2 through step 6. You must assign a name to the entry, if you have not already.
 - 8 Press  under **Done**.
- ### Assigning Options
- 1 If you have not already, select **[Options]**.

Contacts

- 2 The default Speed Dial number assigned to a phone number is displayed in the **Speed #** field. This is always the next available Speed Dial location.

If you want to assign the phone number to a different Speed Dial location:

With the **Speed #** field highlighted, press .


Press  under **Delete** to delete the current Speed Dial number.

Enter the new Speed Dial number using the keypad.

When you are finished, press .

- 3 If you want to create a voice name for a phone number, select **Voice Name**.

As directed by the screen prompts, say and repeat the name you want to assign to the number. Speak clearly into the microphone.


- 4 When you are finished, press  under **Back**.

Storing Numbers Faster


To store numbers to Contacts from the recent calls list, see “Storing Items to Contacts” on page 43.

To store numbers to Contacts from Memo, see “Memo” on page 55.


To store numbers to Contacts from the idle screen:


- 1 Use the keypad to enter the number you want to store.
- 2 Press .
- 3 Select **Store Number**.
- 4 To store the number as a new entry, select **[New Contact]**. -or-

To store the number to an existing entry, select the entry.

- 5 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 6 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.
- 7 Press  under **Done**.

Editing Entries

- 1 From the Contacts list, scroll to the entry you want to edit.
- 2 Press  under **Edit**. -or-




If **Edit** is not one of your options: Press . Select **Edit**.

The entry details screen displays.




- 3 Follow the applicable instructions in “Creating Entries” on page 50 to edit the various fields.

Deleting Entries

Delete an Entry

- 1 From the Contacts list, scroll to the entry you want to delete.
- 2 Press .
- 3 To delete the entire entry, select **Delete Contact**.
- 4 Press  or press  under **Yes** to confirm.


Delete a Number or Address

- 1 From the Contacts list, scroll to the entry that contains the number or address you want to delete.
- 2 Scroll left or right to display the Contacts type for the number you want to delete.
- 3 Press .
- 4 Select **Delete Number**.
- 5 Press  or press  under **Yes** to confirm.

Note: If an entry contains only one number or address, deleting the number or address deletes the entry.

Checking Capacity

To see how many numbers are stored in Contacts:


- 1 From the Contacts list, press .
- 2 Select **Capacity**.

Creating Pauses and Waits


When storing a number, you can program your phone to pause or wait between digits while dialing. A pause makes your phone pause for 3 seconds before dialing further. A wait makes your phone wait for your response before dialing further.

This feature is useful when using voicemail or other automated phone systems that require you to dial a phone number and then enter an access number.

To program a pause:


Press and hold  until the letter P appears. The P represents a 3-second pause.


If you store 17035551235P1234, when you select this number and make a call, your phone dials the first 11 digits, pauses for 3 seconds, then dials the last 4 digits.

If you want a pause longer than 3 seconds, press and hold  more than once. Each P represents a 3-second pause.

To program a wait:

Contacts


Press and hold  until the letter W appears. The W means your phone waits before dialing further.

If you store 17035551235W1234, when you select this number and make a call, your phone dials the first 11 digits and then waits. A message appears asking if you want to send the rest of the digits. Press  under **Yes** to dial the last 4 digits.

Tip: You can create pauses and waits while dialing a number from the keypad. See “Creating Pauses and Waits While Dialing” on page 61.

International Numbers

When storing a number that you plan to use for international calls, use Plus Dialing:

1 Press and hold  for two seconds. A “0” appears, then changes to a “+”.

Note: The network translates the “+” into the appropriate international access code needed to place the call.


2 Enter the country code, city code or area code, and phone number.

For information about making international calls, see “Making International Calls” on page 61.

Memo

Memo lets you store a number, make a call to that number, and save it to Contacts.



To create a memo:

- 1 From the main menu, select **Memo**.
- 2 Enter the number using your keypad.
- 3 Press .


To view the memo later:

From the main menu, select **Memo**.


To delete the memo:

- 1 From the main menu, select **Memo**.
- 2 Press and hold  under **Delete**.
- 3 Press .

To edit the memo:


- 1 From the main menu, select **Memo**.
- 2 Enter the new number.
- 3 Press .

To make a call to the memo number:


- 1 From the main menu, select **Memo**.
- 2 To make a phone call, press . **-or-**

To make a Walkie-Talkie call, press the Walkie-Talkie button.

To store the memo number to Contacts:

- 1 From the main menu, select **Memo**.
- 2 Press .
- 3 Select **Store to Cntcs**.
- 4 To store the number as a new entry, select **[New Contact]**. **-or-**

To store the number to an existing entry, select the entry.

- 5 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 6 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 50.
- 7 Press  under **Done**.






Call Forwarding

Call forwarding sends calls to the phone numbers you specify. You can forward all calls to one number or forward missed calls to different numbers depending on the reason you missed the call.

You can forward phone lines 1 and 2 independently.

Forwarding All Calls

When you set your phone to forward all calls, an icon appears in the top row of the display:


-  Phone line 1 is active; calls to phone line 1 are being forwarded.
-  Phone line 1 is active; calls to phone line 2 are being forwarded.
-  Phone line 1 is active; calls to phone lines 1 and 2 are being forwarded.
-  Phone line 2 is active; calls to phone line 1 are being forwarded.
-  Phone line 2 is active; calls to phone line 2 are being forwarded.



-  Phone line 2 is active; calls to phone lines 1 and 2 are being forwarded.



To forward all calls:

- 1 From the main menu, select **Call Forward > Forward > All Calls**.
- 2 Select **To**.

If you specified a forwarding number for all calls before, this number displays.

To forward calls to this number, press  under **Back**.

To delete this number, press , then press and hold  under **Delete**.

- 3 To enter the number you want to forward calls to: Enter the number using your keypad. **-or-** Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 4 Press .

All your calls are now forwarded to the number you specified.

Turning Off Call Forwarding

If you do not want all your calls forwarded, turn the feature off:

- 1 From the main menu, select **Call Forward > To**.
- 2 Set this option to **Off**.

All your calls are now sent to your phone.

Calls you miss are forwarded according to the options set for missed calls. By default, missed calls are forwarded to voicemail.

Forwarding Missed Calls


You can specify a forwarding number for each type of missed call:



- **If Busy** — Your phone is on a call or transferring data.
- **If No Answer** — You do not answer on the first 4 rings.
- **If Unreachable** — Your phone is out of coverage or powered off.


Note: If you want a type of missed call sent to voicemail, the call forwarding number for that type of missed call must be your voicemail access number. In most cases, your voicemail access number is your area code + first 3 digits of your PTN + MAIL (6245). To verify your voicemail access number, contact Nextel Customer Service.

To forward missed calls:



- 1 From the main menu, select **Call Forward > Forward > Detailed**.
- 2 Select **If Busy** to specify a forwarding number for calls received when your phone is busy.
- 3 If you specified a forwarding number for this type of call before, this number displays.

To forward calls to this number, press  under **Back** and go to step 6. **-or-**


To delete this number, press , then press and hold  under **Delete**.

- 4 To enter the number you want to forward this type of call to:
Enter the number using your keypad. **-or-**
Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.

Call Forwarding

- 5 Press .
- 6 Repeat step 2 through step 5 for **If No Answer** and **If Unreachable**.
- 7 When you are finished, press  under **Back**.

Viewing Call Forwarding Settings

- 1 From the main menu, select **Call Forward > Forward > All Calls**.
- 2 With **To** highlighted, press  under **Status**.


Advanced Calling Features

Call Waiting


Call Waiting lets you receive a second call while on an active call. Call Waiting is always available, unless you turn it off for a specific call.

If you are on a call and receive a second call, your phone emits a tone and displays a message saying you are receiving a second call.

To accept the second call and put the active call on hold:

Press  under **Yes**.


To accept the second call and end the active call:

1 Press .

Your phone rings with the second call.

2 Answer the second call.

To decline the second call:

Press  under **No**. If you subscribe to voicemail, the call is forwarded to your voicemail box, unless you set **Call Forward for If Busy** to a different number.

Turn Off Call Waiting

To turn off Call Waiting during a call:

- 1 Press .
- 2 Select **In Call Setup > Call Waiting**.
- 3 Set this option to **Off**.

Tip: To turn Call Waiting back on while still on the call, set this option to **On**.

To turn off Call Waiting for the next call you make or receive:


- 1 From the main menu, select **Settings > Phone Calls > Call Waiting**.
- 2 Set this option to **Off**.

Call Waiting is turned back on when you end the call.


Switching Between Calls


Any time you have one call active and one call on hold, to make the call on hold active and put the active call on hold:

Press  under **Switch**. -or-

If **Switch** is not one of your options: Press . Select **Switch**.


Putting a Call on Hold


- 1 While on an active call, press .
- 2 Select **Hold**.


If you want to make the call active again, press  under **Resume**.

Calling 2 People

Putting a Call on Hold, Making a Second Call

- 1 Place or receive a phone call.
- 2 While the call is active, press .
- 3 Select **2nd Call**. This puts the call on hold.
- 4 Enter the second phone number you want to call.

Tip: For quick ways to enter the number, press .

- 5 Press  to place the call.

To end the second call and make the call on hold active again:


Press .

To make the call on hold active and put the active call on hold:

Press  under **Switch**.


Merging 2 Calls Into a 3-Way Call


After you put a call on hold and place a second call, you can combine these calls into a 3-way call:



- 1 Press .
- 2 Select **Join**.

All 3 people in the call can speak to and hear each other.

Making a 3-Way Call

- 1 Place or receive a phone call.
- 2 While the call is active, press .
- 3 Select **3 Way**. This puts the call on hold.
- 4 Enter the second phone number you want to call.

Tip: For quick ways to enter the number, press .


- 5 Press  to place the call.
- 6 Press  under **Join**.

All 3 people in the call can speak to and hear each other.


Creating Pauses and Waits While Dialing

You can enter a pause or wait while dialing a number. For information on using pauses and waits, see “Creating Pauses and Waits” on page 53.

To create a pause while dialing a phone number:

- 1 From the keypad, enter the digits you want to occur before the pause.
- 2 Press .
- 3 Select **Insert Pause**.
- 4 Enter the digits you want to occur after the pause.

To create a wait while dialing a phone number:


- 1 From the keypad, enter the digits you want to occur before the wait.
- 2 Press .
- 3 Select **Insert Wait**.
- 4 Enter the digits you want to occur after the wait.

Making International Calls


Your service default is “International Calls Restricted.” Contact Nextel Customer Service to obtain international dialing access.

Calls placed between the United States and Canada do not require an international access code.

Plus Dialing lets you place an international call to most countries without entering the local international access code.

- 1 Press and hold  for two seconds. A “0” appears, then changes to a “+”.

Note: The network translates the “+” into the appropriate international access code needed to place the call.

- 2 Enter the country code, city code or area code, and phone number.
- 3 Press .

Setting One Touch Walkie-Talkie

One Touch Walkie-Talkie sets your phone to call the most recent Walkie-Talkie number or Group on the recent calls list, or a Walkie-Talkie number you choose, every time you press the Walkie-Talkie button.

Advanced Calling Features


To set your phone to call the most recent Walkie-Talkie number or Group on the recent calls list:

- 1 From the main menu, select **Settings > DC/GC Options > One Touch DC**.
- 2 Set this option to **Last Call**.

To set your phone to call a Walkie-Talkie number you choose:

- 1 From the main menu, select **Settings > DC/GC Options > One Touch DC > Assigned Number**.
- 2 To enter the Walkie-Talkie number you want your phone to call every time you press the Walkie-Talkie button:

Enter the number using your keypad. **-or-**

Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.

Tip: If you are entering a Talkgroup number, enter # before the number.

- 3 Press .

To turn off One Touch Walkie-Talkie:

- 1 From the main menu, select **Settings > DC/GC Options > One Touch DC**.
- 2 Set this option to **Off**.

Setting Flip Actions

For Answering Calls

To set your phone to answer calls when you open the flip:

- 1 From the main menu, select **Settings > Phone Calls > Flip Activation > Flip to Ans**.
- 2 Set this option to **On**.

To set your phone not to answer calls when you open the flip:

Set **Flip to Ans** to **Off** in step 2.

For Ending Calls

To set your phone to end calls when you close the flip:

- 1 From the main menu, select **Settings > Phone Calls > Flip Activation > Flip to End**.
- 2 Set this option to **On**.

To set your phone not to end calls when you close the flip:

Set **Flip to End** to **Off** in step 2.

Note: If you are using your phone with a headset, and you have the **Flip to End** option set to **On**, closing your flip sends incoming sound to the headset and does not end the call.


Call Timers

Call timers measure the duration of your phone calls, Walkie-Talkie, or Group Walkie-Talkie calls, and circuit data use, as well as the number of Kilobytes sent and received by your phone:

- **Last Call** — displays the duration of your most recent phone call.
- **Phone Reset** — keeps a running total of your phone call minutes, until you reset it.
- **Phone Lifetime** — displays the total minutes of all your phone calls.
- **DC/GC Reset** — keeps a running total of all of your Walkie-Talkie and Group Walkie-Talkie call minutes, until you reset it.
- **DC/GC Lifetime** — displays the total minutes of all your Walkie-Talkie and Group Walkie-Talkie calls.
- **Circuit Reset** — keeps a running total of all of your circuit data use, until you reset it.
- **Circuit Lifetime** — displays the total minutes of all of your circuit data use.

- **Kbytes Reset** — keeps a running total of the number of Kilobytes sent and received by your phone, until you reset it.

To view or reset a timer:

- 1 From the main menu, select **Call Timers**.
- 2 Select the feature you want to view or reset.
- 3 To view a feature without resetting: Press  when you are finished viewing. **-or-**

To reset a feature: Press  under **Reset**. Press  or press  under **Yes** to confirm.

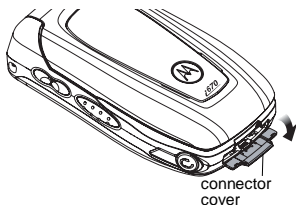
Note: The values displayed by Call Timers should not be used for billing. Call timers are estimates only.

Advanced Calling Features

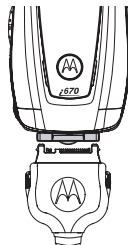
Using Your Phone as a Modem

To use your phone as a modem with a laptop, handheld device, or desktop computer:

- 1 Open the connector cover.



- 2 With the phone's display facing up, insert a data cable's connector into the accessory connector, until you hear a click.



- 3 Insert the data plug into the data port of the other device.

When used as a modem, your phone has these data transfer modes:

- Circuit data — used for sending and receiving faxes and for transferring large files
- Packet data — used for small file transfers such as email

To use these services, you must install the iDEN Wireless Data Services software (available separately) and subscribe to a Nextel Wireless Web access plan. For more information on setting up your computer and your #670 phone for packet and circuit data calls, go to www.sprint.com.



Features for the Hearing Impaired

Making TTY Calls

To use your phone to make phone calls using a teletypewriter (TTY) device:

- 1 Connect one end of a 2.5mm cable into the audio jack on your phone. Connect the other end of the cable to your TTY device.
- 2 Make sure that your phone's TTY feature is on and select the TTY mode you want to use.
- 3 Use your phone to enter phone numbers and make calls.

When you make a TTY call, these icons appear on the phone's display:

-  Phone call is active.
-  Phone call is on hold.

TTY device features such as Turbo-Code, High-Speed, and Interruption are not supported by your phone. These features must be turned off or disabled to use your TTY device with your phone.

Turning On the TTY Feature

Your phone's TTY feature must be on if you want to make TTY calls, set the TTY mode, or change the TTY baud rate. To make sure the TTY feature is on:

From the main menu, select **Settings > Phone Calls > TTY > Use TTY**. This field must say **On**.

Choosing a Mode

Your phone supports these TTY modes:

- **TTY** — You type and read text on your TTY device.
- **VCO** (Voice-Carry-Over) — You speak into your phone and read text replies on your TTY device.
- **HCO** (Hearing-Carry-Over) — You type text on your TTY device and listen to voice replies on your phone speaker.

To change mode while not in a call:

- 1 From the main menu, select **Settings > Phone Calls > TTY > Type**.
- 2 Select the TTY mode you want.

Advanced Calling Features

When you make a TTY call, the call begins in the TTY mode you last selected.

To change mode during a call using your phone:

- 1 Press **[□]**.
- 2 Select **In Call Setup > TTY > Type**.
- 3 Select the mode you want.

To change mode during a call using your TTY device, issue one of the following commands:

- “VCO please” — to select VCO mode
- “HCO please” — to select HCO mode
- “HCO off please” — to turn off HCO mode

Important: When you are using HCO, the sound coming from your phone speaker may be uncomfortably loud. Use caution when putting the phone to your ear. (For information on setting the volume of your phone speaker, see “Setting the Volume” on page 146.)

Changing the TTY Baud Rate

By default, your phone’s TTY baud rate is set to 45.45, the baud rate required for TTY calls within the U.S. To make calls outside the U.S., set your TTY baud rate to 50.0.

To change the TTY baud rate:

- 1 From the main menu, select **Settings > Phone Calls > TTY > Baud**.
- 2 Select the baud rate for your location.

Using Your Phone With a Hearing Aid

Setting your phone for use with a hearing aid affects sounds from the phone’s earpiece when you are in a phone call.

Choosing Your Hearing Air Setting

Note: Your phone may not include this feature.

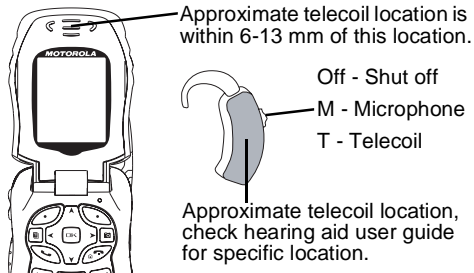
- 1 From the main menu, select **Settings > Phone Calls > Hearing Aid**.
- 2 Set this option to **Telecoil**. Telecoil coupling is now optimized. **-or-**

Set this option to **Microphone**. Microphone coupling is now optimized.

If Your Hearing Aid Is Equipped With a Telecoil

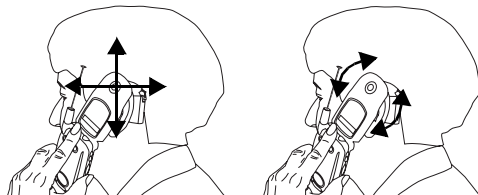
Activate the telecoil setting for your behind the ear hearing aid (BTE). Once the telecoil is activated, your hearing aid will be adjusted for optimum handset use. When the telecoil is active, the microphone is inactive, eliminating any chance of feedback (squeal). The handset is inductively coupled directly to your hearing aid, enabling clear, feedback-free telephone usage.

Note: If you are unsure whether your hearing aid is equipped with a telecoil, please ask your hearing care professional or refer to your hearing aid user guide.



Optimize Your Handset Orientation

Slide your phone up and down, left and right, then rotate for the best coupling alignment of the telecoil in the hearing aid with the telecoil in the phone.



Special Dialing Codes

Non-Emergency Numbers

Nextel supports many "non-emergency" numbers (such as #77, 311,...) provided by local and state governments. These numbers are used to report non-emergency incidents. If the situation includes imminent danger or loss of life, you should dial 911.

Telecommunications Relay Service

Nextel supports services for communicating with speech and/or hearing impaired individuals. You can dial 711 to reach a local Telecommunications Relay Center. You will then be connected to your destination number. Relay service works through a Communications Assistant who reads messages typed into a TDD/TTY device by a speech or hearing impaired individual to you. The Communications Assistant then types your spoken messages to the hearing or speech impaired individual. Telecommunications Relay Service is available 24 hours a day, seven days a week, and every call is strictly confidential.

Note: Using 711 to reach Telecommunications Relay Service may not be available in all areas.



Nextel® Phone Services

Contact Nextel Customer Service to obtain these services or for additional information:

Note: Some services are not available outside of the continental United States.

Per-Call Blocking

You can block delivery of your phone number to other Caller ID units for a single phone call:

Press    before dialing the call.

Your Nextel phone number cannot be blocked from calls made to 911, 800, 855, 866, 877, 888, or other toll-free phone numbers.

Per-Line Blocking

You can permanently block delivery of your phone number on every call you make.

To show your number on a per-call basis:

Press    before dialing the call.

Second Line Service

With Second Line Service you can:

- Get separate bills for each phone line.

- Bring in an existing wireless or home phone number to Nextel to activate on the second line.
- Have two different area codes (must be in same market) to convey a local image to callers.
- Use different ringer styles so that you can tell which line is receiving a call.
- Forward incoming calls to either your primary or second line phone number.
- Choose a Second Line Service plan that fits your needs.

In order to activate Second Line Service, contact your Nextel Sales Representative or call Nextel Customer Service.

To set the active line (primary or second):

- 1 From the main menu, select **Settings > Phone Calls > Set Line**.
- 2 Select the phone line you want to be the active line.

When incoming calls are made to a non-active line, these calls will be sent to voicemail without ringing. See “Call Forwarding” on page 56.

Call Restrictions

You can prevent your phone from making or receiving long distance, incoming, and outgoing (except 911) calls.

Sprint 411


Dial 411 from your wireless phone to receive nationwide listings, movie listings and showtimes, restaurant reservations, and driving directions, as well as sports scores, stock quotes, and weather conditions. Spanish speaking operators available. Receive up to three phone numbers or pieces of information per call, and be automatically connected at no additional charge. Airtime and other charges apply.


Ring Tones

To set the ring tone your phone makes when you receive phone calls, call alerts, message notifications, or Datebook reminders:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and select the one you want to assign. **Vibrate** sets your phone to vibrate instead of making a sound; **Silent** sets your phone to neither vibrate nor make a sound.

Tip: Highlighting a ring tone lets you hear it.

- 4 Select the features you want to assign the ring tone to.
- 5 When you are finished, press  under **Done**.

Note: This icon  appears on the display if you set your phone to neither vibrate nor make a sound for phone calls.

Setting Your Phone to Vibrate


You can set your phone to vibrate instead of making a sound when you receive all phone calls, Walkie-Talkie calls, Group Walkie-Talkie calls, messages notifications, and call alerts.

- 1 From the main menu, select **Ring Tones > VibeAll**.

- 2 Set this option to **On**.

Tip: Pressing the volume controls to turn down the volume as far as possible sets **VibeAll** to **On**.




To set your phone to vibrate instead of making a sound for some features but not others:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Select **Vibrate** from the list of ring tones.
- 4 Select the features you want to set to make no sound.
- 5 When you are finished, press  under **Done**.

Note: To set ring options for Walkie-Talkie calls, Group Walkie-Talkie calls, and Talkgroup calls, see “Setting Your Phone to Vibrate” on page 146.

Ring Tones



These icons indicate how the ringer is set.


-  The phone always vibrates instead of making a sound.
-  The phone vibrates instead of making a sound for phone calls.
-  Walkie-Talkie calls and Group Walkie-Talkie calls are heard through the earpiece, not the speaker.

These icons may appear at the same time.

Ring and Vibrate

To set your phone to ring and vibrate when you receive phone calls or call alerts:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and highlight the one you want to assign.
- 4 Press .
- 5 Select **Assign w/Vibe**.
- 6 Select the features you want to set to ring and vibrate.
- 7 When you are finished, press  under **Done**.


This icon  appears on the display.

Assigning Ring Tones to Contacts

You can set the ring tone your phone makes when you receive phone calls or call alerts from someone you have stored in Contacts.

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ring tones and select the one you want to assign.
- 4 Select **A Contact**.
- 5 Select the Contacts entry you want to assign the ring tone to.

Viewing Ring Tone Assignments

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ring tone.
- 4 Press .
- 5 Select **Overview**.
- 6 Scroll to view ring tones assigned to features and Contact entries.

Downloading More Ring Tones


If you want to use other ring tones, you can download them into your phone for a fee. Check the **Downloads** menu option on your phone for a catalog of additional items available for purchase and download directly from your phone.

You can also go to www.sprint.com and click **Wireless** (under “Personal”), **Accessories** (under “Shop Nextel Online”), and **Ring Tones & More** in the “Nextel Personal” menu” for a wide selection of available ring tones and downloading instructions.

Note: Ring tones may be downloaded only once. If you delete a ring tone from your phone, you must purchase it again to download it again.

Managing Memory

To view the amount of memory available for custom ring tones:



- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ring tone.
- 4 Press .
- 5 Select **Memory Usage**.

Deleting custom ring tones frees memory.

Note: Ring tones are stored in your phone using the same memory space used to store messages, voice records, Java applications, pictures, and wallpaper images. Deleting some of these other items frees memory for ring tones.

Deleting Custom Ring Tones

To delete a custom ring tone:

- 1 From the main menu, select **Ring Tones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll to the ring tone you want to delete.
- 4 Press .
- 5 Select **Delete**.
- 6 Press  under **Yes** to confirm.

Message Center

The message center manages your messages.

When you receive the following types of messages, you can access them through the message center:

- Voicemail messages
- Multimedia Messaging Service (MMS) messages
- Net Alerts
- Short Message Service (SMS) messages

You can listen to or view these messages, delete them, or continue to store them in the message center.

The message center also lets you create and send MMS messages. It stores messages you have sent and lets you save drafts of messages you are creating.

Accessing the Message Center

From the main menu, select **Messages**.

Message Center Options

After accessing the message center, select the option you want:

- **[Create Mesg]** — begin creating an MMS message.
- **Voicemail** — access voicemail messages you have received.
- **Inbox** — access MMS messages you have received.
- **Drafts** — access MMS messages you have created and saved but not sent.
- **Sent Items** — access MMS messages you have created and sent.
- **Net Alert** — access over-the-air alerts that you receive from Nextel.
- **SMS** — access SMS messages you have received.

Receiving Messages

When you receive a voicemail message, Multimedia Messaging Service (MMS) message, Short Message Service (SMS) message, or Net alert, you have 2 ways to access the message:

- Respond to the message notification that appears when the message is received.
- Dismiss the message notification and access the message later through the message center.

Message Notifications

When you receive a message, your phone notifies you with text on the display and a notification tone or vibration. You can access the message or dismiss the notification.

If you dismiss the notification, the message is not deleted. It can be accessed through the message center.

If you are not on a phone call when you receive a message, your phone sounds a notification tone every 30 seconds until you access the message, you dismiss the notification, or the alert time-out expires.


When you are on a phone call, you can receive message notifications for all types of messages except MMS messages. For other types of messages, your phone may sound a notification tone during the call or after you end the call, depending on how you set your notification options.

Setting Notification Options

To control whether your phone sounds message notification tones while you are on phone calls:

- 1 From the main menu, select **Settings > Phone Calls > Notifications**.
- 2 Select the option you want:
 - **Receive All** — Tones sound during calls for all types of messages except MMS messages.
 - **Msg Mail Only** — Tones sound during calls for SMS messages; tones for all other types of messages are held until you end calls.
 - **Delay All** — Tones for all types of messages are held until you end calls.


Note: **Delay All** is the default setting.

Tip: To set notification options during a call: Press . Select **In Call Setup > Notifications**.

Retrieving Messages

All your messages are stored in the message center. The message center shows how many messages you have of each type.

To retrieve your messages through the message center:

- 1 From the main menu, select **Messages**.
- 2 Scroll to the type of message you want to access.
- 3 Press .

Note: In order for you to access voicemail for the first time you must access it by dialing into your voicemail box using your PTN. If there is already a message in your voicemail box, then you can access your voicemail through the message center.

Voicemail Messages

Receiving a Message

When you receive a voicemail message, **New Voicemail Message** appears on the display.


To call Nextel's voicemail system and listen to the message:

Press  under **Call**.

To dismiss the message notification:

If the flip is closed, press . **-or-**

If the flip is open, press  or press  under **Back**, or close the flip.


If the caller leaves a message, this icon  appears on the display, reminding you that you have a new message.

Accessing Voicemail From the Message Center


From the main menu, select **Messages > Voicemail**.

Sending Unanswered Calls to Voicemail

To send a phone call to voicemail instead of answering it:

If the flip is closed, press . **-or-**

Press . **-or-**

Press  under **No**.

Nextel® Voicemail

Note: To receive voicemail messages, you must first set up your voicemail box.

Note: If you are bringing your phone number from another carrier, we suggest you set up your voicemail box after the number you brought to Nextel is active on your Nextel phone and your temporary phone number is deactivated. If you set up your voicemail box prior to this, all messages and all settings (including your greeting and password) will be lost when the number you have brought to Nextel becomes active.





Setting Up Your Voicemail Box

Using your i670 phone, dial your 10-digit Nextel Personal Telephone Number (PTN). For example: 7035557777. Follow the system instructions to create a new 4- to 7-digit password, record your name, and record a greeting. When the system says, "Thank you for using Nextel Voicemail," your mailbox is set up.



If you are calling from a phone other than your i670, dial your 10-digit Nextel PTN. When you hear the greeting, press the star key to access your voicemail box. The system will prompt you to enter your password. Enter the last seven digits of your Nextel PTN. For example: 5557777. This is your temporary password.

You are in the main voicemail menu when you hear the options listed below.










- To play your messages, press 1. (This option plays only if you have new or saved messages.)
- To record a message, press 2.
- To change your greeting, press 3.
- To access your personal options, press 4.

If you press  while you are in a sub-menu, you will go to the previous menu. If you press , you will go to the main voicemail menu. From the main voicemail menu, press  to exit voicemail. At any time, you may end the call by pressing .






Playing Messages

When you receive a new voicemail message, you can either listen to it immediately by pressing  under **Call**, or later by pressing  under **Back**.



These are options available while you are listening to your messages:

- Backup — press .
- Rewind to beginning of the message — press  .
- Pause or continue the current message — press .
- Fast forward — press .
- Fast forward to end of the message — press  .
- Play the date and time stamp — press  .

These options are available while a message is playing or after it has played:




- Forward the message to another subscriber — press .
- Delete the message — press .
- Reply to a message — press .
- Save the message — press .
- Skip to the next message — press .

Messages that are not saved or deleted remain in your mailbox as new messages. All messages are automatically deleted after 30 days.

To retrieve deleted messages, press  . This option only applies to the current voicemail session. If you end the call, the messages will be permanently deleted.

Important: After exiting the voicemail session, you cannot recover deleted messages.

Changing Your Password

- 1 From the main voicemail menu, press  to access personal options.
- 2 Press  to access personal preferences.
- 3 Press  to modify password.
- 4 Enter your new password. It must be 4 to 7 digits long.

Note: It is important that you choose a number that is easy for you to remember, but hard for someone else to guess. Passwords using all the same digits, for example 4,4,4,4 or a sequential series of digits, 1,2,3,4, will not be accepted.

- 5 Press   to return to the main menu.

Note: If you forget your password, contact Nextel Customer Service.

Recording Your Name

When you send, reply to, or copy a message, your name response precedes the message. To record or re-record your name at any time:

- 1 From the main voicemail menu, press  to access personal options.

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- 2 Press to access personal preferences.
- 3 Press to access the record your name option.
- 4 Press to record your name.
- 5 Press to return to the main menu.

Recording Your Active Greeting

You may want to include one or all of the following options in your greeting so that callers will know they are available.

- Press 1 to send a numeric message.
- Press 2 to send an operator-assisted message. (This option is available only if you are a subscriber of Operator Assisted Messaging. Contact Nextel Customer Service for more information.)
- Press # to skip the greeting and record a message immediately.

To record or alter your greeting at any time:

- 1 From the main voicemail menu, press to change your greeting.
- 2 Press to play, press to record or re-record, or press to delete your active greeting.
- 3 Record your greeting and press when you have finished.
- 4 Press to return to the main menu.

Advanced Voicemail Features

Multiple Greetings




You can create up to five different greetings and designate which greeting will be your active greeting at any given time. The greeting that was recorded during your initial voicemail box setup is greeting 1. This is your default active greeting.

To record additional greetings:

- 1 From the main voicemail menu, press to access the greetings menu.
- 2 Press to modify greetings.
- 3 Enter the greeting number you wish to create or modify.
- 4 Press to record a greeting.
- 5 Record your greeting and press when you have finished.
- 6 Press to return to the main menu.

To select your active greeting:

- 1 From the main voicemail menu, press to access the greetings menu.
- 2 Press to select another greeting to be active.
- 3 Enter the number of the greeting that you would like to be active. The system will confirm your active greeting number.





- 4 Press  to play your active greeting.
- 5 Press   to return to the main menu.

Greetings Schedule

You can choose to have your greetings automatically activated based on a pre-determined time schedule. By activating the Greeting Schedule, Greetings 1, 2, and 3 will automatically play according to the time schedule listed below.

Greeting 1	Evenings and Weekends	5:00 pm – 7:59 am, Monday – Friday 24-hours, Saturday and Sunday
Greeting 2	Weekday Mornings	8:00 am – 11:59 am Monday – Friday
Greeting 3	Weekday Afternoons	Noon – 4:59 pm Monday – Friday







To activate the greeting schedule:

- 1 From the main voicemail menu, press  to access the greetings menu.
- 2 Press  to activate your greeting schedule.
- 3 Press   to return to the main menu.

Note: The greeting schedule, when on, will override any other greeting that you may set as active. If a greeting is not recorded, a system standard greeting will be played.



Automatic Playback

By default, the playback mode of your voicemail service is set to normal. This feature automatically plays and saves new messages when you log in. To activate automatic playback:





- 1 From the main voicemail menu, press  to access personal options.
- 2 Press  to access personal preferences.
- 3 Press  to access playback preferences.
- 4 Press  to switch between automatic and normal playback.
- 5 Press   to return to the main menu.

Changing the Playback Order of Messages

You can select the order in which you want unheard messages to be played. You may listen to the last received message first, or you may listen to the first received message first. To select the order in which new messages should be played:

- 1 From the main voicemail menu, press  to access personal options.
- 2 Press  to access personal preferences.








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- 3 Press  to access playback preferences.
- 4 Press  to switch between the playback orders.
- 5 Press   to return to the main menu.

Recording, Forwarding, and Replying to Messages

These functions allow you to record and send, reply to, or forward a message to an assigned destination address or group list number. If you record a complete or partial message, but do not send it, Nextel Voicemail service will refer to this message as an “in preparation” message.

To record and send a message:

- 1 From the main voicemail menu, press  to record a message.
- 2 Record your message and press  to end the message.
- 3 Press  at the prompt to indicate that you want to send the message or press  for delivery options.
- 4 Enter the mailbox number and/or group list number(s). (A mailbox number is the 10-digit Nextel PTN of a Nextel customer. The Nextel customer must be in your local calling area. The name of the recipient plays if it is recorded.)
- 5 Press  to send.
- 6 Press   to return to the main menu.

Note: You can only send messages using this method to Nextel customers in your home market.

Delivery Options

After you have created a message, you can assign the message to a category before you send it. Below is a list of the options that can be applied to a message:

- **Urgent** — Recipient will hear this message before other messages.
- **Private** — Recipient cannot copy the message to another mailbox or phone number.
- **Notification of Non-Delivery** — You will be notified if the recipient has not listened to your message by a certain date and time.
- **Future Delivery** — You can specify a time and date (up to three months in advance) for the message to be delivered.

Note: All dates must have digits in the MM/DD format (2 digits for the month and 2 digits for the date). For example, January 2nd would be 0102.

Important: Once a message has been sent for future delivery, it cannot be retrieved or deleted.

To set a special delivery option:

- 1 After recording your message, but before sending it, press **5** for delivery options.
- 2 Press the number that corresponds with the desired delivery option:
 - Press **1** for urgent.
 - Press **2** for private.
 - Press **3** for notification of non-delivery. At prompt, specify time and date.
 - Press **4** for future delivery of messages. At prompt, specify time and date.
 - Press **5** to send the message immediately.
- 3 The list of options will be presented again. Select an additional option or press **6** to send the message.
- 4 Enter the destination mailbox or group list number of the recipient(s).
- 5 Press **7** to send.
- 6 Press **8** **8** to return to the main menu.

Working With Group Lists

This feature enables you to create a list and assign it a unique name. Then, you can add mailbox numbers, group lists, or individuals. Once you create a list you can send a voice message to everyone on the list by entering the group list number. You can have up to 40 group lists. Each list can hold up to 50 addresses.

To set up a group list:

- 1 From the main voicemail menu, press **4** to access personal options.
- 2 Press **2** to access your group lists.
- 3 Press **2** to create a group list.
- 4 Enter the 1- or 2-digit group list number and press **6**.
- 5 Record a name for the list and press **7**.
- 6 Select group members by mailbox number, group list, or name.
- 7 Press **8** to save all entries added to the list.
- 8 Press **8** **8** to return to the main menu.

To modify a group list:

- 1 From the main voicemail menu, press **4** to access personal options.
- 2 Press **2** to access group lists.

Nextel® Voicemail

- 3 Press **4** to modify a group list. Enter the number of the group list you want to modify.
- 4 Press **1** to add a new recipient.
- 5 Press **5** to save your changes.
- 6 Press **4** **4** to return to the main menu.

Deleting a group list:

- 1 From the main voicemail menu, press **4** to access personal options.
- 2 Press **2** to access group lists.
- 3 Press **3** to delete a group list.
- 4 Enter the number of the group list you want to delete. The system will play the name of the group list.
- 5 Press **5** to delete the list.
- 6 Press **4** **4** to return to the main menu.

Message Forwarding

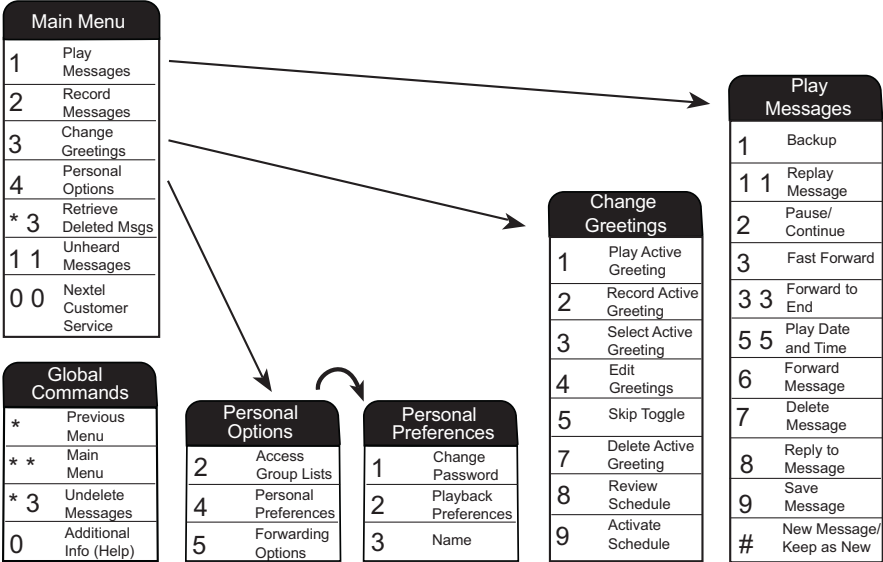
Note: You can only forward messages to Nextel customers in your home market.

This feature allows you to program your phone to automatically forward incoming messages to another mailbox. There are two types of forwarding: notified and silent. Notified forwarding prompts the caller that the message will be forwarded. Silent forwarding does not prompt the caller that the message will be forwarded.

To modify forwarding options:

- 1 From the main voicemail menu, press **4** to access personal options.
- 2 Press **5** to modify forwarding options.
- 3 Select the applicable option below:
 - To create a forwarding number, press **2**.
 - If you have already created a forwarding number, press **2** to modify the number.
 - To enable or disable message forwarding, press **3**.
 - To change the forwarding type, press **2**.
- 4 Press **4** **4** to return to the main menu.

Nextel® Voicemail Tree



Multimedia Messages

Multimedia Messaging Service (MMS) lets you send and receive messages that may include text, pictures, and audio recordings. You can send and receive these messages from your phone, through any email account, and from www.sprint.com.

Your phone's MMS address is your PTN@messaging.nextel.com. Your PTN is your Nextel 10-digit Personal Telephone Number.

Navigating the Inbox, Drafts, and Sent Items

You can access MMS messages through the following options in the message center:

- **Inbox** — MMS messages you have received
- **Drafts** — MMS messages you have created and saved but not sent
- **Sent Items** — MMS messages you have created and sent

The messages in the Inbox, Drafts, and Sent Items are grouped in pages of 9 messages. Scroll to view the messages on a page.

To go to the next page:

Scroll right. **-or-**

Press . **-or-**

Scroll to the end of the page and select **MORE**.

To go to the previous page:

Scroll left. **-or-**

Press .

To open a message on the current page:

Select the message you want to open. **-or-**

Press the number on the keypad corresponding to the number of the message.

Creating and Sending Messages

Each message you create may contain the following fields:

- **To** — the phone numbers or email addresses of one or more recipients
- **Mesg** — the body of the message. This may include text, pictures, ring tones, or voice records.
- **Subject** — the subject line

- **Attach** — one or more attachments. These may be pictures, ring tones, or voice records, including voice records that you create while creating the message.
- **Cc** — the phone numbers or email addresses of more recipients
- **Priority** — sets the priority of the message to normal or high.
- **Report** — lets you receive a report confirming that your message was delivered.
- **Valid Until** — sets a date after which no more attempts are made to deliver the message.

To send a message, you must address it to at least one recipient. All other message fields are optional.

You can fill in the message fields in any order.

Entering Text

In message fields that require you to enter text, you can begin entering the text from the keypad when the field is highlighted.


While entering text, you can always choose a text input mode from the context-sensitive menu.

For information on ways to enter text from the keypad, see “Entering Text” on page 45.

Message Size

You can create and send messages of up to 100 KB, including attachments.


To see the size of a message you are creating:

- 1 Scroll to any field in the message.
- 2 Press .
- 3 Select **Message Size**.


Sending or Canceling


To send the message at any time after it has been addressed:

Press  under **Send. -or-**

If **Send** is not one of your options: Press .
Select **Send**.

To cancel the message at any time:

At the message screen, press  under **Cancel. -or-**

Press  to cancel the message and save it in Drafts.

Multimedia Messages

Creating a Message

- 1 To begin creating a message:

From the main menu, select **Messages > [Create Mesg]**. -or-


Select **[Create Mesg]** from **Inbox, Drafts, or Sent Items**. -or-

Begin creating a message from **Contacts, the recent calls list, the idle screen, or My Pictures**. See “More Ways to Begin a Message” on page 90. -or-


Reply to a received message. See “Replying to a Message” on page 90.


- 2 To address the message:

Select **To**.

Enter the phone number or email address from the keypad and press . Repeat this action to enter more phone numbers or email addresses. -or-

Select recipients from **Contacts** or the recent calls list. See “More Ways to Address a Message” on page 91.

Tip: To remove a phone number or email address from the list of message recipients, scroll to the phone number or email address and press  under **Remove**.

When you are finished addressing the message, press  under **Back**.

- 3 To enter or edit the body of the message:

Select **Mesg**.


Note: If you have created a signature, the signature automatically appears in this field. Text you enter appears before your signature. See “Customizing MMS” on page 102.


Enter text from the keypad. -or-

Use a Quick Note. See “Quick Notes” on page 92. -or-

Insert a picture, a ring tone, or a voice record. See “Inserting Pictures, Ring Tones, and Voice Records” on page 93.

When you are finished, press .

- 4 If you want to send the message now, press  under **Send**. -or-

If **Send** is not one of your options: Press . Select **Send**. -or-

To fill in more message fields, see “Adding More Message Options” on page 89.

Adding More Message Options

- 1** To view more message fields in a message you are creating, select **MORE**. -or-

Press  under **More**.

- 2** If you want to create or edit the subject line:


Select **Subject**.

Enter text from the keypad. -or-

Select a Quick Note. See “Quick Notes” on page 92.


When you are finished, press .

- 3** If you want to attach a picture, a ring tone, or a voice record, see “Attaching Pictures, Ring Tones, and Voice Records” on page 94.

When you are finished, press  under **Done**.


- 4** If you want to add more recipients in addition to those in the **To** field:

Select **Cc**.

Enter the phone number or email address from the keypad and press . Repeat this action to enter more phone numbers or email addresses.

-or-

Select recipients from Contacts or the recent calls list. See “More Ways to Address a Message” on page 91.

When you are finished addressing the message, press  under **Back**.

- 5** If you want to set the priority of the message:

Select **Priority**.

Select the priority you want.

- 6** If you want to receive a report confirming that your message was delivered:

Select **Report > On Delivery**.


- 7** If you want to set a date after which attempts to deliver the message end:


Select **Valid Until**.

Select a date by scrolling or entering numbers.

Press . -or-

To set no date, press  under **No Date**.

- 8** To send the message, press  under **Send**. -or-

If **Send** is not one of your options: Press . Select **Send**.

Multimedia Messages

Replying to a Message

You can reply to a received message while you are viewing it. If you have already viewed a message, you can also reply to it while it is highlighted in the message center. You cannot reply to unread messages.

For information on viewing received messages, see “Receiving a Message” on page 97 and “Viewing Received Messages From the Message Center” on page 98.


When you reply to a message you received, some of the fields in your reply message are filled in automatically:


- **To** — the phone number or email address of the sender of the message you are replying to. If you are sending a reply to all, some recipients may be in this field.
- **Mesg** — the first 40 characters of the message you are replying to. Text you add to the body of your message appears above this.
- **Subject** — “Re:” followed by the subject line of the message you are replying to, if any.
- **Cc** — If you are sending a reply to all, some recipients may be in this field.

To reply to a message:

- 1 View the message you want to reply to. **-or-**

If you have already viewed the message, scroll to it.

- 2 To reply to the sender only, press  under **Reply**. **-or-**

To reply to the sender and all recipients: Press . Select **Reply All**.

- 3 A list of short phrases is displayed. Select any of these phrases to add it to the body of your messages. **-or-**

Select [**Create Reply**] to begin the body of your message without using any of these phrases.



- 4 Edit any message fields you want to change.
- 5 Send the message.

Tip: To create new reply phrases to use in later reply messages, see “Customizing MMS” on page 102.



More Ways to Begin a Message

In addition to beginning a message from the message center, you can begin a message from Contacts, the recent calls list, the idle screen, or My Pictures.


From Contacts

- 1 From the Contacts list, scroll to the entry containing the phone number or email address you want to send the message to.
- 2 Scroll left or right to view the Contacts types until you see the icon for the phone number or email address you want to send a message to.
- 3 Press  under **Create**. -or-
If **Create** is not one of your options: Press . Select **Create Message**.
- 4 Create and send the message. The message is automatically addressed to the phone number or email address you chose.



From the Recent Calls List

- 1 From the recent calls list, scroll to the entry you want to send a message to.
- 2 If the entry has more than one phone number stored, view the phone number you want to send the message to.
- 3 Press  under **Create**. -or-
If **Create** is not one of your options: Press . Select **Create**.
- 4 Create and send the message. The message is automatically addressed to the phone number you chose.

From the Idle Screen

- 1 Using the keypad, enter the number you want to send a message to.
- 2 Press .
- 3 Select **Create**. The message is automatically addressed to the phone number you chose.


From My Pictures

- 1 From My Pictures, scroll to or select the picture you want to include in your message.
- 2 Press  under **Send**. -or-
If **Send** is not one of your options: Press . Select **Send**.
- 3 Create and send the message. The picture you selected is automatically included as an attachment.

More Ways to Address a Message

When you are filling in the **To** and **Cc** message fields, you can select recipients from Contacts and the recent calls list.

You can select more than one recipient from Contacts and the recent calls list. A checkmark appears next to each selected item.



Tip: To deselect a selected item: Scroll to a selected item and press .


Multimedia Messages


From Contacts

When you select recipients from Contacts, Contacts entries containing phone numbers or email addresses are displayed.

Tip: You can search for an entry name as you would when viewing Contacts. See “Searching for a Name” on page 49.

- 1 While you are creating a message, scroll to or select **To** or **Cc**:
- 2 Press  under **Contcs. -or-**
If **Contcs** is not one of your options: Press . Select **Contacts**.
- 3 Select the entry containing the phone number or email address you want to send the message to.
- 4 If the entry contains more than one phone number or email address, select the ones you want to send the message to.


When you are finished selecting items within the entry, press  under **Done**.


- 5 When you are finished selecting entries, press  under **Done**.


From the Recent Calls List

When you select recipients from the recent calls list, phone calls are displayed.

Walkie-Talkie calls are displayed only if the Walkie-Talkie number is stored in Contacts and its Contacts entry also contains a phone number or email address.

- 1 While you are creating a message, scroll to or select **To** or **Cc**.
- 2 Press .
- 3 Select **Recent Calls**.
- 4 Select the entry containing the phone number or email address you want to send the message to.
- 5 If the entry contains more than one phone number or email address, select the ones you want to send the message to.

When you are finished selecting items within the entry, press  under **Done**.


- 6 When you are finished selecting entries, press  under **Done**.

Quick Notes

When you are filling in the **Mesg** and **Subject** message fields, you can add ready-made words or short phrases called Quick Notes. After you add these words or phrases, you can edit them as you would any other text.

- 1 While you are creating a message, scroll to or select **Mesg** or **Subject**.

2 Press  under **QNotes**. -or-

If **QNotes** is not one of your options: Press .
Select **Insert Quick Notes**.

3 Select the Quick Note you want to insert into the message.

Tip: To create new Quick Notes to use in later messages, see “Customizing MMS” on page 102.

Inserting Pictures, Ring Tones, and Voice Records

When you are filling in the **Mesg** field, you can insert pictures, ring tones, and voice records into the body of the message.


You can insert more than one of these objects into a message. You may include text in the body of your message in addition to these objects.


Note: For information on how objects inserted into the body of a message appear when a message is received, see “Embedded Objects and Attachments” on page 98.

Pictures

You can insert pictures from My Pictures.

Pictures that you download to your phone or receive in a message may be forward locked, meaning they cannot be included in a message.

Note: If this icon  appears next to a picture, you cannot send it in a message.

1 While you are filling in the **Mesg** field, press .

2 Select **Insert Picture**.

A list of pictures that can be included in a message appears.


3 Select the picture you want to insert.

Ring Tones

You can insert ring tones from your list of ring tones.

Ring tones that are pre-loaded on your phone cannot be included in a message.

Ring tones that you download to your phone or receive in a message may be forward locked, meaning they cannot be included in a message.

1 While you are filling in the **Mesg** field, press .

2 Select **Insert Ring Tone**.

A list of ring tones that can be included in a message appears.

3 Select the ring tone you want to insert.


Tip: To hear a ring tone before inserting it, highlight the ring tone.

Multimedia Messages

Voice Records


You can insert voice records from your list of voice records.

Voice records created by recording a phone call cannot be included in a message.

- 1 While you are filling in the **Mesg** field, press .
- 2 Select **Insert VoiceRec**.


A list of voice records that can be included in a message appears.

- 3 Select the voice record you want to insert.

Tip: To hear a voice record before inserting it, highlight the voice record and press  under **Play**.

Removing an Inserted Item

To remove an item inserted into the body of the message you are creating:

- 1 Select the **Mesg** field and highlight the item you want to remove.
- 2 Press  under **Delete**.

Attaching Pictures, Ring Tones, and Voice Records


You can attach one or more pictures, ring tones, and voice records to a message.

Note: For information on how attachments appear when a message is received, see “Embedded Objects and Attachments” on page 98.

Pictures

You can attach pictures from My Pictures.

Pictures that you download to your phone or receive in a message may be forward locked, meaning they cannot be included in a message.

Note: If this icon  appears next to a picture, you cannot send it in a message.

- 1 While you are creating a message, select **Attach**.
- 2 Select **New Attachment**.
- 3 Select **My Pictures**.

A list of pictures that can be included in a message appears.

- 4 Select the picture you want to attach.

Ring Tones

You can attach ring tones from your list of ring tones.

Ring tones that are pre-loaded on your phone cannot be included in a message.

Ring tones that you download to your phone or receive in a message may be forward locked, meaning they cannot be included in a message.

- 1 While you are creating a message, select **Attach**.

- 2 Select **New Attachment**.

- 3 Select **Ring Tones**.

A list of ring tones that can be included in a message appears.

- 4 Select the ring tone you want to attach.

Tip: To hear a ring tone before attaching it, highlight the ring tone.

Voice Records

You can attach voice records from your list of voice records.

Voice records created by recording a phone call cannot be included in a message.


- 1 While you are creating a message, select **Attach**.

- 2 Select **New Attachment**.

- 3 Select **VoiceRecord**.

A list of voice records that can be included in a message appears.

- 4 Select the voice record you want to attach.

Tip: To hear a voice record before attaching it, highlight the voice record and press  under **Play**.

Removing an Attachment

To remove an attachment in a message you are creating:

- 1 While you are creating a message, select **Attach**.

- 2 Scroll to the attachment you want to remove.

- 3 Press .

- 4 Select **Unattach**.

Attaching New Voice Records

While you are creating a message, you can create voice records and attach them to the message.


Creating a New Voice Record


- 1 While you are creating a message, select **Attach** > **[New Attachment]**.

- 2 Select **VoiceRecord**.


- 3 Select **[New VoiceRec]**.

- 4 Say the message you want to record into the microphone.

- 5 When you are finished recording, press .

- 6 Scroll to the new voice recording and press .

Multimedia Messages

- 7 When you are finished, press  under **Done** if **Done** is one of your options.


The voice record is attached to the message and added to the list of voice records.

Drafts

While you are creating a message, you can save it in Drafts before you send it.


You can view, edit, send, or delete saved drafts.

Saving a Message in Drafts

- 1 While you are creating a message, press .
- 2 Select **Save In Drafts**.

You can continue to create the message. The version you saved in Drafts will not change.

Sending a Draft

- 1 From the main menu, select **Messages > Drafts**.
- 2 Scroll to the draft you want to send.
- 3 Press .
- 4 Select **Send**.

Editing a Draft




- 1 From the main menu, select **Messages > Drafts**.

- 2 Select the draft you want to edit.
- 3 Continue as you would when creating a message.





Deleting a Draft

When you send a draft, it is deleted from Drafts.

To delete a message in Drafts without sending it:

- 1 Scroll to the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.

Drafts Icons


-  Draft.
-  High priority.
-  Attachment.
-  High priority with an attachment.

Sent Items

Messages you have sent or tried to send are stored in Sent Items.

Forwarding Sent Items


- 1 From the main menu, select **Messages > Sent Items**.

- 2 Scroll to the message you want to forward.
- 3 Press .
- 4 Select **Forward**.
- 5 Edit and send your message.

You can add to and edit the message you are forwarding.

Resending Messages


If a message was not sent from your phone, you can resend it.

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to resend.
- 3 Press  under **Resend**.

Note: If your message was sent successfully, **Resend** will not appear as an option.




Checking Delivery Status

If a message was successfully sent and you set the message to give a report confirming delivery, you can check the delivery status:







- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to view.
- 3 Press .

- 4 Select **Delivery Status**.

Deleting

- 1 Scroll to the message you want to delete. **-or-** View the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.



Sent Items Icons

-  Successfully sent.
-  Unsuccessfully sent.
-  High priority.
-  Attachment.
-  High priority and locked.
-  High priority with an attachment.

Receiving a Message

When you receive an MMS message, a message notification appears on the display.

To view the message:


- 1 Press  or press  under the display option on the left.


Multimedia Messages


The message is downloaded from the message server.

- 2 If the message fills more than one screen, scroll to read it.

To dismiss the message notification:

If the flip is closed, press . -or-

If the flip is open, press  under the display option on the right or close the flip.

This icon  appears on the display, reminding you that you have a new message.

Navigating a Message

As you scroll through a message, numbers, email addresses, and Web site URLs are highlighted.

Pictures and audio recordings are also highlighted.

Embedded Objects and Attachments

Messages may contain pictures or audio recordings as part of the body of the message or as attachments.


If a message contains pictures or audio recordings in the body of the message, highlight each picture or audio recording to view or play it.

If a message contains a picture or audio recording as an attachment, open the attachment to view the picture or play the audio recording.

Note: Audio recordings in messages do not play if **VibeAll** is set to **On**.

Opening Attachments

To open an attachment.

- 1 View the message.
- 2 Highlight the attachment you want to open. Attachments appear at the end of a message.
- 3 Press .

Note: Attachments that are of an unknown type cannot be opened, but they can be deleted. See “Deleting Attachments” on page 102.












Viewing Received Messages From the Message Center

- 1 From the main menu, select **Messages > Inbox**.
- 2 Select the message you want to read.

If you have not viewed the message before, the message is downloaded from the message server.

- 3 If the message fills more than one screen, scroll to read it.




Inbox Icons

-  Unread message.
-  Read message.
-  Reply sent.
-  Forwarded.
-  Locked.
-  High priority.
-  Attachment.
-  Locked, with an attachment.
-  High priority and locked.
-  High priority with an attachment.
-  High priority and locked, with an attachment.




Actions for Received Messages

Deleting

Unread Messages

- 1 Scroll to the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.


Read Messages

- 1 Scroll to the message you want to delete. **-or-**
View the message you want to delete.
- 2 Press .
- 3 Select **Delete Message**.
- 4 Press  or press  under **Yes** to confirm.

Replying

See “Replying to a Message” on page 90.

Forwarding

- 1 View the message you want to forward. **-or-**
If you have already viewed the message, scroll to it.
- 2 Press .

Multimedia Messages

3 Select **Forward**.

4 Create and send your message.

Embedded objects and attachments are included when you forward a message.

Locking and Unlocking

When you lock a message, it cannot be deleted until you unlock it.

1 View the message you want to lock or unlock.
-or-

If you have already viewed the message, scroll to it.

2 Press .

3 Select **Lock Message** or **Unlock Message**.

Calling a Number in a Message


If a message you receive contains a phone number, Walkie-Talkie number, or Talkgroup ID, you can call or send a call alert to that number.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

Making a Phone Call

1 View the message.

2 Highlight the phone number you want to call.

3 Press .

Making a Walkie-Talkie Call

1 View the message.

2 Highlight the Walkie-Talkie number you want to call.

3 Press the Walkie-Talkie button.

Sending a Call Alert

1 View the message.

2 Highlight the Walkie-Talkie number you want to alert.

3 Press .

4 Select **Alert**.

5 Press the Walkie-Talkie button.

Making a Group Walkie-Talkie Call

1 View the message.

2 Highlight the Talkgroup ID you want to call.

3 Press .



4 Select **Talkgroup**.

5 Press the Walkie-Talkie button.

Storing Message Information To Contacts

If a message you receive contains a phone number, Walkie-Talkie number, Talkgroup ID, or an email address, you can store this information to Contacts.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

- 1 View the message.
- 2 Highlight the number or email address you want to save.
- 3 Press .
- 4 Select **Save Number** or **Save Email**.
- 5 To store the number or email address as a new entry, select **[New Contact]**. **-or-**
To store the number or email address to an existing entry, select the entry.
- 6 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number or email address.
- 7 Press  under **Done**.

Going to a Web Site


If a message contains one or more Web site URLs, you can go to the Web site.

- 1 View the message.
- 2 Highlight the Web site URL you want to go to.
- 3 Press .
- 4 Select **Go To Website**.

Note: The entire URL must appear in the message. Otherwise, you cannot go to the Web site.

Saving an Embedded Picture or Voice Record

To save a picture or voice record that is part of the body of a message you receive:


- 1 View the message.
- 2 Highlight the picture or voice record you want to save.
- 3 Press .
- 4 Select **Save Picture** or **Save Audio**.

Pictures are saved to My Pictures. Voice records are saved to your voice records.


Multimedia Messages

Deleting an Embedded Picture, Ring Tone, or Voice Record

To delete a picture, ring tone, or voice record that is part of the body of a message you receive:

- 1 View the message.
- 2 Highlight the picture or play the ring tone or voice record you want to delete.
- 3 Press .
- 4 Select **Delete Picture** or **Delete Audio**.


Saving Attachments

- 1 View the message.
- 2 Highlight the attachment you want to save.
- 3 Press .
- 4 Select **Save Attachment**.

Pictures are saved to My Pictures. Ring tones are saved to your list of ring tones. Voice records are saved to your voice records.

Audio files in WAV format cannot be saved.

Deleting Attachments

- 1 View the message.
- 2 Highlight the attachment you want to delete.
- 3 Press .
- 4 Select **Delete Attachment**.


- 5 Press  or press  under **Yes** to confirm.

Customizing MMS

The Setup menu lets you customize MMS for your phone:

- **Friendly Name** — Enter text here to create a friendly name. Your friendly name is the name displayed in the From field on other iDEN phones when they receive messages from you.
- **Signature** — Enter text here to create a signature. Your signature is text that is automatically inserted at the end of all messages you create. You can edit the text before sending the message.
- **Quick Notes** — lets you create new Quick Notes and edit or delete Quick Notes you have created.
- **Replies** — lets you create new reply phrases and edit or delete reply phrases you have created.
- **Cleanup** — controls how long messages remain in the Inbox and Sent Items before they are deleted.

To access the Setup menu:



- 1 From the main menu, select **Messages**.
- 2 With **[Create Mesg]** highlight, press .

3 Select **Setup**.

Tip: This option is available from many context-sensitive menus when you are using MMS.


New Quick Notes and Reply Phrases

Creating

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select **[New Quicknote]** or **[New Reply]**. -or- Press  under **New**.
- 3 Enter text from the keypad.
- 4 When you are finished, press .

Editing




You can edit only Quick Notes and reply phrases you have created.

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select the Quick Note or reply phrase you want to edit.
- 3 Edit the text.
- 4 When you are finished, press .




Deleting

You can delete only Quick Notes and reply phrases you have created.

To delete a Quick Note or reply phrase:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Scroll to the Quick Note or reply phrase you want to delete.
- 3 Press  under **Delete**.
- 4 Press  or press  under **Yes** to confirm.

To delete all Quick Notes or all reply phrases:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Setting the Clean-up Option

The clean-up option controls how long messages remain in the Inbox and Sent Items before they are deleted. You set the clean-up option for the Inbox and Sent Items separately.




The clean-up option deletes only read, unlocked messages.

Multimedia Messages




Clean-up Options

- **Off** — messages are never automatically deleted.
- **5 Messages** — If you have more than 5 messages, messages are deleted in the order they were received, starting with the oldest, until 5 are left.
- **10 Messages** — If you have more than 10 messages, messages are deleted in the order they were received, starting with the oldest, until 10 are left.
- **1 Day** — Messages are deleted if they are older than 1 day.
- **3 Days** — Messages are deleted if they are older than 3 days
- **Custom** — Lets you create a clean-up option of up to 99 messages or 99 days.

For the Inbox

- 1 From the Setup menu, select **Cleanup > Inbox**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press  or press  under **Yes**. **-or-**
To delete messages later, press  under **No**.

For Sent Items

- 1 From the Setup menu, select **Cleanup > Sent Items**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press  or press  under **Yes**. **-or-**
To delete messages later, press  under **No**.

Choosing to Delete Messages Later

If you choose to delete messages later, rather than at the time you set the clean-up option, the type of clean-up option you set determines when messages are deleted.

If you set an option that cleans up messages according to how many you have, messages are deleted when you exit the message center after setting the option.


If you set an option that cleans up messages according to how old the messages are, messages are deleted when you power on your phone.

Managing Memory

All messages in the Inbox, Drafts, and Sent Items share the same memory space.

Note: The content of a message in the Inbox is not stored in your phone's memory until the message is read. Unread messages use very little memory.

To view your used memory, free memory, and memory capacity:

- 1 From the main menu, select **Messages**.
- 2 With **[Create Mesg]** highlighted, press .
- 3 Select **Setup > Memory Size**.

Tip: This option is available from many context-sensitive menus when you are using MMS.

To free memory, delete messages.




To delete many messages at once, see "Deleting All Messages".

To set messages to be deleted automatically, see "Setting the Clean-up Option" on page 103.

Note: Messages are stored in your phone using the same memory space used to store Java applications data, voice records, ring tones, pictures, and wallpaper images. Deleting some of these other items frees memory for messages.

Deleting All Messages

To delete all read, unlocked messages from the Inbox, all messages in Drafts, or all successfully sent messages in Sent Items:

- 1 Select **Inbox, Draft, or Sent Items**.
- 2 Press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

SMS Messages

Short Message Service (SMS) messages are short text messages, also called text and numeric messages. You can send SMS messages through any email account or on www.sprint.com.

Your phone receives SMS messages sent to its SMS address, but does not send SMS messages.

Your phone's SMS address is your PTN@page.sprint.com. Your PTN is your 10-digit Personal Telephone Number.


If your phone is powered off when you receive a message, your phone notifies you the next time you power it on. If you are out of your coverage area, your phone alerts you when you return to your coverage area.


Your phone attempts to deliver these messages for up to 7 days.


Receiving a Message

When you receive a text and numeric message, **New Text Message** appears on the display.


To view the message:


- 1 Press  under **Read**.
- 2 If the message fills more than one screen, scroll to read it.


- 3 To keep the message, press . **-or-**

To delete the message, scroll to the end of the message, then press  under **Delete**.



To dismiss the message notification:

If the flip is closed, press . **-or-**


If the flip is open, press  under **Back** or close the flip.


This icon  appears on the display, reminding you that you have a new message.

Reading From the Message Center

- 1 From the main menu, select **Messages > SMS**.
- 2 Select the message you want to read.
- 3 If the message fills more than one screen, scroll to read it.
- 4 To keep the message, press . **-or-**
To delete the message, scroll to the end of the message, then press  under **Delete**.

Calling and Storing Numbers

If an SMS message you receive contains a phone number, you can call that number by pressing  while viewing the message.

If an SMS message you receive contains a phone number, Walkie-Talkie number, or Talkgroup ID, you can call or send a call alert to that number, or store that number to Contacts. Press  while viewing the message to access these options.

To call the number, select **Call Back**.

To send a call alert, select **Alert**, then press the Walkie-Talkie button.

To make a Talkgroup call, select **Talkgroup**, then press the Walkie-Talkie button.

To store the number to Contacts, select **Store Number**.

Wireless Data Services

You can use your phone to access a suite of wireless data products known as Wireless Data Services. Services include Multimedia Messaging, Instant Messaging, Wireless Web, Address Book, Mobile Email and more.

Most services require the activation of a rate plan with Wireless Data Services or the separate purchase of a Wireless Data Services plan. To order, call 1-800-NEXTEL6 or contact your Nextel sales representative.

** Wireless Data Services is available in the continental U.S., Canada, Mexico, Brazil, Argentina, and Peru. Wireless Data Services usage outside of the continental U.S. may incur additional charges. See www.sprint.com for details.*


Wireless Data Services

- Multimedia Messaging Service — send and receive messages that may include text, pictures, and audio recordings. You can send and receive these messages from your phone, through an email account, and from www.sprint.com. For additional information, see “Multimedia Messages” on page 86
- Web Service — access the wireless Internet from your Nextel phone for information and services from over 80 top wireless Web sites. Other services and features available include access to any wireless Internet address. Conduct topic and key word searches, and bookmark sites and applications.
- Downloads - personalize your phone with downloadable ringers, applications, games, and screen savers.
- Address Book — program your Contacts from the Internet.
- Mobile Email — access personal and office email accounts from your Nextel phone (includes access to AOL®, MSN®, and Yahoo!® mail).
- Instant Messaging — send and receive instant messages through a phone-based interface (includes access to AOL® Instant Messenger™, MSN Messenger®, and Yahoo! Messenger®).


Accessing Wireless Data Services From Your Phone

You must first enable security, on your phone, to receive Wireless Data Services. Enabling security secures your data during over-the-air transmission to and from your phone. See “Enabling Security” on page 6

To access Multimedia Messaging:

Press  to access the main menu and select **Messages > Inbox**.

To access other Wireless Data Services*:

1 Press  to access the main menu and select **Net**.

Your Wireless Data Services home page displays.

2 Choose the service you want to access.

To access the Web:

Select **Web Sites, Downloads&Services, or Search**.

To access Address Book:

Select **Business Tools > Address Book**.

To access personal and office email accounts:

Select **Email and IM > Email**.

To access Instant Messaging:

Select **Email and IM > IM**.




To access Personalization catalogs:

Select **Downloads**.


Many screens will require you to enter text. For information on entering text, see “Entering Text” on page 45.

**To access your office or corporate email, address book and other related services from your Nextel phone, you will need to download the Desk Assistant program to your office PC. If you have an IT Administrator, you may need to review your company's policy for desktop software and determine any necessary technical or security requirements.*

Navigation Keys

- Home—Press  to return to your home page.
Tip: Press  twice to return to your phone's idle screen.
- Back—Press  to return to a previous screen.
Tip: While navigating through Wireless Data Services screens, a number may appear to the left of the application or topic you want to access. Press the corresponding number on the keypad for quicker access to that application or topic.

Wireless Data Services

When transmitting highly personal or sensitive data, such as a credit card number, this icon  appears, indicating that the data is encrypted during transmission.

Note: You may be asked to (re)enable security as Nextel adds new services or upon your return to the U.S. after traveling.

Guides and Demos

Quick Start Guides and demos with more details on how to use your Wireless Data Services can be accessed on www.sprint.com in the **Services** and **Support** areas.

My Pictures

My Pictures lets you view pictures you received in MMS messages and Walkie-Talkie calls. You can send the pictures stored in My Pictures in MMS messages and and Walkie-Talkie calls.


Viewing Pictures

To view pictures stored in My Pictures:

- 1 From the main menu, select **My Pictures**.

The pictures stored are listed by name.

- 2 Select the picture you want to view.

Note: If this icon  appears next to a picture, you cannot send it in a message.

Sending Pictures

To send pictures in an MMS message, see “Multimedia Messages” on page 86.

To send pictures in a Walkie-Talkie call, see “Sending a Picture” on page 114.

Getting File Information

To view the file type and file size of a picture:

- 1 Scroll to or select the picture.

- 2 Press .

- 3 Select **Details**.

Deleting Pictures

- 1 Scroll to or select the picture you want to delete.

- 2 Press .

- 3 Select **Delete**.

Managing Memory

To view your used memory, free memory, and memory capacity:

- 1 Scroll to or select any picture.

- 2 Press .

- 3 Select **Memory Size**.

Note: Pictures are stored in your phone using the same memory space used to store Java applications data, voice records, ring tones, messages, and wallpaper images. Deleting some of these other items frees memory space for pictures.

My Info

My Info lets you view information about your phone and send this information to other phones.


Viewing My Info

- 1 From the main menu, select **My Info**.
- 2 Scroll to see the entire screen.

The My Info screen contains:


- **My Name** — You can enter your name here.
- **Line 1** and **Line 2** — your phone numbers for phone lines 1 and 2. Each number appears when you receive your alert notification after enabling security on your phone.
- **Walkie-Talkie** — Your Walkie-Talkie number is the number that others use to contact you using Walkie-Talkie calls. This number appears when you receive your alert notification after enabling security on your phone.
- **Group ID** — the number of the Talkgroup you have joined.
- **Carrier IP** — the IP address assigned to Nextel. This number appears when you register for packet data services.


- **IP1 Address** and **IP2 Address** — the IP addresses you use to access the Internet with your phone.
- **Circuit Data** — the number you use if you want to use your phone to transfer circuit data. See “Using Your Phone as a Modem” on page 64. You receive this number from Nextel.

Note: If you request equipment-related transactions on your account, Nextel Customer Service may require you to provide specific information about your phone. By pressing  anytime while in My Info, a submenu will appear that includes your phone's service status, unit information, and phone identification numbers including IMEI, SIM ID, and Serial Number (SN). Please be prepared to supply the representative with this information when requesting these types of transactions.

Editing My Info

To edit My Info to enter or change the text that appears in **My Name**:

- 1 From the main menu, select **My Info**.
- 2 Press  under **Edit**.
- 3 Select **Name**.

- 4 Enter the name you want to appear. See “Entering Text” on page 45. When you are finished, press .

You can also edit the information in **Line 1**, **Line 2**, and **Ckt**, but your changes are only temporary. The next time your phone registers on the network, your actual phone numbers and circuit data number appear again in My Info.

Setting Sending Options

Your phone can send information in My Info to other phones that have this capability.

You can control what portion of the information in My Info is sent and whether it is sent automatically in every Walkie-Talkie call or only when you choose to send it.



Information Sent

The information your phone sends always includes **My Name** and **Walkie-Talkie**.

It may include **Line 1**, **Line 2**, **Carrier IP**, and **Circuit Data**, depending on the options provided by your service provider and how you set your sending options.


The default setting is **Line 1** only.

To change which fields are sent:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **DirectSend Setup > Info to Send**.
- 4 A checkmark appears next to the fields that will be sent. To add or remove the checkmark, select the field.
- 5 When you are finished, press  under **Done**.

Automatic Sending

To control whether your information is sent automatically:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **DirectSend Setup > Auto Send**.
- 4 To set your information to be sent automatically, set this option to **On**. -or-

To set your information to be sent only when you choose to send it, set this option to **Off**.

Note: When you receive your phone, it is set to send your information automatically.

Using Nextel Direct SendSM

Nextel Direct Send lets you exchange pictures, My Info, and contact information with other phones that have this capability. You do this through Walkie-Talkie calls.

Nextel Direct Send cannot be used during Talkgroup calls. Nextel Direct Send Picture cannot be used during Talkgroup calls or Group Walkie-Talkie calls.

Sending a Picture


When you send a picture using Nextel Direct Send, the picture you sent appears on the display of the phone you are engaged in the Walkie-Talkie call with, is saved by that phone, and then is accessible through that phone's My Pictures.

Sending a Picture During a Call

You can send a picture at any time during a Walkie-Talkie call, whether you made or received the call*.



* Additional charges may apply.

You cannot talk or listen on a Walkie-Talkie call while a picture is being transmitted. Other activities, such as searching for a picture, do not prevent you from talking or listening.

- 1 While in a Walkie-Talkie call, press  under **Browse**.

A list of pictures that can be included in a Walkie-Talkie call appears.

- 2 Select the picture you want to send.
- 3 Press the Walkie-Talkie button to send the picture.
- 4 Wait while the picture is transmitted. The Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 5 When prompted, press the Walkie-Talkie button to resume the Walkie-Talkie call.


Note: The first time you send a stored picture after turning the phone on, the message **Messaging Fees May Apply** appears and you are prompted to respond. Press  under **Accept** to send the picture. Press  under or **Reject** to not send the picture.

Starting a Call by Sending a Picture

You can start a call after you capture by choosing a stored picture from My Pictures.

To do this, you must have the Walkie-Talkie number and IP address of the person you want to send to stored in your Contacts.

Tip: When a person sends you My Info from his or her phone, including his or her Walkie-Talkie number and IP address, you can then easily store this information to Contacts from the recent calls list.

- 1 From My Pictures, scroll to or select the picture you want to send in a Walkie-Talkie call.
- 2 Press .
- 3 Select **Direct Send Picture**.

A list of names from Contacts appears. These names have Walkie-Talkie numbers and IP addresses stored.

- 4 Select the name of the person you want to send the picture to.
- 5 Press the Walkie-Talkie button to send the picture.
- 6 Wait while the picture is transmitted. The Walkie-Talkie call is temporarily interrupted while a picture is transmitted.

- 7 When prompted, press the Walkie-Talkie button to resume the Walkie-Talkie call.


Receiving a Picture

When someone sends you a picture using Nextel Direct Send, your phone emits a tone or vibrates and a message appears on the display asking you if you want to accept the picture.



Pictures you receive are saved to your phone's memory and are accessible through My Pictures.


When you receive a picture, it appears every time you are in a Walkie-Talkie call with the person who sent it unless you delete the picture from the My Pictures. This occurs for the last 20 people who sent you pictures.

Accepting a Picture

- 1 When you see the message asking you if you want to accept the picture, press  under **Yes**.
- 2 Wait while the picture is transmitted. The Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 3 When prompted, press the Walkie-Talkie button to resume the Walkie-Talkie call.

Using Nextel Direct SendSM

Note: The first time you accept a stored picture after turning the phone on, the message **Messaging Fees May Apply** appears and you are prompted to respond. Press  under **Accept** to accept the picture. Press  under or **Reject** to not accept the picture.

Tip: If you want to stop the transmission before it is finished, press  under **Cancel**.

Declining a Picture

When you see the message asking you if you want to accept the picture, press  under **No**.

The picture is not transmitted.

Setting Picture Capability

To turn your phone's ability to send and receive pictures in Walkie-Talkie calls on or off:

- 1 From the main menu, select **Settings > DC/GC Options > Direct Send Picture**.
- 2 Select **On** or **Off**.

This setting does not affect your phone's ability to send and receive My Info or contact information.

Sending My Info and Contact Information

When you send My Info or contact information using Nextel Direct Send, the information you sent appears on the display of the phone you are engaged in the Walkie-Talkie call with. After the call, the information appears on the recent call list of that phone.

Sending My Info




You can control what portion of the information in My Info is sent and whether it is sent automatically in every Walkie-Talkie call or only when you choose to send it. See "Setting Sending Options" on page 113.

Tip: When you send My Info, certain information, such as your email address or fax number, cannot be included. To send complete contact information, create an entry for yourself in Contacts and send it.

Sending My Info During a Call

- 1 While in a Walkie-Talkie call, press .
- 2 With **Direct Send My Info** highlighted, press .
- 3 When **Ready to Send** appears on the display, press the Walkie-Talkie button to send the information.

Starting a Call by Sending My Info

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 With **Direct Send My Info** highlighted, press .
- 4 Use the keypad to enter the Walkie-Talkie number you want to send the information to. **-or-** Press  under **Browse**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 When **Ready to Send** appears on the display, press the Walkie-Talkie button to send the information.

Sending Contact Information



You can send contact information by selecting a Contacts entry or an item from the recent calls list.

Contacts entries that contain only addresses cannot be sent. When Contacts entries are received, they do not include ring tones or pictures.



These items from the recent calls list can be sent:

- Contact information sent from other phones
- Calls to or from numbers stored in your Contacts list

Sending Contact Information During a Call

- 1 While in a Walkie-Talkie call, press .
- 2 Select **Contacts** or **Recent Calls**.
- 3 Scroll to the Contacts entry or item in the recent calls list you want to send.
- 4 Press .
- 5 Select **Send Contact** or **Send Group**.
- 6 When **Ready to Send** appears on the display, press the Walkie-Talkie button to send the contact information.


Starting a Call by Sending Contact Information

- 1 From Contacts or Recent Calls, scroll to or select the entry you want to send.
- 2 Press .
- 3 Select **Send Contact** or **Send Group**.
- 4 Use the keypad to enter the Walkie-Talkie number you want to send the contact to. **-or-** Press  under **Browse**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 When **Ready to Send** appears on the display, press the Walkie-Talkie button to send the contact information.

Receiving My Info or Contact Information

When you receive My Info or contact information from another phone, an icon appears on the display:

 My Info.

 Contact information.

To view the information while still in the Walkie-Talkie call:

1 Press .

2 Select **View Contact**.

You can also view My Info from other phones on the recent calls list. See “Recent Calls” on page 41.


Voice Records

A voice record is a recording you make with your phone and can play back. You can record notes to yourself or phone calls.



Your phone can store up to 20 voice records.

Creating Voice Records

To record a note to yourself:

- 1 From the main menu, select **VoiceRecord** > **[New VoiceRec]**.
- 2 Say the message you want to record into the microphone.
- 3 When you are finished recording, press .


To record a phone call:

- 1 While on an active call, press .
- 2 Select **Record**.
- 3 When you are finished recording, press .

Note: Recording of phone calls is subject to applicable laws regarding privacy and recording of phone conversations.

Playing Voice Records



- 1 From the main menu, select **VoiceRecord**.

- 2 Select the voice record you want to play.
- 3 To stop the voice record while it is playing, press .

Tip: To fast forward, scroll right. To rewind, scroll left. To pause or resume, press any number key.




Labeling Voice Records

When you create a voice record, it is labeled with the time and date it was recorded. You can then rename it with a custom label.

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to label.
- 3 Press  under **Label**.
- 4 Enter the label you want to assign.
- 5 Press .




Deleting Voice Records

To delete a voice record:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the unlocked voice record you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or  under **Yes** to confirm.


Voice Records


To delete all voice records:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to any voice record.
- 3 Press .
- 4 Select **Delete All**.
- 5 Press  or  under **Yes** to confirm.

Locking Voice Records

When you lock a voice record, it cannot be deleted until you unlock it.


- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to lock or unlock.
- 3 Press .
- 4 Select **Lock** to lock the message. **-or-**
Select **Unlock** to unlock the message.


When a voice record is locked, this icon  appears next to it.

Managing Memory




To view the amount of memory available for voice records:

- 1 From the main menu, select **VoiceRecord**.

- 2 With **[New VoiceRec]** highlighted, press  under **Memory**. **-or-**

With any voice record highlighted, press . Select **Memory**.

To free more memory by deleting all unlocked voice records:

- 1 From the voice records memory screen, press  under **Delete**.
- 2 Press  or  under **Yes** to confirm.

Note: Voice records are stored in your phone using the same memory space used to store messages, Java application data, pictures, ring tones, and wallpaper images. Deleting some of these other items frees memory for voice records.

Java™ Applications

Your phone arrives with Java applications and games loaded and ready to install. You can download and install more Java applications.





Check the **Downloads** menu option on your phone for a catalog of items available for purchase and download.

You can also go to www.sprint.com and click **Wireless** (under “Personal”), **Accessories** (under “Shop Nextel Online”), and **Ring Tones & More** in the “Nextel Personal” menu” for a wide selection of available Java applications and downloading instructions.

Using Java applications may cause your phone to use up more battery power than other uses of your phone.

Installing Applications

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to install.
Installation messages appear as the application installs.

- 3 If you want to create a shortcut to the Java application on the main menu: Press  under **Next**. Press  under **Yes**. Press .
- 4 Press  under **Done**.

Running Applications

To run an application that has a shortcut on the main menu:

- 1 From the main menu, select the application or suite of applications you want to run.
- 2 If you have selected a suite of applications, select the application you want to run.

To run an application that does not have a shortcut on the main menu:


- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to run.
- 3 If you have selected a suite of applications, select the application you want to run.

Tip: If you do not hear the sounds associated with the Java application, select **Settings > Volume** and check the volumes of **Java Speaker** and **Java Earpiece**.

Suspending Applications

When you suspend an application, it does not stop running. It goes to the background so that you can run another application in the foreground.

To suspend an application:

Press  or close the flip.

To view your suspended applications:

From the Java menu, select **Suspended Apps**.

You can have up to 3 applications running at one time — 1 running in the foreground and 2 in the background.

Resuming Applications

You can resume a suspended application at any time. This brings it to the foreground.

- 1 From the Java menu, select **Suspended Apps**.
- 2 Select the application you want to resume.


Ending Applications

To end an application:

- 1 From the main menu, select **Java Apps**.
- 2 If the application you want to end is part of a suite of applications, select the suite.





- 3 Scroll to the application you want to end.

Press  under **End**. -or-

If **End** is not one of your options: Press . Select **End**.

Tip: You can also end applications from the **Suspended Apps** screen.

To end all applications:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to **Suspended Apps**.
- 3 Press .
- 4 Select **End All**.
- 5 Press  or press  under **Yes** to confirm.
- 6 If you want to end all applications without letting them exit, press  under **EndNow**.

Downloading Applications





If you want to run more Java applications, you can download them into your phone.

Check the **Downloads** menu option on your phone for a catalog of items available for purchase and download.




You can also go to www.sprint.com and click **Wireless** (under “Personal”), **Accessories** (under “Shop Nextel Online”), and **Ring Tones & More** in the “Nextel Personal” menu” for a wide selection of available Java applications and downloading instructions.

Deleting Applications

To delete an application:



- 1 From the main menu, select **Java Apps**.
- 2 Scroll to the application you want to delete.
- 3 Press .
- 4 Select **Deinstall**.
- 5 Press  or press  under **Yes** to confirm.
- 6 When your phone has finished deleting the application, press  under **Done**.

To delete all Java applications:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to **Java System**.
- 3 Press .
- 4 Select **Delete All**.
- 5 Press  or press  under **Yes** to confirm.

Managing Memory

To view the amount of memory available for Java applications:

- 1 From the main menu, select **Java Apps > Java System**.
- 2 Press  under **Next**.
- 3 To see more memory information, press  under **Next** again.

Deleting Java applications frees memory.

Note: Java application data is stored in your phone using the same memory space used to store messages, voice records, pictures, ring tones, and wallpaper images. Deleting some of these other items frees memory for Java applications.


Shortcuts on the Main Menu



When you install an application, you can create a shortcut to the application on the main menu.

To create a shortcut to an application that is already installed:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps**. -or-

Java™ Applications



From the main menu: Press . Select **Main Menu Setup > Add/Remove Apps**.

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to create a shortcut for.
- 4 Press .
- 5 Press  under **Done**.

To remove a shortcut:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps**. -or-

From the main menu: Press . Select **Main Menu Setup > Add/Remove Apps**.

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to remove the shortcut for.
- 4 Press .
- 5 Press  under **Done**.

Java Applications and GPS Enabled

Some Java applications can make use of your phone's GPS feature to determine the approximate geographical location of your phone. (See "GPS Enabled" on page 129 for more information on the GPS feature.) However, for privacy reasons, you may not always want Java applications to access the location of your phone. Your phone protects your privacy by giving you the option to block all or some Java applications from accessing the location of your phone.

Setting Privacy for All Java Applications

These options control the privacy of all Java applications on your phone:

- **Restricted** — No Java or similar software applications may access the location of your phone. However, location information may still be available to the phone's owner, fleet manager, or account administrator.
- **Unrestricted** — All Java applications may access the location of your phone, without notifying you.

- **By Permission** — When a Java application attempts to access the location of your phone, you are prompted to give permission. However, location information may still be available to the phone's owner, fleet manager, or account administrator.


See “Setting Privacy Options” on page 135 for information on choosing these options.

Granting or Denying Permission

If you choose **By Permission**, you must grant or deny each Java application access to the location of your phone when the application requests access for the first time. You may be required to grant or deny subsequent requests from the same application, depending on the privacy setting you choose for the individual Java application (see “Setting Privacy for Each Java Application”).


When a Java application requests access to the location of your phone, a screen appears informing you.

To deny this request:

- 1 Press  under **Deny**. The application does not access the location of your phone.
- 2 Select the denying option you want:

- **Always** — If the application requests access to the location of your phone again, the request is denied without notifying you.
- **For this session** — If the application requests access to the location of your phone again before you power off your phone, the request is denied without notifying you.
- **Only Once** — If the application requests access to the location of your phone again, you are prompted to grant or deny permission.


To grant this request:


- 1 Press  under **Grant**. The application accesses your phone's location.
- 2 Select the granting option you want:
 - **Always** — If the application requests access to the location of your phone again, the request is granted without notifying you.
 - **For this session** — If the application requests access to the location of your phone again before you power off your phone, the request is granted without notifying you.
 - **Only Once** — If the application requests access to the location of your phone again, you are prompted to grant or deny permission.

Setting Privacy for Each Java Application

After a given Java application requests access to the location of your phone for the first time, you have the opportunity to set the GPS privacy option for that Java application.

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to the application or suite of applications you want to set the privacy option for.

If the application has requested access to the location of your phone, this icon  appears when you highlight the application.

- 3 Press .
- 4 Select **Permissions**.
- 5 Select the privacy option you want for this application:
 - **Always** — The application always has permission to access the location of your phone, without notifying you.
 - **Ask** — When the application requests access to the location of your phone, you are prompted to grant or deny permission (see “Granting or Denying Permission” on page 125).

- **Never** — When the application requests access to the location of your phone, the request is denied without notifying you.

Digital Rights Management (DRM)

When you download multimedia content available online, such as Java applications, these items may be subject to DRM restrictions. DRM, or digital rights management, is a system that defines how copyrighted multimedia content can be distributed and used.

DRM limits items to time-based or count-based usage settings. Time-based settings let you use the given item for a specified interval. Examples of time-based settings include being able to use an item for a specified number of days from the date of purchase, a specified number of days from the date that the item is first used, or a specified number of minutes. Count-based settings let you use an item for a specified number of times after you download it or for unlimited use.

Managing Items


Note: Depending on how the third-party vendor has set rights for the given DRM item, you may be unable to perform some of the following tasks.

Viewing License Information

You can check a DRM item's license to view the following information:

- For time-based items, either the date and time the item is scheduled to expire, or the number of days left
- For count-based items, the number of credits (uses) left or an unlimited use notice
- The name of the item's vendor

To view the license of a DRM item:



- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to view license information for.
- 3 Press .
- 4 Select **License Info**.

Renewing DRM Licenses

Note: You can only renew DRM licenses if the license contains a link to the page where you purchased the item.

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to renew.

Digital Rights Management (DRM)

- 3 Press  under **Renew** or press . Select **Renew**.
- 4 Select the link to the page where you purchased the item.
- 5 Follow the vendor's instructions for purchasing an additional license.



Deleting Items

If you delete a DRM item that you purchased from Nextel from your phone, you will have to purchase it again to download it.

Note: You cannot delete locked items.

Under certain conditions, third-party vendors will let you download an item multiple times within a given time frame, even if you deleted the item. Please contact the third-party vendor of an item to learn more about the vendor's download regulations.

To delete an item:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 If prompted, press  under **Yes**.

About Expired Items

Most items will continue to display on your phone until you delete them. You can also choose to renew the license for an expired item.

Note: You cannot delete items that are DRM locked.

GPS Enabled

Your phone's GPS Enabled feature uses information from Global Positioning System (GPS) satellites orbiting the Earth to determine the approximate geographical location of your phone, expressed as latitude and longitude. The availability and accuracy of this location information (and the amount of time that it takes to calculate it) will vary depending on the environment in which you are using the GPS feature. For example, GPS location fixes are often difficult to obtain indoors, in covered locations, between high buildings, or in other situations where you have not established a clear broad view of the sky. **SEE: "IMPORTANT: Things to Keep in Mind".**

When you make a 911 emergency call, the GPS feature of your phone can help emergency personnel locate you if your phone has adequate access to GPS satellite signals and your emergency response center is equipped to process such information.

You can also use the GPS feature to view your approximate location. Location information appears on the phone's display.

Java applications loaded on your phone can also request your location. If your phone is connected to a laptop computer or similar device, software running on that device can request your location. To protect your privacy, you can control whether these requests are granted.

IMPORTANT: Things to Keep in Mind

If you are using the GPS feature of your phone while driving, please give full attention to driving and to the road.

Where adequate signals from multiple satellites are not available (usually because your GPS antenna cannot establish a view of a wide area of open sky), **the GPS feature of your phone WILL NOT WORK. Such situations include but are not limited to:**

- **In underground locations**
- **Inside of buildings, trains, or other covered vehicles**
- **Under any other metal or concrete roof or structure**
- **Between tall buildings or under dense tree-cover**
- **Near a powerful radio or television tower**

GPS Enabled

- **When your GPS antenna is covered (for example, by your hand or other object) or facing the ground**
- **In temperature extremes outside the operating limits of your phone**

Walking or driving very slowly may also substantially reduce GPS performance.

Even where location information can be calculated in such situations, it may take much longer to do so, and your location estimate may not be as accurate. Therefore, in any 911 call, always report the location to the emergency response center if you can and if you cannot, remain on your phone for as long as the emergency response center instructs you.

Even where adequate signals from multiple satellites are available, your GPS feature will only provide an approximate location, often within 150 feet (45 meters) but sometimes much further from your actual location. Advice on how to improve GPS performance is provided in “Enhancing GPS Performance” on page 132.

While the GPS feature of your phone can be a valuable navigational aid, it does not replace the need for careful navigating and good judgment. **Never rely solely on one device for navigation.** Remember that the accuracy of the location

information and the time needed to obtain it will vary depending on circumstances, particularly the ability to receive signals from adequate numbers of satellites.

On emergency calls, your phone uses assistance information from the phone network to improve the speed and accuracy of your phone's location calculation: if such assistance information becomes unavailable, it may reduce the speed and accuracy of the location calculation.

The satellites used by the GPS feature of your phone are controlled by the U.S. government and are subject to changes implemented in accordance with the Department of Defense GPS user policy and the Federal Radionavigation Plan. These changes may affect the performance of the GPS feature of your phone.

Making an Emergency Call

Dial 911 to be connected to an emergency response center. If you are on an active call, you must end it before calling 911.

When you make an emergency 911 call, the GPS feature of your phone begins to seek information to calculate your approximate location. **It will take the GPS feature of your phone some time to determine your approximate location.** Even where your phone has good access to sufficient

GPS satellite signals and network assist data, it may take 30 seconds or more to determine the approximate location. This time will increase where there is reduced access to satellite signals. When your approximate location is determined, it is made available to the appropriate emergency response center.

In some cases, your local 911 emergency response center may not be equipped to receive GPS location information. For this reason, and because the GPS location information reported is only approximate or may not be available in your location (see “IMPORTANT: Things to Keep in Mind” on page 129), **always report your location to the 911 operator** you speak to when making an emergency call, if able, just as you would when using a phone without GPS capabilities.

Note: If you are concerned about whether your local 911 emergency response center is equipped to receive GPS location information, contact your local authorities.

In general, if your phone has access to signals from more GPS satellites, your location will be determined faster and more accurately than if your phone has access to signals from fewer GPS satellites.

If your phone does not have adequate access to GPS satellites signals, the location of the nearest cell tower in contact with your phone is automatically made available to the emergency response center, if the center has the capability to receive such information.

See “Enhancing GPS Performance” on page 132 for information on how to help your phone determine your location.

Viewing Your Approximate Location

- 1 From the main menu, select **GPS > Position**.
- 2 Scroll to view the entire screen.


This displays the following information about the last time your location was calculated:

- The time (as Greenwich Mean Time) and date that the location was last calculated
- The approximate location, expressed as latitude and longitude
- The estimated accuracy of the calculated location. This estimate of accuracy is only a very rough estimate and may vary substantially from the actual accuracy of the approximate location information reported.

GPS Enabled

- The number of satellites used to calculate the location. In general, more satellites make for better accuracy.


To calculate your location again:

Press  under **Rfrsh**.

It may take your phone several minutes to complete the process of determining your location. During this time, a message usually appears on your phone's display saying your phone is scanning for satellites. For tips on getting the best location calculation, see "Enhancing GPS Performance".

The **Position** screen displays the updated information.

To cancel a location calculation before it is completed:

Press  under **Cancel** to return to the **Position** screen. -or-

Press  to return to the idle screen.

Each time approximate location of your phone is calculated, the latest location information is stored in your phone and remains there even when your phone is powered off. You will see this information the next time you view the **Position** screen.

If you received a phone call or alert while attempting to determine your location, the **Position** screen will disappear, but your phone will continue attempting to determine its location. If it is successful, the new location information will be displayed the next time you view the **Position** screen.

Enhancing GPS Performance

Sometimes the GPS feature of your phone may be unable to complete a location calculation successfully. If this happens when you are making an emergency call, the location of the nearest cell tower in contact with your phone is made available to the appropriate emergency response center if the center has the capability to receive such information. If this happens when you are trying to view your location on the phone's display, you will see a message indicating that your phone cannot access satellites.

Enhancing GPS Performance

To improve accuracy and increase your chances of a successful calculation, do the following while your phone is determining your approximate location:

- Stay in the open. The GPS feature works best where there is nothing between your phone and a large amount of open sky. If possible, go outside, away from tall buildings and foliage. While performance in a building is improved by moving closer to windows, glass with certain sun shielding films may block satellite signals.
- Extend your phone antenna.
- Hold your phone to enhance reception. Signals from GPS satellites are transmitted to your GPS antenna, which is in your phone antenna. Hold your phone away from your body, giving the antenna clear access to satellite signals. Do not cover the antenna area with your fingers or anything else.



GPS Enabled

- Stand still. If possible, stand still until your phone is finished determining your location. Moving your phone at a walking pace while your phone is calculating your approximate location may substantially decrease GPS performance.
- In a car. When using the GPS Enabled feature in a car, position your phone so that the GPS antenna has good access to GPS signals through the car's windows. Typically, the GPS antenna has best access to GPS signals in a car when placed near a window.

Note: Although moving your phone at a walking pace decreases GPS performance, moving it at the speed of a moving car does not.

- Stay in network coverage. Depending on your service provider, the network will provide your phone with information that helps determine your location more quickly and accurately.

Updating Satellite Almanac Data

Another way to keep the GPS feature of your phone working well is to keep your satellite almanac data up to date.

The United States government maintains an almanac of data about where GPS satellites are as they orbit the Earth. This information is available to your phone. Keeping your satellite almanac up to date helps your phone determine your location more quickly.

The almanac contains information about the location of satellites, their operational status, and other satellite information. Keeping this information updated enhances the performance of your GPS feature. In most cases, your phone will be able to get a fix in strong satellite signal conditions with outdated almanac data, but it may take longer.

Note: When you make an emergency call, your phone does not rely upon the almanac to determine your location.

If your satellite almanac data is out of date, your phone may prompt you to update it. Follow the instructions that appear on the phone's display. You may be asked to go to a Web site or call a customer care number.

Setting Privacy Options

Your phone's GPS privacy options control whether Java applications on your phone or other software applications may view the location of your phone. You may set your phone to one of these GPS privacy options.

Note: Privacy options do not apply to the transmission of location information during emergency 911 calls.

To set your GPS privacy options:

- 1 From the main menu, select **GPS > Privacy**.
- 2 If your GPS PIN security feature is enabled, enter your GPS PIN. (See "Setting the GPS PIN Security Feature" for more information.)
- 3 Select the privacy option you want:
 - **Restricted** — No Java or similar software applications may view the location of your phone. However, location information may still be available to the phone's owner, fleet manager, or account administrator.
 - **Unrestricted** — All applications may view the location of your phone, without notifying you.

- **By Permission** — When an application attempts to view the location of your phone, you will be prompted to give permission. However, location information may still be available to the phone's owner, fleet manager, or account administrator.

Setting the GPS PIN Security Feature

To prevent your GPS privacy settings from being altered without your knowledge, your GPS privacy option can be protected by a PIN.

When you receive your phone, the GPS security feature is turned off, so you do not have to enter a GPS PIN to access your GPS privacy options. If you turn this feature on, you will be required to enter a GPS PIN to access your GPS privacy options.

To turn the GPS Enabled security feature on or off:




- 1 From the main menu, select **Settings > Security > GPS PIN**.
- 2 Select **On** or **Off**.
- 3 Enter the current GPS PIN.

Note: When you receive your phone, your GPS PIN is 0000.

- 4 Press  under **Ok**.

GPS Enabled

To change your GPS PIN:

- 1 From the main menu, select **Settings > Security > Change Password > GPS PIN.**
- 2 Enter the current GPS PIN.
Note: When you receive your phone, your GPS PIN is 0000.
- 3 Press  under **Ok.**
- 4 Enter the new 4- to 8-digit GPS PIN.
- 5 Press  under **Ok.**
- 6 Enter the new 4- to 8-digit GPS PIN to confirm.
- 7 Press  under **Ok.**

Using GPS With Map Software

You can use the GPS feature of your phone to provide approximate location data to a laptop computer or similar device that is running interactive map software such as that made by DeLorme or Microsoft. This way, if your phone has good access to GPS signals, your approximate position on a map can be made available as you travel in a vehicle.

To do this, connect your phone to your laptop (or other device) with a data cable and set your phone to transmit data (see “Getting Started” on page 137). Your phone then provides your approximate location to the device running the map software,

which displays your location on a map. Your phone provides an updated location every second and the map software displays your changing location on its map.

See “Enhancing GPS Performance” on page 132 for more details on obtaining good location information.

Note: Because your phone is continuously determining your location, using the GPS feature of your phone with map software uses the phone’s battery power quickly.

Software Compatibility

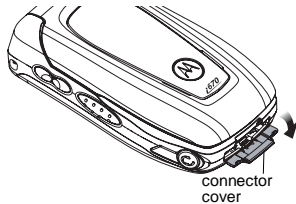
Your phone sends location information to your laptop or other device using the standard National Marine Electronics Association (NMEA) format. Your phone supports output messages in NMEA-0183 format and supports the following NMEA-0183 sentences: GGA, GLL, GSA, GSV, RMC, and VTG.

The map software running on your laptop or other device must support NMEA 3.0.

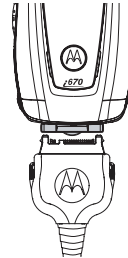
Getting Started

To connect your phone to your laptop or other device:

- 1 Open the connector cover.



- 2 With the phone's display facing up, insert the data cable's connector into the accessory connector, until you hear a click.



- 3 Insert the data plug into the COM port of your laptop or other device.

Make sure no other application is using the COM port selected.

Make sure the COM port settings of your laptop or other device are set to the following:

- Bits per second: 4800
- Data bits: 8
- Parity: None
- Stop bits: 1

GPS Enabled

- Flow control: Hardware

To set your phone to send location information to your laptop or other device:

- 1** From the main menu, select **GPS > Interface**.
- 2** Set **NMEA OUT** to **On**.

Your phone is now sending location data to your laptop or other device.

To stop your phone from sending location data to your laptop or other device:

Set **NMEA OUT** to **Off**.

Each time you power your phone on, **NMEA OUT** is automatically set to **Off**.

Datebook

Datebook stores up to 250 events. You can store events over a 13 month period — 12 months after and 1 month before the current date.

A Datebook event contains:

- A subject — A name you assign to the event. You can also enter a phone number, Walkie-Talkie number, or Talkgroup number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A location — The location of the event. You can also enter a phone number, Walkie-Talkie number, or Talkgroup number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A start time — The start time automatically assigned to an event is the beginning of the day. You can change the start time, or assign no start time, before storing the event.
- A duration — The length of time the event lasts.

- A date — The date automatically assigned to an event is the date that was highlighted or selected when you began creating the event. You can change this date before storing the event.
- A repeat — lets you store the event as a recurring event.
- A reminder — If an event has a start time, you can set Datebook to remind you that the event is going to start.
 - a ring tone for the reminder
 - a profile that your phone is switched to while the event is occurring
 - a Java application that starts when the event starts

Only the subject and date are required.

Viewing Datebook

To access Datebook:

From the main menu, select **Datebook**.

You can view Datebook by the day, by the week, or by the month. You can also view the details of any event.

In day view, brief information about each event for that day appears.

Datebook


In week view, events appear as markers corresponding to their times.

In month view, days with events appear with a marker in the corner.

To view an event:

- 1 Select the day the event occurs.
- 2 Select the event.

To change the current view:

- 1 While viewing Datebook, press .
- 2 Select the view you want.

Note: Day view is the default setting.

Navigating Datebook

To scroll through Datebook:

Scroll left and right using the navigation key. **-or-**

In week view and month view, press  or .

To see more in day view:

Scroll up and down using the navigation key.

To highlight a day in month view:


Enter the date using the keypad.

To go to today's date:

- 1 While viewing Datebook, press .

2 Select Go To Today.


To go to any date in Datebook:

- 1 While viewing Datebook, press .
- 2 Select **Go To Date**.
- 3 Select the date you want.

Creating Events

Every Datebook event must have a subject and be stored to a date. Other information is optional.


You may enter the information in any order by scrolling through the event details.

After you have entered the information you want, you can press  under **Done** to store the event to Datebook.

If you decide you do not want to store the event:

Press  under **Cancel**.

To create a Datebook event:

- 1 While viewing datebook, press  under **New**.
-or-
In day view, select **[New Event]**.

- 2 To assign a subject to the event:

Select **Subject**.

Enter the name (see “Entering Text” on page 45). **-or-**

Press  under **Browse** to choose from common event names. **-or-**

Enter a phone number, Walkie-Talkie number, or Talkgroup number. After the event is stored, you can call this number.

When you are finished, press .

- 3 If you want to assign a location to the event:

Select **Location**.

Enter the location. **-or-**

Enter a phone number, Walkie-Talkie number, or Talkgroup number. After the event is stored, you can call this number.

When you are finished, press .

- 4 The start time automatically assigned to an event is the beginning of the day. If you want to change the start time or assign no start time:

Select **Start**.

Enter the start time you want. **-or-**

Press  under **No Time** to assign no start time.

- 5 If you want to assign a duration to the event:

Select **Duration**.

Select the duration you want. **-or-**

Select **Custom** to enter a duration.

- 6 The date automatically assigned to an event is the date that was highlighted or selected when you began creating the event. To change the date of the event:

Select **Date**.

Enter the date you want.

- 7 If you want to make the event a recurring event:

Select **Repeat**.


Select the repeat cycle you want.

If the event occurs more than once a week: Select **Multiple Day**. Select the days you want.

Press  under **Done**.

In the **End** field, select the date you want this event to stop recurring.

Datebook

- 8 If you want to create a reminder for this event:
Select **Reminder**.
Select the reminder time you want. **-or-**
Select **Custom** to enter a reminder time.
Note: If an event has no start time, you can not create a reminder for it.
- 9 If you have entered all the information you want for this event, press  under **Done**. **-or-**
If you want to assign a ring tone, a profile, or a Java application to the event, see “Assigning More Options”.

Assigning More Options


To assign more options before storing an event:

- 1 If you have created a reminder for the event and want to set the ring tone for that reminder:
Select **Ring Tone**.
Select the ring tone you want from the ring tones stored in your phone.





- 2 If you want to assign a profile that your phone is switched to while the event is occurring:
Select **Profile**.
Select the profile you want from the profiles stored in your phone.
Your phone switches to this profile when the event starts and switches back to the previous profile when the event ends.
- 3 If you want to assign a Java application to start when the event starts:
Select **App**.
Select the application you want from the Java applications stored in your phone.
If you created a reminder for this event, your phone prompts you to start the Java application when you get the reminder.

Editing Events




To change the details of an event:

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press  under **Edit**.
- 4 Follow the applicable instructions in “Creating Events” on page 140 to edit the various fields.

To copy an event to another date:

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .
- 4 Select **Copy**.
- 5 Press  under **Yes** to confirm.
- 6 Enter the date you want.
- 7 Press .
- 8 If you want to change more information, follow the applicable instructions in “Creating Events” on page 140 to edit the various fields.
- 9 Press  under **Done** to store the event.

Deleting Events


- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .
- 4 Select **Delete**.
- 5 If the event is not a recurring event, press  or press  under **Yes** to confirm. **-or-**
If the event is a recurring event:
Select **This Event Only** to delete only the event selected in step 2.

Select **Repeat Event** to delete all occurrences of the event.


Receiving Reminders



If you created a reminder for a Datebook event, when the reminder time occurs, your phone notifies you with text on the display and a reminder tone.

To view more details about the event:

Press  under **View**.

To dismiss the reminder:


If the flip is closed, press . **-or-**

If the flip is open, press , press  under **Dismiss**, or close the flip.

Tip: You can set your phone to power on when you receive a reminder. See “Customizing Datebook Setup” on page 145.

For Events With Java Applications

If you assigned a Java application to start when the event starts, you can start the application when you get the reminder.

- 1 Press .
- 2 Select **Launch**.

Making Calls From Datebook and Datebook Reminders



If you stored a phone number, Walkie-Talkie number, or Talkgroup number in the **Subject** or **Location** field of a Datebook event, you can call or send a call alert to that number from Datebook or from the reminder of that event.

If you store numbers in both the **Subject** and **Location** fields, you can call or send a call alert to the number stored in **Subject** and the number stored in **Location** as long as the number stored in **Subject** is a Walkie-Talkie or Talkgroup number and the number stored in **Location** is a phone number.


If both are the same type of number, the number in **Subject** is called or sent a call alert. To call or send a call alert to the number stored in **Location**, you must delete the number stored in **Subject**.

Making Calls From Datebook


To make a phone call:

- 1 Highlight or select the event containing the number you want to call.
- 2 Press . **-or-**
Press . Select **Call # in Event**.

To make a Walkie-Talkie call or Talkgroup call:



- 1 Highlight or select the event containing the number you want to call.
- 2 Press the Walkie-Talkie button. **-or-**
If you did not include a # before the Talkgroup you want to call: Press . Select **Talkgroup**. Press the Walkie-Talkie button.

To send a call alert:

- 1 Highlight or select the event containing the number you want to send a call alert to.
- 2 Press . Select **Alert # in Event**.

Making Calls From Datebook Reminders

To call a number:

- Press . **-or-**
Press . Select **Call # in Event**.

To make Walkie-Talkie calls or Talkgroup calls:


- Press the Walkie-Talkie button.

To send a call alert:

- Press . Select **Alert # in Event**.

Customizing Datebook Setup

To access Datebook set up options:

- 1 From the main menu, select **Datebook**.
- 2 Press .
- 3 Select **Setup**.

You can view or change these options:

- **Start View** — sets Datebook to start in day view, week view, or month view when you access Datebook.
 - **Daily Begin** — sets the beginning of your day. This is the earliest time of day displayed in week view, if you have a 12-hour day view.
 - **Reminder** — If this option is set to **Only When On**, your phone reminds you of events only when it is on. If this option is set to **Always**, your phone powers itself on when you receive reminders. To avoid draining the battery, your phone then powers itself off after a short time.
 - **Delete After** — sets the amount of time Datebook waits to delete an event after it occurs.
 - **Time Shift** — lets you shift the times of all Datebook events. This is useful if you are traveling to a different time zone.
- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
 - **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

Customizing Your Phone

Setting the Volume

Of the Earpiece and Speaker

- 1 From the main menu, select **Settings > Volume**.
- 2 Scroll to **Earpiece** to set the earpiece volume.
-or-

Scroll to **Speaker** to set the speaker volume.

- 3 To set the volume:

Scroll left or right. **-or-**

Press the volume controls.

Of the Ringer

Press the volume controls.

Setting Your Phone to Vibrate

To set your phone to vibrate instead of making a sound when you receive phone calls, Walkie-Talkie calls, Group Walkie-Talkie calls, message notifications, and call alerts, see “Setting Your Phone to Vibrate” on page 71.

To set your phone to vibrate instead of making a sound when you receive Walkie-Talkie calls and Group Walkie-Talkie calls, even if you want your phone to ring for other features:

- 1 From the main menu, select **Settings > DC/GC Options > Alert Type**.

Tip: If **Alert Type** does not appear: From the main menu, select **Ring Tones**. Make sure **VibeAll** is set to **Off**. Repeat step 1.

- 2 Select **Vibrate** to set your phone to vibrate.

Tip: Select **Silent** in step 2 to set your phone to neither vibrate nor make a sound.

Changing the Look of Your Phone


Wallpaper

A wallpaper is an image that appears on the idle screen.

If you want to use other wallpapers, you can download them into your phone for a fee. Check the **Downloads** menu option on your phone for a catalog of items available for purchase and download.

Choosing a Wallpaper

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Wallpaper**.
- 2 Select the wallpaper you want.

Tip: If you want to see what the wallpaper looks like, press  under **View**.

Setting Wallpaper to Change Automatically

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Auto Cycle**.
- 2 Select how often you want the wallpaper to change.

Any of the wallpapers in your phone may appear on your idle screen.

Setting Text Size

To set the size of the text on the internal display:

- 1 From the main menu, select **Settings > Display/Info > Text Size**.
- 2 Select the option you want:
 - **Zoom** — 11 characters per line
 - **Standard** — 14 characters per line
 - **Compressed** — 18 characters per line


To set your phone to briefly display very large digits when you enter numbers at the idle screen:

- 1 From the main menu, select **Settings > Display/Info > Large Dialing**.
- 2 Set this option to **Large Digits**.

Setting the Menu View

You can set the items on your main menu and Java applications menu to appear as large icons or a list:

- 1 From the main menu, select **Settings > Display/Info > Menu View**. -or-

From the main menu: Press . Select **Main Menu Setup > Menu View**.

- 2 To choose a list, select **List View**. -or-

To choose large icons, select **Icon View**.

Setting the Backlight

A backlight lights the display and keypad when you make or receive a call, open or close the flip, or press keys or buttons.

To control how long the backlight stays on:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Backlight**.

Customizing Your Phone

2 Select the number of seconds you want the backlight to stay on. **-or-**

Select **Off** if you never want the backlight on.

To set the keypad backlight to light up only in low light conditions:

1 From the main menu, select **Settings > Display/Info > Backlight > Sensor**.

2 Set this option to **On**.

Airplane Mode—Temporarily Turning Off Calls


Sometimes you may want to have your phone on, but turn off its ability to make and receive calls, such as when you are on an airplane.

To set your phone so that it cannot make or receive phone calls, Walkie-Talkie calls, or Group Walkie-Talkie calls; or transfer data:

1 From the main menu, select **Settings > Advanced > Airplane Mode**.

2 Set this option to **On**.

This icon  appears.

Note: Pressing  for more than 5 seconds also turns on Airplane mode.

To restore your phone's ability to do all these things:

Set this option to **Off**.

Using Settings

Settings contains many submenus that let you customize your phone.

For information on applying groups of settings to your phone together, see “Profiles” on page 153.

Display/Info Features

The Display/Info menu controls how the keypad and display appear:

- **Wallpaper** — changes the wallpaper that appears on the idle screen.
- **Palette** — changes the color scheme of the display.
- **Text Size** — sets the size of text on the display.
- **Home Icons** — controls whether main menu icons appear on the idle screen.
- **Backlight** — controls backlight illumination.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

- **Menu View** — controls whether the items on your main menu and Java applications menu appear as large icons or a list.
- **Large Dialing** — sets large digits to appear on the idle screen when you enter a number.
- **Language** — sets the language that your phone displays.

Phone Calls Features

The Phone Calls menu controls how your phone handles phone calls:

- **Set Line** — sets phone line 1 or phone line 2 as the active line for outgoing calls.
- **Any Key Ans** — If this feature is on, you can answer calls by pressing any key on the keypad.
- **Auto Redial** — sets your phone to automatically redial calls you make when the system is busy.
- **Call Waiting** — See “Call Waiting” on page 59.
- **Auto Ans** — sets your phone to automatically answer an incoming call after a specified number of rings. When this feature is on, the phone answers by connecting you to the caller; it does not send the call to voicemail, unless you are out of coverage or on the line.
- **Flip Activation** — See “Setting Flip Actions” on page 62.

- **Minute Beep** — causes a beep to sound every minute of an active call.
- **Call Duration** — causes the duration of a call to appear on the display when the call ends.
- **TTY** — See “Making TTY Calls” on page 65.
- **Notifications** — See “Message Notifications” on page 75.
- **Java App Control** — If you have installed a Java application that answers phone calls, this setting lets you turn that application on.

DC/GC Options Features


The DC/GC Options menu controls how your phone handles Walkie-Talkie calls and Group Walkie-Talkie calls:

- **Tkgrp Silent** — controls whether you hear Group Walkie-Talkie calls to your Talkgroup. See “Group Walkie-Talkie Calls” on page 22.
- **Tkgrp Area** — lets you define your Talkgroup area.
- **One Touch DC** — See “Setting One Touch Walkie-Talkie” on page 61.
- **Alert Type** — controls how your phone notifies you when you receive Walkie-Talkie calls and Group Walkie-Talkie calls.

Customizing Your Phone

Personalize Features

The Personalize menu makes main menu items easier to access.

- **Menu Options — Reorder Menu** lets you change the order of the items on the main menu by grabbing and moving them; **Add/Remove Apps** lets you create a shortcut to a Java application on the main menu.
- **Up Key** — sets the main menu item you access when you scroll up from the idle screen.
- **Down Key** — sets the main menu item you access when you scroll down from the idle screen.
- **Left Key** — sets the main menu item you access when you scroll left from the idle screen.
- **Right Key** — sets the main menu item you access when you scroll right from the idle screen.
- **Center Key** — sets the main menu item you access when you press  from the idle screen.
- **Left Sftkey** — sets the main menu item you access when you press the left option key from the idle screen.
- **Right Sftkey** — sets the main menu item you access when you press the right option key from the idle screen.

- **Power Up** — sets the main menu item you see when you power on your phone. To set the idle screen to be the first thing you see when you power on your phone, select **Default Ready**.

Volume Features

The Volume menu sets the volume of sounds your phone makes:

- **Line 1** — sets ringer volume for phone line 1.
- **Line 2** — sets ringer volume for phone line 2.
- **Messages** — sets the volume of message notifications and Datebook reminders.
- **Earpiece** — sets the volume of sound coming out of the earpiece.
- **Speaker** — sets the volume of sound coming out of the speaker.
- **Keypad** — sets the volume of sound associated with pressing keys and buttons.
- **Java Earpiece** — sets the volume of sound associated with Java applications coming out of the earpiece.
- **Java Speaker** — sets the volume of sound associated with Java applications coming out of the speaker.
- **Data** — sets the volume of sounds that notify you that you are receiving a circuit data call.

Security Features

The Security menu lets you turn security features on and off and change passwords:

- **Phone Lock** —turns on a feature that locks your phone: **Lock Now** takes effect immediately; **Auto Lock** takes effect when your phone is powered off and then on. An unlock code is required to enable this feature, to unlock the phone, and to set a new unlock code. Contact Nextel Customer Service for your default unlock code.
- **Keypad Lock** — locks the phone's keypad, either immediately or automatically after a set period of inactivity.
- **SIM PIN** — enables and disables your phone's SIM PIN security feature. See "Turning the PIN Requirement On and Off" on page 12.
- **GPS PIN** — enables and disables your phone's GPS PIN security feature. See "Setting the GPS PIN Security Feature" on page 135.
- **Change Passwords** — changes your phone unlock code, security code, SIM PIN, and GPS PIN.

Advanced Features

The Advanced menu contains advanced and rarely used Settings features.

- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
- **Headset/Spkr** — sets headset option. See "Using a Headset" on page 160.
- **Connectivity** — **Network ID** sets the phone's network IDs and their roaming options under the direction of Nextel Customer Service; **Master Reset** lets Nextel Customer Service reset your service in the event of a security or provisioning problem.
- **Reset Defaults** — **Reset Settings** returns all settings to their original defaults; **Reset All** returns all settings to their original defaults and erases all stored lists. Use only under the direction of Nextel Customer Service.
- **Return to Home** — controls how long the recent calls list displays after calls.
- **Airplane Mode** — prevents your phone from making or receiving phone calls, Walkie-Talkie calls, or Group Walkie-Talkie calls; or transferring data.

Customizing Your Phone

- **Baud Rate** — sets the baud rate at which your phone communicates with a laptop computer, PC, or similar device.

Profiles

A profile is a group of settings saved together so that you can apply them to your phone easily.

A profile contains these settings:

- **Ring Tones** — sets all options described in “Ring Tones” on page 71, except assigning ring tones to Contacts.
- **Display/Info** — sets **Wallpaper**, **Color Palette**, **Text Size**, and **Backlight** options. See “Display/Info Features” on page 148.
- **Phone Calls** — sets **Set Line** and **Auto Ans** options. See “Phone Calls Features” on page 149.
- **Volume** — sets all options described in “Volume Features” on page 150.
- **Call Filter** — controls which calls, call alerts, and message notifications your phone responds to. See “Setting Call Filtering” on page 156.
- **Advanced** — sets headset option. See “Using a Headset” on page 160.


Your phone arrives with pre-set profiles. You can also create your own profiles.

Viewing Profiles

To view the profiles stored in your phone:


- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to view.

Tip: The profile that is currently in effect on your phone has a checkmark next to it.

- 3 Press  under **View**.
- 4 Scroll to view settings.

Switching Profiles

To apply a profile to your phone:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to apply.
- 3 Press .

The profile you selected is now in effect.

How Changing Settings Affects Profiles


Many of the settings contained in profiles can be set without switching or editing profiles — for example, by selecting **Settings** or **Ring Tones** to set options, or by setting the volume of the phone’s ring using the volume controls.

Profiles

When you do this, your phone either:

- Updates the profile in effect to reflect these changes, without notifying you **-or-**
- Creates a temporary profile that contains these changes

To set your phone to create a temporary profile that contains changes you make to settings:

- 1 From the main menu, select **Profiles**.
- 2 Press .
- 3 Select **Setup > Temp Profile**.
- 4 Set this option to **On**.

To set your phone to update the profile in effect to reflect any changes you make to settings:

Set **Temp Profile** to **Off** in step 4.

Temporary Profiles

If your phone is set to create temporary profiles, a temporary profile is created when you make changes to settings without switching or editing profiles.

A temporary profile is based on the profile in effect when you made the changes, but reflects the changed settings. Making more changes further updates the temporary profile, for as long as it is in effect.

A temporary profile stays in effect until you switch profiles, power off your phone, or delete it (or the profile it is based on) from the list of profiles.


If you do not store a temporary profile, it is deleted when you switch profiles or power off your phone.

A temporary profile is automatically given the same name as the profile it is based on, but with an asterisk (*) in front of it.

When you view a temporary profile's settings, the options that differ from the profile it is based on have an asterisk in front of them.


Storing a Temporary Profile

To store a temporary profile as a new profile:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press .
- 4 Select **Store As New**.
- 5 Enter the name you want to give the profile.

When you are finished, press .

To overwrite the profile the temporary profile is based on:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press .


4 Select **Store Changes**.

The temporary profile is stored with the name of the profile it is based on. The profile it is based on, as it existed before you made changes to settings, is gone.

Creating Profiles

1 From the main menu, select **Profiles**.


2 Select **[New Profile]**. -or-

Scroll to any profile. Press . Select **New**.


3 Enter the name you want to give the profile.

When you are finished, press .

4 If you want to base this profile on an existing profile: Select **Copy from**. Select the profile you want to base this profile on. If you do not choose a profile to copy from, the new profile is based on a default profile.

5 Press  under **Create**.

6 Scroll through the list of options and set their values.

7 Press  under **Done**.

Editing Profiles

1 From the main menu, select **Profiles**.

2 Scroll to the profile you want to edit.

3 Press .

4 Select **Edit**.

5 Scroll through the list of options and set their values.

Deleting Profiles

To delete a profile:

1 From the main menu, select **Profiles**.

2 Select the profile you want to delete.

Note: A temporary profile is automatically deleted when the profile it is based on is deleted.

3 Press .

4 Select **Delete**.

5 Press  or press  under **Yes** to confirm.

To delete all profiles:

1 From the main menu, select **Profiles**.

2 Press .

3 Select **Delete All**.


4 Press  or press  under **Yes** to confirm.

Setting Call Filtering

The call filtering setting in each profile lets you control which calls, call alerts, and message notifications your phone notifies you of, and which it ignores.


To set call filtering:

- 1 While setting options for a profile, select **Call Filter**.
- 2 To set filtering options for phone calls, select **Phone**.
 - **Off** sets your phone to notify you of all phone calls.
 - **All** sets your phone to ignore all phone calls.
 - **All Contacts** sets your phone to notify you only of phone calls from numbers stored in Contacts.
 - **Some Cntcs** sets your phone to notify you only of phone calls from numbers you select from Contacts.
- 3 If you set the **Phone** option to **Some Cntcs**, select up to 5 Contacts entries that contain phone numbers you want to be notified of calls from.

When you are finished, press  under **Done**.
- 4 To set filtering options for Walkie-Talkie calls and Talkgroup calls, select **DC/GC**.

- **Off** sets your phone to notify you of all Walkie-Talkie calls and Talkgroup calls.
 - **On** sets your phone to ignore all Walkie-Talkie calls and Talkgroup calls.
- 5 To set filtering options for Group calls, select **Group**.
 - **Off** sets your phone to notify you of all Group calls.
 - **On** sets your phone to ignore all Group calls.
 - 6 To set filtering options for call alerts, select **Alerts**.
 - **Off** sets your phone to notify you of all call alerts.
 - **On** sets your phone to ignore all call alerts.
 - 7 To set filtering options for message notifications, select **Notifications**.
 - **Off** sets your phone to notify you of all messages.
 - **Voice Messages** sets your phone not to sound a tone or vibrate when you receive voice messages.
 - **Text Messages** sets your phone not to sound a tone or vibrate when you receive text messages.
 - **All** sets your phone not to sound a tone or vibrate when you receive any message.

Note: When you receive a type of message you have set not to sound a tone or vibrate, the message notification screen appears as usual.

8 Press  under **Done**.

Shortcuts




Shortcuts lets you access most menu options by pressing a number on your keypad (1 through 9) or saying the voice name of the shortcut. You create the shortcut and then use it to take you to that screen any time.



Creating a Shortcut


Note: When you receive your phone, all number keys may already be assigned to shortcuts. If this is the case, you can create new shortcuts by deleting or replacing existing shortcuts.


- 1 Go to the menu item you want to create a shortcut for.

For example, if you want to create a shortcut to the screen for creating a new Contacts entry: From the main menu, select **Contacts**, then highlight **[New Contact]**.

- 2 Press and hold  until a confirmation screen appears.
- 3 Press  or press  under **Yes**.
- 4 Select **Key**.
- 5 Press the number key you want to assign to the shortcut.


- 6 Press .
- 7 If you want to record a voice name for the shortcut: Select **Voice**. As directed by the screen prompts, say and repeat the name you want to assign to the number. Speak clearly into the microphone.
- 8 Press  under **Done**.
- 9 If the number key you chose is already assigned to a shortcut, a prompt appears asking if you want to replace the existing shortcut.

Press  under **Yes** to replace the existing shortcut. **-or-**

Press  under **No** if you want to keep the existing shortcut and assign another number key to the shortcut.


Using a Shortcut

If you know the shortcut number:

- 1 From the idle screen, press .
- 2 On your keypad, press the number assigned to the shortcut.

If you do not know the shortcut number:





- 1 From the main menu, select **Shortcuts**.
- 2 Scroll to the shortcut you want to use. **-or-**

If you assigned a voice name to the shortcut: Press and hold . Say the voice name into your phone. The shortcut with that voice name is then highlighted.


- 3 Press .


Editing a Shortcut

To change the number assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Reorder**.
- 4 Scroll to the shortcut you want to move.
- 5 Press  under **Grab**.
- 6 Scroll to the place where you want the shortcut to appear.
- 7 Press  under **Insert**.
- 8 Repeat step 4 through step 7 for all the items you want to move.
- 9 Press  under **Done**.




To change the number or voice name assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Highlight any shortcut.
- 3 Press  under **Edit**.




- 4 With **Key** or **Voice** highlighted, press  to change assignments.

Deleting Shortcuts

To delete a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Scroll to the shortcut you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or press  under **Yes** to confirm.

To delete all shortcuts:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Using a Headset

If you use a headset or similar device with your phone, you can set your phone to send incoming sound to the headset only, or to the headset and the speaker at the same time:

- 1 From the main menu, select **Settings > Advanced > Headset/Spkr.**
- 2 Select **HdsetOnly** to send incoming sound to the headset only. **-or-**

Select **Hdset&Spkr** to send incoming sound to the headset and ring tones to the speaker.

Note: If you are using your phone with a headset, and you have the **Flip to End** option set to **On**, closing your flip sends incoming sound to the headset and does not end the call. See “Setting Flip Actions” on page 62.

Attaching a Headset

- 1 Lift the audio jack cover.
- 2 Insert the headset connector firmly into the audio jack. You may have to rotate the headset connector until it fits securely into the audio jack.

Using a Remote Walkie-Talkie Button

If you are using a headset or other accessory with a remote Walkie-Talkie button, you can use the remote Walkie-Talkie button for phone calls, Walkie-Talkie calls, and Group Walkie-Talkie calls.

For phone calls, use the remote Walkie-Talkie button to answer calls, switch between calls, and end calls. Hold the remote Walkie-Talkie button for less than 2 seconds to answer calls and switch between calls. Hold the remote Walkie-Talkie button for more than 2 seconds to end calls.

For Walkie-Talkie calls and Group Walkie-Talkie calls, use the remote Walkie-Talkie button as you would the Walkie-Talkie button on your phone.

Note: When using a headset, the Walkie-Talkie button on your phone works the same way as when you are not using a headset. Walkie-Talkie and Group Walkie-Talkie sounds will be heard through the headset.

Nextel® Customer Service

There are a number of features available with your Nextel service and your new #670 phone, so you may be overwhelmed at first. Relax! Nextel Customer Service is here to help.

Domestic Customer Service

Visit www.sprint.com for a variety of Customer services:

- **Support** — provides helpful instructions on phones and services, service and repair options, product user guides, interactive product and service tutorials, phone software upgrades, and answers to frequently asked questions.
- **My Nextel** — provides access to your account so you can pay bills online, add phones to your account, reset your voicemail password and much more.
- **Contact Us** — If at any time you need online assistance with billing, product information, order status, or related matters, click on **Contact Us**. A variety of ways to contact us are available to you so that we can help answer your specific questions. Every effort will be made to address your inquiry within 24 hours.

Or, call us at 1-800-639-6111 or dial 611 from your Nextel phone.

- Should you need help with or have questions about your phone's features or operation, please contact us from a landline phone, so that we can walk through your phone's features with you.
- In accordance with Nextel's Authorized Contact Policy, you will need to supply account specific information to validate that you are authorized to receive information about and make changes to the account. At minimum, we ask that you have your Personal Telephone Number (PTN) and Account number ready when you call. This will better able us to provide you with the highest level of service possible.

Nextel Worldwide® Customer Service

When traveling outside of the U.S. and Canada, call +1 (360) 662-5202 for your Customer service needs. This customer care number is toll-free from your Nextel phone.

International coverage, rates, and other information is available on www.sprint.com.

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Thanks for choosing Sprint. These terms and conditions are part of your agreement with Sprint for NEXTEL (iDEN) Services. Separate terms apply for any PCS (CDMA) products or services.

Please note these terms may not be the most current version. You can get a current version of the terms on our Web site at www.sprint.com or by requesting a copy from us at 1-888-211-4PCS.

A para solicitar esta literatura en español, por favor contactar a 1-888-211-4PCS (4727).

IT IS IMPORTANT THAT YOU READ THIS ENTIRE AGREEMENT CAREFULLY

GENERAL. This wireless service agreement (the "Agreement"), consisting of the Customer Expectations Checklist, these Nextel National Network General Terms and Conditions, Plan Information, and the Customer Order, is an agreement between you individually or, if a business, your business entity or corporation

("Customer"), and the Sprint Nextel Corporation local operating affiliate authorized to provide service in the geographic region in which Customer's billing address is located ("Sprint"). These services may include, but are not limited to, wireless calling, Direct Connect[®] walkie-talkie services, Nationwide Direct Connect[®] walkie-talkie services, Group ConnectSM walkie-talkie services, "Wireless Data Services" (including, but not limited to, wireless Web services, email services, text messaging, multimedia messaging and other mobile messaging services) and other related services and features. Together, the services selected by Customer make up Customer's "Service Plan" and are collectively referred to in this Agreement as the "Service" provided to Customer. Service is accessible to Customer through the telephone, data, email or messaging code or number(s) or email address(es) (collectively, the "Number(s)") assigned to Customer's account. This Agreement also governs the purchase and or use of Customer's cellular phone ("Phone"), BlackBerry,[®] radio equipment and all other related equipment or devices and the software applications loaded on any of the same used in connection with the Service ("Equipment"). This Agreement governs the entire relationship between Customer and Sprint regarding Equipment or Services using the Nextel National Network, and supersedes all earlier versions of any

agreement between Customer and Nextel Communications, Inc., or any of its subsidiaries or affiliates ("Nextel"), regarding Equipment or Services using the Nextel National Network. Separate terms apply for any Equipment or Services using the Sprint PCS National Network. Customer acknowledges receipt of detailed information ("Plan Information") for each Service selected by Customer. ALL PLAN INFORMATION IS MADE PART OF THIS AGREEMENT AND SHOULD BE CAREFULLY REVIEWED BY CUSTOMER. If Plan Information conflicts with this Agreement, this Agreement shall govern. IN CONSIDERATION OF THE PAYMENTS AND THE MUTUAL COVENANTS AND CONDITIONS SET FORTH IN THIS AGREEMENT, SPRINT AND CUSTOMER AGREE AS FOLLOWS:

1 ACCEPTANCE OF THIS AGREEMENT.

Customer will have accepted and be bound by this Agreement if Customer (1) provides Sprint with a written or electronic signature; (2) otherwise indicates electronically that Customer accepts; or (3) activates Service through the Equipment.

Creditworthiness of Customer. Customer must complete a credit application ("Credit Application") before Service may be provided to Customer. THIS AGREEMENT SHALL NOT BE EFFECTIVE UNTIL SPRINT APPROVES CUSTOMER'S CREDIT APPLICATION AND OTHERWISE

ACCEPTS THE AGREEMENT. Customer acknowledges that Sprint will rely on the credit information furnished by Customer ("Credit Information") and Customer's credit history to determine whether to provide Service to Customer. Customer consents to Sprint's requests for and verification of Customer's bank references and authorizes Sprint to assess Customer's creditworthiness from time to time by contacting standard commercial credit reference services. Customer represents and warrants that all Credit Information is current, complete and accurate. Sprint may require Customer to update its Credit Information from time to time, and Customer agrees to notify Sprint immediately of any change to its Credit Information. SPRINT MAY, AT ANY TIME, TERMINATE THE SERVICE OF ANY CUSTOMER THAT DOES NOT PROVIDE CURRENT, COMPLETE AND ACCURATE CREDIT INFORMATION. Sprint may, at any time in its sole discretion, place restrictions on Customer's use of Service, including but not limited to, a limitation on the amount of charges Customer may incur with respect to any Number. In this event, Sprint shall provide reasonable notice to Customer. Customer acknowledges that Sprint may provide Customer's payment history and other billing/charge information regarding the Service or Equipment to any credit reporting agency or industry clearinghouse.

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Deposits. Sprint may, at any time in its sole discretion, require a deposit ("Deposit") from Customer to be held as a guarantee of payment. Customer grants to Sprint a security interest in any Deposit to secure all current or future amounts owed to Sprint. The Deposit may be mixed with other funds and will not earn interest, except as required by applicable law. Customer may not use the Deposit to pay Customer's bills or to extend payment. Sprint may, at any time, determine that Customer's Deposit is insufficient and, upon notice to Customer, require an increase in the Deposit to the extent permitted by law. In this event, Customer must either furnish the increased Deposit to Sprint within a reasonable time of its receipt of notice or terminate the Agreement during this period without incurring any liability for early termination. If Customer does not furnish Sprint with the increased Deposit amount or terminate the Agreement and pay to Sprint all amounts Customer owes to Sprint in a timely manner, Sprint may terminate the Agreement and Customer shall be liable to Sprint for early termination in accordance with Section 7 below. Sprint will apply the Deposit against any amount owed to Sprint at the end of the first billing cycle following the date that is one year from when Sprint received the deposit ("Application Date"), or, if earlier, upon termination of the Agreement or such other time as required by law. Sprint will return the Deposit (or

any remaining balance) to Customer within ninety (90) days (or such shorter period as may be required by law) after termination of the Agreement. After the Application Date and upon Customer's request, Sprint will return to Customer within thirty (30) days of such request any balance remaining on the Deposit. Deposits will be returned to Customer, in whole or in part, at Customer's last known address. If required by law, Sprint will forward to appropriate state authorities any remaining balance that the postal service is unable to deliver to Customer.

2 AGREEMENT TERM. The term of this Agreement for each Number is set forth on the Customer Order section of this Agreement (as acknowledged by Customer) and shall begin on the date Customer accepts the Agreement in accordance with Section 1 above, and, except as provided elsewhere in this Agreement, shall end thirty (30) days after either Sprint or Customer gives notice of its intent to terminate. Customer may be required to commit to a fixed one or two-year minimum term ("Minimum Term"), depending on: (1) the Service Plan or Service features selected; (2) the Equipment purchase price paid by Customer; or (3) Customer's participation in a promotion. CUSTOMER MAY ALSO BE REQUIRED TO COMMIT TO A NEW MINIMUM TERM IF CUSTOMER CHANGES SERVICE PLANS OR UPGRADES EQUIPMENT

DURING ANY EXISTING TERM OR MINIMUM TERM. IF CUSTOMER IS SUBJECT TO A MINIMUM TERM, CUSTOMER SHALL PURCHASE SERVICE FOR THE FULL TERM AND, UNLESS OTHERWISE PROVIDED IN THIS AGREEMENT, PAY DAMAGES TO SPRINT (AS DISCUSSED IN SECTION 7 BELOW) IF THE AGREEMENT IS TERMINATED BEFORE COMPLETION OF THE MINIMUM TERM.

Customer will not be liable to Sprint for early termination if service is terminated under the applicable return policy. Information about Sprint's return policy, if applicable, will be made available to Customer at the place of sale and will become a part of this Agreement. Sprint may extend the Minimum Term by any period of time during which Service was suspended to Customer or during time on a seasonal Service Plan. Upon completion of the term, this Agreement shall automatically renew on a month-to-month basis. Sprint may, in its sole discretion, decide not to renew this Agreement at any time before completion of the term or any renewal period.

3 CHANGES TO AGREEMENT. SUBJECT TO APPLICABLE LAW, SPRINT MAY, AT ANY TIME IN ITS SOLE DISCRETION, MODIFY ANY OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, INCLUDING BUT NOT LIMITED TO THE RATES IT CHARGES TO CUSTOMER. SPRINT WILL PROVIDE ADVANCE WRITTEN

NOTICE TO CUSTOMER OF ANY MATERIAL MODIFICATION. Such notice may be provided in the form of a letter, postcard, separate invoice insert, message printed on the monthly invoice, text message, or other printed or electronic form. If the modification is material and adverse to Customer (e.g., the modification increases the monthly Service Plan rates charged to Customer or decreases the number of minutes included in the Customer's monthly Service Plan) and Customer does not agree to accept the modification, Customer may terminate this Agreement and not owe Sprint invoice charges resulting from the Sprint material modification or an early termination fee by notifying Sprint within sixty (60) calendar days after the effective date of the modification. The effective date of the modification will be set forth in the written notice provided to Customer. Final invoicing and charges following termination shall be calculated and finalized in accordance with Sections 7 and 8 of this Agreement. If Customer does not terminate the Agreement during the sixty (60) day period, Customer will have agreed to accept the modification and the modification shall have retroactive effect to its effective date.

4 USE OF SERVICE OR EQUIPMENT. Customer shall not use the Service or the Equipment in any unlawful manner (including, but not limited to, use in any aircraft or motor vehicle where prohibited by law, ordinance, or regulation), or in a manner that

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may be abusive, harassing, threatening or fraudulent. Customer is solely responsible for all content transmitted using the Service or the Equipment and shall not use the Service or Equipment to communicate any (1) harassing, threatening, defamatory, pornographic or obscene messages; (2) unsolicited commercial messages; or (3) unsolicited commercial and/or bulk text or SMS messages. Customer shall not use the Service or Equipment in a manner that could result in damage or risk to the business, reputation, properties, or services of Sprint or to Sprint's or Nextel's subscribers, third parties or to the public generally. Accordingly, by way of example, Customer shall not attempt to gain unauthorized access to the Service or any account on the Service, use the Service to infringe the copyright of another, or upload or transmit any "virus", "worm" or other malicious code. Customer shall not modify, disassemble, deinstall or alter the Equipment in any manner, except in accordance with the use instructions accompanying the Equipment. Customer may not resell or lease the Service or the Equipment to any other person or party.

Change in Service/Number. Any change in the Service or the Equipment may require additional programming or Equipment or changes to Numbers assigned to Customer. Customer may be assessed a programming fee in connection with any change requested by Customer. Sprint may, at

any time, change or remove any Number assigned to Customer when such change is reasonably necessary in the conduct of Sprint's business. Customer acknowledges that Customer has no proprietary or ownership rights or interest in Customer's Number(s) and cannot acquire such rights or interest through usage, publication or otherwise. Customer may not assign its Number to any other Equipment and shall not program any other Number into its Equipment. If wireless number portability becomes available in Customer's Service Area, Customer may request that its Phone number(s) be ported to another service provider. Upon such request, all amounts then owed to Sprint (including damages for early termination and any amounts that appear on the final invoice) shall become immediately due and payable, and Customer's failure to provide timely payment to Sprint could delay Sprint's facilitation of Customer's request.

5 WIRELESS DATA SERVICES. Wireless Data Services consist of applications such as email, data, information and other wireless Internet services ("Online Applications"). Customer acknowledges that no guarantee or assurance exists that the Online Applications will be compatible, or, if currently compatible, will continue to be compatible, with Sprint's network or with Customer's Equipment or Service. Sprint does not endorse any Online Application, even if currently

compatible with Sprint's network or with Customer's Equipment or Service. Sprint may, at any time in its sole discretion, disable or discontinue any Online Application for any reason. Use of Wireless Data Services requires Internet compatible Equipment, and is subject to applicable storage, memory or other Equipment limitations. Only certain Internet sites may be accessed by Customer, and certain Wireless Data Services may not be available in all areas where Service is provided.

Content. Customer may, from time to time, access through Wireless Data Services statements, opinions, graphics, photos, music, services and other information ("Content"), including Content provided by third parties. Customer acknowledges that Sprint offers no guarantee or assurance regarding the accuracy, completeness, appropriateness or utility of the Content. Customer also acknowledges that Sprint does not publish and is in no way responsible for any Content that is provided by third parties. Customer also may establish contact with third parties through Wireless Data Services. Sprint is not responsible for the actions of third parties contacted by Customer, whether such contact was initiated by Customer or was brought about through an embedded link on the Equipment. Content providers and others have copyright and other proprietary interests in certain Content. Customer

shall not, and will not permit others, to reverse engineer, reproduce, broadcast, distribute, sell, publish, commercially exploit or otherwise disseminate any Content in any manner without the prior written consent of Sprint, the Content providers, or others with proprietary interests in such Content, as applicable. Customer's use of the Content is strictly limited to the Customer's own use solely in connection with the Equipment. Customer will be required to cease using the Content if Customer fails to comply with this Section 5 or any part of this Agreement.

Network Security. Sprint may take any action that it deems necessary to (1) protect its network, its rights or the rights of its customers and third parties; or (2) optimize or improve its network, its Services and the Equipment. Customer acknowledges that such action may include, without limitation, employing methods, technologies, or procedures to filter or block messages sent through Wireless Data Services. Sprint may, in its sole and absolute discretion, at any time, filter "spam" or prevent "hacking," "viruses" or other potential harms without regard to any Customer preference.

Application Support. Sprint is often not the developer of Online Applications that are accessible through Wireless Data Services. Therefore, if Customer contacts Sprint's Customer

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Service department regarding use of an Online Application, Customer may be referred to the customer service department of the developer of the Online Application, and Sprint shall not be obligated to support any such Online Application.

6 SERVICE AVAILABILITY. Service is generally available to Customer when Customer is within the operating range of the Nextel National Network or within the range of a provider with which Sprint has a reciprocal service arrangement ("Service Area"). Customer acknowledges that any map, diagram or other illustration of Customer's Service Area is only an estimate and actual service coverage may vary. CUSTOMER'S SERVICE AREA IS SUBJECT TO CHANGE AT ANY TIME IN SPRINT'S SOLE DISCRETION. Service quality and availability within Customer's Service Area is also affected by conditions Sprint does not control, including the Equipment, problems associated with interconnecting carriers, power failures, "viruses", obstructions such as buildings or trees, tunnels, atmospheric, geographic or topographical conditions and other conditions. Service also may be limited or temporarily unavailable due to system capacity limitations or system repairs or modifications. Sprint also may be required during public safety emergencies or when system capacity is otherwise limited to limit access to the Nextel National Network for those customers that are not then using the Service and connected to

the network in order to facilitate communications by public safety organizations such as police and fire departments. In this event, customers that have priority access Service as part of their Service Plan will be given access to the Nextel National Network before Sprint's non-priority access customers. Sprint will not complete calls to 900, 976 or similar numbers for pay-per-call services. Caller identification information may not be available for all incoming calls. International calling may be blocked.

7 RATES AND CHARGES. Customer shall pay in full all charges for Services provided under this Agreement and any Service Plan that becomes part of this Agreement, including monthly service charges, usage charges, taxes, assessments and any additional fees or charges imposed on Customer or on Sprint and associated with the Service or the Equipment. Customer is responsible for all charges or purchases associated with Customer's Number and Equipment whether or not Customer was the user of the Service or authorized its use. If Customer fails to pay any amounts when due under this Agreement, Customer shall be in default and Sprint shall be entitled to exercise any remedies available to it under this Agreement or at law or in equity.

Service Charges. Customer shall pay all charges for Services selected by Customer as indicated on the Customer Order section of this Agreement as part of Customer's Service Plan, and any additional Services selected by Customer. Customer's Service Plan will be offered at the rates and subject to the conditions set forth in the Service Plan Information provided to Customer at the time of sale. CUSTOMER'S SERVICE PLAN INFORMATION SHALL BE CONSIDERED PART OF THIS AGREEMENT. Rates charged to Customer include monthly access charges and may include activation and other fees associated with features such as voicemail and caller identification. Monthly access charges shall begin once Customer's Service is activated, which may occur before Customer receives the Equipment.

Usage Charges. Depending on the Service Plan selected, Customer may incur usage charges for Services such as: wireless calling, Direct Connect[®], Nationwide Direct Connect[®], Group ConnectSM, Wireless Data Services and other Services that may be offered from time to time. Usage charges may vary depending on how, where and when Customer uses the Service. Customer may be assessed long distance charges (including international calling) or other charges for "toll-free" calls to 800, 866, 877, 888 and other toll-free numbers. Customer also may be charged for the use of special Services such as 411

services, operator-assisted calls or call-forwarding. Airtime charges will be assessed for the entire period during which a call or Direct Connect[®] transmission is connected to the Nextel National Network. A wireless call connection begins approximately when Customer presses the button to initiate an outgoing call or the phone starts ringing for an incoming call and ends approximately when the first party terminates the call. Customer shall be responsible for all charges for incoming and outgoing wireless calls that are answered. A Direct Connect[®] or Group ConnectSM transmission occurs approximately when Customer presses the button to initiate a transmission and ends approximately six (6) seconds after completion of a communication (i.e., when Customer or another participant releases the button) to which no participant responds. Customer initiates a new Direct Connect[®] or Group ConnectSM transmission if Customer responds more than six (6) seconds after the other participant completes a communication. Nationwide Direct Connect[®] calls use the Direct Connect[®] minutes in Customer's plan and incur an additional access charge. Airtime charges for Direct Connect[®] or Group ConnectSM transmissions or Nationwide Direct Connect[®] access are charged to the customer that initiates the transmission and, unless a rate plan includes unlimited transmissions or access, are calculated

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by multiplying the duration of the transmission (including the six (6) second period referred to above) by the applicable rate and the number of participants. Customer will not be charged for sending or receiving call alert transmissions ("Call Alerts"), but will be deemed to have initiated a new Direct Connect® transmission if Customer responds to a Call Alert, even if Customer responds within six (6) seconds of receiving the Call Alert. Text and numeric messaging will be charged on a per message basis; however, Customer may elect to purchase a certain number of messages for a fixed monthly price. Any messages in excess of Customer's allotted messages will be charged at the per message rate. Depending on the plan, Customer may be charged on a per kilobyte basis (one megabyte equals 1024 kilobytes and one kilobyte equals 1024 bytes), for Customer's use of Wireless Data Services. Kilobytes may be used for, without limitation, browsing the Internet, accessing Wireless Data Services and for reading, sending and responding to email. Airtime minutes allotted to Customer under Customer's wireless calling plan may be used in connection with certain Wireless Data Services. CUSTOMERS ARE CHARGED AT LEAST ONE (1) MINUTE OF AIRTIME FOR ALL WIRELESS CALLS AND AT LEAST SIX (6) SECONDS OF AIRTIME FOR ALL DIRECT CONNECT® TRANSMISSIONS, REGARDLESS

OF LENGTH. AFTER THE INITIAL MINUTE, AIRTIME CHARGES FOR WIRELESS CALLING ARE ROUNDED-UP AND BILLED TO THE NEXT SECOND OR TO THE NEXT MINUTE, DEPENDING ON CUSTOMER'S SERVICE PLAN. AFTER SIX (6) SECONDS, DIRECT CONNECT® TRANSMISSIONS ARE ROUNDED-UP AND BILLED TO THE NEXT SECOND. DATA USAGE FOR WIRELESS DATA SERVICES IS ROUNDED TO THE NEAREST ONE-TENTH (1/10) OF A KILOBYTE.

Taxes, Fees and Assessments. Customer shall pay all federal, state, and local taxes and fees that are imposed on transactions subject to this Agreement. Customer shall not be responsible for taxes and fees imposed on Sprint's net income or property. Customer shall be responsible for all taxes and fees (whether imposed upon Customer or Sprint) that are measured by gross receipts from sales made to Customer or imposed as a perline or per-unit charge. Applicable taxes and fees include, but are not limited to, the following: federal, state, and local excise taxes, sales and transaction taxes, gross receipts taxes, utility taxes, and statutory 911 fees. If Customer is eligible for an exemption from any tax or fee, Customer must provide Sprint with a valid and properly executed exemption certificate for the exemption to be effective. Customer shall provide Sprint with the Primary Place of Use (i.e., Customer's residential

street address or primary business address) for each unit activated on Customer's account, and notify Sprint of any changes in such address. Additional fees and assessments apply to Customer's monthly Service Plan. The charges may change and may vary depending on where Customer is located. The charges include, but are not limited to, a Universal Service Fund assessment and a Telephone Relay Service Fee. Sprint also imposes a Federal Programs Cost Recovery ("FPCR") fee that is not a tax or government mandated, but is kept by Sprint to recover Sprint's costs for complying with Federal Communications Commission ("FCC") programs and mandates. The FPCR fee is subject to adjustment, and Sprint will provide advance notice to Customer through the "Sprint News" section of Customer's bill or a bill insert of any significant increase in the FPCR fee. Please consult the current Sprint pricing materials, a sales consultant or visit <http://www.Sprint.com> for information regarding the FPCR fee and the current amount of the fee. Additional fees may be added to Customer's bill to recover Sprint's costs for funding government programs or initiatives.

Early Termination Component of Rate Structure. Sprint incurs a significant cost in activating Service to Customer, including a large up-front cost in offering Equipment to Customer. These costs are partially recouped over the length

of Customer's Agreement with Sprint through monthly service rate charges to Customer, which have been established in part for this purpose. If Customer breaches this Agreement or terminates Service for any reason (including by porting its Phone number to another service provider), Customer understands and acknowledges that Sprint will not receive the full benefit of its Agreement with Customer, in part, because Sprint will not continue to receive monthly service charges from Customer. As a result, Sprint shall incur damages that are difficult, if not impossible, to determine. **THEREFORE, IN THE CASE OF BREACH OR EARLY TERMINATION OF THE AGREEMENT BY CUSTOMER, CUSTOMER SHALL PAY TO SPRINT, AS LIQUIDATED DAMAGES AND NOT AS A PENALTY (IN ADDITION TO ALL AMOUNTS THEN OWED TO SPRINT), \$200 FOR EACH NUMBER ASSIGNED TO CUSTOMER'S ACCOUNT AS A REASONABLE ESTIMATE OF THE DAMAGES INCURRED BY SPRINT.** This is intended to maintain Sprint's overall rate at an acceptable level despite Customer's early termination and will be assessed without exception unless otherwise provided in this Agreement or by applicable law.

Failure to Pay. Customer acknowledges that time is of the essence with respect to all amounts owed to Sprint. **IF CUSTOMER HAS NOT PAID ITS MONTHLY INVOICE IN FULL BY THE DUE**

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DATE, A LATE PAYMENT CHARGE OF UP TO 1.5% PER MONTH (18% ANNUALLY), OR SUCH LESSER AMOUNT PERMITTED BY LAW, MAY BE APPLIED TO THE TOTAL UNPAID BALANCE DUE AND OUTSTANDING. THIS LATE PAYMENT CHARGE IS ASSESSED TO RECOVER COSTS FOR CUSTOMER'S FAILURE TO PAY AND SHALL NOT CONSTITUTE INTEREST. Sprint's acceptance of late or partial payments (even if marked "paid in full" or similar notations) shall not waive Sprint's right to collect the full amount due under this Agreement, plus any additional amounts charged under this paragraph. If Sprint obtains the services of a collection or repossession agency or an attorney to assist in remedying any breach of this Agreement by Customer, including but not limited to, Customer's nonpayment of charges, Customer shall be liable for this expense.

Disputed Charges. Customer may dispute only those charges that Customer believes are the result of (1) a billing error; (2) a problem related to Customer's Service; or (3) dropped calls. To dispute any charge, Customer must pay all undisputed amounts when due and submit a written notice to Sprint within ninety (90) days of the date of the invoice. CUSTOMER WAIVES THE RIGHT TO DISPUTE ANY CHARGES FOR WHICH TIMELY NOTICE IS NOT PROVIDED TO SPRINT. Sprint shall resolve all disputed charges

in its sole discretion. If Sprint determines that an error was made on Customer's invoice, Sprint will credit Customer's account in the amount of the error. If Sprint determines that a disputed charge was validly assessed upon Customer, Sprint will notify Customer and Customer must furnish the amount to Sprint within a reasonable period of time; or, if authorized by Customer, Sprint may instead charge Customer's credit card or debit card by any amount that was validly assessed. If Customer fails to pay any undisputed amount or, after a reasonable period of time, fails to pay any amount determined by Sprint to have been validly assessed upon Customer, Sprint may exercise any remedies available to Sprint under this Agreement for non-payment, including termination of the Agreement. Customer hereby acknowledges that he or she has read the explanation of rates and charges set forth in this Section 7 and understands that these rates and charges may be assessed upon Customer, to the extent applicable.

8 BILLING. Sprint shall issue invoices for Service and for purchases of Equipment. Sprint's invoicing cycle is approximately thirty (30) days, but may change from time to time. The day of the month on which Customer receives an invoice may vary and is subject to change. Some billing details may be provided at <http://www.Sprint.com> and will not appear on invoices (except for a fee). Service charges will be invoiced to Customer in advance or

in arrears, depending on the Service Plan, and usage charges will be invoiced in arrears. Customer may be assessed a shipping charge for Equipment delivered to Customer. Unless otherwise specified in Customer's Service Plan, any unused minutes or other allotted Services under Customer's Service Plan will not be carried over to any other billing cycle. If Customer's Service is terminated for any reason (including if Customer's Number is ported) before the end of any billing cycle, no credit or refund will be provided for unused minutes or other allotted Services and any monthly service charge will not be prorated to the date of termination. On occasion, Customer may be billed for Services in a month other than the month in which Customer used the Services, which may result in higher-than-expected Services charges for the month in which such Services are billed. The creation of new cell sites, Sprint's implementation of new billing technology, delays in the reporting of international or other roaming charges between carriers, and other similar events may result in such delayed billing. Sprint may bill Customer on behalf of third party providers of Online Applications that are accessed by Customer through the Equipment. Sprint may retain a percentage of these charges before providing the balance to the third party provider of such Online Application.

9 PAYMENTS. Recurring Credit/Debit Card Payments - Customer may pay any amount owed to Sprint by using a credit or debit card acceptable to Sprint. If Customer wishes to pay all amounts in this manner on a recurring basis, Customer must complete a separate payment enrollment form ("Payment Form"). Customer acknowledges that upon signing the appropriate Payment Form, the Payment Form, including its applicable terms and conditions, will become a part of this Agreement. Customer shall promptly notify Sprint of any changes to the credit or debit card (e.g., if the card is terminated, lost, stolen or the expiration date changes) or bank account used for payment. Enrollment is for the duration of this Agreement unless cancelled earlier by either Customer or Sprint upon thirty (30) days' advance written notice to the other party.

Specific Form of Payment. Sprint may, at any time and from time to time, as it deems appropriate (e.g., following receipt of a dishonored check or other instrument), demand that Customer make payment by money order, cashier's check, or a similarly secure form of payment. Sprint also may require at any time in its sole discretion that the Equipment be purchased for cash only. In this case, title to the Equipment shall be transferred to

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Customer only after receipt by Sprint of a cashier's or certified check or other equally secure form of payment in the amount set forth on the Customer Order section of this Agreement.

Dishonored Checks. Sprint may charge Customer up to the highest amount permitted by law for any check or other instrument tendered by Customer and returned unpaid by a financial institution for any reason.

10 SUSPENSION, LIMITATION OR TERMINATION OF SERVICE OR THIS AGREEMENT.

General. Sprint may limit, suspend or terminate Customer's Service or this Agreement at any time and without providing notice to Customer if: (1) Customer fails to pay any charges (including, without limitation, any charges assessed on behalf of third parties) when due under this Agreement; (2) Customer behaves in an abusive, derogatory, or otherwise unreasonable manner to any Sprint employee, representative or agent; (3) Sprint has reason to believe that Customer's Service is being used in a fraudulent manner or for an illegal purpose (such as unusual activity levels or calling patterns); (4) Customer's Service is being used in a way that adversely affects other Customers' Service or Sprint's business operations; (5) Customer provides Credit Information that is false, inaccurate, dated or cannot be verified or

Customer becomes insolvent or subject to any proceeding under the Bankruptcy Code or similar laws; (6) Sprint discovers that Customer is underage or does not otherwise possess the capacity or the authorization to enter into this Agreement; (7) Customer's use of the Service or Equipment exceeds limitations or violates any restrictions placed on Customer's account or otherwise breaches this Agreement; or (8) Sprint, in its sole discretion, believes action is required to protect its interests or the interests of Customer or its other customers. SPRINT SHALL NOT BE LIABLE TO CUSTOMER OR TO ANY OTHER PARTY FOR EXERCISING OR FAILING TO EXERCISE ITS RIGHTS UNDER THIS SECTION TO LIMIT, SUSPEND OR TERMINATE SERVICE OR THE AGREEMENT. If Customer's Service is subject to fraudulent use, Customer shall immediately notify Sprint's Customer Service department, provide Sprint with any documentation and information that it requests and otherwise cooperate with Sprint in the investigation of such incident. If Sprint terminates Service to Customer, and Service is not reconnected within thirty (30) calendar days, all amounts owed to Sprint (including any damages for early termination) shall become immediately due and payable.

Reactivation. Sprint may, but is not required to, reactivate Service to Customer after Service has been suspended or terminated in accordance with the previous subsection. Before Service may be reactivated, Customer must pay to Sprint all past due amounts plus a reconnection charge of up to \$30.00 per Number, plus applicable taxes. Sprint may modify the terms of Service before reactivating Service to Customer and may require Customer to provide Sprint with an initial Deposit or an additional Deposit.

11 RELEASE OF CUSTOMER INFORMATION.

Privacy. Wireless systems use radio channels to transmit communications that may be accidentally or intentionally intercepted. Although federal and state laws may make it illegal for third parties to listen in on Customer's Service, privacy cannot be guaranteed. SPRINT SHALL NOT BE LIABLE TO CUSTOMER OR TO ANY THIRD PARTY FOR EAVESDROPPING ON OR INTERCEPTION OF COMMUNICATIONS MADE WHILE USING THE SERVICE OR THE EQUIPMENT.

911 or Other Emergency Calls. The Service does not interact with 911 and other emergency services in the same manner as non-wireless or landline telephone services. Depending on Customer's location, the type of Equipment being used, the type of equipment being utilized by any applicable emergency services provider, and the

circumstances and conditions of a particular call, Customer's phone number and/or location may not be identifiable to emergency services providers and Customer may not be connected to the appropriate emergency services provider. In certain circumstances, a 911 call may be routed to a state patrol dispatcher. Sprint is deploying wireless E911 compatible Equipment that meets applicable FCC requirements and that is designed to help public safety authorities locate users of the Service who make 911 calls. However, E911 service that is compatible with the FCC technical requirements is not available in all areas, and even in those areas where it is available, it is not entirely reliable. Moreover, if Customer's Equipment is not GPS-enabled, emergency services personnel may have much less precise location information about the Customer, compared to the information available to them if Customer's Equipment was GPS-enabled. The information available to emergency service providers may also be limited if Customer's number or numbers are in the process of being ported. Customer acknowledges that E911 service is not available in all areas, is not completely reliable and is further limited when using non-GPS enabled Equipment or during the number porting process. Customer consents to Sprint's disclosure of Customer information to governmental and public safety authorities in

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response to emergencies. This information may include, but is not limited to, Customer's name, address, Number, and the location of the user of the Service at the time of call.

Access, Use and Disclosure of Customer Information and Communications. Customer acknowledges and agrees that Sprint may access, use, and disclose to third parties, any information whether personally identifying information, or "customer proprietary network information" ("CPNI") within the meaning of 47 U.S.C. § 222 and its implementing regulations ("CPNI Regulations") that Sprint collects, possesses or develops about Customer to: (1) provide Customer with Equipment, Service, or customer support; (2) conduct marketing activities in accordance with applicable law (Customer may opt out of any such marketing by contacting Sprint); (3) enable Customer to switch to a new service provider (either Sprint or another service provider) while retaining the same phone number; (4) provide handset-based or network-based geographic information services via Sprint-provided or third party software applications; (5) comply with applicable law; or (6) respond to emergencies. Customer acknowledges that any information that identifies Customer (e.g., Customer's name and Number) and calls made by Customer may appear on the equipment or bill of a person or party that receives Customer's call. Sprint may access, use,

disclose, record or monitor any communications to or from Customer or any other person to protect Sprint's rights or property or those of other customers, as permitted by law.

Geographic Information Services. Consistent with the foregoing, Customer acknowledges and agrees that Sprint or a third party application service provider may access, use, and disclose to third parties the geographic location of Customer's Equipment to provide Customer with any geographic information service which Customer accesses through the Service or Equipment. If Customer utilizes any such service and there are additional users on Customer's account, Customer shall clearly, conspicuously, and regularly notify all individual users of the Service that location information (i.e., the geographic coordinates of the Equipment) may be accessed, used, or disclosed in connection with the Service. For any geographic information service that is governed by the CPNI regulations or a similar law, Sprint will provide Customer with a separate notice and opportunity to consent to the access, use, and disclosure of geographic information. CUSTOMER SHALL HOLD HARMLESS AND INDEMNIFY SPRINT AGAINST ANY AND ALL CLAIMS, LOSSES, EXPENSES, DEMANDS, ACTIONS, OR CAUSES OF ACTION (INCLUDING ALL ACTIONS BY THIRD PARTIES) ARISING OUT OF A BREACH OF CUSTOMER'S OBLIGATION TO NOTIFY

USERS AS SET FORTH IN THIS SECTION OR CUSTOMER'S USE OF ANY GEOGRAPHIC INFORMATION SERVICE OR LOCATION INFORMATION.

12 EQUIPMENT. Customer shall provide Sprint with an initial payment in the amount set forth on the Customer Order section of this Agreement to be applied towards any amount owed to Sprint one (1) year from the effective date of the Agreement. Customer acknowledges that Sprint is not responsible for the Equipment or its installation. Sprint is not responsible for the operation, quality of transmission, or, unless separate maintenance arrangements have been made between Sprint and Customer, for maintenance of the Equipment. Customer further acknowledges that Equipment purchased from Sprint is not compatible with and will not support services provided by other wireless carriers, except for those services provided by an entity operating compatible iDEN equipment or in connection with roaming to certain countries outside of the United States. SPRINT SHALL NOT BE LIABLE FOR ANY DAMAGES (INCLUDING DAMAGE TO THE EQUIPMENT) RESULTING FROM INSTALLATION OF THE EQUIPMENT BY CUSTOMER OR ANY THIRD PARTY. UPON CUSTOMER'S ACCEPTANCE OF DELIVERY OF THE EQUIPMENT, ALL RISK OF LOSS, DAMAGE, THEFT, OR DESTRUCTION TO THE EQUIPMENT SHALL BE BORNE BY THE

CUSTOMER. NO LOSS, DAMAGE, THEFT, OR DESTRUCTION OF THE EQUIPMENT, IN WHOLE OR IN PART, SHALL IMPAIR CUSTOMER'S OBLIGATIONS UNDER THIS AGREEMENT, INCLUDING, WITHOUT LIMITATION, CUSTOMER'S RESPONSIBILITY FOR THE PAYMENT OF SERVICE CHARGES DUE UNDER THE AGREEMENT.

Insurance. Customer may purchase Direct Protect insurance ("Direct Protect") to protect Customer against loss, theft, incidental damage or accidents involving Customer's Equipment. However, Direct Protect is not available for certain Equipment. Customer acknowledges that Direct Protect insurance is provided by The Signal Telecommunications Insurance Services ("Signal") and not by Sprint. If Customer selects Direct Protect coverage, Customer will be assessed a monthly charge, which Sprint will remit to Signal on Customer's behalf. Any requests for information or claims regarding Direct Protect shall be directed to Signal. Customer acknowledges having received a summary of coverage, including deductible information, which is also available by calling Signal at 1-888-352-9182.

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Lost or Stolen Equipment. If Customer's Equipment is lost or stolen, Customer agrees to: (1) notify Sprint within two calendar days by calling Sprint's Customer Service department; (2) provide Sprint with any documentation and information that it requests; and (3) otherwise cooperate with Sprint in the investigation of such incident.

13 DISCLAIMER OF WARRANTIES. SPRINT MAKES NO REPRESENTATIONS OR WARRANTIES, STATUTORY, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NON-INFRINGEMENT CONCERNING CUSTOMER'S SERVICE OR THE EQUIPMENT. SPRINT DOES NOT AUTHORIZE ANYONE TO MAKE ANY REPRESENTATION OR WARRANTY ON ITS BEHALF, AND CUSTOMER SHOULD NOT RELY ON ANY SUCH STATEMENT(S). ANY STATEMENTS MADE IN PACKAGING, MANUALS OR OTHER DOCUMENTS, OR BY ANY SPRINT EMPLOYEES, AGENTS OR REPRESENTATIVES, ARE PROVIDED FOR INFORMATIONAL PURPOSES ONLY AND NOT AS WARRANTIES BY SPRINT OF ANY KIND. CUSTOMER ASSUMES ALL RESPONSIBILITY FOR USE OF THE SERVICE AND THE QUALITY AND PERFORMANCE OF THE EQUIPMENT. CUSTOMER ACKNOWLEDGES THAT SERVICE MAY NOT BE ERROR-FREE AND THAT

INTERRUPTIONS WILL LIKELY OCCUR FROM TIME TO TIME. SPRINT DOES NOT MANUFACTURE THE EQUIPMENT AND ANY STATEMENT REGARDING THE EQUIPMENT SHOULD NOT BE INTERPRETED AS A WARRANTY. THIS SECTION SHALL SURVIVE TERMINATION OF THIS AGREEMENT.

14 LIMITATION OF LIABILITY AND REMEDIES FOR BREACH. Sprint shall not be liable for: (1) any deficiency in the Service, including, but not limited to, mistakes, omissions, interruptions (including, among others, interruptions caused by Equipment or facilities failure or shortages), errors, failures to transmit, delays or defects, network problems, lack of coverage or network capacity, dropped calls, inability to access the Service or inability to place or receive calls or problems of unauthorized access; (2) the unavailability or any failure or delay in delivery of the Equipment or the cancellation of any orders of Equipment by the manufacturer; (3) any suspension or termination of Service by Sprint or any other action taken by Sprint in its sole discretion intended to protect the Sprint wireless network, systems, and the rights or property of Sprint, its Customers, or others from "hacking," "spamming," "viruses" or other potential harms that Sprint believes may adversely impact its network or systems; (4) the availability or use of Wireless Data Services, including but not limited to, the compatibility or use of Online Applications or

Content, whether or not supported by Sprint, or any contact with third parties through the use of Wireless Data Services; (5) any damage or personal injury allegedly caused by use of the Equipment or Service; (6) any other damage due directly or indirectly to causes beyond Sprint's control, including, but not limited to, any act or omission of any carrier or service provider other than Sprint; or (7) acts of God, acts of public enemies, acts of the government, acts or failure to act of Customer, its agents, employees or subcontractors, fires, floods, epidemics, quarantine restrictions, corrosive substances in the air or other hazardous environmental conditions, strikes, freight embargoes, inability to obtain materials or services, commotion, war, terrorism, unusually severe weather conditions or default of Sprint's subcontractors. WITHOUT LIMITING THE FOREGOING, SPRINT'S SOLE LIABILITY FOR SERVICE DISRUPTION, WHETHER CAUSED BY THE NEGLIGENCE OF SPRINT OR OTHERWISE, IS LIMITED TO A CREDIT ALLOWANCE OF NOT MORE THAN THE PROPORTIONATE CHARGE TO CUSTOMER FOR THE PERIOD OF SERVICE DISRUPTION. EXCEPT AS OTHERWISE SET FORTH IN THE PRECEDING SENTENCE, IN NO EVENT SHALL SPRINT BE LIABLE FOR ACTUAL DAMAGES OR FOR CONSEQUENTIAL, INCIDENTAL, SPECIAL OR OTHER INDIRECT DAMAGES CAUSED BY

ITS NEGLIGENCE OR OTHERWISE, NOR FOR ECONOMIC LOSS, PERSONAL INJURIES OR PROPERTY DAMAGE SUSTAINED BY CUSTOMER OR ANY THIRD PARTIES. IF CUSTOMER IS PROVIDED WITH A CREDIT ALLOWANCE UNDER THIS SECTION, SPRINT SHALL BE SUBROGATED TO ANY AND ALL RIGHTS THAT CUSTOMER MAY HAVE AGAINST ANY THIRD PARTY AS A RESULT OF CUSTOMER'S LOSS OR EXPENSE, INCLUDING BUT NOT LIMITED TO, ANY RIGHT CUSTOMER MAY HAVE UNDER THE TELEPHONE CONSUMER PROTECTION ACT. THIS SECTION 14 SHALL SURVIVE TERMINATION OF THIS AGREEMENT. UNDER CERTAIN CIRCUMSTANCES, SOME JURISDICTIONS MAY NOT RECOGNIZE OR GIVE EFFECT, IN WHOLE OR IN PART, TO WARRANTY DISCLAIMERS AND/OR LIMITATIONS OF REMEDIES FOR BREACH; AND THEREFORE, TO THE EXTENT THAT THE DISCLAIMER SET FORTH IN SECTION 13 AND THE LIMITATION OF REMEDIES IN SECTION 14 ARE NOT PERMITTED BY APPLICABLE LAW, THEY WILL NOT APPLY TO CUSTOMER OR SHALL ONLY APPLY TO THE EXTENT PERMITTED BY SUCH APPLICABLE LAW.

15 INDEMNIFICATION. Customer shall indemnify, defend, and hold Sprint harmless from any violation by Customer of any applicable law or

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regulation. Customer will further indemnify Sprint for any claim or demand, including reasonable attorneys' fees, made by any third party due to or arising out of: (1) information or Content that Customer submits, posts, transmits or makes available through the Service; (2) Customer's use of the Service or Equipment; (3) Customer's connection to the Service or Equipment; (4) Customer's violation of this Agreement; or (5) Customer's violation of any rights of a third party.

16 DISPUTE RESOLUTION. THIS SECTION PROVIDES FOR THE RESOLUTION OF MOST DISPUTES OR CLAIMS THROUGH ARBITRATION INSTEAD OF COURT TRIALS AND CLASS ACTIONS. CUSTOMER SHOULD READ THIS SECTION CAREFULLY; ARBITRATION IS FINAL, BINDING AND SUBJECT TO ONLY VERY LIMITED REVIEW BY A COURT. THIS SECTION GOVERNING DISPUTES SHALL SURVIVE TERMINATION OF THIS AGREEMENT.

Mandatory Arbitration. CUSTOMER AND SPRINT AGREE TO ARBITRATE ANY CLAIM, CONTROVERSY OR DISPUTE ARISING UNDER OR RELATED TO THIS AGREEMENT OR ANY EQUIPMENT USED IN CONNECTION WITH THE SERVICE (OR ANY PRIOR ORAL OR WRITTEN AGREEMENT FOR WIRELESS SERVICE WITH SPRINT OR NEXTEL) EXCEPT THAT

CUSTOMER OR SPRINT MAY BRING AN INDIVIDUAL ACTION IN SMALL CLAIMS COURT. CUSTOMER AND SPRINT ACKNOWLEDGE THAT THIS AGREEMENT EVIDENCES A TRANSACTION IN INTERSTATE COMMERCE AND THAT THE FEDERAL ARBITRATION ACT SHALL GOVERN THE INTERPRETATION AND ENFORCEMENT OF THIS ARBITRATION PROVISION. TO INITIATE ARBITRATION, CUSTOMER OR SPRINT MUST FIRST SEND A WRITTEN NOTICE, VIA CERTIFIED MAIL, TO THE OTHER PARTY INDICATING ITS INTENT TO ARBITRATE, WHICH NOTICE SHALL INCLUDE: (1) A DESCRIPTION OF THE FACTS; (2) A DESCRIPTION OF THE NATURE OF THE CLAIM; AND (3) THE RELIEF SOUGHT ("NOTICE TO ARBITRATE"). SEND NOTICE TO ARBITRATE TO: **SPRINT GENERAL COUNSEL, ARBITRATION OFFICE, 2001 EDMUND HALLEY DRIVE, RESTON, VIRGINIA 20191**. BOTH PARTIES AGREE TO MAKE REASONABLE ATTEMPTS TO RESOLVE ANY SUCH DISPUTE; HOWEVER, IF THE PARTIES CANNOT RESOLVE THE DISPUTE WITHIN FORTY-FIVE (45) DAYS OF RECEIPT OF NOTICE TO ARBITRATE, THEN AN ARBITRATION CLAIM MAY COMMENCE. ANY ARBITRATION INITIATED UNDER THIS AGREEMENT SHALL BE ADMINISTERED BY THE AMERICAN ARBITRATION ASSOCIATION ("AAA") IN

ACCORDANCE WITH ITS WIRELESS INDUSTRY ARBITRATION RULES (AND THE AAA SUPPLEMENTAL PROCEDURES FOR CONSUMER RELATED DISPUTES AS THEY MAY BE APPLICABLE), AS MODIFIED BY THIS AGREEMENT. INFORMATION CONCERNING THE AAA, ITS WIRELESS INDUSTRY ARBITRATION RULES AND OTHER INFORMATION CONCERNING ARBITRATION PROCEDURES AND FEES CAN BE FOUND BY CALLING THE AAA AT 1-800-778-7879 OR VISITING ITS WEBSITE AT <http://www.adr.org>. ANY ARBITRATION SHALL BE CONDUCTED BY A SINGLE NEUTRAL ARBITRATOR. CUSTOMER AND SPRINT SHALL COOPERATE IN GOOD FAITH TO SELECT THE ARBITRATOR WITHIN THIRTY (30) CALENDAR DAYS OF THE COMMENCEMENT OF ANY ARBITRATION PROCEEDING. IF CUSTOMER AND SPRINT CANNOT AGREE UPON A NEUTRAL ARBITRATOR WITHIN THE THIRTY DAY PERIOD, THEN EITHER PARTY MAY REQUEST THAT THE AAA APPOINT, IN ITS SOLE DISCRETION, A NEUTRAL ARBITRATOR. CUSTOMER AND SPRINT FURTHER AGREE THAT NO ARBITRATOR SHALL HAVE THE AUTHORITY TO AWARD ANY RELIEF OR REMEDY IN EXCESS OF OR CONTRARY TO WHAT IS PROVIDED IN THIS AGREEMENT, EXCEPT WHERE SUCH PROVISION IS NOT

PERMITTED UNDER APPLICABLE LAW. THE ARBITRATOR'S DECISION AND AWARD SHALL BE FINAL AND BINDING, AND JUDGMENT ON THE AWARD RENDERED BY THE ARBITRATOR MAY BE ENTERED IN ANY COURT HAVING JURISDICTION. THE LAW THAT IS APPLIED TO THIS AGREEMENT ALSO SHALL BE APPLIED IN ANY ARBITRATION PROCEEDING. UNLESS THE CUSTOMER AND SPRINT OTHERWISE AGREE, ANY ARBITRATION SHALL BE CONDUCTED IN THE COUNTY SEAT OF THE COUNTY IN WHICH CUSTOMER'S BILLING ADDRESS IS LOCATED. ALL ADMINISTRATIVE COSTS AND FEES OF ARBITRATION SHALL BE BORNE EQUALLY BY CUSTOMER AND SPRINT, EXCEPT IF THE CLAIM IS LESS THAN \$1000, CUSTOMER WILL BE OBLIGATED TO PAY ONLY \$25. FOR CLAIMS OVER \$1,000 BUT UNDER \$75,000, CUSTOMER WILL BE REQUIRED TO PAY ITS SHARE OF ARBITRATION FEES, BUT NO MORE THAN THE EQUIVALENT COURT FILING FEE FOR A COURT ACTION FILED IN THE JURISDICTION WHERE CUSTOMER'S BILLING ADDRESS IS LOCATED. CUSTOMER AND SPRINT SHALL EACH BEAR THE EXPENSES OF THEIR OWN COUNSEL, EXPERTS, WITNESSES AND THE PREPARATION AND PRESENTATION OF EVIDENCE IN CONNECTION WITH ANY ARBITRATION.

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Waiver of Jury Trial and Class Actions. BY ENTERING INTO THIS AGREEMENT, CUSTOMER AND SPRINT ACKNOWLEDGE AND AGREE TO WAIVE CERTAIN RIGHTS TO LITIGATE DISPUTES IN COURT, TO RECEIVE A JURY TRIAL OR TO PARTICIPATE AS A PLAINTIFF OR AS A CLASS MEMBER IN ANY CLAIM ON A CLASS OR CONSOLIDATED BASIS OR IN A REPRESENTATIVE CAPACITY. CUSTOMER AND SPRINT BOTH AGREE THAT ANY ARBITRATION WILL BE CONDUCTED ON AN INDIVIDUAL AND NOT ON A CONSOLIDATED, CLASS-WIDE OR REPRESENTATIVE BASIS AND THAT IF ARBITRATION IS NOT CONDUCTED ON AN INDIVIDUAL BASIS, THIS SECTION 16 SHALL BE DEEMED NULL AND VOID. THE ARBITRATOR MAY AWARD INJUNCTIVE RELIEF ONLY IN FAVOR OF THE INDIVIDUAL PARTY SEEKING RELIEF AND ONLY TO THE EXTENT NECESSARY TO PROVIDE RELIEF WARRANTED BY THAT PARTY'S INDIVIDUAL CLAIM. IF FOR ANY REASON THE ARBITRATION CLAUSE SET FORTH IN THIS AGREEMENT IS DEEMED INAPPLICABLE OR INVALID, OR TO THE EXTENT THE ARBITRATION CLAUSE ALLOWS FOR LITIGATION OF DISPUTES IN COURT, CUSTOMER AND SPRINT BOTH WAIVE, TO THE FULLEST EXTENT ALLOWED BY LAW,

ANY RIGHT TO PURSUE OR PARTICIPATE AS A PLAINTIFF OR AS A CLASS MEMBER IN ANY CLAIM ON A CLASS OR CONSOLIDATED BASIS OR IN A REPRESENTATIVE CAPACITY.

17 MISCELLANEOUS.

Assignment. Customer may not assign all or any part of this Agreement (including any of its rights and duties under the Agreement) or sell or lease the Service to others without Sprint's prior written consent. Sprint may assign all or any part of this Agreement to any successor or any other entity capable of performing Sprint's obligations under this Agreement without obtaining Customer's consent or providing notice to Customer. Sprint shall be released from all liability upon assignment of this Agreement. Customer shall continue to be bound by the terms of this Agreement following assignment.

Sprint Associates. Sprint's subsidiaries, affiliates and certain third party service providers (the "Sprint Associates") may provide wireless communication services in support of Sprint from time to time. All rights and protections afforded to Sprint by this Agreement are also afforded to the Sprint Associates.

Notice. Notice to Customer shall be considered delivered if sent by U.S. Mail addressed to the most current address on file for Customer (effective three (3) days following deposit in U.S. Mail) or by electronic means such as email or text messaging (effective immediately upon transmission). Written notice to Sprint must be sufficient to identify Customer and the Service and shall be considered delivered when directed to Sprint Customer Service department and received by Sprint. Oral and electronic notice to Sprint shall be considered delivered on the date reflected in Sprint's records. To ensure receipt of notice, Customer shall notify Sprint of any changes in Customer's email or mailing address.

Limitation on Third Party Beneficiaries. This Agreement is not for the benefit of any third party other than the Sprint Associates.

Governing Law. The laws of the state associated with the area code assigned to Customer's Number will govern this Agreement, without regard to the conflict of laws rules of that state. This Agreement is also subject to applicable federal laws and federal or state regulations or tariffs

Entire Agreement. This Agreement and the documents to which it refers (e.g., return policy, Plan Information and Payment Forms, to the extent such documentation may be applicable), form the entire Agreement between Customer and Sprint.

There are no oral or written agreements between Customer and Sprint for Equipment or Service relating to the Nextel National Network other than as set forth in this Agreement. If Customer is a business, Sprint shall not be bound by the terms and conditions included in Customer's purchase orders or elsewhere, unless expressly agreed to in writing by a duly authorized officer of Sprint. If any provision of this Agreement is found to be illegal or otherwise invalid, the remainder of this Agreement will remain enforceable. If, at any time, Sprint fails to enforce any right or remedy under this Agreement (including, but not limited to, a waiver of Sprint's right to written notice under the Agreement), Sprint shall retain the right to enforce such right or remedy at a later time.

Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION.

READ THIS INFORMATION BEFORE USING YOUR INTEGRATED MULTI-SERVICE PORTABLE RADIO.

RF Operational Characteristics

Your radio product contains a radio frequency transmitter to convey the information you wish to send as well as occasional automatic signals used to sustain connection to the wireless network, and a receiver which enables you to receive communication and connection information from the network.

Portable Radio Product Operation and EME Exposure

Your Motorola radio product is designed to comply with the following national and international standards and guidelines regarding exposure of human beings to radio frequency electromagnetic energy (EME):

- United States Federal Communications Commission, Code of Federal Regulations; 47 CFR part 2 sub-part J.
- American National Standards Institute (ANSI) / Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1992.
- Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1999 Edition.
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998.
- Ministry of Health (Canada). Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999.
- Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 2003.
- ANATEL, Brasil Regulatory Authority, Resolution 303 (July 2, 2002) "Regulation of the limitation of exposure to electrical, magnetic, and electromagnetic fields in the radio frequency range between 9 kHz and 300 GHz." "Attachment to Resolution 303 from July 2, 2002."

To assure optimal radio product performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:

Phone Operation

When placing or receiving a phone call, hold your radio product as you would a wireline telephone. **Speak directly into the microphone.**

Two-Way Radio Operation

Your radio product has been designed and tested to comply with national and international standards and guidelines regarding human exposure to RF electromagnetic energy, when operated in the two-way mode (at the face, or at the abdomen when using an audio accessory) at usage factors of up to 50% talk/50% listen.

Transmit no more than the rated duty factor of 50% of the time. To transmit (talk), push the Walkie-Talkie (DC) button. To receive calls, release the Walkie-Talkie button. Transmitting 50% of the time or less, is important because this radio generates measurable RF energy only when transmitting (in terms of measuring for standards compliance).

When using your radio product as a traditional two-way radio, **hold the radio product in a vertical position with the microphone one to two inches (2.5 to 5 cm) away from the lips.**



Body-Worn Operation

To maintain compliance with FCC RF exposure guidelines, if you wear a radio product on your body when transmitting, always place the radio product in a **Motorola approved clip, holder, holster, case or body harness for this product.** Use of non-Motorola-approved accessories may exceed FCC RF exposure guidelines. **If you do not use a Motorola approved body-worn accessory and are not using the radio product in the intended use positions along side the head in the phone mode or in front of the face in the two-way radio mode, then ensure the antenna and the radio product are kept the following minimum distances from the body when transmitting**

- **Phone or Two-way radio mode: one inch (2.5 cm)**
- **Data operation using any data feature with or without an accessory cable: one inch (2.5 cm)**

Safety and General Information

ALL MODELS WITH FCC ID AZ489FT5844 MEET THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

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

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.¹ Tests for SAR are conducted using standard operating positions reviewed by the FCC 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 level 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 wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the

body) as required by the FCC for each model. The highest SAR value for this model phone when tested for use at the ear is 1.05 W/kg and when tested on the body, as described in this user guide, is 1.15 W/kg during packet data transmission. (Body-worn measurements differ among phone models, depending upon available accessories and FCC requirements.)²

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement for safe exposure.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID **AZ489FT5844**.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications Industry Association (CTIA) Web-site at <http://www.wow-com.com>.

- ¹ In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.
- ² The SAR information reported to the FCC includes the FCC-accepted Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the radio product and may violate FCC regulations.

DO NOT hold the antenna when the radio product is “IN USE”. Holding the antenna affects call quality and may cause the radio product to operate at a higher power level than needed.

Approved Accessories

For a list of approved Motorola accessories call 1-800-453-0920, or visit our Web site at www.motorola.com/iden.

Electromagnetic Interference/Compatibility

Note: Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed or otherwise configured for electromagnetic compatibility.

Facilities

To avoid electromagnetic interference and/or compatibility conflicts, turn off your radio product in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.

Aircraft

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

Medical Devices

Pacemakers

The Advanced Medical Technology Association (AdvaMed) recommends that a minimum separation of 6 inches (15 cm) be maintained between a handheld wireless radio product and a pacemaker. These recommendations are consistent with those of the U.S. Food and Drug Administration.

Persons with pacemakers should:

- ALWAYS keep the radio product more than 6 inches (15 cm) from their pacemaker when the radio product is turned ON.

Safety and General Information

- Not carry the radio product in a breast pocket.
- Use the ear opposite the pacemaker to minimize the potential for interference.
- Turn the radio product OFF immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

Some digital wireless radio products 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 physician may be able to assist you in obtaining this information.

Use While Driving

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

When using the radio product 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 portable radio product in the area over the air bag or in the air bag deployment area. Air bags inflate with great force. If a portable radio is placed in the air bag deployment area and the air bag inflates, the radio product may be propelled with great force and cause serious injury to occupants of the vehicle.

Potentially Explosive Atmospheres

Turn off your radio product prior to entering any area with a potentially explosive atmosphere, unless it is a radio product type especially qualified for use in such areas as “Intrinsically Safe” (for example, Factory Mutual, CSA, or UL approved). 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 fueling 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, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

To avoid possible interference with blasting operations, turn off your radio product when you are near electrical blasting caps, in a blasting area, or in areas posted: "Turn off two-way radio". Obey all signs and instructions.

For Phones With Music Players

Listening to music at high volumes over extended periods of time may be harmful to a user's hearing. User should take precautions to minimize this risk by moderating volume levels. If you experience ringing or other hearing-related discomfort, lower volume or discontinue use.

Operational Cautions



Batteries

All batteries can cause property damage and/or bodily injury, such as burns if a conductive material such as jewelry, keys, or beaded chains touches 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, purse, or other container with metal objects. To reduce the risk of injury, batteries should not be exposed to fire, disassembled, or crushed.

Cleaning and Drying Considerations

Using a leather carry case may help protect the surfaces and help prevent liquids (e.g., rain) from entering into the interior of the radio product. This product is not water proof, and exposing the unit to liquids may result in permanent damage to the unit.

If your radio product interior gets wet, then do not try to accelerate drying with the use of an oven or a dryer as this will damage the radio product and void the warranty. Instead, do the following:

- 1** Immediately power off the radio product.

Safety and General Information

- 2 Remove Battery and SIM card (if so equipped) from radio product.
- 3 Shake excess liquid from radio product.
- 4 Place the radio product and battery in an area that is at room temperature and has good air flow.
- 5 Let the radio product, battery, and SIM card dry for 72 hours before reconnecting the battery and/or powering on the radio product.

If the radio product does not work after following the steps listed above, contact your dealer for servicing information.

Clean the external surfaces of the radio product with a damp cloth, using a mild solution of dishwashing detergent and water. Some household cleaners may contain chemicals that could seriously damage the radio product. Avoid the use of any petroleum-based solvent cleaners. Also, avoid applying liquids directly on the radio product.

Accessory Safety Information

Important: Save these accessory safety instructions.

- Before using any battery or battery charger, read all the instructions for and cautionary markings on (1) the battery, (2) the battery charger, which may include a separate wall-mounted power supply or transformer, and (3) the radio product using the battery.
- Do not expose any battery charger to water, rain, or snow as they are designed for indoor or in-vehicle use only.



Warning: To reduce the risk of injury, charge only the rechargeable batteries described in “Battery” on page 4. Other types of batteries may burst, causing personal injury and damage.

- To reduce the risk of damage to the cord or plug, pull by the plug rather than the cord when you disconnect the battery charger from the power source outlet.
- Do not operate any battery charger with a damaged cord or plug — replace them immediately.
- Battery chargers may become warm during operation, but not hot. If it becomes hot to the touch, unplug it from the power outlet immediately and discontinue its use.

Accessory Safety Information

- Use of a non-recommended attachment to a battery charger may result in a risk of fire, electric shock, or injury to persons.
- Make sure the battery charger power cord is located so that it will not be stepped on, tripped over, or subjected to damage or stress.
- An extension cord should not be used with any battery charger unless absolutely necessary. Use of an improper extension cord could result in a risk of fire and electric shock. If an extension cord must be used, make sure that:
 - The pins on the plug of the extension cord are the same number, size, and shape as those on the plug of the charger.
 - The extension cord is properly wired and in good electrical condition.
 - The cord size is 18AWG for lengths up to 100 feet and 16AWG for lengths up to 150 feet.
 - Do not operate any battery charger if it has received a sharp blow, has been dropped, or has been damaged in any way; take it to a qualified service technician.
 - Do not disassemble a battery charger; take it to a qualified service technician when service or repair is required. Incorrect reassembly may result in a risk of electric shock or fire.
- Maximum ambient temperature around the power supply or transformer of any battery charger should not exceed 40°C (104°F).
- The output power from the power supply or transformer must not exceed the rating given on the Desktop Dual-Pocket Charger.
- The disconnection from the line voltage is made by unplugging the power supply from the AC receptacle.
- To reduce risk of electric shock, unplug any battery charger from the outlet before attempting any maintenance or cleaning.

For optimum charging performance, turn off the radio product while charging it in any battery charger.

Hearing Aid Compatibility

When some mobile phones are used with certain hearing devices (including hearing aids and cochlear implants), users may detect a noise which can interfere with the effectiveness of the hearing device.

Some hearing devices are more "immune" than others to this interference noise, and mobile phones can also vary in the amount of interference noise they may generate at any given time. ANSI standard C63.19 was developed to provide a standardized means of measuring both mobile phone and hearing devices to determine usability rating categories for both.

Ratings have been developed for mobile phones to assist hearing device users find phones that may be compatible with their particular hearing device. Not all mobile phones are rated for compatibility with hearing devices, but mobile phones that are rated should have the rating available. This rating may depend on the position of a retractable antenna.

Results will vary depending on the user's hearing device and individual type and degree of hearing loss. If a hearing device is particularly vulnerable to interference noise, even a mobile phone with a higher rating may still cause unacceptable noise levels in the hearing device. Evaluate your personal needs by trying out the mobile phone with your hearing device.

"M" Rating: Mobile phones rated M3 or M4 meet FCC requirements for hearing aid compatibility and are likely to generate less interference to hearing devices than phones that are not labeled. (M4 is the "better" or higher of the two ratings.)

"T" Rating: Mobile phones rated T3 or T4 meet FCC requirements for compatibility with telecoil-type ("T Switch" or "Telephone Switch") hearing devices and are likely to be more usable with such hearing devices than unrated phones. (T4 is the "better" or higher of the two ratings.)

Hearing devices may also be measured for immunity to interference noise from mobile phones. In some cases, hearing devices can be modified or "hardened" to improve operation with a mobile phone. Your hearing device manufacturer or hearing health professional may help you improve the interaction of your mobile phone and hearing device. Not all hearing devices are rated for compatibility with mobile phones, but hearing devices that are rated should have the rating available. Be sure to evaluate your personal needs by trying out this mobile phone with your specific hearing device, using both antenna positions if this mobile phone is equipped with a retractable antenna.

More information about hearing aid compatibility may be found at:
<http://commerce.motorola.com/consumer/QWhtml/accessibility/default.html> (www.motorola.com),
www.fcc.gov, www.fda.gov, and
www.accesswireless.org.

Caring for the Environment by Recycling



This symbol on a Motorola product means the product should not be disposed of with household waste.

Disposal of Your Mobile Telephone and Accessories

Please do not dispose of mobile telephones or electrical accessories, such as chargers or headsets, with your household waste. In some countries or regions, collection systems have been set up to handle waste electrical and electronic items. Please contact your regional authorities for

more details. If no suitable scheme exists, you may return unwanted mobile telephones and electrical accessories to any Motorola Approved Service Centre in your region.

MOTOROLA LIMITED WARRANTY

Note: FOR IDEN SUBSCRIBER PRODUCTS, ACCESSORIES AND SOFTWARE PURCHASED IN THE UNITED STATES OR CANADA

What does this Warranty cover?

Subject to the exclusions contained below, Motorola, Inc. warrants its Motorola iDEN Digital Mobile and Portable Handsets ("Products"), Motorola-branded or certified accessories sold for use with these Products ("Accessories") and Motorola software contained on CD-Roms or other tangible media and sold for use with these Products ("Software") to be free from defects in materials and workmanship under normal consumer usage for the period(s) outlined below. **This limited warranty is a consumer's exclusive remedy, and applies as follows to new Products, Accessories and Software purchased by consumers in the United States or Canada, which are accompanied by this written warranty:**

PRODUCTS COVERED

Products as defined above.

Accessories as defined above.

Products or Accessories that are Repaired or Replaced.

Software as defined above. Applies only to physical defects in the media that embodies the copy of the software (e.g. CD-ROM, or floppy disk).

LENGTH OF COVERAGE

One (1) year from the date of purchase by the first consumer purchaser of the product.

One (1) year from the date of purchase by the first consumer purchaser of the product.

The balance of the original warranty or for ninety (90) days from the date returned to the consumer, whichever is longer.

Ninety (90) days from the date of purchase.

What is not covered? (Exclusions)

Normal Wear and Tear. Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Ornamental Decorations. Ornamental decorations such as emblems, graphics, rhinestones, jewels, gemstones and their settings, and other decorative elements, are excluded from coverage.

Batteries. Only batteries whose fully charged capacity falls below 80% of their rated capacity and batteries that leak are covered by this limited warranty.

Abuse & Misuse. Defects or damage that result from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.) to the surface of the product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the like, extreme heat, or food; (c) use of the Products or Accessories for commercial purposes or subjecting the Product or Accessory to abnormal usage or conditions; or (d) other acts which are not the fault of Motorola, are excluded from coverage.

Use of Non-Motorola Products and

Accessories. Defects or damage that result from the use of Non-Motorola branded or certified Products, Accessories, Software or other peripheral equipment are excluded from coverage.

Unauthorized Service or Modification. Defects or damages resulting from service, testing, adjustment, installation, maintenance, alteration, including without limitation, software changes, or modification in any way by someone other than Motorola, or its authorized service centers, are excluded from coverage.

Altered Products. Products or Accessories with (a) serial numbers or date tags that have been removed, altered or obliterated; (b) broken seals or that show evidence of tampering; (c) mismatched board serial numbers; or (d) nonconforming or non-Motorola housings, antennas, or parts, are excluded from coverage.

Communication Services. Defects, damages, or the failure of Products, Accessories or Software due to any communication service or signal you may subscribe to or use with the Products, Accessories or Software is excluded from coverage.

MOTOROLA LIMITED WARRANTY

Software Embodied in Physical Media. No warranty is made that the software will meet your requirements or will work in combination with any hardware or software applications provided by third parties, that the operation of the software products will be uninterrupted or error free, or that all defects in the software products will be corrected.

Software NOT Embodied in Physical Media. Software that is not embodied in physical media (e.g. software that is downloaded from the Internet), is provided "as is" and without warranty.

Who is covered? This warranty extends only to the first consumer purchaser, and is not transferable.

What will Motorola Do? Motorola, at its option, will at no charge repair, replace or refund the purchase price of any Products, Accessories or Software that does not conform to this warranty. We may use functionally equivalent reconditioned/refurbished/pre-owned or new Products, Accessories or parts. No data, software or applications added to your Product, Accessory or Software, including but not limited to personal contacts, games and ringer tones, will be reinstalled. To avoid losing such data, software and applications please create a back up prior to requesting service.

How to Obtain Warranty Service or Other Information? To obtain service or information, please call:

Motorola iDEN Customer Services
1-800-453-0920 or 954-723-4910

TTY-877-483-2840

Or visit us online at
<http://www.motorola.com/iden/support>

You will receive instructions on how to ship the Products, Accessories or Software, at your expense, to a Motorola Authorized Repair Center. To obtain service, you must include: (a) a copy of your receipt, bill of sale or other comparable proof of purchase; (b) a written description of the problem; (c) the name of your service provider, if applicable; (d) the name and location of the installation facility (if applicable) and, most importantly; (e) your address and telephone number.

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Patent and Software Provisions

MOTOROLA will defend, at its own expense, any suit brought against the end user purchaser to the extent that it is based on a claim that the Product or parts infringe a United States patent, and Motorola will pay those costs and damages finally awarded against the end user purchaser in any such suit which are attributable to any such claim, but such defense and payments are conditioned on the following:

- a. That MOTOROLA will be notified promptly in writing by such purchaser of any notice of such claim;

MOTOROLA LIMITED WARRANTY

- b. That MOTOROLA will have sole control of the defense of such suit and all negotiations for its settlement or compromise; and
- c. Should the Product or parts become, or in MOTOROLA'S opinion be likely to become, the subject of a claim of infringement of a United States patent, that such purchaser will permit MOTOROLA, at its option and expense, either to procure for such purchaser the right to continue using the Product or parts or to replace or modify the same so that it becomes non-infringing or to grant such purchaser a credit for the Product or parts as depreciated and accept its return. The depreciation will be an equal amount per year over the lifetime of the Product or parts as established by MOTOROLA.

MOTOROLA will have no liability with respect to any claim of patent infringement which is based upon the combination of the Product or parts furnished hereunder with software, apparatus or devices not furnished by MOTOROLA, nor will MOTOROLA have any liability for the use of ancillary equipment or software not furnished by MOTOROLA which is attached to or used in connection with the Product or any parts thereof.

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Limited Warranty Motorola Communication Products (International)

Note: This Warranty applies in Singapore and the Philippines.

I. What This Warranty Covers and For How Long:

MOTOROLA warrants the MOTOROLA manufactured iDEN Communication Products listed below (“Product”) against defects in material and workmanship under normal use and service for a period of time from the date of purchase as scheduled below:

iDEN Subscriber Digital Mobile and Portable Units	One (1) Year
Product Accessories (manufactured by or under license from MOTOROLA)	One (1) Year
Batteries	One (1) Year

Rechargeable Batteries will be replaced during the applicable warranty period if:

- the battery capacity falls below 80% of rated capacity, or
- the battery develops leakage.

MOTOROLA, at its option, will at no charge either repair the Product (with new or reconditioned parts), replace it (with a new or reconditioned Product), or refund the purchase price of the Product during the warranty period provided it is returned in accordance with the terms of this warranty. Replaced parts or boards are warranted for the balance of the original applicable warranty period. All replaced parts of Product shall become the property of MOTOROLA.

This express limited warranty is extended by MOTOROLA to the original end user purchaser only and is not assignable or transferable to any other party. This is the complete warranty for the Product manufactured by MOTOROLA. MOTOROLA assumes no obligations or liability for additions or modifications to this warranty unless made in writing and signed by an officer of MOTOROLA. Unless made in a separate agreement between MOTOROLA and the original end user purchaser, MOTOROLA does not warrant the installation, maintenance or service of the Product.

Limited Warranty Motorola Communication Products (International)

MOTOROLA cannot be responsible in any way for any ancillary equipment not furnished by MOTOROLA which is attached to or used in connection with the Product, or for operation of the Product with any ancillary equipment, and all such equipment if expressly excluded from this warranty. Because each system which may use the Product is unique, MOTOROLA disclaims liability for range, coverage, or operation of the system as a whole, or any portion of the system not produced by MOTOROLA, under this warranty.

II. General Provisions:

This warranty sets forth the full extent of MOTOROLA'S responsibilities regarding the Product, Repair, replacement or refund of the purchase price, at MOTOROLA'S options, is the exclusive remedy. THIS WARRANTY IS GIVEN IN LIEU OF ALL OTHER EXPRESS WARRANTIES. IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE DURATION OF THIS LIMITED WARRANTY TO THE FULL EXTENT SUCH MAY BE DISCLAIMED BY LAW. IN NO EVENT SHALL MOTOROLA BE LIABLE FOR DAMAGES IN EXCESS OF THE PURCHASE PRICE OF THE PRODUCT, FOR ANY LOSS OF USE, LOSS OF

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III. How to Get Warranty Service:

You must provide proof of purchase (bearing the date of purchase and Product item serial number) in order to receive warranty service and, also, deliver or send the Product item, transportation and insurance prepaid, to an authorized warranty service location. Warranty service will be provided by MOTOROLA through one of its authorized warranty service locations. If you first contact the company which sold you the Product (e.g., dealer or communication service provider), it can facilitate your obtaining warranty service.

IV. What This Warranty Does Not Cover:

- a. Defects or damage resulting from use of the Product in other than its normal and customary manner.

- b. Defects or damage from misuse, accident, water, or neglect.
- c. Defects or damage from improper testing, operation, maintenance, installation, alteration, modification, or adjustment.
- d. Breakage or damage to antennas unless caused directly by defects in material workmanship.
- e. A Product subjected to unauthorized Product modifications, disassemblies or repairs (including, without limitation, the addition to the Product of non-MOTOROLA supplied equipment).
- f. Product which has had the serial number removed or made illegible.
- g. Rechargeable batteries if:
 - 1. Any of the seals on the battery enclosure of cells are broken or show evidence of tampering.
 - 2. The damage or defect is caused by charging or using the battery in equipment or service other than the Product for which it is specified.
- h. Freight costs to the repair depot.
- i. A Product which, due to illegal or unauthorized alteration of the software/firmware in the Product, does not function in accordance with

MOTOROLA'S published specifications or the local type acceptance labeling in effect for the Product at the time the Product was initially distributed from MOTOROLA.

- j. Scratches or other cosmetic damage to Product surfaces that does not effect the operation of the Product.
- k. Normal and customary wear and tear.
- l. Exclusion for defects or damage arising from use of the products in connection with non-MOTOROLA equipment.

V. Patent and Software Provisions:

MOTOROLA will defend, at its own expense, any suit brought against the end user purchaser to the extent that it is based on a claim that the Product or parts infringe a patent, and Motorola will pay those costs and damages finally awarded against the end user purchaser in any such suit which are attributable to any such claim, but such defense and payments are conditioned on the following:

- a. That MOTOROLA will be notified promptly in writing by such purchaser of any notice of such claim;

Limited Warranty Motorola Communication Products (International)

- b. That MOTOROLA will have sole control of the defense of such suit and all negotiations for its settlement or compromise; and
- c. Should the Product or parts become, or in MOTOROLA'S opinion be likely to become, the subject of a claim of infringement of a patent, that such purchaser will permit MOTOROLA, at its option and expense, either to procure for such purchaser the right to continue using the Product or parts or to replace or modify the same so that it becomes non-infringing or to grant such purchaser a credit for the Product or parts as depreciated and accept its return. The depreciation will be an equal amount per year over the lifetime of the Product or parts as established by MOTOROLA.

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