

T-Mobile Device Reference Guide

Release 1.0
May 9, 2002
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27-0002-09

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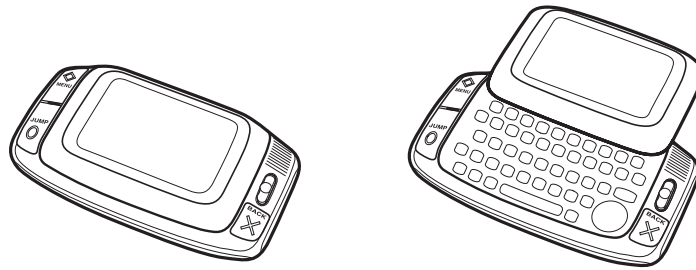
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Welcome!

Thank you for buying a T-Mobile device. It will change the way you communicate, get organized, and stay connected.

Your T-Mobile device connects seamlessly to wireless networks, which gives you the ability to browse the Internet, exchange instant messages, and send and receive email with image attachments. Other features include a full-featured phone, personal information management (PIM) applications, access to a personal Web portal, entertainment applications, and a camera accessory.



Read detailed instructions on using the applications in the online *T-Mobile Device Owner's Manual* at www.t-mobile.com.

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



T-Mobile device



SIM card



Battery charger



Hands-free headset



USB cable (Mini-B type)



Wrist strap



Carrying case



Start Here card



Reference Guide



T-Mobile Welcome Guide

If any of these items are missing, please contact T-Mobile Customer Care at 1 (800) 937-8997.

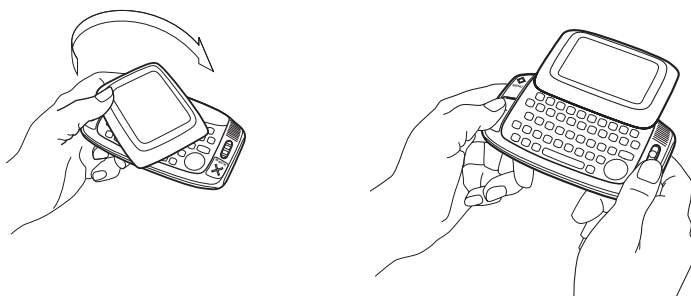
Now, let's get started!

I. Device Controls

Opening and Closing the Display

Normal operating position of the device is horizontal, with the wheel on the right side.

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

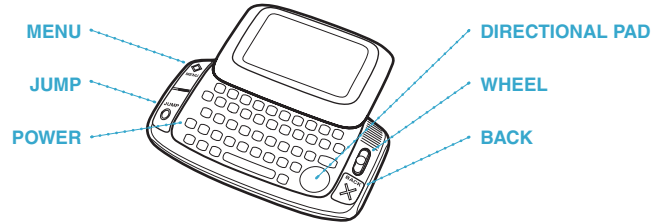


To close the display, reverse the motion to pivot the display counter-clockwise and snap it into the closed position.

Warning

Do not open or close the display in the wrong direction or you will risk damaging your device. Stop if you feel any resistance; the display should spring smoothly into position.

Control Buttons



MENU button Pressing  **MENU** opens a menu of actions you can take on the current screen. If you press the MENU button and no menu appears, this means there are no menu items available for the current screen.



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



POWER Press the power button to turn the device on and off.



DIRECTIONAL PAD (D-Pad) Press to scroll or move within text fields. The D-Pad “rocks” into eight different directions or positions.



WHEEL Use the wheel to highlight then select buttons or links. Rotating the wheel toward you advances the current selection through the “selectable” elements on a screen and scrolls you down a Web page. Pressing the wheel selects the highlighted item or opens a pop-up menu.



BACK button Pressing  **BACK** once takes you back to the screen you were previously viewing; pressing twice takes you back two screens, etc. In a dialog box, press  **BACK** to save your changes and dismiss the dialog box. If a menu is open, press  **BACK** to close it.

II. Registration

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

1 Wait for account activation.

Before you can use your account, T-Mobile must activate your account. This can take up to 48 hours, but usually takes only 1-3 hours. You'll know your device has been activated when the Welcome screen appears on your device display:



Press the wheel to select the **New User** button and advance to the next screen. For subsequent screens, you'll press the **Next** button to advance.

2 Type your first and last names.

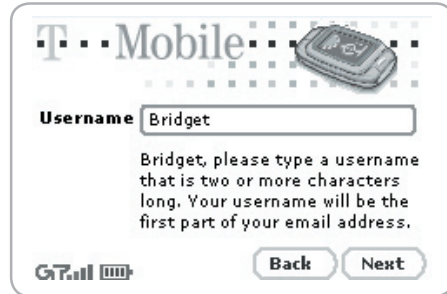
Use the keyboard to type your **First** name, then rotate the wheel to highlight the **Last** name field. Type your last name, then scroll to highlight the **Next** button, then press the wheel to advance to the next screen.

3 Select a username.

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

- Usernames must start with an alphabetic character (A-Z), but can include numbers and underscores (_), but no other punctuation.
- Usernames must be at least 2 but no more than 32 characters in length.
- Usernames are not case-sensitive.

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



T-Mobile

Username

Bridget, please type a username that is two or more characters long. Your username will be the first part of your email address.

G7 

Back Next

4 Select a password.

Select a password that follows the rules below:

- Passwords must contain at least six characters, can include both letters and numbers but no spaces.
- Passwords are case-sensitive. For example, if you set your password to be "Hard2Guess", then you will not be authenticated if you sign in by typing "hard2guess".

After you type your password, type it again to confirm.

5 Select a “secret question” and type your answer.

If you ever forget your password, you can reset it by going to www.t-mobile.com. You’ll be asked to provide an answer to the “secret question” you select on this screen. Press the wheel to open the **Question** pop-up menu, scroll to select a question, then press the wheel to select it.

A screenshot of a mobile phone screen displaying the T-Mobile logo at the top. Below the logo is a small image of a flip phone. The screen shows a 'Question' field with a dropdown menu currently displaying 'What is your favorite movie?'. Below this is an 'Answer' field, which is an empty text input box. Underneath the input box, there is instructional text: 'Please select a secret question category and type your answer. This is in case you ever forget your password.' At the bottom of the screen, there are two buttons labeled 'Back' and 'Next', and a signal strength indicator on the left.

Rotate the wheel to highlight the **Answer** field, then type your answer.

6 Read terms and agreements documents.

Before you can finish registration, you must read and agree to the four end-user agreements that are included in your device box. (See page 45 of this document and the *T-Mobile Welcome Guide* to find the agreements.) Once you read and agree to these terms, press the **Next** button to indicate your acceptance.

7 Wait while data transmits.

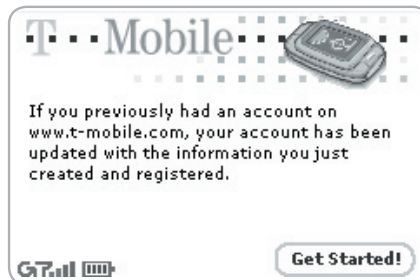
While the data you entered in the registration process is transmitted to T-Mobile, you’ll see the screen shown below. Note that if you are out of network coverage, then you’ll be asked to “try again” to resume registration.



If you are within network coverage, the T-Mobile service will check to see if your username has already been taken. If it has, T-Mobile will provide you with alternate suggestions. You can either pick one of these alternates or type another username.

8 Congratulations!

Once your account has been set up, you'll see the Congratulations screen and a final screen with the **Get Started** button:



Select the **Get Started!** button to do just that!

III. Device Basics

Battery Charger

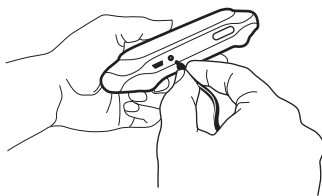
Your device comes with a built-in rechargeable lithium ion (Li-Ion) battery. Before you can begin using your device you must charge the battery.

Warning

Only use the battery charger provided with your T-Mobile device to charge your battery, or you risk damaging your device.

1 Attach the battery charger to your device.

Locate the battery charger that came with your device. Insert the charger lead (the small round end of the adapter) into your device's power jack (the small round hole located at the top of your device) and plug the power cord into a standard 120V AC electrical wall outlet.



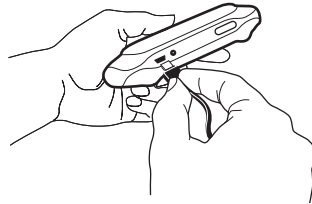
A lightning bolt will appear over the battery icon (in the title bar), indicating the charger is connected.

2 Let the device charge for at least four (4) hours.

Rest the device in a safe place and let the battery charge for at least four hours, or overnight. As the device is charging, you will see the bars in the battery icon fill from left to right. When your device is fully-charged, the bars will stop moving and remain in the filled position.

USB Cable

If your device should ever need recovery software installed (this would have been diagnosed by Customer Care), you will need to connect your device to your desktop or laptop computer using the USB cable. The illustration below shows you how you would attach the cable to your device's USB port.



Title Bar

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





Screen title. Lets you know what application screen you are currently viewing.



Radio signal strength indicator. The more signal bands showing, the stronger the signal strength at your current location.



Service connectivity indicator. Indicates you are connected to the T-Mobile data service.



No radio signal indicator. If you see an X flashing over the radio tower icon, you'll know you've temporarily lost network connection.



Battery charge indicator. The more bars shown in the battery icon, the more charge in the battery.



Battery charger connectivity indicator. While your device is connected to the battery charger and the battery is charging, this lightning bolt icon displays over the battery and the bars in the battery move from left to right.



Battery almost out of charge! When you see the exclamation point flashing over your battery, it's time to plug your device into the charger.

Phone Call Indicators



You have one call in progress; time elapsed is 3 minutes, 40 seconds. Note that the phone icon and the time display alternately.



You have two calls in progress. Time elapsed (4 minutes, 50 seconds) is shown for the first call only.



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



Communication Services Notifications. When you receive a new email, SMS, IM, or voice mail message, you'll receive a visual notification move across the title bar, no matter what application you're currently viewing.



Until you read your new message or listen to your voice mail, you'll see the appropriate icon in the title bar, as a reminder.

Device Settings

Controls Pane

To mute your device, adjust the system and phone sound volume, or adjust screen contrast, open the Controls pane by pressing  **MENU** +  **BACK**.



Backlighting

To better view your device screen and keyboard in dark environments, enable the backlighting feature. (Note that the backlighting feature is enabled when you receive your device.)

- 1 Press  **JUMP** to open the Jump screen. Press  **MENU** to open the menu, then select Settings. The Settings screen appears.
- 2 Scroll down to highlight **Battery & Backlight**, then press the wheel.
- 3 Select the **Automatically turn on when in use** check box to enable backlighting. Select the length of time you want backlighting to stay on from the pop-up menu. (To disable backlighting, simply clear the **Automatically turn on when in use** check box.)
- 4 Press  **BACK** to save your settings.
- 5 Press  **JUMP** to return to the Jump screen. With backlighting enabled, when you press any button on your device, backlighting will turn on for the set amount of time.

Tip As long as you press a key or button before the set time elapses, the backlight will not turn off.

Key Guard Mode

While carrying your device, you can effectively lock the controls by entering key guard mode:



- 1 Press **JUMP** to open the Jump screen. Press **MENU** to open the menu, scroll to highlight **Key Guard**, then press the wheel. You can also quickly enter key guard mode by pressing and holding **BACK** for three seconds.
- 2 Your device control buttons lock.
- 3 To unlock and wake the device, press **MENU** + **BACK**. If you have set a privacy code (see section below), type it at the prompt.

Device Privacy Code

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

- 1 Press **JUMP** to open the Jump screen. Press **MENU** to open the menu, then select **Settings**. The Settings screen appears.
- 2 Scroll to highlight **Key Guard & Security**, then press the wheel. The Key Guard & Security screen displays.

- 3 Make sure Key Guard is enabled for a set amount of time.
- 4 Scroll to highlight **Turn On Privacy...** , then press the wheel to select it.
- 5 Enter a three-digit code using the keyboard or the dial:



At the prompt, re-enter your code to confirm.

- 6 A “New Combination Enabled” message appears. Press **OK**.
- 7 Press **X BACK** to save your settings.

Power-Saving Mode

To save battery power, set your device to go into power-saving mode automatically. In this mode, your device screen will “blank” after your device has been idle for a set amount of time.

Note Your device will still receive calls and messages while in power-saving mode.

- 1 Press  **JUMP** to open the Jump screen, then press  **MENU** to open the menu. Select **Settings**.
- 2 On the Settings screen that appears, scroll to highlight **Battery & Backlight**, then press the wheel. The Battery & Backlight screen appears.
- 3 Select the **Power-Saving Mode** check box so a check appears, then set the time you would like the device to be idle before power-saving mode begins.
- 4 Press **X BACK** to save your setting.
- 5 To end power-saving mode, press any key or control button.

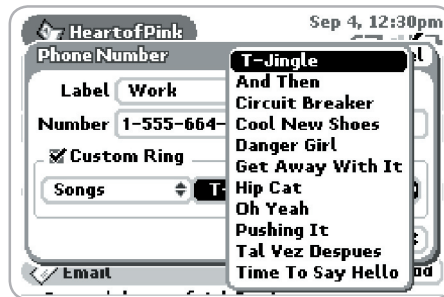
For details about battery usage, refer to the online *T-Mobile Device Owner's Manual*.

Customization

Your T-Mobile device is designed so you can set up many of its features to suit your preferences. You specify device-wide preferences using the Settings screens accessed from the Jump screen menu.

You can also customize many of the applications to suit your individual preferences. Ways you can customize applications include:

- Setting your favorite Web home page (Web Browser)
- Setting special chat notification ringtones for individual buddies (AIM)
- Creating your own categories and labels for identifying contact information (Address Book)
- Setting different ringtones for individual callers (Phone/Address Book)



You specify most application-specific preferences using the application Settings screens: From the Jump screen, open any application (Web Browser, AOL Instant Messenger, Email, etc.). Then open the menu and press **Settings** to open these screens.

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

The Jump Screen

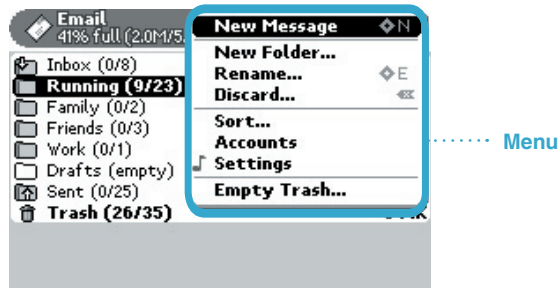
The Jump screen is your entry point to all the device applications: Web Browser, AOL Instant Messenger, Email, Phone, Phone Messages, Address Book, Calendar, To Do, Notes, Camera, and Games. You also set device-wide preferences from the Jump screen.



- 1 To return to the Jump screen from any screen, press **JUMP**.
- 2 To select a particular application, use the wheel to scroll through the applications. When the application you want is highlighted, simply press the wheel once to open that application's main screen.
- 3 Press **MENU** from the Jump screen to open device Controls, Settings, as well as the Key Guard, Hints, and Power Off features.

Menus

Almost every screen on your device has a set of actions you can take while on that screen. These actions are listed in a floating window, called a menu, which you open by pressing the Menu button  **MENU**.



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

IV. The Desktop Web Interface

The data you store in the Email, To Do, Calendar, Address Book, Notes, and Camera applications are also available for viewing or editing on the Web from any computer connected to the Internet. To reach the desktop Web interface:

- 1 On your desktop computer, point your Web browser to **www.t-mobile.com** to open the T-Mobile home page.
- 2 Type your device's **Phone Number** and **Password** to sign in.

Tip

If you don't know your phone number, you can find it on your device: Press  **JUMP** to open the Jump screen. Press  **MENU**, then select **Settings**. Scroll to highlight System Info, then press the wheel. Your phone number is listed on the page that appears.

- 3 On the page that opens, click the link to the **Desktop Web Interface**. (If you want the Desktop Web Interface to be your default entry point to the T-Mobile Web site, then follow the instructions that appear.)
- 4 Your Jump Page opens, displaying a summary of your emails, upcoming Calendar events, To Do list, and Notes.
- 5 Use the navigation buttons at the top of the page to open the various applications or to open the Help window, which displays the online *T-Mobile Device Owner's Manual*.
- 6 When you're finished using the Web applications, always click the **Sign Out** link to exit the Web site securely.

Desktop Applications

Calendar

Calendar		New Event
Today Wednesday - May 1, 2001		
4:00pm	Meet with boss	
5:15pm	Catch train	
6:00pm	Program VCR to tape Enterprise on WB	
7:30pm	Night class - Econ	
11:00pm	Start dishwasher & let cat in	
Today Wednesday - May 1, 2001		
6:30am	Run 3 miles	
7:30am	Dentist Appt.	
11:45am	Lunch with Sarah at Olive Garden	
9:00pm	Watch Six feet Under!	

To Do

To Do		New Task
	Send in registration for 10K	May 15, 2002
	Get new running shoes	May 14, 2002
	Make vet appt. for Kleo	April 10, 2002
	Pick up drycleaning	Yesterday
	Get Wine for Dinner Party	Today
	Get 1 lb Sumatra decaf	Today
	Plant False Yew	Tomorrow
	Clean Windows	Tomorrow
	Make appointment for haircut	May 8, 2002

Email

Email			New Message
From	Subject	Date	
Richter	You wouldn't believe this...	12:00pm	
Bowen	Today's my birthday!	12:05pm	
David	Check out this amazing...	12:14pm	
Janey	Let's have lunch?	12:20pm	
Gloria	It's been too long...	12:26pm	

Notes

Notes		New Note
Animal checkup dates: - Marble: October - ...	Last modified April 25, 2002	
Justin is coming back from NYC: Flight Information...	Last modified February 4, 2002	
Possible Clive Owen films: 1. Crozier 2. Gosford...	Last modified December 26, 2001	

V. Using the Applications

Phone



Make a Phone Call

- 1 Press **O JUMP** to open the Jump screen, then press the wheel to open the Phone application.
- 2 Enter the number you want to dial by using one of the following dialing methods:

- Open the display, then type your number using the keyboard. Select **Send Call** to place the call.
- Select **Send Call** to open the dial pad:



Use the wheel to highlight and select numbers. When you've completed the number, select **Send Call** to dial it.

- Highlight then select **Recent** to open a list of recently-dialed numbers. If the number you want to call is on the list, select it using the wheel. The call is placed.
 - Highlight then select **Look Up** to open a list of Contacts and Phone Numbers from your Address Book. Select the number you want to dial to place the call.
- 3 To end your call, select **End Call**, or press and hold **X BACK** for three seconds.



Answer a Phone Call

When your device signals there is an incoming phone call, the display will show the name of the caller (assuming caller ID is not disabled on the incoming phone and the phone number is available). The Answer Phone button is highlighted by default.

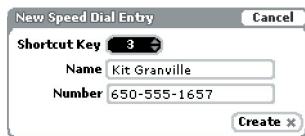


- 1 Press the wheel to select the **Answer Phone** button.
- 2 Speak to the caller.
- 3 To hang up, select  **End Call**, or press and hold  **BACK** for three seconds.



Add a Number to Your Speed Dial List

- 1 Press  **JUMP** to go to the Jump screen, then press the wheel to open the Phone application.
- 2 Press  **MENU** to open the menu; select **New Speed Dial...** to open the New Speed Dial Entry dialog box:



- 3 Select a Shortcut number. Only the numbers available will appear in the Shortcut pop-up menu.
- 4 Type the speed dial **Name** and **Number**, then select **Create**.



Change Your Phone Ringtone

- 1 Press  **JUMP** to go to the Jump screen, then press the wheel to open the Phone application.
- 2 Press  **MENU** to open the menu. Scroll to **Settings** and press the wheel to go to the Settings screen.
- 3 Scroll to highlight **Ringtones**, then press the wheel.
- 4 Make sure the **Ring for Incoming Phone Call** check box is selected:

- 5 Scroll to highlight the Ringtone category pop-up, then press the wheel. Select a category from the pop-up menu:



- 6 Once you've picked a category, scroll to highlight the adjacent song pop-up menu and select the song you want to be your new ringtone.
- 7 Press  **BACK** to save your new ringtone.



Check Your Voice Mail

- 1 Press  **JUMP** to go to the Jump screen, then press the wheel to open the Phone application.
- 2 Press and hold the **#1** key (the speed dial key assigned to voice mail) to call your voice mailbox.
- 3 Follow the prompts to retrieve your messages.
- 4 To hang up, select  **End Call** , or press and hold  **BACK** for three seconds.



Import Contacts from Your SIM Card

If you have a mobile phone with a SIM card, you can import the phone numbers you have stored on the SIM into your device's Phone Book. First, insert the SIM with the contacts into your device, then:

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

Phone Messages



Send a Phone Message

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **Phone Messages**, then press the wheel to open the application.
- 2 Press  **MENU** to open the menu. **New Message** is selected by default; press the wheel to go to the Compose screen.
- 3 The **To** field is active; type the phone number of the person to whom you wish to send the message.
- 4 Use the wheel to scroll to the message body; type your message. Note that you can only use 160 characters in any one message, including To and Subject lines, spaces, and line returns.

Tip

To help you keep track of how many characters you've already typed in a message, as you type, the number of characters in your message displays at the bottom of the screen.

- 5 When ready to send, scroll to highlight the **Send** button, then press the wheel to send the message.

Web Browser



Browse the Web

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **Web Browser**, then press the wheel to open the application.
- 2 Start typing the address of the Web page you wish to visit. The **Go To** pane opens automatically, showing the address you are typing.
- 3 Press the wheel to open the Web site.



Bookmark a Web Site

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

AOL® Instant Messenger™ Service



Signing on to the AOL Instant Messenger Service

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **AOL Instant Messenger™** (AIM®), then press the wheel to open the application. The Sign On screen appears.
- 2 If you already have an AIM account, type your screen name and password (passwords are case-sensitive), then select the **Sign On** button.
- 3 If you don't already have an AIM account, scroll to highlight the **Screen Name** pop-up menu, then press the wheel to open. Select **New User**. (It's free to set up an AIM account.)
- 4 The New User dialog box appears. Select **Create New Screen Name**.
- 5 You are taken to the AOL New Account Web page via the device Web Browser. Follow the directions on the Web page to create a new account.
- 6 Once your account has been created, you will be returned to the AIM Sign On screen, where you can type your new screen name and password.



Send an Instant Message

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **AOL Instant Messenger™**, then press the wheel to open the application.
- 2 Sign on with your screen name and password; your buddy list displays.
- 3 To start a conversation with a buddy on your list, from the Buddy List screen, scroll to highlight the buddy's screen name, then press the wheel to start a conversation.

- 4 To start a conversation with someone not on your buddy list, press  MENU to open the menu, then select **Send Message To....** On the New Instant Message dialog box that opens, type a screen name, then press **Start Conversation** to start a conversation.
- 5 Type your message. When ready, press the **Return** key to send.

Email



Send an Email

- 1 Press  JUMP to go to the Jump screen. Scroll to highlight **Email**, then press the wheel to open the application.
- 2 Press  MENU to open the menu. **New Message** is selected by default; press the wheel to go to the Compose screen.
- 3 Use the wheel to scroll to the **To** field; type the email of the person to whom you wish to send an email. To type multiple names in the **To** field, separate names with a comma (,).
- 4 Scroll to the **Subject** field and type the subject of your email.
- 5 Scroll to the message body and type your message.

Tip

To delete all the text you've typed in any text box, press the ALT+SHIFT+DEL keys together. To delete just the current line of text, press the ALT+DEL keys together.

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



Fetch Email from External Accounts

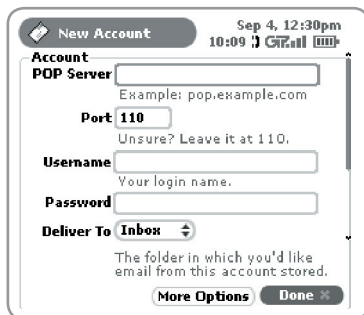
When you register your device account, you automatically receive an email account that you can use immediately, on either your device or the Email application on the desktop Web interface. In addition, you can fetch email from up to three external POP3 email servers.

Note

At this time, email from AOL Mail, MSN Hotmail®, or email servers that are protected by a firewall do not allow email to be fetched by other servers. You can, however, check your Internet email accounts by using the Web Browser, as described in “Fetch Email Using Your Device’s Web Browser” on page 32.

The instructions below explain how to fetch email from external accounts by using your device. Note that you can also do this from the Email application on the desktop Web interface.

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **Email**, then press the wheel to open the application.
- 2 Press  **MENU** to open the menu. Select **Accounts** to open the Accounts screen.
- 3 On the Accounts screen, press  **MENU** to open the menu, then select **New Account** to open the New Account screen:



New Account Sep 4, 12:30pm
10:09   

Account
POP Server
Example: pop.example.com

Port
Unsure? Leave it at 110.

Username
Your login name.

Password

Deliver To **Inbox** 
The folder in which you'd like email from this account stored.

More Options **Done** 

- 4 Type your POP account information in the fields on this New Account screen. Read the sections below for more details on each field.

POP Server field - The first thing you must provide on the New Account screen is the name of your email POP Server. Many people don't know the name of their email POP Server. If you don't, your email provider will be able to tell you, or you can reference the table below for samples.

Tip Some popular Web-based email providers and their POP Server names are provided below for your convenience. If you have a POP email account through your ISP, contact them for more assistance.*

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

Port field - Unless your email provider has specified otherwise, leave this field at 110.

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

Save Folder pop-up menu - When your POP email arrives, this is the folder the email will be delivered to.

- 5 When you've filled in all the fields on the screen, to save your information, scroll down to the bottom of the screen and select **Done**, or press  **BACK**.
- 6 Wait to send emails from this POP account on your device until you receive a confirmation message on the Email Accounts screen.

*For more details about setting up your POP accounts, go to the desktop Web applications and click **Help** to open online *T-Mobile Device Owner's Manual*.



Fetch Email Using Your Device's Web Browser

If you have an Internet email account, you can use your device's Web Browser application to sign in to those accounts and check your email.

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **Web Browser**, then press the wheel to open the application.
- 2 Start typing the URL to your Internet email account. What you type is automatically inserted into the **Go To** pane.

Note that the following two Web sites have been bookmarked for you:

- Yahoo!® Mail – mobile.yahoo.com/home
- MSN Hotmail® – hotmail.com

- 3 Press the wheel to go to the Web site's sign in page.



Send a Photo

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

Address Book



Add a Contact to the Address Book

- 1 Press **JUMP** to go to the Jump screen. Scroll to highlight **Address Book**, then press the wheel to open the application.
- 2 Press **MENU** to open the menu. **New Contact** is selected by default; press the wheel to go to the New Contact Identity screen.
- 3 To create a contact, you only need to type basic “identity” information: a **First** or **Last** name. But on this screen you can also provide a **Middle** name and a **Nickname**, as well as select an icon. To select an icon, rotate the wheel up to highlight **icon**, then press the wheel to open the icon pop-up menu. Rotate the wheel to highlight the icon you want, then press the wheel to select it.
- 4 When finished with the Identity screen, select **Done**.
- 5 You advance to the next New Contact screen, in which you can type or select additional contact information.

Tip

To select a choice from a pop-up menu **Family**, highlight the menu using the wheel, then press once. The menu opens. Scroll through the list of options, highlighting the option you want:



Then press the wheel to select the option.

- 5 Scroll through the New Contact fields (Personal Info, Phone, Email, etc.), selecting **Add** or **Edit** to open screens in which you can add contact information.
- 6 When finished, press **BACK** to save your new contact information.



Import Address Book Contacts

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

- 1 Go to your desktop or laptop computer and sign in to **www.t-mobile.com** to go to the Desktop Web Interface.
- 2 Follow the instructions on page 21 to sign in to your Jump Page.
- 3 From your Jump Page, click **Address Book**. The Address Book application displays.
- 4 Click **Import** in the sidebar. The Import page opens.
- 5 The Import page includes step-by-step instructions for completing the import process. The following file types (exported formats) can be imported:
 - Microsoft Outlook for PC (.txt file)
 - Microsoft Outlook Express for Mac (.txt file)
 - Microsoft Entourage for Mac (.txt file)
 - Palm Desktop for PC (.txt/.tab file)
 - Palm Desktop for Mac (.txt/.tab file)
- 6 After you click the **Import Now** button, your contacts are imported to your Web Address Book, then sent to your device via the network. Make sure your device has a wireless connection; then, after 2-3 minutes, check your device to see if your new contacts have arrived.

Calendar



Add an Event to Calendar

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

Notes



Create a Note

You can create and store up to 20 notes on your device. Each note can be up to 1000 characters, which is about half a page in a paperback.

- 1 Press **JUMP** to go to the Jump screen. Scroll to highlight **Notes**, then press the wheel to open the application.
- 2 Press **MENU** to open the menu. **New Note** is selected by default.
- 3 Press the wheel to open a blank note.
- 4 Type your note, then press **BACK** to save it.

To Do



Add a To Do

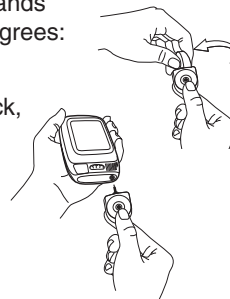
- 1 Press **O JUMP** to go to the Jump screen. Scroll to highlight **To Do**, then press the wheel to open the application.
- 2 Press **D MENU** to open the menu. **New Task** is selected by default.
- 3 Press the wheel to open a blank task screen.
- 4 Fill in your task information.
- 5 Press **X BACK** to save the task.

Camera



Insert the Camera Accessory into Your Device

- 1 Before you can insert the camera into your device, you must expose the attachment piece, which is protected by a plastic case. You can tell which end is the case because it has a hook for attaching to a key chain or cord.
- 2 To remove the case, hold the camera with both hands (one hand on each end) and twist the case 90 degrees:
- 3 Pull to expose the attachment.
- 4 Insert the attachment into the headset/camera jack, as shown in the image:



Be sure to push the camera in all the way!

- 5 You're ready to take a photo!



Take a Photo

- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **Camera**, then press the wheel to open the application.
- 2 Insert the camera into your device's headset/camera jack, as explained in the previous section.
- 4 The Camera capture screen opens automatically.
- 5 Position the camera "eye" while looking at the device screen by swiveling it until you have composed the image you want to capture.

If the image is upside down, select  to turn it right-side up.

- 6 Press the wheel to select  and take your photo.
- 7 Check the device display to see if you want to **Retry** or **Keep It**.
- 8 To look at your Photo Gallery, open the menu and select **View Gallery**.



Play Games

You'll find many entertaining games on your device. Each game has on-screen instructions, but for complete instructions, see the online *T-Mobile Device Owner's Manual*.

VI. Keyboard Shortcuts

Call a speed dial number	Press and hold the speed dial number on the keyboard while in the Phone application or on the Jump screen.
Answer an incoming call	Press the wheel.
Send an incoming call directly to voice mail	X BACK
Hang up active call	Press and hold X BACK for three seconds.
Mute your device when ringing	Press any key (X BACK sends to voice mail)
Create a new note, message, event, task, to do, or contact	◇ MENU + N
Discard item	Select the item then press the DEL key.
Send a composed email or phone message	◇ MENU + M
Delete all text in a text box	Press ALT+SHIFT+DEL.
Delete all text in a single line	Press ALT+DEL.
Put device in key guard mode plus lock controls	Press and hold X BACK for three seconds.
Unlock device	◇ MENU + X BACK
Power on/off your device	①
Open Controls pane	◇ MENU + X BACK
Scroll pages	Hold ◇ MENU and rotate wheel. Or, press spacebar to page down; press @ to page up.

VII. The Online Owner's Manual

For details on how to use all the applications on both the Web and the device, please read the *T-Mobile Device Owner's Manual*. To reach the manual, first sign in to www.t-mobile.com. From your Jump Page, click the Help link to open the online manual's Contents page:



The manual opens in HTML format, but you can also open an Adobe Acrobat® (PDF) version of the manual for viewing online or printing. To open the PDF file, click the Open PDF link on the Contents page, as shown above.

The PDF file opens in the help window. To print the entire manual or just a portion, click the printer icon in the Adobe menu bar and complete the print dialog box.

VIII. Troubleshooting

How do I know when my account has been activated?

Once your account has been activated by T-Mobile, you will see a “Welcome” message on your screen. If the Welcome message doesn’t appear on your device after 48 hours after registering, call T-Mobile Customer Care at 1-800-937-8997 to check the status of your account.

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

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

- 1 From the Jump screen, press the Menu button, and select **Settings**.
- 2 Scroll to highlight the **Wireless Options...** button (at the bottom of the screen), then press the wheel.
- 3 In the Wireless Options dialog box that appears, select the **Wireless Off** option, then select **OK**.
- 4 Your device is now offline. You should confirm offline status by looking next to the radio tower icon in the title bar; it should read OFF.

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

How can I protect my device from damage?

The best way to protect your device is to carry it with the display closed, in the carrying case supplied in the box. You may risk damaging your device if you do not protect the display.

What Web browsers do you support on the desktop Web interface?

Web browsers IE 5+ and Netscape 4.7+ are supported on both the Windows and Macintosh operating systems.

I noticed there isn't a battery door on the device. Why is that?

You will never need to replace the lithium Li-Ion battery, although you will need to charge it nightly.

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

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

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

To fetch messages from another email account, the external email server must support POP3 protocol. In addition, you need to know the following information:

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

Most Internet Service Providers and University email systems work with the POP3 protocol for their email systems. If you are not sure of the protocol, please call or email your remote service and ask if they support POP3. The remote service operators should also be able to tell you the name of the remote email server.

Once you have all this information, set up your external account by following the instructions in “Fetch Email from External Accounts” on page 30 of this Guide. Once set up, your remote email account will be checked periodically and a copy of all new, unread messages will be placed in your T-Mobile Email inbox.

Why does the display on my device sometimes get very dark or discolored?

When in cold or hot temperatures, the display may darken. To remedy the situation, bring your device to room temperature.

My device needs repair. What should I do?

Call T-Mobile Customer Care at 1-800-937-8997 for troubleshooting support.

How do I report a lost T-Mobile device?

Call 1-800-937-8997 to report the lost device. Don't worry! T-Mobile will disable any lost device and your data is always safely stored on the service.

IX. Customer Care

T-Mobile's Customer Care offers responsive and knowledgeable customer support 24 hours a day, seven days a week. It's a free call anytime. Just dial 611 using the Phone application or 1-800-937-8997 from any other phone.

You can also contact Customer Care through our Web site, by email, or regular mail:

- Web site: www.t-mobile.com
- Email: customercare@t-mobile.com
- Regular mail: T-Mobile Customer Care
P.O. Box 37380
Albuquerque, New Mexico 87176-7380

Be sure to check the online *T-Mobile Device Owner's Manual* for details on using all the applications.

X. Notices

FCC Compliance

This device has been tested to comply with FCC standards for home or office use.

For body worn operation, this phone has been tested and meets the FCC RF exposure guidelines when used with T-Mobile accessories supplied or designated for this product. Use of other accessories may not ensure compliance with the FCC RF exposure guidelines.

Danger Customer Agreements

DANGER, INC. End-User License Agreement and Limited Warranty

PLEASE READ THIS AGREEMENT BEFORE YOU ACTIVATE YOUR SERVICES WITH T-MOBILE. ACTIVATING THE SERVICES SHALL CONSTITUTE YOUR ACCEPTANCE OF THE FOLLOWING TERMS AND CONDITIONS.

DANGER END-USER LICENSE AGREEMENT and LIMITED WARRANTY

THANK YOU FOR PURCHASING THIS PERSONAL ELECTRONIC DEVICE ("DEVICE") MANUFACTURED THROUGH DANGER, INC. ("COMPANY"). PLEASE CAREFULLY READ THE FOLLOWING – IT DESCRIBES THE TERMS AND CONDITIONS ON WHICH COMPANY OFFERS YOU USE OF THE DEVICE. ACTIVATING THE SERVICES WILL CONSTITUTE YOUR ACCEPTANCE TO THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ABIDE BY ALL OF THE TERMS AND CONDITIONS CONTAINED IN THIS AGREEMENT, YOU MUST NOT ACTIVATE THE SERVICES, INSTEAD, RETURN THE DEVICE TO THE PLACE WHERE IT WAS PURCHASED.

A. General Information

1. **Terms of Use.** You, the purchaser of the Device, shall be granted the license and right to use the software and other technology embedded in the Device. Your use of the Device, and the use of the Device by any third party authorized by you, is subject to the terms and conditions of this Agreement.
2. **Risks Associated With Use.** Your access to Your personal computer, third party networks, wireless networks, and Internet sites through use of the Device or any services accessed through the Device is solely at Your own risk. Company does not warrant or guarantee the safety or reliability of any content or network You may access through use of the Device.

3. **Improper Use of the Device.** You agree that You will not use any device, software or routine to interfere or attempt to interfere with the proper working of the Device or any services which may be offered through the Device. You agree that You will not use the Device to introduce any viruses, Trojan horses, worms, time bombs, cancelbots or other computer programming routines that are intended to damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information of another.
4. **Use While Conducting Dangerous Activities.** You agree not to use the Device in a negligent or intentionally dangerous manner, or while conducting dangerous activities, including but not limited to operating a motor vehicle or other machinery. You further agree to assume the risk of any injury or damage caused by Your negligent or intentionally harmful use of the Device, and You expressly release Company and its distributors or agents from any and all such injury or damage.

B. Limited Product Warranty

1. **Cosmetic Defects.** Company represents and warrants that the Device housing and all cosmetic parts shall be free of defects at the time of Your purchase. You must report any such defects or problems within thirty (30) days of Your purchase of the Device.
2. **Limited Product Warranty.** Company also represents and warrants that for a period of one (1) year from the date of Your purchase of the Device (the "Warranty Period"), the Device shall (i) be free from all defects in the workmanship and components incorporated within the Device, and (ii) perform in material accordance with the documentation regarding the Device.
3. **Devices or Problems Excluded From the Limited Product Warranty.** Any Device which (i) has been damaged or broken due to the negligent or intentional acts of You or third parties, or (ii) has been subject to abnormal use or conditions, improper storage, unauthorized modifications, accident, or other acts which are not the fault of Company or the manufacturer of the Device, shall not be covered under this limited product warranty (the "Excluded Devices").
4. **Company's Obligations.** During the Warranty Period, Company will repair or replace, at Company's option, any defective parts or components of the Device that do not operate properly, unless such a Device is an Excluded Device. You will not be charged for any such parts which are repaired or replaced, and Company will pay for the cost of shipping for any repaired or replaced Device. Company shall not be obligated to pay the cost for rental of alternative Devices, the cost of any lost or damaged information, or any other expenses not expressly set forth herein. Parts or repairs which are not covered by this limited product warranty will be repaired or replaced by Company solely at Your expense.
5. **Your Duties.** If a problem with the Device develops during the Warranty Period, You must do the following:
 - a. You must promptly notify Company, or its agent, of such problem before the expiration of the Warranty Period by calling (800) 937-8997.
 - b. You shall provide all information requested by Company during such telephone call, including your name, address, telephone number and proof of purchase. If you cannot provide proof of purchase, the Warranty Period shall be deemed to run for a period of fifteen (15) months from the date of shipment from the manufacturer.
 - c. You must agree to pay for the cost of repair or replacement of any component or the Device if Your Device is found to be not covered by the limited product warranty. If You so agree, (a) Company will ship You a replacement Device at Company's expense, (b) You will follow the instructions included with the replacement Device, including instructions for replacing the Smart Card, and (c) following receipt of the replacement Device, You shall ship the problem Device as instructed by Company via U.S. Postal Service to: VoiceStream Customer Care, PO Box 37380, Albuquerque, NM 87176-7380.

- d. If You do not agree to pay for the costs of the repair or replacement of the Device if such repair or replacement is not covered by the limited product warranty, then You shall ship the problem Device pre-paid and insured via U.S. Postal Service to VoiceStream Customer Care, PO Box 37380, Albuquerque, NM 87176-7380. You shall include a return address, daytime telephone number and/or fax number, and a complete description of the problem. Company shall ship a replacement Device to You only if the defective part or Device is covered by this limited product warranty, and You will follow the instructions included with the replacement Device, including instructions for replacing the Smart Card. Otherwise, any part or Device sent to Company and not covered by this limited product warranty shall be returned freight collect without repair or replacement to You.
- e. You shall have no coverage or benefits under this limited product warranty if You fail to notify Company or any problems during the Warranty Period or fail to follow the instructions provided to you by Company.
- 6. Parties Who Can Enforce the Warranty. This limited product warranty extends only to the individual or entity listed as the initial customer on the initial wireless service account associated with the Device. This limited product warranty is not assignable or transferable to any subsequent purchaser or user.

C. Disclaimers

- 1. Warranty Disclaimer. THE DEVICE IS BEING PROVIDED TO YOU WITH THE LIMITED PRODUCT WARRANTY SPECIFIED ABOVE, AND SUCH LIMITED PRODUCT WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES BY COMPANY, WHETHER EXPRESS OR IMPLIED. EXCEPT AS SO SPECIFIED IN THE LIMITED PRODUCT WARRANTY, COMPANY MAKES NO OTHER WARRANTIES WITH RESPECT TO THE DEVICE AND DISCLAIMS AND EXCLUDES ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, TO THE EXTENT ALLOWED BY APPLICABLE LAW, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND WARRANTIES OF NON-INFRINGEMENT. COMPANY DOES NOT WARRANT THAT THE DEVICE OR ANY SERVICES ACCESSED THROUGH THE DEVICE WILL MEET YOUR REQUIREMENTS OR THAT THE DEVICE OR SUCH SERVICES OR OTHER THIRD PARTY SERVICES WILL BE UNINTERRUPTED, ACCURATE OR ERROR-FREE. YOUR SOLE REMEDY WITH RESPECT TO ANY BREACH OF THE PRODUCT WARRANTY SHALL BE THE REPAIR OR REPLACEMENT OF THE DEVICE AS SPECIFIED IN THE LIMITED PRODUCT WARRANTY. Some states do not allow the disclaimer of implied warranties, so the foregoing disclaimer may not apply to You. The Limited Product Warranty gives You specific legal rights, and You may also have other legal rights which vary from state to state.
- 2. Disclaimer of Consequential Damages. COMPANY SHALL NOT BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DAMAGES, INCLUDING SPECIAL, INDIRECT, INCIDENTAL AND CONSEQUENTIAL, THAT MAY ARISE FROM YOUR USE OF THE DEVICE, INCLUDING BUT NOT LIMITED TO DAMAGES ARISING FROM ANY DISRUPTION OF SERVICES ACCESSED THROUGH THE DEVICE OR AN OUTAGE OF THE WIRELESS NETWORK PROVIDED BY YOUR SERVICE PROVIDER OR ANY LOSS OF ANTICIPATED BENEFITS OR PROFITS DUE TO ANY ERROR, FAILURE OR DEFECT IN OR OF THE DEVICE. IN NO EVENT SHALL COMPANY BE LIABLE FOR ANY DAMAGES ARISING OUT OF OR IN RELATION TO CONTENT OR SERVICES PROVIDED BY THIRD PARTIES, INCLUDING BUT NOT LIMITED TO WIRELESS NETWORK SERVICES PROVIDED BY THIRD PARTIES, OR LOSS OF SERVICE DUE TO THE ACTS OR OMISSIONS OF THIRD PARTIES.
- 3. Limitation of Liability. COMPANY'S LIABILITY, AND THE LIABILITY OF ITS SUPPLIERS, TO YOU OR ANY THIRD PARTIES IN ANY CIRCUMSTANCE OR IN ANY WAY RELATED TO THIS AGREEMENT OR THE USE OF THE DEVICE IS LIMITED TO THE AMOUNT OF ONE THOUSAND DOLLARS (\$1000). THIS LIMITATION OF LIABILITY SHALL BE ENFORCED TO THE MAXIMUM EXTENT ALLOWED BY LAW. Some states do not allow the limitation of liability, so the foregoing limitations may not apply to You.

D. Intellectual Property

1. **Company Technology.** You acknowledge that the technology utilized in and through use of the Device is covered by patent, copyright, trade secret and other intellectual property rights of Company, and that no right, title or any interest, expressed or implied, in or to any software or technology utilized or contained within, or accessed through the Device (the "Company Technology") is transferred from Company to You, other than the limited license granted above to use the Device. Title to and ownership of the Company Technology shall remain with Company and its licensors (if any).
2. **Trademarks.** You shall not alter or erase any proprietary notices appearing on the Device. The trademarks and logos ("Marks") displayed on the Device are the property of Company or other third parties, which you may not use for any purpose.
3. **Restrictions.** You shall not reverse engineer, decompile or disassemble any portion of the Company Technology, nor otherwise attempt to create or derive or discover any source code or underlying ideas or algorithms or file formats or programming or interoperability interfaces of the Device.
4. **Company Technology.** You acknowledge that the technology utilized in and through use of the Device is covered by patent, copyright, trade secret and other intellectual property rights of Company, and that no right, title or any interest, expressed or implied, in or to any software or technology utilized or contained within, or accessed through the Device (the "Company Technology") is transferred from Company to You, other than the limited license granted above to use the Device. Title to and ownership of the Company Technology shall remain with Company and its licensors (if any).

E. Other Legal Provisions

This Agreement shall be governed by the laws of the State of California, without regard to conflict of law provisions thereof. If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. This Agreement sets forth the entire understanding and agreement between You and Company concerning the subject matter hereof, and may not be amended except in a writing signed by both parties. Company's failure to enforce any of the terms of this Agreement shall not constitute a waiver or relinquishment of Company's right to do so at any time.

ANGER TERMS OF SERVICE AGREEMENT

PLEASE CAREFULLY READ THIS TERMS OF SERVICE AGREEMENT (THE "AGREEMENT") BEFORE YOU COMPLETE THE REGISTRATION OF YOUR T-MOBILE DEVICE (THE "DEVICE"). COMPLETING YOUR REGISTRATION AND USING THE DEVICE SHALL CONSTITUTE YOUR ACCEPTANCE OF THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ABIDE BY ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, THEN YOU MAY NOT USE THE DEVICE AND ACCOMPANYING SERVICES. IN SUCH AN EVENT, PROMPTLY RETURN THE DEVICE TO THE PLACE WHERE IT WAS PURCHASED.

Danger, Inc. ("Danger") owns and operates and, in conjunction with T-Mobile, provides to you ("You" or "Your") a service (the "Service") that allows you to use certain applications with your Device, including email, web browsing, instant messaging, address book, and calendar functions. As part of the Service, Danger also operates a web site that provides you with access to such applications and related data.

Your use of the Device and the Service is subject to the terms and conditions of this Agreement. This Agreement may be updated and modified from time to time so please review it periodically. You can review the most current version of this Agreement at any time at www.danger.com/agreements. Your use of the Device and access to the Service following such changes or modifications will constitute your acceptance of the Agreement as revised.

1. **Changes to the Service and/or Software**

Danger is a technology company that provides innovative products and services. The Service utilizes wireless networks and the Internet, and as either or both adapt and change, Danger may adapt or change the Service as well. You acknowledge and agree that the functionality available through the Device or the Service may change, and that in the future, additional fees for the Service may be added.

2. **Your Account**

All registration information that you provide must be accurate, including your name, address, credit card numbers and expiration dates. You are responsible for keeping such information up to date and must supply changes to such information promptly to T-Mobile.

You will receive a password and username upon completing your registration for the Service. You are responsible for maintaining the confidentiality of the password and account information, and are fully responsible for all activities that occur under your password or account. You agree to immediately notify T-Mobile of any unauthorized use of your password or account or any other breach of security. You are responsible for all fees and charges associated with or incurred in connection with your use of the Service, including the monthly subscription fees payable to T-Mobile.

3. **Ownership**

Danger and its licensors own and retain all proprietary rights, including all patent, copyright, trade secret, trademark and other intellectual property rights, in and to the software included with the Device or subsequently provided to you through the Service, and related documentation (together, "Software"), and any corrections, bug fixes, enhancements, updates or other modifications to the Software. Further, Danger and its licensors own and retain all intellectual property rights, including all patent, copyright, trade secret, trademark and other intellectual property rights in the Device and the Service. You acknowledge and agree that your ownership of the Device extends only to the physical unit, and except as permitted by law, does not encompass any right to modify, decompile, reverse engineer or in any way alter the unit so as to adversely impact the intellectual property rights of Danger and its licensors.

4. **Confidential Information**

You agree that the Software, the Device and the Service contain confidential information, including trade secrets, know-how and other information, that is the exclusive property of Danger. You agree to keep this information confidential and to not use or disclose this information to any third party except as authorized by this Agreement.

5. **Uploading and Downloading of Information**

You hereby agree and acknowledge: (a) that Software, data, and other information may be downloaded from Danger to Your Device and requests for information may be uploaded from your Device to Danger on a regular basis; (b) that Danger makes no guarantee of, and is not responsible for, the accuracy or completeness of any downloaded information; and (c) that the Service may be inoperable from time-to-time and Danger shall incur no liability for such inoperability.

6. Intellectual Property Rights

Danger respects the intellectual property rights of others, and expects those using its products and services to do the same. You hereby agree to comply with the following:

Copyright

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

Copyright Notice

Pursuant to the Digital Millennium Copyright Act, Danger reserves the right to terminate the accounts of users of the Service who are infringers of the copyrights of others. If you believe that your work has been copied in a way that constitutes copyright infringement, please provide Danger's Copyright Agent the following information:

- (a) An electronic or physical signature of the person authorized to act on behalf of the owner of the copyright interest;
- (b) A description of the copyrighted work that you claim has been infringed;
- (c) A description of where the material that you claim is infringing is located on the Service;
- (d) Your address, telephone number, and email address;
- (e) A statement by you that you have a good faith belief that the disputed use is not authorized by the copyright owner, its agent, or the law; and
- (f) A statement by you, made under penalty of perjury, that the above information in your Notice is accurate and that you are the copyright owner or authorized to act on the copyright owner's behalf.

Danger's Copyright Agent for Notice of claims of copyright infringement is Andrew Missan who can be reached as follows:

Andrew Missan
Vice President & General Counsel
Danger, Inc.
124 University Avenue
Palo Alto, CA 94043
Phone: (650) 289-5061
Fax: (650) 289-5001
Email: copyright@danger.com

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7. [Links](#)

The Service contains links to other Web sites. When You go to another Web site, Danger is not responsible for the content or the privacy practices of those third party Web sites. Danger makes no warranty or representation regarding, and accepts no responsibility for, the quality, content, nature or reliability of third-party Web sites or services accessible by hyperlink from the Service. Danger provides these links for Your convenience only and Danger does not control such Web sites. Danger's inclusion of links to such Web sites does not imply any endorsement of the materials on such third party Web sites or any association with their operators. It is Your responsibility to review the privacy policies and terms of use of any other Web site You visit.

8. [Third-Party Services and Content](#)

In the course of using the Service, You may access services provided by third-party service providers ("Third-Party Services") or obtain certain third-party information, data, text, software, music, sound, photographs, graphics, videos, messages, websites, goods, services, and other materials ("Third-Party Materials"). You expressly agree and acknowledge that Danger does not exercise any control over Third-Party Services or Third-Party Materials, nor does it endorse, warrant, or guarantee any Third-Party Services or Third-Party Materials. Similarly, You, and not Danger, are entirely responsible for all content that you upload, post, email, transmit or otherwise make available via the Service. You understand that by using the Service, you may be exposed to Third-Party Materials that are offensive, indecent or objectionable. Danger will not be liable to You in connection with Third-Party Services or Third-Party Materials, including, but not limited to, for any errors or omissions in any Third-Party Materials or Third-Party Services, or for any loss or damage of any kind incurred as a result of Your use of any Third-Party Materials or Third-Party Services. You are expected to use caution and common sense in accessing Third-Party Materials, and You are solely responsible for independently confirming or investigating such Third-Party Materials before relying upon information or making a purchase.

9. [Submissions](#)

You agree that any materials, including but not limited to questions, comments, suggestions, ideas, plans, notes, drawings, original or creative materials or other information, provided by you in the form of e-mail or submissions to Danger are non-confidential and you grant Danger a nonexclusive, royalty-free, perpetual, irrevocable, and fully sublicensable right to use, reproduce, modify, adapt, publish, translate, create derivative works from, distribute, and display such materials throughout the world in any media now known or hereafter developed with or without acknowledgment to you in Danger's sole discretion and without compensation to you. You also grant to Danger the right to use your name in connection with the submitted materials and other information as well as in connection with all advertising, marketing and promotional material related thereto.

10. Prohibited Activities

You agree not to do any of the following while using the Device or the Service:

- intentionally or unintentionally violate any applicable law or regulation;
- harm minors in any way;
- upload, post, email or transmit any content that You do not have the right to post or transmit under any law, contractual duty or fiduciary relationship;
- upload, post, email or transmit any content that infringes a third party's trademark, patent, trade secret, copyright, publicity, privacy, or other proprietary right;
- upload, post, email or transmit any content that is unlawful, untrue (including incomplete, false or inaccurate biographical information), harassing, libelous, defamatory, abusive, tortious, threatening, obscene, hateful, abusive, harmful (including but not limited to viruses, corrupted files, or any other similar software or programs) or otherwise objectionable;
- delete, tamper or revise any material posted by any other person or entity;
- access, tamper with or use non-public areas of the Service or Danger's computer systems, or the technical delivery systems of Danger's providers;
- attempt to probe, scan or test the vulnerability of a system or network or to breach security or authentication measures without proper authorization;
- attempt to access or search the Service or any related Web site with any engine, software, tool, agent, device or mechanism other than the software and/or search agents provided by Danger or other generally available third party web browser (such as Microsoft Internet Explorer or Netscape Navigator);
- send unsolicited or unauthorized email or "spam", including without limitation, promotions or advertisements for products or services;
- forge any TCP/IP packet header or any part of the header information in any email or newsgroup posting, or in any way use the Service to send altered, deceptive or false source-identifying information;
- attempt to decipher, decompile, disassemble or reverse engineer any of the software comprising or in any way making up a part of the Device or Service;
- interfere or attempt to interfere with the access of any user, host or network, including without limitation, sending a "virus" to the Service, overloading, "flooding," "spamming," "crashing," or "mailbombing" the Service; or
- impersonate or misrepresent Your affiliation with any person or entity.

Violations of any of the above, including intellectual property infringement and breaches in security, will be investigated by Danger and, where appropriate, Danger may either institute legal action, or cooperate with law enforcement authorities in bringing legal proceedings, against users who violate this Agreement.

You acknowledge that Danger does not pre-screen or monitor content posted to or transmitted through the Service, but that Danger shall have the right (but not the obligation) to remove any content in its sole discretion, including, without limitation, any content that violates this Agreement. In addition, Danger reserves the right to disclose all content that you upload, post, email, transmit or otherwise make available via the Service if required to do so by law or in the good faith belief that such disclosure is necessary or appropriate to conform to the law or comply with legal process served on Danger, to protect and defend the rights or property of Danger, the Danger Service or our customers, whether or not required to do so by law, or to protect the personal safety of our customers or the public.

11. Email Services

You agree that Danger may establish limits concerning use of any services, including email services offered by Danger, including without limitation, the maximum number of days that e-mail messages will be retained by the Service, the maximum number of e-mail messages that may be sent from or received by an account on the Service, the maximum size of an e-mail message that may be sent from or received by an account on the Service, the maximum disk space that will be allotted on Danger's servers on your behalf, and the maximum number of times and duration you may access the Service in a given period of time.

You agree that Danger has no responsibility or liability for the deletion, corruption or failure to store any messages or other content maintained or transmitted by the Service. You acknowledge that Danger reserves the right to delete accounts without notice to you that are inactive for an extended period of time.

12. Indemnity

You agree to defend, indemnify, and hold harmless Danger, its officers, directors, employees and agents, from and against any claims, actions or demands, including without limitation reasonable legal and accounting fees, made by any third party due to or resulting from Your use of the Service or Device, or Your violation of this Agreement.

13. Termination

You agree that Danger, in its sole discretion, may terminate your account at any time for any reason, including, without limitation, if Danger believes that you have (a) violated or acted inconsistently with this Agreement, (b) engaged in behavior that Danger believes is illegal, fraudulent, harassing or abusive, (c) violated Danger's rights or those of another party, (d) engaged in conduct that Danger believes to be harmful to other users, to the Service or the business interests of Danger, or (d) failed to pay any fees or charges due in connection with your use of the Service. Danger may also in its sole discretion and at any time modify the Service or discontinue providing the Service, or any part thereof, with or without notice. You agree that any termination of your access to the Service under any provision of this Agreement may be effected without prior notice, and acknowledge and agree that, upon termination, Danger may immediately deactivate or delete your account and all related information, emails, files and other data in your account and/or bar any further access to such files or the Service. Further, you agree that Danger shall not be liable to you for any termination of your access to the Service or for any modification or suspension of the Service.

14. NO WARRANTIES

THE SERVICE AND DEVICE ARE PROVIDED BY DANGER ON AN "AS IS" BASIS. DANGER MAKES NO REPRESENTATIONS OR WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, AS TO THE OPERATION OF THE DEVICE OR SERVICE, THE INFORMATION, CONTENT, MATERIALS OR PRODUCTS INCLUDED IN THE SERVICE OR ACCESSED THROUGH YOUR USE OF THE DEVICE, INCLUDING THE ACCURACY, TIMELINESS OR COMPLETENESS OF THE INFORMATION PROVIDED THROUGH THE SERVICE. TO THE MAXIMUM EXTENT PERMITTED BY LAW, DANGER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE, THE DEVICE, OR THE SERVICE, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, QUIET ENJOYMENT, NON-INFRINGEMENT OF THIRD PARTY RIGHTS AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE.

FURTHER, DANGER DOES NOT WARRANT OR REPRESENT THAT THE SERVICE WILL MEET YOUR REQUIREMENTS, THAT THE SERVICE WILL BE TIMELY, SECURE, UNINTERRUPTED OR ERROR-FREE, THAT DEFECTS WILL BE CORRECTED, THAT ANY CONTENT OR INFORMATION CONTAINED IN THE

SERVICE OR ACCESSED THROUGH YOUR USE OF THE DEVICE WILL BE ACCURATE, COMPLETE, RELIABLE, OR ERROR-FREE, THAT THE SERVERS THAT MAKE THE SERVICE AVAILABLE OR ANY MATERIALS AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL BE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS, OR THAT SUCH SERVERS WILL BE FREE FROM UNAUTHORIZED ACCESS (INCLUDING THIRD PARTY HACKERS OR DENIAL OF SERVICE ATTACKS).

PLEASE NOTE THAT SOME JURISDICTIONS MAY NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SOME OF THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

15. [Limitation of Liability](#)

YOU AGREE THAT NEITHER DANGER NOR ANY OTHER PARTY INVOLVED IN CREATING, PRODUCING, OR DELIVERING THE SERVICE OR DEVICE SHALL BE LIABLE FOR ANY DIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, PUNITIVE, INDIRECT OR OTHER DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION OR DATA, OR OTHER PECUNIARY LOSS) RESULTING FROM YOUR ACCESS TO, OR USE OF, OR INABILITY TO USE THE SERVICE OR ANY OTHER SERVICES ACCESSED THROUGH THE DEVICE (INCLUDING AS A RESULT OF AN OUTAGE OF ANY THIRD-PARTY SERVICE OR THE WIRELESS NETWORK PROVIDED BY YOUR WIRELESS NETWORK OPERATOR), OR WITH RESPECT TO THE INFORMATION, SERVICES, CONTENT OR ADVERTISEMENTS CONTAINED ON OR OTHERWISE ACCESSED THROUGH THE SERVICE. NEITHER DANGER NOR ANY OTHER PARTY INVOLVED IN CREATING, PRODUCING, OR DELIVERING THE SERVICE OR DEVICE SHALL BE LIABLE WHETHER BASED ON WARRANTY, CONTRACT, TORT (INCLUDING NEGLIGENCE) OR ANY OTHER LEGAL THEORY, AND WHETHER OR NOT SUCH PARTIES KNOW OF THE POSSIBILITY OF SUCH DAMAGE. THE ENTIRE RISK ARISING OUT OF THE USE OR PERFORMANCE OF THE SERVICE AND THE DEVICE REMAINS WITH YOU. YOU AGREE THAT THE AGGREGATE LIABILITY OF DANGER TO YOU FOR ANY AND ALL CLAIMS ARISING FROM THE USE OF THE DEVICE OR SERVICE IS LIMITED TO \$200.

16. [Export Controls; Government Restricted Rights](#)

You acknowledge and agree that none of the Software or underlying information or technology may be downloaded or otherwise exported or re-exported (i) into (or to a national or resident of) Angola, Cuba, Iran, Iraq, Libya, North Korea, Sudan, Syria, or any other country to which the U.S. has embargoed goods; or anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By using the Software, you represent and warrant that you are not residing in any such country. The Software is a commercial product, developed at private expense, and provided with restricted rights. Use, reproduction, release, modification or disclosure of the Software, or any part thereof, including technical data, by the Government is restricted in accordance with Federal Acquisition Regulation ("FAR") 12.212 for civilian agencies and Defense Federal Acquisition Regulation Supplement ("DFARS") 227.7202 for military agencies.

17. [Severability](#)

If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement will continue in full force and effect.

18. [Applicable Law and Jurisdiction](#)

Danger makes no representation that materials on the Device or accessed through the Service are appropriate or available for use in locations where the Device is not sold. If You access the Service from another location,

You do so on Your own initiative and are responsible for compliance with local laws, if and to the extent they are applicable. All information available on the Service is subject to U.S. export control laws and may also be subject to the laws of the country where You reside.

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

19. General Provisions

You are responsible for compliance with applicable local laws. This Agreement is personal to You. You may not transfer, assign or delegate this Agreement to anyone without the express written permission of Danger. Any attempt by You to assign, transfer or delegate this Agreement without the express written permission of Danger shall be null and void. The paragraph headings in this Agreement, shown in boldface type, are included to help make the agreement easier to read and have no binding effect. The waiver of any breach or default, or any delay in exercising any rights shall not constitute a waiver of any subsequent breach or default. This Agreement constitutes the complete and exclusive agreement between you and Danger with respect to the subject matter hereof, and supersedes all prior oral or written understandings, communications or agreements.

Note: For additional terms and conditions, please see the T-Mobile Welcome guide, included in the box.