

Sidekick II

Reference Guide

27-2002-01 Rev. A - Release 2.0 - June 7, 2004
Copyright © 2004 Danger, Inc. All rights reserved.

Contents

Welcome! 6

I. Device Controls 8

Opening and Closing the Display 8

Phone Controls 9

Control Buttons 10

II. Registration 12

III. Device Basics 16

Battery Charger 16

USB Port 17

Wrist Strap Holder 17

The Jump Screen 18

Title Bar and Indicators 19

Menus 20

Device Settings 21

Sound and Display Controls 21

Backlighting 22

Key Guard Mode 22

Device Privacy Code 23

Customization	24
Default Locale Setting	25
Typing and Editing Text	25
Navigating in Text Boxes	25
Deleting Text	26
Entering Special Unicode Characters	26
Cut, Copy, Paste	27
AutoText	27
IV. The Desktop Interface	28
V. Using the Applications	30
Phone	
Make a Phone Call	30
Answer a Phone Call	31
Add a Number to Your Speed Dial List	31
Change Your Phone Ringtone	32
Check Your Voice Mail	32
Import Contacts from Your SIM Card	33
Phone Messages	
Send a Text Message	33

Web Browser

- Browse the Web 34
- Bookmark a Web Page 34

Email

- Send an Email Message 35
- Fetch Email from External Accounts 35
- Fetch Email Using Your Device's Web Browser 39
- Attach a Photo to an Email Message 39

Address Book

- Add a Contact to the Address Book 40
- Import Address Book Contacts 41

Calendar

- Add an Event to Calendar 42

Notes

- Create a Note 43

To Do

- Add a Task 43

Camera

- Take a Photo 44
- Send a Photo by Email 44

Download Fun™ Catalog

Purchase Items 45

Manage Your Purchases 46

Instant Messaging

Sign On 47

Send an Instant Message 47

Switch Between IM Conversations 48

VI. Keyboard Shortcuts 49

VII. Troubleshooting 50

VIII. Handling and Safety Precautions 54

Battery Handling 54

Device Handling and Use 55

Battery Charger Handling 56

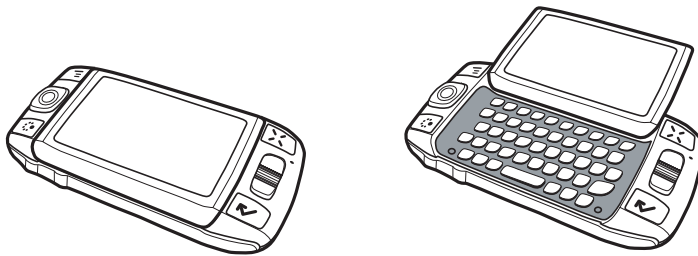
Radio Frequency Exposure 57

Regulatory Compliance Information 58

IX. Legal Information 60

Welcome!

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



Your Sidekick II 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, a catalog for downloading ringtones and applications to your device, and a built-in camera.

Note

For the latest instructions on all the Sidekick II applications, open the online Owner's Manual from the [Help](#) link on the Desktop Interface.

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



Sidekick II Device



SIM Card



Battery Charger



Hands-Free Headset



Carrying Case



Start Guide



Reference Guide



T-Mobile Welcome Guide

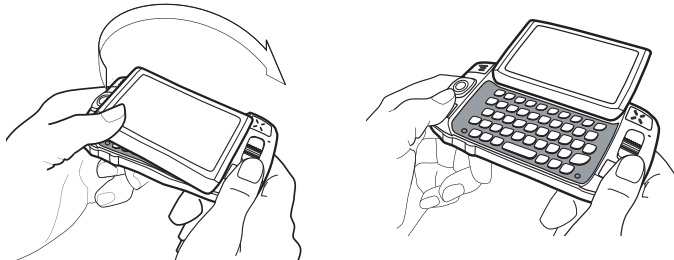
If any of these items are missing, please contact T-Mobile's Customer Care department.

Now, let's get started!

I. Device Controls

Opening and Closing the Display

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 the open position.



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

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

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

Warning

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

Phone Controls



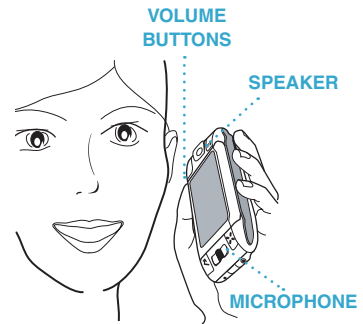
DIAL PAD Use the dial pad within the keyboard to dial a number using just your right hand.

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

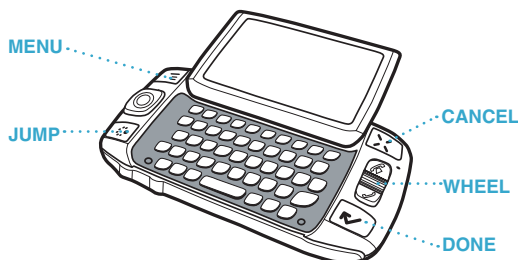
SPEAKER When using the phone as a handset, position the speaker to your ear.

MICROPHONE While on the Phone speak into the microphone.

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



Control Buttons



WHEEL Pressing the wheel selects a highlighted item or opens a pop-up menu. Rotate the wheel up/down to reverse/advance the current selection through the “selectable” items on a screen, or to scroll up/down a Web page.

Use the **SEND CALL**  and **END CALL**  buttons while using the phone. When not on the phone, these buttons will page up and page down.



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



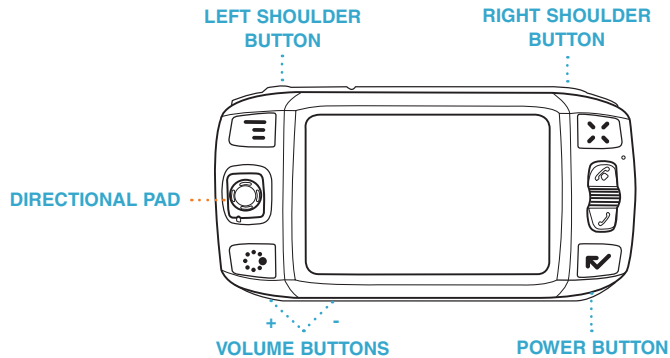
CANCEL button Pressing **CANCEL**  dismisses any changes you have made to a screen or dialog box.



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



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



DIRECTIONAL PAD (D-Pad) Press up/down/left/right to scroll or move within text fields, and navigate in games. The D-Pad “rocks” into four different directions or positions.

◀ LEFT AND RIGHT ▶ SHOULDER buttons The function of these buttons depends on which application you’re using. For example, while in the Camera, the right shoulder button captures a photo. While in the Phone, the left shoulder button toggles Mute, and the right shoulder button toggles Speakerphone.

POWER button Press the power button for 3 seconds to turn the device on or off. You can also press the power button twice (“double-tap”) to power down.

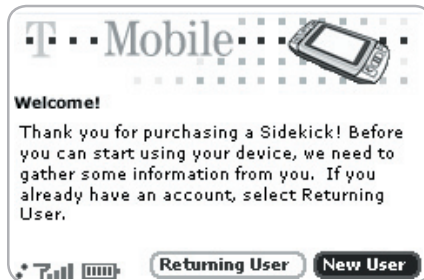
VOLUME buttons While not using the Phone, press and hold + or - to step through your Sound Profiles.

II. Registration

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

1 Wait for account activation.

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



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

2 Type your first and last names.

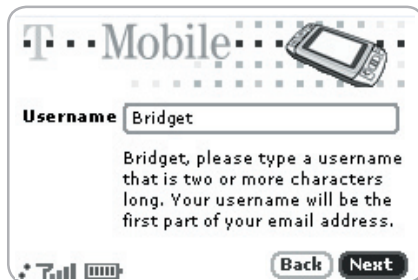
Use the keyboard to type your **First** name, then rotate the wheel to highlight the **Last** name field. Type your last name, scroll to highlight the **Next** button, then press the wheel to advance to the next screen.

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) and can include numbers and underscores (_), but no other punctuation.
- Usernames must be at least 2 but no more than 32 characters long.
- Usernames are not case-sensitive. For example, if your username is “bridget”, you will be authenticated if you sign in by typing “Bridget”, “BRIDGET”, or any combination of upper or lower case.

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



The screenshot shows a mobile phone screen with the T-Mobile logo at the top. Below the logo is a text box labeled "Username" with the word "Bridget" entered. Below the text box is a message: "Bridget, please type a username that is two or more characters long. Your username will be the first part of your email address." At the bottom of the screen are two buttons: "Back" and "Next".

4 Select a password.

Select a password that follows the rules below then type it in the text box:

- Passwords must contain 4-15 characters, **can** include both letters and numbers, but **no** spaces, single quotes ('), semicolons (;), backslashes (/), or percent signs (%).
- 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 your time zone.

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

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

If you ever forget your password, you'll need to contact T-Mobile's Customer Care representative. For security purposes, they will ask you to provide an answer to the "secret question" you select on this screen. Press the wheel to open the **Question** pop-up menu, scroll to highlight a question, then press the wheel to select it.



The screenshot shows a T-Mobile registration screen. At the top, the T-Mobile logo is displayed next to a small image of a mobile phone. Below the logo, there is a section titled "Question" with a dropdown menu showing "What is your favorite movie?". Underneath, there is an "Answer" field with a text input box. A note below the input box reads: "Please select a secret question and type your answer. This is used by Customer Care if you ever forget your password." At the bottom of the screen, there are two buttons: "Back" and "Next".

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

7 Read and agree to the end-user agreement.

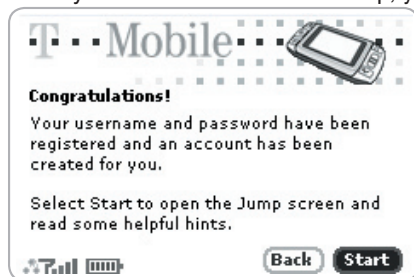
Before you can finish registration, you must read and agree to the end-user agreement. You can read it in a number of places: by selecting the on-screen **View Agreement** link, in “Legal Information” on page 60 of this Guide, or from the Desktop Interface. Once you read the end-user agreement, select the **Next** button to indicate your acceptance and transmit your registration data.

8 Wait while data transmits.

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

9 Congratulations!

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



Select the **Start** button to proceed.

10 Read the hints.

Before going to the Jump screen, take a minute to step through the hints that appear. After reading each hint, select **Next** to advance. Select **Done** at any time to dismiss the Hints screen and reveal the Jump screen. You can always open these hints later from the Jump screen menu.

III. Device Basics

Battery Charger

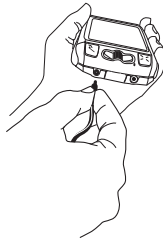
Your device comes with a built-in rechargeable lithium ion (Li-Ion) battery. The battery should be fully charged when you receive your device, but if it isn't, follow the instructions below to charge the battery.

Warning

Only use the battery charger provided with your 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 in the box. Insert the charger lead (the small round end of the adapter) into your device's power jack (the small round hole located on the lower right side of your device) and plug the power cord into a standard electrical wall outlet.



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

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

Tip

For efficient operation, charge your device nightly. If you plan to leave your device unattended for an extended period of time, be aware that the battery will discharge after 10 days if it is not attached to the charger. If your device does fully discharge, simply attach it to the charger; all your data will be restored from the service.

USB Port

The USB port is located under a cover between the power jack and headset jack on the right side of your device. Although the current hardware version of the device has a USB port, it is primarily used by developers as they create new device applications, ringtones, and services. There are no immediate plans to expand the functionality of the USB port.

Wrist Strap Holder

To carry your device securely, use a wrist strap with a flexible loop on one end. (Straps are optional accessories.) Thread the loop under the strap holder and through the “tunnel” on the back of your device, near the power button.

The Jump Screen

The Jump screen is your entry point to all the device applications.

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

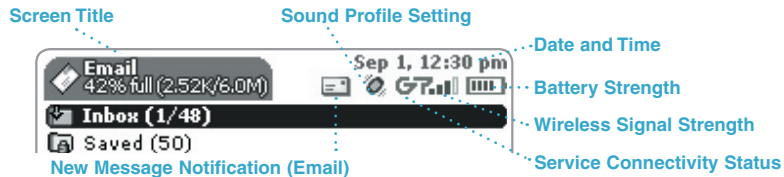


From this menu you can open device-wide Settings and Controls screens. You can also Sign In, view Network Status, open Hints, put the device into Key Guard mode, and Power Off your device from this menu.

- 3 To select a particular application, use the wheel to scroll through the “ring” of application icons. When the application you want is highlighted, simply press the wheel once to open that application.

Title Bar and Indicators

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



 **Wireless signal strength indicator.** The more signal bands showing to the right of the radio tower icon, the stronger the signal strength at your current location. If you see an X flashing over the radio tower icon, you've temporarily lost network connection.

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

 **GSM (Phone) Service Only.** A phone icon in the place of the "G" means you are using (or only have access to) GSM phone service. If you have a call in progress you'll also see a timer.

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

Phone Call Indicators.

 **3:40** You have a call in progress; in the example, time elapsed is 3 mins, 40 secs. Note that the phone icon blinks. If you have two calls active, the time displayed will be for the foreground call.

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



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



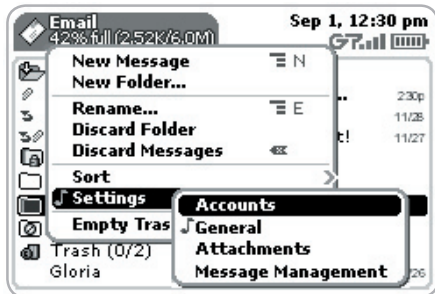
Communication Services Notifications. When you receive a new email, text, IM, or voice mail message, or when a Web page has finished loading, you’ll see a visual “balloon” notification move across the title bar, while you’re in any application except games.



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

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 . Notice that some menu items expand into submenus, as shown with Settings below.

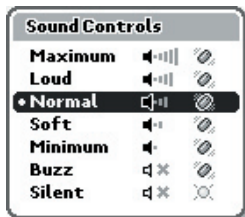


Frequently-used menu items also have keyboard shortcuts that use the Menu button plus a shortcut key. For example, take a look at the menu shown above. To compose a new email message, you could press  + **N** rather than opening the menu and selecting **New Message** with the wheel.

Device Settings

Sound and Display Controls

To silence your device and adjust the system and phone sound volume, open the Sound Controls by pressing **MENU**  + **DONE** . Select a sound “profile” from the list. Customize profiles from the Jump menu **Settings > Sound Profiles** screen.



You can step through your sound profiles quickly by pressing the volume **+** or **-** buttons.

To adjust the display brightness, open the Display Control by pressing **JUMP**  + **DONE** . Press the wheel to open the slider for adjustment.



Backlighting

For better screen visibility in poor light, enable backlighting:

- 1 Press **JUMP**  to open the Jump screen. Press **MENU**  to open the menu, then select **Settings > Battery & Display**.
- 2 Select the **Automatically turn on when using device** check box to enable backlighting. Select the length of time you want backlighting to stay on from the **Turn off after** pop-up menu.
- 3 To use the device's light meter to detect when the backlight is not needed, scroll down and select the **Use backlight only when needed** check box.
- 4 Press **DONE**  to save your settings.

Key Guard Mode

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

To enter key guard mode, do the following:

- 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 **DONE**  for two seconds.
- 2 Your device control buttons lock and the key guard screen appears.
- 3 To unlock and wake the device, press **MENU**  + **DONE** . If you have set a privacy code (see next section), type it at the prompt. You can also wake the device by opening the screen.

To prevent display damage, after your device has been in key guard mode for two hours, a screen saver will appear. To dismiss the screen saver, press any key or open the device.

To change the default key guard idle time setting:

- 1 Press **JUMP**  to open the Jump screen. Press **MENU**  then select **Settings > Key Guard & Security**.
- 2 In the first section of the Key Guard & Security screen, “Key Guard”, the key guard idle time pop-up is selected by default. Press the wheel to open the pop-up. Highlight a “guard” time, then press the wheel to select it.
- 3 Press **DONE**  to save your settings and return to the Jump screen.

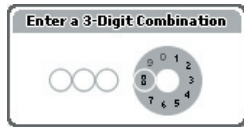
Note

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

Device Privacy Code

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

- 1 Press **JUMP**  to open the Jump screen. Press **MENU**  then select **Settings > Key Guard & Security**.
- 2 On the Key Guard & Security screen, scroll down to highlight **Turn On Privacy...** , then press the wheel to select it.
- 3 Enter a three-digit code using the keyboard or the dial:



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

- 4 A “New Combination Enabled” message appears. Select **OK**.
- 5 Press **DONE**  to save your settings and return to the Jump screen.

Note

You can still make emergency calls from the key guard screen even if privacy code is enabled.

Customization

Your 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, including the following:

- Setting your favorite Web home page (Web Browser)
- Selecting individual Caller ID icons or photos (Phone/Address Book)
- 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, Instant Messaging, Email, and so on). Then, from within the application, open the menu and select **Settings** to open these screens.

Tip

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

Default Locale Setting

If, at any time, you must change the default locale used on your device, you can do so from the Locale Settings screen:

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

Note

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

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

Typing and Editing Text

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

Navigating in Text Boxes

Use the Directional Pad to navigate within a text box:

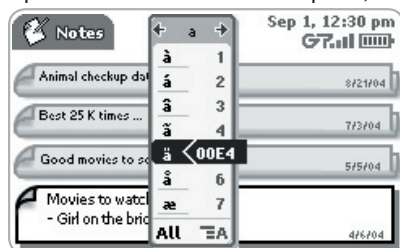
- Press the up/down and left/right arrows to move in those directions among characters in a text box.
- Press the ALT button while using the D-pad up and down arrows to jump to the top or bottom of a text box.
- Press the ALT button while using the D-pad left and right arrows to jump to the beginning and end of a line of text.

Deleting Text

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

Entering Special Unicode Characters

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



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

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

Cut, Copy, Paste

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

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

AutoText

The AutoText feature will help you enter text quickly and accurately. To open the AutoText screen, do the following:

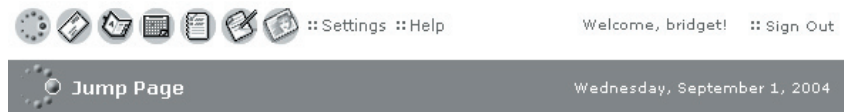
- 1 Press **JUMP**  to open the Jump screen. Press **MENU**  to open the menu, then select **Settings > AutoText**. The AutoText screen appears.
- 2 The screen offers automatic formatting and word replacement options you can select. Open the menu to create new rules or discard rules you don't like.

IV. The Desktop Interface

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

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

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



Open the online Help page by clicking the [Help](#) link.

Import existing contacts from the [Address Book > Import](#) page. Import existing Calendar events from the [Calendar > Import](#) page.

To change your default language or time zone, click [Settings](#) (next to the Help link on the top bar).

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

Desktop Interface Jump Page

[:: Settings](#)
[:: Help](#)

Welcome Bridget!
[:: Sign Out](#)

Jump Page

Wednesday, September 1, 2004

Calendar
[:: New Event](#)

:: September 2004

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Prepare for Presentation

Today, All Day

Meeting with Tax acct

Today, 12:30 pm

Enterprise 2 hour finale

Wed, 7:30 pm

Return netflix DVDs

Mon, 8:30 am

Early lunch with Sharon

Mon, 11:30 pm

To Do
[:: New Task](#)

:: 2 overdue and 0 due today

Buy Present for Mom

08/30/04

Wash Jeep

08/31/04

Watch Dr. Doolittle

09/05/04

Fix leak in ceiling

10/06/04

Weed side yard

10/07/04

Rotate tires and oil ch...

10/08/04

Email
[:: New Message](#)

Sally

Re: Vacation Time

Today, 12:30 pm

Jim

My Accord needs a new windshield

Today, 12:30 pm

Notes
[:: New Note](#)

Ideas for a New Horror Movie about my Toddler

Things I need to buy for the house:

Movies to rent :

Shopping list for camping

Joke: Three lawyers are stuck on a remote island with a Velociraptor...

Blind date names for Kenny

Names of good salons and stylists

Interesting things I saw in Barbados

Cake recipe from Grandma

stuff to look at when car goes into next service

Camera
[:: Visit Gallery](#)

V. Using the Applications

Phone



Make a Phone Call

- 1 Enter the number you want to call by using any of these dialing methods:
 - From the Jump screen, press and hold the wheel or press **SEND CALL** to open your list of speed dials and recently-dialed numbers. Highlight the number, then place the call by pressing **SEND CALL** .
 - From the Jump screen or Phone, open the display and type your number using the keyboard dial pad or use the numbers on the top row. Press **SEND CALL** to place the call.
 - In the Phone, select to open the on-screen dial pad: Rotate the wheel to highlight a number, then press to select it. When you've completed the number, press **SEND CALL** to place the call.
 - In the Phone, highlight then select **Recent List** to open a list of recently-dialed numbers. If the number you want to call is on the list, highlight it using the wheel, then press **SEND CALL** . The call is placed.
 - In the Phone, highlight then select **Look Up Contacts** to open a list of Contacts and Phone Numbers from your Address Book. Start typing a name to narrow your search. Highlight a number, then press **SEND CALL** to place the call.

Tip

To clear a phone number before sending the call, press **END CALL** .

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



Answer a Phone Call

When your device signals there is an incoming phone call, the display will show the name of the caller and the icon or photo associated with that caller in your Address Book (see “Add a Contact to the Address Book” on page 40).



- 1 Press the wheel to select **Answer** or press **SEND CALL** . Your call connects.
- 2 To hang up, select **End** or press **END CALL** .

Note

If another call comes in while you're on the phone (call waiting), a dialog box will appear, giving you the call details and a choice of how to handle the incoming call: select either **Switch Calls** or **Ignore**.



Add a Number to Your Speed Dial List

- 1 Press **JUMP** to go to the Jump screen, then press the 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. You can create **8** speed dial shortcuts.



- 3 Select a Shortcut Key from the pop-up menu. Only the numbers available will appear in the pop-up menu.
- 4 Type the speed dial **Name** and **Number**, then select **DONE** .
- 5 To dial using the shortcut, from either the Phone application or the Jump screen, simply press and hold the number on the keyboard.



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 Phone menu. Select **Settings > General**.
- 3 Highlight the **Incoming phone call ring** pop-up menu, then press the wheel. The menu reveals the ringtone categories. First highlight a category, then press the wheel to open the submenu of ringtones.



As you scroll through the songs, you can preview each song by hovering over it for a few seconds.

- 4 When you have decided on a ringtone, press the wheel to select it. Press **DONE** to assign your new ringtone.

Note

Assign caller-specific ringtones from the Address Book.



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 shortcut assigned to voice mail) to call your voice mailbox.
- 3 Follow the prompts to retrieve your messages.
- 4 To hang up, select **End** , or press **END CALL** .



Import Contacts from Your SIM Card

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

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

Phone Messages



Send a Text 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 Address your message using the recipient's phone number, or start typing their name to bring up Address Book matches. Add more recipients by typing a comma (,) or semicolon (;) in the **To** field.
- 4 Use the wheel to scroll to the message body; type your message. If your message is more than the limit for a single text message (approximately 160 characters), the message will be sent in parts. (When received, it will appear as one message.)
- 5 When ready to send, either select the **Send** button at the bottom of the Compose screen, or press **MENU**  + **M**.

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** dialog box opens automatically, showing the address you are typing.
- 3 What you type appears in the top field of the Go To dialog box. Possible URL matches, and the option to search for the text you type, appear in the drop-down menu.
- 4 To go to a Web page, you can either finish typing the complete URL in the Go To dialog box then press Return; or, rotate the wheel to highlight a suggested URL in the drop-down menu, then press the wheel.

Hint

To open Web pages faster, press **MENU**  and select **Settings**. Scroll down the Settings screen and clear the “Show pictures in Web pages” check box.



Bookmark a Web Page

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

Note

If you find a Web address (URL) that cannot be displayed on your device, send a message to WebURL@hiptop.com. In the message, include the Web address and the problem you experienced when trying to go to the URL, including any error messages you received. The problem will be investigated.

Email



Send an Email Message

- 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 The text cursor is in the **To** field; type the name or email address of the person to whom you wish to send an email. If you type a name, the Address Book will try to pull the correct email address from your contact data. Add more **To** fields by typing a comma (,) or semicolon (;).
- 4 Scroll to the **Subject** field and type the subject of your email.
- 5 Scroll to the message body and type your message.

Tip

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

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



Fetch Email from External Accounts

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

At this time, email from MSN Hotmail® and email servers that are protected by a firewall do not allow email to be fetched by other servers. You can, however, check some Internet email accounts by using the Web Browser, as described in “Fetch Email Using Your Device’s Web Browser” on page 39.

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Email**, then press the wheel to open the application.
- 2 If you want your external email messages to be fetched to a new email folder, press **MENU**  then select **New Folder** to create the new folder.
- 3 Press **MENU**  then select **Settings > Accounts** to open the Accounts screen.
- 4 On the Accounts screen, press **MENU**  then select **New Account** to open the New Account screen.
- 5 Type your email account information in the fields on this New Account screen. Read the sections below for more details on each field.



The screenshot shows the 'New Account' screen with the following fields and options:

- Account:** A text field for the account name.
- Mail Server:** A text field with the placeholder text 'Example: pop.example.com'.
- Protocol:** A dropdown menu currently showing 'POP/APOP'.
- Port:** A text field showing '110' with a hint 'Unsure? Leave it at 110.'
- Username:** A text field with a hint 'Your login name.'
- Password:** A text field for the account password.
- Email Folder:** A dropdown menu currently showing 'Inbox' with a hint 'The folder in which you'd like email from this account stored.'
- Buttons:** 'More Options' and 'Create' (with a checkmark icon).

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

Tip

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

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

Protocol field - Select the protocol your mail server uses from this pop-up menu. Select **Auto-detect** if you don't know which one to pick.

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

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

Email Folder pop-up menu - Select the folder to which you want your account email delivered.

- 6 When you've filled in all the fields on the screen, select the **More Options** button at the bottom of the screen.
- 7 In the **General** group box, the **Collect email from this account** check box is selected by default. If at any time you want to stop fetching messages from this account, simply clear this check box.

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

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

The screenshot shows the 'New Account' screen in an email application. The top status bar displays 'Sep 1, 12:30pm' and a signal strength indicator. The screen contains the following fields and controls:

- From Name:** An empty text input field.
- From Address:** An empty text input field.
- Reply-To Name:** A text input field containing 'Ms. Fielding'.
- Reply-To Address:** A text input field containing 'bridget@example2.com'.
- Copy Outgoing Messages:** A checked checkbox.
- CC/BCC Menu:** A menu with three options: 'CC', 'CC', and 'BCC'. The first 'CC' is selected.
- Create:** A button at the bottom right with a checkmark icon.

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

- 9 Select the **Copy Outgoing Messages** check box to have every message sent from this account copied to another email address. Specify either CC or BCC (from the pop-up menu), then type the email address in the field.
- 10 Save your information by selecting **Create**; or simply press **DONE** .
- 11 Wait to send messages from this email account until you receive a confirmation message on the Email Accounts screen.



Fetch Email Using Your Device's Web Browser

If there is a Web interface to your email account, you can use your device's Web Browser application to sign in to those accounts and check your email.

Some popular email Web sites are listed below:

- Yahoo!® Mail – <http://mobile.yahoo.com/home>
- AOL MailSM – <http://dmail.aol.com>
- MSN Hotmail – <http://mobile.msn.com/hm/folder.aspx>

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

- 1 Press **JUMP** to go to the Jump screen. Scroll to highlight **Web Browser**, then press the 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** dialog box.
- 3 Press the wheel to go to the Web site's sign in page.



Attach a Photo to an Email Message

- 1 Press **JUMP** to go to the Jump screen. Scroll to highlight **Email**, then press the wheel to open the application.
- 2 Press **MENU** + **N** to open 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 will have check marks.
- 4 When you've finished selecting photos, open the menu and select **Use Checked** or press **DONE** .
- 5 Your email message returns to the screen, including attached photos. Select the **Send** button or press **MENU** + **M** when you're ready.

Address Book



Add a Contact to the Address Book

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Address Book**, then press the 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. On this screen you can also provide a **Middle** name and a **Nickname**, as well as select an icon.
- 4 To select an icon, rotate the wheel up to highlight , then press the wheel to open the icon selector. Rotate the wheel to highlight the icon you want, then press the wheel to select it.

To assign a **Photo Caller ID** icon, select  from the icon selector, which will open your Photo Gallery. Then, from the Gallery:

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

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

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

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

Tip

To select a choice from a pop-up menu, such as **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.

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



Import Address Book Contacts

If you have a SIM card from T-Mobile with contact information stored on it, you can import that information to your device by following the instructions in “Import Contacts from Your SIM Card” on page 33 of this guide.

If you have existing contact information stored in a Personal Information Management (PIM) application, you can import that data to your Address Book on the device and Web. 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 the Desktop Interface by following the instructions on the back of your Start Guide.
- 2 Your Jump page opens.
- 3 From your Jump page, click **Address Book**. The Address Book application displays.
- 4 Click **Import** in the sidebar. The Import page opens.

- 5 The Import page includes step-by-step instructions for completing the import process. The following file types (exported formats) can be imported:
 - Microsoft Outlook for PC (.txt file)
 - Microsoft Outlook Express for Mac (.txt file)
 - Microsoft Entourage for Mac (.txt file)
 - Palm Desktop for PC (.txt/.tab file)
 - Palm Desktop for Mac (.txt/.tab file)
- 6 After you click the **Import** button, your contacts are imported to your Web Address Book, then sent to your device via the network. Make sure your device has a wireless connection; then, after 2-3 minutes, check your device to see if your new contacts have arrived (assuming you are connected to the service).

Calendar



Add an Event to Calendar

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **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, enter a location, assign a duration, add repetitions, reminders, and notes as applicable.
- 5 Press **DONE**  to save the event. It will now appear on your Upcoming (if it's scheduled within the next five days), Daily, Week, or Month views.
- 6 To view your schedule, select one of the "Views" from the menu: Upcoming (next five days), Day, Week, Month, Year, or Trash.

Notes



Create a Note

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **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. Type your note; it is saved as soon as you type it.
- 4 Press the wheel to fold your note; press again to unfold. Notes must be unfolded before you can edit them.

To Do



Add a Task

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **To Do**, then press the wheel to open the application.
- 2 Press **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 **DONE**  to save the task.

Camera



Take a Photo

You can create and store up to **36** photos in your Gallery.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Camera**, then press the wheel to open the application.
- 2 Press **MENU**  and select **Capture New**, or simply press the right shoulder button . The screen now acts as the “viewfinder”.
- 3 To set the flash, open the  pop-up menu and select a flash setting. Use “Normal” for no flash (the default setting), “Flash” for regular flash, “Night” for a slower shutter speed with no flash, and “Lowlight Flash” for slower shutter speed plus flash.

Tip

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

- 4 Press the right shoulder button  or select  to take your photo.
- 5 Check the photo preview on the display: select **CANCEL**  to discard it; select  to send the photo to an email and save it to your Gallery; or select **DONE**  to save it to your Gallery without sending it.
- 6 To look at your Photo Gallery, open the menu and select **View Gallery**.



Send a Photo by Email

In addition to being able to send a photo immediately after capture (read “Take a Photo”, step 5 above), you can attach one or more photos in your Gallery to an email message while composing. For instructions, read “Attach a Photo to an Email Message” on page 39.

Download Fun™ Catalog



Purchase Items

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

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



- 4 To listen to a brief sample of a ringtone or view sample screen shots of an application before you purchase it, select the **Preview** button. Select **Purchase** to step through the simple on-screen purchase process.
- 5 Once purchased, your item will be downloaded to your device, network connectivity permitting. You'll be notified once the download is complete. Note that applications require "installation", an automatic process that does involve a restart of your device.
- 6 If your item is not delivered immediately, you can check the download process from the Purchases screen, described below.



Manage Your Purchases

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

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight the **Download Fun** catalog, then press the wheel to open the application.
- 2 Scroll down to **Purchases**, then press the wheel to open the Browse Purchases screen.
- 3 All your purchases are listed on this screen, organized into folders by categories. Highlight a folder then press the wheel to reveal the items within.
- 4 Items currently being downloaded are shown in italic: *» J Call Me Crazy*
To view item details, highlight the item then press the wheel. To discard any highlighted item permanently, press **MENU**  then select **Discard**.

Instant Messaging



Sign On

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight your **Instant Messaging** application, then press the wheel to open the application. The Sign On screen appears.
- 2 Type your username and password (passwords are case-sensitive), then select the **Sign On** button.
- 3 Your list of users appears and you are ready to send an instant message.



Send an Instant Message

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight the **Instant Messaging** application, then press the wheel to open the application.
- 2 Sign on with your username and password; the screen listing all your IM friends' username displays.
- 3 To start a conversation with a friend on your list, scroll to highlight the friend's username, then press the wheel to start a conversation.
- 4 Type your message. When ready, press the **Return** key to send.



Switch Between IM Conversations

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

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

VI. Keyboard Shortcuts

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

VII. Troubleshooting

How do I know when my account has been activated?

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

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

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

- 1 From the Jump screen, press **MENU** , and select **Controls > Wireless....**
- 2 In the Wireless Options dialog box that appears, select the **Wireless Off** option, then select **DONE** .
- 3 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 messages that have been already downloaded. However, you will not be able to send or receive messages until you enable wireless connectivity.

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

Try the following to improve radio reception:

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

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.

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

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

What Web browsers do you support on the Desktop Interface?

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

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

The Web pages displayed on your device have been reformatted so they are easier to read on a small display. The same 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, you must gather the following information:

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

Most Internet Service Providers and University email systems work with the POP3 protocol. If you are not sure of the protocol, use the **Auto-detect** setting, or you can call or email your remote service and ask what protocol they support. The remote service operators 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 35 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 device Email mailbox.

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

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

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

Information in your account is stored on secure servers in a data center protected by extensive physical security and firewalls. Please refer to T-Mobile's Privacy Policy for more information.

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

The device does not contain a user-replacable battery. The battery is rechargeable and it is recommended that you charge it nightly.

How can I clean my device screen?

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

How do I report a lost device?

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

VIII. Handling and Safety Precautions

The Sidekick II is a mobile computing device that is susceptible to breaking if dropped or subjected to severe shock. Please handle the device carefully.

Before using your device, please read the precautions listed below carefully as they provide essential information for the safe handling of the product, and for the protection of the users and others from possible harm.

Battery Handling

- Your device uses an internal lithium ion battery. Please contact customer care for assistance should you need a replacement battery.
- Lithium ion batteries are recyclable. Never dispose of the battery or the unit by incineration.
- Never attempt to disassemble or modify the battery.
- Never touch any fluid that may leak from the internal battery, as doing so may result in injury to the skin or eyes.
- Never drop your device or subject it to severe shock. This may cause the internal battery to leak, ignite, and/or rupture. Always immediately remove your device from the vicinity of any open flame in the event the built-in battery leaks or emits an unusual odor.

Device Handling and Use

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

Battery Charger Handling

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

Radio Frequency Exposure

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

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radiofrequency (RF) energy set by the Federal Communications Commission of the U.S. Government and also the limits set by the Council of the European Union. 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 devices 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 specified by the FCC with the device 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 device while operating can be well below the maximum value. This is because the device 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 device 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.

¹ In the United States and Canada, the SAR limit for mobile devices used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The EU SAR limit for the general public is currently 2 W/kg averaged over 10 grams of body tissue. These standards incorporate a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

The highest SAR value for this model device when tested for use at the ear is 0.54 W/kg and when worn on the body, as described in this Guide, is 0.75 W/kg. (Body-worn measurements differ among device models, depending upon available accessories and FCC requirements.) While there may be differences between the SAR levels of various devices and at various positions, they all meet the government requirement for safe exposure.

The FCC has granted an Equipment Authorization for this wireless device with all reported SAR levels evaluated as in compliance with the FCC RF emission guidelines. SAR information on this model device is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID P5J-ONISH.

For body-worn operation, to maintain compliance with FCC RF exposure guidelines, use the supplied carrying case. Use of non-approved accessories may violate FCC RF exposure guidelines and should be avoided. When carrying the device on you, turning the display in towards the body will minimize RF exposure and maximize antenna efficiency.

Regulatory Compliance Information

EU Declaration of Conformity

Danger, Inc. hereby declares that this wireless device, model number PV-100, manufactured by Sharp Corporation, is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

A copy of the original declaration of conformity can be found at the following Internet address: <http://www.danger.com/consumers.php>

FCC Declaration of Conformity

This wireless device, model number PV-100, manufactured by Sharp Corporation, complies with part 15 of the FCC Rules.

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

Responsible Party:

Danger, Inc.
3101 Park Blvd., Palo Alto, CA 94306, USA
650-289-5000
www.danger.com

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.

Modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

IX. Legal Information

Danger® Service and End-User License Agreement

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

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

1. Software

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

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

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

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

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

3. **Use of the Service**

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

3.2 **Privacy Policy.** Danger believes strongly in protecting user privacy and providing you notice of Danger's collection and use of data, including personally identifying information. To learn about Danger's information collection and use practices and policies, please refer to the Danger Service Privacy Notice (http://www.danger.com/service_privacy.php).

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

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

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

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

4. Intellectual Property Rights.

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

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

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

7. **NO WARRANTIES.** THE SERVICE AND SOFTWARE ARE PROVIDED BY DANGER ON AN "AS IS" BASIS. DANGER HEREBY DISCLAIMS ALL REPRESENTATIONS OR WARRANTIES OF ANY KIND, WHETHER EXPRESS, IMPLIED, OR STATUTORY, RELATING TO THE SERVICE OR THE SOFTWARE (INCLUDING ANY INFORMATION, CONTENT, MATERIALS OR PRODUCTS THAT YOU MAY ACCESS THROUGH THE SERVICE), INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, QUIET ENJOYMENT, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, ACCURACY OF INFORMATIONAL CONTENT, AND ANY WARRANTIES ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE. WITHOUT LIMITING THE FOREGOING, YOU ACKNOWLEDGE THAT DANGER DOES NOT WARRANT OR REPRESENT THAT THE SERVICE OR THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE SERVICE OR THE SOFTWARE WILL BE TIMELY, SECURE, UNINTERRUPTED, OR ERROR-FREE, THAT DEFECTS IN THE SERVICE OR THE SOFTWARE WILL BE CORRECTED, THAT ANY CONTENT OR INFORMATION CONTAINED IN THE SERVICE OR ACCESSED THROUGH YOUR USE OF THE DEVICE WILL BE ACCURATE, COMPLETE, RELIABLE, OR ERROR-FREE, THAT THE SOFTWARE OR ANY MATERIALS AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL BE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS, OR THAT THE SERVICE WILL BE FREE FROM UNAUTHORIZED ACCESS (INCLUDING THIRD PARTY HACKERS OR DENIAL OF SERVICE ATTACKS). FURTHER, AS THE WIRELESS CARRIER IS NOT CONTROLLED BY DANGER, NO WARRANTY IS MADE AS TO COVERAGE, AVAILABILITY, OR GRADE OF SERVICE PROVIDED BY THE WIRELESS CARRIER. PLEASE NOTE THAT SOME JURISDICTIONS MAY NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SOME OF THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.
8. **LIMITATION OF LIABILITY.** IN NO EVENT SHALL DANGER BE LIABLE TO YOU FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, EXEMPLARY, PUNITIVE, OR OTHER DAMAGES (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION OR DATA, OR OTHER PECUNIARY LOSS) RESULTING FROM YOUR ACCESS TO, OR USE OR INABILITY TO USE THE SERVICE OR SOFTWARE (INCLUDING AS A RESULT OF AN OUTAGE OF THE SERVICE PROVIDED BY YOUR WIRELESS CARRIER OR ANY OTHER THIRD-PARTY SERVICE PROVIDER), OR WITH RESPECT TO THE INFORMATION, SERVICES, CONTENT OR ADVERTISEMENTS CONTAINED ON OR OTHERWISE ACCESSED THROUGH THE SERVICE. IN NO EVENT WILL DANGER BE LIABLE TO YOU IN CONNECTION WITH THE SERVICE OR THE SOFTWARE FOR ANY DAMAGES IN EXCESS OF TWO HUNDRED U.S. DOLLARS (U.S. \$200).
9. **Indemnity.** You agree to defend, indemnify, and hold harmless Danger, its officers, directors, employees and agents, from and against any claims, actions or demands, including without limitation reasonable attorneys' fees, made by any third party due to or resulting from your violation of this Agreement.
10. **Export Controls.** You agree and acknowledge that the Software may contain cryptographic functionality the export of which is restricted under U.S. export control law. You will comply with all applicable laws and regulations in your activities under this Agreement, including without limitation all export laws and regulations of the U.S. Department of Commerce and all other U.S. agencies and authorities, including the Export Administration Regulations promulgated by the Bureau of Industry and Security (as codified in 15 C.F.R. Parts §§ 730-774). You expressly agree not to export or re-export the Software in violation of such laws or regulations, or without all required licenses and authorizations.
11. **Government End Users.** The Software is a "commercial item" as that term is defined at 48 C.F.R. 2.101, consisting of "commercial computer software" and "commercial computer software documentation" as such terms are used in 48 C.F.R. 12.212. Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4, all U.S. Government end users acquire the Software with only those rights set forth therein.

12. **Applicable Law and Jurisdiction.** You agree that this Agreement and all matters relating to the Service and the Software will be governed by the laws of the State of California, without giving effect to any principles of conflicts of laws that would require the application of the laws of a different state. You also consent to the exclusive jurisdiction and venue of the Superior Court of Santa Clara County for state claims and the Northern District of California for federal claims in all disputes arising out of or relating to the Software or the Service. The parties agree that the Uniform Computer Information Transaction Act (or any statutory implementation of it) and the United Nations Convention on the International Sale of Goods will not apply with respect to this Agreement or the parties' relationship.
13. **General Provisions.** You are responsible for compliance with applicable local laws. This Agreement is personal to you, and you may not transfer, assign or delegate this Agreement to anyone without the express written permission of Danger. Any attempt by you to assign, transfer or delegate this Agreement without the express written permission of Danger shall be null and void. The paragraph headings in this Agreement, shown in boldface type, are included to help make the agreement easier to read and have no binding effect. The waiver of any breach or default, or any delay in exercising any rights shall not constitute a waiver of any subsequent breach or default. This Agreement constitutes the complete and exclusive agreement between you and Danger with respect to the subject matter hereof, and supersedes all prior oral or written understandings, communications or agreements. If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement will continue in full force and effect.

Danger® Service Privacy Notice

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

YOUR PRIVACY IS IMPORTANT TO US

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

WHAT INFORMATION DOES DANGER COLLECT?

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

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

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

Personal Information

Danger collects certain information that personally identifies you. When you register to become a user of the Danger Service, Danger requests your name. Danger also collects the mobile phone number for the device you are registering and the email address assigned to you as a subscriber to the Danger Service. In addition, if you use your wireless device to access the AOL Instant Messenger™ Service, Danger will collect your screen name and password for this service.

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

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

Anonymous Information

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

Private Data and Online Communications

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

HOW DOES DANGER USE THE INFORMATION IT COLLECTS?

Personal Information

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

Anonymous Information

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

Private Data and Online Communications

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

WITH WHOM DOES DANGER SHARE THE INFORMATION THAT IS COLLECTED?

Personal Information

Danger will not share your Personal Information with third parties without your consent, except in the very limited circumstances outlined in the Special Circumstances section below. Your Personal Information is not otherwise sold, marketed or shared with third parties without your permission.

Anonymous Information

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

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

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

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

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

HOW CAN YOU UPDATE OR CORRECT YOUR INFORMATION?

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

DOES DANGER COLLECT INFORMATION FROM CHILDREN UNDER 13?

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

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

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

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

DOES DANGER USE COOKIES?

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

When you access the Internet using your wireless device, the Web sites you visit may use cookies. These cookies will not be physically placed on your wireless device, but they may be transferred to Danger's servers or placed on servers operated by third-party Web site operators. This cookie-like functionality is in place for the same reasons and designed for the same purposes as cookies installed on your computer, but information collected from cookies by third parties is subject to their privacy practices rather than Danger's.

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

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

Danger may make changes to this Notice from time to time. We will post changes to our Privacy Notice here, so be sure to check back periodically. We may also notify you of significant changes by email or in other ways.

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

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

One-Year Limited Warranty

Audiovox Communications Corp. ("Audiovox") warrants to the original retail purchaser ("Purchaser") that this Audiovox® product will be free from defects in materials and workmanship under normal use for one year from the date of original purchase from Audiovox or an Audiovox authorized reseller. Your dated sales receipt showing the date of purchase is your proof of the purchase date.

WARRANTY LIMITATIONS

Within the first twelve (12) months from date of purchase, Audiovox's sole obligation under this express warranty shall be to repair or replace the defective product or parts (with new or rebuilt parts). If neither repair nor replacement is reasonably available, Audiovox may in its sole discretion, refund to Purchaser the purchase price paid for the product.

To obtain repairs or replacement within the terms of this warranty, the product should be delivered with proof of Warranty coverage (e.g. dated bill of sale), the consumer's return address, daytime phone number and/or fax number and complete description of the problem, transportation prepaid, to the Company at the address shown below or to the place of purchase for repair or replacement processing.

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

Accessory products, including those listed in the applicable Audiovox catalogue, are not covered under this Limited Warranty.

Audiovox shall not be responsible for Purchaser's software, firmware, information or memory data contained in, stored on, or integrated with any products returned to Audiovox for repair, whether under warranty or not. Audiovox is not liable for any damages caused by the product or the failure of the product to perform, including lost profits, lost savings, incidental damages or consequential damages. Audiovox is not liable for any claim made by a third party or made by you for a third party.

This limited warranty does not apply to physical damage to the surface of the product, including breakage, cracks or scratches on the LCD touchscreen or outside casing. This limited warranty also does not extend to any product from which the serial number has been removed or to any product that has been: (a) damaged or rendered defective by misuse, abuse, accident or other external causes; (b) subjected to unauthorized modification, alteration or repair; or, (c) operated in an unsuitable environment or in a manner for which it is not intended. Purchasers will be charged for all product repairs for damage or failure not covered by this limited warranty.

ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY HEREUNDER INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY MUST BE BROUGHT WITHIN A PERIOD OF 24 MONTHS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL THE COMPANY BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER.

Some states or jurisdictions do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages for consumer products so the above exclusions or limitations may not apply to you. This Limited Warranty gives you specific legal rights, and you may also have other rights that may vary from state to state or jurisdiction to jurisdiction. You are advised to consult applicable laws for a full determination of your rights.

SOFTWARE

THIS AUDIOVOX® PRODUCT MAY INCLUDE THIRD PARTY SOFTWARE, THE USE OF WHICH IS GOVERNED BY THE APPLICABLE SOFTWARE LICENSE, END-USER LICENSE OR PROGRAM LICENSE AGREEMENT. THIS LIMITED WARRANTY DOES NOT APPLY TO SUCH THIRD PARTY SOFTWARE AND SUCH SOFTWARE IS PROVIDED "AS IS". FOR THE APPLICABLE WARRANTY, PLEASE REFER TO THE SOFTWARE LICENSE, END-USER LICENSE OR PROGRAM LICENSE GOVERNING THE USE OF SUCH SOFTWARE OR THE DOCUMENTATION ACCOMPANYING SUCH SOFTWARE.

Audiovox does not warrant that any contained software products will meet Purchaser's requirements or will work together with any hardware or software products supplied by third parties, that the software products will be error free or that software defects will be corrected.

WARRANTY SERVICE

Purchaser must contact Audiovox within the applicable warranty period to obtain warranty service authorization. Audiovox is not responsible for products or parts received without a warranty service authorization. BE SURE TO BACK UP DATA AND REMOVE ANY CONFIDENTIAL PROPRIETARY, OR PERSONAL INFORMATION BEFORE RETURNING PRODUCT FOR SERVICE. AUDIOVOX IS NOT RESPONSIBLE FOR DAMAGE TO OR LOSS OF ANY PROGRAMS, DATA OR REMOVABLE STORAGE MEDIA. Repaired or replacement products will be shipped to Purchaser at Audiovox's expense.

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

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

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

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

Audiovox Communications Corporation
555 Wireless Boulevard
Hauppauge, New York 11788
800-229-1235