

T-Mobile Sidekick Reference Guide

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27-0006-01

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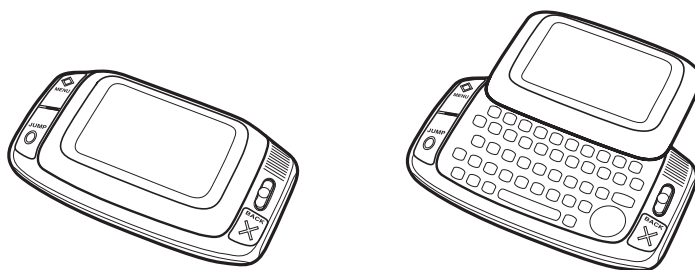
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Welcome!

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



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

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



T-Mobile Sidekick



SIM card



Battery charger



Hands-free headset



USB cable (Mini-B type)



Wrist strap



Carrying case



Start Here Guide



Reference Guide



T-Mobile Welcome Guide

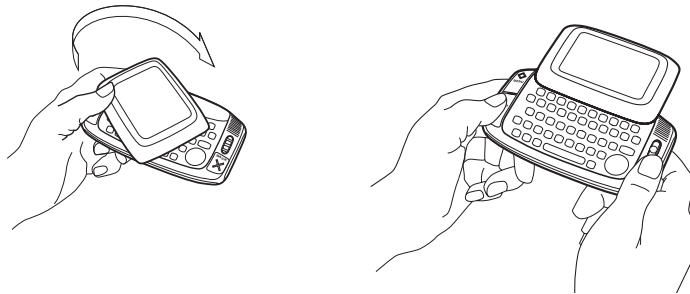
If any of these items are missing, please contact T-Mobile Customer Care at 1 (800) 937-8997.

Now, let's get started!

I. Device Controls

Opening and Closing the Display

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



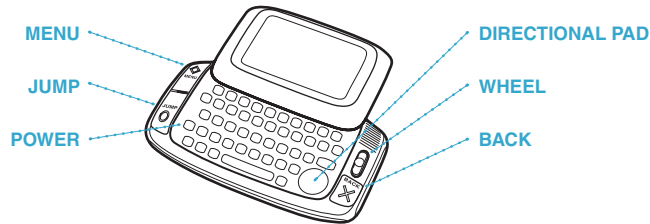
Normal operating position of the device is horizontal, with the wheel on the right side, as shown above.

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. Prevent display scratching by always using the carrying case to transport your device.

Control Buttons



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



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



POWER Press the power button for 3 seconds to turn the device on or off.



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



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



BACK button Pressing  **BACK** takes you back to the screen you were previously viewing, as far as the Jump screen. In a dialog box, press  **BACK** to save your changes and dismiss the dialog box. If a menu is open, press  **BACK** to close it.

II. Registration

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

1 Wait for account activation.

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



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

2 Type your first and last names.

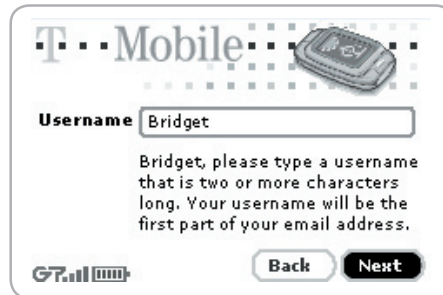
Use the keyboard to type your **First** name, then rotate the wheel to highlight the **Last** name field. Type your last name, then scroll to highlight the **Next** button, then press the wheel to advance to the next screen.

3 Select a username.

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

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

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



The screenshot shows a mobile phone screen with the T-Mobile logo at the top. Below the logo is a small image of a flip phone. The screen displays a text input field labeled "Username" with the word "Bridget" entered. Below the input field, there 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, there is a "G7" logo and two buttons labeled "Back" and "Next".

4 Select a password.

Select a password that follows the rules below:

- 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 a “secret question” and type your answer.

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



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

6 Read and agree to Danger Service and End-User License Agreement.

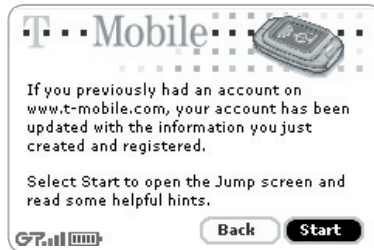
Before you can finish registration, you must read and agree to the **Danger Service and End-User License Agreement**. You can read it by clicking the **View License** link, or on page 44 of this guide, or on the Web page found at www.danger.com/agreements. Once you read and agree to the Agreement, select the **Next** button to indicate your acceptance and transmit your registration data.

7 Wait while data transmits.

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

8 Congratulations!

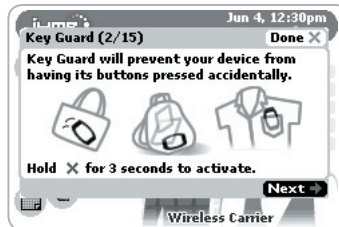
Once your account has been set up, you'll see the Congratulations screen and a final screen with the **Start** button:



Select the **Start** button to do just that! Roaming is "on" by default, so if you're roaming, you'll be notified at this point (read Note below).

9 Read the Hints screens.

Before going to the Jump screen, take a minute to read the helpful Hints that appear. After reading each hint, select **Next** to advance. Select **Done** to dismiss Hints and go to the Jump screen.



Note

When roaming outside the T-Mobile network, you may incur additional charges for data transfer even if you don't take any actions (like receiving an email). To avoid additional charges while roaming, go to Jump Settings > Wireless Options and clear the **GPRS Data Roaming On** check box. If you do roam with GPRS Data Roaming off, you still can make and receive voice calls.

III. Device Basics

Battery Charger

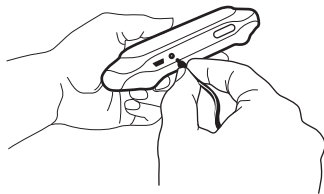
Your Sidekick comes with a built-in rechargeable lithium ion (Li-Ion) battery. The battery should be fully charged when you receive your device, but if it isn't, follow the instructions below to charge the battery.

Warning

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

1 Attach the battery charger to your device.

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



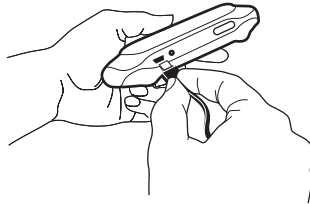
A lightning bolt icon will appear over the battery icon (in the title bar), indicating the charger is connected and the battery is charging.

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.

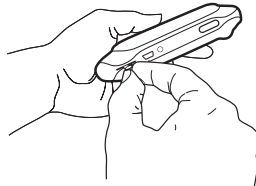
USB Cable and Port

The USB cable connection is used for software recovery, not software update. If your device should ever need recovery software installed (this would have been diagnosed by Customer Care), you will need to connect your device to your desktop or laptop computer using the USB cable. The illustration below shows you how you would attach the cable to USB port on your device.



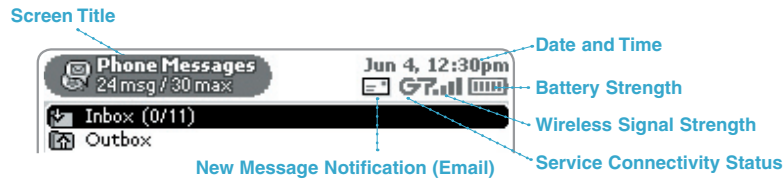
Wrist Strap

To carry your device securely, attach a wrist strap (one came in the box) to the retractable strap ring on your device. Use your fingernail to expose the ring, as shown below.



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 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 T-Mobile data service. If you see a phone icon in the place of the "G", it means you have phone service only.

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

Data Off indicator. Flashes if you've entered a roaming area but have GPRS Data Roaming turned off (in Jump Settings > Wireless Options).

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. You have a call in progress; time elapsed is 3 mins, 40 secs. Note that the phone icon blinks. If you have two calls active, you'll see one phone icon blinking and the time displayed will be for the foreground call.

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



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



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

Device Settings

Sound and Display Controls

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



Backlighting

To better use your device in dark environments, enable backlighting.

- 1 Press  **JUMP** to open the Jump screen. Press  **MENU** to open the menu, then select Settings. The Settings screen appears.
- 2 Scroll down to highlight **Battery & Display**, then press the wheel.
- 3 Select the **Automatically turn on when in use** check box to enable backlighting. Select the length of time you want backlighting to stay on from the pop-up menu.
- 4 To use the device's light meter to detect when the backlight is not needed, select the **Use backlight only when needed** check box.
- 5 Press  **BACK** to save your settings then  **JUMP** to go to the Jump screen.

Now, with backlighting enabled, when you press any button on your device, backlighting will turn on for the set amount of time.

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 five minutes 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 **BACK** for three seconds.
- 2 Your device control buttons lock.
- 3 To unlock and wake the device, press **MENU** + **BACK**. If you have set a privacy code (see next section), type it at the prompt.

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

- 3 In the first section, 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.
- 4 Press **X BACK** to save your settings.

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 **O JUMP** to open the Jump screen. Press **D MENU** to open the menu, then select **Settings**. The Settings screen appears.
- 2 Scroll to highlight **Key Guard & Security**, then press the wheel. The Key Guard & Security screen displays.
- 3 Scroll to highlight **Turn On Privacy...**, then press the wheel to select it.
- 4 Enter a three-digit code using the keyboard or the dial:



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

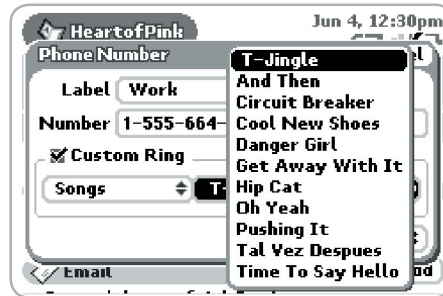
- 5 A “New Combination Enabled” message appears. Select **OK**.
- 6 Press **X BACK** to save your settings.

Customization

Your T-Mobile Sidekick 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. Ways you can customize applications include:

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



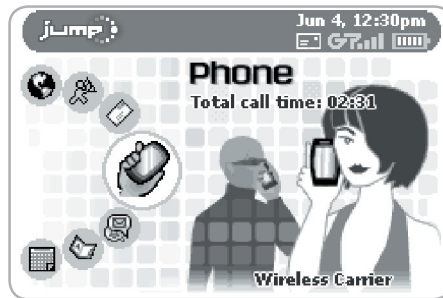
You specify most application-specific preferences using the application Settings screens: From the Jump screen, open any application (Web Browser, AOL Instant Messenger, Email, and so on). Then open the menu and press **Settings** to open these screens.

Tip

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

The Jump Screen

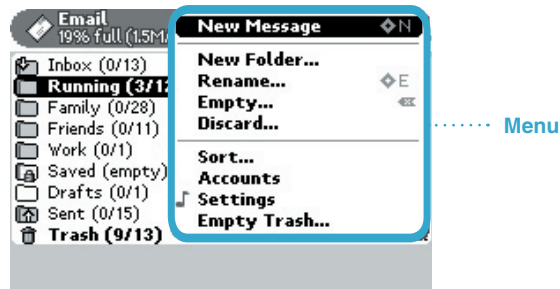
The Jump screen is your entry point to all the Sidekick applications: Web Browser, AOL Instant Messenger, Email, Phone, Phone Messages, Address Book, Calendar, To Do, Notes, Camera, and Games. You also set device-wide preferences from the Jump screen.



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

Menus

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



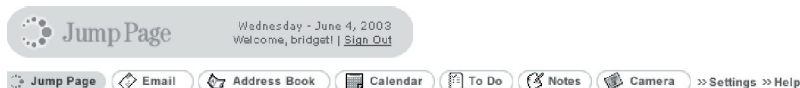
Frequently-used menu items also have keyboard shortcuts that use the Menu button plus a shortcut key. For example, take a look at the menu shown above. To compose a new email message, you could press  MENU + N rather than opening the menu and selecting **New Message** with the wheel.

IV. The Desktop Interface

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

To reach the Desktop Interface:

- 1 On your desktop computer, point your Web browser to **www.t-mobile.com** to open the T-Mobile home page.
- 2 Click the link to **My T-Mobile**, then on the page that opens, type your device's **Phone Number** and **Password** to sign in. The My T-Mobile page opens.
- 3 Click the link to the **Desktop Interface** to open your Jump page, which displays unread emails, upcoming Calendar events, To Do list, and Notes.
- 4 To make the Desktop Interface your default entry point to the T-Mobile Web site after signing in, click **Set My T-Mobile Start Page** (this link appears in the upper-right corner of your Jump page). On the window that opens, select **Sidekick Desktop Interface (Your Jump Page)**.
- 5 Use the Jump page navigation buttons to open the various applications or to open the **Help** window, which displays the online T-Mobile Sidekick Help Index page.



- 6 When you're finished using the Web applications, always click the **Sign Out** link to exit the Web site securely.

Desktop Interface Applications

Calendar

Calendar		>> New event
Upcoming Events	Time, Date	
• Meet with boss	3pm, 2/14/2002	
• Catch train	2pm, 3/21/2002	
• Program VCR to tape Enterprise on UPN	3pm, 3/28/2002	
• Night class - Econ	6pm, 4/1/2002	
• Start dishwasher & let cat in	3pm, 4/3/2002	
• Dentist Appt.	5pm, 4/5/2002	

To Do

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

Email

✉ Email 15% Full (782K/5M)		>> New message
From	Subject	Date
Hershenson	You wouldn't believe this...	Mon, 4:12am
Andy Rubin	Today's my birthday!	Sun, 10:57pm
Joe Britt	Check out this amazing...	Sun, 8:25pm
T-Mobile.com	Your Account Summary	Sun, 7:11pm
matias@aol.com	It's been too long...	Sun, 6:30am
		Sat, 4:30pm
		Sat, 7:09am
		04/01/ 2002
		04/01/ 2002
		04/01/ 2002
		04/01/ 2002

Notes

Notes		>> New note
Title	Last Modified	
Recipe for "Dutch baby"...	2/14/2002	
AIM Screen Name	3/21/2002	
Yahoo! Mail Password	3/28/2002	
Citi Bank Account Summary...	4/1/2002	
Directions to Terri's Wedding Shower...	4/3/2002	
Email from Jim	4/5/2002	
Shopping List	4/3/2002	
Animal checkup dates: - Marble: October - ...	4/5/2002	
Possible Clive Owen films: 1. Croper 2. Gosford...	4/3/2002	
>> 2 more notes		

V. Using the Applications

Phone



Make a Phone Call

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

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



Rotate the wheel to highlight, then press to select numbers. When you've completed the number, select **Send Call** to place the call.

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



Answer a Phone Call

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



- 1 Press the wheel to select the **Answer Phone** button. You're connected.
- 2 To hang up, select  **End Call**  , or press  **BACK** .

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 **Forward to Voice Mail**.



Add a Number to Your Speed Dial List

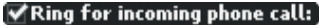
- 1 Press  **JUMP** to go to the Jump screen, then press the wheel to open the Phone application.
- 2 Press  **MENU** to open the menu. Select **New Speed Dial...** to open the New Speed Dial Entry dialog box. You can create **8** speed dial shortcuts.



- 3 Select a Shortcut number 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 **Create**.
- 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 menu. Scroll to **Settings** and press the wheel to go to the Settings screen.
- 3 Scroll to highlight **Ringtones**, then press the wheel.
- 4 Make sure the **Ring for Incoming Phone Call** check box is selected:

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



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



Check Your Voice Mail

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



Import Contacts from Your SIM Card

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

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

Phone Messages

Phone Messages are often referred to as SMS or text messages. They're used to notify you when you have new voice mail and to communicate information to you about your T-Mobile account.



Send a Phone Message

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

Web Browser



Browse the Web

- 1 Press **O** 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 Press the wheel to open the Web site.

Note

If you find a Web address (URL) that cannot be displayed on your device, please send us an email at WebURL@tmail.com and we will investigate. In the email, include the Web address and the problem you experienced when trying to go to the URL, including any error messages you received.



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 **X** BACK to save the bookmark and close the Add Bookmark dialog box.

AOL Instant Messenger™ Service



Signing On to the AOL Instant Messenger Service

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



Send an Instant Message

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

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

Email



Send an Email

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

Tip

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

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



Fetch Email from External Accounts Using POP3

When you register your T-Mobile Sidekick 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 email servers.

Note

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

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

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

New Account Jun 4, 12:30pm
10:09 77%
Account
POP Server Example: pop.example.com
Port 110
Unsure? Leave it at 110.
Username Your login name.
Password
Deliver To **Inbox**
The folder in which you'd like email from this account stored.
More Options **Done**

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

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

Tip

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

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

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

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

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

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



Fetch Email Using Your Device's Web Browser

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

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

Note that the following Web site has been bookmarked for you:

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

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



Send a Photo

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

Address Book



Add a Contact to the Address Book

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. But on this screen you can also provide a **Middle** name and a **Nickname**, as well as select an icon.

Tip

To select an icon, rotate the wheel up to highlight **? icon**, then press the wheel to open the icon pop-up menu. Rotate the wheel to highlight the icon you want, then press the wheel to select it.

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

Tip

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

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



Import Address Book Contacts

If you have a T-Mobile SIM card 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 26 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 **www.t-mobile.com** to go to the Desktop Interface.
- 2 Follow the instructions on page 21 of this guide to open your Jump page.
- 3 From your Jump page, click **Address Book**. The Address Book application displays.
- 4 Click **Import** in the sidebar. The Import page opens.
- 5 The Import page includes step-by-step instructions for completing the import process. The following file types (exported formats) can be imported:
 - Microsoft Outlook for PC (.txt file)
 - Microsoft Outlook Express for Mac (.txt file)
 - Microsoft Entourage for Mac (.txt file)
 - Palm Desktop for PC (.txt/.tab file)
 - Palm Desktop for Mac (.txt/.tab file)
- 6 After you click the **Import** button, your contacts are imported to your Web Address Book, then sent to your device via the network. Make sure your device has a wireless connection; then, after 2-3 minutes, check your device to see if your new contacts have arrived.

Calendar



Add an Event to Calendar

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

Notes



Create a Note

You can create and store up to **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.
- 4 Type your note, then press  **BACK** to save it.

To Do



Add a To Do Task

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

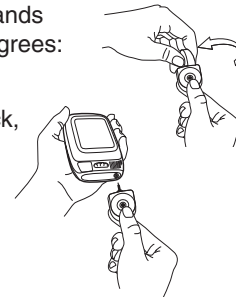
- 1 Press  **JUMP** to go to the Jump screen. Scroll to highlight **To Do**, then press the wheel to open the application.
- 2 Press  **MENU** to open the menu. **New Task** is selected by default.
- 3 Press the wheel to open a blank task screen.
- 4 Fill in your task information.
- 5 Press  **BACK**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

Camera



Insert the Camera Accessory into Your Device

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



Be sure to push the camera in all the way!

- 5 You're ready to take a photo!



Take a Photo

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 Insert the camera into your device's headset/camera jack, as explained in the previous section.
- 4 The Camera capture screen opens automatically.
- 5 Position the camera “eye” while looking at the device screen by swiveling it until you have composed the image you want to capture.

Tip

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

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



Play Games

You'll find many entertaining games on your device. In case you need help, each game has its own on-screen instructions.

VI. Keyboard Shortcuts

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

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 after 48 hours after registering, call T-Mobile Customer Care at 1-800-937-8997 to check the status of your account.

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

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

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

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

How can I protect my device from damage?

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

What Web browsers do you support on the Desktop Interface?

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

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

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

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

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

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 the T-Mobile Privacy Policy for more information.

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

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

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

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

Once you have all this information, set up your external account by following the instructions in “Fetch Email from External Accounts Using POP3” on page 30 of this guide. Once set up, your remote email account will be checked periodically and a copy of all new, unread messages will be placed in your T-Mobile Email mailbox.

How can I quickly mute my device?

Open the sound and display controls by pressing  **MENU** +  **BACK** . Select the **Mute** button. Your device is now muted. To dismiss the Controls, press  **BACK** . To turn sound back on, open the Controls again and select **Un-mute**.

Why is there an infrared port on my device?

The IR port is currently not used on the device, but is provided for future functionality.

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 cloth, such as an old t-shirt, when wiping the screen to prevent scratching.

My SIM card is locked. What is the default PIN number?

If you are prompted to enter a SIM PIN and you have never previously set a PIN, enter the default SIM PIN: **1234**.

My device needs repair. What should I do?

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

How do I report a lost T-Mobile device?

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

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.

VIII. Customer Care

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

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

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

For online Sidekick user documentation, open your Desktop Interface and click **Help** to open the Help Index page.

IX. Legal Information

FCC Compliance

TESTED TO COMPLY WITH FCC STANDARDS. FOR HOME OR OFFICE USE.

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

Danger™ 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 T-MOBILE 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.

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1. Software

1.1 Definition. "Software" means any computer software, in executable code form, owned by Danger (or which Danger has the right to 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.

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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 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.

3.3 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, tortious, 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.

3.4 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.

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

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.

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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.
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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 Limited Product Warranty

1. **Limited Product Warranty.** Danger, Inc. ("Danger") represents and warrants that, for a period of one (1) year from your date of purchase (the "Warranty Period"), the T-Mobile Device (the "Device") shall (i) be free from all defects in workmanship and materials, and (ii) perform in material accordance with the documentation regarding the Device.
2. **Devices or Problems Excluded From the Limited Product Warranty.** Any Device which (i) has been damaged or broken due to the negligent or intentional acts of you or third parties, or (ii) has been subject to abnormal use or conditions, improper storage, unauthorized modifications, accident, or other acts which are not the fault of Danger or the manufacturer of the Device, shall not be covered under this limited product warranty (the "Excluded Devices").
3. **Danger's Obligations.** During the Warranty Period, Danger will repair or replace, at Danger's option, any defective parts or components of the Device that do not operate properly, unless such a Device is an Excluded Device. You will not be charged for any such parts which are repaired or replaced, and Danger will pay for the cost of shipping for any repaired or replaced Device. Danger shall not be obligated to pay the cost for rental of alternative Devices, the cost of any lost or damaged information, or any other expenses not expressly set forth herein. Parts or repairs which are not covered by this limited product warranty will be repaired or replaced by Danger solely at your expense.
4. **Your Duties.** If a problem with the Device develops during the Warranty Period, you must do the following:
 - a. You must promptly notify Danger, or its agent, of such problem before the expiration of the Warranty Period by calling (800) 937-8997.
 - b. You shall provide all information requested by Danger during such telephone call, including your name, address, telephone number and proof of purchase. If you cannot provide proof of purchase, the Warranty Period shall be deemed to run for a period of fifteen (15) months from the date of shipment from the manufacturer.
 - c. You must agree to pay for the cost of repair or replacement of any component or the Device if your Device is found to be not covered by the limited product warranty. If you so agree, (a) Danger will ship you a replacement Device at Danger's expense, (b) you will follow the instructions included with the replacement Device, including instructions for replacing the Smart Card, and (c) following receipt of the replacement Device, you shall ship the problem Device as instructed by Danger via U.S. Postal Service to: VoiceStream Returns, 1000 Park Road, Chanhassen, MN 55317.
 - d. If you do not agree to pay for the costs of the repair or replacement of the Device if such repair or replacement is not covered by the limited product warranty, then you shall ship the problem Device pre-paid and insured via U.S. Postal Service to VoiceStream Returns, 1000 Park Road, Chanhassen, MN 55317. You shall include a return address, daytime telephone number and/or fax number, a complete description of the problem, and the Repair Order #. Danger shall ship a replacement Device to you only if the defective part or Device is covered by this limited product warranty, and you will follow the instructions included with the replacement Device, including instructions for replacing the Smart Card. Otherwise, any part or Device sent to Danger and not covered by this limited product warranty shall be returned freight collect without repair or replacement to you.
 - e. You shall have no coverage or benefits under this limited product warranty if you fail to notify Danger or any problems during the Warranty Period or fail to follow the instructions provided to you by Danger.

5. **Parties Who Can Enforce the Warranty.** This limited product warranty extends only to the individual or entity listed as the initial customer on the initial wireless service account associated with the Device. This limited product warranty is not assignable or transferable to any subsequent purchaser or user.
6. **Warranty Disclaimer.** THE DEVICE IS BEING PROVIDED TO YOU WITH THE LIMITED PRODUCT WARRANTY SPECIFIED ABOVE, AND SUCH LIMITED PRODUCT WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES BY DANGER, WHETHER EXPRESS OR IMPLIED. EXCEPT AS SO SPECIFIED IN THE LIMITED PRODUCT WARRANTY, DANGER MAKES NO OTHER WARRANTIES WITH RESPECT TO THE DEVICE AND DISCLAIMS AND EXCLUDES ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, TO THE EXTENT ALLOWED BY APPLICABLE LAW, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND WARRANTIES OF NON-INFRINGEMENT. YOUR SOLE REMEDY WITH RESPECT TO ANY BREACH OF THE LIMITED PRODUCT WARRANTY SHALL BE THE REPAIR OR REPLACEMENT OF THE DEVICE AS SPECIFIED IN THE LIMITED PRODUCT WARRANTY. Some states do not allow the disclaimer of implied warranties, so the foregoing disclaimer may not apply to you. The limited product warranty gives you specific legal rights, and you may also have other legal rights which vary from state to state.
7. **Limitation of Liability.** IN NO EVENT SHALL DANGER BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DAMAGES, INCLUDING SPECIAL, DIRECT, INDIRECT, INCIDENTAL AND CONSEQUENTIAL DAMAGES, THAT MAY ARISE FROM YOUR USE OF OR INABILITY TO USE THE DEVICE, OR ANY LOSS OF ANTICIPATED BENEFITS, LOSS OF INFORMATION OR DATA, OR LOSS OF PROFITS DUE TO ANY ERROR, FAILURE OR DEFECT IN OR OF THE DEVICE. IN NO EVENT WILL DANGER BE LIABLE TO YOU IN CONNECTION WITH THE DEVICE FOR ANY DAMAGES IN EXCESS OF TWO HUNDRED U.S. DOLLARS (U.S. \$200).
8. **Danger Software and Services.** Your rights and obligations with respect to the software embedded in the Device and the services provided by Danger to owners of the Device, including Danger's limitations of liability and warranty disclaimers with respect to such software and services, are set forth separately in the Danger Service and End-User License Agreement, a copy of which is included on the Device and in this T-Mobile Sidekick Reference Guide on page 44.

Note

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