

***i875* Boost Mobile[®] Phone User's Guide**

FINAL

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DECLARATION OF CONFORMITY

Per FCC CFR 47 Part 2 Section 2.1077(a)



Responsible Party Name: Motorola, Inc.

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

Hereby declares that the product:

Product Name: **i875**

Model Number: **H85XAH6RR5AN**

Conforms to the following regulations:

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

Class B Digital Device

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

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

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

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

Introduction

Welcome to Boost Mobile®

So what's really good? You know the answer. It's life with no hassles and no limits. It's the freedom to make your own choices at your own pace. It's having all the options you need to stay ahead of the game.

And that's what makes Boost Mobile®

Pay-As-You-Go such a tight fit for how you roll. With Boost Mobile® you pay up front, stay in control of your monthly costs and get all the mobile freedom you demand. Boost Mobile® has the latest Motorola handsets with the coolest features, like Boost™ Walkie-Talkie, Boost™ Wireless Web, and Text Messaging. Plus, you get instant access to Nextel's world-class digital iDEN network.

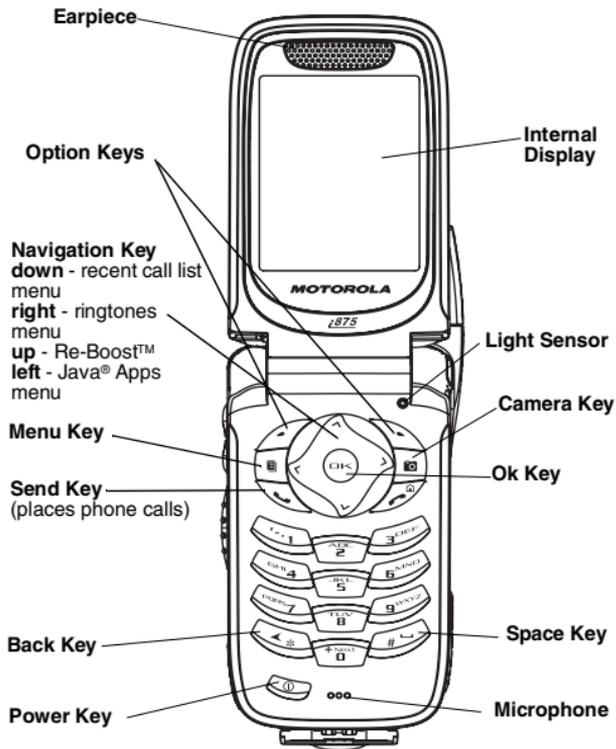
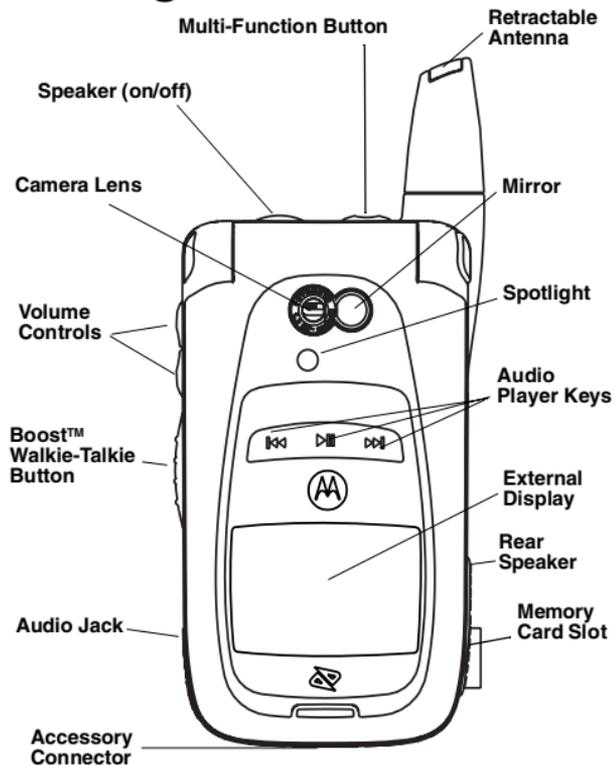
Boost™ Your Way

Trick out your Phone

Got some down time? Then get down with the coolest games, entertainment, ringtones, music tones, celebrity voice mails, and wallpapers available for purchase right from your phone. No credit card needed - get it deducted from your current stash of minutes.

Games and applications require a Java® enabled handset. Visit boost LIVE (www.boostmobile.com/boostlive) for the latest list of entertainment applications currently available and purchase these options online.

Getting Started





Power button.



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



OK key — selects highlighted item; answers calls.



Menu key — accesses context-sensitive menus.



Camera key — Accesses camera and takes pictures.



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

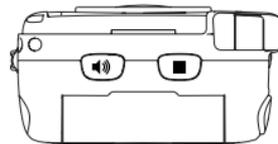
Note: Throughout this User's Guide, the option keys will be represented by .



Send key — places phone calls.



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



Acts like  when the flip is closed; turns Boost™ Walkie-Talkie speaker on and off; used with voice names and voice records.



Acts like  when the flip is closed; accesses recent calls; sends incoming calls to voice mail.

Getting Started



-  Accesses the audio player when the flip is closed; plays audio files; pauses audio files.
-  When an audio file is playing, fast-forwards and skips to the next audio file.
-  When an audio file is playing, rewinds and skips to the previous audio file.

To start using your i875 phone:

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

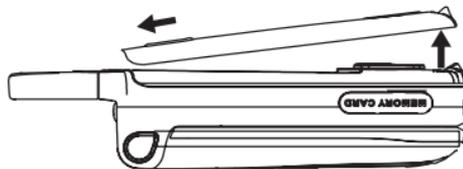
Battery

Removing the Battery Door

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



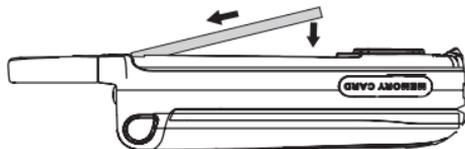
- 3 Allow the battery door to pop up, slide it forward, and remove it from the back of your phone.



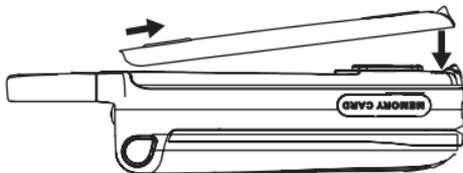
Inserting the Battery

Your phone comes with a Standard Lithium Ion Battery.

- 1 Remove the battery door.
- 2 Insert the battery into the battery area. Press the battery down to secure it.



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

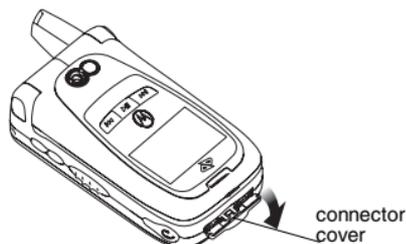


Charging the Battery

Your phone comes with a rapid travel charger.

- 1 Plug the charger into an electrical outlet.

- 2 Open the connector cover.



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



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

Getting Started

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

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

Charging Times

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

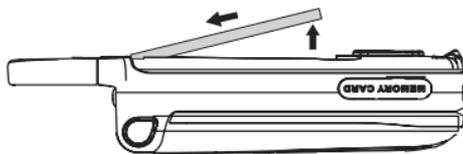
Battery	Charger	
	Rapid	Standard
Standard Lithium Ion	2 hours	4 hours

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

Prolonged charging is not recommended.

Removing the Battery

- 1 With the phone powered off, remove the battery door.
- 2 Remove the battery by pushing it toward the antenna and lifting it out.



Battery Use and Maintenance

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

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

Powering On and Off

To power your phone on:

- 1 Open the flip.

Tip: Press the flip open button to open the flip easily.

- 2 Press .

Note: When powering on, if you press  for more than 5 seconds, you will turn off calls and other transmissions. See “Temporarily Turning Off Transmissions” on page 181.

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

To power your phone off:

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

Activating Service

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

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

Enabling Security

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

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

Getting Started

Phone Programming

Within 24 hours of enabling security, you will receive an alert notification containing your Personal Telephone Number (PTN), Boost™ Customer Care number and Boost™ Walkie-Talkie number.

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

Finding Your Phone Number and Boost™ Walkie-Talkie Number

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

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

3 Press .

4 Scroll to see your information:

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

See “My Info” on page 136 for more information about this feature.

Boost™ Voice Mail

You must set up your voice mail box before you can retrieve messages. See “Setting Up Your Voice Mail Box” on page 108.

Customizing Features

You can control many features of your phone, including the size of the text on the display, the way you access main menu items, and the volume of incoming sound, rings, and other tones. See “Customizing Your Phone” on page 179.

Phone Basics

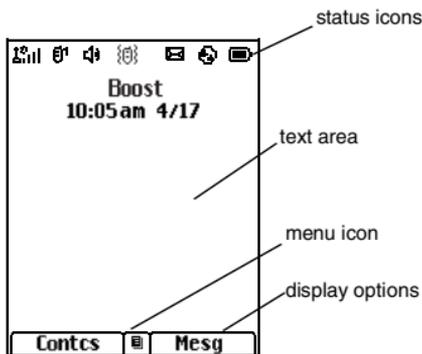
Flip Open Button

The flip open button located on the upper right corner of your phone enables you to quickly open the flip by pushing the button.

Display

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

The external display shows a shortened version of the internal display. To see more information, open the flip.



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

Text Area

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

Display Options

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

Menus and Lists

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

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

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

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

Getting Started

4 Press  to see the **Security** screen.

OK Key

Pressing :

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

Menu Key

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

Main Menu

All your phone's features can be accessed through the main menu. You can set the main menu to appear as a list or as large icons (see "Setting the Menu View" on page 180).

Re-Boost	Recharge your account from your phone. See page 18.
Web	Access to Boost™ Wireless Web Services. See page 116.
BoostLIVE	Access to boostLIVE for the latest list of entertainment applications.
Java® Apps	Java® applications on your phone. See page 154.
Settings	Customize your phone. See page 179.
Ringtones	Assign ringtones and turn ringer off. See page 82.
Audio Player	Access the MP3 audio player. See page 39.
Media Center	Access stored pictures, and audio recordings. See page 126.

Camera	Access camera and take pictures. See page 118.
Bluetooth®	Connect to a device with Bluetooth®. See page 143.
My Info	View personal phone information, including phone number and Walkie-Talkie number. See page 7.
VoiceRecord	Record and play audio messages. See page 151.
GPS	Find your approximate geographical location. See page 164.
Contacts	Create, view, store, edit Contacts and Groups. See page 58.
Messages	Access messages. See page 78.
Call Forward	Set call forwarding options. See page 68.
Datebook	Schedule appointments. See page 173.

Memo	Store a number to access later. For information on Memo, see “Memo” on page 67.
Call Timers	Phone usage information. See page 72.
Recent Calls	Lists recent calls. See page 50.
Shortcuts	Create shortcuts to screens. See page 190.
Profiles	Groups of settings you apply together. See page 186.
Call Alert	Lists call alerts. See page 48.

Quick Access to Main Menu Items

Each arrow in the navigation key and  can be used to access a main menu item from the idle screen. Each of these keys is assigned to a main menu item when you receive your phone. To assign different main menu items, see “Personalize Features” on page 183.

Getting Started

Status Icons

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



Battery Strength — A fuller battery indicates a greater charge.



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



No Service — Your phone is without service. You cannot make or receive any type of call.



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



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



Bluetooth® In Use — Your phone is using Bluetooth®. If this icon is blinking, then your phone is in discoverable mode. If this icon is static, your phone is active in a Bluetooth® connection.



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



Call Forward — Your phone is set to forward calls. See “Call Forwarding” on page 68.



Ringer Off — Your phone is set to not ring. See “Setting Your Phone to Vibrate” on page 82.



Speaker Off — Sets Boost™ Walkie-Talkie sound to come through the earpiece rather than through the speaker. Your phone does not ring for Boost™ Walkie-Talkie calls if **Alert Type** is set to **Silent** or **Vibrate**.



Messages — You have one or more messages. See page 78.



T9® Text Input — You are using T9 Text Input to enter text. See “Entering Text” on page 55.



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



Transmitters — Your phone is set not to receive calls and other transmissions. See “Temporarily Turning Off Transmissions” on page 181.



Packet Data — You are ready to transfer packet data or are transferring packet data. See “Using Your Phone as a Modem” on page 73.



TTY — You are ready to use your phone to make calls using a teletypewriter device. See “Making TTY Calls” on page 74.



Hearing Aid — Your phone is set for use with a hearing aid and is active on a phone call.



Audio Player — The audio player is active.



Voice Record — You have one or more voice records stored. See page 151.

Using the Memory Card

Your i875 phone comes with a 32 MB memory card, memory card reader, and memory card adaptor.

A memory card is a removable flash memory card that you can use to store pictures, videos, and audio files. The memory card can be inserted in your phone or connected to your computer using the memory card reader and memory card adaptor.

When the memory card is in your phone, many types of pictures, videos, and audio files stored on the memory card can be view or played using your phone's Media Center. MP3 audio files stored on the memory card can be played using your phone's audio player.

For complete instructions on using the memory card with your phone and with your computer, see “Memory Card” on page 26.

Using Easy Media Creator™

Your i875 phone comes with Roxio's Easy Media Creator™ CD. With Easy Media Creator™, you can make your own MP3 files from tracks on your audio CDs, which you can then transfer to your i875 phone using the memory card that comes with your phone. For complete instructions, see “Easy Media Creator™” on page 33.

SIM Card Security

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

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

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

Turning the PIN Requirement On and Off

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

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

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

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

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

Note: The default SIM PIN is 0000. Change your PIN to prevent fraudulent use of the SIM card (see “Changing the PIN” on page 14).

- 4 Press  under **Ok**.

Entering the PIN

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

The message **SIM Unlocked** displays.

Important: If you enter your PIN incorrectly 3 times, your SIM card is blocked. To unblock your SIM card, you must contact Boost™ Customer Care. See “Unblocking the PIN”.

Changing the PIN

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

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

Changed: SIM PIN displays.

Unblocking the PIN

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

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

To unblock the PIN:

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

Note: These steps must be performed in quick succession.

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

Getting Started

Inserting and Removing Your SIM Card

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

The SIM card is designed for optimal Contacts storage and feature use. For Boost Mobile® SIM card compatibility information, visit www.boostmobile.com/sim.

Note: In some cases, Contacts and Groups may not be accessible if you move your SIM card to another phone. Contacts and Groups created with your i875 phone are not readable by an older iDEN SIM-based phone.

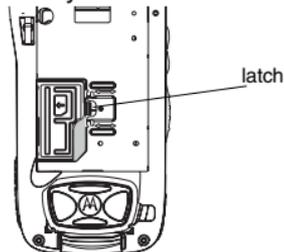
If you remove your SIM card and use it with another phone, or use another SIM card with your phone, the following information is erased:

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

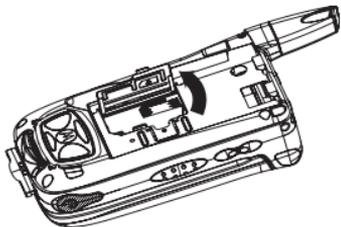
- Pictures, video, and audio recordings accessible through the Media Center that are saved in your phone's memory, except those that are forward locked. (No items saved to the memory card are erased.)
- 3 most recent GPS Enabled locations
- Voice records
- Voice names
- Datebook events
- Options set using the Personalize menu

Inserting Your SIM Card

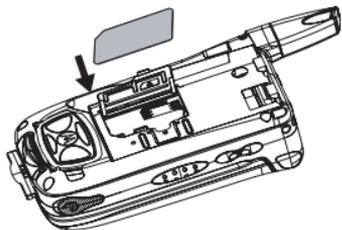
- 1 With your phone powered off, remove the battery door and battery.
- 2 Slide the latch away from the SIM card holder



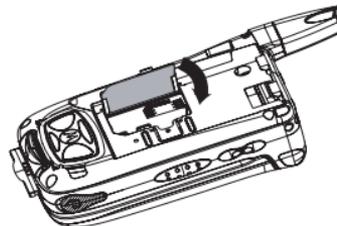
- 3 Open the SIM card holder.



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



- 5 Close the SIM card holder.



- 6 Slide the latch toward the SIM card holder.

Removing Your SIM Card

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

- 1 With your phone powered off, remove the battery door and battery.
- 2 Slide the latch away from the SIM card holder.
- 3 Open the SIM card holder.
- 4 Carefully slide your SIM card out of the SIM card holder.
- 5 Close the SIM card holder.
- 6 Slide the latch toward the SIM card holder.

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

Getting Started

Locking the Keypad

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

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

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

To lock the keypad:

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

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

To unlock the keypad:

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

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

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

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

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

Antenna

The retractable antenna on your #875 phone is designed to be extended during calls.

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

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

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

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

Accessories

Your phone comes with a Standard Lithium Ion Battery and mid rate travel charger.

Various accessories are available for use with your i875 phone, cases, vehicle power charger, data cables, Hands-Free accessories and more.

To order additional accessories, go to www.boostmobile.com or call 1-888-BOOST4U (1-888-266-7848). You can also contact your Boost™ Authorized Dealership. For information on Boost™ retail store locations, go to www.boostmobile.com.

Wireless Local Number Portability: Bringing Your Phone Number From Another Carrier

Please contact Boost™ Customer Care for information about this service.

Re-Boost™

You can recharge your account directly from your handset using the Re-Boost™ menu option. On your phone, launch the service from the main menu. You will then be able to log on and recharge your account using your credit card or Re-Boost® Card. You can also view your account balance and call credit expiration date. The account pass code is the same one that you use to access your account.

Instant Re-Boost™

You can Re-Boost™ instantly by dialing the letters ADD from your mobile phone and press Send. You are not required to enter your PTN or pass code.

Getting Started

If you select Prepaid Card, you will be asked to enter the 14-digit card number printed on the Re-Boost® Card. If you've selected credit card, you will be asked simply to confirm your purchase. You will need to have a credit card already on file to use it for purchasing airtime. Call 1-888-BOOST-4U to have your credit card added to your account.

Boost™ Customer Care

Boost™ Customer Care: 1-888-BOOST-4U (1-888-266-7848) or dial 611 from your #875 phone.

Making Calls

Your i875 phone makes two types of calls: digital cellular phone calls and Boost™ Walkie-Talkie calls. With Boost™ Walkie-Talkie calls, you use your phone as a long-range, digital walkie-talkie.

Phone Calls

With the Flip Open

1 Enter the number you want to call.

2 To place the call:

Press . **-or-**

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

3 To end the call:

Press . **-or-**

Close the flip.

To end a call by closing the flip, you must have the Flip to End feature turned on (see “Setting Flip Actions” on page 71).

With the Flip Closed

You can make phone calls with the flip closed using a voice name or the recent calls list to select the number you want to call. See “Using a Voice Name” on page 23 and “Making Calls From the Recent Calls List” on page 53.

To end the call, press .

Boost™ Walkie-Talkie Calls

1 If the flip is open, enter the Boost™ Walkie-Talkie number you want to call. **-or-**

If the flip is closed, choose the number as you would when making a phone call.

2 Press and hold the Boost™ Walkie-Talkie button on the side of your phone. Begin talking after your phone emits a chirping sound.

3 Release the Boost™ Walkie-Talkie button to listen.

4 To end the call:

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

Press . **-or-**

Press  under **Exit**. **-or-**

Close the flip.

Making Calls

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

Tip: To let someone know you want to talk to him or her on a Boost™ Walkie-Talkie call, send a call alert. See “Call Alerts” on page 48.

Dialing Boost™ Walkie-Talkie Numbers

Every Boost™ Walkie-Talkie number has 3 parts — an area ID, a network ID, and a member ID — with an asterisk between each of these parts. For example: 999*999*9999.

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

Tip: When you store a Boost™ Walkie-Talkie number in Contacts it is good practice to include the whole Boost™ Walkie-Talkie number including the asterisks in case you travel with your phone, or another Boost™ walkie-talkie user whom you are trying to reach travels with their phone, outside of your network.

Receiving Calls

Phone Calls

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

Answering

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

Open the flip. **-or-**

Press . **-or-**

Press . **-or-**

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

Press any number key.

To answer a call by opening the flip, you must have the Flip to Ans feature turned on (see “Setting Flip Actions” on page 71). To answer a call by pressing any number key, you must have the Any Key Ans feature turned on (see “Phone Calls Features” on page 182).

Sending to Voice Mail

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

Press . **-or-**

Press  under **No**.

Ending

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

Press . **-or-**

Close the flip.

Boost™ Walkie-Talkie Calls

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

Answering

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

Ending

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

Press . **-or-**

Press  under **Exit**. **-or-**

Close the flip.

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

Choosing a Number to Call

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

- Enter the number on the keypad.
- Say a voice name into your phone. See “Using a Voice Name” on page 23.
- Use Speed Dial or Turbo Dial® to make a phone call. See “Using Speed Dial and Turbo Dial®” on page 23.
- Redial the last phone number called. See “Redialing the Last Number” on page 23.
- Select the number from the recent calls list. See “Making Calls From the Recent Calls List” on page 53.
- Select the number from Contacts. See “Making Calls From Contacts” on page 65.
- Select a number stored in Datebook. See “Making Calls From Datebook and Datebook Reminders” on page 177.
- Use One Touch Boost™ walkie-talkie to make a Boost™ Walkie-Talkie call. See “One Touch Boost™ Walkie-Talkie (WT)” on page 71.
- Use the number in Memo. See “Memo” on page 67.

Making Calls

- Select the number in a text message you have received.

Using a Voice Name

If you have created a voice name in Contacts for the number you want to call, say the voice name into your phone to enter the number. See page 60 for information on voice names.

You can use a voice name to enter a number with the flip open or closed.

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

Tip: To stop a phone call from being completed, press  if the flip is closed or press .

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

Redialing the Last Number

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

Using Speed Dial and Turbo Dial®

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

Speed Dial

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

Turbo Dial

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

Using One Touch Boost™ Walkie-Talkie

One Touch Boost™ walkie-talkie sets your phone to call the most recent Boost™ Walkie-Talkie number on the recent calls list, or a Boost™ Walkie-Talkie number you choose, every time you press the Boost™ walkie-talkie button. See “Setting One Touch Boost™ Walkie-Talkie” on page 71.

Missed Phone Calls

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

With the Flip Open

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

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

With the Flip Closed

If you want to dismiss the missed call message, press .

If you want to view the missed call on the recent calls list, press  twice.

Using Speakerphone

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

With the Flip Open

To turn speakerphone on or off:

Press  under **Spkr**. -or-

Press .

With the Flip Closed

When you make a call with the flip closed, speakerphone is always on.

Opening the flip turns speakerphone off.

Using Mute

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

To turn mute on:

Press  under **Mute**.

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

To turn mute off:

Press  under **Unmute**.

Making Emergency Phone Calls

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

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

Making Calls

When you make an emergency call, your phone's GPS Enabled feature can help emergency service personnel find you, if you are in a location where your phone's GPS antenna has established a clear view of the open sky and your local emergency response center has the equipment to process location information. See "GPS (Global Positioning System) Enabled" on page 164, and particularly "IMPORTANT: Things to Keep in Mind" on page 164 and "Making an Emergency Call" on page 166, for more information on the limitations of this feature. Because of the limitations of this feature, always provide your best knowledge of your location to the emergency response center when you make an emergency call.

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

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

Important: If you are bringing your phone number to Boost Mobile® from your previous carrier, the 911 emergency response center will not be able to make a callback to your temporary Boost Mobile® phone number after the phone number you requested has been activated on your Boost Mobile® phone.

Memory Card

Your i875 phone comes with a 32 MB memory card, memory card reader, and memory card adaptor.

A memory card is a removable flash memory card that you can use to store pictures, videos, and audio files. The memory card can be inserted in your phone or connected to your computer using the memory card reader and memory card adaptor.

When the memory card is in your phone, many types of pictures, videos, and audio files stored on the memory card can be viewed or played using your phone's Media Center. MP3 audio files stored on the memory card can be played using your phone's audio player.

A memory card reader connects to your computer's USB port and lets you access the memory card from your computer. This lets you save files from your computer to your memory card or save files from your memory card to your computer.

The memory card adaptor makes the memory card compatible with the memory card reader.

Your i870 phone also comes with a CD containing software that lets you convert the songs on your audio CDs to MP3 files that you can play using your phone's audio player. For information on installing and using this software, see "Easy Media Creator" on page 42.

Ensuring Files on the Memory Card Are Compatible With Your Phone

When your memory card is connected to your computer, your computer lets you save files to your memory card in ways that may not allow you to access these files when the memory card is in your i875 phone.

To ensure the files on your memory card are compatible with your i875 phone, use the folder structure, filename rules, and formats described in the following sections.

Memory Card

Folder Structure

The first time you insert the memory card into your phone, three folders are created: Audio, Images, and Video. In order to access files stored on the memory card, you must store the given file in its corresponding format folder: audio files to the Audio folder, pictures to the Images folder, and videos to the Video folder.

Because your phone creates these folders the first time the memory card is inserted, you should insert the memory card into your phone at least once before using it with your computer.

Filename Rules

When naming files stored on the memory card, the following rules apply:

- The filename can only contain ASCII characters.
- The filename can be up to 32 characters long, including the file extension.

File Formats

Audio Player

These MP3 file formats are compatible with your phone's audio player:

MP3 version	MPEG-1, MPEG-2, MPEG-2.5.
Bit Rates (kbits/sec)	32, 40, 48, 56, 64, 80, 96, 112, 128, 160, 192.
Sampling Rates (KHz)	8, 11.025, 12, 16, 22.05, 24, 32, 44.1, 48.
Channel mode	Stereo and Mono.
Metadata tags	ID3v1.1, ID3v2.3

Media Center

These types of video files are compatible with the video playback capabilities of your phone's Media Center:

Video Formats	MPEG-4, H.263.
Audio Formats	AMR-NB.
Bit Rates (kbits/sec)	Up to 128.

Using the Memory Card With Your Phone

These types of audio files and picture files are compatible with the Media Center:

File Type	Task	Formats
Audio	Playback	MIDI (FM-Midi, Type-0, 16 Polyphony, SP-Midi compliant), WAV (8 kHz, 8-bit Mono PCM Canonical Format), AMR, AU, MP3
Picture	View	GIF (GIF89A and GIF87A), JPEG, WBMP, PNG

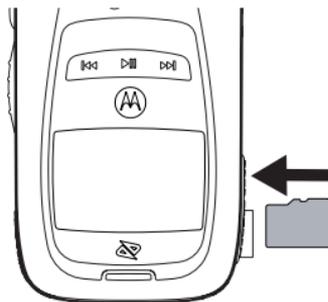
Using the Memory Card With Your Phone

Inserting the Memory Card

- 1 Open the memory card slot cover.



- 2 Slide in the memory card. Push the memory card into the slot until it clicks into place.



- 3 Close the memory card slot cover.
- 4 Your phone may prompt you to use the memory card to store new media items, go to the audio player, go to the camera, go to the Media Center, or do nothing. If you select **Do Nothing**, you will return to the idle screen. Respond to the prompt now.

Formatting a New Card

The memory card that came with your i875 phone has the format required for use with your phone. However, if you use another memory card with your phone, you may be prompted to format the card the first time you insert it in your phone.

Memory Card

Important: The **Format** option erases any data saved to the memory card. It should only be if your phone prompts you to format the memory card.

To format a memory card:

From the main menu, select **Settings > Advanced > Memory Card > Format**.

Accessing Files on the Memory Card

Pictures, videos, and audio files stored on the memory card are accessed using your phone's Media Center.

MP3 audio files stored on the memory card can be played using your phone's audio player.

Saving Files to the Memory Card

When the memory card is in your phone, you can save these media items to it:

- Pictures received in Boost™Walkie-Talkie calls
- Pictures and videos taken with your phone's camera
- Pictures sent via Bluetooth®
- Pictures, videos, and audio recordings received in MMS messages

Setting Your Storage Preference

You can choose whether media items are saved to your phone's memory or to the memory card.

To set the media storage option in Settings:

- 1 From the main menu, select **Settings > Advanced > Memory Card > Store Media**.
- 2 Select **On Phone** to set your phone to save media items to the phone's memory. **-or-**

Select **Prefer On Card** to set your phone to save media items to the memory card if it is in the phone. If the memory card is not in the phone, even if you choose **Prefer On Card**, the media items are saved to your phone's memory.

If you set the media storage option to set to save to your phone's memory, when you insert the memory card your phone prompts you to switch to storing to the memory card.

Removing the Memory Card

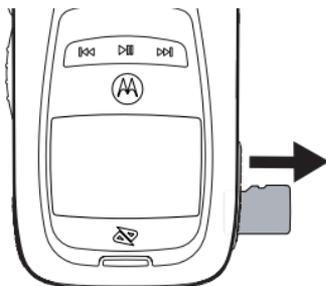
Important: Do not remove the memory card before selecting the Remove option. Removing the memory card before selecting the Remove option could result in loss of data.

- 1 From the main menu, select **Settings > Advanced > Memory Card > Remove Card**.
- 2 Open the memory card slot cover.



- 3 Push the memory card to release it from the slot.

- 4 Pull out the memory card.



- 5 Close the memory card slot cover.
- Note:** If you select the **Memory Card > Remove** option but do not remove the memory card, you cannot use the memory card until you remove it and insert it again.

Memory Card

Using the Memory Card With Your Computer

When the memory card reader is set up as described here, it is treated as a removable storage drive by your computer. You can navigate to this drive as you would any other drive on your computer.

Note: These instructions refer to the memory card reader that came with your i875 phone. If you are using a different memory card reader, following the instructions provided with that memory card reader.

What Is Your Computer's Operating System?

If you have any of these operating systems running on your computer, you do not need any additional software to install the memory card reader:

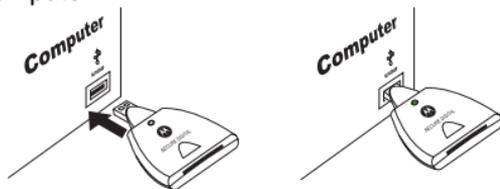
- Microsoft® Windows 2000, Windows XP, or Windows ME
- MAC OS 8.6 or later

If you have Microsoft Windows 98SE, download and install the Windows 98SE driver from this Web site before setting up the memory card reader:

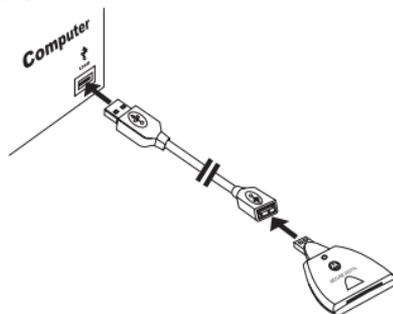
<http://commerce.motorola.com/consumer/QWhtml/USB-SDdrivers.html>

Setting Up the Memory Card Reader

- 1 To connect the memory card reader, insert its USB connector into the USB port on your computer.



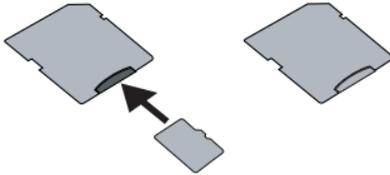
You can also use the USB cable provided with the memory card reader to connect the memory card reader to the USB port on your computer. Connect one end of the USB cable to the USB connector on the memory card reader and connect the other end to the USB port on your computer.



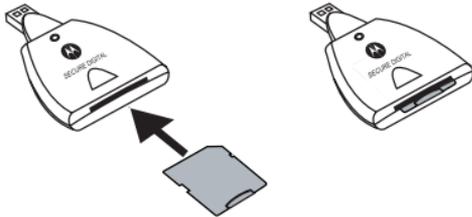
Other Memory Cards Compatible with Your Phone

The green light on the memory card reader turns on when the memory card reader is connected.

- 2 Insert the memory card into the memory card adaptor until it does not go in any further.



- 3 Insert the memory card adaptor into the memory card reader.



Your memory card can now be accessed by your computer.

Removing the Memory Card From the Memory Card Reader

When you are ready to use the memory card with the your phone again, pull the memory card from the memory card adaptor and insert it into your phone.

Note: When you read or write files to your from the memory card using the memory card reader, the green light on the memory card reader flashes rapidly to show that it is in use. Do not remove the card while the green light is flashing.

Other Memory Cards Compatible with Your Phone

If you want to purchase and use additional memory cards, Transflash and MicroSD memory cards are compatible with your i875 phone.

Easy Media Creator™

Note: Music or other audio works (whether originating from CDs, MP3s or some other source) may be copyrighted. Unauthorized downloading, copying, editing, distribution, or other use of such material may be contrary to the provisions of the United States copyright laws. This software should only be used for your personal, noncommercial purposes.

With Roxio's Easy Media Creator™ Classic, you can make your own MP3 files from tracks on your audio CDs. This process is commonly referred to as encoding or ripping MP3 files.

You can save these MP3 files directly to the memory card that came with your *i875* phone or save them to your computer's hard drive and copy them to the memory card later.

To save files to the memory card, you must have the memory card reader that came with your *i875* phone connected to your computer, as described in "Memory Card" on page 35.

Note: For MAC users: If you are currently not using Roxio's TOAST product, please go to www.roxio.com/toast to purchase the Toast product from Roxio.

Installation

To use Easy Media Creator™ Classic, install Easy Media Creator™ 7.

Requirements

To take full advantage of all of the features of Easy Media Creator™ 7, your computer must meet the following minimum system requirements:

- Microsoft® Windows 2000 (service pack 4 or later) or Windows XP (service pack 1 or later)
- 500 MHz Intel® Pentium III or equivalent; 128 MB RAM
- 1 GB available hard disk space for typical installation of all components

Note: To receive CDDDB support, which lets you retrieve CD artist, album, and track information over the Internet, you must have an Internet connection.

For Easy Media Creator™ 7's video and DVD capabilities, your computer must meet the following minimum system requirements:

- 1 GB available hard disk space for every 5 minutes of video for video capture
- 4.5 GB available hard disk space for copying DVD-Video discs

- Display setting of 1024 X 768; 16-bit color graphics card (24-bit or 32bit true color recommended)

Installing Easy Media Creator™ 7

- 1** Insert the Easy Media Creator™ 7 Program CD into your CD or DVD drive.

If Autorun is enabled on your computer, the Easy Media Creator™ 7 installation window appears automatically and you can skip step 2 and step 3.

- 2** Choose **Start > Run**.
- 3** Type **d:\setup** (substitute the appropriate letter of your CD or DVD drive for **d**).
- 4** Follow the installation instructions that appear on the screen.

Uninstalling Easy Media Creator™ 7

- 1** Choose one of the following ways to open the Add/Remove Programs dialog box:

In Windows XP: Choose **Start > Control Panel**, and then double-click **Add or Remove Programs**.

In Windows 2000: Choose **Start > Settings > Control Panel**, and then double-click **Add/Remove Programs**.

- 2** Select Roxio Easy Media Creator™ 7, and then click **Remove**.
- 3** Click **Yes** to confirm that you want to remove Easy Media Creator™ 7, and then follow the instructions that appear on the screen.

Starting Easy Media Creator™ 7

The Home Screen is the starting point that lets you access the components and tools you need for all of your digital media projects.

To access the Home Screen:

Choose **Start > Programs > Roxio Easy Media Creator 7 Basic VCD Edition.** -or-

Choose **Start > Programs > Roxio > Roxio Easy Media Creator 7 Basic VCD Edition.** -or-

Double-click the Roxio icon on the Windows Desktop.

Making MP3 Files

Starting Creator Classic

From the Home Screen, click **Creator Classic.**
-or-

Choose **Start > Programs > Roxio > Creator Classic.**

The Creator Classic window appears.

Setting the Best Options for Your Phone's Audio Player

When converting audio CD tracks to MP3 files for your i875 phone, certain file creation options provide you with the best experience when playing those MP3 files on your i875 phone's audio player.

To set these options:

- 1 In the Creator Classic window, choose **Tools > Options.**
- 2 In the Classic Creator Options window that appears, choose the **Copy Tracks from Audio CD.**
- 3 In the **File Type** list, select an MP3 audio encoder format for the files. You must select an MP3 encoder to create MP3 files.
- 4 In the **Audio Format** area, select **Mono** or **Stereo.** **Stereo** is recommended.
- 5 In the **Sampling Rate** list, select **44100.** This selects a sampling rate on 44.1 KHz. Your i875 phone's audio player supports other sampling rates, but 44.1 KHz is recommended.
- 6 In the **Compression Setting** area, select **Constant Bit Rate.** Your i875 phone's audio player supports variable bit rate, but constant bit rate is recommended.

- 7 In the **Compression Setting** area, use the slider to select a bit rate of **128 kpbs**. A higher bit rate may produce on MP3 files with best sound quality, but it will also increase the size of the MP3 files. Your i875 phone's audio player supports more bit rates, but 128 is recommended.
- 8 In the **File Naming Structure** list, select **[title]**. This indicates how you want the MP3 file named using the information displayed in the Source Pane, located in the upper-right corner of the Creator Classic window, when you create the MP3 file. Because your i875 phone supports a maximum of 32 ASCII characters, naming the MP3 file with the title of the track only is recommended. Otherwise, the MP3 file may need to be renamed before transferring it to the i875 phone to avoid truncation of the file name when it is displayed by your phone.

The extension .mp3 will be the selected File Type added to the file name.

Note: Even when you name an MP3 file using the title of the track only, you will not lose any of metadata that is displayed in the Source Pane with the track, such as artist, album, and genre. Your i875 phone's audio player is able to read metadata associated with the track regardless of the name of the MP3 file.

- 9 Click the **OK** button in the Classic Creator Options window.

As you gain more experience creating MP3 files for your i875 phone, you may want to choose options other than the ones recommend here. See "File Formats" on page 36 for a list of all formats supported.

Converting a Track

- 1 Insert the audio CD that contains the track you want to convert into the CD drive and allow the CD to spin-up. A list of the tracks on the CD appears in the Source Pane, which is located in the upper-right corner of the Classic Creator window.

Note: If the disc information (disc title, artist name, and track files) does not display in the Source Pane, click the **Get Audio CD Info** button  to download the information from the online music database on the Internet. If the CD is found in the database, the disc title, artist name, and track titles are displayed in the Source Pane.

If no disc information on a track is displayed in the Source Pane, this track

will have no metadata converted to MP3 files. Your *i875* phone's audio player will place the track in the folder labelled "Unknown".

- In the Source Pane, select or clear the checkmarks in the boxes depending on which tracks you want to convert.
Note: The tracks you select to convert will contain a checkmark in the box.
- Click the **Copy Tracks from Audio CD** button . The **Copy Tracks from Audio CD** dialog box appears.
- Under **Copy To**, click **Browse** to select a location to save the MP3 files.
Note: If you choose to save the MP3 files to the memory card now, select the drive called "Removable Disk", expand the folder, and then choose the **Audio** folder on the memory card as the location.
- Click **Start**. Your audio files will be converted to MP3 into your designated destination folder.

In the Source Pane, each track you selected to convert to a MP3 file will have a blue bar under the Progress column showing the ripping process. You will see a **Completed** status next to each track when ripping is finished.

Where to Find More Information

User Guides

Each component in Easy Media Creator™ 7 includes a User Guide in PDF format. View the fully searchable PDF User Guides online, or print a hard copy.

To find more information on how to make MP3 files using Creator Classic, see "Copying a track to an MP3, OGG, WAV or WMA audio file" on page 32 of the *Creator Classic User Guide*.

Choose one of the following ways to view a User Guide:

- From the Home screen, click **Help Center**, and then select the PDF User Guide you want to view.
- From any component, from the title bar, choose **Help > Component Help Center**, and then click **View PDF of User Guide**.

To use the PDF documentation, you must have Adobe Reader installed on your system. Adobe Reader is free software for viewing and printing PDF files on a variety of operating platforms. You can download Adobe Reader from the Adobe Web site: <http://www.adobe.com>.

Online Help

In addition to the User Guides, each Easy Media Creator™ 7 component has an extensive, searchable Help Center. Each Help Center includes step-by-step procedures, detailed information about the component interface, and answers to frequently asked questions.

To access the Help Center, from the title bar, choose **Help > Component Help Center**. To view context-sensitive help for the activity you are currently doing, press **F1**.

Roxio Online Support

If you can't find the answers you are looking for in online help or the User Guides, you can get the most current information from the Roxio Web site.

You can access the Roxio Web site in any of these ways:

- Click the Roxio logo from any Easy Media Creator™ 7 component window.
- Launch your Web browser and go to <http://www.roxio.com/en/support/nextel>

Easy Media Creator™ 7 Support Options

Unlimited Complimentary Self Help Options

Roxio provides Self Help options such as frequently asked questions, an extensive database of support articles, troubleshooting tips, tutorials, documentation and more on the Roxio Web site. Registered product owners can also take advantage of the Roxio Discussion Groups to get help and exchange ideas with other Roxio product owners. The Roxio support Web site is located at <http://support.roxio.com>.

Alternate Support Options

Alternate support options like e-mail or telephone support will be available to Nextel Customers for a period of 1 year from date of purchase. After 1 year Roxio Support is available on a limited or paid basis for your Roxio product. Please visit our Web site at <http://www.roxio.com/en/support/nextel> to find out what options are available for your product.

Audio Player

Your i875 phone includes an audio player that you can use to play MP3 audio files stored in your phone's memory or on the memory card inserted in your phone.

The audio player groups the MP3 audio files on the memory card into folders and lists. When you select an audio file to play, the audio player plays this audio file and then plays the other audio files grouped with it.

If you receive a phone call, Walkie-Talkie call, call alert, message notification, a Datebook reminder, or a GPS notification while playing an audio file with the audio player, the audio file pauses and a prompt appears asking you if you want to accept the incoming call or alert or ignore it.

The audio player begins playing at the currently selected volume, even when Vibe All is set to On.

Playing Audio Files with the Flip Closed

The controls on the front of your phone enable you to use the audio player with your phone's flip closed:

- To access the audio player, press and hold  any time your phone is not in a call or transferring data.
- To play an audio file once you have accessed the audio player, press .
- To pause an audio file or resume playing it again, press .
- To skip to the next audio file, press .
- To skip to the previous audio file, press .
- To fast-forward, press and hold .
- To rewind, press and hold .
- To adjust the volume, use the volume keys.
- To exit the audio player, press .

Playing Audio Files with the Flip Open

When your phone's flip is open, you have more ways to access the audio player and play the MP3 audio files on the memory card.

Accessing the Audio Player

From the Main Menu

From the main menu, select **Audio Player**.

From the Media Center

- 1 Access the Media Center.
- 2 To view the audio recordings on your memory card, press . Select **Filter > Card: Audio**.
- 3 Select **[Audio Player] Play Audio Files. -or-**
Press under **Player**.

Playing Audio Files

- 1 Access the audio player.
- 2 Scroll to a folder.
Tip: The Songs folder contains all the audio files on the memory card in a single list.
- 3 To play the first audio file in the folder, press under **Play**. (If the folder you scrolled to contains

subfolders, this plays the first audio file in the first of these subfolders.) **-or-**

Press to view the contents of the folder. Then scroll to an audio file and press under **Play** to play it, or scroll to a folder and press under **Play** to play the first audio file in it.

Any time you are viewing a list of folders with the audio player, you can scroll to a folder and press under **Play** to start playing the contents of that folder or press to view the contents of the folder.

Any time you are viewing a list of audio files, you can scroll to an audio file and press under **Play** to play it.

To stop viewing a folder and return to the folder or list that contains it, press under **Back**.

Other Basic Functions

Pausing and Resume

To pause a playing audio file, press under **Pause** or press .

To resume playing a paused audio file, press under **Play** or press .

Skip to Next and Skip to Previous

To skip to the next audio file, press and release the right side of the navigation key, as if scrolling right. Do not hold the right side of the navigation key.

Audio Player

To skip to the previous audio file, press and release the left side of the navigation key, as if scrolling left. Do not hold the left side of the navigation key.

Fast-Forward and Rewind

To fast-forward a playing audio file, press and hold the right side of the navigation key, as if scrolling right.

To rewind a playing audio file, press and hold the left side of the navigation key, as if scrolling left.

Adjust the Volume

To adjust the volume, use the volume keys.

Exit

To exit the audio player, press  under **Exit**.

If **Exit** is not one of your options, press  under **Back** or **Cancel** until it is.

How Your Audio Files Are Organized

The audio player groups the MP3 audio files on the memory card into folders and lists.

Since you will probably want to use the audio player primarily to play songs, the audio player treats the MP3 audio files on the memory card as songs when grouping and organizing them.

The audio player uses metadata found in most MP3 audio files to group the files on the memory card by album, artist, and genre. You can also create your own groupings of audio files, called playlists.

When you access the audio player, you see that the audio files are grouped into these folders:

- **Songs** — All MP3 audio files on the memory card inserted in your phone, listed alphabetically by title.
- **Playlists** — Folders and lists you have created. If you have not created any playlists, this folder contains only the Favorite playlist, which is empty.
- **Albums** — Songs grouped by album. The albums are listed alphabetically by title. The songs on the albums are listed in the order that they normally appear on the album.

- **Artists** — Songs grouped by artist. The artists are listed alphabetically by name. Within each artist's folder, the songs are listed alphabetically by title.
- **Genres** — Songs grouped by artist. The artists are listed alphabetically by name. Within each artist's folder, the songs are listed alphabetically by title.

In the Albums, Artists, and Genres folders, any MP3 audio files that do not contain enough metadata to be grouped by album, artist, or genre are placed in a folder labelled "Unknown".

Searching By First Letter

Any time you are viewing an alphabetical list of audio files or folders, you can go the items starting with any letter by using your phone's keypad to enter that letter.

Playing a List, Repeat, and Shuffle

When you select an audio file to play, the audio player plays this audio file and then plays the other audio files grouped with it. The repeat and shuffle features help determine which of these songs are played.

If you are not using the repeat or shuffle features, the audio player plays the audio file you select and then plays the rest of the files in the list or folder, in the order they appear, until it gets to the end of the list or folder. The audio player then goes to the beginning of the list and pauses until you resume playing.

The repeat feature lets you set the audio player to play all the audio files in a list or folder, in order, starting again at the beginning of the list when it gets to the end, without pausing or stopping. It also lets you set the audio player to play one audio file repeatedly, starting over as soon as it ends.

The shuffle feature lets you set the audio player to play the audio files in a list or folder in random order, until you stop it.

Setting Repeat

- 1 While viewing a list, viewing the details of the audio file currently playing, or viewing visuals, press .
- 2 Select **Shuffle/Repeat**.
- 3 Scroll to **Repeat**.
- 4 To set the audio player to repeatedly play the contents of a list or folder, in order, select **All**.
-or-

To set the audio player to play one song repeatedly, select **One**. **-or-**

Audio Player

To turn off the repeat feature, select **Off**.

Setting Shuffle

- 1 While viewing a list, viewing the details of the audio file currently playing, or viewing visuals, press **□**.
- 2 Select **Shuffle/Repeat**.
- 3 Scroll to **Shuffle**.
- 4 To set the audio player to play the audio files in a list or folder in random order, select **On. -or-**

To turn off the shuffle feature, select **Off**.

Working with Playlists

Playlists are lists of audio files you create from the files already available through the audio player.

Playlists enable you to group audio files as you like them, but they do not change anything in the other folders or on the memory card. Adding a file to a playlist does not copy it or move it. Removing a file from a playlist, or deleting the playlist that a file is listed in, does not delete the file from any other location.

Creating a Playlist

- 1 Access the audio player.
- 2 Select **Playlists**.

3 Select **[Create New] > Name**.

4 If you want to give the playlist a name, enter the name. See “Entering Text” on page 70. When you are finished, press **↵** under **OK**.

Note: If you do not assign a name, the playlist is named “playlist” followed by the number of unnamed playlists you have, including this one. For example, the first playlist you create without naming is automatically named “Playlist-1”.

5 Select **[Add Songs]**.

A list of all MP3 audio files on the memory card appears.

Tip: For options to help you sort through this list, press **□**.

6 Select each audio file you want to put on the playlist. A checkmark appears next to each selected file.

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

7 When you are finished selecting files, press **↵** under **Done**.

8 If you want to change the order of the audio files on a playlist, see “Reordering a Playlist” on page 44.

9 Select **Save**.

Editing a Playlist

After you have created a playlist, you can change its name, add audio files, remove audio files, and change the order of the audio files.

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Scroll to the playlist you want to edit.
- 4 Press .
- 5 Select **Edit Playlist**.
- 6 Make the changes you want.
- 7 Select **Save**.

Reordering a Playlist

You can change the order of the audio files on a playlist before you save a new playlist or later, while editing the playlist.

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Select **Reorder Songs**.
- 3 Scroll to the audio file you want to move.
- 4 Press  under **Grab**.
- 5 Scroll to the place where you want the audio file to appear.
- 6 Press  under **Insert**.

- 7 Repeat step 3 through step 6 for all the items you want to move.
- 8 Press  under **Done**.
- 9 Press  under **Save**.

Removing Audio Files

You can remove some or all audio files from a playlist before you save a new playlist or later, while editing the playlist.

Removing an Audio File From a Playlist

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Scroll to the audio file you want to remove.
- 3 Press .
- 4 Select **Remove Song**.
- 5 Press  under **Save**.

Removing All Audio Files From a Playlist

- 1 Before you have saved a new playlist or while editing a playlist, press .
- 2 Select **Remove All Songs**.
- 3 Press  or  under **Yes** to confirm.
- 4 Press  under **Save**.

Audio Player

Reordering Playlists

To change the order of the playlists in the Playlists folder:

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Press .
- 4 Select **Reorder Playlists**.
- 5 Scroll to the playlist you want to move.
- 6 Press  under **Grab**.
- 7 Scroll to the place where you want the playlist to appear.
- 8 Press  under **Insert**.
- 9 Repeat step 4 through step 8 for all the items you want to move.
- 10 Press  under **Done**.

Deleting Playlist

Delete a Playlist

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Scroll to the playlist you want to delete.
- 4 Press .
- 5 Select **Delete Playlist**.
- 6 Press  or  under **Yes** to confirm.

Deleting All Playlists

- 1 Access the audio player.
- 2 Select **Playlists**.
- 3 Press .
- 4 Select **Delete All Playlists**.
- 5 Press  or  under **Yes** to confirm.

This deletes all playlists except the Favorites playlist.

Using the Favorites Playlist

The Favorites playlist is a permanent playlist. You can add audio files, remove audio files, and change the order of the audio files, but you cannot rename it or delete it.

You can add audio files to the Favorites playlist as you would any other playlist.

You can also add audio files to the Favorites playlist using the Add to Favorites shortcut.

Add the Audio File Currently Playing

- 1 While viewing a list, viewing the details of the audio file currently playing, or viewing visuals, press .
- 2 Select **Add to Favorites**.

Add Any Audio File

- 1 Access the audio player.
- 2 Select **Songs**.
- 3 Scroll to the audio file you want.
- 4 Press .
- 5 Select **Add to Favorites**.

Deleting Audio Files

You can delete audio files from the memory card one at a time, by album, by artist, by or genre.

You can also delete all MP3 audio files from the memory card by deleting everything in the Songs, Albums, Artists, or Genres folder.

Deleting an audio file removes it from all playlists it appears on.

Deleting an Audio File

- 1 Access the audio player.
- 2 Select the folder containing the audio file you want to delete.
- 3 If the folder you selected contains more folders, within that folder, select the folder containing the audio file you want to delete.
- 4 Scroll to the audio file you want to delete.
- 5 Press .
- 6 Select **Delete Song**.

- 7 Press  or  under **Yes** to confirm.

Deleting an Album, Artist, or Genre

- 1 Access the audio player.
- 2 Select the folder containing the audio files you want to delete: **Albums**, **Artists**, or **Genres**.
- 3 Scroll to the album, artist, or genre you want to delete.
- 4 Press .
- 5 Select **Delete Album**, **Delete Artist**, or **Delete Genre**.
- 6 Press  or  under **Yes** to confirm.

Deleting All MP3 Audio Files

Deleting everything in the Songs, Albums, Artists, or Genres folder deletes all MP3 audio files from the memory card.

- 1 Access the audio player.
- 2 Scroll to **Songs**, **Albums**, **Artists**, or **Genres**.
- 3 Press .
- 4 Select **Delete All Music**.
- 5 Press  or  under **Yes** to confirm.

DRM Items

Some of the MP3 audio files on the memory card may be DRM items. When a DRM item has expired, you can no longer play it.

If you scroll to an audio file that is expired and try to play it, a message saying you cannot play it appears. If you play a list containing an expired audio file, the audio player skips over the expired item and no message is displayed.

Setting Audio and Visual Options

You can customize the sound of the audio player by setting the equalizer. You can customize the look of the audio player screen by choosing a theme or by viewing visuals while listening to an audio file.

Setting the Equalizer

- 1 From anywhere in the audio player, press **[F4]**.
- 2 Select **Equalizer**.

A checkmark appears next to the equalizer mode that is in use.

- 3 Select the equalizer mode you want.

Choosing a Theme

The theme you choose controls the appearance of the audio player screens.

- 1 Access the audio player.
- 2 Press **[F4]**.
- 3 Select **Themes**.

A checkmark appears next to the theme that is in use.

- 4 Select the theme you want.

Viewing Visuals

To view visuals on the display instead of the details of the song currently playing:

- 1 While viewing the details of the audio file currently playing, press **[F4]**.
- 2 Select **Turn On Visuals**.

To view the details of the song currently playing instead of visuals:

- 1 While viewing visuals press **[F4]**.
- 2 Select **Turn Off Visuals**.

Call Alerts

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

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

The recipient can:

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

Sending Call Alerts

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

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

Receiving Call Alerts

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

To answer a call alert:

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

To queue a call alert:

Press  under **Queue**.

To clear a call alert:

Press . **-or-**

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

If the flip is closed, press .

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

Using the Call Alert Queue

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

Call Alerts

Viewing Call Alerts

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

Viewing Date and Time

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

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

Responding to Call Alerts in the Queue

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

Making a Boost™ Walkie-Talkie Call to the Sender

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

This removes the call alert from the queue.

Sending a Call Alert to the Sender

- 1 From the main menu, select **Call Alert**.
- 2 Scroll to the call alert you want to respond to.

- 3 Press  under **Alert**. **Ready to Alert** appears on the display.
- 4 Press the Boost™ Walkie-Talkie button until **Alert Successful** appears on the display.

Deleting Call Alerts

To delete a call alert from the queue:

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

To delete all call alerts from the queue:

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

Sorting Call Alerts

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

To sort call alerts by the order they were received:

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

Recent Calls

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

The recent calls list displays up to 20 items.

Calls and Call Alerts

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

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

- The name assigned to the number
- The Contacts type icon associated with the number. If the Contacts entry containing the number has more than one number or address stored,  surrounds the Contacts type icon. For information on Contacts types, see page 58.

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

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

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

-  A call you made.
-  A call you received.
-  A missed call. Missed calls appear on the recent calls list only if you have Caller ID.

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

My Info From Other Phones

The recent calls list displays My Info from other phones. See “Sending My Info and Contact Information” on page 140.

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

Recent Calls

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

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

Contact Information From Other Phones

The recent calls list displays contact information sent from other phones. This information comes from the other phone's Contacts list or recent calls list. See "Sending My Info and Contact Information" on page 140.

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

Contact information in the recent calls list displays:

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

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

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

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

Viewing the Recent Calls List

With the Flip Open

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

To view the details of an item on the list:

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

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

With the Flip Closed

- 1 Press .
- 2 If you want to view the rest of the recent calls list, press the volume controls.
- 3 Press  to dismiss the recent calls list.

Choosing Picture View or List View

You can set your phone to show the picture associated with each item as you view the recent calls list or show the list without pictures.

- 1 From the recent calls list, press .
- 2 Select **Recent Calls View**.
- 3 Select **List View** to show the recent calls list without pictures. **-or-**

Select **Picture View** to show the picture associated with each entry.

Storing Items to Contacts

- 1 From the recent calls list, scroll to or select the item you want to store.
- 2 Press  under **Store**. **-or-**
If **Store** is not one of your options: Press .
Select **Store** or **Update Contacts**.

Tip: If the item you want to store is a call, **Store** does not appear if the number is already stored in Contacts.

- 3 To store the item as a new entry, select [**New Contact**]. **-or-**

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

Note: Storing My Info or contact information from another phone to a Contacts entry that has a name assigned to it does not change the name of the Contacts entry.

- 4 If the item you want to store is a call, you must assign a Contacts type to the number:

With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.

- 5 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 59.
- 6 Press  under **Save**.

Deleting Items

To delete an item from the recent calls list:

- 1 From the recent calls list, scroll to or select the item you want to delete.

Recent Calls

2 Press  under **Delete**. **-or-**

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

3 Press  or press  under **Yes** to confirm.

To delete all items on the recent calls list:

1 From the recent calls list, press .

2 Select **Delete All**.

3 Press  or press  under **Yes** to confirm.

Making Calls From the Recent Calls List

With the Flip Open

1 From the main menu, select **Recent Calls**.

2 Scroll to the item containing the number you want to call.

- If you scroll to a call, you can make a call to the number that made the call. If the number is stored in Contacts, you can make a call to any of the numbers stored with it.
- If you scroll to My Info from another phone, you can make a call to the Boost™ Walkie-Talkie number of the phone that sent the information.

- If you scroll to contact information from another phone, you can make a call to any of the numbers in the contact information.

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

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

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

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

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

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

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

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

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

With the Flip Closed

1 Press  to display the most recent call.

Making Calls From the Recent Calls List

- 2** Press the volume controls to scroll to the name or number you want to call.
 - If you scroll to a call, you can make a call to the number that made the call.
 - If you scroll to My Info from another phone, you can make a call to the Boost™ Walkie-Talkie number of the phone that sent the information.
 - If you scroll to contact information from another phone, you can make a call to the number currently displayed.
- 3** To make a phone call, press  on the top of your phone. **-or-**
To make a Boost™ Walkie-Talkie call, press the Boost™ Walkie-Talkie button.

Entering Text

You can enter text, numbers, and symbols into your phone using Alpha, Word, Numeric, or Symbol text input modes.

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

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

To choose a text input mode:

- 1 At a screen that requires you to enter text, press .
- 2 Select the text input mode you want to use. A checkmark appears next to the current mode.

Using Word Mode

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

Entering a Word

- 1 Select **Word** as your text input mode.
- 2 Type a word by pressing one key for each letter.

For example, to type “test” press    .

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

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

Repeat until the desired word appears.

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

Adding Words to the Database

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

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

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

Choosing a Language

To change the language of the database:

- 1 At a screen that requires you to enter text, press .
- 2 Select **Languages**.
- 3 Select the language you want for your database.

Special Function Keys

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

Spaces

Press  for a space.

Capitalization

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

These icons appear in the top row of your display:

 or  Shift is on.

 or  Caps lock is on.

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

Note: When creating a text message, you cannot capitalize by scrolling up.

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

Punctuation

Entering Text

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

Note: Additional punctuation symbols are available in Symbols mode.

Contacts

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

Information stored in Contacts is saved on your SIM card.

A Contacts entry contains:

- A name — A name is required if you are storing more than one number or address to the entry; otherwise, it is optional. Typically, this is the name of the person whose contact information is stored in the entry.
- A ringtone — This is the sound your phone makes when you receive phone calls or call alerts from any of the numbers stored in the entry. You can assign the ringtone from your list of ringtones. If you do not assign a ringtone, the entry is created with a default ringtone assigned.
- A picture — This picture appears on the display when you receive phone calls from any of the phone numbers stored in the entry. You can assign the picture from the pictures stored in the media center. If you do not assign a picture, the entry is created with no picture assigned.

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

	Mobile	phone number
	Walkie-Talkie	Boost™ Walkie-Talkie number
	Work1	phone number
	Work2	phone number
	Home	phone number
	Email	email address
	Fax	phone number
	Pager	phone number
	IP	IP address
	Other	phone number

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

Contacts

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

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

Accessing Contacts

From the main menu, select **Contacts**. -or-
If you are on a call: Press . Select **Contacts**.

Creating Entries

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

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

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

To create a Contacts entry:

- 1 To access the entry details screen:
Select **Contacts > [New Contact]**. -or-
From the Contacts list, press . Select **New**.
- 2 If you want to assign a name to the entry:
Select **Name**.
Enter the name. See “Entering Text” on page 55. When you are finished, press .
Tip: Press  under **Browse** to select a name already in Contacts.
- 3 If you want to assign a ringtone or picture to the entry, select **[Ringtone/Picture]**. See “Assigning a Ringtone or Picture” on page 60.
- 4 To assign a Contacts type to the number or address being stored:
Select the Contacts type field.
Select the Contacts type you want to assign.
- 5 To store a number or address:
Select the # field (or **ID** for an email address, or **IP** for an IP address).

Enter the number or address. For phone numbers, use the 10-digit format. For email addresses, see “Entering Text” on page 55.

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

When you are finished, press .

6 If you want to change the default Speed Dial number or a create a voice name for the entry, select **[Options]**. See “Assigning a Speed Dial Number or Voice Name” on page 60.

7 If you want to add more numbers or addresses to the entry:

Scroll past the information you already entered.

Enter the additional information for the entry using step 3 through step 6. You must assign a name to the entry, if you have not already.

8 Press  under **Done**.

Assigning a Ringtone or Picture

Note: If you choose a picture or ringtone that is stored on the memory card, that picture or ringtone file is automatically moved to your phone’s memory.

1 If you have not already, select **[Ringtone/Picture]**.

2 If you want to assign a ringtone:

With **Ringer** highlighted, scroll left or right to choose a ringtone from the list of ringtones. **-or-**

Select **Ringer**. Select the ringtone you want to assign from the ringtones available in the Media Center. If you want to assign a ring tone from the memory card, that ringtone must be a DRM item.

3 If you want to assign a picture from the Media Center:

Select **Picture**. Select the picture you want to assign.

Some large pictures cannot be assigned.

Tip: If an entry has a picture assigned and you want the entry to have no picture, select **[No Picture]** or press  under **Unassign**.

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

5 When you are finished, press  under **Back**.

Assigning a Speed Dial Number or Voice Name

1 If you have not already, select **[Options]**.

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

Contacts

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

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

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

Enter the new Speed Dial number using the keypad.

When you are finished, press .

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

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

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

Editing Entries

- 1 From the Contacts list, scroll to or select the entry you want to edit.

- 2 Press  under **Edit**. -or-

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

The entry details screen displays.

- 3 Follow the applicable instructions in “Creating Entries” on page 59 to edit the various fields.

Viewing Entries

When you view Contacts entries, you can choose how much detail you want to see.

Viewing the Contacts List

In this view, each entry shows:

- The name assigned to the entry
- A small version of the picture assigned to the entry, if you have set Contacts to show pictures in the Contacts list. See “Choosing Picture View or List View” on page 62.
- The types of numbers and addresses stored in the entry

To view entries from the Contacts list:

- 1 Access Contacts.

- 2 Scroll to view entries.

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

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

Selecting an Entry

In this view, each entry shows:

- The name assigned to the entry
- A small version of the picture assigned to the entry
- The name of the ringtone assigned to the entry
- The numbers and addresses stored in the entry

To select an entry:

- 1 From the Contacts list, select the entry you want to view.
- 2 Scroll to view the numbers and addresses stored in the entry.

Tip: To select other entries: Scroll left or right.
Or, press  or .

To return to the Contacts list, press  under **Back**.

Viewing More Details

When an entry is selected, you can view more details about the entry by selecting items within the entry.

Viewing Details of a Number or Address

- 1 Select the entry.

- 2 Select the number or address you want to view details of.

If the you select a phone number, you can view its Speed Dial number and see whether it has a voice name.

To return to the entry, press  under **Back** or press .

Viewing a Large Picture

To view a large version of the picture assigned to an entry:

- 1 Select the entry.
- 2 Select the first item shown on the entry screen. This item shows the name assigned to the entry or **No Name**.

Note: You cannot make calls from this view.

To return to the entry, press  under **Back** or press .

Choosing Picture View or List View

You can set Contacts to show the picture assigned to each entry as you view the Contacts list or show the Contacts list without pictures.

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

Contacts

3 Select **List View** to show the Contacts list without pictures. **-or-**

Select **Picture View** to show the picture assigned to each entry.

Searching for a Name

To search for a name in Contacts:

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

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

2 Enter the name you want to see. See “Entering Text” on page 55.

3 Press .

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

Showing Only Boost™ Walkie-Talkie Numbers

To set Contacts to show only entries that contain Boost™ Walkie-Talkie numbers:

1 From the Contacts list, press .

2 Select **Filter**.

3 Set this option to **Show WT**.

To set Contacts to show all entries:

1 From the Contacts list, press .

2 Select **Filter**.

3 Set this option to **Show All**.

Deleting Entries

Delete an Entry

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

2 Press .

3 To delete the entire entry, select **Delete Contact**.

4 Press  or press  under **Yes** to confirm.

Delete a Number or Address

1 From the Contacts list, scroll to the entry that contains the number or address you want to delete.

2 Scroll left or right to display the Contacts type for the number you want to delete. **-or-**

Select the entry. Scroll to or select the number you want to delete.

3 Press .

4 Select **Delete Number**.

5 Press  or press  under **Yes** to confirm.

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

Checking Capacity

To see how many numbers are stored in Contacts:

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

Creating Pauses and Waits

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

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

To program a pause:

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

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

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

To program a wait:

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

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

Tip: You can create pauses and waits while dialing a number from the keypad. See “Creating Pauses and Waits While Dialing” on page 70.

International Numbers

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

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

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

Contacts

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

For information about making international calls, see “Making International Calls” on page 70.

Making Calls From Contacts

While Viewing the Contacts List

- 1 Access Contacts.
- 2 Scroll to the name or number you want to call.
Tip: To find Contacts entries faster, use the keypad to enter the first letter of the name.
- 3 To place the call now, go to step 4. **-or-**
Scroll left or right to display the Contacts type for the number you want to call.
- 4 To make a phone call, press  **-or-**
To make a Boost™ Walkie-Talkie call, press the Boost Walkie-Talkie button.

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

If you are making a phone call:

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

If you are making a phone call:

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

After Selecting an Entry

- 1 Access Contacts.
- 2 Select the Contacts entry that contains the number you want to call.

3 Scroll to or select number you want to call.

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

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

If you try to make a type of call that does not match the Contacts type of the number you chose, no call is placed.

Memo

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

To create a memo:

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

To view the memo later:

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

To delete the memo:

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

To edit the memo:

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

To make a call to the memo number:

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

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

To store the memo number to Contacts:

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

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

- 5 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number.
- 6 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 59.
- 7 Press  under **Save**.

Call Forwarding

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

Forwarding All Calls

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

- ☎ Phone line 1 is active; calls to phone line 1 are being forwarded.

To forward all calls:

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

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

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

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

- 3 To enter the number you want to forward calls to:

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

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

- 4 Press .

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

Turning Off Call Forwarding

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

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

All your calls are now sent to your phone.

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

Forwarding Missed Calls

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

- **If Busy** — Your phone is on a call or transferring data.

Call Forwarding

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

To forward missed calls:

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

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

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

- 4 To enter the number you want to forward this type of call to:
Enter the number using your keypad. **-or-**
Press  under **Search**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 Press .
- 6 Repeat step 2 through step 5 for **If No Answer** and **If Unreachable**.
- 7 When you are finished, press  under **Back**.

Viewing Call Forwarding Settings

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

Advanced Calling Features

Putting a Call on Hold

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

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

Creating Pauses and Waits While Dialing

You can enter a pause or wait while dialing a number. For more information on pauses and waits, see “Creating Pauses and Waits” on page 64.

To create a pause while dialing a phone number:

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

To create a wait while dialing a phone number:

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

Making International Calls

Your service default is “International Calls Restricted.” Contact Boost™ Customer Care to obtain international dialing access.

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

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

- 1 Press and hold  for two seconds. A “0” appears, then changes to a “+”.
Note: The network translates the “+” into the appropriate international access code needed to place the call.
- 2 Enter the country code, city code or area code, and phone number.
- 3 Press .

One Touch Boost™ Walkie-Talkie (WT)

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

Setting One Touch Boost™ Walkie-Talkie

To the Most Recent Boost™ Walkie-Talkie Number

- 1 From the main menu, select **Settings > WT Options > One Touch Boost™ Walkie-Talkie**.
- 2 Set this option to **Last Call**.

To Any Boost™ Walkie-Talkie Number

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

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

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

- 3 Press .

Turning Off One Touch Boost™ Walkie-Talkie

- 1 From the main menu, select **Settings > WT Options > One Touch Boost™ Walkie-Talkie**.
- 2 Set this option to **Off**.
- 3 Press .

Setting Flip Actions

For Answering Calls

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

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

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

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

For Ending Calls

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

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

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

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

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

Call Timers

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

- **Last Call** — displays the duration of your most recent phone call.
- **Phone Reset** — keeps a running total of your phone call minutes, until you reset it.

- **Phone Lifetime** — displays the total minutes of all your phone calls.
- **WT Reset** — keeps a running total of all of your Boost™ Walkie-Talkie minutes, until you reset it.
- **WT Lifetime** — displays the total minutes of all your Boost™ Walkie-Talkie calls.
- **Circuit Reset** — keeps a running total of all of your circuit data use, until you reset it.
- **Circuit Lifetime** — displays the total minutes of all of your circuit data use.
- **Kbytes Reset** — keeps a running total of the number of kilobytes sent and received by your phone, until you reset it.

To view or reset a timer:

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

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

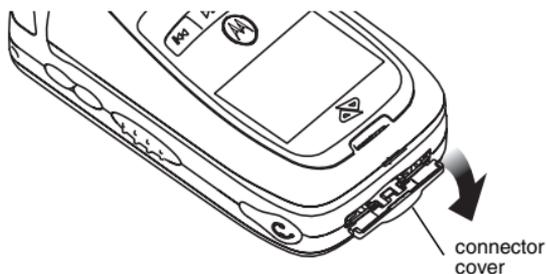
Note: The values displayed by Call Timers should not be used for billing. Call timers are estimates only.

Advanced Calling Features

Using Your Phone as a Modem

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

- 1 Open the connector cover.



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



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

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

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

To use these services, you must install the iDEN Wireless Data Services software (available separately) and subscribe to a Boost™ Wireless Web access plan. For more information on setting up your computer and your 875 phone for packet and circuit data calls, go to www.boostmobile.com.

Making TTY Calls

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

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

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

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

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

Turning On the TTY Feature

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

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

Choosing a Mode

Your phone supports these TTY modes:

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

To change mode while not in a call:

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

Advanced Calling Features

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

To change mode during a call using your phone:

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

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

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

Important: When you are using HCO, the sound coming from your phone speaker may be uncomfortably loud. Use caution when putting the phone to your ear. (For information on setting the volume of your phone speaker, see “Setting the Volume” on page 179.)

Changing the TTY Baud Rate

By default, your phone’s TTY baud rate is set to 45.45, the baud rate required for TTY calls within the U.S. To make calls outside the U.S., set your TTY baud rate to 50.00.

To change the TTY baud rate:

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

Special Dialing Codes

Call Restrictions

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

Contact Boost™ Customer Care for more information.

Telecommunications Relay Service

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

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

Additional Calling Features

Contact Boost™ Customer Care to obtain these services or for additional information:

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

Caller ID

Your phone can automatically display the phone number or name (if the 10-digit phone number is stored in your Contacts) of the person calling (unless blocked by the caller), enabling you to decide whether to take the call or forward it to voice mail.

Caller ID information is not available on all calls.

Per-Call Blocking

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

Press    before dialing the call.

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

Per-Line Blocking

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

To disable on a per-call basis:

Press    before dialing the call.

Call Restrictions

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

Boost™ 411

The Directory that puts you straight through — Now there is no need to make 2 calls, memorize a number, or hunt for a pen to write a number down. Boost™ 411 is your mobile directory service that connects you straight through to the number you want.

White Page Listings

You can request a telephone number for any person, business, or government agency in the continental United States and Hawaii. Operators can also provide address information if available.

Advanced Calling Features

Yellow Page Listings

You can ask the operator to perform a search by category if the specific business name is unknown. For example, you can request information for a surf shop near your home or school.

Nationwide Call Completion

Boost™ 411 operators can connect you to any listing in the continental United States and Hawaii. If requested, the operator will stay on the line while connecting to the number.

Driving Directions

Boost™ 411 operators are able to provide directions to reach a specific destination. Operators will work with you to determine your starting point and provide clear directions to the destination.

Restaurant Reservations

Boost™ 411 operators can assist in finding a restaurant and then coordinate reservations. A Boost™ 411 operator will confirm your reservation information through a return phone call. For your convenience, the reservation will be in your name.

Note: Reservation service may not be available for all restaurants.

Movie Listings and Show Times

Boost™ 411 operators have access to movie listings at most theaters in the continental United States and Hawaii. You only need to ask for a specific movie or movie theater to get current movies, locations or show times. Additional information such as running time, synopsis, and ratings are also available. Show times and listings are available 24-48 hours in advance.

Local Event Information

You can request information on local events such as sporting events, concerts, state and county fairs and other current events. Boost™ 411 operators can provide dates, times, and locations for these events.

Messages

To access your voice mail messages, text and numeric messages, Web alerts, and any other types of messages you are able to receive, go to the message center:

- 1 Press  under **Mesg.** -or-
From the main menu, select **Messages**.
- 2 Scroll to the type of message you want to access.
- 3 Press  under the display option on the left.

The message center shows how many messages you have of each type. You can listen to, read, or delete these messages.

Note: In order for you to access voice mail through the message center, there must already be a message in your voice mail box. If there is no message, you must access voice mail by dialing into your voice mail box using your PTN.

Message Notifications

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

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

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

If you are on a call when you receive a message, your phone may sound a notification tone during the call or after you end the call, depending on how you set your notification options.

Setting Notification Options

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

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

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

Messages

3 Press  under **Select**.

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

Voice Mail

When you receive a voice mail message, **New Voice Mail Message** appears on the display.

Press  under **Call**.

To dismiss the message notification:

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

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

This icon  appears on the display, reminding you that you have a new message.

Sending Unanswered Calls to Voice Mail

To send a phone call to voice mail instead of answering it:

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

Press . **-or-**

Press  under **No**.

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

Boost™ Text and Numeric Messages

Your i875 refers to Text Messages as Web Alerts.

With Boost™ Text Messaging, you can:

- Send and receive messages (up to 500 characters in length) with preset replies and respond to them at the touch of a button.
- Send messages to one individual from your phone or contact several at once from any email system or boostmobile.com.
- Respond to messages when you're at a movie or in a noisy location.

For additional information on how to use this service, visit www.boostmobile.com.

Sending a Text Message

Boost™ Text Messaging provides 2 choices for sending messages: Web Messaging or Email Messaging.

Web Messaging on BoostMobile.com

Boost™ Web Messaging enables you to send a message to yourself, someone else, or a group of Boost Mobile customers.

For more information or to send a Web message, go to www.boostmobile.com and click on **Send a Message**.

Email Messaging

From any email account, type the 10-digit phone number of a Boost™ customer in the **To** field and add **@myboostmobile.com** (for example, 2135557777@myboostmobile.com). The entire message can be up to 500 characters.

Sending a Numeric Message

Boost™ Numeric messaging is available through Boost™ Voice Mail. These messages can be displayed directly on your #875. To leave a numeric message:

- The caller must press “1” during your Voice Mail greeting.
- Once the caller presses “1” only numeric messages can be sent.

The phone’s display refers to text and numeric messages as Text Messages.

These messages can be up to 140 letters or 20 digits long. You can store up to 16 of these messages. Each message is stamped with the date and time it was left.

If your phone is powered off when you receive a message, your phone notifies you the next time you power it on. If you are out of your coverage area, your phone alerts you when you return to your coverage area.

Your phone attempts to deliver these messages for up to 7 days.

Tip: While reading a text and numeric message that contains a phone number, you can press  to call that number.

Receiving a Message

When you receive a text and numeric message, this icon  appears on the display.

To view the message:

- 1 Press  under **Read**.
 - 2 If the message fills more than one screen, scroll to read it.
 - 3 To keep the message, press  under **Save**.
- or-**

To delete the message, press  under **Delete**.

Messages

To dismiss the message notification:

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

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

This icon  appears on the display, reminding you that you have a new message.

Reading from the Message Center

- 1 From the main menu, select **Messages > Text Msgs.**
- 2 Select the message you want to read.
- 3 Press  under **Read.**
- 4 If the message fills more than one screen, scroll to read it.
- 5 To keep the message, press . **-or-**
To delete the message, scroll to the end of the message, then press  under **Delete.**

Web Alerts

Web alerts are text and numeric messages sent from:

- Your 875 phone
- www.boostmobile.com
- Any email application

Note: Your phone's SMS address is your PTN@myboostmobile.com. Example: 2135557777@myboostmobile.com. Your phone's Text Messaging address is your PTN@messaging.boostmobile.com.

When you receive a Web alert, a notification appears on the display.

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

Deleting Web Alerts

- 1 From the message center, select **Web Alert.**
- 2 Press  under **Goto.**
- 3 Scroll to the message you want to delete.
- 4 Press .
- 5 Select **Delete.**
- 6 Press  under **Yes** to confirm.

•

Ringtones

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

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

Tip: Highlight a ringtone to hear it.

- 4 Select the features you want to assigned the ringtone to.

Tip: A checkmark next to a feature means the current ringtone has been assign to it. To remove the assignment, select the feature.

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

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

Setting Your Phone to Vibrate

You can set your phone to vibrate instead of making a sound when you receive all phone calls, Boost™ Walkie-Talkie calls, call alerts, message notifications, and Datebook reminders.

- 1 From the main menu, select **Ringtones > VibeAll**.
- 2 Set this option to **On**.

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

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

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

Note: To set ring options for Boost™ Walkie-Talkie calls, see “Setting Your Phone to Vibrate” on page 179.

Ringtones

These icons indicate how the ringer is set.

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

These icons may appear at the same time.

Assigning Ringtones to Contacts

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

Note: If you choose a ringtone that is stored on the memory card, that ringtone file is automatically moved to your phone's memory. If you want to assign a ringtone from the memory card, that ringtone must be a DRM item.

- 1 From the main menu, select **Ringtones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Scroll through the list of ringtones and select the one you want to assign.

- 4 Select **A Contact**.
- 5 Select the Contacts entry you want to assign the ringtone to.

Ring and Vibrate

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

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

This icon  appears on the display.

Viewing Ringtone Assignments

- 1 From the main menu, select **Ringtones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ringtone.
- 4 Press .

- 5 Select **Overview**.
- 6 Scroll to view ringtones assigned to features and Contact entries.

Downloading More Ringtones

If you want to use other ringtones you can download them into your phone for a fee. Check the **Downloads** menu option on your phone for a catalog of additional items available for purchase and download directly from your phone. You can also go to www.boostmobile.com for a wide selection of available ringtones, including MP3 files, and downloading instructions.

Note: Ringtones purchased from this web site may be downloaded only once. If you delete a ringtone from your phone, you must purchase it again to download it again.

About DRM Ringtones

Your phone supports gifting and Tell-A-Friend services for DRM ringtones. However, these services may not be offered by Boost Mobile®. Please contact Boost Mobile® for more information about these services.

For more information about DRM items, see “Digital Rights Management” on page 160.

Managing Memory

To view the amount of memory available for custom ringtones:

- 1 From the main menu, select **Ringtones**.
- 2 Make sure **VibeAll** is set to **Off**.
- 3 Highlight any ringtone.
- 4 Press **□**.
- 5 Select **Memory Usage**.

Deleting custom ringtones frees memory.

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

Deleting Custom Ringtones

Deleting a ringtone from the list of ringtones deletes it from all parts of your phone, including the media center and Contacts.

Ringtones

Except for DRM ringtones, if you delete a ringtone that you purchased from your phone, you will have to purchase it again. Under certain conditions, some DRM vendors will not charge you if you download an item multiple times within a given time frame. Please contact the DRM vendor to learn more about their download regulations.

To delete a custom ringtone:

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

Multi-Media Messages

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

Your phone's MMS address is your PTN@myboostmobile.com. Your PTN is your Boost Mobile 10-digit Personal Telephone Number.

Navigating the Inbox, Drafts, and Sent Items

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

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

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

To go to the next page:

Scroll right. **-or-**

Press . **-or-**

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

To go to the previous page:

Scroll left. **-or-**

Press .

To open a message on the current page:

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

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

Creating and Sending Messages

Each message you create may contain the following fields:

- **To** — the phone numbers or email addresses of one or more recipients
- **Message** — the body of the message. This may include text, pictures, videos, or audio recordings.
- **Subject** — the subject line

Multi-Media Messages

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

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

You can fill in the message fields in any order.

Entering Text

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

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

For information on ways to enter text from the keypad, see “Entering Text” on page 55.

Message Size

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

To see the size of a message you are creating:

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

Sending or Canceling

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

Press  under **Send**. -or-

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

To cancel the message at any time:

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

Press  to cancel the message and save it in Drafts.

Creating a Message

- 1 To begin creating a message:

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

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

Begin creating a message from **Contacts, the recent calls list, or the idle screen**. See “More Ways to Begin a Message” on page 91. -or-

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

- 2 To address the message:

Select **To**.

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

Select recipients from **Contacts or the recent calls list**. See “More Ways to Address a Message” on page 92.

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

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

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

Select **Message**.

Note: If you have created a signature, the signature automatically appears in this field. Text you enter appears before your signature. See “Customizing MMS” on page 104.

Enter text from the keypad. -or-

Use a Quick Note. See “Quick Notes” on page 93. -or-

Insert a picture, video, or audio recording. See “Attaching Pictures, Video, and Audio Recordings From the Media Center” on page 94.

When you are finished, press .

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

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

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

Multi-Media Messages

Adding More Message Options

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

Press  under **More**.

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

Select **Subject**.

Enter text from the keypad. -or-

Select a Quick Note. See “Quick Notes” on page 93.

When you are finished, press .

- 3 If you want to attach a picture, video, or audio recording from the Media Center, see “Attaching Pictures, Video, and Audio Recordings From the Media Center” on page 94. If you want to create a voice record and attach it, see “Attaching New Pictures, Videos, and Voice Records” on page 95.

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

Select **Cc**.

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

Select recipients from Contacts or the recent calls list. See “More Ways to Address a Message” on page 92.

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

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

Select **Priority**.

Select the priority you want.

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

Select **Report > On Delivery**.

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

Select **Valid Until**.

Select a date by scrolling or entering numbers.

Press . -or-

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

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

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

Replying to a Message

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

For information on viewing received messages, see “Receiving a Message” on page 98 and “Viewing Received Messages From the Message Center” on page 100.

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

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

- **Cc** — If you are sending a reply to all, some recipients may be in this field.

To reply to a message:

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

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

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

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

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

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

4 Edit any message fields you want to change.

5 Send the message.

Tip: To create new reply phrases to use in later reply message, see “Customizing MMS” on page 104.

Multi-Media Messages

More Ways to Begin a Message

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

From Contacts

- 1 From the Contacts list, scroll to the entry containing the phone number or email address you want to send the message to.
- 2 Scroll left or right to view the Contacts types until you see the icon for the phone number or email address you want to send a message to.
- 3 Press  under **Create**. -or-

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

- 4 Create and send the message. The message is automatically addressed to the phone number or email address you chose.

From the Recent Calls List

- 1 From the recent calls list, scroll to the entry you want to send a message to.
- 2 If the entry has more than one phone number stored, view the phone number you want to send the message to.

- 3 Press  under **Create**. -or-

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

- 4 Create and send the message. The message is automatically addressed to the phone number you chose.

From the Idle Screen

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

From the Camera

You can send pictures you have taken or videos you have recorded with your handset's camera.

- 1 After you have captured a picture or recorded a video, press  under **Send**.
- 2 Create and send the message. The picture or video is automatically included as an attachment.

For information on taking pictures or recording videos, see "Camera" on page 118.

From the Media Center

You can send pictures and audio recordings in MMS messages.

- 1 From the media center, scroll to or select the item you want to include in a message.
- 2 Press  under **Send**. If you scroll to or select an item that cannot be sent in an MMS message, **Send** is not one of your options.
- 3 Create and send the message. The item you selected is automatically included as an attachment.

Note: Forward locked items cannot be sent in a message.

More Ways to Address a Message

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

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

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

From Contacts

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

You can search for an entry name as you would otherwise when viewing Contacts. See “Searching for a Name” on page 63.

- 1 While you are creating a message, scroll to or select **To** or **Cc**.
- 2 Press  under **Contcs. -or-**

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

- 3 Select the entry containing the phone number or email address you want to send the message to.
- 4 If the entry contains more than one phone number or email address, select the ones you want to send the message to.

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

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

From the Recent Calls List

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

Multi-Media Messages

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

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

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

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

Quick Notes

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

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

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

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

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

Tip: To create new Quick Notes to use in later messages, see “Customizing MMS” on page 104.

Inserting Pictures, Videos, and Audio Recordings From the Media Center

When you are filling in the **Message** field, you can insert pictures, videos, and audio recordings from the Media Center into the body of the message.

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

Note: For information on how items inserted into the body of a message appear when a message is received, see “Embedded Objects and Attachments” on page 99.

Inserting Items

- 1 While you are filling in the **Message** field, press .
- 2 Select **Insert Picture**, **Insert Video**, or **Insert Audio**.

A list of pictures, videos, and audio recordings that can be included in a message appears.

- 3 Select the picture, video, or audio recording you want to insert.

Tip: To view or listen to the item before inserting it, highlight it and press  under **Preview**.

Removing an Inserted Item

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

- 1 Highlight the item you want to remove.
- 2 Press  under **Delete**.

Attaching Pictures, Video, and Audio Recordings From the Media Center

You can attach one or more pictures, videos, and audio recordings from the Media Center.

Video attachments must be 90KB or less.

Note: For information on how attachments appear when a message is received, see “Embedded Objects and Attachments” on page 99.

Attaching Items

- 1 While you are creating a message, select **Attach > [New Attachment]**.
- 2 Select **Browse Pictures**, **Browse Video**, or **Browse Audio**.

A list of pictures, videos, and audio recordings that can be included in a message appears.

- 3 Select the picture, video, or audio recording you want to attach.

Tip: To view or listen to the item before attaching it, highlight it and press  under **Preview**.

- 4 If you want to attach more items, select **[New Attachment]**.
- 5 When you are finished, press  under **Done**.

Accessing the Camera

While you are creating a message, you can access the camera to take new pictures and videos and attach them to the message.

To access the camera:

Press .

For information about taking pictures, see “Taking Pictures” on page 118.

Multi-Media Messages

Attaching New Pictures, Videos, and Voice Records

While you are creating a message, you can take pictures, record videos, or create voice records and attach them to the message.

Taking a New Picture

- 1 While you are creating a message, scroll to any message field and press . **-or-**
Select **Attach > [New Attachment]**.
- 2 Select **Capture Picture**. This accesses the camera.
- 3 If you want to adjust the zoom, lighting, picture quality, picture size, or a timer, set these options. See “Setting Picture Options” on page 119.
- 4 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 5 When the image you want to capture is in view, press and release or press and release under **Capture**.
- 6 When the you have captured the picture you want to attach to your message, press and release or press and release under **Save**. **-or-**
To discard the picture, press under **Discard**. You can then take another picture.

- 7 When you are finished, press under **Done** if **Done** is one of your options.

The picture is attached to the message and saved to the default storage location.

Recording Video

- 1 While you are creating a message, scroll to any message field and press . **-or-**
Select **Attach > [New Attachment]**.
- 2 Select **Record Video**. This accesses the video recorder.
- 3 If you want to adjust lighting:
Press .
Select **Spotlighting**.
Select **On** or **Off**.
- 4 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 5 If you want to zoom in or out, scroll up or down. If you want to change the image size, scroll left or right.
- 6 When you are ready to record, press and release , press and release , or press and release under **Record**. Releasing the key starts the recording.
- 7 If you want to end the video, press or press under **Stop**.

8 To save the video, press  or press . **-or-**

To view the video without saving it, press  under **Review**. **-or-**

To discard the video without saving it, press  under **Discard**.

The picture is attached to the message and saved to the default storage location.

Creating a New Voice Record

1 While you are creating a message, scroll to any message field and press . **-or-**

Select **Attach** > [**New Attachment**].

2 Select **Record Voice**.

3 Say the message you want to record into the microphone.

4 When you are finished recording, press  or press  under **Save**.

5 When you are finished, press  under **Done** if **Done** is one of your options.

The voice record is attached to the message and saved to the Media Center and the list of voice records.

Removing an Attachment

To remove an attachment in a message you are creating:

- 1 While you are creating a message, select **Attach**.
- 2 Scroll to the attachment you want to remove.
- 3 Press .
- 4 Select **Unattach**.

Drafts

While you are creating a message, you can save it in Drafts before you send it.

You can view, edit, send, or delete saved drafts.

Saving a Message in Drafts

- 1 While you are creating a message, press .
- 2 Select **Save In Drafts**.

You can continue to create the message. The version you saved in Drafts will not change.

Sending a Draft

- 1 From the main menu, select **Messages** > **Drafts**.
- 2 Scroll to the draft you want to send.
- 3 Press .

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4 Select **Send**.

Editing a Draft

- 1 From the main menu, select **Messages > Drafts**.
- 2 Select the draft you want to edit.
- 3 Continue as you would when creating a message.

Deleting a Draft

When you send a draft, it is deleted from Drafts.

To delete a message in Drafts without sending it:

- 1 Scroll to the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.

Drafts Icons

-  Draft.
-  High priority.
-  Attachment.
-  High priority with an attachment.

Sent Items

Messages you have sent or tried to send are stored in Sent Items.

Forwarding Sent Items

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to forward.
- 3 Press .
- 4 Select **Forward**.
- 5 Edit and send your message.

You can add to and edit the message you are forwarding.

Resending Messages

If a message was not sent from your phone, you can resend it.

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to resend.
- 3 Press  under **Resend**.

Note: If your message was sent successfully, **Resend** will not appear as an option.

Checking Delivery Status

If a message was successfully sent and you set the message to give a report confirming delivery, you can check the delivery status:

- 1 From the main menu, select **Messages > Sent Items**.
- 2 Scroll to the message you want to view.
- 3 Press .
- 4 Select **Delivery Status**.

Deleting a Message

- 1 Scroll to the message you want to delete. **-or-**
View the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.

Sent Items Icons

-  Successfully sent.
-  Unsuccessfully sent.
-  High priority.
-  Attachment.
-  High priority and locked.
-  High priority with an attachment.

Receiving a Message

When you receive an MMS message, a message notification appears on the display.

To view the message:

- 1 Press  or press  under the display option on the left.
The message is downloaded from the message server.
- 2 If the message fills more than one screen, scroll to read it.

To dismiss the message notification, press  under the display option on the right.

This icon  appears on the display, reminding you that you have a new message.

Navigating a Message

As you scroll through a message, numbers, email addresses, and website URLs are highlighted.

Pictures and audio recordings are also highlighted.

Embedded Objects and Attachments

Messages may contain pictures, videos, or audio recordings as part of the body of the message or as attachments.

If a message contains pictures, videos or audio recordings in the body of the message, highlight each picture or audio recording to view or play it and select each video to view it.

If a message contains a picture, video, or audio recording as an attachment, open the attachment to view or play it.

Opening Attachments

To open an attachment.

- 1 View the message.
- 2 Highlight the attachment you want to open.
Attachments appear at the end of a message.
- 3 Press .

Note: Attachments that are of an unknown type cannot be opened, but they can be deleted. See “Deleting Attachments” on page 103.

Viewing a Slide Show

Your phone can receive MMS messages containing slide shows.

A slide show may contain a series of pictures that display in sequence. It may also include one or more audio recordings.

When you view a message containing a slide show, this icon  appears.

To view a slide show in a message:

- 1 View the message.
- 2 Highlight the slide show.
- 3 Press .

To speed up the slide show, scroll right or scroll down.

To repeat the part of the slide show you have just viewed, scroll left or scroll up.

To view the slide show again, press  under **Restart**.

Note: You can create and send MMS messages containing slide shows on www.boostmobile.com.

Viewing Received Messages From the Message Center

- 1 From the main menu, select **Messages > Inbox**.
- 2 Select the message you want to read.

If you have not viewed the message before, the message is downloaded from the message server.

- 3 If the message fills more than one screen, scroll to read it.

Inbox Icons

-  Unread message.
-  Read message.
-  Reply sent.
-  Forwarded.
-  Locked.
-  High priority.
-  Attachment.
-  Locked, with an attachment.
-  High priority and locked.

-  High priority with an attachment.
-  High priority and locked, with an attachment.

Actions for Received Messages

Deleting

Unread Messages

- 1 Scroll to the message you want to delete.
- 2 Press  under **Delete**.
- 3 Press  or press  under **Yes** to confirm.

Read Messages

- 1 Scroll to the message you want to delete. **-or-**
View the message you want to delete.
- 2 Press .
- 3 Select **Delete Message**.
- 4 Press  or press  under **Yes** to confirm.

Replying

See “Replying to a Message” on page 90.

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Forwarding

- 1 View the message you want to forward. **-or-**
If you have already viewed the message, scroll to it.
- 2 Press .
- 3 Select **Forward**.
- 4 Create and send your message.

Embedded objects and attachments are included when you forward a message.

Locking and Unlocking

When you lock a message, it cannot be deleted until you unlock it.

- 1 View the message you want to lock or unlock. **-or-**
If you have already viewed the message, scroll to it.
- 2 Press .
- 3 Select **Lock Message** or **Unlock Message**.

Calling a Number in a Message

If a message you receive contains a phone number, or Boost™ Walkie-Talkie number, you can call or send a call alert to that number.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

Making a Phone Call

- 1 View the message.
- 2 Highlight the phone number you want to call.
- 3 Press .

Making a Boost™ Walkie-Talkie Call

- 1 View the message.
- 2 Highlight the Boost™ Walkie-Talkie number you want to call.
- 3 Press the Boost™ Walkie-Talkie button.

Sending a Call Alert

- 1 View the message.
- 2 Highlight the Boost™ Walkie-Talkie number.
- 3 Press .
- 4 Select **Alert**.
- 5 Press the Boost™ Walkie-Talkie button.
- 6 Press the Boost™ Walkie-Talkie button.

Storing Message Information to Contacts

If a message you receive contains a phone number, Boost™ Walkie-Talkie number, or an email address, you can store this information to Contacts.

These numbers may appear in the **From** field, the **To** field, the **Cc** field, the subject line, or the body of the message.

- 1 View the message.
- 2 Highlight the number or email address you want to save.
- 3 Press .
- 4 Select **Save Number** or **Save E-mail**.
- 5 To store the number or email address as a new entry, select [**New Contact**]. **-or-**
To store the number or email address to an existing entry, select the entry.
- 6 With the Contacts type field highlighted, scroll left or right to display the Contacts type you want to assign the number or email address.
- 7 If you want to add more information to the entry, follow the applicable instructions in “Creating Entries” on page 59.
- 8 Press  under **Done**.

Going to a Website

If a message contains one or more website URLs, you can go to the website.

- 1 View the message.
- 2 Highlight the website URL you want to go to.
- 3 Press .
- 4 Select **Go To Website**.

Note: The entire URL must appear in the message. Otherwise, you cannot go to the website.

Saving an Embedded Picture, Video or Audio Recording

To save a picture, video, or audio recording that is part of the body of a message you receive:

- 1 View the message.
- 2 Highlight the picture, video or audio recording you want to save.
- 3 Press .
- 4 Select **Save Picture**, **Save Video**, or **Save Audio**.

Pictures, videos and audio recordings are saved to the default storage location.

Multi-Media Messages

Note: Some types of pictures, videos, and audio recordings can be viewed or played, but not saved.

Deleting an Embedded Picture, Video or Audio Recording

To delete a picture, video, or audio recording that is part of the body of a message you receive:

- 1 View the message.
- 2 Highlight the picture, video, or audio recording you want to delete.
- 3 Press .
- 4 Select **Delete Picture**, **Delete Video**, or **Delete Audio**.

Saving Attachments

- 1 View the message.
- 2 Highlight the attachment you want to save.
- 3 Press .
- 4 Select **Save Attachment**.

Pictures, videos, and audio recordings are saved to the phone's memory or the memory card, depending on the storage preference you chose. You can access these saved items through the Media Center.

Note: Some types of pictures, videos, and audio recordings can be viewed or played, but not saved.

Deleting Attachments

- 1 View the message.
- 2 Highlight the attachment you want to delete.
- 3 Press .
- 4 Select **Delete Attachment**.
- 5 Press  or press  under **Yes** to confirm.

Saving Slide Shows

When viewing a slide show in a message you have received, you can save the parts of the slide show.

If the slide show contains pictures, you can save each picture as it appears. If the slide show contains audio recordings, you can save each audio recording at any time during the slide show.

Saving Pictures

- 1 View the slide show.
- 2 When the picture you want to save appears, press .
- 3 Select **Save Picture**.

Saving Audio

- 1 View the slide show.
- 2 Press .
- 3 Select **Save Audio**.
- 4 If the slide show contains more than one audio recording, a list of the audio recordings appears. Select the audio recording you want to save.

Deleting Slide Shows

- 1 Highlight the slide show or view the slide show.
- 2 Press .
- 3 Select **Delete Slideshow**.

Customizing MMS

The Setup menu lets you customize MMS for your phone:

- **Friendly Name** — Enter text here to create a friendly name. Your friendly name is the name displayed in the From field on other iDEN phones when they receive messages from you.
- **Signature** — Enter text here to create a signature. Your signature is text that is automatically inserted at the end of all messages you create. You can edit the text before sending the message.

- **Quick Notes** — lets you create new Quick Notes and edit or delete Quick Notes you have created.
- **Replies** — lets you create new reply phrases and edit or delete reply phrases you have created.
- **Cleanup** — controls how long messages remain in the Inbox and Sent Items before they are deleted. See “Setting the Clean-up Option” on page 105.

To access the Setup menu:

- 1 From the main menu, select **Messages**.
- 2 With **[Create Message]** highlighted, press .
- 3 Select **Setup**.

Tip: This option is available from many context-sensitive menus when you are using MMS.

New Quick Notes and Reply Phrases

Creating

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select **[New Quicknote]** or **[New Reply]**. -or- Press  under **New**.
- 3 Enter text from the keypad.

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4 When you are finished, press .

Editing

You can edit only Quick Notes and reply phrases you have created.

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Select the Quick Note or reply phrase you want to edit.
- 3 Edit the text.
- 4 When you are finished, press .

Deleting

You can delete only Quick Notes and reply phrases you have created.

To delete a Quick Note or reply phrase:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Scroll to the Quick Note or reply phrase you want to delete.
- 3 Press  under **Delete**.
- 4 Press  or press  under **Yes** to confirm.

To delete all Quick Notes or all reply phrases:

- 1 From the Setup menu, select **Quick Notes** or **Replies**.
- 2 Press .

3 Select **Delete All**.

4 Press  or press  under **Yes** to confirm.

Setting the Clean-up Option

The clean-up option controls how long messages remain in the Inbox and Sent Items before they are deleted. You set the clean-up option for the Inbox and Sent Items separately.

The clean-up option deletes only read, unlocked messages.

Clean-up Options

- **Off** — Messages are never automatically deleted.
- **5 Messages** — If you have more than 5 messages, messages are deleted in the order they were received, starting with the oldest, until 5 are left.
- **10 Messages** — If you have more than 10 messages, messages are deleted in the order they were received, starting with the oldest, until 10 are left.
- **1 Day** — Messages are deleted if they are older than 1 day.
- **3 Days** — Messages are deleted if they are older than 3 days

- **Custom** — Lets you create a clean-up option of up to 99 messages or 99 days.

For the Inbox

- 1 From the Setup menu, select **Cleanup > Inbox**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press  or press  under **Yes**. **-or-**
To delete messages later, press  under **No**.

For Sent Items

- 1 From the Setup menu, select **Cleanup > Sent Items**.
- 2 Choose a clean-up option.
- 3 To automatically delete messages now, press  or press  under **Yes**. **-or-**
To delete messages later, press  under **No**.

Choosing to Delete Messages Later

If you choose to delete messages later, rather than at the time you set the clean-up option, the type of clean-up option you set determines when messages are deleted.

If you set an option that cleans up messages according to how many you have, messages are deleted when you exit the message center after setting the option.

If you set an option that cleans up messages according to how old the messages are, messages are deleted when you power on your phone.

Managing Memory

All messages in the Inbox, Drafts, and Sent Items share the same memory space.

Note: The content of a message in the Inbox is not stored in your phone's memory until the message is read. Unread messages use very little memory.

To view your used memory, free memory, and memory capacity:

- 1 From the main menu, select **Messages**.
- 2 With [**Create Message**] highlighted, press .
- 3 Select **Setup > Memory Size**.

Tip: This option is available from many context-sensitive menus when you are using MMS.

To free memory, delete messages.

To delete many messages at once, see “Deleting All Messages” on page 107.

To set messages to be deleted automatically, see “Setting the Clean-up Option” on page 105.

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Note: Messages are stored in your phone using the same memory space used to store Java application data, items accessible through the Media Center, and voice records created when your phone is in a call. Deleting some of these other items frees memory for messages.

Deleting All Messages

To delete all read, unlocked messages from the Inbox, all messages in Drafts, or all successfully sent messages in Sent Items:

- 1** Scroll to **Inbox**, **Draft**, or **Sent Items**.
- 2** Press .
- 3** Select **Delete All**.
- 4** Press  or press  under **Yes** to confirm.

Boost Mobile® Voice Mail

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

Setting Up Your Voice Mail Box

Using your #875 phone, dial your 10-digit Boost Mobile Personal Telephone Number (PTN). For example: 7035557777. **The last 7 digits of your Personal Telephone Number (PTN) is your temporary password. For example 5557777.**

Follow the instructions to create a new 4- to 7-digit password, record your name, and greeting. When the system says, "Thank you for using Boost Mobile Voice Mail," your mail box is set up.

If you are calling from a phone other than your #875, dial your 10-digit Boost™ PTN. When you hear the greeting, press the star key to access your voice mail box. The system will prompt you to enter your password.

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

- To play your messages, press 1. (This option plays only if you have new or saved messages.)
- To record a message, press 2.

- To change your greeting, press 3.
- To access your personal options, press 4.

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

Playing Messages

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

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

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

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

Boost Mobile® Voice Mail

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

Messages that are not saved or deleted remain in your mail box as new messages. All messages are automatically deleted after 21 days.

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

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

Changing Your Password

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

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

- 5 Press   to return to the main menu.

Note: If you forget your password, contact Customer Care.

Recording Your Name

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

- 1 From the main voice mail menu, press  to access personal options.
- 2 Press  to access personal preferences.
- 3 Press  to access the record your name option.
- 4 Press  to record your name.
- 5 Press   to return to the main menu.

Recording Your Active Greeting

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

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

To record or alter your greeting at any time:

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

Advanced Voice Mail Features

Multiple Greetings

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

To record additional greetings:

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

To select your active greeting:

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

Boost Mobile® Voice Mail

Greetings Schedule

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

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

To activate the greeting schedule:

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

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

Automatic Playback

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

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

Changing the Playback Order of Messages

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

- 1 From the main voice mail menu, press  to access personal options.
- 2 Press  to access personal preferences.
- 3 Press  to access playback preferences.
- 4 Press  to switch between the playback orders.
- 5 Press   to return to the main menu.

Recording, Forwarding, and Replying to Messages

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

To record and send a message:

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

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

Delivery Options

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

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

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

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

To set a special delivery option:

- 1 After recording your message, but before sending it, press  for delivery options.

Boost Mobile® Voice Mail

- 2 Press the number that corresponds with the desired delivery option:
 - Press  for urgent.
 - Press  for private.
 - Press  for notification of non-delivery. At prompt, specify time and date.
 - Press  for future delivery of messages. At prompt, specify time and date.
 - Press  to send the message immediately.
- 3 The list of options will be presented again. Select an additional option or press  to send the message.
- 4 Enter the destination mail box list number of the recipient(s).
- 5 Press  to send.
- 6 Press   to return to the main menu.

Message Forwarding

Note: You can only forward messages to Boost Mobile® customers in your home market.

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

To modify forwarding options:

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

SMS

SMS Messages

Short Message Service (SMS) messages are short text messages, also called text and numeric messages. You can send SMS messages through any email account or on www.boostmobile.com.

Your phone receives SMS messages sent to its SMS address, but does not send SMS messages.

Your phone's SMS address is your PTN@myboostmobile.com.

If your phone is powered off when you receive a message, your phone notifies you the next time you power it on. If you are out of your coverage area, your phone alerts you when you return to your coverage area.

Your phone attempts to deliver these messages for up to 7 days.

Receiving a Message

When you receive a text and numeric message, **New Text Message** appears on the display.

To view the message:

- 1 Press  under **Read**.

- 2 If the message fills more than one screen, scroll to read it.

- 3 To keep the message, press . **-or-**

To delete the message, scroll to the end of the message, then press  under **Delete**.

To dismiss the message notification:

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

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

This icon  appears on the display, reminding you that you have a new message.

Reading from the Message Center

- 1 From the main menu, select **Messages > SMS**.
- 2 Select the message you want to read.
- 3 If the message fills more than one screen, scroll to read it.
- 4 To keep the message, press . **-or-**

To delete the message, scroll to the end of the message, then press  under **Delete**.

Calling and Storing Numbers

If an SMS message you receive contains a phone number, you can call that number by pressing  while viewing the message.

SMS

If an SMS message you receive contains a phone number, Boost™ Walkie-Talkie number, or Talkgroup ID, you can call or send a call alert to that number, or store that number to Contacts. Press  while viewing the message to access these options.

To call the number, select **Call Back**.

To send a call alert, select **Alert**, then press the Boost™ Walkie-Talkie button.

To store the number to Contacts, select **Store Number**.

Boost™ Wireless Web Services

You can use your phone's Web feature to access a suite of wireless data products known as Boost™ Wireless Web. Services include Text Messaging, Web and Premium Web, Address Book, Mobile Email, and wireless access to AOL® Instant Messenger™.

With the exception of the Text Messaging Express service, Boost™ Wireless Web Services require the activation of a Boost™ Wireless Web service plan. To order, go to www.boostmobile.com or call 1-888-BOOST-4U (1-888-266-7848). You can also contact your Boost™ Authorized Dealership.

Starting the Microbrowser

Just as you use Netscape Navigator® or Microsoft® Internet Explorer to browse the Web from your desktop, the microbrowser allows you to explore and use a variety of Internet services. To begin using the Boost™ Wireless Web:

- 1 Press  to access the **Main Menu**.
- 2 Scroll to **Web**.
- 3 Press  under **SELECT**.
- 4 Your home page displays.

Note: The first time you access **Web**, you will be asked to enable security to ensure your information remains private and secure.

- Press  under **Yes**. The phone will display: Generating..., Computing..., Sending)))))).
 - You may be asked to (re)enable security as Boost™ adds new services or upon your return to the U.S. after traveling.
 - When transmitting highly personal or sensitive data, such as a credit card number, you will see the Secure Data icon . This icon indicates that the data is encrypted during transmission.
- 5 Scroll to highlight the service you wish to access and press  under **Ok**. **-or-**
- Press the number shown to the left to automatically jump to that service.
- Press  to return to the previous screen.
- To return to the home page, press .
- 6 To exit the browser, press  until the idle screen displays. **-or-**
- Press and hold . The **Browser Menu** screen displays with **Exit Browser** highlighted.
- Press  under **OK**. When you re-enter **Web**, you will enter on the page from which you exited.

Boost™ Wireless Web Navigation Keys

- **Home** — Press  to return to your home page.

Tip: Press  twice to return to your phone's idle screen.

- **Back** — Press  to return to a previous screen.

- **Scroll** — A scroll bar on the left of the phone's display indicates that additional text can be viewed. Scroll using the navigation key.

Tip: While navigating through Boost™ Wireless screens, a number may appear to the left of the application or topic you want to access. Press the corresponding number on the keypad for quicker access to that application or topic.

When transmitting highly personal or sensitive data, such as a credit card number, this icon  appears, indicating that the data is encrypted during transmission.

Note: You may be asked to (re)enable security as Boost Mobile® Mobile adds new services or upon your return to the U.S. after traveling.

For more information and multimedia demos, go to www.boostmobile.com. You can also get one page service-specific guides called Frequently Asked Questions and other instruction for Boost™ Wireless Web Services at www.boostmobile.com.

Camera

The camera in your i875 phone takes pictures and records videos. You can save these pictures and videos in your phone's memory or the memory card, depending on the storage preference you chose. You can access these saved pictures and videos through the Media Center.

You can send the pictures you take in MMS messages, in Boost™ walkie-talkie calls, or with Bluetooth. You can assign them to Contacts entries or set them as your phone's wallpaper.

You can send the videos you record in MMS messages.

The pictures the camera takes are JPEG files.

The videos the camera records have the following files formats:

- H.263 video format
- 128 kbps bit rate for 176 x 144 resolution
- 64 kbps bit rate for 128 x 96 resolution
- AMR audio format with 4.75 kbps bit rate

Accessing the Camera

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

Press . **-or-**

Access the camera from the Media Center. See "Accessing the Camera" on page 134. **-or-**

If you set the camera as a power up application under Settings, then press  to power up your phone.

Taking Pictures

- 1 Access the camera.
- 2 If you want to adjust the zoom, spotlight, picture quality, picture size, or a timer, set these options. See "Setting Picture Options".
- 3 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 4 When the image you want to capture is in view, press  or press  or press  under **Capture**.

Note: If you insert the memory card into the phone now, you are prompted to save the picture you have just captured to the memory card. Choosing to save the picture to the memory card does not change your storage preferences after the picture is saved.

Camera

- 5 To save the picture, press  or press . **-or-**
To discard the picture without saving it, press  under **Discard**. **-or-**
To choose another action, see “More Actions for Captured Pictures” on page 120.

Setting Picture Options

When you take a picture, you can set the zoom, spotlight, picture quality, picture size, and set a timer to delay capturing the picture.

To set any of these options:

- 1 Press .
- 2 Select the option you want.
- 3 Select the value you want for that option.

Tip: You can also set zoom from the viewfinder by scrolling up and down and set picture size by scrolling left and right.

If you either discard the picture or save it by either pressing  or selecting **Save** from the context-sensitive menu, the only picture option that changes is the timer. The timer returns to its default: Off.

If you choose any other action, all picture options return to their defaults.

Zoom

The Zoom option lets you choose a closer view.

The values are:

- 1X — no change
- 2X — twice as large
- 4X — 4 times as large

1X is the default.

Spotlight

The Spotlight option turns on or off the camera’s spotlight to provide additional light for close-up pictures.

Off is the default.

Picture Quality

The Picture Quality option lets you choose the sharpness the picture will have after it is captured.

The values are:

- Normal — no change
- Fine — higher resolution

When you receive your phone, Normal is the default. You can choose a new default for this option. See “Customizing the Camera” on page 124.

Pictures taken with this option set to Fine use more memory space.

Picture Size

The Picture Size option lets you choose the size the picture will have after it is captured.

From smallest to largest, the values are: Small, Medium, Wallpaper, Large, XLarge, and Max.

If you plan to use the image as wallpaper, it is best to select the Wallpaper size.

When you receive your phone, Medium is the default. You can choose a new default for this option. See “Customizing the Camera” on page 124.

Larger pictures use more memory space.

Self-Timer

The Self-Timer option lets you delay capturing the picture for the number of seconds you choose. The camera captures the picture after the amount of time you chose elapses.

To turn off the timer before the picture is captured, press  under **Cancel**.

The values are: Off, 10 seconds, 15 seconds, 20 seconds.

Off is the default.

More Actions for Captured Pictures

After you capture a picture as described in “Taking Pictures” on page 118, you can send it in an MMS message, in Boost™ walkie-talkie calls, or with Bluetooth. You can assign them to Contacts entries or set them as your phone’s wallpaper

You can also access the Media Center to view and perform actions on the pictures there.

Choosing any of these options automatically saves the captured picture.

Sending a Picture in a MMS Message

- 1 After you have captured a picture, press  under **Send**.
- 2 Create and send the message. The picture is automatically included as an attachment.

Sending In Boost™ walkie-talkie Calls

- 1 After you have captured a picture, press .
- 2 Select **WT Send Picture**.

A list of names from Contacts appears. These names have Boost™ walkie-talkie numbers and IP addresses stored.

Camera

- 3 Select the name of the person you want to send the picture to.
- 4 Press the Boost™ walkie-talkie button to send the picture.
- 5 Wait while the picture is transmitted. The Boost™ walkie-talkie call is temporarily interrupted while a picture is transmitted.
- 6 When prompted, press the Boost™ walkie-talkie button to resume the Walkie-Talkie call.

Send with Bluetooth

You must set up your phone to send items with Bluetooth before sending a picture. See “Bluetooth®” on page 143.

- 1 After you have captured a picture, press .
- 2 Select **Transfer**.
- 3 Select **Bluetooth**.
- 4 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting **[Find Devices]**.
- 5 If prompted, bond with the device.
Your phone connects to the device and transfers the picture.

Assigning to Contacts

- 1 After you have captured a picture, press .
- 2 Select **Set As Caller ID**.
- 3 To store the picture to a new entry, select **[New Contact]**. **-or-**

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

Only entries that include phone numbers are displayed. This icon  appears next to entries that have pictures assigned.

- 4 If you selected an entry with a picture assigned, press  or press  under **Yes** to overwrite the assigned picture. **-or-**
Press  under **No** to return to the list of entries without overwriting the assigned picture.

Setting as Wallpaper

- 1 After you have captured a picture, press .
- 2 Select **Set As Wallpaper**.

Recording Videos

Recording a video is similar to taking a picture. If you store videos you record in phone memory, you can record videos up to 30 seconds long. If you record video onto the memory card, the video length is limited by how much memory is available on the card.

- 1 Access the camera.
- 2 Press .
- 3 Select **Record Video**.
- 4 If you want to adjust the zoom, spotlight, picture quality, picture size, or a timer, set these options. See “Setting Video Options”.
- 5 Aim the camera lens on the flip. Use the internal display as the viewfinder.
- 6 If you want to zoom in or out, scroll up or down. If you want to change the image size, scroll left or right.
- 7 When you are ready to record, press and release , press and release , or press and release  under **Record**. Releasing the key starts the recording.
- 8 If you want to end the video, press  or press  under **Stop**.
- 9 To save the video, press  or press . **-or-**

To view the video without saving it, press  and select **Review**. **-or-**

To discard the video without saving it, press  under **Discard**.

Setting Video Options

When you record a video, you can set the zoom, spotlight, video size, and video length, and set a timer to delay capturing the picture.

To set any of these options:

- 1 Press .
- 2 Select the option you want.
- 3 Select the value you want for that option.

Tip: You can also set zoom from the viewfinder by scrolling up and down and set picture size by scrolling left and right.

Zoom

The Zoom option lets you choose a closer view.

The values are:

- 1X — no change
- 2X — twice as large
- 4X — 4 times as large

1X is the default.

Camera

Spotlight

The Spotlight option turns on or off the camera's spotlight to provide additional light for close-up videos.

Off is the default.

Video Size

The Video Size option lets you choose the size the picture will have after it is recorded.

The values are: Min (128 x 96) and Max (176 x 144).

Video Length

The Video Length options let you choose how long you can record video.

The values are:

- Short (for messages) — limits the video length to 8 seconds.
- Maximum — the maximum video length is determined by where you store videos you record. If you store videos you record in phone memory, you can record videos up to 30 seconds long. If you record video onto a memory card, the video length is limited by how much memory is available on the memory card.

Sending a Video in a MMS Message

- 1 After you have record a video, press  and select **Send Message**.
- 2 Create and send the message. The video is automatically included as an attachment.

Changing Storage Preference

While you are using the camera, you can choose whether media items are saved to your phone's memory or to the memory card.

- 1 Access the camera.
- 2 Press .
- 3 Select **Memory Card > Store Media**.
- 4 Select **On Phone** to set your phone to save media items to the phone's memory. **-or-**

Select **Prefer On Card** to set your phone to save media items to the memory card if it is in the phone. If the memory card is not in the phone, even if you choose **Prefer On Card**, the media items are saved to your phone's memory.

The location that you choose becomes the Store Media option in Settings.

Accessing the Media Center

You can access the Media Center from the camera at any time, except when you are using the Camera Setup menu or viewing the memory screen.

- 1 Press **□**.
- 2 Select **Media Center**.

Customizing the Camera

The Camera Setup menu lets you customize the camera:

- **Ask for Name** — If you set this option to **On**, you are prompted to enter a name for each picture before you save it. Otherwise, pictures are automatically saved with the date and a number as their names.

If the camera is currently ready to take pictures, you can set these picture set-up options:

- **Default Size** — sets the default value for the Picture Size option.
- **Default Quality** — sets the default value for the Picture Quality option.

If the camera is currently ready to record video, you can set this video set-up options:

- **Default Video Size** — sets the default value for the Video Size option.

Note: The volume of the shutter sound is controlled by your phone's speaker volume. To set your phone's speaker volume, see "Setting the Volume" on page 179.

To access the Camera Setup menu:

- 1 Access the camera.
- 2 Press **□**.
- 3 Select **Camera Setup**.

Tip: This option is available from many context-sensitive menus when you are using the camera.

Managing Memory

While you are taking pictures, the percentage of free memory in the default storage location appears on the screen. To view details about memory on either the memory card or your phone, access the Memory Usage screen.

To view your used memory, free memory, and memory capacity:

- 1 Access the camera.
- 2 Press **□**.
- 3 Select **Memory Usage**.

Camera

Tip: This option is available from many context-sensitive menus when you are using the camera.

To free memory on your phone, delete items from the Media Center, messages in the message center, voice records, or Java applications. To free memory on the memory card, delete items from the card's folders.

Media Center

The Media Center lets you access pictures, videos, and audio recordings stored in your phone's memory or on the memory card inserted in your phone.

All pictures and videos stored in your phone's memory can be accessed through the Media Center.

The following audio recordings can be accessed through the Media Center:

- Voice records created when your phone was not in a call
- Musical ringtones in the list of ringtones
- Audio recordings saved from MMS messages you received
- Audio recordings you downloaded to your phone

Because the memory card inserted in your phone may contain files saved to it using a device other than your phone, not all types of pictures, videos, and audio recordings on the memory card may be accessed through your phone's Media Center.

For information on determining whether the files on the memory card can be accessed through the Media Center, see "Ensuring Files on the Memory Card Are Compatible With Your Phone" on page 26.

Pictures, videos, and audio recordings accessible through the Media Center can be sent in MMS messages. Multi-Media messages size limits apply when attaching items from the Media Center. See "Multi-Media Messages" on page 86.

Viewing the Media Center

To access the Media Center:

From the main menu, select **Media Center**. -or-

From the camera, press . Select **Media Center**.

Scroll to view the items in the Media Center.

Choosing Thumbnail View or List View

You can set the Media Center to show a thumbnail of each picture as you view the list of items or show the list of items without thumbnails.

To change views:

- 1 Access the Media Center.
- 2 Press .
- 3 Select **Set View**.
- 4 Select **Plain List View** or **Thumbnail List View**.

Filtering by Media Type

You can set the Media Center to show all types of media items, only pictures, only videos, or only audio recordings. If you have the memory card in your phone, the items stored in your phone's memory are listed separately from the items stored on the memory card.

If you do not have the memory card in your phone, you have these filtering options:

- **All** — all items accessible through the Media Center.
- **Pictures** — all pictures.
- **Audio** — all audio recordings accessible through the Media Center.
- **Video** — all videos.

If you have the memory card in your phone, you have these filtering options:

- **Phone: All** — all items in your phone's memory that are accessible through the Media Center.
- **Phone: Pictures** — all pictures in your phone's memory.
- **Phone: Audio** — all audio recordings in your phone's memory that are accessible through the Media Center.

- **Phone: Video** — all videos in your phone's memory.
- **Card: All** — all items on the memory card that are accessible through the Media Center.
- **Card: Pictures** — all pictures on the memory card that are accessible through the Media Center.
- **Card: Audio** — all audio recordings on the memory card that are accessible through the Media Center.
- **Card: Video** — all videos on the memory card that are accessible through the Media Center.

Setting Filtering

- 1 Access the Media Center.
- 2 Press .
- 3 Select **Filter**.
- 4 Select the filtering option you want.

Tip: You can also scroll through these options while viewing the list of items by either scrolling left or right or pressing  or .

Keeping the Last Filter Setting

You can set the Media Center to show all items every time you access it or to keep the filtering setting you had when you last viewed it.

- 1 Access the Media Center.
- 2 Press .
- 3 Select **Setup**.
- 4 Select **Remember Filter**.
- 5 Select **On** to keep the filtering setting you had when you last viewed the Media Center.

When you receive your phone, the Media Center is set to show all items every time you access it.

Accessing Items Listed

To access a picture, video, or audio recording, select it from the list of items in the Media Center.

With an item selected, scroll right or left to access the items that appear before and after it in the list.

Sorting by Time or Name

You can set the Media Center to sort items by the time the item was created or by the name of the item.

- 1 Access the Media Center.
- 2 Press .

- 3 Select **Setup**.
- 4 Select **Sort**.
- 5 Select **By Time** or **By Name**.

When you receive your phone, the Media Center is set to sort items by time.

Forward Locked Items

Some items saved to the Media Center from MMS messages, Boost™ Walkie-Talkie calls, or by downloading may be forward locked. Forward locked items are usually copyright protected, and you cannot share them with anyone, such as in MMS messages or Boost™ Walkie-Talkie calls, or by uploading them from your phone.

You cannot remove forward locking from an item.

When you view items in the Media Center, one of these icons appears next to each forward locked item:

-  Forward locked.
-  Forward lock and locked.

When an item is locked, it cannot be deleted from the Media Center. See “Locking Items” on page 132. Locking an item has no effect on its forward locking.

DRM Items

Except for Java applications, which download to Java Apps, the default location for any DRM items that you download is the Media Center. Depending on the storage preference you have chosen, these items may be saved to your phone's memory or the memory card inserted in your phone.

Depending on how a given third-party vendor has set rights for an item, the item may include the following status icons.

-  The item is a DRM item.
-  The DRM item has expired.

All DRM items are forward locked. As with other items in the Media Center, you can lock DRM items. See "Locking Items" on page 132.

Pictures

The Media Center lets you view pictures, send them in MMS messages, in Boost™ Walkie-Talkie calls, with Bluetooth. You can assign them to Contacts entries or set them as your phone's wallpaper.

Viewing

To view a picture, select it from the list of items in the Media Center.

If your phone is set to show thumbnails, a thumbnail of each picture appears next to the picture in the list of items. If your phone is not set to show thumbnails, this icon  appears next to the picture.

To see a larger or smaller view of the picture you are viewing:

- 1 Press .
- 2 Select **Zoom**.
- 3 Select the zoom option you want.

If the picture does not fit in the display, scroll left and right and up and down to view different parts of the picture.

Sending in a Message

- 1 Scroll to or select the picture you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The picture you selected is automatically included as an attachment.

Sending In Boost™ Walkie-Talkie Calls

- 1 Scroll to or select the picture you want to send in a Boost™ Walkie-Talkie call.
- 2 Press .
- 3 Select **WT Send Picture**.
A list of names from Contacts appears. These names have Boost™ Walkie-Talkie numbers and IP addresses stored.
- 4 Select the name of the person you want to send the picture to.
- 5 Press the Boost™ Walkie-Talkie button to send the picture.
- 6 Wait while the picture is transmitted. The Boost™ Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 7 When prompted, press the Boost™ Walkie-Talkie button to resume the Boost™ Walkie-Talkie call.

Send with Bluetooth

You must set up your phone to send items with Bluetooth before sending a picture. See “Bluetooth®” on page 143.

- 1 Scroll to or select the picture you want to send with Bluetooth.

- 2 Press .
- 3 Select **Transfer**.
- 4 Select **Bluetooth**.
- 5 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting [**Find Devices**].
- 6 If prompted, bond with the device.
Your phone connects to the device and transfers the picture.

Assigning to Contacts

- 1 Scroll to or select the picture you want to assign to a Contacts entry.
- 2 Press .
- 3 Select **Set As Caller ID**.
- 4 To store the picture to a new entry, select [**New Contact**]. **-or-**
To store the picture to an existing entry, select the entry.
Only entries that include phone numbers are displayed. This icon  appears next to entries that have pictures assigned.
- 5 If you selected an entry with a picture assigned, press  or press  under **Yes** to overwrite the assigned picture. **-or-**

Media Center

Press  under **No** to return to the list of entries without overwriting the assigned picture.

Setting as Wallpaper

- 1 Scroll to or select the picture you want to set as wallpaper.
- 2 Press .
- 3 Select **Set As Wallpaper**.

Videos

The Media Center lets you play videos and send them in MMS messages.

Playing

To play a video, select it from the list of items in the Media Center.

This icon  appears next to each video in the list of items.

Tip: When viewing the list of items in the Media Center, you can scroll left or right, or press  or , to change the type of media that is displayed in the list.

To stop the video before it has finished playing, press  or scroll down.

To restart the video, press .

To fast forward, scroll right. To rewind, scroll left. The longer you hold the scroll key, the faster the video fast forwards or rewinds.

Sending in a Message

- 1 Scroll to or select the video you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The picture you selected is automatically included as an attachment.

Audio Recordings

The Media Center lets you play audio recordings, send them in MMS messages, and assign them to Contacts entries.

Playing

To play an audio recording, select it from the list of items in the Media Center.

This icon  appears next to each audio recording in the list of items.

Tip: When viewing the list of items in the Media Center, you can scroll left or right, or press  or , to change the type of media that is displayed in the list.

To stop the audio recording before it has finished playing, press  or scroll down.

To restart the audio recording, press .

To fast forward, scroll right. To rewind, scroll left. The longer you hold the scroll key, the faster the audio recording fast forwards or rewinds.

When you play an audio recording, an animated image appears on the display.

Sending in a Message

- 1 Scroll to or select the audio recording you want to include in a message.
- 2 Press  under **Send**.
- 3 Create and send the message. The audio recording you selected is automatically included as an attachment.

Assigning to Contacts

To assign an audio recording in the Media Center as the ring tone for a Contacts entry:

- 1 Scroll to or select the audio recording you want to assign.
- 2 Press .
- 3 Select **Assign As Ringer**.
- 4 Select the Contacts entry you want to assign the ring tone to.

Note: You cannot assign a voice record as the ring tone for a Contacts entry.

Renaming Items

- 1 Access the Media Center.
- 2 Scroll to or select the item you want to rename.
- 3 Press .
- 4 Select **Rename**.
- 5 Delete the item's name and enter a new name.
- 6 Press .

Locking Items

When you lock an item in the Media Center, it cannot be deleted until you unlock it.

- 1 Access the Media Center.
- 2 Scroll to or select the item you want to lock or unlock.
- 3 Press .
- 4 Select **Lock** to lock the item. **-or-**
Select **Unlock** to unlock the item.

When you view items in the Media Center, one of these icons appears next to each locked item:

-  Locked.
-  Forward lock and locked.

Deleting Items

Deleting items from the Media Center means they can no longer be accessed anywhere in your phone, including the list of ringtones, the list of voice records, and Contacts.

Under certain conditions, some DRM vendors will not charge you if you download an item multiple times within a given time frame. Please contact the DRM vendor to learn more about their download regulations.

Deleting an Item

- 1 Access the Media Center.
- 2 Scroll to or select the item you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or  under **Yes** to confirm.

Deleting All Items

You can delete all unlocked items currently in view, depending on how Media Center filtering is set. See “Filtering by Media Type” on page 127. If filtering is set to show all types of Media Center items, all unlocked items are deleted.

- 1 Access the Media Center.
- 2 Press .

- 3 Select **Delete All**.
- 4 Press  or  under **Yes** to confirm.

Copying and Moving Items

If you have the memory card in your phone, you can copy and move items in the Media Center from your phone’s memory to the memory card or from the memory card to your phone’s memory.

- 1 Access the Media Center.
- 2 Scroll to or select the item you want to move.
- 3 Press .
- 4 To copy the item, select **Copy To Phone** or **Copy To Card**. -or-

To move the item, select **Move To Phone** or **Move To Card**.

Some items cannot be copied or moved:

- DRM pictures and ring tones cannot be copied. Some DRM pictures and ring tones cannot be moved, depending on their rights settings.
- Forward locked pictures and ring tones cannot be copied or moved to the memory card.
- Videos over 30 seconds long cannot be copied or moved to your phone’s memory.

If you try to copy or move an item that cannot be copied or moved, your phone displays a message telling you that this action cannot be performed.

Changing Storage Preference

While you are using the Media Center, you can choose whether media items are saved to your phone's memory or to the memory card.

- 1 Access the Media Center.
- 2 Press **□**.
- 3 Select **Memory Card > Store Media**.
- 4 Select **On Phone** to set your phone to save media items to the phone's memory. **-or-**

Select **Prefer On Card** to set your phone to save media items to the memory card if it is in the phone. If the memory card is not in the phone, even if you choose **Prefer On Card**, the media items are saved to your phone's memory.

The location that you choose becomes the Store Media option in Settings.

Accessing the Audio Player

Your 875 phone includes an audio player that you can use to play MP3 audio files stored on the memory card inserted in your phone.

To access the audio player from the Media Center:

- 1 Access the Media Center.
- 2 To view the audio recordings on your memory card, press **□**. Select **Filter > Card: Audio**.
- 3 Select **[Audio Player] Play Audio Files. -or-**
Press **↵** under **Player**.

Accessing the Camera

To access the camera from the Media Center at any time, press **□**.

You can also select **[Camera]** from the list of items or press **↵** under **Camera** when these options appear.

Managing Memory

To view your used memory, free memory, and memory capacity of your phone and the memory card:

- 1 Access the Media Center. **-or-**
Scroll to or select any item in the Media Center.
- 2 Press **□**.
- 3 Select **Memory Usage**.

To free memory, delete or move items.

Media Center

Note: Items accessible through the Media Center that are stored in your phone's memory use the same memory space used to store messages, Java application data, and voice records created when your phone is in a call. Deleting some of these other items frees memory.

My Info

My Info lets you view information about your phone and send this information to other phones.

Viewing My Info

- 1 From the main menu, select **My Info**.
- 2 Scroll to see the entire screen.

The My Info screen contains:

- **My Name** — You can enter your name here.
- **Line 1** — your phone numbers for phone line 1. Each number appears when you receive your first call on that line.
- **Walkie-Talkie #** — Your Boost™ Walkie-Talkie number is the number that others use to contact you using Boost™ Walkie-Talkie calls. This number appears when you receive your first Boost™ Walkie-Talkie call.
- **Carrier IP** — the IP address assigned to Boost Mobile®. This number appears when you register for packet data services.
- **IP1 Address** and **IP2 Address** — the IP addresses you use to access the Internet with your phone.

Note: If you request equipment-related transactions on your account, Boost™ Customer Care may require you to provide specific information about your phone. By pressing  anytime while in My Info, a submenu will appear that includes your phone's service status, unit information, and phone identification numbers including IMEI, SIM ID, and Serial Number (SN). Please be prepared to supply the representative with this information when requesting these types of transactions.

Editing My Info

To edit My Info to enter or change the text that appears in **My Name**:

- 1 From the main menu, select **My Info**.
- 2 Press  under **Edit**.
- 3 Select **Name**.
- 4 Enter the name you want to appear. See “Entering Text” on page 55. When you are finished, press .

You can also edit the information in **Line 1**, but your changes are only temporary. The next time your phone registers on the network, your actual phone number will reappear in My Info.

My Info

Setting Sending Options

Your phone can send information in My Info to other phones that have this capability.

You can control what portion of the information in My Info is sent and whether it is sent automatically in every Boost™ Walkie-Talkie call or only when you choose to send it.

Information Sent

The information your phone sends always includes **My Name** and Boost™ Walkie-Talkie number.

It may include **Line 1** and **Carrier IP**, depending on how you set your sending options.

The default setting is **Line 1** only.

To change which fields are sent:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **Send My Info Setup > Info to Send**.
- 4 A checkmark appears next to the fields that will be sent. To add or remove the checkmark, select the field.
- 5 When you are finished, press  under **Done**.

Automatic Sending

To control whether your information is sent automatically:

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 Select **Send My Info Setup > Auto Send**.
- 4 To set your information to be sent automatically, set this option to **On**. -or-

To set your information to be sent only when you choose to send it, set this option to **Off**.

Note: When you receive your phone, it is set to send your information automatically.

Using Walkie-Talkie Send

Walkie-Talkie Send lets you exchange pictures, My Info, and contact information with other phones that have this capability. You do this through Boost™ Walkie-Talkie calls.

Sending a Picture

When you send a picture using Walkie-Talkie Send, the picture you sent appears on the display of the phone you are engaged in the Walkie-Talkie call with, is saved by that phone, and then is accessible through that phone's Media Center.

Sending a Picture During a Call

You can send a picture at any time during a Walkie-Talkie call, whether you made or received the call*.

** Additional charges may apply.*

You cannot talk or listen on a Boost™ Walkie-Talkie call while a picture is being transmitted. Other activities, such as taking or searching for a picture, do not prevent you from talking or listening.

Taking a Picture to Send

Note: For more information on taking pictures, see “Taking Pictures” on page 118.

- 1 While in a Boost™ Walkie-Talkie call, press  under **Camera**.
- 2 When the picture you want to capture is in view, press  or press  under **Capture**.
- 3 To save the picture so you can send it, press  or press  under **Save**. **-or-**

To discard the picture without sending it, press  under **Discard**. Repeat step 2 until you capture a picture you want to send.

- 4 Press the Boost™ Walkie-Talkie button to send the picture.
- 5 Wait while the picture is transmitted. The Boost™ Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 6 When prompted, press the Boost™ Walkie-Talkie button to resume the Boost™ Walkie-Talkie call.

Sending a Stored Picture

- 1 While in a Boost™ Walkie-Talkie call: Press . Select **Browse Pictures**.

A list of pictures that can be included in a Boost™ Walkie-Talkie call appears.

Using Walkie-Talkie Send

- 2 Select the picture you want to send.
- 3 Press the Boost™ Walkie-Talkie button to send the picture.
- 4 Wait while the picture is transmitted. The Boost™ Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 5 When prompted, press the Boost™ Walkie-Talkie button to resume the Boost™ Walkie-Talkie call.

Receiving a Picture

When someone sends you a picture using Walkie-Talkie Send, your phone emits a tone or vibrates and a message appears on the display asking you if you want to accept the picture.

Pictures you receive are saved to your phone's memory or to the memory card inserted in your phone, depending on the storage preference you chose, and are then accessible through the Media Center.

When you receive a picture, it appears every time you are in a Boost™ Walkie-Talkie call with the person who sent it unless you delete the picture from the Media Center. This occurs for the last 20 people who sent you pictures.

Accepting a Picture

- 1 When you see the message asking you if you want to accept the picture, press  under **Yes**.
- 2 Wait while the picture is transmitted. The Boost™ Walkie-Talkie call is temporarily interrupted while a picture is transmitted.
- 3 When prompted, press the Boost™ Walkie-Talkie button to resume the Boost™ Walkie-Talkie call.

Tip: If you want to stop the transmission before it is finished, press  under **Cancel**.

Declining a Picture

When you see the message asking you if you want to accept the picture, press  under **No**.

The picture is not transmitted.

Clearing a Picture From The Display

If you want to remove a picture from your phone's display while still in the Boost™ Walkie-Talkie call in which you received it or while in a subsequent Boost™ Walkie-Talkie call with the person who sent it:

- 1 Press .
- 2 Select **Clear Screen**.

This does not delete the picture from your phone's Media Center. The picture will appear on the display again the next time you receive a Boost™ Walkie-Talkie call from the person who sent it.

Setting Picture Capability

To turn your phone's ability to send and receive pictures in Boost™ Walkie-Talkie calls on or off:

- 1 From the main menu, select **Settings > WT Options > WT Send Picture**.
- 2 Select **On** or **Off**.

This setting does not affect your phone's ability to send and receive My Info or contact information.

Sending My Info and Contact Information

When you send My Info or contact information using Walkie-Talkie Send, the information you sent appears on the display of the phone you are engaged in the Boost™ Walkie-Talkie call with. After the call, the information appears on the recent call list of that phone.

Sending My Info

You can control what portion of the information in My Info is sent and whether it is sent automatically in every Boost™ Walkie-Talkie call or only when you choose to send it. See "Setting Sending Options" on page 137.

Tip: When you send My Info, certain information, such as your email address or fax number, cannot be included. To send complete contact information, create an entry for yourself in Contacts and send it.

Sending Information During a Call

- 1 While in a Boost™ Walkie-Talkie call, press .
- 2 With **WT Send My Info** highlighted, press .
- 3 Press the Boost™ Walkie-Talkie button to send the information.

Starting a Call by Sending Information

- 1 From the main menu, select **My Info**.
- 2 Press .
- 3 With **WT Send My Info** highlighted, press .
- 4 Use the keypad to enter the Boost™ Walkie-Talkie number you want to send the information to. **-or-**

Using Walkie-Talkie Send

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

- 5 When **Ready to Send** appears on the display, press the Boost™ Walkie-Talkie button to send the information.

Sending Contact Information

You can send contact information by selecting a Contacts entry or an item from the recent calls list.

Contacts entries that contain only addresses cannot be sent. When Contacts entries are received, they do not include ring tones or pictures.

These items from the recent calls list can be sent:

- Contact information sent from other phones
- Calls to or from numbers stored in your Contacts list

Sending Information During a Call

- 1 While in a Boost™ Walkie-Talkie call, press .
- 2 Select **Contacts** or **Recent Calls**.
- 3 Scroll to the Contacts entry or item in the recent calls list you want to send.
- 4 When **Ready to Send** appears on the display, press the Boost™ Walkie-Talkie button to send the information.

Starting a Call by Sending Information

- 1 From Contacts or the recent calls list scroll to or select the entry you want to send.
- 2 Press .
- 3 Select **WT Send Contact**.
- 4 Use the keypad to enter the Boost™ Walkie-Talkie number you want to send. **-or-**
Press  under **Browse**. Select **Contacts**, **Recent Calls**, or **Memo**. Select the number you want to enter.
- 5 When **Ready to Send** appears on the display, press the Boost™ Walkie-Talkie button to send the information.

Receiving My Info or Contact Information

When you receive My Info or contact information from another phone, an icon appears on the display:

-  My Info.
-  Contact information.

Sending My Info and Contact Information

To view the information while still in the Walkie-Talkie call:

- 1 Press .
- 2 Select **View Contact**.

You can also view My Info from other phones on the recent calls list. See “Recent Calls” on page 50.

Bluetooth®

Your i875 phone is a Bluetooth device. Bluetooth devices create seamless voice and data connections with other Bluetooth devices, such as another Bluetooth phone, a Bluetooth pen, headset, or desktop adapter. These connections are made wirelessly.

You can use your i875 phone to send information such as Contacts entries, Datebook events, and pictures to another Bluetooth device.

Devices must be within 32 feet (10 meters) of your phone to be recognized.

Note: This measurement represents optimal conditions. Actual conditions may require you to position your phone closer.

You can only connect your phone to one device at a time.

Understanding Bluetooth® Access Settings

A Bluetooth device can have either automatic or ask security access. The first time a Bluetooth device connects to your i875 phone, you must grant the device permission to connect. You can then change the access setting of the device to either automatic or ask.

If you set a device to automatic, then that device can connect automatically to your phone when it is in range. If you set a device to ask, then that device must request permission before it can connect to your phone.

Devices are automatically granted permission during the 10 seconds after bonding. For more information about bonding, see “Bluetooth® Bonds” on page 146.

The default for hands free devices, such as Bluetooth headsets, is automatic.

Setting Your Phone for Bluetooth®

You can configure the following aspects of Bluetooth:

- Power
- Device name
- Voice recognition and dialing
- Find Me duration

Turning Bluetooth® On or Off

You can turn power to your phone's Bluetooth feature on or off. While Bluetooth power is on, your phone can communicate with other devices.

You can turn off Bluetooth if you want to prolong battery life or you enter an area where Bluetooth is prohibited.

The default setting is **Off**.

- 1 From the main menu, select **Bluetooth > Setup > Power**.
- 2 Select the setting you want.

Renaming Your Phone

Bluetooth devices are listed by their Bluetooth addresses unless you name them. Your i875 phone comes with a default device name of "Motorola Phone". Renaming your i875 phone with a unique device name makes it easier for you to distinguish your phone from other Bluetooth devices.

- 1 From the main menu, select **Bluetooth > Setup > Name**.
- 2 Enter the name you want for your phone.
- 3 Press .

Setting Voice Dialing

Some Bluetooth devices use voice dialing. When you receive your phone, Bluetooth voice dialing is turned off.

To activate voice dialing for Bluetooth:

- 1 From the main menu, select **Bluetooth > Setup > Voice Dial**.
- 2 Select the setting you want.

Bluetooth®

Setting a Find Me Duration

You can change how long your phone remains discoverable to other devices. The default duration is 1 minute. See “Sharing Your Phone’s Bluetooth® Address” on page 145.

To select a default duration for Find Me:

- 1 From the main menu, select **Bluetooth > Setup > Find Me Duration**.
- 2 Select the setting you want.

Accessing Bluetooth®

From the main menu, select **Bluetooth**. -or-
While in a call, press . Select **Use Bluetooth**.

Note: If Bluetooth power is set to **Off** on your phone, you will be prompted to temporarily turn power on in order to use Bluetooth.

Making a Bluetooth® Connection

The following sections cover how to connect your phone to another Bluetooth device.

Note: Some Bluetooth devices only have full functionality when DTMF dialing is set to **On**. See “Phone Calls Features” on page 182.

Sharing Your Phone’s Bluetooth® Address

To bond with your phone, devices must have your phone’s Bluetooth address. To find devices that you want to bond with, you can make your phone discoverable, so that other devices learn your phone’s Bluetooth address. You can also have your phone search for Bluetooth devices to learn their addresses.

Allowing Bluetooth® Devices to Find Your Phone

To let devices find your phone and its Bluetooth address, place your phone in discoverable mode.

Discoverable mode lasts for the duration selected under **Find Me Duration** in the Bluetooth Setup menu. During this time, other devices that are within range can detect your phone. You can then choose to grant or deny each device's request to bond.

Note: You must grant the device's request in order to receive information from the device on your phone.

To start discoverable mode, from the main menu, select **Bluetooth > Find Me**.

Discovering Bluetooth® Devices

To have your phone search for Bluetooth devices:

From the main menu, select **Bluetooth > Hands Free > [Find Devices]**.

A list of hands free devices displays. Devices that do not have a name are listed by their Bluetooth address.

To stop the search and go to the list of found devices, press  under **Stop**.

To stop the search and return to the previous screen, press  under **Cancel**.

Bluetooth® Bonds

A bond is an encryption key that is generated when two Bluetooth devices exchange a common PIN. This key verifies the identity of each device, and encrypts any data transferred between the devices. Once the PIN is exchanged, the devices do not have to be in discoverable mode in order to exchange information. You only need to create a bond once between two devices.

If you search for devices and you select a device that you are currently bonded with from the list of found devices, then the current bond with that device will be voided. You will have to re-establish the bond.

Your i875 requires that you create a bond in order to connect with another device. However, you can choose to establish bonds with devices without connecting.

Note: Devices are automatically granted permission during the 10 seconds after bonding.

Bluetooth® PINs

Bluetooth devices exchange PINs in order to establish encrypted transfers between them. When prompted, enter the Bluetooth PINs.

Bluetooth®

Some Bluetooth devices ship with Bluetooth PINs. Please refer to your Bluetooth device's user guide to locate this information.

If a device ships without a Bluetooth PIN, then you can enter any PIN for that device. To establish a connection to that device, enter the same PIN for both your phone and the device. For example, if you enter 1234 as the device's PIN, then enter 1234 as your phone's PIN.

To create a bond between your phone and another device:

- 1 From the main menu, select **Bluetooth**.
- 2 If you want to create a bond and connect with the given device, select **Hands Free > [Find Devices]**. -or-
If you want to create a bond to have it available for future use, select **Link to Devices**.
- 3 Select the device you want.
- 4 Press  under **Yes** if you are prompted to do so.
- 5 Enter a PIN.
- 6 Press  under **OK**.
- 7 If necessary, enter the same PIN for the other device.
- 8 Select **Bond** if you are prompted to do so.

Connecting to a Stored Device

If you have previously connected to a device, the device will be stored on your phone so you can connect with it easily.

- 1 From the main menu, select **Bluetooth > Hands Free**.
- 2 Select the device you want to connect to.
- 3 If prompted whether you want to bond with the device, press  under **Yes**.
- 4 If prompted, enter the Bluetooth PIN.
Your phone will connect to the device.

Using Bluetooth® During a Call

During a call, you can connect with available Bluetooth devices.

Note: If the Hands Free menu contains only one device, then your phone will automatically try to connect to that device.

- 1 While in a call, press . Select **Use Bluetooth**.
- 2 Select the device you want to connect to.

Disconnecting from a Device

To disconnect from a device:

1 From the main menu, select **Bluetooth > Hands Free**.

2 Press  under **Drop**.

Note: Pressing  under **No** when prompted exits the menu without disconnecting the device.

3 Press  under **Yes**.

Setting Device Details

The device history stores a list of up to 20 devices that have connected with your phone.

To view the device history, from the main menu, select **Bluetooth > Device History**.

From the device history, you can:

- Edit device names
- Change device access settings
- Delete devices

Note: If you delete a device from device history, you will have to find the device to connect with it. See “Discovering Bluetooth® Devices” on page 146.

Viewing Device Details

To view the name and the access setting of a device:

1 From the main menu, select **Bluetooth > Device History**.

2 Select the device you want.

Editing Device Names

You can edit a device name so the device is easier to identify.

1 From the main menu, select **Bluetooth > Device History**.

2 Scroll to the device you want to rename.

3 Press  under **Edit** or press .

4 Select **Name**.

5 Enter the new name.

Note: A device name can have a maximum of 40 characters.

6 Press .

Editing Device Access Settings

1 From the main menu, select **Bluetooth > Device History**.

2 Scroll to the device you want to set access for.

3 Press  under **Edit** or press .

Bluetooth®

- 4 Select **Access**.
- 5 Select the setting you want.

Deleting Devices

- 1 From the main menu, select **Bluetooth > Device History**.
- 2 Scroll to the device you want to delete.
- 3 Press **□**.
- 4 Select **Delete**.
- 5 To delete the device, press **⊖**.

Sending Contacts, Datebook Events and Pictures

Bluetooth lets you send Contact entries, Datebook events, or pictures you have stored in the Media Center to connected devices.

Sending Contacts

- 1 From the main menu, select **Contacts**.
- 2 Highlight the contact you want to send.
- 3 Press **□**.
- 4 Select **Transfer**.
- 5 Select **Bluetooth**.
- 6 Select the device you want to transfer to. **-or-**

Search for the device you want to transfer to by selecting **[Find Devices]**.

- 7 If prompted, bond with the device.

Your phone connects to the device and transfers the contact.

Sending Datebook Events

- 1 From the main menu, select **Datebook**.
- 2 Highlight the event you want to send.
- 3 Press **□**.
- 4 Select **Transfer**.
- 5 If the event you select repeats, then you will be prompted to choose whether to send the selected instance of the event or all instances of the event.

To send **only** the selected instance of the event, select **This Event Only**. **-or-**

To send all instances of the event, select **Repeat Events**.

- 6 Select **Bluetooth**.
- 7 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting **[Find Devices]**.

- 8 If prompted, bond with the device.

Your phone connects to the device and transfers the event.

Sending Pictures

Note: You can only send pictures if they are not forward locked.

- 1 From the main menu, select **Media Center**.
- 2 Highlight the picture you want to send.
- 3 Press .
- 4 Select **Transfer**.
- 5 Select **Bluetooth**.
- 6 Select the device you want to transfer to. **-or-**
Search for the device you want to transfer to by selecting [**Find Devices**].
- 7 If prompted, bond with the device.
Your phone connects to the device and transfers the picture.

Receiving Items

You receive a prompt when your phone has an incoming transfer. You must either accept or reject the transfer.

Canceling Transfers

You can cancel a transfer while the transfer is in progress.

Note: If a transfer is interrupted, the **Connection Failed** prompt displays.

- 1 Press  under **Cancel**.
- 2 Press  under **Yes** to cancel. **-or-**
Press  under **No** to continue with the transfer.

Tip: If you close the flip while transferring an item, you will end the transfer.

Viewing and Storing Received Items

After an incoming transfer is complete, your phone translates the item. The item appears on your phone's display. You can choose to either store or discard the item. Items are stored as follows:

- Contact entries to Contacts
- Pictures saved to the location selected for the Store Media setting
- Datebook events to Datebook

To store the item, press  under **Store** or press . **-or-**

To discard an item without saving it, press  under **Discard**.

Voice Records

A voice record is a recording you make with your phone and can play back. You can record notes to yourself when your phone is not in a call or record phone calls when your phone is in a call.

Voice records created when your phone is not in a call can be accessed through the Media Center and sent in MMS messages. See “Media Center” on page 126 and “Multi-Media Messages” on page 86.

Viewing Voice Records

To view your list of voice records:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to view more voice records.

Voice Records Icons

One of these icons appears next to each voice record:

-  A voice record made while your phone was not in a call.
-  A voice record made while your phone was in a call.

Filtering by Voice Record Type

You can set your phone to show all voice records, only voice records created when your phone was in a call, or only voice records created when your phone was not in a call.

- 1 From the main menu, select **VoiceRecord**.
- 2 Press .
- 3 Select **Filter**.
- 4 Select the option you want:
 - **All** — show all voice records.
 - **In Call** — show only voice records created when your phone was in a call.
 - **Standard** — show only voice records created when your phone was not in a call.

Tip: You can also press  or  to scroll through these options while viewing the list of voice records.

Creating Voice Records

Phone Not in a Call

To record a note to yourself:

- 1 From the main menu, select **VoiceRecord > [New VoiceRec]**.

- 2 Say the message you want to record into the microphone.
- 3 When you are finished recording, press .

Phone in a Call

To record a phone call:

- 1 While on an active call, press .
- 2 Select **Record**.
- 3 To stop recording and discard the voice record at any time, press  under **Cancel**.
- 4 When you are finished recording, press .

Note: Recording of phone calls is subject to applicable laws regarding privacy and recording of phone conversations.

Playing Voice Records

- 1 From the main menu, select **VoiceRecord**.
- 2 Select the voice record you want to play.
- 3 To stop the voice record while it is playing, press .

Tip: To pause or resume, press any number key.

Labeling Voice Records

When you create a voice record, it is labeled with the date it was recorded. You can then rename it with a custom label.

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to label.
- 3 Press  under **Label**.
- 4 Enter the label you want to assign. See “Entering Text” on page 55.
- 5 Press .

Locking Voice Records

When you lock a voice record, it cannot be deleted until you unlock it.

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to lock or unlock.
- 3 Press .
- 4 Select **Lock** to lock the message. **-or-** Select **Unlock** to unlock the message.

When a voice record is locked, this icon  appears next to it.

Deleting Voice Records

Deleting a voice record from the voice record list deletes it from all parts of your phone, including the Media Center.

Deleting a Voice Record

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the unlocked voice record you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or  under **Yes** to confirm.

Deleting All Voice Records

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to any voice record.
- 3 Press .
- 4 Select **Delete All**.
- 5 Press  or  under **Yes** to confirm.

Managing Memory

To view the amount of memory available for voice records:

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

- 2 With [**New VoiceRec**] highlighted, press  under **Memory**. -or-

With any voice record highlighted, press . Select **Memory**.

To free memory by deleting all unlocked voice records:

- 1 From the voice records memory screen, press  under **Delete**.
- 2 Press  or  under **Yes** to confirm.

Note: Voice records are stored in your phone using the same memory space used to store messages, Java application data, and items accessible through the Media Center stored in your phone's memory. Deleting or moving some of these other items frees memory for voice records.

Java® Applications

Your phone arrives with Java applications loaded and ready to install. You can download and install more Java applications.

To download and install more Java applications, go to the **BoostLIVE** menu option on your phone or visit www.boostmobile.com.

Note: Using Java applications may cause your phone to use up more battery power than other uses of your phone.

Running Applications

To run an application that has a shortcut on the main menu:

- 1 From the main menu, select the application or suite of applications you want to run.
- 2 If you have selected a suite of applications, select the application you want to run.

To run an application that does not have a shortcut on the main menu:

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to run.
- 3 If you have selected a suite of applications, select the application you want to run.

Tip: If you do not hear the sounds associated with the Java application, select **Settings > Volume** and check the volumes of **Java Speaker** and **Java Earpiece**.

Suspending Applications

When you suspend an application, it does not stop running. It goes to the background so that you can run another application in the foreground.

To suspend an application:

Press  or close the flip.

To view your suspended applications:

From the Java menu, select **Suspended Apps**.

You can have up to 3 applications running at one time — 1 running in the foreground and 2 in the background.

Resuming Applications

You can resume a suspended application at any time. This brings it to the foreground.

- 1 From the Java menu, select **Suspended Apps**.
- 2 Select the application you want to resume.

Ending Applications

To end an application:

- 1 From the main menu, select **Java Apps**.
- 2 If the application you want to end is part of a suite of applications, select the suite.
- 3 Scroll to the application you want to end.

Press  under **End**. -or-

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

Tip: You can also end applications from the **Suspended Apps** screen.

- 4 Press  under **End**.

To end all applications:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to **Suspended Apps**.
- 3 Press .
- 4 Select **End All**.
- 5 Press  or press  under **Yes** to confirm.
- 6 If you want to end all applications without letting them exit, press  under **EndNow**.

Tip: You can also end applications from the **Suspended Apps** screen.

Downloading Applications

If you want to run more Java applications, you can download them into your phone.

Check the **BoostLIVE** menu option on your phone for a catalog of items available for purchase and download.

You can also go to www.boostmobile.com for a selection of Java applications and downloading instructions.

Deleting Applications

Note: Under certain conditions, some DRM vendors will not charge you if you download an item multiple times within a given time frame. Please contact the DRM vendor to learn more about their download regulations.

To delete an application:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to the application you want to delete.
- 3 Press .
- 4 Select **Deinstall**.
- 5 Press  or press  under **Yes** to confirm.
- 6 When your phone has finished deleting the application, press  under **Done**.

To delete all Java applications:

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to **Java System**.
- 3 Press \square .
- 4 Select **Delete All**.
- 5 Press \ominus or press \swarrow under **Yes** to confirm.

Managing Memory

To view the amount of memory available for Java applications:

- 1 From the main menu, select **Java Apps > Java System**.
- 2 Press \swarrow under **Next**.
- 3 To see more memory information, press \swarrow under **Next** again.

Deleting Java applications frees memory.

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

Shortcuts on the Main Menu

When you install an application, you can create a shortcut to the application on the main menu.

To create a shortcut to an application that is already installed:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps**. -or-

From the main menu: Press \square . Select **Main Menu Setup > Add/Remove Apps**.

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to create a shortcut for.
- 4 Press \ominus .
- 5 Press \swarrow under **Done**.

To remove a shortcut:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps**. -or-

From the main menu: Press \square . Select **Main Menu Setup > Add/Remove Apps**.

Java® Applications

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to remove the shortcut for.
- 4 Press .
- 5 Press  under **Done**.

Java Applications and GPS Enabled

Some Java applications can make use of your phone's GPS feature to determine the approximate geographical location of your phone. (See "GPS (Global Positioning System) Enabled" on page 164 for more information on the GPS feature.)

However, for privacy reasons, you may not always want Java applications to access the location of your phone. Your phone protects your privacy by giving you the option to block all or some Java applications from accessing the location of your phone.

Setting Privacy for All Java Applications

These options control the privacy of all Java applications on your phone:

- **Restricted** — No Java or similar software applications may access the location of your phone. However, location information may still be available to the phone's owner, fleet manager, or account administrator.
- **Unrestricted** — All Java applications may access the location of your phone, without notifying you.
- **By Permission** — When a Java application attempts to access the location of your phone, you are prompted to give permission. However, location information may still be available to the phone's owner, fleet manager, or account administrator.

See "Setting Privacy Options" on page 170 for information on choosing these options.

Granting or Denying Permission

If you choose **By Permission**, you must grant or deny each Java application access to the location of your phone when the application requests access for the first time. You may be required to grant or deny subsequent requests from the same application, depending on the privacy setting you choose for the individual Java application (see "Setting Privacy for Each Java Application" on page 158).

When a Java application requests access to the location of your phone, a screen appears informing you.

To deny this request:

- 1 Press  under **Deny**. The application does not access the location of your phone.
- 2 Select the denying option you want:
 - **Always** — If the application requests access to the location of your phone again, the request is denied without notifying you.
 - **For this session** — If the application requests access to the location of your phone again before you power off your phone, the request is denied without notifying you.
 - **Only Once** — If the application requests access to the location of your phone again, you are prompted to grant or deny permission.

To grant this request:

- 1 Press  under **Grant**. The application accesses your phone's location.
- 2 Select the granting option you want:
 - **Always** — If the application requests access to the location of your phone again, the request is granted without notifying you.

- **For this session** — If the application requests access to the location of your phone again before you power off your phone, the request is granted without notifying you.
- **Only Once** — If the application requests access to the location of your phone again, you are prompted to grant or deny permission.

Setting Privacy for Each Java Application

After a given Java application requests access to the location of your phone for the first time, you have the opportunity to set the GPS privacy options for that Java application.

- 1 From the main menu, select **Java Apps**.
- 2 Scroll to the application or suite of applications you want to set the privacy options for.
- 3 Press .
- 4 Select **Permissions**.
- 5 Select the privacy options you want for this application:
 - **Always** — The application always has permission to access the location of your phone, without notifying you.

Java® Applications

- **Ask** — When the application requests access to the location of your phone, you are prompted to grant or deny permission (see “Granting or Denying Permission” on page 157).
- **Never** — When the application requests access to the location of your phone, the request is denied without notifying you.

Digital Rights Management

When you download multimedia content available online, such as audio, images, or Java applications, these items may be subject to DRM restrictions. DRM, or digital rights management, is a system that defines how copyrighted multimedia content can be distributed and used.

DRM sets items to time-based or count-based usage settings. Time-based settings let you use the given item for a specified interval. Examples of time-based settings include being able to use an item for a specified number of days from the date of purchase, a specified number of days from the date that the item is first used, or a specified number of minutes. Count-based settings let you use an item for a specified number of times after you download it or for unlimited use.

Installing Applications

Except for DRM Java applications, DRM items will automatically install once they have finished downloading.

To install DRM Java applications:

- 1 From the main menu, select **Java Apps**.

- 2 Select the application or suite of applications you want to install.

Installation messages appear as the application installs.

- 3 If you want to create a shortcut to the Java application on the main menu: Press  under **Next**. Press  under **Yes**. Press .
- 4 Press  under **Done**.

To send the DRM installation to the background, press .

Understanding DRM Status Icons

Depending on how a given third-party vendor has set rights for an item, the item may include the following status icons:

-  The item is a DRM item.
-  The DRM item has expired.

As with other items in Media Center, you can lock DRM items. See “Locking Items” on page 132.

Note: All DRM items are forward locked. See “Forward Locked Items” on page 128.

Sharing Items

You can gift a DRM item to a friend's phone. Gifting is when you purchase a copy of a DRM item and send it to someone. If you do not want to gift an item, you can send a message to a friend's phone that contains the link for purchasing the item. The friend can then purchase the item quickly and easily. Sending this type of message is called Tell-A-Friend.

Gifting

To check if a DRM item is giftable:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to gift.
- 3 Press . If **Gift** is an option, the item is giftable.

To gift a DRM item:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to gift.
- 3 Press .
- 4 Select **Gift**.
- 5 Select the contact you want to send the item to.
-or-

If the person you want to send the item to is not in Contacts, select **[New Number]**. Enter the number.

- 6 Press .
- 7 Follow the vendor's instructions for purchasing an additional license.

Tell-A-Friend

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to tell your friend about.
- 3 Press .
- 4 Select **Tell-A-Friend**.
The Create Message screen opens.
- 5 Complete and send the message. See "Creating and Sending Messages" on page 86.

Managing DRM Items

Note: Depending on how the third-party vendor has set rights for the given DRM item, you may be unable to perform some of the following tasks.

Viewing License Information

You can check a DRM item's license to view the following information:

- For time-based items, either the date and time the item is scheduled to expire, or the number of days left
- For count-based items, the number of credits (uses) left or an unlimited use notice
- The name of the item's vendor

To view the license of a DRM item:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to view license information for.
- 3 Press .
- 4 Select **License Info**.

Renewing DRM Licenses

Note: You can only renew DRM licenses if the license contains a link to the page where you purchased the item.

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to renew.

- 3 Press  under **Renew** or press . Select **Renew**.
- 4 Select the link to the page where you purchased the item.
- 5 Follow the vendor's instructions for purchasing an additional license.

Deleting Items

If you delete a DRM item that you purchased from Boost Mobile® from your phone, you will have to purchase it again to download it.

Under certain conditions, third-party vendors will let you download an item multiple times within a given time frame, even if you deleted the item. Please contact the third-party vendor of an item to learn more about the vendor's download regulations.

To delete an item:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 If prompted, press  under **Yes**.

About Expired Items

If you are using an item when it expires, once you finish your session with the item, you will be unable to use the item.

When ring tones and wallpapers expire, they are automatically removed from their respective lists. For expired items that continue to display in their respective lists, you can either choose to renew the license for the item or else manually delete the item.

Note: You cannot delete locked items.

GPS (Global Positioning System) Enabled

Your phone's GPS Enabled feature uses information from Global Positioning System (GPS) satellites orbiting the Earth to determine the approximate geographical location of your phone, expressed as latitude and longitude. The availability and accuracy of this location information (and the amount of time that it takes to calculate it) will vary depending on the environment in which you are using the GPS feature. For example, GPS location fixes are often difficult to obtain indoors, in covered locations, between high buildings, or in other situations where you have not established a clear broad view of the sky. Also, nearby radio and electronic equipment may block or interfere with reception from these distant satellites. **SEE: "IMPORTANT: Things to Keep in Mind"**.

When you make a 911 emergency call, the GPS feature of your phone can help emergency personnel locate you if your phone has adequate access to GPS satellite signals and your emergency response center is equipped to process such information.

You can also use the GPS feature to view your approximate location. Location information appears on the phone's display.

Java applications loaded on your phone can also request your location. If your phone is connected to a laptop computer or similar device, software running on that device can request your location. To protect your privacy, you can control whether these requests are granted.

IMPORTANT: Things to Keep in Mind

If you are using the GPS feature of your phone while driving, please give full attention to driving and to the road.

Where adequate signals from multiple satellites are not available (usually because your GPS antenna cannot establish a view of a wide area of open sky), **the GPS feature of your phone WILL NOT WORK. Such situations include but are not limited to:**

- **In underground locations**
- **Inside of buildings, trains, or other covered vehicles**
- **Under any other metal or concrete roof or structure**

GPS (Global Positioning System) Enabled

- **Between tall buildings or under dense tree-cover**
- **Near a powerful radio or television tower**
- **Some radios, entertainment equipment and other electronic devices may generate signals that can block or interfere with the GPS receiver ability to receive the distant satellite signals, particularly when such devices are operating in close proximity to the GPS receiver. Therefore, in a 911 call, or when otherwise using the GPS location function, always move your phone away from any such devices.**
- **When your GPS antenna is covered (for example, by your hand or other object) or facing the ground**
- **In temperature extremes outside the operating limits of your phone**

Walking or driving very slowly may also substantially reduce GPS performance.

Even where location information can be calculated in such situations, it may take much longer to do so, and your location estimate may not be as accurate. Therefore, in any 911 call, always report the location to the emergency response center if you can and if you cannot, remain on your phone for as long as the emergency response center instructs you.

Even where adequate signals from multiple satellites are available, your GPS feature will only provide an approximate location, often within 150 feet (45 meters) but sometimes much further from your actual location. Advice on how to improve GPS performance is provided in “Enhancing GPS Performance” on page 168.

While the GPS feature of your phone can be a valuable navigational aid, it does not replace the need for careful navigating and good judgment. **Never rely solely on one device for navigation.** Remember that the accuracy of the location information and the time needed to obtain it will vary depending on circumstances, particularly the ability to receive signals from adequate numbers of satellites.

On emergency calls, your phone uses assistance information from the phone network to improve the speed and accuracy of your phone’s location calculation: if such assistance information becomes unavailable, it may reduce the speed and accuracy of the location calculation.

The satellites used by the GPS feature of your phone are controlled by the U.S. government and are subject to changes implemented in accordance with the Department of Defense GPS user policy and the Federal Radionavigation Plan. These changes may affect the performance of the GPS feature of your phone.

Making an Emergency Call

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

When you make an emergency 911 call, the GPS feature of your phone begins to seek information to calculate your approximate location. **It will take the GPS feature of your phone some time to determine your approximate location.** Even where your phone has good access to sufficient GPS satellite signals and network assist data, it may take 30 seconds or more to determine the approximate location. This time will increase where there is reduced access to satellite signals. When your approximate location is determined, it is made available to the appropriate emergency response center.

In some cases, your local 911 emergency response center may not be equipped to receive GPS location information. For this reason, and because the GPS location information reported is only approximate or may not be available in your location (see “IMPORTANT: Things to Keep in Mind” on page 164), **always report your location to the 911 operator** you speak to when making an emergency call, if able, just as you would when using a phone without GPS capabilities.

Note: If you are concerned about whether your local 911 emergency response center is equipped to receive GPS location information, contact your local authorities.

In general, if your phone has access to signals from more GPS satellites, your location will be determined faster and more accurately than if your phone has access to signals from fewer GPS satellites.

If your phone does not have adequate access to GPS satellites signals, the location of the nearest cell tower in contact with your phone is automatically made available to the emergency response center, if the center has the capability to receive such information.

GPS (Global Positioning System) Enabled

See “**Enhancing GPS Performance**” on page 168 for information on how to help your phone determine your location.

Viewing Your Approximate Location

- 1 From the main menu, select **GPS > Position**.
- 2 Scroll to view the entire screen.

This displays the following information about the last time your location was calculated:

- The time (as Greenwich Mean Time) and date that the location was last calculated
- The approximate location, expressed as latitude and longitude
- The estimated accuracy of the calculated location. This estimate of accuracy is only a very rough estimate and may vary substantially from the actual accuracy of the approximate location information reported.
- The number of satellites used to calculate the location. In general, more satellites make for better accuracy.

To calculate your location again:

Press  under **Refresh**.

It may take your phone several minutes to complete the process of determining your location. During this time, a message usually appears on your phone’s display saying your phone is scanning for satellites. For tips on getting the best location calculation, see “**Enhancing GPS Performance**” on page 168.

The **Position** screen displays the updated information.

To cancel a location calculation before it is completed:

Press  under **Cancel** to return to the **Position** screen. **-or-**

Press  to return to the idle screen.

Each time approximate location of your phone is calculated, the latest location information is stored in your phone and remains there even when your phone is powered off. You will see this information the next time you view the **Position** screen.

If you received a phone call or alert while attempting to determine your location, the **Position** screen will disappear, but your phone will continue attempting to determine its location. If it is successful, the new location information will be displayed the next time you view the **Position** screen.

Enhancing GPS Performance

Sometimes the GPS feature of your phone may be unable to complete a location calculation successfully. If this happens when you are making an emergency call, the location of the nearest cell tower in contact with your phone is made available to the appropriate emergency response center if the center has the capability to receive such information. If this happens when you are trying to view your location on the phone's display, you will see a message indicating that your phone cannot access satellites.

To improve accuracy and increase your chances of a successful calculation, do the following while your phone is determining your approximate location:

- Stay in the open. The GPS feature works best where there is nothing between your phone and a large amount of open sky. If possible, go outside, away from tall buildings and foliage. While performance in a building is improved by moving closer to windows, glass with certain sun shielding films may block satellite signals.
- Extend your phone antenna.

- Hold your phone to enhance reception. Signals from GPS satellites are transmitted to your GPS antenna, which is in your phone antenna. Hold your phone away from your body, giving the antenna clear access to satellite signals. Do not cover the antenna area with your fingers or anything else.



- Move away from electronic devices. Radios, entertainment devices, and other electronic devices may generate interfering signals that may prevent GPS receiver operation if they are in close proximity to the phone. Move your phone away from such devices when using the GPS-Enabled feature.

GPS (Global Positioning System) Enabled

- Stand still. If possible, stand still until your phone is finished determining your location. Moving your phone at a walking pace while your phone is calculating your approximate location may substantially decrease GPS performance.
- In a car. When using the GPS Enabled feature in a car, position your phone so that the GPS antenna has good access to GPS signals through the car's windows. Typically, the GPS antenna has best access to GPS signals in a car when placed near a window.

Note: Although moving your phone at a walking pace decreases GPS performance, moving it at the speed of a moving car does not.

- Stay in network coverage. Depending on your service provider, the network will provide your phone with information that helps determine your location more quickly and accurately.

Updating Satellite Almanac Data

Note: This feature may not be offered by Boost Mobile®.

Another way to keep the GPS feature of your phone working well is to keep your satellite almanac data up to date.

The United States government maintains an almanac of data about where GPS satellites are as they orbit the Earth. This information is available to your phone. Keeping your satellite almanac up to date helps your phone determine your location more quickly.

The almanac contains information about the location of satellites, their operational status, and other satellite information. Keeping this information updated enhances the performance of your GPS feature. In most cases, your phone will be able to get a fix in strong satellite signal conditions with outdated almanac data, but it may take longer.

Note: When you make an emergency call, your phone does not rely upon the almanac to determine your location.

If your satellite almanac data is out of date, your phone may prompt you to update it. Follow the instructions that appear on the phone's display. You may be asked to go to a web site or call a customer care number.

Setting Privacy Options

Your phone's GPS privacy options control whether Java applications on your phone or other software applications may view the location of your phone. You may set your phone to one of these GPS privacy options.

Note: Privacy options do not apply to the transmission of location information during emergency 911 calls.

To set your GPS privacy options:

- 1 From the main menu, select **GPS > Privacy**.
- 2 If your GPS PIN security feature is enabled, enter your GPS PIN. (See "Setting the GPS PIN Security Feature" for more information.)
- 3 Select the privacy option you want:
 - **Restricted** — No Java or similar software applications may view the location of your phone. However, location information may still be available to the phone's owner, fleet manager, or account administrator.

- **Unrestricted** — All applications may view the location of your phone, without notifying you.
- **By Permission** — When an application attempts to view the location of your phone, you will be prompted to give permission. However, location information may still be available to the phone's owner, fleet manager, or account administrator.

Setting the GPS PIN Security Feature

To prevent your GPS privacy settings from being altered without your knowledge, your GPS privacy option can be protected by a PIN.

When you receive your phone, the GPS security feature is turned off, so you do not have to enter a GPS PIN to access your GPS privacy options. If you turn this feature on, you will be required to enter a GPS PIN to access your GPS privacy options.

To turn the GPS Enabled security feature on or off:

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

Note: When you receive your phone, your GPS PIN is 0000.

- 4 Press  under **Ok**.

GPS (Global Positioning System) Enabled

To change your GPS PIN:

1 From the main menu, select **Settings > Security > Change Passwords > GPS PIN**.

2 Enter the current GPS PIN.

Note: When you receive your phone, your GPS PIN is 0000.

3 Press  under **Ok**.

4 Enter the new 4- to 8-digit GPS PIN.

5 Press  under **Ok**.

6 Enter the new 4- to 8-digit GPS PIN to confirm.

7 Press  under **Ok**.

Using GPS with Map Software

You can use the GPS feature of your phone to provide approximate location data to a laptop computer or similar device that is running interactive map software such as that made by DeLorme or Microsoft. This way, if your phone has good access to GPS signals, your approximate position on a map can be made available as you travel in a vehicle.

To do this, connect your phone to your laptop (or other device) with a serial data cable, and set your phone to transmit data (see “Getting Started” on page 172). Your phone then provides your approximate location to the device running the map

software, which displays your location on a map. Your phone provides an updated location every second and the map software displays your changing location on its map.

See “**Enhancing GPS Performance**” on page 168 for more details on obtaining good location information.

Note: Because your phone is continuously determining your location, using the GPS feature of your phone with map software uses the phone’s battery power quickly.

Software Compatibility

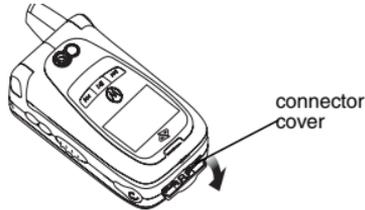
Your phone sends location information to your laptop or other device using the standard National Marine Electronics Association (NMEA) format. Your phone supports output messages in NMEA-0183 format and supports the following NMEA-0183 sentences: GGA, GLL, GSA, GSV, RMC, and VTG.

The map software running on your laptop or other device must support NMEA 3.0.

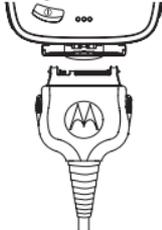
Getting Started

To connect your phone to your laptop or other device:

- 1 Open the connector cover.



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



- 3 Insert the data plug into the COM port of your laptop or other device.

Make sure no other application is using the COM port selected.

Make sure the COM port settings of your laptop or other device are set to the following:

- Bits per second: 4800
- Data bits: 8
- Parity: None
- Stop bits: 1
- Flow control: Hardware

To set your phone to send location information to your laptop or other device:

- 1 From the main menu, select **GPS > Interface**.
- 2 Set **NMEA OUT** to **On**.

Your phone is now sending location data to your laptop or other device.

To stop your phone from sending location data to your laptop or other device:

Set **NMEA OUT** to **Off**.

Each time you power your phone on, **NMEA OUT** is automatically set to **Off**.

Datebook

Datebook stores up to 250 events. You can store events over a 13 month period — 12 months after and 1 month before the current date.

A Datebook event contains:

- A subject — A name you assign to the event. You can also enter a phone number or Boost™ Walkie-Talkie number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A location — The location of the event. You can also enter a phone number or Boost™ Walkie-Talkie number here. After the event is stored, you can call this number from Datebook or when you get a reminder of this event.
- A start time — The start time automatically assigned to an event is the beginning of the day. You can change the start time, or assign no start time, before storing the event.
- A duration — The length of time the event lasts.
- A date — The date automatically assigned to an event is the date that was highlighted or selected when you began creating the event. You can change this date before storing the event.

- A repeat — lets you store the event as a recurring event.
- A reminder — If an event has a start time, you can set Datebook to remind you that the event is going to start.
- a ring tone for the reminder
- a profile that your phone is switched to while the event is occurring
- a Java application that starts when the event starts

Only the subject and date are required.

Viewing Datebook

To access Datebook:

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

You can view Datebook by the day, by the week, or by the month. You can also view the details of any event.

In day view, brief information about each event for that day appears.

In week view, events appear as markers corresponding to their times.

In month view, days with events appear with a marker in the corner.

To view an event:

- 1 Select the day the event occurs.
- 2 Select the event.

To change the current view:

- 1 While viewing Datebook, press .
- 2 Select the view you want.

Note: Day view is the default setting.

Navigating Datebook

To scroll through Datebook:

Scroll left and right using the navigation key. **-or-**

In week view and month view, press  or .

To see more in day view:

Scroll up and down using the navigation key.

To highlight a day in month view:

Enter the date using the keypad.

To go to today's date:

- 1 While viewing Datebook, press .
- 2 Select **Go To Today**.

To go to any date in Datebook:

- 1 While viewing Datebook, press .
- 2 Select **Go To Date**.

- 3 Select the date you want.

Creating Events

Every Datebook event must have a subject and be stored to a date. Other information is optional.

You may enter the information in any order by scrolling through the event details.

After you have entered the information you want, you can press  under **Done** to store the event to Datebook.

If you decide you do not want to store the event:

Press  under **Cancel**.

To create a Datebook event:

- 1 While viewing datebook, press  under **New**.
-or-

In day view, select **[New Event]**.

- 2 To assign a subject to the event:

Select **Subject**.

Enter the name (see "Entering Text" on page 55). **-or-**

Press  under **Browse** to choose from common event names. **-or-**

Datebook

Enter a phone number, Boost™ Walkie-Talkie number. After the event is stored, you can call this number.

When you are finished, press .

- 3** If you want to assign a location to the event:

Select **Location**.

Enter the location. **-or-**

Enter a phone number, Boost™ Walkie-Talkie number. After the event is stored, you can call this number.

When you are finished, press .

- 4** The start time automatically assigned to an event is the beginning of the day. If you want to change the start time or assign no start time:

Select **Start**.

Enter the start time you want. **-or-**

Press  under **No Time** to assign no start time.

- 5** If you want to assign a duration to the event:

Select **Duration**.

Select the duration you want. **-or-**

Select **Custom** to enter a duration.

- 6** The date automatically assigned to an event is the date that was highlighted or selected when

you began creating the event. To change the date of the event:

Select **Date**.

Enter the date you want.

- 7** If you want to make the event a recurring event:

Select **Repeat**.

Select the repeat cycle you want.

If the event occurs more than once a week:

Select **Multiple Day**. Select the days you want.

Press  under **Done**.

In the **End** field, select the date you want this event to stop recurring.

- 8** If you want to create a reminder for this event:

Select **Reminder**.

Select the reminder time you want. **-or-**

Select **Custom** to enter a reminder time.

Note: If an event has no start time, you cannot create a reminder for it.

- 9** If you have entered all the information you want for this event, press  under **Done**. **-or-**

If you want to assign a ringtone, a profile, or a Java application to the event, see “Assigning More Options”.

Assigning More Options

To assign more options before storing an event:

- 1 If you have created a reminder for the event and want to set the ring tone for that reminder:

Select **Ringtone**.

Select the ringtone you want from the ringtones stored in your phone.

- 2 If you want to assign a profile that your phone is switched to while the event is occurring:

Select **Profile**.

Select the profile you want from the profiles stored in your phone.

Your phone switches to this profile when the event starts and switches back to the previous profile when the event ends.

- 3 If you want to assign a Java application to start when the event starts:

Select **App**.

Select the application you want from the Java applications stored in your phone.

If you created a reminder for this event, your phone prompts you to start the Java application when you get the reminder.

Editing Events

To change the details of an event:

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press  under **Edit**.
- 4 Follow the applicable instructions in “Creating Events” on page 174 to edit the various fields.

To copy an event to another date:

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .
- 4 Select **Copy**.
- 5 Press  under **Yes** to confirm.
- 6 Enter the date you want.
- 7 Press .
- 8 If you want to change more information, follow the applicable instructions in “Creating Events” on page 174 to edit the various fields.
- 9 Press  under **Done** to store the event.

Deleting Events

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .

Datebook

4 Select **Delete**.

5 If the event is not a recurring event, press  or press  under **Yes** to confirm. **-or-**

If the event is a recurring event:

Select **This Event Only** to delete only the event selected in step 2.

Select **Repeat Event** to delete all occurrences of the event.

Receiving Reminders

If you created a reminder for a Datebook event, when the reminder time occurs, your phone notifies you with text on the display and a reminder tone.

To view more details about the event:

Press  under **View**.

To dismiss the reminder:

Press , press  under **Dismiss**.

For Events with Java Applications

If you assigned a Java application to start when the event starts, you can start the application when you get the reminder.

1 Press .

2 Select **Launch**.

Making Calls From Datebook and Datebook Reminders

If you stored a phone number, Boost™ Walkie-Talkie number in the **Subject** or **Location** field of a Datebook event, you can call or send a call alert to that number from Datebook or from the reminder of that event.

If you store numbers in both the **Subject** and **Location** fields, you can call or send a call alert to the number stored in **Subject** and the number stored in **Location** as long as the number stored in **Subject** is a Boost™ Walkie-Talkie number and the number stored in **Location** is a phone number.

If both are the same type of number, the number in **Subject** is called or sent a call alert. To call or send a call alert to the number stored in **Location**, you must delete the number stored in **Subject**.

Making Calls from Datebook

To make a call or send a call alert:

- 1 Highlight or select the event containing the number you want to call or send a call alert to.
- 2 To make a phone call:

Press . **-or-**

Press . Select **Call # in Event**.

To make a Boost™ Walkie-Talkie call:

Press the Boost™ Walkie-Talkie button. **-or-**

To send a call alert:

Press . Select **Alert # in Event**. Press the Boost™ Walkie-Talkie button.

Making Calls from Datebook Reminders

To make a phone call:

Press . **-or-**

Press . Select **Call # in Event**.

To make a Boost™ Walkie-Talkie call:

Press the Boost™ Walkie-Talkie button. **-or-**

To send a call alert:

Press . Select **Alert # in Event**. Press the Boost™ Walkie-Talkie button.

Customizing Datebook Setup

To access Datebook set up options:

- 1 From the main menu, select **Datebook**.
- 2 Press .
- 3 Select **Setup**.

You can view or change these options:

- **Start View** — sets Datebook to start in day view, week view, or month view when you access Datebook.
- **Daily Begin** — sets the beginning of your day. This is the earliest time of day displayed in week view, if you have a 12-hour day view.
- **Delete After** — sets the amount of time Datebook waits to delete an event after it occurs.
- **Time Shift** — lets you shift the times of all Datebook events. This is useful if you are traveling to a different time zone.
- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

Customizing Your Phone

Setting the Volume

Of the Earpiece and Speaker

- 1 From the main menu, select **Settings > Volume**.
- 2 Scroll to **Earpiece** to set the earpiece volume.
-or-

Scroll to **Speaker** to set the speaker volume.

- 3 To set the volume:

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

Press the volume controls.

Of the Ringer

Press the volume controls.

Setting Your Phone to Vibrate

To set your phone to vibrate instead of making a sound when you receive phone calls, Boost™ Walkie-Talkie calls, call alerts, message notifications, and Datebook reminders, see “Setting Your Phone to Vibrate” on page 82.

To set your phone to vibrate instead of making a sound when you receive Boost™ Walkie-Talkie calls, even if you want your phone to ring for other features:

- 1 From the main menu, select **Settings > WT Options > Alert Type**.

Tip: If **Alert Type** does not appear: From the main menu, select **Ringtones**. Make sure **VibeAll** is set to **Off**. Repeat step 1.

- 2 Select **Vibrate** to set your phone to vibrate.

Tip: Select **Silent** in step 2 to set your phone to neither vibrate nor make a sound.

Changing the Look of Your Phone

Wallpaper

A wallpaper is an image that appears on the idle screen.

Note: Some themes may prevent you from changing your wallpaper.

Choosing a Wallpaper

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Wallpaper**.
- 2 Select the wallpaper you want.

Tip: If you want to see what the wallpaper looks like, scroll to the wallpaper you want to view and press  under **View**.

Setting Wallpaper to Change Automatically

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Auto Cycle**.
- 2 Select how often you want the wallpaper to change.
- 3 Select **Select Pictures**.
- 4 Select the pictures you want to appear as wallpaper.
- 5 Press  under **Done**.

Setting Text Size

To set the size of the text on the internal display:

- 1 From the main menu, select **Settings > Display/Info > Text Size**.
- 2 Select the option you want:
 - **Zoom** — 11 characters per line
 - **Standard** — 14 characters per line
 - **Compressed** — 18 characters per line

To set your phone to briefly display very large digits when you enter numbers at the idle screen:

- 1 From the main menu, select **Settings > Display/Info > Large Dialing**.

- 2 Set this option to **Large Digits**.

Setting the Menu View

You can set the items on your main menu and Java applications menu to appear as large icons or a list:

- 1 From the main menu, select **Settings > Display/Info > Menu View**. -or-
From the main menu: Press . Select **Main Menu Setup > Menu View**.
- 2 To choose a list, select **List View**. -or-
To choose large icons, select **Icon View**.

Setting the Backlight

A backlight lights the display and keypad when you make or receive a call, open or close the flip, or press keys or buttons.

To control how long the backlight stays on:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Timer**.
- 2 Select the number of seconds you want the backlight to stay on.

Customizing Your Phone

To control how long the backlight stays on for Java applications:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Java Timer**.
- 2 Select the number of seconds you want the backlight to stay on for Java applications.

To set the keypad backlight to light up only in low light conditions:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Sensor**.
- 2 Set this option to **On**.

Temporarily Turning Off Transmissions

Sometimes you may want to have your phone on, but turn off its ability to make and receive calls and other transmissions.

To set your phone so that it cannot make or receive phone calls, Boost™ Walkie-Talkie calls, or transfer data:

- 1 From the main menu, select **Settings > Advanced > Transmitters**.
- 2 Set this option to **Off**.

This icon  appears.

Note: While powering on your phone, you can turn transmitters off by pressing  for more than 5 seconds.

To restore your phone's ability to do all these things:

Set this option to **On**.

Note: When Transmitters is set to **Off**, your phone's Bluetooth capability is disabled, and all active Bluetooth connections are dropped.

Using Settings

Settings contains many submenus that let you customize your phone.

For information on applying groups of settings to your phone together, see “Profiles” on page 186.

Note: Because your phone's audio player is actually a Java application that you access from the main menu, the settings described here will not affect the audio player unless they affect Java applications.

Display/Info Features

The Display/Info menu controls how the keypad and display appear:

- **Wallpaper** — changes the wallpaper that appears on the idle screen.
- **Text Size** — sets the size of text on the display.
- **Theme** — changes the look of the display.
- **Home Icons** — controls whether main menu icons appear on the idle screen.
- **Backlight** — controls backlight illumination.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.
- **Menu View** — controls whether the items on your main menu and Java applications menu appear as large icons or a list.
- **Large Dialing** — sets large digits to appear on the idle screen when you enter a number.
- **Contrast Ext** — sets the contrast of the external display.
- **Language** — sets the language that your phone displays.

Phone Calls Features

The Phone Calls menu controls how your phone handles phone calls:

- **Set Line** — sets phone line 1 as the active line for outgoing calls.
- **Any Key Ans** — If this feature is on, you can answer calls by pressing any key on the keypad.
- **Auto Redial** — sets your phone to automatically redial calls you make when the system is busy.
- **Auto Ans** — sets your phone to automatically answer an incoming call after a specified number of rings. When this feature is on, the phone answers by connecting you to the caller; it does not send the call to voice mail, unless you are out of coverage or on the line.
- **Flip Activation** — See “Setting Flip Actions” on page 71.
- **Minute Beep** — causes a beep to sound every minute of an active call.
- **Call Duration** — causes the duration of a call to appear on the display when the call ends.
- **TTY** — See “Making TTY Calls” on page 74.

Customizing Your Phone

- **Hearing Aid** — sets your phone for use with a hearing aid. Set to **Microphone** for most hearing aids; set to **Telecoil** for telecoil hearing aids. This setting effects only sounds from the phone's earpiece.
- **Notifications** — See “Message Notifications” on page 99.
- **DTMF Dialing** — sets whether you can hear keypad presses during a call.

Walkie-Talkie Options Features

The Walkie-Talkie Options menu controls how your phone handles Boost™ Walkie-Talkie calls:

- **One Touch WT** — See “One Touch Boost™ Walkie-Talkie (WT)” on page 71.
- **Tkgrp Silent** — controls whether you hear group calls to your Talkgroup. See “Call Timers” on page 72.
- **Tkgrp Area** — lets you define your Talkgroup area.
- **Alert Type** — controls how your phone notifies you when you receive Boost™ Walkie-Talkie calls and group calls.
- **WT Send Picture** — sets your phone's ability to send and receive pictures in Boost™ Walkie-Talkie calls. See “Using Walkie-Talkie Send” on page 138.

Personalize Features

The Personalize menu makes main menu items easier to access.

- **Menu Options — Reorder Menu** lets you change the order of the items on the main menu by grabbing and moving them; **Add/Remove Apps** lets you create a shortcut to a Java application on the main menu.
- **Up Key** — sets the main menu item you access when you scroll up from the idle screen.
- **Down Key** — sets the main menu item you access when you scroll down from the idle screen.
- **Left Key** — sets the main menu item you access when you scroll left from the idle screen.
- **Right Key** — sets the main menu item you access when you scroll right from the idle screen.
- **Center Key** — sets the main menu item you access when you press  from the idle screen.
- **Left Softkey** — sets the main menu item you access when you press the left option key from the idle screen.
- **Right Softkey** — sets the main menu item you access when you press the right option key from the idle screen.

- **Power Up** — sets the main menu item you see when you power on your phone. To set the idle screen to be the first thing you see when you power on your phone, select **Default Ready**.

Volume Features

The Volume menu sets the volume of sounds your phone makes:

- **Line 1** — sets ringer volume for phone line 1.
- **Messages** — sets the volume of message notifications and Datebook reminders.
- **Earpiece** — sets the volume of sound coming out of the earpiece.
- **Speaker** — sets the volume of sound coming out of the speaker.
- **Keypad** — sets the volume of sound associated with pressing keys and buttons.
- **Java Earpiece** — sets the volume of sound associated with Java applications coming out of the earpiece.
- **Java Speaker** — sets the volume of sound associated with Java applications coming out of the speaker.
- **Data** — sets the volume of sounds that notify you that you are receiving a circuit data call.

Security Features

The Security menu lets you turn security features on and off and change passwords:

- **Phone Lock** — turns on a feature that locks your phone: **Lock Now** takes effect immediately; **Auto Lock** takes effect when your phone is powered off and then on. An unlock code is required to enable this feature, to unlock the phone, and to set a new unlock code. Contact Boost™ Customer Care for your default unlock code.
- **Keypad Lock** — locks the phone's keypad, either immediately or automatically after a set period of inactivity.
- **SIM PIN** — enables and disables your phone's SIM PIN security feature. See "Turning the PIN Requirement On and Off" on page 13.
- **GPS PIN** — enables and disables your phone's GPS PIN security feature. See "Setting the GPS PIN Security Feature" on page 170.
- **Change Passwords** — changes your phone unlock code, security code, SIM PIN, and GPS PIN.

Advanced Features

The Advanced menu contains advanced Settings features.

- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
- **Headset/Spkr** — sets headset option. See “Using a Headset” on page 192.
- **Memory Card** — **Store Media** controls whether pictures, videos, and audio files are saved to the phone’s memory or to the memory card; **Remove Card** enables you to safely remove the memory card from the phone; **Format Card** formats the memory card so that data can be save to it.

Important: The **Format Card** option erases any data saved to the memory card. It should only be used if your phone prompts you to format the memory card.

- **Connectivity** — **Network ID** sets the phone’s network IDs and their roaming options under the direction of Boost™ Customer Care; **Master Reset** lets Boost™ Customer Care reset your service in the event of a security or provisioning problem.

- **Reset Defaults** — **Reset Settings** returns all settings to their original defaults; **Reset All** returns all settings to their original defaults and erases all stored lists. Use only under the direction of Boost™ Customer Care.
- **Return to Home** — controls how long the recent calls list displays after calls.
- **Transmitters** — prevents your phone from making or receiving phone calls, Boost™ Walkie-Talkie calls or transferring data.
- **Baud Rate** — sets the baud rate at which your phone communicates with a laptop computer, PC, or similar device.

Profiles

A profile is a group of settings saved together so that you can apply them to your phone easily.

A profile contains these settings:

- **Ringtones** — sets all options described in “Ringtones” on page 82, except assigning ring tones to Contacts.
- **Display/Info** — sets **Wallpaper**, **Theme**, **Text Size**, and **Backlight** options. See “Display/Info Features” on page 182.
- **Phone Calls** — sets **Set Line** and **Auto Answer** options. See “Phone Calls Features” on page 182.
- **Volume** — sets all options described in “Volume Features” on page 184.
- **Call Filter** — controls which calls, call alerts, and message notifications your phone responds to. See “Setting Call Filtering” on page 189.
- **Advanced** — sets headset option. See “Using a Headset” on page 192.

Your phone arrives with pre-set profiles. You can also create your own profiles.

Viewing Profiles

To view the profiles stored in your phone:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to view.

Tip: The profile that is currently in effect on your phone has a checkmark next to it.

- 3 Press  under **View**.
- 4 Scroll to view settings.

Switching Profiles

To apply a profile to your phone:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to apply.
- 3 Press .

The profile you selected is now in effect.

How Changing Settings Affects Profiles

Many of the settings contained in profiles can be set without switching or editing profiles — for example, by selecting **Settings** or **Ringtones** to set options, or by setting the volume of the phone’s ring using the volume controls.

Profiles

When you do this, your phone either:

- Updates the profile in effect to reflect these changes, without notifying you **-or-**
- Creates a temporary profile that contains these changes

To set your phone to create a temporary profile that contains changes you make to settings:

- 1 From the main menu, select **Profiles**.
- 2 Press .
- 3 Select **Setup > Temp Profile**.
- 4 Set this option to **On**.

To set your phone to update the profile in effect to reflect any changes you make to settings:

Set **Temp Profile** to **Off** in step 4.

Temporary Profiles

If your phone is set to create temporary profiles, a temporary profile is created when you make changes to settings without switching or editing profiles.

A temporary profile is based on the profile in effect when you made the changes, but reflects the changed settings. Making more changes further updates the temporary profile, for as long as it is in effect.

A temporary profile stays in effect until you switch profiles, power off your phone, or delete it (or the profile it is based on) from the list of profiles.

If you do not store a temporary profile, it is deleted when you switch profiles or power off your phone.

A temporary profile is automatically given the same name as the profile it is based on, but with an asterisk (*) in front of it.

When you view a temporary profile's settings, the options that differ from the profile it is based on have an asterisk in front of them.

Storing a Temporary Profile

To store a temporary profile as a new profile:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press .
- 4 Select **Store As New**.
- 5 Enter the name you want to give the profile.

When you are finished, press .

To overwrite the profile the temporary profile is based on:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.
- 3 Press .

4 Select **Store Changes**.

The temporary profile is stored with the name of the profile it is based on. The profile it is based on, as it existed before you made changes to settings, is gone.

Creating Profiles

1 From the main menu, select **Profiles**.

2 Select **[New Profile]**. -or-

Scroll to any profile. Press . Select **New**.

3 Enter the name you want to give the profile.

When you are finished, press .

4 If you want to base this profile on an existing profile: Select **Copy From**. Select the profile you want to base this profile on. If you do not choose a profile to copy from, the new profile is based on a default profile.

5 Press  under **Create**.

6 Scroll through the list of options and set their values.

7 Press  under **Done**.

Editing Profiles

1 From the main menu, select **Profiles**.

2 Scroll to the profile you want to edit.

3 Press .

4 Select **Edit**.

5 Scroll through the list of options and set their values.

Deleting Profiles

To delete a profile:

1 From the main menu, select **Profiles**.

2 Scroll to the profile you want to delete.

3 Press .

4 Select **Delete**.

5 Press  or press  under **Yes** to confirm.

To delete all profiles:

1 From the main menu, select **Profiles**.

2 Press .

3 Select **Delete All**.

4 Press  or press  under **Yes** to confirm.

Setting Call Filtering

The call filtering setting in each profile lets you control which calls, call alerts, and message notifications your phone notifies you of, and which it ignores.

To set call filtering:

- 1 While setting options for a profile, select **Call Filter**.
- 2 To set filtering options for phone calls, select **Phone**.
 - **Off** sets your phone to notify you of all phone calls.
 - **All** sets your phone to ignore all phone calls.
 - **All Contacts** sets your phone to notify you only of phone calls from numbers stored in Contacts.
 - **Some Contacts** sets your phone to notify you only of phone calls from numbers you select from Contacts.
- 3 If you set the **Phone** option to **Some Contacts**, select up to 5 Contacts entries that contain phone numbers you want to be notified of calls from.

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

- 4 To set filtering options for Boost™ Walkie-Talkie calls, select **Prvt/Grp**.

- **Off** sets your phone to notify you of all Boost™ Walkie-Talkie calls.
 - **On** sets your phone to ignore all Boost™ Walkie-Talkie calls.
- 5 To set filtering options for call alerts, select **Alerts**.
 - **Off** sets your phone to notify you of all call alerts.
 - **On** sets your phone to ignore all call alerts.
 - 6 To set filtering options for message notifications, select **Notifications**.
 - **Off** sets your phone to notify you of all messages.
 - **Voice Messages** sets your phone not to sound a tone or vibrate when you receive voice messages.
 - **Text Messages** sets your phone not to sound a tone or vibrate when you receive text messages.
 - **All** sets your phone not to sound a tone or vibrate when you receive any message.
- Note:** When you receive a message you have set not to sound a tone or vibrate, the message notification screen still appears.
- 7 Press  under **Done**.

Shortcuts

Shortcuts lets you access most menu options by pressing a number on your keypad (1 through 9) or saying the voice name of the shortcut. You create the shortcut and then use it to take you to that screen any time.

Creating a Shortcut

Note: When you receive your phone, all number keys may already be assigned to shortcuts. If this is the case, you can create new shortcuts by deleting or replacing existing shortcuts.

- 1 Go to the menu item you want to create a shortcut for.

For example, if you want to create a shortcut to the screen for creating a new Contacts entry: From the main menu, select **Contacts**, then highlight **[New Contact]**.

- 2 Press and hold  until a confirmation screen appears.
- 3 Press  or press  under **Yes**.
- 4 Select **Key**.
- 5 Press the number key you want to assign to the shortcut.

- 6 Press .

- 7 If you want to record a voice name for the shortcut: Select **Voice**. As directed by the screen prompts, say and repeat the name you want to assign to the number. Speak clearly into the microphone.

- 8 Press  under **Done**.

- 9 If the number key you chose is already assigned to a shortcut, a prompt appears asking if you want to replace the existing shortcut.

Press  under **Yes** to replace the existing shortcut. **-or-**

Press  under **No** if you want to keep the existing shortcut and assign another number key to the shortcut.

Using a Shortcut

If you know the shortcut number:

- 1 From the idle screen, press .
- 2 On your keypad, press the number assigned to the shortcut.

If you do not know the shortcut number:

- 1 From the main menu, select **Shortcuts**.
- 2 Scroll to the shortcut you want to use. **-or-**

Shortcuts

If you assigned a voice name to the shortcut: Press and hold . Say the voice name into your phone. The shortcut with that voice name is then highlighted.

3 Press .

Editing a Shortcut

To change the number assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Reorder**.
- 4 Scroll to the shortcut you want to move.
- 5 Press  under **Grab**.
- 6 Scroll to the place where you want the shortcut to appear.
- 7 Press  under **Insert**.
- 8 Repeat step 4 through step 7 for all the items you want to move.
- 9 Press  under **Done**.

To change the number or voice name assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Highlight any shortcut.
- 3 Press  under **Edit**.

4 With **Key** or **Voice** highlighted, press  to change assignments.

Deleting Shortcuts

To delete a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Scroll to the shortcut you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or press  under **Yes** to confirm.

To delete all shortcuts:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Using a Headset

If you use a headset or similar device with your phone, you can set your phone to send incoming sound to the headset only, or to the headset and the speaker at the same time:

Note: The preferred connection to your phone is a wired audio device. If you insert a wired headset into the stereo headset jack on your phone, audio will be routed to the wired headset and you will lose your Bluetooth headset connection.

- 1 From the main menu, select **Settings > Advanced > Headset/Spkr.**
- 2 Select **HdsetOnly** to send incoming sound to the headset only. **-or-**

Select **Hdset&Spkr** to send incoming sound to the headset and ring tones to the speaker.

Note: If you are using your phone with a headset, and you have the **Flip to End** option set to **On**, closing your flip sends incoming sound to the headset and does not end the call. See “Setting Flip Actions” on page 71.

Using a Bluetooth® Headset

You can use your i875 wirelessly with a Bluetooth headset. This type of wireless headset lets you connect quickly to devices that are within range.

For more information, refer to your Bluetooth headset’s user guide.

Attaching a Headset

The i875 phone is compatible with stereo headsets, stereo Boost™ Walkie-Talkie Headsets, mono headsets, and mono Boost™ Walkie-Talkie Headsets.

- 1 Lift the stereo headset jack cover.
- 2 Insert the headset connector firmly into the stereo headset jack. You may have to rotate the headset connector until it fits securely into the stereo headset jack.

Using a Remote Boost™ Walkie-Talkie Button

If you are using a headset or other accessory with a remote Boost™ Walkie-Talkie button, you can use the remote Boost™ Walkie-Talkie button for phone calls and Boost™ Walkie-Talkie calls.

Using a Headset

For phone calls, use the remote Boost™ Walkie-Talkie button to answer calls, switch between calls, and end calls. Hold the remote Boost™ Walkie-Talkie button for less than 2 seconds to answer calls and switch between calls. Hold the remote Boost™ Walkie-Talkie button for more than 2 seconds to end calls.

For Boost™ Walkie-Talkie calls, use the remote Boost™ Walkie-Talkie button as you would the Boost™ Walkie-Talkie button on your phone.

Note: When using a headset, the Boost™ Walkie-Talkie button on your phone works the same way as when you are not using a headset. Boost™ Walkie-Talkie sounds will be heard through the headset.

Boost™ Customer Care

You can contact Boost™ Customer Care 7 days a week simply by dialing 611 from your i875 phone, or by calling 1-888-BOOST-4U (1-888-266-7848). Our Boost™ Customer Care team will assist you in answering all your questions. Or, visit www.boostmobile.com for a variety of Boost™ Customer Care services online.

Before you contact Boost™ Customer Care for service or to resolve an issue, be sure to have your Boost™ Personal Telephone Number, your model number (located on your phone underneath the battery), and the ID number printed on your SIM card. You'll want to record these numbers, and keep them handy, so that you can replace the battery prior to contacting Boost™ Customer Care.

Please have the following information available to give to the representative who answers your inquiry.

- Your Personal Telephone Number (PTN).
- Your phone's model number (located underneath the battery).
- The ID numbers printed on your SIM.

You'll want to keep this information handy so that you can replace the battery and power up your phone should the representative need you to access other information on it during your call.

Understanding Status Messages

You may receive status messages under certain conditions. Before contacting Boost™ Customer Care Customer Care, note the message, numeric code, and the conditions under which it appeared. The following table lists and describes the status messages.

Note: When your battery door is closed, the one-line display screen shows a shortened version the status messages displayed in the full-size screen. To see complete status messages, open the battery door.

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
Number Not in Service	Number Not in Service	The number that you entered is not valid.
Failed	Please Try Later	This service is temporarily not available. Please try again later.

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
Not Avail.	User Not Authorized	The person that you called has not purchased this service.
Not Avail.	User Not Available	The phone that you called is either busy, out of coverage, or turned off. Please try again later.
Busy in Prvt.	User Busy in Boost Walkie-Talkie call	The phone that you called is busy in a Boost™ Walkie-Talkie call.
Busy in Data	User Busy in Data	The phone that you called is busy using Boost™ Wireless Web services.
Restricted	Service Restricted	This service was restricted by Boost™, or this service was not purchased.
Not Avail.	Service Not Available	You are either out of coverage or having problems with provisioning.
System Busy	System Busy	The system is experiencing heavy traffic. Please try again later.

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
Failed	No Dispatch Number Stored	You have attempted to reach a Boost™ customer using One Touch Boost™ walkie-talkie, but there is no Boost™ Walkie-Talkie number stored in your recent calls list.
	Service Conflict	This service cannot be enabled because an incompatible service has already been turned on.
Try Again	Please Try Again	An error occurred. Please try again.
No message.	SIM PIN incorrect. Try again.	You have entered an incorrect PIN number.
No message.	Please Enter Special Code	You have inserted a SIM that will not work with a Boost™ phone. Contact Boost™ Customer Care if you believe this is a valid SIM.

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
Self Check	Self Check Error + Number Code	A fault was detected with your phone. If this error recurs, note the error code and contact Boost™ Customer Care.
Self Check	Self Check Fail + Number Code	An operational fault was detected with your phone. Note the numeric code, turn your phone off, and contact Boost™ Customer Care.
PIN Blocked	PIN Blocked Call Your Provider	The incorrect PIN was entered three consecutive times. You will be unable to place or receive calls on your phone. Contact Boost™ Customer Care to have them obtain the PIN Unblocking Key (PUK) code.
Insert SIM	Insert SIM	Your SIM card is not being detected. Please check to ensure that you have inserted the SIM correctly into your phone.

Understanding Status Messages

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
Check SIM	Check SIM Card	Please check your SIM to make sure it has been inserted properly.
Enter PIN	Enter SIM PIN	Please enter your 4- to 8-digit SIM PIN code.
Unit Lock	Enter Unlock Code	Auto Phone Lock is activated. Enter you unlock code.
	Hardware Failure	A problem occurred in your phone's camera. If this error occurs, contact your service provider.
	Resource Not Available	Your phone's camera is temporarily unavailable for user. Please try again later.
Low Memory	New Browser Message Memory Full!	Warns of low memory for Web Alerts.
	Scanning for Satellites	Searching for GPS satellites.

Status Messages (one-line display)	Status Messages (full-screen display)	Message Description
	Unable to Locate Sats	Could not find GPS satellites.
	For Update Visit:	Directs you to update GPS satellite almanac data.
	Technical Error	A problem occurred in your phone's GPS circuitry. If this error occurs, contact Boost™ Customer Care.

Boost Mobile™ Terms and Conditions of Service

TERMS AND CONDITIONS OF PREPAID SERVICE: PLEASE READ THESE TERMS AND CONDITIONS CAREFULLY. THEY CONSTITUTE A BINDING AGREEMENT (the “Agreement”) BETWEEN YOU AND BOOST MOBILE.

You (“Customer”) accept the terms of this Agreement (a) by calling to activate BOOST MOBILESM wireless communications services (“Service”), (b) by purchasing BOOST MOBILE wireless communications equipment (the “Equipment”) or Service or replenishing your airtime through boostmobile.com, or (c) by signing this Agreement, whichever applies. By using the Equipment, you subscribe to the Service provided by Boost Mobile (sometimes “Company”). If you have not signed a printed copy of this Agreement and do not accept these terms, do not activate your phone; you may return your phone for a full refund, within 10 days of purchase, to the retail store where you purchased it. Should there be any conflict between the terms and conditions below, and the terms and conditions of any applicable Service/Subscriber Agreement between Customer and Company covering the Equipment

accompanying the Activation Guide, the terms and conditions of the then-current applicable Service/Subscriber Agreement will control. The Service is provided to you through the Company as agent for, and using the Digital Mobile Network (the “System”) of, Nextel Communications, Inc. and its affiliates and subsidiaries (collectively, “Nextel”). All rights and protections afforded to the Company by this Agreement are also afforded to Nextel through Nextel’s principal-agent relationship with the Company.

1. SERVICE ACTIVATION - To activate the Service and the call credits in your BOOST MOBILE Activation Guide, you must call our free automated service number before the date shown. Remember that by calling this number to activate your service, you are agreeing to these Terms and Conditions of Prepaid Service. By activating the Service you also authorize Company to exchange with its related business entities, contractors or agents who may be involved in providing the Service, any customer information you may have provided to Company that is necessary for these related businesses, contractors, and entities to assist the Company in providing the Service. Company may suspend or cancel the Service at any time without notice if: (i) there are reasonable grounds to suspect the information provided by Customer to Boost Mobile or its agent for user registration or when you activated your Service,

Boost Mobile™ Terms and Conditions of Service

was incomplete or incorrect or if there has been fraud or misuse by you in relation to the Service; (ii) you breach any of the terms or conditions in this Agreement; or (iii) you do anything which in the Company's opinion, may cause damage to the System. In addition, Service may be suspended, changed or terminated without notice.

2. **CALL CREDITS** – Your call credits are valid for the Call Credit Validity Period, *i.e.*, from the date of their activation, until the call credit expiration date. Refer to your rate plan table for details. You may purchase additional RE-BOOST™ Cards at any time but you must activate them by calling the designated BOOST MOBILE Customer Care number before the expiration date of the RE-BOOST Card. If you don't use your call credits or replenish your service within the Call Credit Validity Period, your call credits will expire and your mobile number will be withdrawn at the end of a 60-day Grace Period. There is a limit of \$300 in call credits that may be aggregated on your service at any time. RE-BOOST Cards can be used once only. Call credits are not transferable or redeemable for cash.

3. **SIM CARDS** – The BOOST MOBILE pre-paid SIM card remains the property of Boost Mobile at all times. Should your BOOST MOBILE pre-paid SIM card or RE-BOOST Card(s) be lost or stolen,

Boost Mobile will be under no obligation to replace them or compensate you. If Boost Mobile does choose to replace your SIM card, you may be charged a replacement fee.

4. **USE OF SERVICE** – Customer agrees to comply with all statutes, rules and regulations applicable to Customer, including all applicable rules of the Federal Communications Commission (the "FCC"). Customer will not use the Service for any unlawful purpose. Customer will not use the Service in aircraft or in motor vehicles in violation of law, regulation or ordinance. Customer acknowledges and agrees that all future purchases of Company Services and Equipment by customer shall be governed by the terms and conditions contained herein unless Customer and Company enter into a subsequent Service/Subscriber Agreement. Company may change this Agreement at any time. Any changes are effective when Company provides Customer with written notice stating the effective date of the change(s). If Customer elects to use the Services or make any payment to Company on or after the effective date of the changes, Customer is deemed to have accepted the change(s). If Customer does not accept the changes, Customer may terminate Services as of the effective date of the changes.

5. CUSTOMER MOBILE DIGITAL EQUIPMENT –

Customer must have a Company approved handset or device and must be a BOOST MOBILE Service customer to access the Service. Company is not responsible for the installation, operation, quality of transmission, or maintenance of the Equipment. Any change in Service or Equipment may require additional programming or Equipment or changes to assigned codes or numbers that may require programming fees. Company reserves the right to change or remove assigned codes and/or numbers when such change is reasonably necessary in the conduct of its business.

Customer does not have any proprietary interest in such codes or numbers. Although Federal and state laws may make it illegal for third parties to listen in on service, complete privacy cannot be guaranteed. Company shall not be liable to Customer or to any third party for any eavesdropping on or interception of communications from Company's System.

6. RATES, CHARGES, AND PAYMENT –

You will be charged for your use of the Service in accordance with the terms of the BOOST MOBILE Rate Plan, as found in your BOOST MOBILE handset kit or online at www.boostmobile.com. You may request a copy of this document from Boost Mobile at any time. Customer agrees to pay Company, on a prepay basis, for charges by Company for the Service. Customer

acknowledges that chargeable time for telephone calls and BOOST Walkie-Talkie call transmissions originated by a handset begins when a connection is established with Company facilities. A new BOOST Walkie-Talkie call is initiated by a call participant if that participant responds more than six (6) seconds after the other party finishes its BOOST MOBILE™ CONNECT transmission. Customer accepts responsibility for Airtime charges from incoming telephone calls to the handset from the time that Customer responds to the call. Service charges may apply to some service options when Customer calls the BOOST MOBILE™ Customer Service number 1-888-BOOST-4U (1-888-266-7848). If Customer disputes any Service charges, Customer must submit a written explanation within forty five (45) days from the date Company debits Customer's account for the disputed Service. If Company determines that an error was made with respect to any disputed Service charges, Company shall credit Customer's account in the amount of the error. If Customer does not pay the amount in dispute owed to Company, Company may exercise any remedies it may have under this Agreement for non-payment of Service charges. Company reserves the right to modify any and all elements of the Service charges at any time by giving notice of such changes to Customer. If Customer continues to use the Service after the Company has provided

Boost Mobile™ Terms and Conditions of Service

such notice, Customer will be deemed to have accepted the changes, and such changes will be effective immediately upon Customer's use of the Service following notice of the changes, unless the Company's communication indicates a later effective date. If Customer does not accept the changes, Customer must immediately cease all use of the Service.

7. BOOST MOBILE WIRELESS WEB SERVICES – BOOST MOBILE Wireless Web Services, consisting of certain applications such as Internet, email, data and other wireless information services (the "Applications") are part of the Services that can be obtained through Company. Certain Applications offered through Company or authorized third parties may be compatible with the Equipment and/or the Service offered by Company. Customer acknowledges and agrees that there is no guarantee or assurance that the Applications are compatible, or will continue to be compatible, with Company's System or any of its Equipment or Service offerings. Such compatibility shall not be construed as an endorsement of a particular Application or a commitment on the part of Company that Application(s) will continue to be compatible with the System, Equipment or Service for any period of time. Company reserves the right, in its sole discretion, to disable or discontinue any Application for any reason. Use of BOOST MOBILE Wireless Web Services requires a

wireless Internet compatible phone, and is subject to any storage, memory or other Equipment limitation. Only certain Internet sites may be accessed, and certain BOOST MOBILE Wireless Web Services may not be available in all Company Service areas.

8. APPLICATION CUSTOMER CARE AND SUPPORT – Customer acknowledges and agrees that in most cases, the developer of an Application is responsible for providing customer care and Application support to all Customers using the Application. In the event Customer contacts Company customer care with a problem concerning the use of an Application, Customer may be referred to the Application developer's customer care, and Company shall have no obligation to support such Application.

9. CONTENT; INTELLECTUAL PROPERTY RIGHTS – Company is not a publisher of the third party content that Customer may access from time to time through BOOST MOBILE Wireless Web Services; therefore, Company is not responsible for the content provided by such third parties, including but not limited to statements, opinions, graphics, photos, music, services and other information ("Content"), and accessed by Customer through Boost Mobile Wireless Web Services. Company gives no guarantee or assurance as to the currency, accuracy,

completeness or utility of Content obtained through BOOST MOBILE Wireless Web Services.

Company, Content providers and others have proprietary interests in certain Content. Customer shall not reproduce, broadcast, distribute, sell, publish, commercially exploit or otherwise disseminate such Content in any manner, or permit others to do so, without the prior written consent of Company, Content providers, or others with proprietary interests in such Content, as applicable.

10. RISK OF LOSS: INSURANCE – Upon Customer’s acceptance of delivery of the Equipment, all risk of loss, damage, theft, or destruction to the Equipment shall be borne by the Customer. No such loss, damage, theft, or destruction of the Equipment, in whole or part, shall impair the obligations of Customer hereunder, including, without limitation, responsibility for the payment of Service Charges due hereunder.

11. TAXES, FEES, SURCHARGES & ASSESSMENTS – Customer is responsible for all federal, state, and local taxes, fees, surcharges, and other assessments (collectively, “Charges”) that are imposed on telecommunications services, other services, and equipment or that are measured by gross receipts from the sale of telecommunications services and/or equipment. Such Charges shall include, but are not limited to:

excise taxes; sales and transaction taxes; utility taxes; regulatory fees and assessments; universal service assessments, telephone relay service (TRS) assessments; recoveries or similar charges. Customer shall be responsible for such Charges regardless of whether the Charge is imposed upon the sale of equipment or services, upon Customer, or upon Company. If any such Charge is determined to be applicable and has not been paid by Customer before Customer accepts delivery of equipment, Customer shall pay Company the full amount of any such Charge no later than ten (10) days after receipt of the invoice therefor.

12. COVERAGE AREA – Local Dispatch (BOOST Walkie-Talkie), cellular calling, BOOST MOBILE Wireless Web Services, and respective coverage areas for these Services are subject to change at any time at the sole discretion of Company.

13. DEFAULT / TERMINATION - If you breach any representation to Company or fail to perform any of the promises you made in this Agreement, you will be in default and Company may, without notice to you, suspend Service and/or terminate this Agreement, in addition to all other remedies available to us. You agree to pay all costs including reasonable attorneys fees, collection fees, and court costs Company may incur in enforcing this Agreement through any appeals.

Boost Mobile™ Terms and Conditions of Service

14. LIMITATION AND CONDITION OF LIABILITY; INDEMNITY - Company does not assume and shall have no liability for (i) failure to deliver the Equipment within a specified time period; (ii) unavailability or delays in delivery of the Equipment or the Services; (iii) damage due directly or indirectly to causes beyond the control of Company, including, but not limited to acts of God, acts of the public enemy, acts of the government, acts or failure to act of the Customer, its agents, employees or subcontractors, fires, floods, epidemics, quarantine restrictions, corrosive substances in the air or other hazardous environmental conditions, strikes, freight embargoes, inability to obtain materials or services, commotion, war, unusually severe weather conditions or default of Company's subcontractors whether or not due to any such causes; or (iv) the use of BOOST MOBILE Wireless Web Services, including but not limited to the accuracy or utility of any information acquired from the Internet through BOOST MOBILE Wireless Web Services; or Internet Services, Content or Applications whether or not supported by Company. Without limiting the foregoing, the Company's sole liability for Service disruption, whether caused by the negligence of the Company or otherwise, is limited to a credit allowance not exceeding an amount equal to the proportionate charge to the Customer for the period of Service

disruption. EXCEPT AS OTHERWISE SET FORTH IN THE PRECEDING SENTENCE, IN NO EVENT WILL THE COMPANY BE LIABLE FOR ACTUAL, CONSEQUENTIAL, INCIDENTAL, SPECIAL OR OTHER INDIRECT DAMAGES ARISING OUT OF THE SERVICES, WHETHER CAUSED BY ITS NEGLIGENCE OR OTHERWISE, NOR FOR ECONOMIC LOSS, PERSONAL INJURIES OR PROPERTY DAMAGES SUSTAINED BY THE CUSTOMER OR ANY THIRD PARTIES ARISING OUT OF THE SERVICES. UNDER NO CIRCUMSTANCES WILL NEXTEL, IN CONJUNCTION WITH WHICH THE COMPANY PROVIDES THE SERVICES, BE LIABLE TO CUSTOMER FOR ANY DAMAGES, OF ANY KIND WHATSOEVER, REGARDLESS OF THE FORM OF ACTION OR CAUSE OF ACTION, ARISING OUT OF THE SERVICES. CUSTOMER IRREVOCABLY WAIVES ANY CLAIM YOU MIGHT OTHERWISE HAVE AGAINST NEXTEL ARISING OUT OF THE SERVICES AND COVENANTS NOT TO MAKE OR BRING ANY CLAIM OF ANY KIND AGAINST NEXTEL ARISING OUT OF THE SERVICES. Customer agrees to indemnify, defend, and hold Company and Nextel harmless from any Customer violations of FCC rules and regulations or Customer violation

of any statutes, ordinances or laws of any local, state, or federal public authority. The terms of this Section 14 will survive any termination or expiration of this Agreement

15. RESOLUTION OF DISPUTES -. PLEASE READ THIS SECTION CAREFULLY. IT AFFECTS RIGHTS THAT YOU MAY OTHERWISE HAVE. IT PROVIDES FOR RESOLUTION OF MOST DISPUTES THROUGH ARBITRATION INSTEAD OF COURT TRIALS AND CLASS ACTIONS. ARBITRATION IS FINAL AND BINDING AND SUBJECT TO ONLY VERY LIMITED REVIEW BY A COURT. THIS ARBITRATION CLAUSE SHALL SURVIVE TERMINATION OR EXPIRATION OF THIS AGREEMENT.

A. ARBITRATION PROCEDURES. YOU MUST FIRST PRESENT ANY CLAIM OR DISPUTE TO US BY CONTACTING BOOST MOBILE CUSTOMER CARE, IN WRITING, TO ALLOW US THE OPPURTUNITY TO RESOLVE THE DISPUTE. You may invoke arbitration if your claim or dispute is not resolved within 60 days after we receive your detailed written description of the dispute or claim and the circumstances giving rise to it. The arbitration of any dispute or claim shall be conducted in accordance with the Wireless Industry Arbitration rules (“WIA Rules”) of the

American Arbitration Association (“AAA”), as modified by this Agreement. You and we agree that this Agreement evidences a transaction in interstate commerce and the arbitration will be interpreted and enforced in accordance with the WIA Rules and the laws of the Commonwealth of Virginia. The arbitration will be conducted at a location in Reston, Virginia, to be designated by the Company.

B. COST OF ARBITRATION. All administrative fees and expenses of an Arbitration will be divided equally between you and Company. In all arbitrations, each party will bear the expense of its own counsel, experts, witnesses and preparation and presentation of evidence at the arbitration.

C. WAIVER OF PUNITIVE DAMAGE CLAIMS AND CLASS ACTION. By this Agreement, both Customer and Company are waiving certain rights to litigate disputes in court. If for any reason the arbitration clause is deemed inapplicable or invalid, Customer and Company both waive, to the fullest extent allowed by law, any right we might otherwise have to recover punitive or exemplary damages and any right to pursue any claims on a class or consolidated basis or in a representative capacity.

Boost Mobile™ Terms and Conditions of Service

16. COMPLETE

AGREEMENT/SEVERABILITY/WAIVER – This Agreement sets forth all of the agreements between the parties concerning the Services and purchase of the Equipment, and there are no oral or written agreements between them other than as set forth in this Agreement. No amendment or addition to this Agreement shall be binding upon this Company unless it is in writing and signed by both parties (and, in the case of the Company, by an officer of the Company). Should any provision of this Agreement be found illegal or in contravention of the law, such provision shall be considered null and void but the remainder of this Agreement shall not be affected thereby. The failure of Company, at any time to require the performance by Customer of the provisions of this Agreement shall not affect in any way the right to require such performances at any later time, nor shall the waiver by Company of a breach of any provision hereof be taken or held to be a waiver of compliance with or breach of any other provision or a continuing waiver of such provision.

17. ASSIGNMENT/RESALE/GOVERNING LAW

– This Agreement may be freely assigned by Company to any successor of it or any other firm or entity capable of performing its obligations hereunder, and upon any such assignment, Company shall be released from all obligations to Customer. Customer may not assign this

Agreement, or resell the services that are subject to this Agreement without prior written consent of Company. Subject to the restrictions contained herein, this Agreement shall bind and inure to the benefit of the successors and permitted assigns of the parties hereto. The laws of the Commonwealth of Virginia, without application of its conflicts of laws principles, shall govern this Agreement.

18. NOTICE REGARDING USE OF SERVICE FOR 911 OR OTHER EMERGENCY CALLS – The Service provided hereunder does not interact with 911 and other emergency services in the same manner as landline telephone service. Depending on the circumstances of a particular call, the Service provided hereunder may not be able to identify your location to emergency services and you may not always be connected to the appropriate emergency services provider. Additionally, the provision of 911 or other emergency services may be conditioned on payment of amounts to the governmental authorities who implement or coordinate access to such services, and Customer agrees that Company may apportion and pass through such amounts to Customer, which shall be paid by Customer when due, in connection with Customer's access to such 911 or other emergency services, where available. **CUSTOMER AGREES TO HOLD COMPANY AND NEXTEL HARMLESS AGAINST ANY AND ALL**

CLAIMS, DEMANDS, ACTIONS, OR CAUSES OF ACTION (INCLUDING ALL ACTIONS BY THIRD PARTIES) ARISING OUT OF THE USE OR ATTEMPTED USE OF THE COMPANY'S SERVICE TO ACCESS 911 OR OTHER EMERGENCY SERVICES.

19. NO WARRANTY (SERVICE) – NEITHER COMPANY NOR NEXTEL MAKES ANY WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE TO CUSTOMER IN CONNECTION WITH ITS USE OF THE SERVICE. IN NO EVENT SHALL COMPANY OR NEXTEL BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES TO THE FULL EXTENT THE SAME MAY BE DISCLAIMED BY LAW. CUSTOMER ACKNOWLEDGES THAT SERVICE INTERRUPTIONS WILL OCCUR FROM TIME TO TIME, AND AGREES TO HOLD COMPANY AND NEXTEL HARMLESS FOR ALL SUCH INTERRUPTIONS.

20. NO WARRANTY (EQUIPMENT) – NEITHER COMPANY NOR NEXTEL MAKES ANY WARRANTIES OR REPRESENTATIONS OF ANY KIND, STATUTORY, EXPRESS OR IMPLIED, TO CUSTOMER OR TO ANY OTHER PURCHASER OF THIS EQUIPMENT. WITHOUT LIMITING THE

FOREGOING, NEITHER COMPANY NOR NEXTEL MAKES ANY EXPRESS OR IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. CUSTOMER HEREBY WAIVES, AS AGAINST COMPANY AND NEXTEL ALL OTHER WARRANTIES, GUARANTEES, CONDITIONS, OR LIABILITIES, EXPRESS OR IMPLIED, ARISING BY LAW OR OTHERWISE. IN NO EVENT SHALL COMPANY, OR NEXTEL BE LIABLE FOR CONSEQUENTIAL, SPECIAL, OR INCIDENTAL DAMAGES, WHETHER OR NOT OCCASIONED BY THEIR NEGLIGENCE AND INCLUDING, WITHOUT LIMITATION, LIABILITY FOR ANY LOSS OR DAMAGE RESULTING FROM THE INTERRUPTION OR FAILURE IN THE OPERATION OF ANY EQUIPMENT SOLD OR OTHERWISE PROVIDED HEREUNDER. THERE ARE NO WARRANTIES THAT EXTEND BEYOND THE DESCRIPTION CONTAINED HEREIN. CUSTOMER ASSUMES THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE EQUIPMENT. UNLESS OTHERWISE AGREED BY COMPANY, IF THE EQUIPMENT PROVES DEFECTIVE, THE COSTS OF ALL NECESSARY SERVICING AND REPAIR WILL BE BORNE BY CUSTOMER.

Boost Mobile™ Terms and Conditions of Service

21. DEFINITIONS – For purposes of this Agreement: 1) “Call Credit Validity Period” means the number of days, from the date of call credit activation until the date of call credit expiration, set out in the relevant rate plan; 2) “RE-BOOST Card” means the Boost Mobile card containing additional call credits which may be purchased from participating outlets or the voucher number and expiration date provided to customers when additional call credits are purchased without a card being provided, as applicable; 3) “Grace Period” means the 60 day period commencing on the date of Call Credit expiration, and ending on the date of account cancellation.

Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION.

READ THIS INFORMATION BEFORE USING YOUR INTEGRATED MULTI-SERVICE PORTABLE RADIO.

RF Operational Characteristics

Your radio product contains a radio frequency transmitter to convey the information you wish to send as well as occasional automatic signals used to sustain connection to the wireless network, and a receiver which enables you to receive communication and connection information from the network.

Portable Radio Product Operation and EME Exposure

Your Motorola radio product is designed to comply with the following national and international standards and guidelines regarding exposure of human beings to radio frequency electromagnetic energy (EME):

- United States Federal Communications Commission, Code of Federal Regulations; 47 CFR part 2 sub-part J.
- American National Standards Institute (ANSI) / Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1992.
- Institute of Electrical and Electronics Engineers (IEEE). C95. 1-1999 Edition.
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998.
- Ministry of Health (Canada). Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999.
- Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 2003.
- ANATEL, Brasil Regulatory Authority, Resolution 303 (July 2, 2002) "Regulation of the limitation of exposure to electrical, magnetic, and electromagnetic fields in the radio frequency range between 9 kHz and 300 GHz." "Attachment to Resolution 303 from July 2, 2002."

Safety and General Information

To assure optimal radio product performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:

Phone Operation

When placing or receiving a phone call, hold your radio product as you would a wireline telephone. **Speak directly into the microphone.**

Two-way radio operation

Your radio product has been designed and tested to comply with national and international standards and guidelines regarding human exposure to RF electromagnetic energy, when operated in the two-way mode (at the face, or at the abdomen when using an audio accessory) at usage factors of up to 50% talk/50% listen.

Transmit no more than the rated duty factor of 50% of the time. To transmit (talk), push the Push-To-Talk (PTT) button. To receive calls, release the PTT button. Transmitting 50% of the time or less, is important because this radio generates measurable RF energy only when transmitting (in terms of measuring for standards compliance).

When using your radio product as a traditional two-way radio, **hold the radio product in a vertical position with the microphone one to two inches (2.5 to 5 cm) away from the lips.**



Body-worn operation

To maintain compliance with FCC RF exposure guidelines, if you wear a radio product on your body when transmitting, always place the radio product in a **Motorola approved clip, holder, holster, case or body harness for this product.** Use of non-Motorola-approved accessories may exceed FCC RF exposure guidelines. **If you do not use a Motorola approved body-worn accessory and are not using the radio product in the intended use positions along side the head in the phone mode or in front of the face in the two-way radio mode, then ensure the antenna and the radio product are kept the following minimum distances from the body when transmitting**

- **Phone or Two-way radio mode: one inch (2.5 cm)**
- **Data operation using any data feature with or without an accessory cable: one inch (2.5 cm)**

ALL MODELS WITH FCC ID AZ489FT5846 MEET THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radiofrequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.¹ Tests for SAR are conducted using standard operating positions reviewed by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) as required by the FCC for each model. The highest

SAR value for this model phone when tested for use at the ear is 0.59 W/kg and when tested on the body, as described in this user guide, is 1.32 W/kg during packet data transmission. (Body-worn measurements differ among phone models, depending upon available accessories and FCC requirements.)²

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement for safe exposure.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID **AZ489FT5846**.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications Industry Association (CTIA) web-site at <http://www.wow-com.com>.

¹ In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

² The SAR information reported to the FCC includes the FCC-accepted Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

Safety and General Information

Antenna Care

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the radio product and may violate FCC regulations.

DO NOT hold the antenna when the radio product is “IN USE”. Holding the antenna affects call quality and may cause the radio product to operate at a higher power level than needed.

Approved Accessories

For a list of approved Motorola accessories call 1-800-453-0920, or visit our website at www.motorola.com/iden.

Electro Magnetic Interference/Compatibility

Note: Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed or otherwise configured for electromagnetic compatibility.

Facilities

To avoid electromagnetic interference and/or compatibility conflicts, turn off your radio product in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.

Aircraft

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

Medical Devices

Pacemakers

The Advanced Medical Technology Association (AdvaMed) recommends that a minimum separation of 6 inches (15 cm) be maintained between a handheld wireless radio product and a pacemaker. These recommendations are consistent with those of the U.S. Food and Drug Administration.

Persons with pacemakers should:

- **ALWAYS** keep the radio product more than 6 inches (15 cm) from their pacemaker when the radio product is turned ON.

- Not carry the radio product in a breast pocket.
- Use the ear opposite the pacemaker to minimize the potential for interference.
- Turn the radio product OFF immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

Some digital wireless radio products may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives. For more Hearing Aid Compatibility information, see “Hearing Aid Compatibility” on page 216.

Other Medical Devices

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

Use While Driving

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

When using the radio product while driving, please:

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

Operational Warnings



For Vehicles with an Air Bag

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

Potentially Explosive Atmospheres

Turn off your radio product prior to entering any area with a potentially explosive atmosphere, unless it is a radio product type especially qualified for use in such areas as “Intrinsically Safe” (for example, Factory Mutual, CSA, or UL approved). Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Safety and General Information

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust or metal powders, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

To avoid possible interference with blasting operations, turn off your radio product when you are near electrical blasting caps, in a blasting area, or in areas posted: "Turn off two-way radio". Obey all signs and instructions.

For Phones With Music Players

Listening to music at high volumes over extended periods of time may be harmful to a user's hearing. User should take precautions to minimize this risk by moderating volume levels. If you experience ringing or other hearing-related discomfort, lower volume or discontinue use.

Operational Cautions



Batteries

All batteries can cause property damage and/or bodily injury, such as burns if a conductive material such as jewelry, keys, or beaded chains touches exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects. To reduce the risk of injury, batteries should not be exposed to fire, disassembled, or crushed.

Cleaning and Drying Considerations

Using a leather carry case may help protect the surfaces and help prevent liquids (e.g., rain) from entering into the interior of the radio product. This product is not water proof, and exposing the unit to liquids may result in permanent damage to the unit.

If your radio product interior gets wet, then do not try to accelerate drying with the use of an oven or a dryer as this will damage the radio product and void the warranty. Instead, do the following:

- 1 Immediately power off the radio product.

Accessory Safety Information

- 2 Remove Battery and SIM card (if so equipped) from radio product.
- 3 Shake excess liquid from radio product.
- 4 Place the radio product and battery in an area that is at room temperature and has good air flow.
- 5 Let the radio product, battery, and SIM card dry for 72 hours before reconnecting the battery and/or powering on the radio product.

If the radio product does not work after following the steps listed above, contact your dealer for servicing information.

Clean the external surfaces of the radio product with a damp cloth, using a mild solution of dishwashing detergent and water. Some household cleaners may contain chemicals that could seriously damage the radio product. Avoid the use of any petroleum-based solvent cleaners. Also, avoid applying liquids directly on the radio product.

Accessory Safety Information

Important: Save these accessory safety instructions.

- Before using any battery or battery charger, read all the instructions for and cautionary markings on (1) the battery, (2) the battery charger, which may include a separate wall-mounted power supply or transformer, and (3) the radio product using the battery.
- Do not expose any battery charger to water, rain, or snow as they are designed for indoor or in-vehicle use only.



Warning: To reduce the risk of injury, charge only the rechargeable batteries described in “Charging the Battery” on page 4. Other types of batteries may burst, causing personal injury and damage.

- To reduce the risk of damage to the cord or plug, pull by the plug rather than the cord when you disconnect the battery charger from the power source outlet.
- Do not operate any battery charger with a damaged cord or plug — replace them immediately.
- Battery chargers may become warm during operation, but not hot. If it becomes hot to the touch, unplug it from the power outlet immediately and discontinue its use.

Safety and General Information

- Use of a non-recommended attachment to a battery charger may result in a risk of fire, electric shock, or injury to persons.
- Make sure the battery charger power cord is located so that it will not be stepped on, tripped over, or subjected to damage or stress.
- An extension cord should not be used with any battery charger unless absolutely necessary. Use of an improper extension cord could result in a risk of fire and electric shock. If an extension cord must be used, make sure that:
 - The pins on the plug of the extension cord are the same number, size, and shape as those on the plug of the charger.
 - The extension cord is properly wired and in good electrical condition.
 - The cord size is 18AWG for lengths up to 100 feet and 16AWG for lengths up to 150 feet.
- Do not operate any battery charger if it has received a sharp blow, has been dropped, or has been damaged in any way; take it to a qualified service technician.
- Do not disassemble a battery charger; take it to a qualified service technician when service or repair is required. Incorrect reassembly may result in a risk of electric shock or fire.
- Maximum ambient temperature around the power supply or transformer of any battery charger should not exceed 40°C (104°F).
- The output power from the power supply or transformer must not exceed the rating given on the Desktop Dual-Pocket Charger.
- The disconnection from the line voltage is made by unplugging the power supply from the AC receptacle.
- To reduce risk of electric shock, unplug any battery charger from the outlet before attempting any maintenance or cleaning.

For optimum charging performance, turn off the radio product while charging it in any battery charger.

Hearing Aid Compatibility

When some mobile phones are used with certain hearing devices (including hearing aids and cochlear implants), users may detect a noise which can interfere with the effectiveness of the hearing device.

Some hearing devices are more “immune” than others to this interference noise, and mobile phones can also vary in the amount of interference noise they may generate at any given time. ANSI standard C63.19 was developed to provide a standardized means of measuring both mobile phone and hearing devices to determine usability rating categories for both.

Ratings have been developed for mobile phones to assist hearing device users find phones that may be compatible with their particular hearing device. Not all mobile phones are rated for compatibility with hearing devices, but mobile phones that are rated should have the rating available. This rating may depend on the position of a retractable antenna.

Results will vary depending on the user’s hearing device and individual type and degree of hearing loss. If a hearing device is particularly vulnerable to interference noise, even a mobile phone with a higher rating may still cause unacceptable noise levels in the hearing device. Evaluate your personal needs by trying out the mobile phone with your hearing device.

“M” Rating: Mobile phones rated M3 or M4 meet FCC requirements for hearing aid compatibility and are likely to generate less interference to hearing devices than phones that are not labeled. (M4 is the “better” or higher of the two ratings.)

“T” Rating: Mobile phones rated T3 or T4 meet FCC requirements for compatibility with telecoil-type (“T Switch” or “Telephone Switch”) hearing devices and are likely to be more usable with such hearing devices than unrated phones. (T4 is the “better” or higher of the two ratings.)

Hearing devices may also be measured for immunity to interference noise from mobile phones. In some cases, hearing devices can be modified or “hardened” to improve operation with a mobile phone. Your hearing device manufacturer or hearing health professional may help you improve the interaction of your mobile phone and hearing device. Not all hearing devices are rated for compatibility with mobile phones, but hearing devices that are rated should have the rating available. Be sure to evaluate your personal needs by trying out this mobile phone with your specific hearing device, using both antenna positions if this mobile phone is equipped with a retractable antenna.

More information about hearing aid compatibility may be found at:
<http://commerce.motorola.com/consumer/QWhtml/accessibility/default.html> (www.motorola.com),
www.fcc.gov, www.fda.gov, and
www.accesswireless.org.

Hearing Aid Compatibility

Disposal of your Mobile Telephone and Accessories

more details. If no suitable scheme exists, you may return unwanted mobile telephones and electrical accessories to any Motorola Approved Service Centre in your region.

Caring for the Environment by Recycling



This symbol on a Motorola product means the product should not be disposed of with household waste.

Disposal of your Mobile Telephone and Accessories

Please do not dispose of mobile telephones or electrical accessories, such as chargers or headsets, with your household waste. In some countries or regions, collection systems have been set up to handle waste electrical and electronic items. Please contact your regional authorities for

MOTOROLA LIMITED WARRANTY

Note: FOR IDEN SUBSCRIBER PRODUCTS, ACCESSORIES AND SOFTWARE PURCHASED IN THE UNITED STATES OR CANADA

What Does this Warranty Cover?

Subject to the exclusions contained below, Motorola, Inc. warrants its Motorola iDEN Digital Mobile and Portable Handsets ("Products"), Motorola-branded or certified accessories sold for use with these Products ("Accessories") and Motorola software contained on CD-Roms or other tangible media and sold for use with these Products ("Software") to be free from defects in materials and workmanship under normal consumer usage for the period(s) outlined below. **This limited warranty is a consumer's exclusive remedy, and applies as follows to new Products, Accessories and Software purchased by consumers in the United States or Canada, which are accompanied by this written warranty:**

PRODUCTS COVERED

Products as defined above.

Accessories as defined above.

Products or Accessories that are Repaired or Replaced.

Software as defined above. Applies only to physical defects in the media that embodies the copy of the software (e.g. CD-ROM, or floppy disk).

LENGTH OF COVERAGE

One (1) year from the date of purchase by the first consumer purchaser of the product.

One (1) year from the date of purchase by the first consumer purchaser of the product.

The balance of the original warranty or for ninety (90) days from the date returned to the consumer, whichever is longer.

Ninety (90) days from the date of purchase.

What is not covered? (Exclusions)

Normal Wear and Tear. Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Ornamental Decorations. Ornamental decorations such as emblems, graphics, rhinestones, jewels, gemstones and their settings, and other decorative elements, are excluded from coverage.

Batteries. Only batteries whose fully charged capacity falls below 80% of their rated capacity and batteries that leak are covered by this limited warranty.

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