

i415 Boost Mobile[®] Phone User's Guide

Contents

Introduction	1
Welcome to Boost Mobile®	1
Boost™ Your Way.....	1
Getting Started	2
Battery	4
Activating Service	8
Powering On and Off	8
Enabling Over-the-Air Security	9
Finding Your Phone Number and Boost™ Walkie-Talkie Number	9
Boost Mobile® Voice Mail.....	10
Phone Basics.....	10
SIM Security	14
Locking the Keypad	16
Antenna	17
Accessories	18
Wireless Local Number Portability: Bringing Your Phone Number From Another Carrier ...	18
Re-Boost™	18
Instant Re-Boost™	18
Boost™ Customer Care	18

Making Calls	19
Phone Calls.....	19
Boost™ Walkie-Talkie Calls	19
Receiving Calls	20
Choosing a Number to Call.....	20
Missed Phone Calls	22
Using Speakerphone	22
Using Mute.....	22
Making Emergency Phone Calls.....	22
Call Alerts	24
Sending Call Alerts	24
Receiving Call Alerts.....	24
Using the Call Alert Queue	24
Recent Calls	26
Calls and Call Alerts.....	26
My Info From Other Phones.....	26
Contact Information From Other Phones	27
Viewing the Recent Calls List	27
Storing Items to Contacts.....	28
Deleting Items	28
Making Calls From the Recent Calls List	29

Entering Text	30
Using Word Mode	30
Special Function Keys	31
Contacts	32
Accessing Contacts	33
Creating Entries	33
Editing Entries.....	35
Viewing Entries	35
Deleting Entries	37
Checking Capacity	37
Creating Pauses and Waits	37
International Numbers	38
Making Calls From Contacts.....	38
Memo	40
Call Forwarding	41
Forwarding All Calls	41
Turning Off Call Forwarding.....	41
Forwarding Missed Calls	41
Viewing Call Forwarding Settings	42

Advanced Calling Features	43
Putting a Call on Hold	43
Creating Pauses and Waits While Dialing	43
Making International Calls.....	43
One Touch Boost™ Walkie-Talkie (WT)	44
Call Timers.....	44
Using Your Phone as a Modem	45
Making TTY Calls.....	46
Special Dialing Codes.....	47
Additional Phone Features.....	48
Messages	50
Message Notifications.....	50
Voice Mail	51
Boost Mobile® Text and Numeric Messages	51
Web Alerts	53
Ringtones	54
Setting Your Phone to Vibrate	54
Assigning Ringtones to Contacts	55
Ring and Vibrate	55
Viewing Ringtone Assignments	55
Downloading More Ringtones.....	56

About DRM Ringtones	56	Advanced Voice Mail Features	80
Managing Memory	56	SMS	85
Deleting Custom Ringtones	56	SMS Messages.....	85
Multi-Media Messages.....	58	Boost™ Wireless Web Services.....	87
Navigating the Inbox, Drafts, and Sent Items	58	Starting the Microbrowser	87
Creating and Sending Messages.....	58	My Pictures	89
Drafts	67	Viewing Pictures	89
Sent Items.....	68	Getting File Information.....	89
Receiving a Message	69	Deleting Pictures.....	89
Navigating a Message	69	Managing Memory	89
Viewing Received Messages from the Message Center	70	My Info.....	90
Actions for Received Messages	71	Viewing My Info.....	90
Customizing MMS.....	74	Editing My Info	90
Managing Memory	76	Setting Sending Options	91
Boost Mobile® Voice Mail	78	Using Walkie-Talkie Send.....	92
Setting Up Your Voice Mail Box.....	78	Sending My Info and Contact Information.....	92
Playing Messages.....	78	Voice Records	94
Changing Your Password	79	Viewing Voice Records	94
Recording Your Name	79	Creating Voice Records	94
Recording Your Active Greeting	79		

Playing Voice Records.....	95	Making an Emergency Call.....	106
Labeling Voice Records.....	95	Viewing Your Approximate Location.....	107
Locking Voice Records.....	95	Enhancing GPS Performance.....	108
Deleting Voice Records.....	96	Updating Satellite Almanac Data.....	110
Managing Memory.....	96	Setting Privacy Options.....	110
Java® Applications.....	97	Using GPS with Map Software.....	112
Running Applications.....	97	Datebook.....	114
Suspending Applications.....	97	Viewing Datebook.....	114
Resuming Applications.....	97	Creating Events.....	115
Ending Applications.....	98	Editing Events.....	117
Downloading Applications.....	98	Deleting Events.....	117
Installing Applications.....	98	Receiving Reminders.....	118
Deleting Applications.....	99	Making Calls From Datebook.....	118
Managing Memory.....	99	Customizing Datebook Setup.....	119
Shortcuts on the Main Menu.....	100	Profiles.....	120
Java Applications and GPS Enabled.....	100	Viewing Profiles.....	120
Digital Rights Management (DRM).....	103	Switching Profiles.....	120
Managing Items.....	103	How Changing Settings Affects Profiles.....	120
GPS		Temporary Profiles.....	121
(Global Positioning System) Enabled..	105	Creating Profiles.....	122
IMPORTANT: Things to Keep in Mind.....	105	Editing Profiles.....	122

Deleting Profiles.....	122
Setting Call Filtering.....	123
Customizing Your Phone	124
Setting the Volume	124
Setting Your Phone to Vibrate	124
Changing the Look of Your Phone.....	124
Airplane Mode—	
Temporarily Turning Off Calls	126
Using Settings.....	126
Shortcuts	131
Creating a Shortcut.....	131
Using a Shortcut	131
Editing a Shortcut	132
Deleting Shortcuts	132
Using a Headset.....	133
Attaching a Headset	133
Using a Remote Boost™ Walkie-Talkie Button	133

Boost™ Customer Care	134
Understanding Status Messages.....	135
Boost Mobile™ Terms and Conditions of Service	138
Safety and General Information.....	148
RF Operational Characteristics	148
Portable Radio Product Operation and EME Exposure	148
Electro Magnetic Interference/Compatibility	151
Medical Devices	152
Operational Warnings	153
Operational Cautions	153
Accessory Safety Information	154
Hearing Aid Compatibility	156
MOTOROLA LIMITED WARRANTY	157
Patent and Trademark Information.....	161
Index.....	162

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: *i415*

Model Number: **H80XAH6RR1AN**

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.

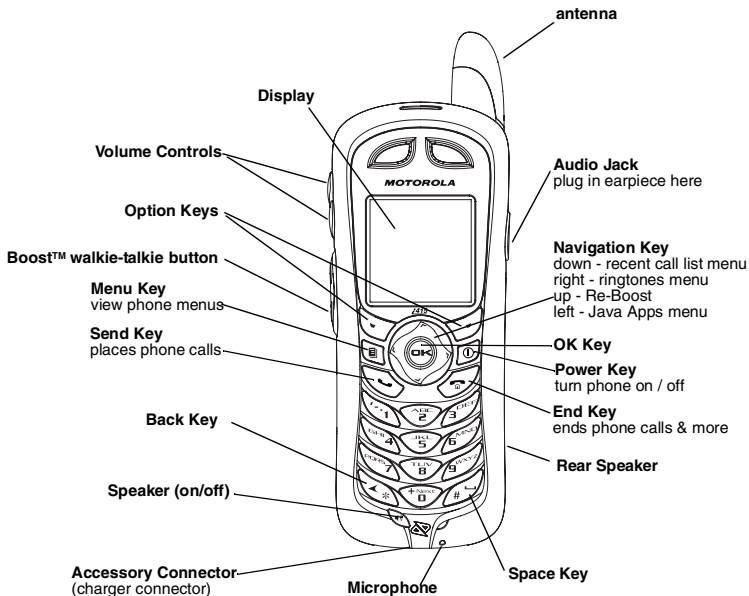
Boost™ Your Way

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.



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; in browser mode, returns to Web main menu.



Turns Boost™ walkie-talkie speaker on and off; used with voice names and voice records.

To start using your *i415* phone:

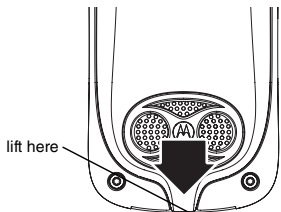
- Make sure your SIM is in place.
- Charge the battery.
- Activate your service.
- Enable over-the-air security.

Getting Started

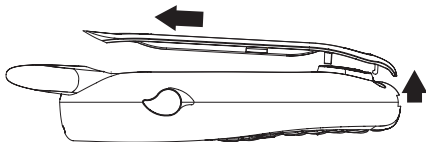
Battery

Removing the Battery Door

- 1 Make sure the phone is powered off.
- 2 Lift up on the battery door latch located at the bottom of the battery door.

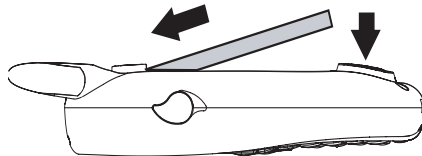


- 3 Allow the battery door to pop up, slide it rearward, and remove it from the back of your phone.

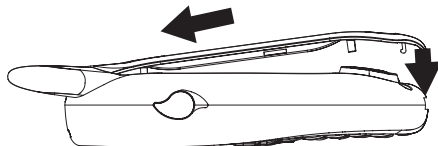


Inserting the Battery

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



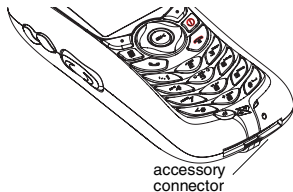
- 3 Replace the battery door and press it gently until you hear a click.



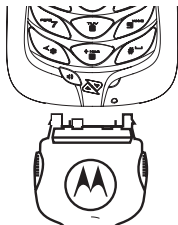
Charging the Battery

Your phone comes with a battery charger.

- 1 Plug the charger into an electrical outlet.
- 2 Locate the accessory connector.



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



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

- 4 When charging the battery for the first time, charge for 30 minutes longer than the time shown in “Charging Times”.

Charging Times

See your battery and charger type against the grid below to determine the 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.


Sending My Info and Contact Information

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 store 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 the Contacts list, scroll to or select the entry you want to send. **-or-**
From the recent calls list, scroll to or select the item 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.

To view the information while still in the Boost™ 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 26.

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.



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 **VoiceRec**.
 - 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.
 - **Normal** — 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 **Record** > [**New VoiceRec**].

- 2 Say the message you want to record into the microphone.

Tip: To stop recording before you are finished, press  under **Pause**. To start recording again, press  under **Resume**.



- 3 When you are finished recording, press .

To add to the end of an existing voice record:

- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to add to.
- 3 Press .
- 4 Select **Add To**.
- 5 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 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 key.

Labeling Voice Records

When you create a voice record, it is labeled with the time and date it was recorded. You can then rename it with a custom label.


- 1 From the main menu, select **VoiceRecord**.
- 2 Scroll to the voice record you want to label.
- 3 Press  under **Label**.
- 4 Enter the label you want to assign. See “Entering Text” on page 30.
- 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.

Voice Records




- 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**] highlight, press  under **Memory**. **-or-**

With any voice record highlighted, press 
Select **Memory**.

To free more memory by deleting all unlocked voice records:

- 1 From the voice records memory screen, press  under **Delete**.
- 2 Press  or  under **Yes** to confirm.

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

Java® Applications

Your phone arrives with Java applications installed and ready to run. 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 don't 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 .

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 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.

Installing Applications

Before running most application you have downloaded, you must install them.

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to install.
- 3 If you want to create a shortcut to the Java application on the main menu: Press  under **Next**. Press  under **Yes**.
- 4 Press .
- 5 Press  under **Done**.

About DRM Java Applications





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

For more information about DRM items, see “Digital Rights Management (DRM)” on page 103.




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 .
- 4 Select **Delete All**.
- 5 Press  or press  under **Yes** to confirm.

Managing Memory

To view the amount of memory available for Java applications:

- 1 From the main menu, select **Java Apps > Java System**.
- 2 Press  under **Next**.
- 3 To see more memory information, press  under **Next** again.

Deleting Java applications frees memory.

Note: Java application data is stored in your phone using the same memory space used to store voice records, ringtones, and wallpaper images. Deleting some of these other items frees memory space 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  Select **Main Menu Setup > Add/Remove Apps.**

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to create a shortcut for.
- 4 Press .
- 5 Press  under **Done.**

To remove a shortcut:

- 1 From the main menu, select **Settings > Personalize > Menu Options > Add/Remove Apps.** -or-

From the main menu: Press  Select **Main Menu Setup > Add/Remove Apps.**

- 2 Scroll to view the list of Java applications. Any application that has a shortcut on the main menu has a checkmark next to it.
- 3 Scroll to the application you want to remove the shortcut for.
- 4 Press .
- 5 Press  under **Done.**

Java Applications and GPS Enabled

Some Java applications can make use of your phone's GPS feature to determine the approximate geographical location of your phone. (See "GPS (Global Positioning System) Enabled" on page 105 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 110 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 102).

When a Java application requests access 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.


Java® Applications


- **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 GPS privacy option for that Java application.

- 1 From the main menu, select **Java Apps**.
- 2 Select the application or suite of applications you want to set the privacy option for.

If the application has requested access to the location of your phone,  appears when you highlight the application.

- 3 Press .
- 4 Select **Permissions**.
- 5 Select the privacy option you want for this application:

- **Always** — The application always has permission to access the location of your phone, without notifying you.
- **Ask** — When the application requests access to the location of your phone, you are prompted to grant or deny permission (see “Granting or Denying Permission” on page 101).
- **Never** — When the application requests access to the location of your phone, the request is denied without notifying you.

Digital Rights Management (DRM)

When you download multimedia content available online, such as Java applications, these items may be subject to DRM restrictions. DRM, or digital rights management, is a system that defines how copyrighted multimedia content can be distributed and used.

DRM limits items to time-based or count-based usage settings. Time-based settings let you use the given item for a specified interval. Examples of time-based settings include being able to use an item for a specified number of days from the date of purchase, a specified number of days from the date that the item is first used, or a specified number of minutes. Count-based settings let you use an item for a specified number of times after you download it or for unlimited use.

Managing Items


Note: Depending on how the third-party vendor has set rights for the given DRM item, you may be unable to perform some of the following tasks.

Viewing License Information

You can check a DRM item's license to view the following information:

- For time-based items, either the date and time the item is scheduled to expire, or the number of days left
- For count-based items, the number of credits (uses) left or an unlimited use notice
- The name of the item's vendor

To view the license of a DRM item:



- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to view license information for.
- 3 Press .
- 4 Select **License Info**.

Renewing DRM Licenses

Note: You can only renew DRM licenses if the license contains a link to the page where you purchased the item.

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to renew.

Digital Rights Management (DRM)

- 3 Press  under **Renew** or press . Select **Renew**.
- 4 Select the link to the page where you purchased the item.
- 5 Follow the vendor's instructions for purchasing an additional license.



Deleting Items

If you delete a DRM item that you purchased from Boost™ from your phone, you will have to purchase it again to download it.

Note: You cannot delete locked items.

Under certain conditions, third-party vendors will let you download an item multiple times within a given time frame, even if you deleted the item. Please contact the third-party vendor of an item to learn more about the vendor's download regulations.

To delete an item:

- 1 Go to the location on your phone that contains the item you want.
- 2 Highlight the DRM item you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 If prompted, press  under **Yes**.

About Expired Items

Most items will continue to display on your phone until you delete them. You can also choose to renew the license for an expired item.

Note: You cannot delete items that are DRM locked.

GPS (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**
- **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 108.

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 105), **always report your location to the 911 operator** you speak to when making an emergency call, if able, just as you would when using a phone without GPS capabilities.

Note: If you are concerned about whether your local 911 emergency response center is equipped to receive GPS location information, contact your local authorities.

In general, if your phone has access to signals from more GPS satellites, your location will be determined faster and more accurately than if your phone has access to signals from fewer GPS satellites.

If your phone does not have adequate access to GPS satellites signals, the location of the nearest cell tower in contact with your phone is automatically made available to the emergency response center, if the center has the capability to receive such information.

See “**Enhancing GPS Performance**” on page 108 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.

GPS (Global Positioning System) Enabled

- 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".

The **Position** screen displays the updated information.

To cancel a location calculation before it is completed:

Press  under **Cancel** to return to the **Position** screen. **-or-**

Press  to return to the idle screen.

Each time approximate location of your phone is calculated, the latest location information is stored in your phone and remains there even when your phone is powered off. You will see this information the next time you view the **Position** screen.

If you received a phone call or alert while attempting to determine your location, the **Position** screen will disappear, but your phone will continue attempting to determine its location. If it is successful, the new location information will be displayed the next time you view the **Position** screen.

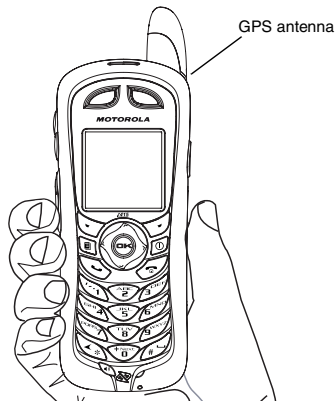
Enhancing GPS Performance

Sometimes the GPS feature of your phone may be unable to complete a location calculation successfully. If this happens when you are making an emergency call, the location of the nearest cell tower in contact with your phone is made available to the appropriate emergency response center if the center has the capability to receive such information. If this happens when you are trying to view your location on the phone's display, you will see a message indicating that your phone cannot access satellites.

Enhancing GPS Performance

To improve accuracy and increase your chances of a successful calculation, do the following while your phone is determining your approximate location:

- Stay in the open. The GPS feature works best where there is nothing between your phone and a large amount of open sky. If possible, go outside, away from tall buildings and foliage. While performance in a building is improved by moving closer to windows, glass with certain sun shielding films may block satellite signals.
- Extend your phone antenna.
- Hold your phone to enhance reception. Signals from GPS satellites are transmitted to your GPS antenna, which is in your phone antenna. Hold your phone away from your body, giving the antenna clear access to satellite signals. Do not cover the antenna area with your fingers or anything else.



GPS (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 who your service provider is, the network will provide your phone with information that helps determine your location more quickly and accurately.

Updating Satellite Almanac Data

Another way to keep the GPS feature of your phone working well is to keep your satellite almanac data up to date.

The United States government maintains an almanac of data about where GPS satellites are as they orbit the Earth. This information is available to your phone. Keeping your satellite almanac up to date helps your phone determine your location more quickly.

The almanac contains information about the location of satellites, their operational status, and other satellite information. Keeping this information updated enhances the performance of your GPS feature. In most cases, your phone will be able to get a fix in strong satellite signal conditions with outdated almanac data, but it may take longer.

Note: When you make an emergency call, your phone does not rely upon the almanac to determine your location.

If your satellite almanac data is out of date, your phone may prompt you to update it. Follow the instructions that appear on the phone's display. You may be asked to go to a web site or call a customer care number.

Setting Privacy Options

Your phone's GPS privacy options control whether Java applications on your phone or other software applications may view the location of your phone. You may set your phone to one of these GPS privacy options.

Note: Privacy options do not apply to the transmission of location information during emergency 911 calls.

To set your GPS privacy options:


- 1 From the main menu, select **GPS > Privacy**.
- 2 If your GPS PIN security feature is enabled, enter your GPS PIN. (See “Setting the GPS PIN Security Feature” for more information.)
- 3 Select the privacy option you want:
 - **Restricted** — No Java or similar software applications may view the location of your phone. However, location information may still be available to the phone’s owner, fleet manager, or account administrator.
 - **Unrestricted** — All applications may view the location of your phone, without notifying you.
 - **By Permission** — When an application attempts to view the location of your phone, you will be prompted to give permission. However, location information may still be available to the phone’s owner, fleet manager, or account administrator.

Setting the GPS PIN Security Feature




To prevent your GPS privacy settings from being altered without your knowledge, your GPS privacy option can be protected by a PIN.

When you receive your phone, the GPS security feature is turned off, so you do not have to enter a GPS PIN to access your GPS privacy options. If you turn this feature on, you will be required to enter a GPS PIN to access your GPS privacy options.

To turn the GPS Enabled security feature on or off:

- 1 From the main menu, select **Settings > Security > GPS PIN**.
- 2 Select **On** or **Off**.
- 3 Enter the current GPS PIN.
Note: When you receive your phone, your GPS PIN is 0000.
- 4 Press  under **Ok**.

To change your GPS PIN:

- 1 From the main menu, select **Settings > Security > Change Password > GPS PIN**.
- 2 Enter the current GPS PIN.
Note: When you receive your phone, your GPS PIN is 0000.
- 3 Press  under **Ok**.
- 4 Enter the new 4- to 8-digit GPS PIN.
- 5 Press  under **Ok**.
- 6 Enter the new 4- to 8-digit GPS PIN to confirm.
- 7 Press  under **Ok**.

GPS (Global Positioning System) Enabled

Using GPS with Map Software

You can use the GPS feature of your phone to provide approximate location data to a laptop computer or similar device that is running interactive map software such as that made by DeLorme or Microsoft. This way, if your phone has good access to GPS signals, your approximate position on a map can be made available as you travel in a vehicle.

To do this, connect your phone to your laptop (or other device) with a data cable and set your phone to transmit data (see “Getting Started” on page 112). 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 108 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

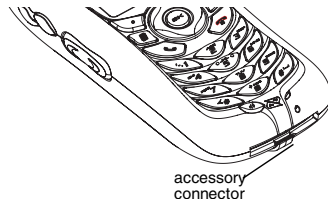
Your phone sends location information to your laptop or other device using the standard National Marine Electronics Association (NMEA) format. Your phone supports output messages in NMEA-0183 format and supports the following NMEA-0183 sentences: GGA, GLL, GSA, GSV, RMC, and VTG.

The map software running on your laptop or other device must support NMEA 3.0.

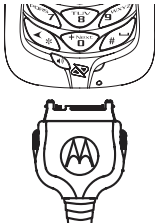
Getting Started

To connect your phone to your laptop or other device:

- 1 Locate the accessory connector.



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



- 3 Insert the data plug into the COM port of your laptop or other device.

Make sure no other application is using the COM port selected.

Make sure the COM port settings of your laptop or other device are set to the following:

- Bits per second: 4800
- Data bits: 8
- Parity: None
- Stop bits: 1
- 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 may contain:

- A subject — A name you assign to the event. You can also enter a phone number or Boost™ walkie-talkie number. 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. 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.

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 don't 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 30. **-or-**

Press  under **Browse** to choose from common event names. **-or-**

Enter a phone number or Boost™ walkie-talkie number. After the event is stored, you can call this number.

Datebook

When you are finished, press .

- 3** If you want to assign a location to the event:

Select **Location**.

Enter the location. See “Entering Text” on page 30. **-or-**

Enter a phone number or 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**.

Select the date you want this event to stop recurring.


- 8** If you want to create reminder for this event.

Select **Reminder**.

Select the reminder time you want. **-or-**

Select **Custom** to enter a reminder time.

Note: If an event has no start time, you can not create a reminder for it.

- 9** If you have entered all the information you want for this event, press  under **Done**. **-or-**

If you want to assign a ring tone, a profile, or a Java application to the event, see “Assigning More Options”.

Assigning More Options

To assign more options before storing an event:

- 1 If you have created a reminder for the event and want to set the ring tone for that reminder:

Select **Ring Tone**.

Select the ring tone you want from the ring tones stored in your phone.

- 2 If you want to assign a profile that your phone is switched to while the event is occurring:

Select **Profile**.

Select the profile you want from the profiles stored in your phone.

Your phone switches to this profile when the event starts and switches back to the previous profile when the event ends.

- 3 If you want to assign a Java application to start when the event starts:


Select **App**.


Select the application you want from the Java applications stored in your phone.

If you created a reminder for this event, your phone prompts you to start the Java application when you get the reminder.

Editing Events




To change the details of an event:

- 1 Highlight the day the event occurs.
- 2 Select the event.
- 3 Press  under **Edit**.

Tip: To copy an event to another date: Press  Select **Copy**.

- 4 Follow the applicable instructions in “Creating Events” on page 115 to edit the various fields.

Deleting Events

- 1 Select the day the event occurs.
- 2 Select the event.
- 3 Press .
- 4 Select **Delete**.
- 5 If the event is 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  or press  under **Dismiss**.

Tip: You can set your phone to power on when you receive a reminder. See “Customizing Datebook Setup” on page 119.

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**.

For Events with Numbers to Call

If you stored a phone number or 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 the reminder for that event.

Making Calls From Datebook


If you stored a phone number or 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.

You can call the number stored in **Subject** and the number stored in **Location** if one is a phone number and the other is a Boost™ walkie-talkie 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**.

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 and hold the Boost™ walkie-talkie button on the side of your phone. **-or-**

To send a call alert:

Press  Select **Alert # in Event**.

Customizing Datebook Setup

To access Datebook set up options:

- 1 From the main menu, select **Datebook**.
- 2 Press .
- 3 Select **Setup**.

You can view or change these options:

- **Start View** — sets Datebook to start in day view, week view, or month view when you access Datebook.
 - **Daily Begin** — sets the beginning of your day. This is the earliest time of day displayed in week view, if you have a 12-hour day view.
 - **Reminders** — If this option is set to **Only When On**, your phone reminds you of events only when it is on. If this option is set to **Always**, your phone powers itself on when you receive reminders. To avoid draining the battery, your phone then powers itself off after a short time.
 - **Delete After** — sets the amount of time Datebook waits to delete an event after it occurs.
 - **Time Shift** — lets you shift the times of all Datebook events. This is useful if you are traveling to a different time zone.
- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a Datebook reminder.
 - **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.

Profiles

A profile is a group of settings saved together so that you can apply them to your phone easily.


A profile contains these settings:

- **Ring Tones** — sets all options described in “Ring Tones” on page 56, except assigning ring tones to Contacts.
- **Display/Info** — sets **Wallpaper**, **Color Palette**, **Text Size**, and **Backlight** options. See “Display/Info Features” on page 138.
- **Phone Calls** — sets **Set Line** and **Auto Ans** options. See “Phone Calls Features” on page 138.
- **Volume** — sets all options described in “Volume Features” on page 140.
- **Call Filter** — controls which calls, call alerts, and message notifications your phone responds to. See “Setting Call Filtering” on page 123.
- **Advanced** — sets headset option. See “Changing the Look of Your Phone” on page 135.

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 Select 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 and select settings to view their values.

Switching Profiles

To apply a profile to your phone:

- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to apply.
- 3 Press .

The profile you selected is now in effect.


How Changing Settings Affects Profiles

Many of the settings contained in profiles can be set without switching or editing profiles — for example, by selecting **Settings** or **Ring Tones** to set options, or by setting the volume of the phone’s ring using the volume controls.

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. See "Entering Text" on page 30.

When you are finished, press .

To overwrite the profile that temporary profile is based on:


- 1 From the main menu, select **Profiles**.
- 2 Scroll to the temporary profile.

Profiles



- 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. See “Entering Text” on page 30.

When you are finished, press .




- 4 If you want to base this profile on an existing profile: Select **Copy from**. Select the profile you want to base this profile on. If you do not choose a profile to copy from, the new profile is based on a default profile.
- 5 Press  under **Create**.
- 6 Scroll through the list of options and set their values.
- 7 Press  under **Done**.

Editing Profiles




- 1 From the main menu, select **Profiles**.
- 2 Scroll to the profile you want to edit.
- 3 Press .
- 4 Select **Edit**.
- 5 Scroll through the list of options and set their values.

Deleting Profiles

To delete a profile:

- 1 From the main menu, select **Profiles**.
- 2 Select the profile you want to delete.
Note: A temporary profile is automatically deleted when the profile it is based on is deleted.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or press  under **Yes** to confirm.

To delete all profiles:


- 1 From the main menu, select **Profiles**.
- 2 Press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Setting Call Filtering


The call filtering setting in each profile lets you control which calls, call alerts, and message notifications your phone notifies you of, and which it ignores.

To set call filtering:

- 1 While setting options for a profile, select **Call Filter**.
- 2 To set filtering options for phone calls, select **Phone**.
 - **Off** sets your phone to notify you of all phone calls.
 - **All** sets your phone to ignore all phone calls.
 - **All Contacts** sets your phone to notify you only of phone calls from numbers stored in Contacts.
 - **Some 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 type of message you have set not to sound a tone or vibrate, the messages notification screen appears as usual.
- 7 Press  under **Done**.

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.

Note: The volume of the shutter sound for the camera is controlled by your phone's speaker volume.

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 all phone calls, Boost™ walkie-talkie calls, call alerts, message notifications, and Datebook reminders, see “Setting Your Phone to Vibrate” on page 56.

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 **Ring Tones**. Make sure **VibeAll** is set to **Off**. Repeat step 1.

- 2 Select **Vibrate** to set your phone to vibrate. **-or-** Select **Silent** 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, press  under **View**.

Setting Wallpaper to Change Automatically

- 1 From the main menu, select **Settings > Display/Info > Wallpaper > Auto Cycle**.
- 2 Select how often you want the wallpaper to change.

Any of the wallpapers in your phone may appear on the idle screen.

Setting Text Size

To set the size of the text on the internal display:

- 1 From the main menu, select **Settings > Display/Info > Text Size**.
- 2 Select the option you want:
 - **Zoom** — 11 characters per line
 - **Standard** — 14 characters per line
 - **Compressed** — 18 characters per line

To set your phone to briefly display very large digits when you enter numbers at the idle screen:

- 1 From the main menu, select **Settings > Display/Info > Large Dialing**.
- 2 Set this option to **Large Digits**.


Setting Contrast

To set the contrast of the display:

- 1 From the main menu, select **Settings > Display/Info > Contrast**.
- 2 To set the contrast of the full-sized display, select **Display**.
- 3 Scroll left or right to set the contrast.

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 or press keys or buttons.

Customizing Your Phone

If you do not do any of these things for 10 seconds, the backlight dims. If you do not do any of these things for 30 seconds or more, the backlight turns off.

When the backlight is off, pressing a key on the keypad turns the backlight on but does not perform the action associated with the key.

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.

Tip: To control how long the backlight stays on while a Java application is displayed: Select **Settings > Display/Info > Backlight > Java Timer**.

To set the keypad backlight to light up only in low light conditions:

- 1 From the main menu, select **Settings > Display/Info > Backlight > Sensor**.
Set this option to **On**.

Airplane Mode—Temporarily Turning Off Calls

Sometimes you may want to have your phone on, but turn off its ability to make and receive calls, such as when you are on an airplane.

To set your phone so that it can not make or receive phone calls, Boost™ walkie-talkie calls, or transfer data:

- 1 From the main menu, select **Settings > Advanced > Airplane Mode**.
- 2 Set this option to **On**.

This icon  appears.

To restore your phone's ability to do all these things:

Set this option to **Off**.

Using Settings

Settings contains many submenus that let you customize your phone.

For information on applying groups of setting to your phone together, see “Profiles” on page 120.

Display/Info Features

The Display/Info menu controls how the keypad and display appear:

- **Wallpaper** — controls the wallpaper that appears on the idle screen.
- **Palette** — changes the color scheme of the display.
- **Text Size** — sets size of text on the display.
- **Home Icons** — controls whether main menu icons appear on the idle screen.
- **Backlight** — controls backlight illumination.
- **Clock** — controls whether the time and date appear on the idle screen; sets time and date format; sets year.
- **Menu View** — controls whether the items on your main menu and Java applications menu appear as large icons or a list.
- **Large Dialing** — sets large digits to appear on the idle screen when you enter a number.
- **Contrast** — sets the contrast of the 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.
- **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 46.
- **Notifications** — See “Setting Notification Options” on page 50.
- **Java App Control** — If you have installed a Java application that answers phone calls, this setting lets you turn that application on.

Walkie-Talkie Options Features


The Walkie-Talkie Options menu controls how your phone handles Boost™ walkie-talkie calls:

- **One Touch WT** — See “Setting One Touch Boost™ walkie-talkie” on page 44.
- **Tkgrp Silent** — controls whether you hear group calls to your Talkgroup. See “Call Timers” on page 44.
- **Tkgrp Area** — lets you define your Talkgroup area.
- **Alert Type** — controls how your phone notifies you when you receive Boost™ walkie-talkie calls.

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 speakers.

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 15.
- **GPS PIN** — enables and disables your phone's GPS PIN security feature. See "Setting the GPS PIN Security Feature" on page 111.
- **Change Passwords** — changes your phone unlock code, security code, SIM PIN, and GPS PIN.

Advanced Features

The Advanced menu contains advanced and rarely used Settings features.

- **Alert Timeout** — sets the amount of time a tone continues to sound when you receive a message notification, call alert, or Datebook reminder.
- **Headset/Spkr** — sets headset option. See "Changing the Look of Your Phone" on page 124.
- **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.

Customizing Your Phone

- **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.
- **Airplane Mode** — prevents your phone from making or receiving phone calls, Boost™ walkie-talkie calls or transferring data.
- **Phone Only** — prevents your phone from making or receiving Boost™ walkie-talkie calls or group calls, or transferring data.
- **Baud Rate** — sets the baud rate at which your phone communicates with a laptop computer, PC, or similar device.

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** > [**New Contact**].


- 2 Press and hold  until a confirmation screen appears.
- 3 Press  or press  under **Yes**.
- 4 Select **Key**.
- 5 Press the key number 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 . 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 Highlight 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 name or number assigned to a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Highlight any shortcut.
- 3 Press  under **Edit**.




4 With **Key** or **Voice** highlighted, press  to change assignments.

Deleting Shortcuts

To delete a shortcut:

- 1 From the main menu, select **Shortcuts**.
- 2 Scroll to the shortcut you want to delete.
- 3 Press .
- 4 Select **Delete**.
- 5 Press  or press  under **Yes** to confirm.

To delete all shortcuts:

- 1 From the main menu, select **Shortcuts**.
- 2 With any shortcut highlighted, press .
- 3 Select **Delete All**.
- 4 Press  or press  under **Yes** to confirm.

Using a Headset

If you use a headset or similar device with your phone, you can set your phone to send incoming sound to the headset only, or to the headset and the speaker at the same time:

- 1 From the main menu, select **Settings > Advanced > Headset/Spkr.**
- 2 Select **HdsetOnly** to send incoming sound to the headset only. **-or-**

Select **Hdset&Spkr** to send incoming sound to the headset and ring tones to the speaker. .

Attaching a Headset

- 1 Lift the audio jack cover.
- 2 Insert the headset connector firmly into the audio jack. You may have to rotate the headset connector until it fits securely into the audio jack.

Using a Remote 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.

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.

Boost™ Customer Care

You can contact Boost™ Customer Care 7 days a week simply by dialing 611 from your 415 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, 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	Message Description
Number Not in Service	The number that you entered is not valid.
Please Try Later	This service is temporarily not available. Please try again later.
User Not Authorized	The person that you called has not purchased this service.

Status Messages	Message Description
User Not Available	The phone that you called is either busy, out of coverage, or turned off. Please try again later.
User Busy in Boost Walkie-Talkie call	The phone that you called is busy in a Boost™ walkie-talkie call.
User Busy in Data	The phone that you called is busy using Boost™ Wireless Web services.
Service Restricted	This service was restricted by Boost™, or this service was not purchased.
Service Not Available	You are either out of coverage or having problems with provisioning.
System Busy	The system is experiencing heavy traffic. Please try again later.
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.

Understanding Status Messages

Status Messages	Message Description
Please Try Again	An error occurred. Please try again.
SIM PIN incorrect. Try again.	You have entered an incorrect PIN number.
Please Enter Special Code	You have inserted a SIM that will not work with a Boost Mobile® phone. Contact Boost™ Customer Care if you believe this is a valid SIM.
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 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 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.

Status Messages	Message Description
Insert SIM	Your SIM card is not being detected. Please check to ensure that you have inserted the SIM correctly into your phone.
Check SIM Card	Please check your SIM to make sure it has been inserted properly.
Enter SIM PIN	Please enter your 4- to 8- digit SIM PIN code.
Enter Unlock Code	Auto Phone Lock is activated. Enter your 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.
New Browser Message Memory Full!	Warns of low memory for Web Alerts.
Scanning for Satellites	Searching for GPS satellites.
Unable to Locate Sats	Could not find GPS satellites.

Status Messages	Message Description
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,

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.

Boost Mobile™ Terms and Conditions of Service

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

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,

Boost Mobile™ Terms and Conditions of Service

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.

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

Boost Mobile™ Terms and Conditions of Service

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.

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**

Boost Mobile™ Terms and Conditions of Service

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.

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."

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)**

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.

ALL MODELS WITH FCC ID AZ489FT5845 MEET THE GOVERNMENT’S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radiofrequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.¹ Tests for SAR are conducted using standard operating positions reviewed by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) as required by the FCC for each model. The highest SAR value for this model phone when tested for use at the ear is 1.45 W/kg and when tested on the body, as described in this user guide, is 1.23 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 AZ489FT5845.

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.

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.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.

Use While Driving

Check the laws and regulations on the use of radio products in the area where you drive. Always obey them.

When using the radio product while driving, please:

- Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

For Vehicles with an Air Bag



Do not place a portable radio product in the area over the air bag or in the air bag deployment area. Air bags inflate with great force. If a portable radio is placed in the air bag deployment area and the air bag inflates, the radio product may be propelled with great force and cause serious injury to occupants of the vehicle.

Potentially Explosive Atmospheres

Turn off your radio product prior to entering any area with a potentially explosive atmosphere, unless it is a radio product type especially qualified for use in such areas as “Intrinsically Safe” (for example, Factory Mutual, CSA, or UL approved). Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such

as grain, dust or metal powders, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

To avoid possible interference with blasting operations, turn off your radio product when you are near electrical blasting caps, in a blasting area, or in areas posted: “Turn off two-way radio”. Obey all signs and instructions.

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.

Safety and General Information

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.
- 2 Remove Battery and SIM card (if so equipped) from radio product.
- 3 Shake excess liquid from radio product.
- 4 Place the radio product and battery in an area that is at room temperature and has good air flow.
- 5 Let the radio product, battery, and SIM card dry for 72 hours before reconnecting the battery and/or powering on the radio product.

If the radio product does not work after following the steps listed above, contact your dealer for servicing information.

Clean the external surfaces of the radio product with a damp cloth, using a mild solution of dishwashing detergent and water. Some household cleaners may contain chemicals that could seriously damage the radio product. Avoid the use of any petroleum-based solvent cleaners. Also, avoid applying liquids directly on the radio product.

Accessory Safety Information

Important: Save these accessory safety instructions.

- Before using any battery or battery charger, read all the instructions for and cautionary markings on (1) the battery, (2) the battery charger, which may include a separate wall-mounted power supply or transformer, and (3) the radio product using the battery.
- Do not expose any battery charger to water, rain, or snow as they are designed for indoor or in-vehicle use only.



Warning: To reduce the risk of injury, charge only the rechargeable batteries described in “Battery” on page 4. Other types of batteries may burst, causing personal injury and damage.

Accessory Safety Information

- 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.
 - 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.

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	LENGTH OF COVERAGE
Products as defined above.	One (1) year from the date of purchase by the first consumer purchaser of the product.
Accessories as defined above.	One (1) year from the date of purchase by the first consumer purchaser of the product.
Products or Accessories that are Repaired or Replaced.	The balance of the original warranty or for ninety (90) days from the date returned to the consumer, whichever is longer.
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).	Ninety (90) days from the date of purchase.

MOTOROLA LIMITED WARRANTY

What is not covered? (Exclusions)

Normal Wear and Tear. Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Ornamental Decorations. Ornamental decorations such as emblems, graphics, rhinestones, jewels, gemstones and their settings, and other decorative elements, are excluded from coverage.

Batteries. Only batteries whose fully charged capacity falls below 80% of their rated capacity and batteries that leak are covered by this limited warranty.

Abuse & Misuse. Defects or damage that result from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.) to the surface of the product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the like, extreme heat, or food; (c) use of the Products or Accessories for commercial purposes or subjecting the Product or Accessory to abnormal usage or conditions; or (d) other acts which are not the fault of Motorola, are excluded from coverage.

Use of Non-Motorola Products and

Accessories. Defects or damage that result from the use of Non-Motorola branded or certified Products, Accessories, Software or other peripheral equipment are excluded from coverage.

Unauthorized Service or Modification. Defects or damages resulting from service, testing, adjustment, installation, maintenance, alteration, including without limitation, software changes, or modification in any way by someone other than Motorola, or its authorized service centers, are excluded from coverage.

Altered Products. Products or Accessories with (a) serial numbers or date tags that have been removed, altered or obliterated; (b) broken seals or that show evidence of tampering; (c) mismatched board serial numbers; or (d) nonconforming or non-Motorola housings, antennas, or parts, are excluded from coverage.

Communication Services. Defects, damages, or the failure of Products, Accessories or Software due to any communication service or signal you may subscribe to or use with the Products, Accessories or Software is excluded from coverage.

Software Embodied in Physical Media. No warranty is made that the software will meet your requirements or will work in combination with any hardware or software applications provided by third parties, that the operation of the software products will be uninterrupted or error free, or that all defects in the software products will be corrected.

Software NOT Embodied in Physical Media. Software that is not embodied in physical media (e.g. software that is downloaded from the internet), is provided "as is" and without warranty.

Who is covered? This warranty extends only to the first consumer purchaser, and is not transferable.

What will Motorola Do? Motorola, at its option, will at no charge repair, replace or refund the purchase price of any Products, Accessories or Software that does not conform to this warranty. We may use functionally equivalent reconditioned/refurbished/pre-owned or new Products, Accessories or parts. No data, software or applications added to your Product, Accessory or Software, including but not limited to personal contacts, games and ringer tones, will be reinstalled. To avoid losing such data, software and applications please create a back up prior to requesting service.

How to Obtain Warranty Service or Other Information? To obtain service or information, please call:

Motorola iDEN Customer Services
1-800-453-0920 or 954-723-4910

TTY-877-483-2840

Or visit us online at
<http://www.motorola.com/iden/support>

You will receive instructions on how to ship the Products, Accessories or Software, at your expense, to a Motorola Authorized Repair Center. To obtain service, you must include: (a) a copy of your receipt, bill of sale or other comparable proof of purchase; (b) a written description of the problem; (c) the name of your service provider, if applicable; (d) the name and location of the installation facility (if applicable) and, most importantly; (e) your address and telephone number.

What Other Limitations Are There? ANY IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED TO THE DURATION OF THIS LIMITED WARRANTY, OTHERWISE THE REPAIR, REPLACEMENT, OR REFUND AS PROVIDED UNDER THIS EXPRESS LIMITED WARRANTY IS

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T9 is a trademark owned by Tegic Communications.

T9® Text Input Patent and Trademark Information

This product is covered by U.S. Pat. 5,818,437, U.S. Pat. 5,953,541, U.S. Pat. 6,011,554 and other patents pending.

All other product names or services mentioned in this manual are the property of their respective trademark owners.

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Index

A

Accessories **18**

safety **154**

Antenna **17**

Attachments **69**

see also MMS messages,
attachments

B

Backlight **125, 127**

Battery

care **6**

charging **5**

door **4**

inserting **4**

safety **153**

Baud rate **130**

Boost

Wireless Web **87**

Wireless Web service plan **87**

Wireless Web, navigation **88**

Boost Mobile

Customer Care **134**

voice mail **78**

Boost walkie-talkie

call timers **44**

calls **19**

calls, answering **20**

calls, ending **20**

number **9**

number, viewing **9**

numbers, dialing **19**

options **128**

setting One Touch **44**

status messages **135**

turning off One Touch **44**

using One Touch **22, 44**

C

Call alerts **24**

deleting **25**

queue **24**

receiving **24**

responding **24, 25**

sending **24**

sorting **25**

viewing **25**

Call forwarding **41**

all calls **41**

missed calls **41**

off **41**

Call Timers **44**

Call Waiting

putting first call on hold **43**

Calls

advanced features **43**

Boost walkie-talkie **19, 20**

Direct Connect **44**

emergency **22**

ending **20**

entering number **20**

from Datebook **118**

from memo **40**

from MMS messages **71**

from recent calls **29**

from SMS messages **85**

international **43**

receiving **20**

redialing **21, 127**

remote Boost walkie-talkie
133

Speed Dial **21**

- TTY, see TTY calls
- Turbo Dial **21**
- voice name **21**
- Clock **127**
- Contacts **32**
 - accessing **33**
 - addressing MMS messages **63**
 - capacity **37**
 - choosing picture view **36**
 - creating entries **33**
 - creating MMS messages **62**
 - deleting **37**
 - icons **32**
 - International numbers **38**
 - receiving with Direct Send **27, 93**
 - ring tones **32, 33, 34**
 - searching **36**
 - sending with Direct Send **92**
 - showing all entries **37**
 - SIM card **32**
 - storing from Memo **40**
 - storing from MMS messages **72**

- storing from recent calls **28**
- type **32**
- viewing in recent calls list **27**
- voice name **34**

D

- Datebook **114**
 - deleting events **117**
 - editing events **117**
 - making calls from **118**
 - reminders **118**
 - setting up **119**
 - viewing **114**
- Dialing codes
 - non-emergency numbers **47**
 - telecommunications relay service **47**
- Digital rights management , see DRM
- Direct Connect
 - One Touch **44**
- Direct Send **92**
 - Contacts **92**
 - My Info **92**
- Display

- backlight **127**
- contrast **125, 127**
- options **10**
- screen **10**
- Drafts **58, 67**
 - see also MMS messages, drafts
 - icons **68**
- DRM **103**
 - count-based usage **103**
 - definition **103**
 - deleting items **99, 104**
 - expired items **104**
 - java applications **99**
 - managing items **103**
 - renewing items **103**
 - renewing license **103**
 - ring tones **56**
 - time-based usage **103**
 - viewing license information **103**
- E**
- Email **34, 46**
 - messaging **52**

Index

- receiving **53**
- sending **53**
- Emergency calls **22**
- End key **3**
- G**
- Getting Started **2**
- GPS Enabled **105**
 - almanac data **110**
 - best results **108**
 - emergency calls **22, 106**
 - map software **112**
 - PIN **129**
 - privacy options **110**
 - security **111**
 - viewing location **107**
- GPS, see GPS Enabled
- H**
- Handset, see phone
- Headset **133**
- Hearing Aid Compatibility **156**
- I**
- Icons
 - Contacts **32**

- drafts **68**
- Inbox **70**
- sent items **69**
- status **13**
- text entry **30**
- Idle screen **10**
 - creating MMS messages **63**
- Inbox **58, 70**
 - icons **70**
- International numbers **43**
 - calling **43**
 - storing **38**
- Internet, see Boost Wireless Web
- J**
- Java applications **97**
 - deleting **99**
 - DRM **99**
 - memory **99**
- K**
- Keypad **3**
 - locking **16, 129**
- L**
- Language **127**

Lists, see menus

M

- Memo **40**
 - calling from **40**
 - creating **40**
 - editing **40**
 - storing to Contacts **40**
 - viewing **40**
- Memory
 - Java applications **99**
 - MMS messages **76**
 - pictures **56, 89**
 - ring tones **56**
 - voice records **96**
- Menu key **3, 11**
- Menus **11**
 - context-sensitive **3, 11**
 - main menu **12**
- Message center
 - MMS messages **70**
- Message notifications **50**
 - setting options **50**
- Messages **50**
 - see also Two-Way messages,

- SMS messages, and MMS messages
 - email **52**
 - reading **53, 85**
 - receiving **50**
 - sending **51**
 - text and numeric **51**
 - Web **51**
- Messaging, see Messages, Two-Way messages, SMS messages, and MMS messages
- MMS messages
 - attachments **69, 70, 73**
 - calls from **71**
 - creating **58**
 - deleting **69, 71, 75, 77**
 - drafts **67**
 - embedded objects **69**
 - forwarding **68, 71**
 - going to website **73**
 - Inbox **70**
 - locking **71**
 - memory **76**

- message center **70**
- quick notes **64, 74**
- receiving **69**
- replying **71**
- sending **58, 67, 68**
- sent items **68**
- setting up **74**
- storing to Contacts **72**
- Multimedia messages **58**
- Multimedia messages see MMS
- Mute **22**
- My Info
 - receiving **26, 93**
 - sending with Direct Send **92**

N

- Navigation key **3**
- Non-emergency numbers **47**

O

- Over-the-air programming **9**
- Over-the-Air Radio Service Software (OARSS) **9**

P

- Passwords **129**

- voice mail **79**
- Patent information **161**
- Pauses
 - dialing **43**
 - storing **37**
- Phone **2, 10**
 - locking **129**
 - modem **45**
 - off **8**
 - on **8**
 - only **130**
 - setting up **3**
- Pictures
 - attaching to messages **66**
 - deleting from messages **73**
 - inserting in messages **65**
 - memory **56, 89**
 - saving from messages **73**
 - setting picture view in
 - Contacts **36**
 - setting picture view in recent calls **28**
 - viewing **89**
- Profiles **120**
- PUK code **16**

Index

Q

- Quick notes **64, 74**
 - see also MMS messages, Quick notes

R

- Radio frequency **148**
- Recent Calls **26**
- Recent calls **26, 29**
 - addressing MMS messages **64**
 - call alerts **26**
 - contact information **27**
 - contents **26**
 - creating MMS messages **63**
 - deleting **28**
 - display time **130**
 - setting picture view **28**
 - storing to Contacts **28**
 - viewing **27**
 - viewing My Info **26**
- Redialing **21, 127**
- Ring tones **54**
 - attaching to messages **66**
 - deleting **56**

- deleting from messages **73**
- downloading **56**
- DRM **56**
- in Contacts **32, 33, 34**
- inserting in messages **65**
- memory **56**
- off **54**
- saving from messages **73**
- setting **54**
- setting in Contacts **55**
- vibrate **54**
- viewing assigned **55**
- Ringer **124**
 - see also Ring tones
 - off **124**

S

- Safety **148**
 - accessory **154**
 - battery **153**
 - electromagnetic interference **151**
 - medical devices **152**
 - radio frequency **148**
- Send key **3**

- Sent items **58, 68**
 - see also MMS messages, sent items
 - icons **69**
- Service activation **8**
- Settings **126**
 - advanced **129**
 - DC/GC (Boost walkie-talkie) options **128**
 - display/info **127**
 - personalize **128**
 - phone calls **127**
 - reset defaults **130**
 - security **129**
 - volume **128**
- Shortcuts **131**
- SIM **6, 14**
 - Contacts **32**
 - PIN **14, 129**
 - PIN requirement **14**
 - PIN, changing **15**
 - PIN, unblocking **15, 16**
 - PUK code **16**
- SIM card
 - inserting **7**

- removing **7**
- SMS messages **85**
 - calling from **85**
- Speakerphone **22**
- Speed Dial **21, 33, 34**
- Status messages **135**

T

- T9 Text Input, see text entry
- TDD/TTY devices **48**
- Telecommunications relay service **47**
- Text and numeric messages
 - see SMS messages
- Text display area **10**
- Text entry **30**
 - database **30**
 - icons **30**
 - mode **30**
 - Word mode **30**
- Trademark information **161**
- TTY calls **46**
 - baud rate **47**
 - making **46**
 - mode **46**

- on **46**

- TTY devices **48**
- Turbo Dial **21**
- Two-Way messages **52**
 - sending **51**
 - Web **51**

V

- Voice mail **51**
 - changing password **79**
 - greetings **79**
 - group lists **83**
 - message forwarding **84**
 - playing messages **78**
 - receiving **51**
 - sending calls to **20, 51**
 - setting up **10, 78**
- Voice name **21, 33**
 - creating **34**
- Voice records **94**
 - attaching to messages **67**
 - deleting from messages **73**
 - inserting in messages **65**
 - locking **95**
 - memory **96**

- saving from messages **73**

W

- Waits
 - dialing **43**
 - storing **37**
- Web **3**
 - messaging **51**
 - secure data **87**
- White Page listings **49**
- Word mode **30**

Y

- Yellow Page listings **49**