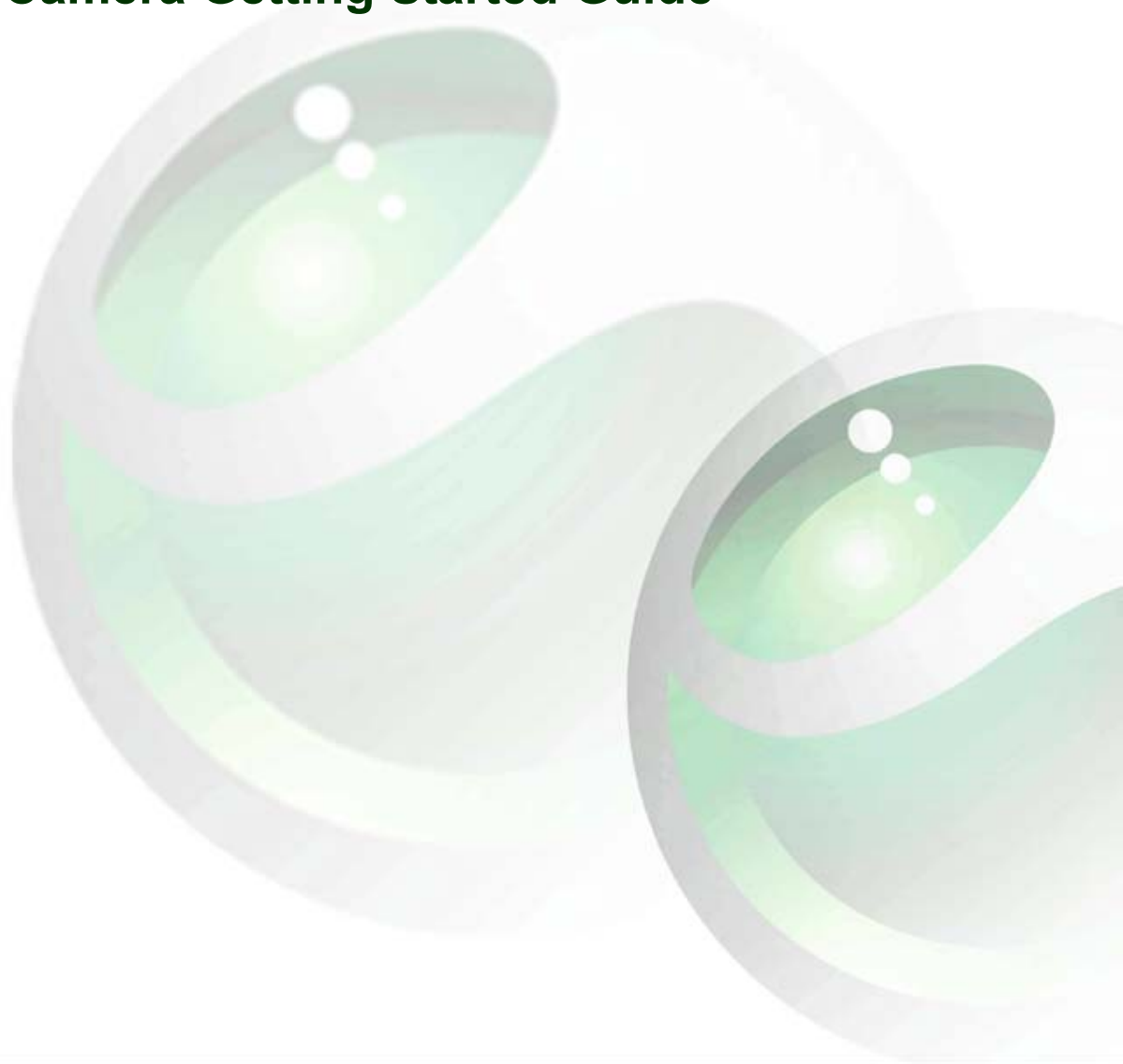


Camera Getting Started Guide



The Basics

You can use the camera in your phone to take pictures and save them in your phone. The pictures you save are stored in [MY PICTURES] as JPEG format files. You can use the pictures as wallpaper (background), screen savers, and you can assign them a picture to a contact in your Phonebook for use as Picture Caller ID (when the contact calls, the assigned picture is displayed). You can also share pictures with other phones, PDAs, and PCs via Picture Messaging, E-Mail, Bluetooth and Infrared. Activate the camera by using the camera button on the side of the phone or by selecting the camera icon on your desktop. To take a picture:

1. Use your phone's screen as the viewfinder to set up the picture you want to take.
2. Press the Camera button on the side of the phone or press "Capture".
3. To save the picture, press the center of the joystick (below the picture of the diskette) to save. The picture is saved in [MY PICTURES].
4. To view the picture, go to [PICTURES & SOUNDS] > [MY PICTURES] or, from Camera mode, press "More" and select [MY PICTURES]. The most recent picture you took should be the first picture in your list.

Saving and Naming Pictures

Pictures you save in your phone are stored in [MY PICTURES]. The file name is based on the default name that is set in the Camera mode and a sequential number. The default name is 'Picture(X)', where 'X' is the sequence number. To change the default name:

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [CAMERA]
3. Note: You also can press the Camera button on the side of the phone(that has a picture of a camera on it) to enter the Camera mode.
4. Press "More"
5. Scroll to and select [DEFAULT NAME]
6. Enter the name you want as a default and press "OK".

Choosing the correct size

All phones that support pictures can receive the picture size small (120x160). Some phones that support pictures cannot receive the picture size large (288x352) or extended (480 x 640) because it takes up too much memory. The best picture size to view on a PC is large or extra large. To edit pictures taken with the camera, you must select either large or extended as picture size.

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [CAMERA]
3. Note: You also can press the Camera button on the side of the phone (that has a picture of a camera on it) to enter the Camera mode.
4. Press "More"
5. Scroll to and select [PICTURE SIZE]
6. Scroll to and select [LARGE (288x352)] or [SMALL (120x160)] or [EXTENDED]. (Note : Extended size = 480 x 640 pixels)

Using the Timer

The Self-Timer is a built-in delay between the time you press “Capture” (or the Camera button) and the time the camera actually takes the picture. The delay is approximately 10 seconds. While the self-timer is running, you will hear an audible beep until the picture is taken. To use the self-timer:

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [CAMERA]
3. Note: You also can press the Camera button on the side of the phone(that has a picture of a camera on it) to enter the Camera mode.
4. Press “More”
5. Scroll to and select [SELF-TIMER]
6. Scroll to and select [ON]. You will see a clock icon in the top left hand corner of the camera screen once you have turned the self-timer on.
7. When you are ready to take the picture, press “Capture” or press the Camera button on the side of the phone. The timer will automatically take the picture approximately 10 seconds (and 10 beeps) later.

About Night Mode

The Night-Mode feature allows you to take pictures in low-light situations. When night mode is turned On, a half moon icon will appear in the top left corner of the picture screen.

To turn night mode On or Off:

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [CAMERA]
3. Note: You also can press the Camera button on the side of the phone (which has a picture of a camera on it) to enter the Camera mode.
4. Press "More"
5. Scroll to and select [NIGHT MODE]
6. Scroll to and select [ON] or [OFF]

Using Special Effects

Special effects can add a new look to your photos. The sepia effect creates a picture that is brown and white for that old fashioned look (similar to the black and white style).

When using the negative effect, your pictures will appear as normal photo negatives. If you take a picture using the negative effect, you can change it back (if it is a small picture) once it has been saved in My Pictures by highlighting the picture > pressing “More” > [EDIT] > Press “Tool” > [ADD EFFECT] > [NEGATIVE]

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [CAMERA]
3. Note: You also can press the Camera button on the side of the phone(that has a picture of a camera on it) to enter the Camera mode.
4. Press “More”
5. Scroll to and select [EFFECTS]
6. Scroll to and select the effect you want to us [BLACK AND WHITE], [NEGATIVE] or [SEPIA].

Sending a Picture

There are four ways to send a picture you took or other image that is stored in [MY PICTURES] to another phone or device. You can send it as a Picture Message (MMS), an E-Mail, via Bluetooth or via Infrared.

Note: You may not be able to send some images, such as downloaded images, if they are copyrighted.

1. From the Standby screen, tilt the joystick to the right to enter the menus.
2. Scroll to and select [PICTURES & SOUNDS]
3. Scroll to and select [MY PICTURES]
4. Scroll to the picture you would like to send, and press "More"
5. Scroll to and select [SEND]
6. Scroll to and select the transfer method.
 - If sending as an MMS / picture message, compose the message and press "Send", then enter the recipient's phone number and press "Send".
 - If sending as an E-mail, enter the recipient's e-mail address and compose the message, then press "More" and select [Send w. Attach.].
 - If using Bluetooth, scroll to and select the other Bluetooth device.
 - If using infrared, align the infrared port with the port of the other device.
7. A message is displayed on the screen once the picture has been sent.