

# Click to Phone



## Switch accessible Mobile Phone

### Advanced User Level

**Important Notes:**

1. This manual is a supplement too and should read in conjunction with the ClickToPhone User Manual October 2006.
2. Due to continuous product improvement Unique Perspectives reserves the right to update this Manual. This Manual supersedes all previous issues which must not continue to be used.
3. Any attempt to gain access to or in any way abuse the electronic components of the ClickToPhone renders the manufacturer's warranty void and the Manufacturer free from liability.

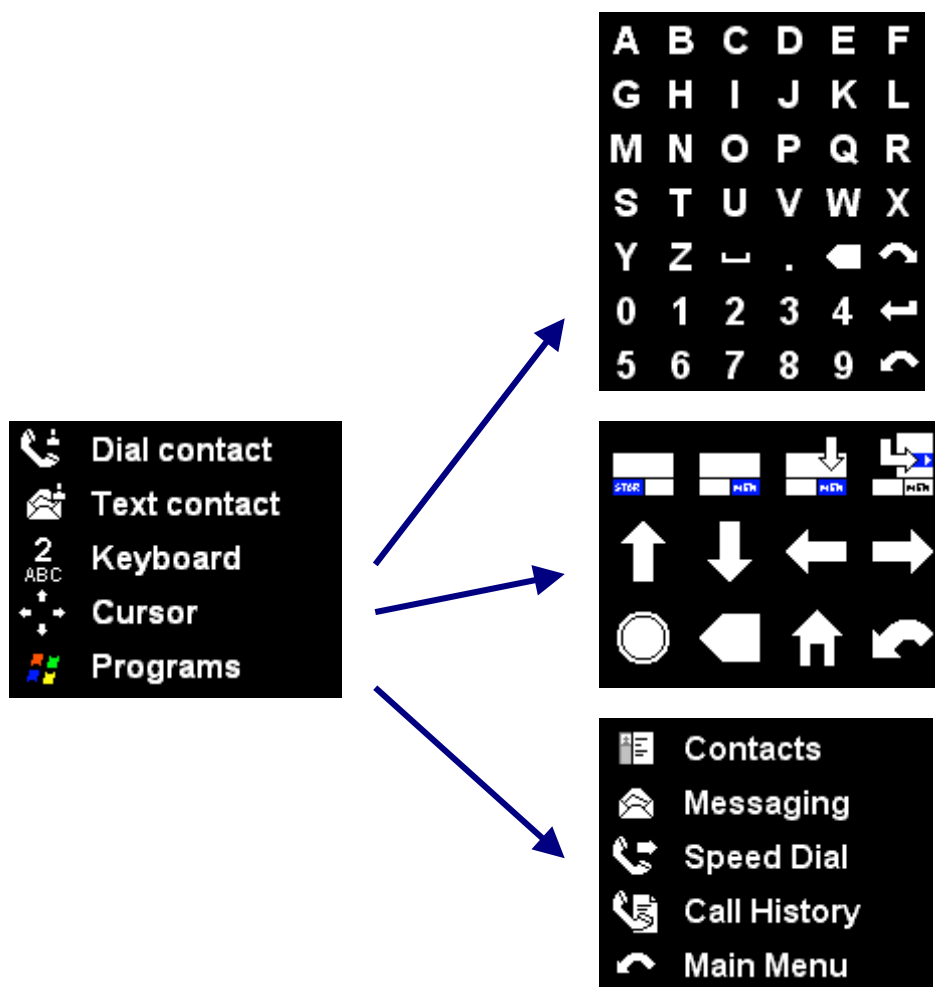
## Contents

---

	Page
<b>1. Introduction</b>	<b>3</b>
1.1 Automatic scanning	4
1.2 Short click scanning	4
1.3 Joystick scanning	4
1.4 Selecting the text box	5
<b>2. The Grids</b>	<b>6</b>
2.1 Main grid	6
2.2 Alphanumeric keyboard grid	8
2.3 Multipress keyboard grid	9
2.4 Cursor grid and cursor control	11
2.5 Programs grid	15
2.6 Quick Guide	17
<b>3. Examples</b>	<b>18</b>
3.1 Answering Calls	18
3.2 Making Calls	22
To dial a contact	22
To select a speed dial	26
To dial a specific number	30
3.3 Text Messaging	36
To compose and send a text	36
To read a text message	43
To reply to a text message	46

## 1 Introduction

The advanced functions of the ClickToPhone are accessed through a series of grids. These grids are only accessible when the user level is set to advanced. The grids are linked together in a tree like structure as shown below:-



Depending on the scanning method the grids are navigated in different ways. There are 3 scanning methods:

1. Automatic scanning
2. Short click scanning
3. Joystick scanning

The scanning method is chosen under the “Scanning” option. See section 4.3 in the ClickToPhone User Manual for further details on changing options.

## 1.1 Automatic scanning

Press the switch once to start the scan. The rows of the grid are scanned one after another automatically. The scanning interval or speed can be chosen under the Scanning option as well as whether a beep is made or not.

Pressing the switch again chooses a row. Then the cells within the row are scanned one after another. Finally a cell is selected by pressing the switch a third time.

If no cell is selected by the end of the row, row scanning will begin again at the current row.

If a cell is selected the scanning is restarted by pressing the switch again. The previously chosen cell will be highlighted for a moment before scanning resumes. This allows a cell to be chosen a second time. This is important if you are using the Multipress keyboard grid.

See section 4.3 in the ClickToPhone User Manual for further automatic scanning options.

## 1.2 Short Click scanning

In short click scanning a short click of the switch is used to advance the scan whilst a long click is used to select a row or cell. The length of time which distinguishes between a short and long click is called the scanning interval and can be set under the Scanning option.

Use short clicks of the switch to scan the rows of the grid. To select the highlighted row make a long click. Then use short clicks to scan the cells within the row. Finally select the highlighted cell by making a long click.

As in automatic scanning, if no cell is selected by the end of the row, row scanning will begin again at the current row.

## 1.3 Joystick scanning

In joystick scanning joystick deflections are used to highlight the desired cell. The highlighted cell is chosen by pressing the select switch.

An upwards deflection moves up one row. A downwards deflection moves down one row. A left deflection moves left one cell and a right deflection moves right one cell.

There a number of shortcuts built into joystick mode to allow you to quicker enter text and navigate the grid.

### Main menu/Home short cut

If the keyboard or programs grid is displayed you can return to the main menu by making an upwards deflection at the top of the grid. If the main menu grid is displayed you can restore the phone's Home page by making an upwards deflection at the top of the grid.

### Back shortcut

If the keyboard grid is displayed you can delete the last character entered in the text box by making a left deflection of the joystick at the left side of the grid.

### Space shortcut

If the keyboard grid is displayed you can enter a space character into the text box by making a right deflection of the joystick at the right side of the grid.

For further information on how to use the Joystick to navigate the grid and the phone itself see page 11.

**NOTE:** In every mode selection of a cell can be repeated by keeping the switch pressed. If the alphanumeric keyboard grid is used this allows a series of characters to be entered into the text box at regular intervals. If the multi-press keyboard grid is used this allows you to step through the multi-press characters.

## **1.4 Selecting the Text Box**

When the keyboard grid is open the text box itself is included in the scan of the rows. This makes it possible to select the text box just like you select a row. When the text box is highlighted it is selected by pressing the switch in automatic scanning, by making a long click in short click mode or by pressing the joystick's select switch in joystick scanning.

After selection the ClickToPhone program is minimized.

If the ClickToPhone text box contained text then that text is copied into the text box of the previous program. If Text Contact had been previously chosen from the Main Menu then the current program will be the text editor of the Messaging program (for further details on texting see page 36).

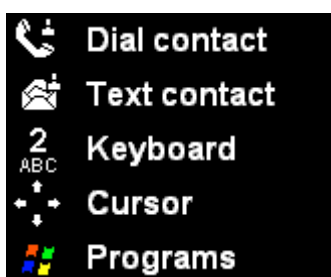
## 2 The Grids

What follows next is a description of each grid and the purpose of each cell. It is important to familiarise oneself with these grids and with the scanning methods before attempting to carry out more complex tasks such as sending and receiving text messages.

After the description of the grids is a series of practical examples which help to explain how the software works for carrying out various tasks such as dialing a phone number, composing a text, reading the text messages in the inbox etc.

### 2.1 Main Grid

The main grid or main menu of the ClickToPhone software is shown below.



#### Dial Contact

Opens the contacts list and makes a call.

When selected the Contacts program is launched.

In automatic scanning the list of contacts is scanned automatically one after the other. To dial a contact the switch is pressed when the desired contact is highlighted.

In short click scanning the list of contacts is scanned by making short clicks of the switch. To dial a contact a long click of the switch is made.

In Joystick scanning up/down deflections of the joystick are used to highlight the desired contact. The contact is dialed by pressing the joystick select switch.



#### Text Contact

Opens the contacts list to send a text.

When selected the Contacts program is launched.

In automatic scanning the list of contacts is scanned automatically one after the other. To select a contact the switch is pressed when the desired contact is highlighted. The contact details are presented.

In short click scanning the list of contacts is scanned by making short clicks of the switch. To choose a contact a long click of the switch is made. The contact details are presented.

In Joystick scanning up/down deflections of the joystick are used to highlight the desired contact. The contact is chosen by pressing the joystick select switch. The contact details are presented.

In all cases a second press of the switch launches the Messaging program so that you can compose a message to text to the chosen contact. You must wait until the messaging program is displayed before the next step.

Finally, a third press of the switch restores the ClickToPhone program and opens the Keyboard grid so that you can begin composing a message.

## 2 ABC

The icon for the 'Keyboard' section consists of a large number '2' above the letters 'ABC'.

### **Keyboard**

Opens up the keyboard grid so that you can enter text. Two types of grid are supported. Alphanumeric presents the complete alphabet and numbers as individual cells. Multipress presents a grid similar to the keypad on the phone whereby multiple selections of a cell are required to type a particular character.



### **Cursor**

Opens up the cursor grid which enables a single switch user to manipulate the phones start menu and control its applications. In simple terms this grid emulates the cursor keys found in the middle of the phones keypad.

For joystick users selection of this item minimizes the ClickToPhone program so that the joystick can be used as the cursor control.



### **Programs**

Opens up the programs grid. A quick way of starting programs such as "Speed Dial" and "Call History" rather than through the normal Windows Start menu.

## 2.2 Alphanumeric Keyboard Grid

The Alphanumeric Keyboard grid of the ClickToPhone software is shown below:



**A-Z**  
**0-9**

### Alphabet and Numbers

Selecting a cell containing a character, number, space or full stop results in that character being typed into the textbox at the bottom of the ClickToPhone window.



### Back Space

Deletes the last character typed into the text box.



### Next Grid

Because space is limited on the screen of the mobile phone this grid is split in two. The first part to be displayed is the alphabet. When this cell is selected the numbers are presented as well as the Return and Send/Dial and Main Menu cells.



### Return and Send/Dial

When selected the ClickToPhone program is minimized.

If the ClickToPhone text box contained a number then that number is copied to the phone dialer as if it had been typed out on the phone's keypad. Then when the switch is pressed the number is dialed.

If the ClickToPhone text box contained text then that text is copied into the text box of the previous program. If Text Contact had been previously chosen from the Main Menu then the current program will be the text editor of the Messaging program. Then when the switch is pressed the left soft key function is activated. In the Messaging program this is the Send command.

In both cases the action can be canceled. In automatic scanning or

short click scanning press and hold the switch until the ClickToPhone program is restored. In Joystick mode restore the ClickToPhone program by either a long click or a double click (depending on the setting of the Show After property).



### Main Menu

Returns to the Main Menu.

## 2.3 Multipress Keyboard Grid

Multipress compacts several characters into one cell in the same manner as the mobile phone’s keypad. This speeds up the typing process and makes the T9 word prediction features of the phone available to a switch or joystick user. The Multipress Keyboard grid of the ClickToPhone software is shown below.



### Keys

In multi-press mode a cell must be selected a certain number of times to type a particular character. For example the cell twice for ‘b’. The cell three times for ‘r’.

In T9 mode the cells containing the characters of the required word are selected one after another until the word appears in the prediction list. If it does not appear the key entry mode must be changed to multi-press and the word typed again.

### T9 T9

Changes the key entry mode of the phone. The key entry mode is displayed in the top right hand corner of the screen.

- 123 = Numeric
- ABC = Multipress
- T9 = Predictive typing



### Return and Send/Dial

When selected the ClickToPhone program is minimized.

If the ClickToPhone text box contained a number then that number copied to the phone dialer as if it had been typed out on the phone's keypad. Then when the switch is pressed the number is dialed.

If the ClickToPhone text box contained text then that text is copied into the text box of the current program, if it has one. If Text Contact had been previously chosen from the Main Menu then the current program will be the text editor of the Messaging program. Then when the switch is pressed the left soft key function is activated. In the Messaging program this is the Send command.

In both cases the action can be canceled. In automatic scanning or short click mode press and hold the switch until the ClickToPhone program is restored. In Joystick mode restore the ClickToPhone program by either a long click or a double click.



### **Back Space**

Deletes the last character typed into the text box.




### **Main Menu**

Returns to the Main Menu.



### **Display Word Predictions**

If a word is being predicted, such as in T9 mode or when the next word is being predicted, selecting this cell displays the list of possible words. The list is scanned either automatically or manually using short clicks or joystick switch presses until a selection is made. A list of word predictions exists when the text you have typed becomes underlined. When a next word is predicted selecting the  cell selects the predicted word. In joystick scanning the predicted word can be selected by making a right hand deflection of the joystick.

## 2.4 Cursor Grid and Cursor Control

### Using a Joystick

When the scanning method is set to joystick the Cursor grid is not displayed. Instead the ClickToPhone program is minimized and the joystick deflections are used to mimic cursor actions and the two soft keys. The table below equates joystick deflections to cursor actions.

Joystick up	=	Cursor up
Joystick down	=	Cursor down
Joystick left	=	Left Soft Key
Joystick right	=	Right Soft key
Joystick click	=	Cursor select

In order to mimic other actions such as cursor left, cursor right and the Home and Back keys the joystick can be temporarily placed in extended mode. In extended mode the joystick behaves differently. The method of selecting extended mode depends upon the setting of the Show After property. The Show After property mainly describes after what joystick action the ClickToPhone program will be restored but it also controls how extended mode is selected. The table below equates joystick actions to cursor actions for each of the two Show After property settings.

#### **Show After = Long click**

Long click + Joystick up	=	Home key
Long click + Joystick down	=	Back key
Long click + Joystick left	=	Cursor left
Long click + Joystick right	=	Cursor right
Long click only	=	Restore ClickToPhone

Note: when a long click is made the phone will emit an alert sound.

#### **Show After = Double click**

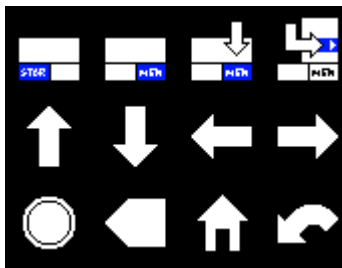
Click + Joystick up	=	Home key
Click + Joystick down	=	Back key
Click + Joystick left	=	Cursor left
Click + Joystick right	=	Cursor right
Click + Click	=	Restore ClickToPhone

The “+” symbol above denotes a second action occurring after the first.

To set the Show After property see section 4.2 Of the ClickToPhone user manual.

## Using Switches

When the scanning method is set to automatic or short click the Cursor grid is displayed. The Cursor grid is specifically for switch users. It enables a user to manipulate the start menu and to control programs. The cells in the grid mimic the actions of the phones cursor control, left and right soft keys, Home key and Back key. Learning how to use the cursor grid takes time but with practice and training it is possible to control all of the phones functions through this interface if desired.



### **Left Soft Key**

Mimics pressing the left soft key.

When selected the ClickToPhone program is minimized. Then when the switch is pressed, the left soft key function is performed. When the switch is pressed a second time the ClickToPhone program is restored allowing selection of another cursor control/soft key function.



### **Right Soft Key**

As above for the right soft key.



### **Right Soft Key + Scan**

Mimics pressing the right soft key followed by repeatedly pressing the cursor down key followed by pressing the cursor select key. This function is used when you want to scan down the list of options displayed by the right soft key.

When selected the ClickToPhone program is minimized. Then when the switch is pressed, the right soft key function is activated, and, depending on the program that is running, a list of options is presented.

In short click scanning method short clicks of the switch step through the items in the list. An item is selected with a long click.

In automatic scanning method the items are scanned automatically. An item is selected when the switch is pressed.

Finally when the switch is pressed again the ClickToPhone program is

restored allowing selection of the next cursor function.



## Right Soft Key + Scan x 2

Mimics pressing the right soft key followed by repeatedly pressing the cursor down key followed by pressing the cursor right key followed by repeatedly pressing the cursor down key again followed by pressing the cursor select key. This function is used when you want to select an item from a second level menu (for example the Reply option when reading a text message has 3 additional options, Reply, Reply All and Forward).

Operation is similar to Right Soft Key + Scan except that the scanning is performed twice. Once on the main list of options and then again on the second level of options (if they exist for the chosen main menu item).



## Scan Up

Mimics repeatedly pressing the cursor up key. This function is used when you want to scan the items in a list in the upwards direction.

When selected the ClickToPhone program is minimized.

In short click scanning method short clicks of the switch are used to scan up through the items in the list. A long click restores the ClickToPhone program.

In automatic scanning method the list is scanned automatically. Scanning is stopped by pressing the switch. Pressing the switch again restores the ClickToPhone program.

Note that in both scanning methods the item in the list is not automatically selected. To select the item you must choose the Select function from the grid.



## Scan Down

Mimics repeatedly pressing the cursor down key. As above except in the downwards direction.



## Scan Left

Mimics repeatedly pressing the cursor left key. As above except in the left direction.



## Scan Right

Mimics repeatedly pressing the cursor right key. As above except in the right direction. This function is very useful when reading text messages as it not only allows a user to browse through each message but also through the SMS, MMS and Email options.

A circular icon with a dot in the center, representing a selection or cursor function.

## Select

Mimics pressing the cursor select key. This function is generally used when you want to select the current item from a list.

When selected the ClickToPhone program is minimized. Then when the switch is pressed a cursor select action is performed. When the switch is pressed again the ClickToPhone program is restored allowing you to select the next cursor action.



## Back Key

Mimics pressing the back key. This function is used when you want to close a program or delete the entries in a text field.

When selected the ClickToPhone program is minimized. Then when the switch is pressed the action that happens will be the same as what would happen if the phone's Back key had been pressed. This action depends upon the program that is running but in general the Back key deletes the entries in a text box if one exists or it closes the program.

In short click scanning method short clicks of the switch repeatedly perform a Back operation. This allows you to close all programs running until you reach the Home page. The ClickToPhone program is restored after a long click.

In automatic scanning method only one Back operation is performed when the switch is pressed. The second press restores the ClickToPhone program.



## Home

Mimics pressing the Home key. When selected the windows home page is restored.



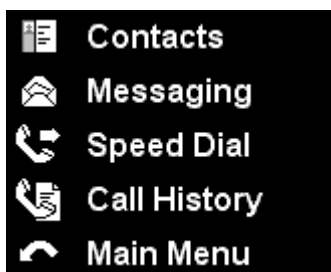
## Main Menu

Returns to the main menu.

**NOTE:** If you wish to cancel the current function in either short click or automatic scanning method simply press the switch and keep it held until the ClickToPhone program is restored. Then release the switch and choose a new cursor function.

## 2.5 Programs Grid

The Programs Grid contains a list of commonly used programs including Speed Dial and Call History. It is a quick way of accessing programs rather than through the Mobile phone's start menu.



When an item is selected the corresponding program is launched or restored and the ClickToPhone program is minimized.

In joystick scanning the joystick can then be used to manipulate the program as described in previous section on the page 11.

In automatic or short click scanning (except for the Speed Dial program) pressing the switch restores the ClickToPhone program with the cursor grid is open. Then a cursor function can be selected and applied to the new program. See page 11 for details.



### Contacts

Launches the Contacts program.



### Messaging

Launches the Messaging program.



### Speed Dial

Launches the Speed Dial program.

In short click scanning short clicks of the switch are used to scan down through the items in the list. A long click selects the item. If the speed dial item is a contact then that contact will be dialed.

In automatic scanning the list is scanned automatically. When the switch is pressed the highlighted item is selected.

In both cases it is possible to cancel the action by pressing and holding the switch until the ClickToPhone program is restored.

Note that you can have a speed dial entry for a program as well as a contact. In this way the list of programs can be expanded.



### **Call History**

Launches the Call History program.



### **Main Menu**

Returns to the main menu.

## 2.6 Quick Guide



**Dial Contact**



**Text Contact**



**Keyboard**



**Cursor**



**Programs**



**Left soft key**



**Right menu scan**



**Back key/Backspace**



**Down scan/Word predictions**



**Up scan**



**Select key**



**Home key**



**Space/Accept word prediction**

**A-Z  
0-9**

**Alphabet and Numbers**



**Contacts**



**Messaging**



**Speed Dial**



**Call History**



**Main Menu**



**Right soft key**



**Right menu scan X 2**



**T9 Mode**



**Right scan**



**Left scan**



**Return and Send/Dial**



**Next grid**



**Punctuation**

### 3 Examples

The following examples illustrate how to carry out some of the typical tasks that a user may wish to accomplish with their mobile phone. It is not intended to be an explanation of the phone itself and should be read in conjunction with the phone’s own user manual.

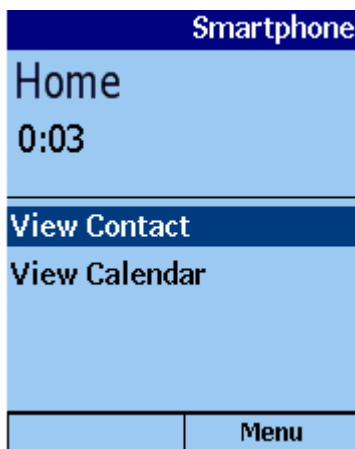
Where necessary the method is described for each of the three scanning methods; Joystick, automatic and short click.

#### 3.1 Answering Calls


##### To answer an incoming call

##### *Automatic and Short click scanning*

1. When the phone rings a dialog box is presented with two softkey options, namely, “Accept” or “Reject”. If the Auto Answer option is enabled the call will be answered automatically (see section 4.7 in the ClickToPhone User Manual). In this case skip to step 3.
2. To Accept press the switch. The call is answered and the Smartphone program is launched.



3. If you are using the Speakerphone then after a moment the Speakerphone will switch on (to use the Speakerphone the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See page section 4.6 in the ClickToPhone User Manual).

4. To end the call press the switch again.

5. Pressing the switch a third time restores the ClickToPhone program.

**NOTE:** It is not possible to Reject an incoming call. If you do not wish to answer the call do not press the switch and after a moment the call will be routed through to your voice mail.

**To answer an incoming call*****Joystick scanning***

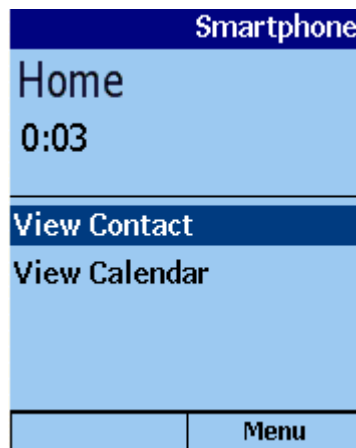
1. When the phone rings a dialog box is presented with two softkey options, namely, "Accept" or "Reject". If the Auto Answer option is enabled the call will be answered automatically (see section 4.7 in the ClickToPhone User Manual). In this case skip to step 3.

2. There are two ways to answer the call.


a) by pressing the joystick's switch.

b) by selecting the left soft key (using a left joystick deflection).

When the call is accepted the call is answered and the Smartphone program is launched.



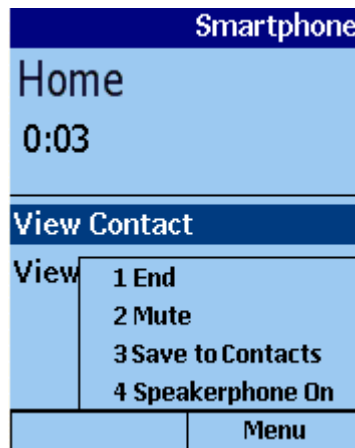
3. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

4. There are two ways to end the call.

a) by pressing the joystick's switch.

b) by selecting the End option from the popup menu



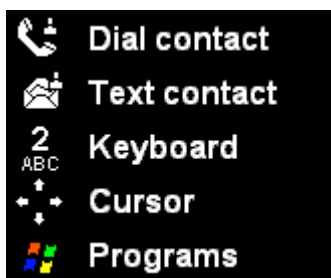
5. To restore the ClickToPhone program make either a Long click or a Double click (depending on the setting of the Show after property).

### 3.2 Making Calls

#### To dial a contact

#### *Automatic and Short click scanning*

1. If the ClickToPhone program is not visible then press and hold the switch until it is restored.



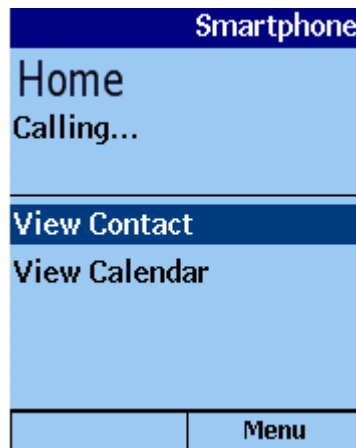
2. Choose the Dial contact option from the main menu. The Contacts program is launched.




3. In automatic scanning the contacts are scanned automatically. To select and dial a contact press the switch when it is highlighted (blue).

In short click scanning use short clicks of the switch to highlight the desired contact. Make a long click of the switch to select and dial the contact.

4. The Smartphone program is launched and the contact is dialled.



5. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

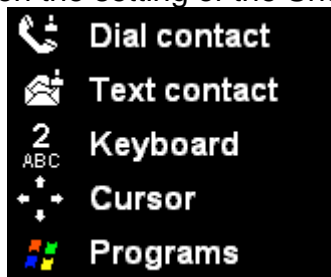
If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual.

6. To end the call press the switch again.
7. After the call has ended pressing the switch restores the ClickToPhone program.

## To dial a contact

## *Joystick scanning*

1. If the ClickToPhone program is not visible then make either a Long click or a Double click (depending on the setting of the Show after property).

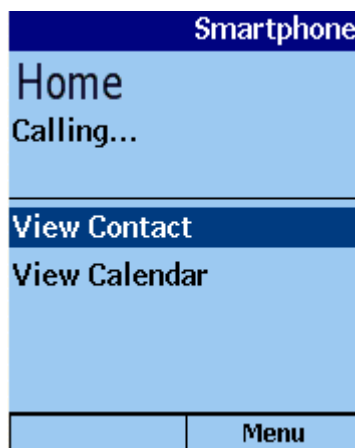


2. Choose the Dial contact option from the main menu. The Contacts program is launched.




Use up/down deflections of the joystick to highlight the desired contact. To select and dial the contact press the joystick's select switch.

3. The Smartphone program is launched and the contact is dialled.



4. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

5. To end the call press the joystick's switch again or select the End option from the Menu.

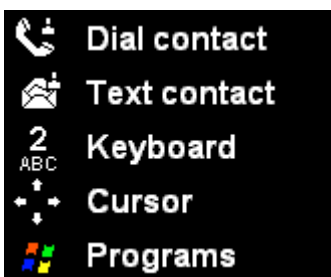


6. To restore the ClickToPhone program make either a Long click or a Double click (depending on the setting of the Show after property).

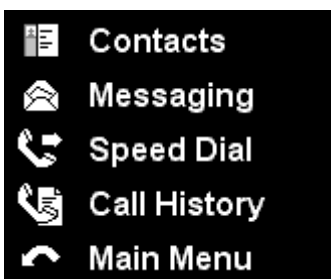
## To select a Speed Dial

### *Automatic and Short click scanning*

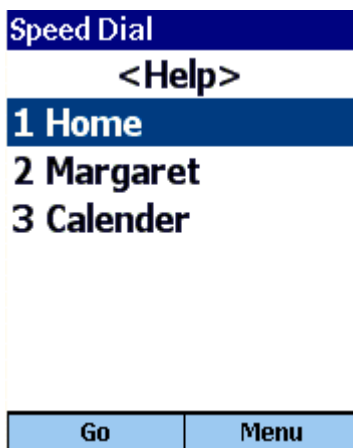
1. If the ClickToPhone program is not visible then press and hold the switch until it is restored.



2. Choose the Programs option from the main menu. The Programs grid is opened.



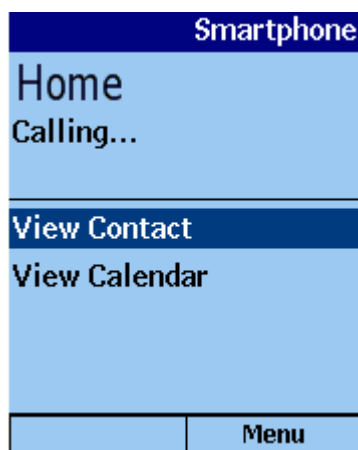
3. Choose the Speed Dial option from the Programs menu. The Speed Dial program is launched.




4. In automatic scanning the speed dial entries are scanned automatically. To select an entry press the switch when it is highlighted (blue).

In short click scanning use short clicks of the switch to highlight the desired speed dial entry. Make a long click of the switch to select the entry.

If the speed dial entry is a contact then the Smartphone program is launched and the contact is dialled.



5. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

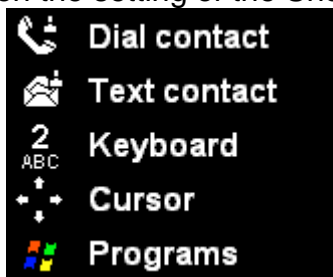
If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

6. To end the call press the switch again.
7. After the call has ended pressing the switch restores the ClickToPhone program.

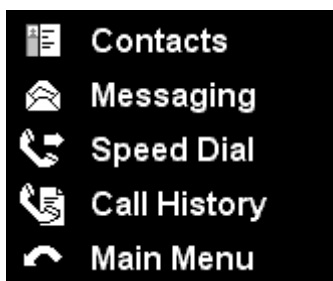
**To select a Speed Dial**

***Joystick scanning***

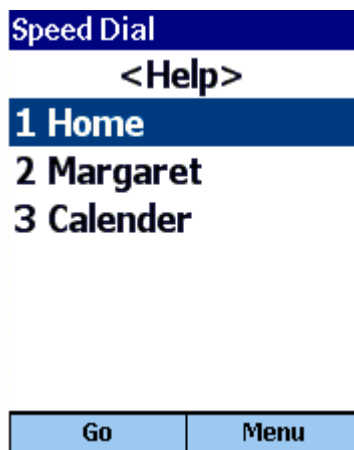
1. If the ClickToPhone program is not visible then make either a Long click or a Double click (depending on the setting of the Show after property).



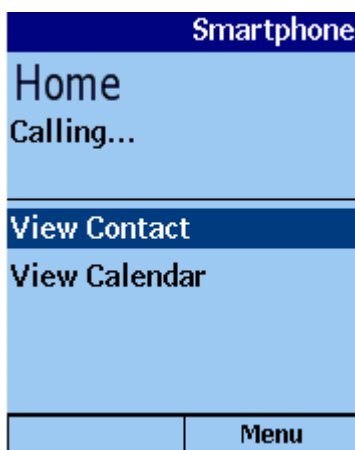
2. Choose the Programs option from the main menu. The Programs grid is opened.




3. Choose the Speed Dial option from the Programs menu. The Speed Dial program is launched.



4. Use up/down deflections of the joystick to highlight the desired speed dial entry. To select the entry press the joystick's switch or make a left deflection of the joystick. Either method selects the Go function. If the speed dial entry is a contact then the Smartphone program is launched and the contact is dialled.



5. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

6. To end the call press the joystick's switch again or select the End option from the Menu.



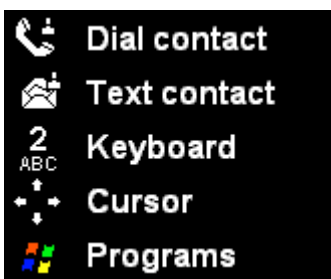
7. To restore the ClickToPhone program make either a Long click or a Double click (depending on the setting of the Show after property).

**Tip:** You can associate a program with a speed dial as in the “Calendar” example above. This is a simple way of expanding the list of programs available through the Programs grid.

**To dial a specific number**

***Automatic and Short click scanning***

1. If the ClickToPhone program is not visible then press and hold the switch until it is restored.



2. Choose the Keyboard option from the main menu. There are two types of keyboard grid, Multipress and Alphanumeric. See page 8 and 9 for further explanation.




3. If the Multipress grid is being used select the T9 cell and change the T9 mode to 123. The phone's text entry mode (T9) is displayed in the top right hand corner of the screen.

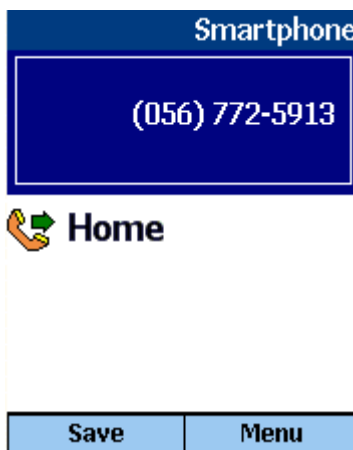
If the Alphanumeric grid is being used select the ↶ cell so that the numbers are displayed. Note that the phone's text entry mode automatically switches to 123 when the number cells are displayed.

4. Type out the number you want to dial by selecting the numbers from the grid.

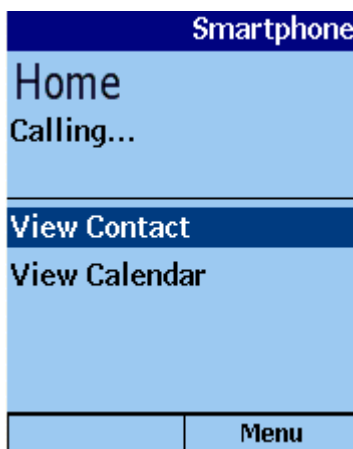
## Click to Phone



5. To dial the number select the  cell. The ClickToPhone program will be minimised and the number will be typed as if it had been entered on the phone's keypad.




6. If the number is correct press the switch to complete the call.



Note that if the number is incorrect or if you do not wish to dial it then press and hold the switch until the ClickToPhone program is restored.

7. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

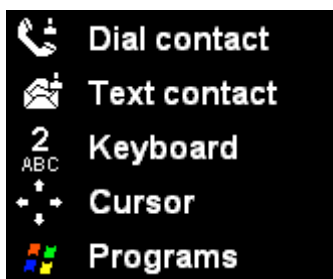
If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

8. To end the call press the switch again.
9. After the call has ended pressing the switch restores the ClickToPhone program.

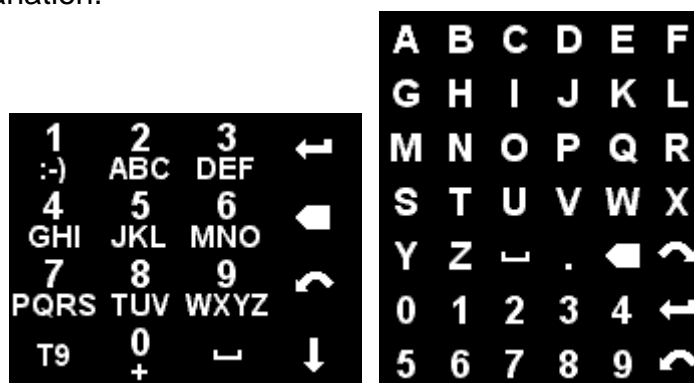
**To dial a specific number**

***Joystick scanning***

1. If the ClickToPhone program is not visible then make either a Long click or a Double click (depending on the setting of the Show after property).



2. Choose the Keyboard option from the main menu. There are two types of keyboard grid, Multipress and Alphanumeric. See section page 8 and 9 for further explanation.




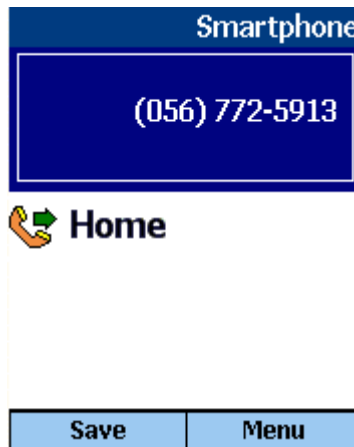
3. If the Multipress grid is being used select the T9 cell and change the T9 mode to 123. The phone's text entry mode (T9) is displayed in the top right hand corner of the screen.

If the Alphanumeric grid is being used select the ↷ cell so that the numbers are displayed. Note that the phone's text entry mode automatically switches to 123 when the number cells are displayed.

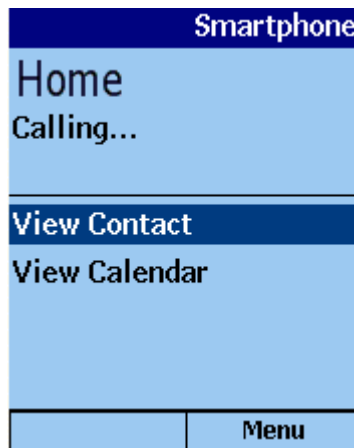
4. Type out the number you want to dial by selecting the numbers from the grid.




5. To dial the number select the  cell or select the text box itself. The ClickToPhone program will be minimised and the number will be typed as if it had been entered on the phone's keypad.



6. There are two ways to complete the call.
- a) by pressing the joystick's switch.
  - b) by selecting the Call option from the Menu.



7. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See section 4.6 in the ClickToPhone User Manual).

8. There are two ways to end the call.
  - a) by pressing the joystick's switch.
  - b) by selecting the End option from the Menu.



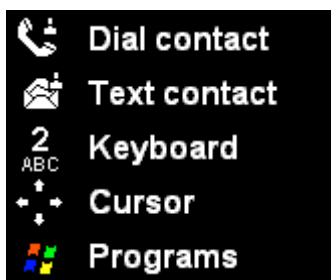
9. To restore the ClickToPhone program make either a Long click or a Double click (depending on the setting of the Show after property).

### 3.3 Text Messaging

#### To compose and send a text

#### *Automatic and Short click scanning*

1. If the ClickToPhone program is not visible then press and hold the switch until it is restored.



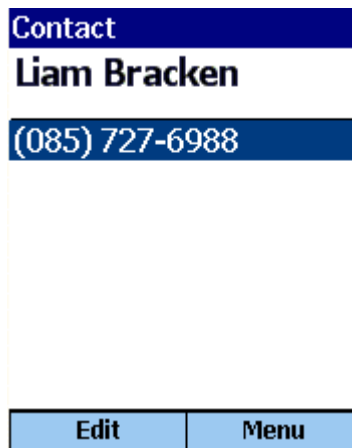
2. Choose the Text contact option from the main menu. The Contacts program is launched.



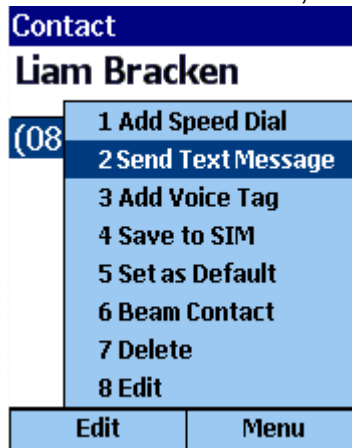
3. In automatic scanning the contacts are scanned automatically. To select a contact press the switch when it is highlighted (blue).

In short click scanning use short clicks of the switch to highlight the desired contact. Make a long click of the switch to select the contact.

The contact details are presented.



4. To send a new text message press the switch again. The Send Text Message option is automatically chosen from the Menu,

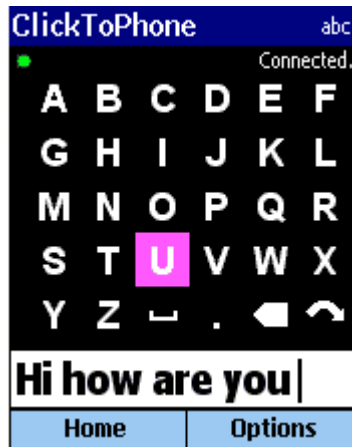


and after a moment the New Message program is launched.

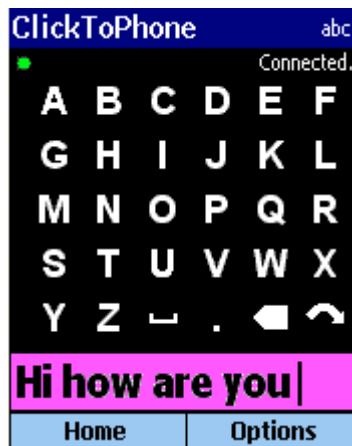





5. Pressing the switch again restores the ClickToPhone program with the keyboard grid open. There are two types of keyboard grid, Multipress and Alphanumeric. See section page 8 and 9 for further explanation. For illustration purposes only the alphanumeric grid is shown in this example.

6. Compose the first sentence of your message by selecting the characters from the keyboard grid.




7. There are two ways to transfer the text you have written into the New Message program. If this is the first sentence of your text message then select the text box itself when it is highlighted.




If this is the last sentence of your text message or if the message only comprises of one sentence then select the  cell. The  cell is accessible on the second page of the alphanumeric grid. Select the  cell to display the second page.

8. Both methods minimise the ClickToPhone program and copy the text into the New Message program.



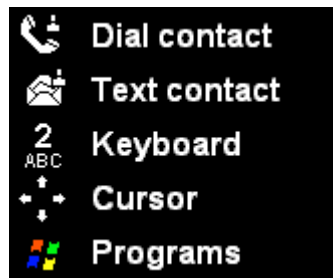
9. If the  cell was selected pressing the switch sends the text message. If the text box was selected pressing the switch restores the ClickToPhone program so that you can compose the next sentence of the text message.

If the  cell was selected but you decide not to send the text message press and hold the switch until the ClickToPhone program is restored.

### To compose and send a text

### *Joystick scanning*

1. If the ClickToPhone program is not visible then make either a Long click or a Double click (depending on the setting of the Show after property).



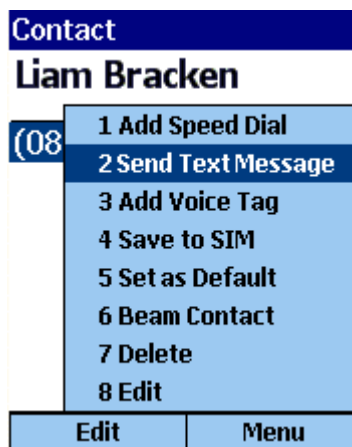
2. Choose the Text contact option from the main menu. The Contacts program is launched.



- Use up/down deflections of the joystick to highlight the desired contact. To select the contact press the joystick's select switch. The contact details are presented.



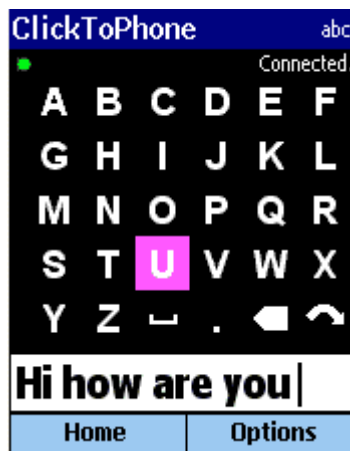
- To send a new text message press the switch again. The Send Text Message option is automatically chosen from the Menu,



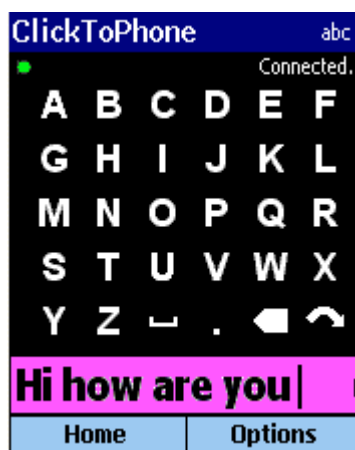
and after a moment the New Message program is launched.






5. To restore the ClickToPhone program make either a Long click or a Double click (depending on the setting of the Show after property). The ClickToPhone program is restored with the keyboard grid open. There are two types of keyboard grid, Multipress and Alphanumeric. See page 8 and 9 for further explanation. For illustration purposes only the alphanumeric grid is shown in this example.
6. Compose the first sentence of your message by selecting the characters from the keyboard grid.





7. There are two ways to transfer the text you have written into the New Message program. If this is the first sentence of your text message then select the text box itself when it is highlighted.



If this is the last sentence of your text message or if the message only comprises of one sentence then select the  cell. The  cell is accessible on the second page of the alphanumeric grid. Select the  cell to display the second page. Both methods minimise the ClickToPhone program and copy the text into the New Message program.



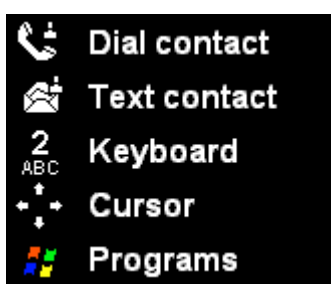
8. If the  cell was selected pressing the joystick's switch sends the text message.
9. Alternatively you can send the message by making a left deflection of the joystick no matter if the  cell was selected or not. This action mimics pressing the left soft key which in this case is the Send function.
10. Restore the ClickToPhone program by making either a Long click or a Double click (depending on the setting of the Show After property). Then compose the next sentence of your text message.

### To read a text message

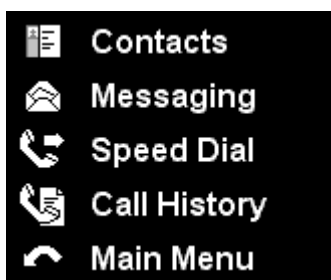
### Automatic and Short click scanning

In all the previous examples the ClickToPhone program has performed certain actions automatically. For example, choosing the Send Text Message option when sending a text or choosing the Call option when dialling a number. This makes it easier to perform the basic tasks. However it is important to understand that all the phones programs and applications can be manipulated through the Cursor menu. The following example utilises the Cursor menu to read and reply to a text message.

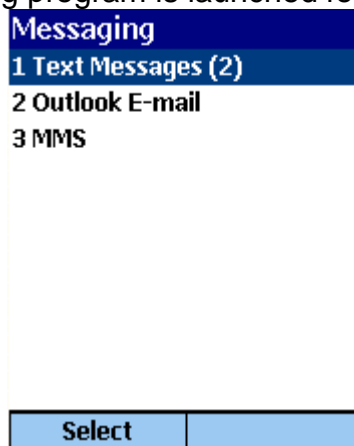
1. If the ClickToPhone program is not visible then press and hold the switch until it is restored.



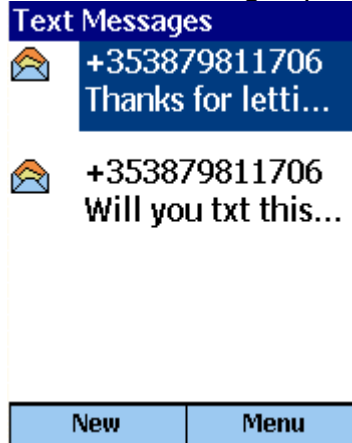
2. Choose the Programs option from the main menu. The Programs grid is opened.



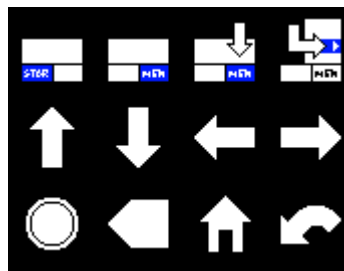
3. Choose the Messaging option from the Programs menu. If the Messaging program is already running the open message is displayed - skip to step 10. Otherwise the Messaging program is launched for the first time.




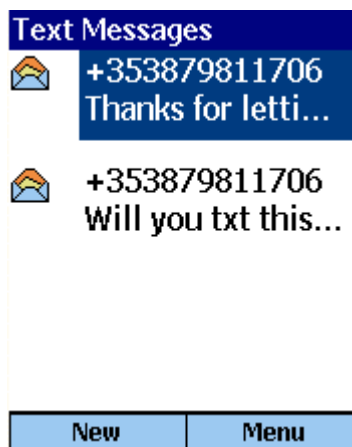
4. Press the switch to choose the Text Messages option. This is the only case in this example where the ClickToPhone program automatically makes a selection for you (normally pressing the switch would restore the ClickToPhone program). The Text Messages program is launched.



5. Press the switch to restore the ClickToPhone program. Note that the cursor grid is opened automatically as the program assumes that you wish to carry out some cursor action.

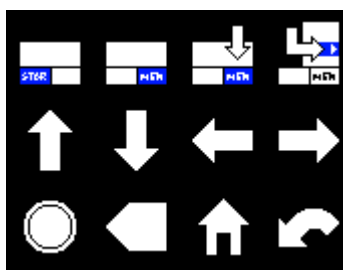



6. Select the  cell from the grid. This will restore the Text Messages program and begin a downwards scan of the messages. In automatic scanning the text messages are scanned automatically. In short click scanning short clicks of the switch are used to scan the text messages.

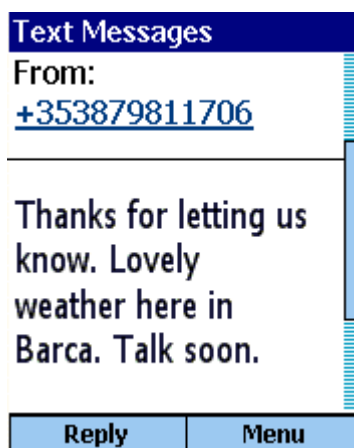




- In automatic scanning when the desired text message is highlighted press the switch to stop the scanning. Note that the text message is not automatically selected. Press the switch again to restore the ClickToPhone program in order to choose the cursor action to select the message.


In short click scanning when the desired text message has been highlighted press and hold the switch to restore the ClickToPhone program.



- Select the  cell from the grid. This will mimic pressing the cursor select key. The Text Messages program is restored, and, when the switch is pressed the highlighted text message is selected.



- Note that if you wished to read the first text message in the list (which is always the last message received) then steps 6 and 7 above can be skipped.
- To move up or down the message press the switch to restore the ClickToPhone program and then choose either the  or  cell as appropriate.

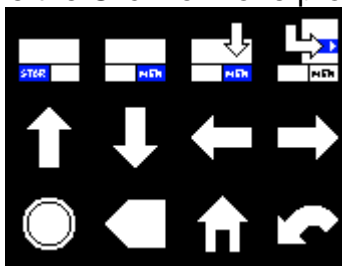
**Tip:** When a message is open you can scan through previous messages and through the SMS, MMS and Email folders by pressing the switch to restore the ClickToPhone program and then choosing the  cell.


To reply to a text message

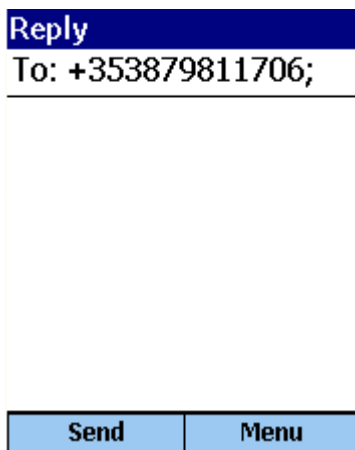
Automatic and Short click scanning


This example continues on from step 10 in the previous example.

11. Press the switch to restore the ClickToPhone program.



12. Choose the  cell. This will mimic pressing the left soft key. The Text Messages program is restored, and, when the switch is pressed the left soft key is selected which in this case is the Reply function. The Reply program is launched.



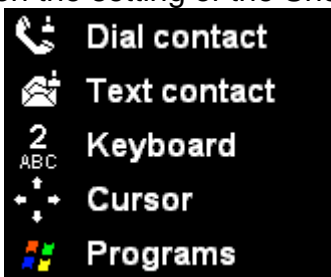
13. Press the switch to restore the ClickToPhone program and choose the  cell. This opens the Main Menu grid. Next choose the Keyboard grid and continue composing your reply as if you were composing a new text message. Follow the "To compose and send a text message" instructions from step 6 on page 36.

Once you have mastered the previous two examples you will be able to manipulate any program in your phone. The procedure is always the same. Choose an action from the cursor grid, perform the action and then return to the cursor grid to choose the next action. See page 11 for further details on the use of the other cells in the cursor grid.

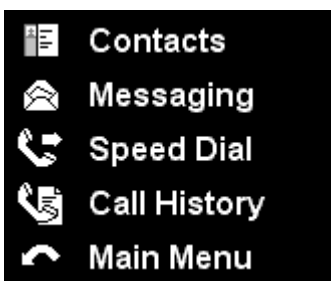
## To read and reply to a text message

## Joystick scanning

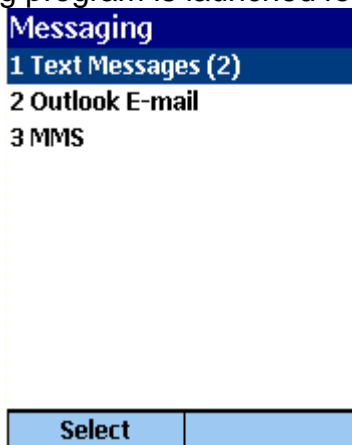
1. If the ClickToPhone program is not visible then make either a Long click or a Double click (depending on the setting of the Show after property).



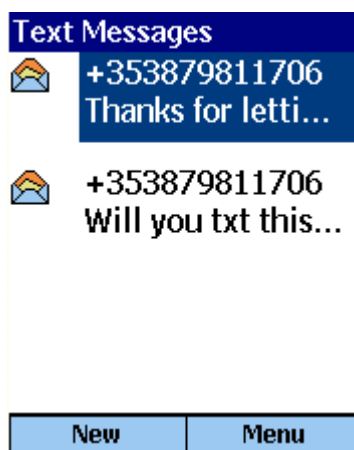
2. Choose the Programs option from the main menu. The Programs grid is opened.



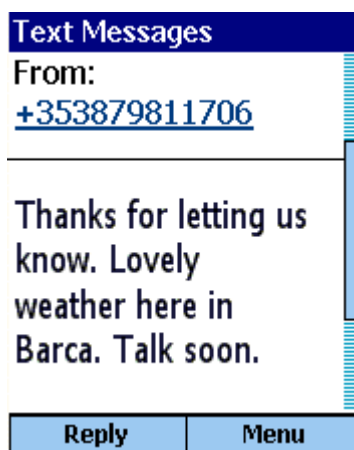
3. Choose the Messaging option from the Programs menu. If the Messaging program is already running the open message is displayed - skip to step 6. Otherwise the Messaging program is launched for the first time.



4. Use joystick up/down deflections to highlight the Text Messages option. Select the option by either making a left deflection of the joystick (thereby choosing the left soft key function) or by pressing the joystick switch. The Text Messages program is launched.



5. Use joystick up/down deflections to highlight the Text Messages you want to read. Select the message by pressing the joystick's switch. The Text Message is opened.

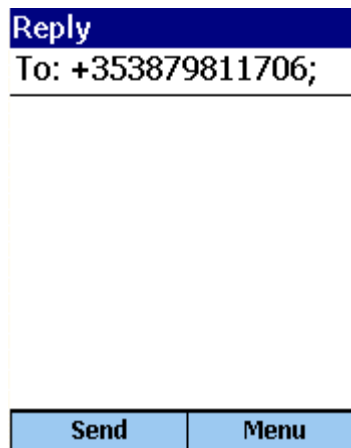


**Tip:** When a message is open you can scan through previous messages and through the SMS, MMS and Email folders by mimicking a cursor right action using the joystick.

- If the Show After property is set to Long Click then make a long click of the joystick's switch followed by a right deflection.
- If the Show After property is set to Double Click then make a click of the joystick's switch followed by a right deflection.

For further information on using the joystick to mimic cursor actions see page 11.

6. Use joystick up/down deflections to scroll through the Text Message. To Reply to the message make a left joystick deflection (thereby choosing the left soft key function). The Reply program is launched.

A screenshot of a mobile phone's text messaging interface. At the top, the word 'Reply' is displayed in white text on a dark blue background. Below this, the recipient's phone number '+353879811706;' is shown in black text. A horizontal line separates the header from the main text area, which is currently empty. At the bottom of the screen, there are two light blue buttons with black text: 'Send' on the left and 'Menu' on the right.

7. Restore the ClickToPhone program by making either a Long click or a Double click (depending on the setting of the Show after property). From the Main Menu choose the Keyboard grid and continue composing your reply as if you were composing a new text message. Follow the “To compose and send a text message” instructions from step 6 on page 36.