17

Communication Services

Using S! Town & S! Loop (Japanese)

S! Town

Select an avatar to enter this 3D virtual town, where you can play games and meet other users.

● To use S! Town, agree to the terms of service then complete free user registration.
● Internet connection is required; may incur high charges.

1 *MENU* or ● ➡ *Communication*

2 *S! Town*
● S! Town (S! Application) starts.
● Refer to the S! Town help menu for operational instructions.
● When an upgrade notice appears, follow onscreen instructions to upgrade.

S! Town Library
● Downloaded S! Town-compatible S! Applications are saved to S! Town Library. To start an application in S! Town Library, follow these steps:
  MENU or ● ➡ *Communication* ➡ **Highlight** *S! Town* ➡ *Library* or ✉ ➡ **Select application**

S! Loop

S! Loop is an online communication service. Share your diary, join BBS, etc. Internet connection is required; may incur high charges.

1 *MENU* or ● ➡ *Communication*

2 *S! Loop*
● Refer to the S! Loop help menu for operational instructions.

Using S! Friend's Status

● S! Friend's Status requires a separate contract and basic monthly fee.
● Set Connection status to *Online* beforehand.

Changing My Status

Follow these steps to change Status, Availability and Comment; new status is sent to the members.

1. *MENU* or ● ➜ *Communication* ➜ *S! Friend's Status*

   If Connection status is *Online*, skip ahead to ❸.

2. *Yes*

3. *No*
   ● Select *Yes* to register members.
   ● Omit ❸ if a member is already registered.

4. *私の状況*

   Connection Status
   My Status Window

5. Select Status, e.g., *ごきげん*

   Status Template Window

6. Select new Status

7. Select Availability, e.g., *Answer OK* ➜ Select new Availability

8. *<Add Comment>* ➜ Enter text ➜ *Done* or ●

9. *Update* or \Y' ➜ Update starts

Changing Connection Status
   [My Status Window] *Online* (or *Offline*) ➜ Select status
Changing Status Icon/Label
   [Status Template Window] Highlight Status ➜ *Edit* or \Y' ➜ *Status Icon* or *Status Label* ➜ Select Pictogram or enter text ➜ *Save* or \Y'
Changing Availability Settings at Once
   In ❼, *Answer Status* ➜ Select new Answer Status ➜ From ❽
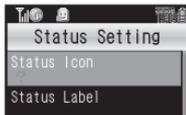**Editing My Status Name**
   [My Status Window] *Options* or ⬚ ➜ *Edit Name* ➜ Edit ➜ *Done* or ●

Creating Status Templates

Save custom combinations of Status Icon and Status Label to each template.

1 **In Status Template window,** *Options* or ⊠ ➡ *New Entry*

2 **Enter name** ➡ *Done* or ●

3 *<未定>*

Status Setting
Status Icon
Status Label

4 *Status Icon* ➡ **Select Pictogram**

5 *Status Label* ➡ **Enter text** ➡ *Done* or ● ➡ *OK* or ⧄

6 **Repeat 3 - 5** ➡ *Save* or ⧄ ➡ **Saved**

Saving to Data Folder
[Status Template Window] Highlight tab (template) ➡ *Options* or ⊠ ➡ *Save to DF* ➡ *Save here*

Loading Templates via Data Folder
[Status Template Window] *Options* or ⊠ ➡ *Add Template* ➡ Select template

Renaming Templates
[Status Template Window] Highlight tab (template) ➡ *Options* or ⊠ ➡ *Edit Temp. Name* ➡ Enter name ➡ *Done* or ●

Resetting Templates

■ **One Template**

1 **In Status Template window, highlight tab (template)** ➡ *Options* or ⊠

2 *Reset* ➡ *Yes*

■ **All Templates**

1 **In Status Template window,** *Options* or ⊠

2 *Reset All* ➡ *Yes*
● Status Template window returns to the default setting.

Registering Members

Follow these steps to register a number saved in Phone Book for the first time. To add members, see **P.17-9**.

1. *MENU* or ● ➡ *Communication* ➡ *S! Friend's Status* ➡ *Yes*

   > Tᴵᴵℓ◉ 🔋
   > Add Member
   > Phone Book
   > Add New Entry

2. *Phone Book* ➡ Highlight katakana row ➡ Select entry

3. Select phone number
   ● Omit ③ if only one number is saved.

4. *Yes*
   ● Registration request is sent to the number. Registration is complete when an acceptance notice arrives.

When Registration is Complete
● My Status is sent and member's status appears on handset.
Direct Entry
   In ②, *Add New Entry* ➡ Enter phone number ➡ *Done* or ● ➡ ④

Registering from Received Request

When a registration request arrives, a confirmation appears.

> Accept the registration request from Kondo Koichi?
> Yes
> No
> ConfirmLater

1. *Yes*
   ● Acceptance notice is sent; the number is registered.

Rejecting
   In ①, *No* ➡ *Yes*
   ■ Rejection notice is sent; the number cannot be registered for 24 hours.
   ■ For *ConfirmLater*, Information window opens.

Opening Member Status

1. *MENU* or ● ➡ *Communication* ➡ *S! Friend's Status* ➡ Select Group

   > Tᴵᴵℓ◉ 🔋
   > ◄ Group 1 ► ——— Toggle Group (Tap or use ◎)
   > 私の状況 ————— My Status
   > Ueda Mikio
   > ●ごきげん ————— Member Status
   > Kondo Koichi
   > ●ぷんぷん

2. Select member

   > Tᴵᴵℓ◉ 🔋
   > Ueda Mikio
   > 090392XXXX1
   > Group 1
   > ▲ Online
   > ● ごきげん
   > Answer OK

When Cancellation Notice Arrives
● Member is deleted from S! Friend's Status member list.

Advanced

Using S! Circle Talk

● A subscription to S! Friend's Status is required.
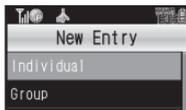● Transmission fees apply during S! Circle Talk.

Registering Members

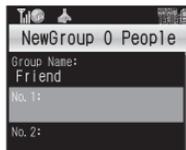Follow these steps to register a number saved in Phone Book:

1 *MENU* or ● ➡
Communication ➡ *S! Circle Talk*
● When registering a member for the first time, a confirmation appears. Select *Yes*, then skip ahead to **3**.

2 *<Add New Entry>*

```
Tll        TTTT
    New Entry
Individual
Group
```

3 *Group* ➡ *Group Name:* ➡ Enter name ➡ *Done* or ●

```
Tll        TTTT
NewGroup 0 People
Group Name:
Friend
No. 1:
No. 2:
```

4 Select number, e.g., *No.1:*

5 *Phone Book* ➡ Highlight katakana row ➡ Select entry

6 Select phone number

```
Tll        TTTT
NewGroup 1 People
Group Name:
Friend
No. 1:
Ueda Mikio
No. 2:
```

● Omit **5** if only one number is saved.
● Repeat **4** - **5** to add members.

7 *Save* or 🅈 ➡ Saved

Saving as Individuals
In **3**, *Individual* ➡ **5** - **6**

Saving from S! Friend's Status Member List
In **5**, *Member List* ➡ Select member ➡ **7**

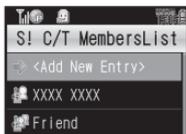■ Omit **7** when *Individual* is selected in **3**.

Initiating S! Circle Talk

Follow these steps to send S! Circle Talk requests to members:
Set My Status to *Online* first (**P.17-3**).

1 *MENU* or ● ➡ *Communication* ➡ *S! Circle Talk*

```
Ticket 🔳                    🔳
S! C/T MembersList
 ▸ <Add New Entry>
  XXXX XXXX
  Friend
```

2 Select member or Group ➡ *Call* or ●

● S! Circle Talk starts when request is accepted by a receiver.

Direct Entry
Enter phone number ➡ *Call* or ● ➡ *Call S! Circle Talk* ➡ *Call* or ●

S! Circle Talk Operations

■ Speaking

1 Press and hold 🔂 when *Press and Hold* 🔳 appears ➡ You have the floor

```
Ticket 🔳                    🔳
S! Circle Talk     2
  Ueda Mikio
  XXXX XXXX
```

● 🔳*:My Turn* appears when you have the floor.

2 Keep holding 🔂 to speak ➡ Release 🔂 ➡ Floor is released

● Warning tone sounds before time limit.

Canceling Loudspeaker
During S! Circle Talk, 🔏 or ●
■ To reactivate, follow these steps:
🔊 or ● ➡ While message appears, *OK* or ●

■ Exiting S! Circle Talk

1 📵 or 🔚 ➡ Connection ends

● S! Circle Talk ends automatically when there is only one participant left, including yourself.

Rejoining S! Circle Talk
🔄 or 🔂 ➡ Highlight tab (log type) ➡ Highlight record ➡ *Options* or ✉ ➡ *Rejoin Circle Talk*
■ An error message appears when S! Circle Talk has ended or maximum number of participants are already engaged.

Accepting S! Circle Talk Request

1 While handset is ringing/ vibrating, *Answer* or ● ➡ S! Circle Talk starts

● S! Circle Talk Operations: left

Advanced

🖑 ●Disabling Loudspeaker ●Exiting S! Circle Talk for incoming calls (**P.17-10**)

Using Near Chat (Japanese)

- In the event that this handset may be used by a minor, access to this application may be password restricted by a supervising adult. In this case, Handset Code access must also be managed to prevent the execution of Memory All Clear (**P.11-4**) that may be used to reset the application password.
- Because this application employs Bluetooth® wireless technology transmission/connection fees do not apply.

Sending Near Chat Request

1 *MENU* or ● ➡
Communication ➡ *Near chat*

Communication
- S! Town
- S! Loop
- S! Friend's Status

Activate
Bluetooth?

Yes
No

2 *Yes*
- Near Chat S! Application starts.
- For more, see Near Chat S! Application instructions.

Receiving Near Chat Request

When a Near Chat request arrives, a tone sounds and S! Appli Notification appears.

Notification

Request to
activate
ちかチャット
received from
Ueda. Activate?

Yes
No

After a period of inactivity, Information window opens, tone sounds and notification appears.

1 *Yes*
- Near Chat S! Application starts.
- For more, see Near Chat S! Application instructions.

Rejecting Request
In 1, *No*

S! Friend's Status

■ Members/Groups

Adding members	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Highlight Group ➤ *Options* or ✉ ➤ *Add Member* ➤ Select method ➤ Select entry or set phone number ➤ *Yes*
Deleting members	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Select Group ➤ Highlight member ➤ *Options* or ✉ ➤ *Registration Release* ➤ *Yes* ➤ *Yes* ● Cancellation notice is sent; deleted members cannot be re-registered for 24 hours.
Moving members	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Select Group ➤ Highlight member ➤ *Options* or ✉ ➤ *Change Group* ➤ Select target Group
Renaming Groups	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Highlight Group ➤ *Options* or ✉ ➤ *Edit Group Name* ➤ Enter name ➤ *Done* or ⏺

■ Member Status & Notices

Updating manually	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Highlight Group ➤ *Options* or ✉ ➤ *Settings* ➤ *Status Update*
Opening notices	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Highlight Group ➤ *Options* or ✉ ➤ *Status Notif. List* ➤ Select notice

■ My Details

Sending My Details image	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ Select Group ➤ Highlight member ➤ *Options* or ✉ ➤ *Send Image* ➤ *Yes*

■ Settings

Rejecting requests	Start Here *MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ *Options* or ✉ ➤ *Settings* ➤ *Request Reply* ➤ See below **Rejecting Requests from Unsaved Numbers** *Confirm if Registered* ● Rejection notice is sent to rejected numbers automatically. **Rejecting All Requests** *Always Ignore* ● Rejection notice is sent to all requesters automatically.
Saving custom Availability combinations	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ *Options* or ✉ ➤ *Settings* ➤ *Answer Status* ➤ *User Setting* ➤ Select type ➤ Select Availability ➤ *Save* or ＼Y＼
Changing Status Icon Pictogram or Status Label description	*MENU* or ⏺ ➤ *Communication* ➤ *S! Friend's Status* ➤ *Options* or ✉ ➤ *Settings* ➤ *Status Setting* ➤ Highlight tab (template) ➤ Select Status ➤ *Status Icon* ➤ Select Pictogram ➤ *Status Label* ➤ Enter text ➤ *Done* or ⏺ ➤ *Save* or ＼Y＼

S! Circle Talk

■ Member List

Editing individual members	Start Here *MENU* or ● ⇒ *Communication* ⇒ *S! Circle Talk* ⇒ Highlight member ⇒ *Options* or ⌷ ⇒ **See below**
	Replacing Members *Edit* ⇒ *Change* or ● ⇒ Select method ⇒ Select entry
	Deleting Members *Delete* ⇒ *Yes*
Editing Groups	Start Here *MENU* or ● ⇒ *Communication* ⇒ *S! Circle Talk* ⇒ Highlight Group ⇒ *Options* or ⌷ ⇒ **See below**
	Editing Group Name/Members *Edit* ⇒ Select target ⇒ Edit/enter ⇒ *Save* or 🗴
	Deleting Group Members *Edit* ⇒ Highlight member ⇒ *Options* or ⌷ ⇒ *Delete* ⇒ *Yes* ⇒ *Save* or 🗴
	Deleting Groups *Delete* ⇒ *Yes*

■ Settings

Disabling Loudspeaker	*MENU* or ● ⇒ *Communication* ⇒ *S! Circle Talk* ⇒ *Options* or ⌷ ⇒ *Loudspeaker* ⇒ *Off*
Exiting S! Circle Talk for incoming calls	*MENU* or ● ⇒ *Communication* ⇒ *S! Circle Talk* ⇒ *Options* or ⌷ ⇒ *Incoming Calls* ⇒ *Voice Calls* or *Video Calls* ⇒ *Accept Calls*

S! Friend's Status

Cannot use S! Friend's Status

● Set IP Service Setting to *On*.

Handset rejected a registration request automatically

● Rejection notice is sent automatically when 30 members are already registered or handset fails to respond within two hours.

Registration request arrived from a deleted member

● Registration request arrives when a member fails to receive cancellation notice within 24 hours.

Registration request was sent to a member automatically

● Registration request is sent automatically when handset fails to receive rejection/cancellation notice within 24 hours.

Cannot create Status Templates

● Three templates may already be added; reset one and retry.

S! Circle Talk

Cannot use S! Circle Talk

● Set IP Service Setting to *On*.

S! Circle Talk starts automatically

● Check My Status; handset accepts S! Circle Talk requests automatically if S! Circle Talk Availability is set to *Auto Join*.

Cannot accept S! Circle Talk requests

● Check My Status; handset rejects S! Circle Talk requests automatically if S! Circle Talk Availability is set to *Join NG*.

Near Chat

Cannot receive Near Chat requests

● S! Appli Request may be set to *Off*.