5 Messaging

5.1 Message List

The twenty last received messages are stored in a message list, if the total number of data characters does not exceed 20 000.

5.1.1 Display and Scroll between Messages

All received messages are saved in the message list. Press ∧ to enter the message list. Use ∧ ∨ to scroll the list. Only one row per message is displayed. Press "Open" to see the whole message. The identity of the sending handset, and time and date when the message was received, is shown.

5.1.2 Read a Stored Message

Open the message list by pressing ∧
Navigate in the list with ∧ ∨ . The selected message is marked. Press "Select" to read the message. The time and date for the selected message are displayed.

5.2 Basic Message Handling

5.2.1 Receive a Message

A flashing LED, accompanied by a message tone and/or a vibrating handset, gives you notice of a message. The message tone can be silenced by a press on the Mute button. If the handset is set in silent mode, the message tone will break trough if the message is urgent.

The message will be displayed for a preset period of time. The message will be marked as read if "Close" is pressed, or if a "Reply" is sent.

5.2.2 Receive a Message during a Call

During a connected call a new message is indicated by a beep. The characteristics of the beep is the same as the message tone.

The new message is displayed without disconnecting the call, but depending on parameter settings in the handset, an urgent message can be permitted to disconnect the call.

5.2.3 Receive a Message with Request for Answer

A message with request for answer is indicated and viewed the same way as an ordinary message, see 5.2.1 *Receive a Message* on page 19, but the text "Acknowledge" is added to the message. Use the Soft keys to do a positive or negative acknowledgement.

Accept/Reject the message

Press "Accept" or "Reject". In the message list an acknowledged message is indicated by the text *Accepted* or *Rejected*.

Note: The option "Delete" is not available for a message with request for answer; a message that has not been acknowledged can only be deleted from within the message list.

5.2.4   Delete a Message

Delete a received Message

Press the "Delete" when the message is displayed or marked in the Message list. The question *Delete message?* is shown; press "Yes".

Delete a Message stored in the Message list

Open the message list by pressing ⌃
Navigate in the list with ⌃ ⌄ . The selected message is marked. Press "Delete". The question *Delete message?* is shown; press "Yes".

5.3   Messaging between Handsets

Messages from one handset to another is done from the menu entry "Messages".

A Soft/Hot key can be programmed to "send message" either to a predefined address or to any address in the system. The handset will ask for destination address if it is not predefined.

A Service can be programmed without a destination address and you will then be able to use it for sending messages to any handset within the system.

An incoming message is immediately displayed and the identity of the sending handset is shown on a separate row. Sending messages is a system dependent function.

5.3.1   Send a Message to another Handset

Press the *Menu* Soft key, mark "Messages" and press "Select". Mark "Send message" and press "Select". Enter the destination address or fetch it from the Local phonebook by pressing the Soft key with the Contacts icon; press "Select". If the address is not entered, an error message will be displayed. Enter text and press "Send". *Sending* will be displayed as a confirmation of the transfer.

5.4   Send a Message to a predefined Destination Address

Predefined destination addresses can be set for a Hot key, a Soft key or for a Service.

Press the Soft key, or press and hold the Hot key, or select the Service. Enter text and press "Send". *Sending* will be displayed as a confirmation of the transfer.

5.5   Interactive Messaging

Interactive Messaging (IM) is a function that extends basic messaging. It makes it possible for a user of a handset to access information from a client application in the system.

An example can be a customized application that can be accessed from the handset. A list of actions can be included in the message sent from the application to the handset. Data sent from the handset can initiate the application to send the interactive message, The user can then select one action from the list. The action can be sending a message back to the application, and/or dialling a specific number etc.

An IM is indicated and viewed the same way as an ordinary message, see 5.2.1 *Receive a Message* on page 19, but the *Interactive message* icon is added in front of the message. It is saved along with other messages in the message list.

Interactive Messaging is a system dependent function.

5.5.1   Interactive Messages with Function Keys

If there are function keys specified in an Interactive Message, they will be mapped to the Soft keys and the alphanumeric keys. Function Key ID (A) will be mapped to the left Soft key, Function Key ID (B) will be mapped to the middle Soft key, and Function Key ID (C) will be mapped to the right Soft key. Function key IDs (0)–(9) will be mapped to the corresponding alphanumeric keys.

5.5.2   Interactive Messages without Function Keys

Open an Interactive Message (IM) the same way as an ordinary message. If the IM gives you several options, mark the one you want and press "Select". If the selected option requests input, enter the information needed and press "Select".

A long press on the "#- key" will change to digit input mode to facilitate entering numbers.

5.5.3   Multilayer Interactive Messaging

Interactive messages can have multiple layers. A multilayer message have different options defined for the soft keys. When a soft key is pressed and an option is selected new options are defined for the soft keys depending on the previous selection.

It is the soft key options that are changed, the text message is unchanged.