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# 10

## 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 ● ➔ **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:

● ➔ **Communication** ➔ ● ➔ **S! Town**  
➔  ➔ **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 ● ➔ **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.

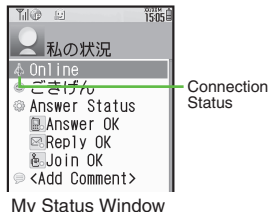
### Changing My Status

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

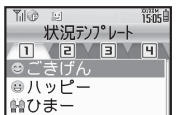
- 1** **(Long)**  
If Connection status is **Online**, skip ahead to **3**.
- 2** **Yes** → ●
- 3** **No** → ●
  - Choose **Yes** to register members.
  - Omit **3** if a member is already registered.



### 4 私の状況 → ●



### 5 Select Status, e.g., ごきげん → ●



### 6 Select new Status → ●

### 7 Select Availability, e.g., Answer OK → ● → Select new Availability → ●

### 8 <Add Comment> → ● → Enter text → ●

### 9 Update starts

#### Changing Connection Status

[My Status Window] **Online** (or **Offline**) → ● → Select status → ●

#### Changing Status Icon/Label

[Status Template Window] Select **Status** → ☑ → **Status Icon** or **Status Label** → ● → Select Pictogram or enter text → ● → ☑

#### Changing Availability Settings at Once

In ☑, **Answer Status** → ● → Select new Answer Status → ● → From ☑





#### Editing My Status Name

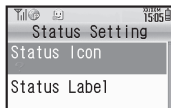
[My Status Window] ☑ → **Edit Name** → ● → Edit → ●









## Creating Status Templates




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

- 1 In Status Template window,  ➔ **New Entry** ➔ 
- 2 Enter name ➔ 
- 3 <未定> ➔ 



- 4 **Status Icon** ➔  ➔ **Select Pictogram** ➔ 
- 5 **Status Label** ➔  ➔ **Enter text** ➔  ➔ 
- 6 Repeat 3 - 5 ➔  ➔ **Saved**





### Saving to Data Folder

[Status Template Window]  **Select template** ➔  ➔ **Save to DF** ➔   
➔ **Save here** ➔ 

### Loading Templates via Data Folder

[Status Template Window]  ➔ **Add Template** ➔  ➔ **Select template** ➔ 

### Renaming Templates

[Status Template Window]  **Select template** ➔  ➔ **Edit Temp. Name** ➔  ➔ **Enter name** ➔ 

## Resetting Templates

### One Template

- 1 In Status Template window,  (select template) ➔ 

- 2 **Reset** ➔  ➔ **Yes** ➔ 

### All Templates

- 1 In Status Template window, 

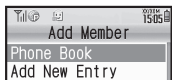
- 2 **Reset All** ➔  ➔ **Yes** ➔ 
  - Status Template window returns to the default setting.



## Registering Members

Follow these steps to register a number saved in Phone Book for the first time. To add members, see P.10-10.

- 1 → **Communication** → → **S! Friend's Status** → → **Yes** →



- 2 **Phone Book** → → **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

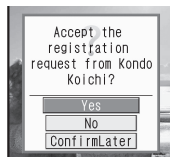
- My Status is sent and member's status appears on handset.

#### Direct Entry

In ②, **Add New Entry** → → Enter phone number → → ④

### Registering from Received Request

When a registration request arrives, a confirmation appears.



- 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 → **Communication** → → **S! Friend's Status** → → **Select Group**



My Status

Member Status

- 2 **Select member** →



### When Cancellation Notice Arrives

- Member is deleted from S! Friend's Status member list.

## Advanced

- Adding members
- Deleting members
- Moving members
- Renaming Groups
- Updating manually
- Opening notices
- Sending My Details image
- Rejecting requests (And more on P.10-10)






# 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** 
- When registering a member for the first time, a confirmation appears. Choose **Yes** and press , then skip ahead to .

- 2** **<Add New Entry>** → 



- 3** **Group** →  → **Group Name:**  
→  → **Enter name** → 






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











- 5** **Phone Book** →  → **Select entry** → 

- 6** **Select phone number** → 



- Omit  if only one number is saved.
- Repeat  -  to add members.

- 7**  → **Saved**

**Saving as Individuals**  
 In , **Individual** →  →  -   
 Saving from S! Friend's Status Member List  
 In , **Members List** →  → **Select member** →  →   
 ■ Omit  when **Individual** is selected in .

## Advanced

-  ● Editing individual members ● Editing Groups (P.10-11)



## Initiating S! Circle Talk

Follow these steps to send S! Circle Talk requests to members:  
Set My Status to **Online** first (P.10-3).

1 






2 Select member or Group ➔ 

3  ➔ **Transmission starts**

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



### Direct Entry

Enter phone number ➔  ➔  ➔ 


Transmission starts

## S! Circle Talk Operations

### Speaking

1 Press and hold  when  **Press and Hold** appears  
➔ You have the floor



- :Own 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, 

- To reactivate, follow these steps:





 ➔ While message appears, 

### Exiting S! Circle Talk

1  ➔ **Connection ends**

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


### Rejoining S! Circle Talk

/  ➔ **Select most recent S! Circle Talk record** ➔  ➔ **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,  ➔ **S! Circle Talk starts**

- Alternatively, press .
- S! Circle Talk Operations: left

## Advanced

-   Disabling Loudspeaker
-  Exiting S! Circle Talk for incoming calls (P.10-11)



## 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.8-13) 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

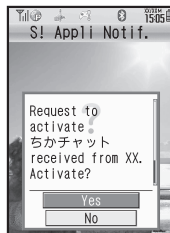
- 1  → **Communication** →   
 → **Near chat** →



- 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.



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** →





# Blogging

Save blog details to view or update blogs easily on handset.

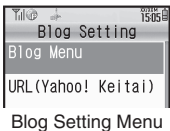
## Saving Blog Details

Follow these steps to save blog name, URL (for Yahoo! Keitai) and address for posting:

- 1 → **Communication** → → **Blog Tool** →



- 2 **Create New** →



- 3 **Blog Menu** → → **Enter name** →
- 4 **URL (Yahoo! Keitai)** → → **Enter URL** →
- 5 **Email Address** → → **Enter address** →
- 6 → **Saved**

**Setup for PC Site Browser**  
 [Blog Setting Menu] **URL (PC Site Browser)** → → **Enter URL** → →

**Saving Title/Text for Posts**  
 [Blog Setting Menu] **Title or Text** → → **Enter title or text** → →

- Saved title/text is entered automatically when posting.

**Setting Image Size for Posting**  
 [Blog Setting Menu] **Picture Size** → → **Select size** → →

## Posting to Blogs

- 1 **In Blog Tool window, select entry** →
  - S! Mail Composition window opens with address entered.
- 2 **Complete message** → → **Posted**

## Opening Blog Page

- 1 **In Blog Tool window, select entry** → → **Connection starts**
  - Page opens.
  - When PC Site Browser message appears, follow onscreen prompts.

**When URL is Saved for Yahoo! Keitai & PC Site Browser**  
 In 1, select browser →

## Advanced

- Editing entries
- Deleting entries
- Posting captured images
- Posting Data Folder images (P.10-11)



## S! Friend's Status

### Members/Groups

Adding members	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → ☉ → Add Member → ☉ → Select method → ☉ → Select entry or enter phone number → ☉ → Yes → ☉</p>
Deleting members	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → Select member → ☉ → Registration Release → ☉ → Yes → ☉ → Yes → ☉</p> <ul style="list-style-type: none"> <li>• Cancellation notice is sent; deleted members cannot be re-registered for 24 hours.</li> </ul>
Moving members	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → Select member → ☉ → Change Group → ☉ → Select target Group → ☉</p>
Renaming Groups	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → ☉ → Edit Group Name → ☉ → Enter name → ☉</p>

### Member Status & Notices

Updating manually	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → ☉ → Settings → ☉ → Status Update → ☉</p>
Opening notices	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → ☉ → Status Notif. List → ☉ → Select notice → ☉</p>

### My Details

Sending My Details image	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☺ Select Group → Select member → ☉ → Send Image → ☉ → Yes → ☉</p>
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## Settings

	<p>Start Here → ☉ → Communication → ☉ → S! Friend's Status → ☉ → ☉ → Settings → ☉ → Request Reply → ☉ → See below</p>
Rejecting requests	<p>Rejecting Requests from Unsaved Numbers  <b>Confirm if Registered</b> → ☉</p> <ul style="list-style-type: none"> <li>• Rejection notice is sent to rejected numbers automatically.</li> </ul> <p>Rejecting All Requests  <b>Always Ignore</b> → ☉</p> <ul style="list-style-type: none"> <li>• Rejection notice is sent to all requesters automatically.</li> </ul>
Saving custom Availability combinations	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☉ → Settings → ☉ → Answer Status → ☉ → User Setting → ☉ → Select type → ☉ → Select Availability → ☉ → ☹</p>
Changing Status Icon Pictogram or Status Label description	<p>☉ → Communication → ☉ → S! Friend's Status → ☉ → ☉ → Settings → ☉ → Status Setting → ☉ → ☺ Select template → Select Status → ☉ → Status Icon → ☉ → Select Pictogram → ☉ → Status Label → ☉ → Enter text → ☉ → ☹</p>



## S! Circle Talk

## Member List

	<p><b>Start Here</b>  → Select member →  → See below</p> <p><b>Replacing Members</b>  <i>Edit</i> → ● → ● → Select method → ● →  Select entry → ●</p> <p><b>Deleting Members</b>  <i>Delete</i> → ● → Yes → ●</p>
Editing individual members	
	<p><b>Start Here</b>  → Select Group →  → See below</p> <p><b>Editing Group Name/Members</b>  <i>Edit</i> → ● → Select target → ● → Edit/enter  → ● → </p> <p><b>Deleting Group Members</b>  <i>Edit</i> → ● → Select member →  → <i>Delete</i> →  ● → Yes → ● → </p> <p><b>Deleting Groups</b>  <i>Delete</i> → ● → Yes → ●</p>
Editing Groups	

## Settings

Disabling Loudspeaker	→  → Loudspeaker → ● → Off → ●
Exiting S! Circle Talk for incoming calls	→  → Incoming Calls → ● → Voice Calls or Video Calls → ● → Accept Calls → ●

## Blog Tool

Editing entries	<p>● → <i>Communication</i> → ● → <i>Blog Tool</i> → ●  → Select entry →  → <i>Edit</i> → ● → Select item → ● → <i>Edit</i> → ● → </p>
Deleting entries	<p>● → <i>Communication</i> → ● → <i>Blog Tool</i> → ● →  Select entry →  → <i>Delete</i> → ● → Yes → ●</p>
Posting captured images	<p> → ● → to shoot →  → <i>Send</i> → ● →  <i>Blog Tool</i> → ● → Select entry → ● →  Complete message → </p>
Posting Data Folder images	<p>● → <i>Data Folder</i> → ● → Select folder → ●  → Select file →  → <i>Send/Blog</i> → ● → <i>Blog Tool</i> → ● → Select entry → ● → Complete message → </p>





## 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**.