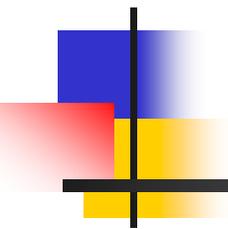
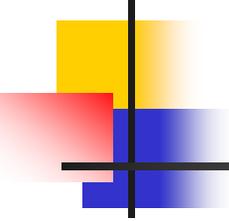


Samsung Mobile S/W Training



(SGH-X480)

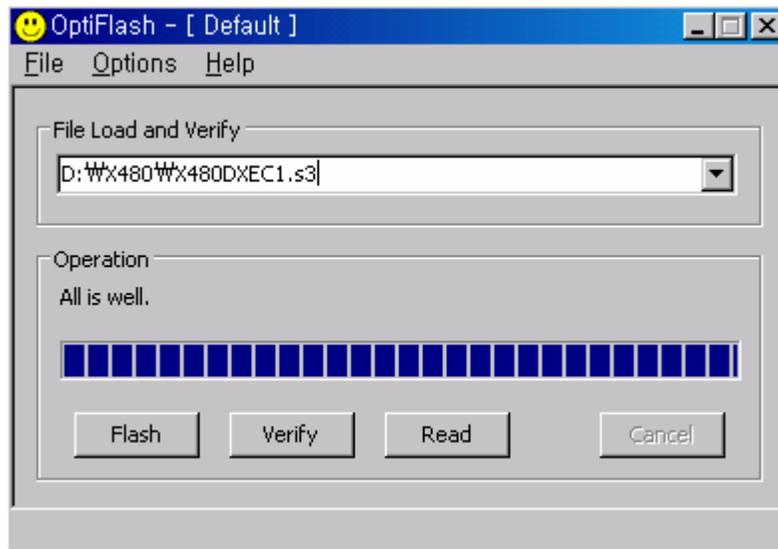


Contents

1. Download procedure
2. How to use trace tools
3. Key string for reset
4. How to use Emoticon
5. How to use Melody composer

Download procedure

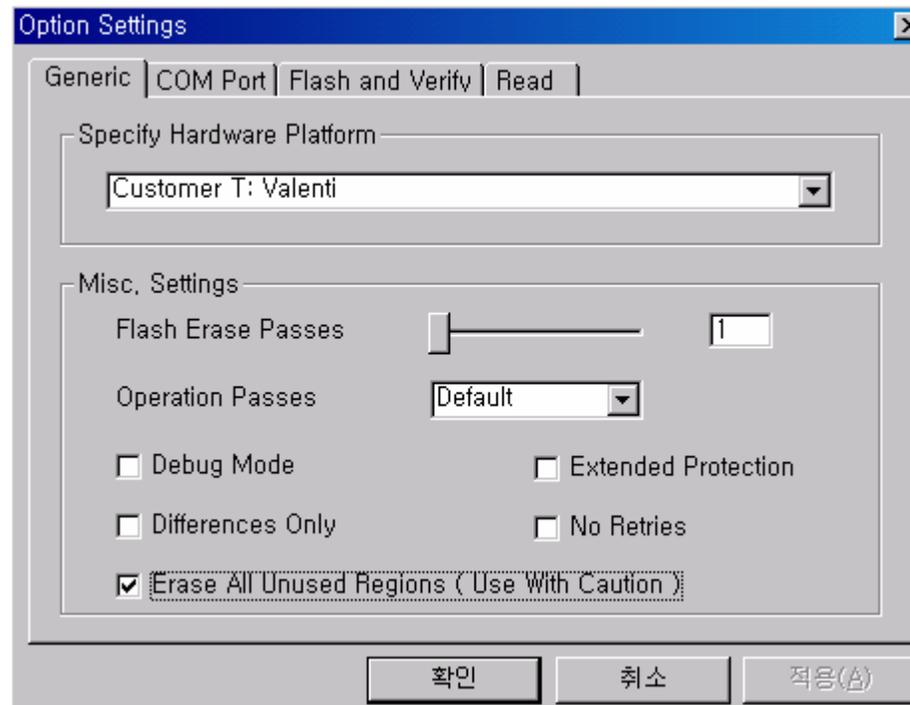
1. Upload the downloader by double-clicking the “Optiflash.exe”

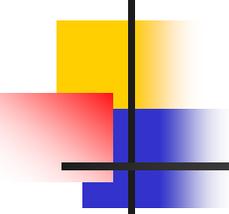


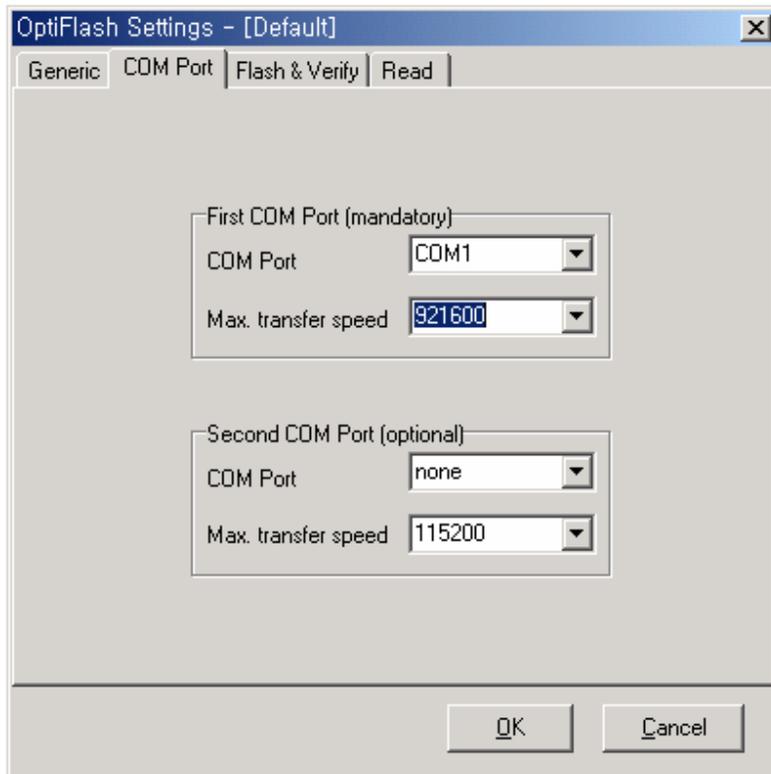
2. Select the “Options” -> “Settings” -> “Generic” -> “Specify hardware platform”.

Choose hardware platform for the downloader file setting.

Set the everything else as the default values which are shown below



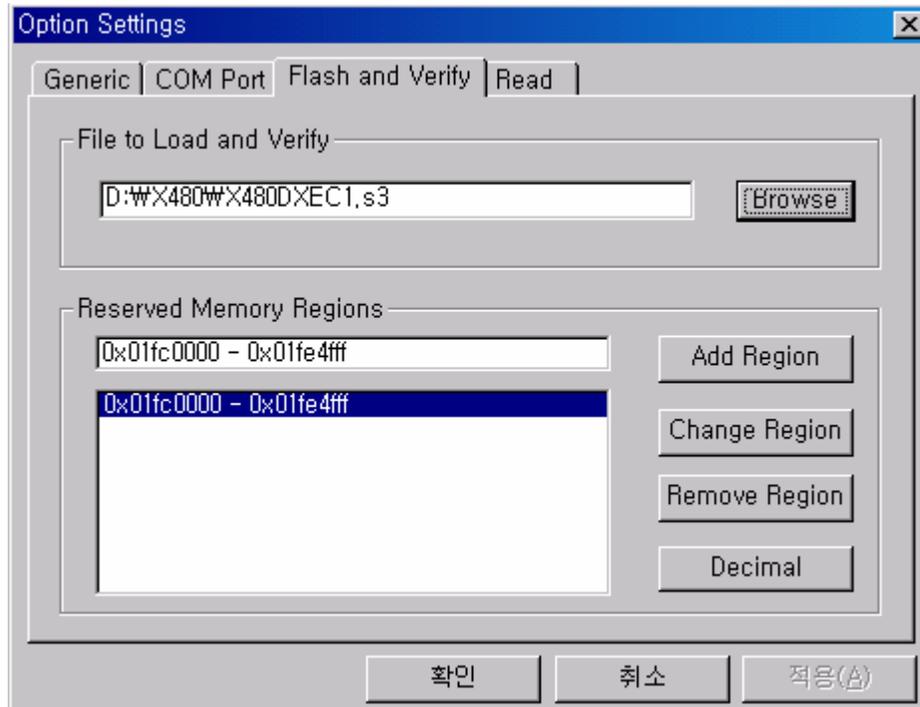
- 
3. Select the COM port where the download cable is connected.



Up to 64 ports are supported. Additionally you can select the maximum transfer speed OptiFlash will use to communicate with the phone. However, OptiFlash will use a slower speed if either the PC's or the phone's serial hardware is incapable of handling the selected speed.

4. Select the “Flash&Verify” -> “Browse”

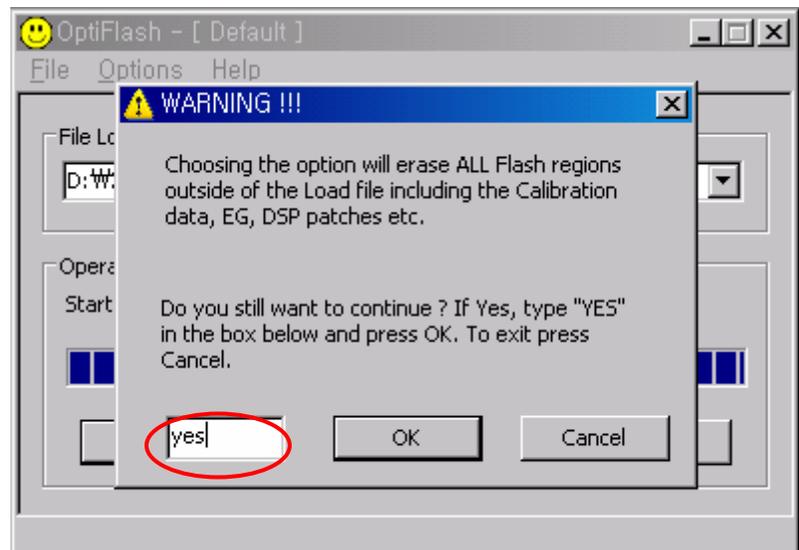
Set the directory path and choose the latest s/w binary, for example “X480DXEC1.s3”, for the downloader binary setting.

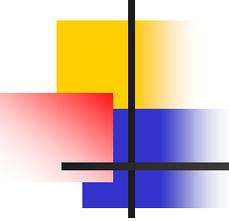


Becare the Reserved memory regions.

0x01fc0000 - 0x01fe4fff

5. Click “OK” button then press “Flash”. Type “yes” on input box. Power on mobile phone with battery or charger. Downloader will upload the binary file as below for the downloading.





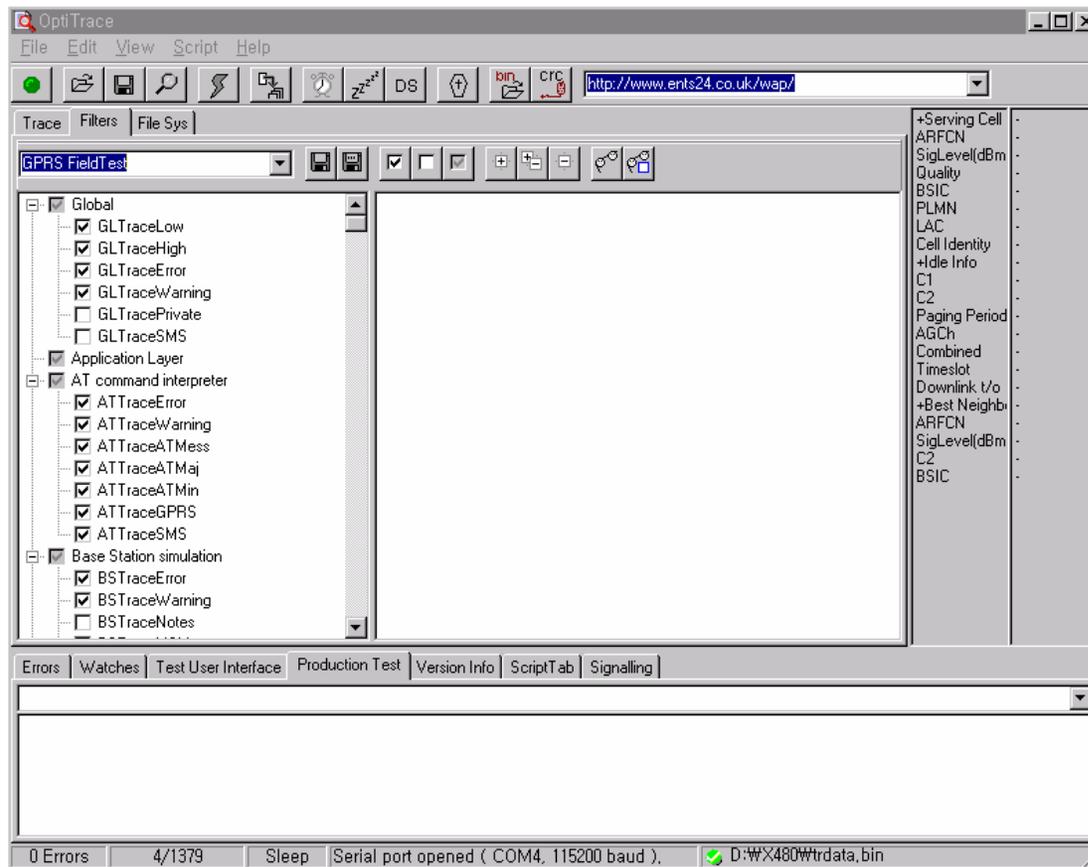
↳ When downloading is finished successfully,
there is a “All is well” message.

7. After finishing downloading, Certain memory resets
should be done to guarantee the normal performance.

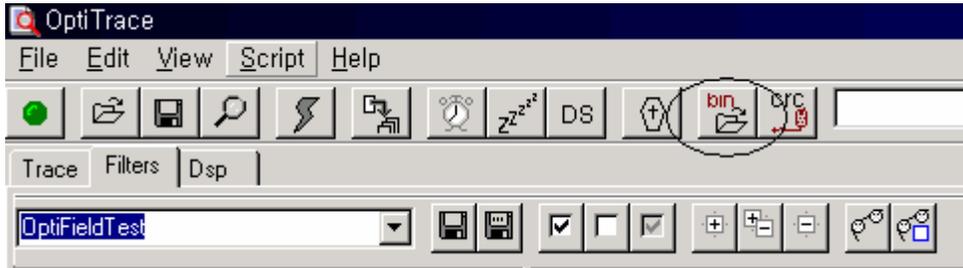
8. Confirm the downloaded version name by keystring
(*#1234#)

HOW TO USE TRACE TOOLS

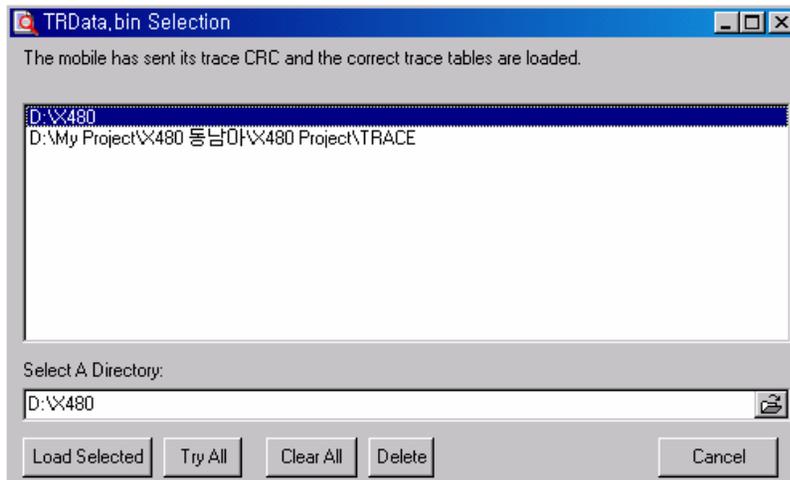
1. Execute **OptiTrace.exe**



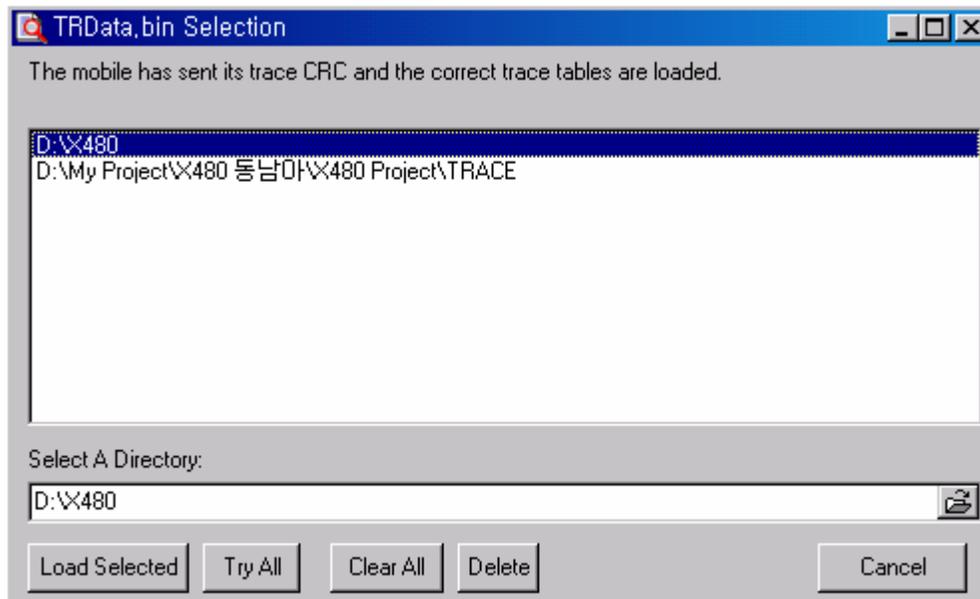
2. Select bin tool



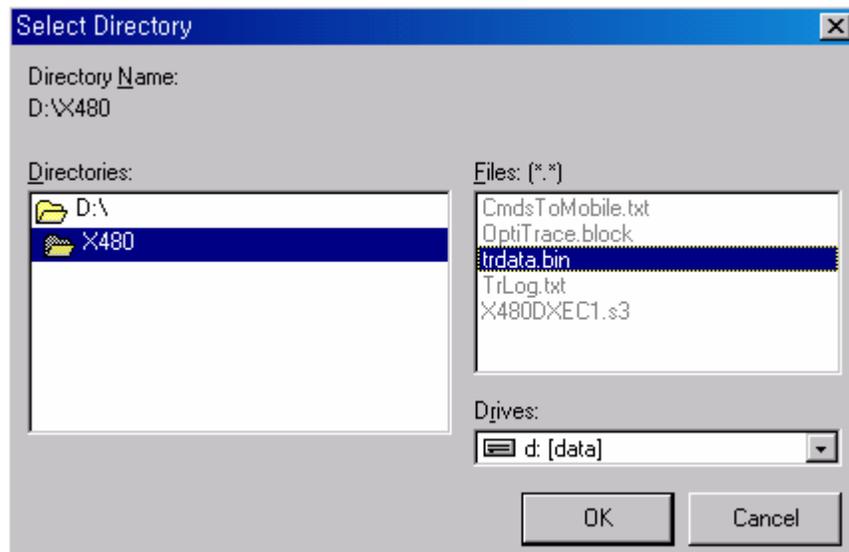
Then following popup window will show.



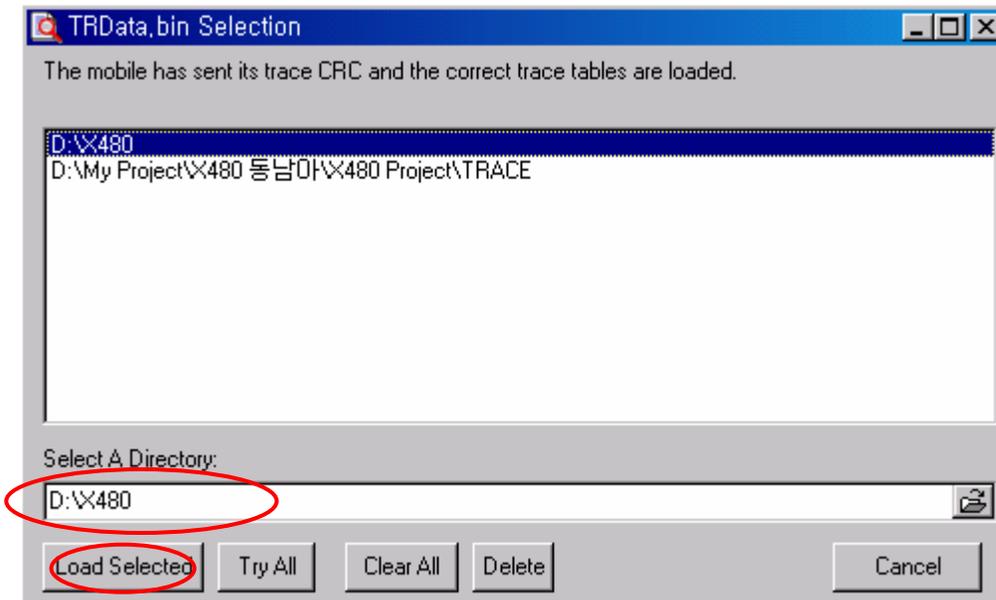
3. Click the  icon



4. Setting the **trdata.bin** location and press OK

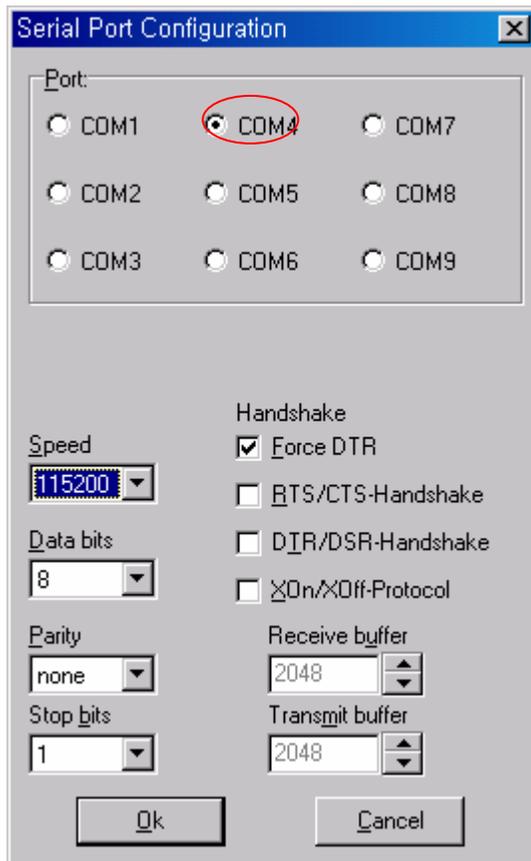


5. Confirm the location of trdata.bin then Press Load Selected



6. Go to File menu and then click 'serial port'

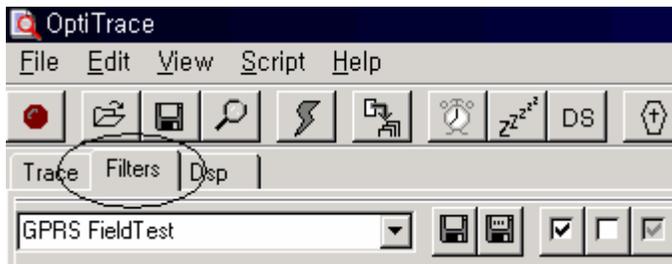
7. Set the **serial port** then press OK



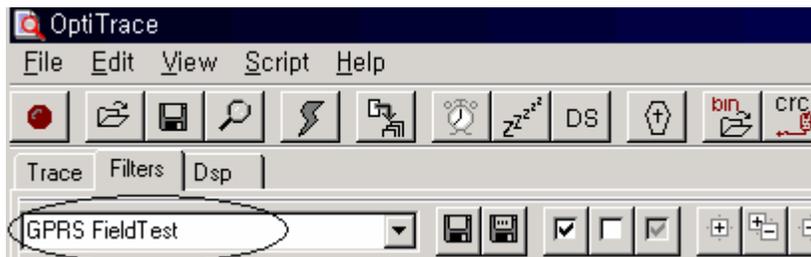
The image shows a 'Serial Port Configuration' dialog box. The 'Port' section has radio buttons for COM1 through COM9, with COM4 selected and circled in red. The 'Speed' is set to 115200, 'Data bits' to 8, 'Parity' to none, and 'Stop bits' to 1. The 'Handshake' section has 'Force DTR' checked and other options unchecked. The 'Receive buffer' and 'Transmit buffer' are both set to 2048. 'Ok' and 'Cancel' buttons are at the bottom.

Section	Parameter	Value
Port	COM1	<input type="radio"/>
	COM2	<input type="radio"/>
	COM3	<input type="radio"/>
	COM4	<input checked="" type="radio"/>
	COM5	<input type="radio"/>
	COM6	<input type="radio"/>
	COM7	<input type="radio"/>
	COM8	<input type="radio"/>
	COM9	<input type="radio"/>
Speed	Speed	115200
	Data bits	8
Parity	Parity	none
	Stop bits	1
Handshake	Force DTR	<input checked="" type="checkbox"/>
	BTS/CTS-Handshake	<input type="checkbox"/>
	DIR/DSR-Handshake	<input type="checkbox"/>
	XOn/XOff-Protocol	<input type="checkbox"/>
Buffer	Receive buffer	2048
	Transmit buffer	2048

8. Select **Filter** tab



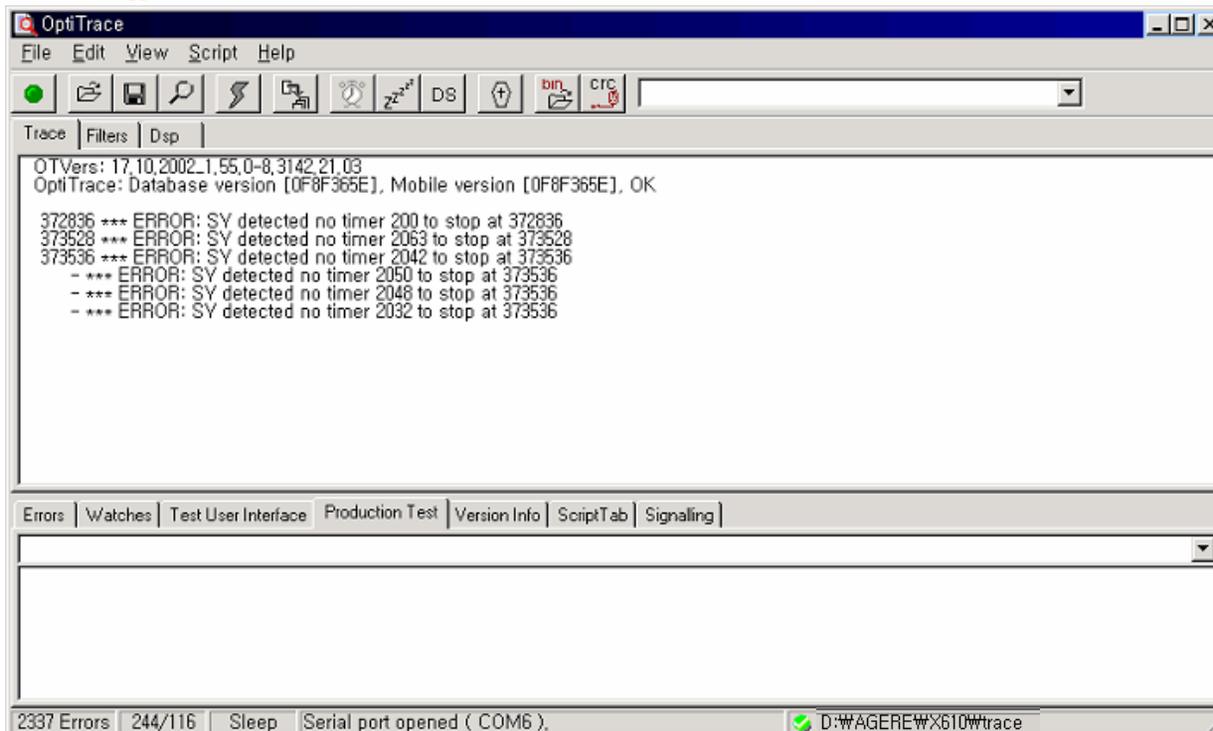
Related with **GPRS data**, you can choose **GPRS FieldTest**
- in case of **SMS data** then you can choose **OptiSMSLowLevel**.



- Select Trace tab and click the toggle connection serial port



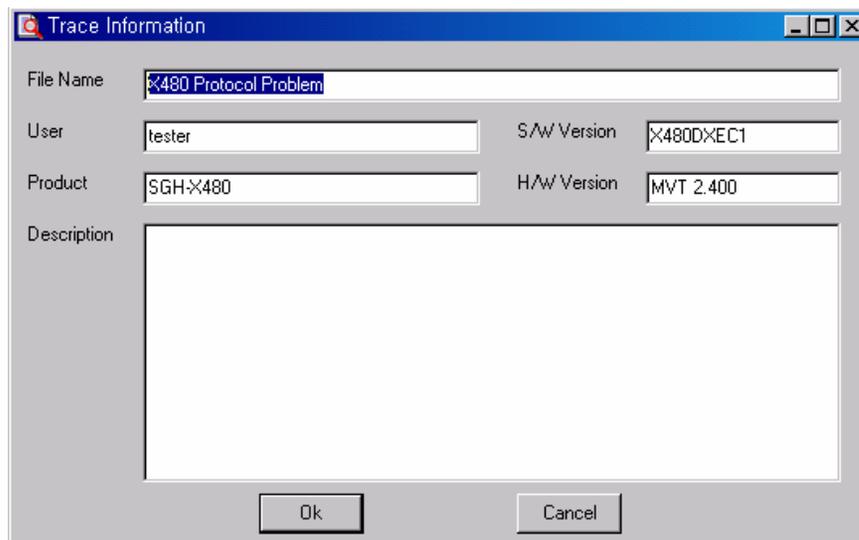
toggle connection serial port



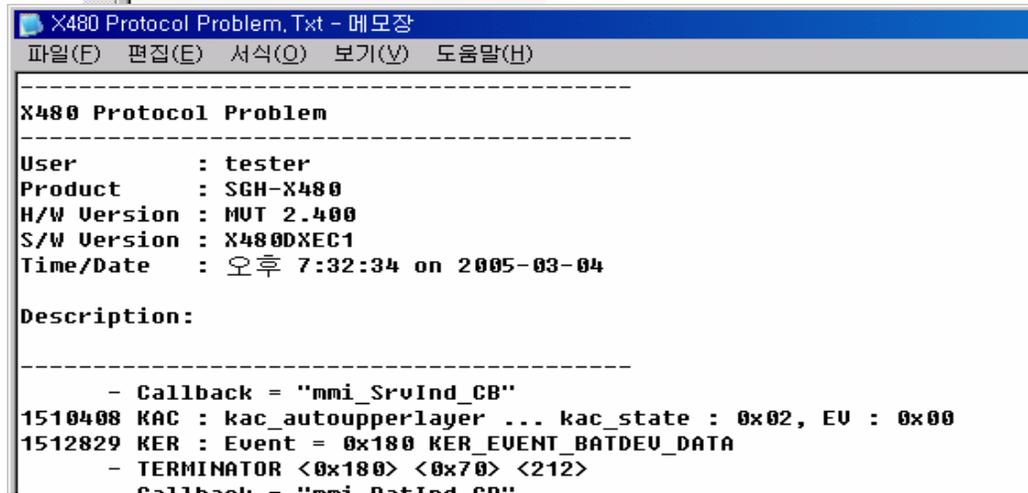
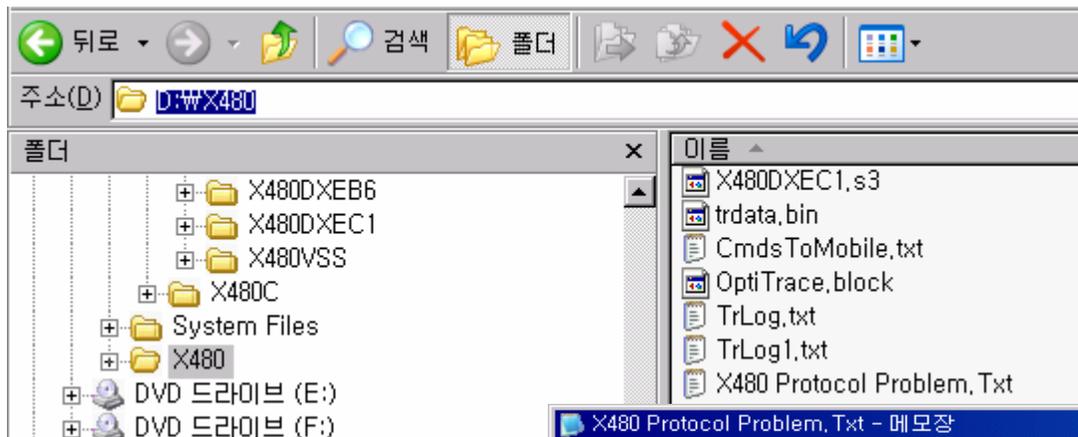
10. After examine the phone function, if problem is exist then click 'Archive the trace results'

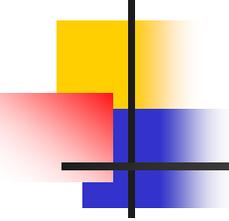


11. Write the file name and description and save.



12. Under the trace folder, GPRS wizard.txt is made.

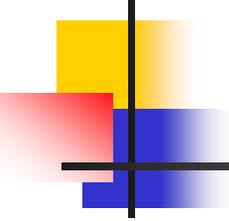




Key string for reset

- *2767* C # (Reset)

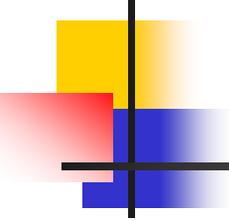
2878	Reset MMI NVM full area except Cal & stack
5282	Delete all Java files
927	Reset wap FFS area
877	Reset TSS filesystem
3855	Reset NVM all area(except Stack,Cal data)
63342	Reset downloaded files(Funbox picture & sound area)



How to use Emoticon

- Total number of emoticon list

	default	addition	total
Feeling	18	5	23
Action	13	5	18
ETC	10	5	15
My emoticon	na	20	20

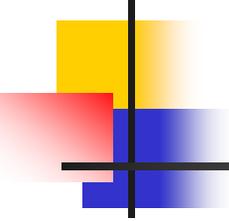


How to use Emoticon templates

- **Function to make out emoticons will be appended.**

1. **Select the “Menu” -> “Messages” -> “Text messages” -> “Emoticon templates”.**

2. **Choose one of “Feeling”, “Action”, “ETC”, “My emoticon”.**



How to use Emoticon templates

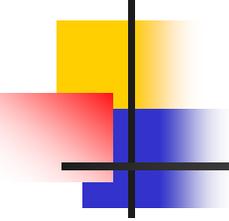
3. In case of Feeling, Action, ETC, User can access to “Add”, “Edit”, “Send”, “Delete” through “options”.

“Add” : Function to make out new emoticon.

“Edit” : Function to make out new emoticon by correcting selected default emoticon or to correct selected emoticon.

“Send” : Function to attach selected emoticon to SMS.

“Delete” : Function to delete selected emoticon, but default emoticon can't be deleted.



How to use Emoticon templates

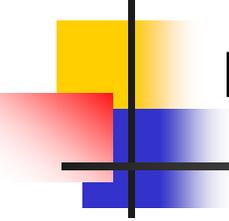
4. In case of My emoticon, User can access to “Add”, “Edit”, “Send”, “Delete” through “options”.

“Add” : Function to make out new emoticon.

“Edit” : Function to correct selected emoticon.

“Send” : Function to attach selected emoticon to SMS.

“Delete” : Function to delete selected emoticon.



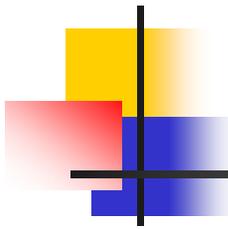
How to use Add Emoticon

- **Function to attach list of Feeling, action, ETC, My emoticon to SMS.**

1. **Select the “Menu” -> “Messages” -> “Text messages” -> “Create”->”Option”->”Add emoticon”.**

2. **Choose one of “Feeling”, “Action”, “ETC”, “My emoticon”.**

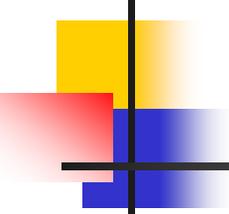
3. **Feeling list, Action list, ETC list, My emoticon list show up and It is attached to SMS if choose one of lists.**



Melody Composer

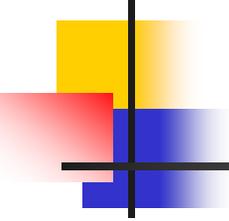
- Feature

- Use this menu to compose your own melodies using a variety of musical components. You can set one of your melodies as your call ringer
- Melody composer(Menu 6.7.1)
 - When you access the Compose melody menu.
- Memory Status(Menu 6.7.2)
 - You can check the total amount of memory and the amount of memory being used and the memory remaining for sounds and images.



Using composer options

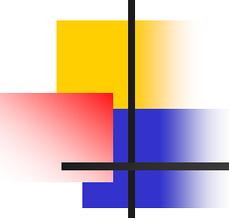
- **New**
 - open a new composer screen.
- **Open**
 - open the list of your own melodies.
- **Play**
 - play back the current melody.
- **Save**
 - save the melody.
- **Save as**
 - save the melody as a different name.
- **Instrument**
 - Vary a musical instrument used compose by user
- **Background melody**
 - use the background melody
 - Ex) Dance, Jazz, Latin, Pop, Reggae
- **Add note**
 - add notes in different chord.
- **Tempo**
 - change the tempo for the melody.
- **Volume**
 - adjust the volume level of the main and background melodies separately.



Melody composer~How to use(1)

- **Creating a melody**

1. Move the selection point up or down by pressing [Up] or [Down].
2. Press <**Input**>.
3. Select a note or rest.
4. Repeat steps 1 to 3 to add more notes and rests.
5. When you have finished, press <**Options**> and select **Save**.
6. Enter a melody name and press <**OK**>.



Melody composer~How to use(2)

■ Editing a melody

- While composing a melody or after opening a saved melody, you can edit it.
 1. To change an entered note or rest, move the selection point by pressing [Up] or [Down].
 2. Change the position of the note or type of the note or rest the same as you would when inserting it.
 3. Press [] or [] to move a note to the next semitone higher position or lower position.
- access the following options by pressing <Options>:
 - **Range**: select more than one note or rest. The selected ones are indicated in yellow.
 - **Copy**: copy the note or rest.
 - **Cut**: cut the note or rest.
 - **Paste**: paste the note or rest.
 - **Change**: change the note or rest.
 - **Delete**: delete the note or rest.