

Magic Cap[®] version 3.0 (Rosemary)
Getting Started

by General Magic, Inc.



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Magic

This manual was developed and written by Wendy Schramm.

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Patent Pending

Portions of the Magic Cap software and the Telescript software are patent pending in the United States and other countries.

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Setting up your Magic Cap communicator

What's in the package?

Carefully remove the communicator and accessories from the package. If any of the following items are missing, contact your dealer.

{insert pict of what is included in the box}

Manuals

Getting Started contains important startup instructions for your communicator. Be sure to read through this guide before using your communicator.

Using Magic Cap® is a guide containing step-by-step instructions for the most commonly-used features of your communicator and of the Magic Cap™ software.

For a more comprehensive guide to all the features Magic Cap has to offer, look for the book by General Magic, Inc. entitled *Magic Cap Complete* (Addison-Wesley publishing company: 1995).

Additional documentation

- America Online brochure
- Limited Warranty
- License Agreement

Features of your communicator

{Here's a nice spot for a picture of the communicator with callouts to its features.}

About your communicator

What is a personal Internet communicator?

Using the Magic Cap software platform, your communicator gives you mobile Internet e-mail access and Web browsing in the palm of your hand. You can send messages—simple text, sound, animations, and graphics—to people around the world by way of the Internet and by fax. Using your communicator to connect to the World Wide Web is easy, yet you have many of the same powerful features as your desktop browser.

Once you sign up for an Internet Service Provider (or you can use existing accounts if you have them), your incoming and outgoing messages are routed over the Internet according to your instructions. It's like having a personal assistant who sorts your mail for you, sending you the mail you want to see, discarding mail you don't want to read, and forwarding mail to others who should also receive it.

In addition to messaging and access to the World Wide Web, your Magic Cap communicator includes personal information management features like a Datebook to track your appointments and important events, a Name card file in which you can maintain information about people you contact, and many other features that help you organize the everyday information that fills your life.

What is Magic Cap?

Your communicator uses a technology called Magic Cap, a platform for communication made by General Magic, Inc. Magic Cap manages everything that your communicator does through its easy to use, intuitive, graphical user interface. With it you can send and receive messages over the Internet, browse the Web, make telephone calls, keep current contact information about people and companies, manage your appointments, and much more. Your communicator can also use software packages developed by third parties especially for Magic Cap. Some of those packages are built into your communicator, some you may buy and add later.

What are communication services?

Communication services are the means by which electronic mail is routed. Everyone who uses e-mail is signed up with a communication service whether it is a commercial service, such as America Online, or an Internet Service Provider, such as Netcom. Once you sign up for a communication service, you use an e-mail address to send and receive e-mail, and that e-mail is routed to and from your *mailbox*.

Communication services enable people to send e-mail messages to each other. These messages can be long or short, personal or public, formal or friendly. They travel quickly to their destination, across town or across an ocean. Millions of people already use e-mail for fun, for work, for school, and to keep in touch with their families and friends. Using your communicator and a communication service, you can communicate with virtually everybody who has access to a personal computer with a modem, or a personal communicator equipped for communication.

Sign up for an ISP

If you have not already done so, sign up to use an Internet Service Provider (ISP). Your communicator comes ready to help you sign up for an ISP, or even more than one. Your communicator steps through the procedures with you in the interactive tutorial, *Getting Started*, and it comes preconfigured for some of the more popular Internet service providers.

Note: If you already have an account with an ISP, you can configure your communicator to use that existing account.

- **Contact the ISP you've chosen and ask for the information on the list that follows, then just follow the steps in the *Getting Started* tutorial to sign up.**

Refer to "Glossary of terms" on page 5 for definitions of the terms you'll see in the list below.

What is the username and password you use to access your mailbox (POP) to collect mail?	mailbox (POP) account name: _____ mailbox password: _____
What phone number (local access) will you dial to connect with your ISP?	dialup access (PPP): () _____
What is the name and password of your dialup access (PPP) account, if different from your POP username and password?	PPP login: _____ PPP password: _____
If you will be using an existing ISP account, you'll need to obtain the information listed below.	
What is the e-mail address people will use to send you messages?	e-mail address: _____ _____

What is the mailbox server name used for collecting messages?	mailbox (POP) server name: _____
What is the server name for sending messages?	server name (SMTP): _____
What is the IP address (numerical: xxx.xx.xxx.x) of your name server (DNS)?	name server (DNS) IP address: _____

Glossary of terms

E-mail address: This is the e-mail address people will use to send you messages.

Mailbox (POP) account name: This is the name of your mailbox (POP), sometimes referred to as your username. It is often the first part of your e-mail address, as in Noah_Taylor of the e-mail address Noah_Taylor@acme.com.

Mailbox (POP) password: This is the password of your (POP) mailbox.

Collecting mailbox (POP) server name: This is the name of the computer your communicator connects to when collecting messages via your ISP.

Sending mail (SMTP) server name: This is the name of the computer your communicator connects to when sending messages via your ISP.

Name server (DNS) IP address: This is the numeric IP address of the device that interprets Internet addresses.

Dialup access (PPP) phone number: This is the phone number (including area code) that your communicator will dial to connect to this ISP.

Dialup access (PPP) account name: This is the name of the account used for initiating communication with your ISP. It is usually the same as your mailbox (POP) account name.

Dialup access (PPP) password: This is the password used when initiating communication with your ISP. It is usually the same as your mailbox (POP) password.

"Select an Internet service provider" on page 22

Quick start instructions

If you are anxious to start using your communicator right away, complete the steps that follow. This list constitutes the minimum setup requirements. These steps are covered in more detail on the page references provided.

1 Install the batteries.

See “Installing batteries” on page 7.

2 Switch on your communicator.

See “Switch your communicator on and off” on page 9.

3 Remove the stylus from its storage location.

4 Follow the instructions on the screen to align the touch screen.

5 Begin the *Getting Started* interactive tutorial.

Steps 6 through 9 below are included in the *Getting Started* tutorial. They are important tasks to do before you begin using your communicator. If you choose not to use the tutorial, follow these steps.

See “Using the Getting started lessons” on page 13.

6 Set the date and time.

See “Set the date and time” on page 15.

7 Create a name card for yourself to personalize your communicator.

See “Create a name card for yourself” on page 17.

Note: You must personalize your communicator before you can use it to send messages back and forth and make telephone calls. To personalize, you enter your name on a name card that your communicator uses to identify you as a unique addressee. Your name card and the information on it is available to others who use Magic Cap. The only information you *must* provide is your name. You can also provide your address, e-mail address, business information, and telephone, fax, and pager numbers.

8 Connect to a telephone line and set up your communicator so it knows where you are calling from.

See “Set up a dialing location” on page 18.

9 Sign up for a ISP.

Before you contact your ISP, be ready to ask for the items that appear in the list in “Sign up for an ISP” on page 4.

10 Explore and have fun!

If you want to know what something does, touch it to find out. You can't hurt anything and chances are good you'll find lots of fun surprises along the way.

Batteries

Installing batteries

Your communicator uses two kinds of batteries. The *main battery* is what usually provides power. The main battery consists of six alkaline batteries. If you have purchased an optional rechargeable battery pack, you will use it as your main battery. Refer to the documentation that comes with the rechargeable battery pack for installation instructions. The *backup battery* preserves information when the main battery runs down and while you change the main battery. Before you use your communicator, you'll have to put the batteries inside. Follow both sets of instructions below. Be sure to put the *main* battery in *first*.

Notes: Your communicator must always have a power supply! Your communicator must have a charged battery pack or fresh alkaline batteries (use only regular size 6AAA batteries) at all times to preserve your information. Although the backup battery is primarily an emergency power source, it's important that the backup battery is always present. In particular, whenever you remove the main battery—even just for a second—the backup battery must be in place.

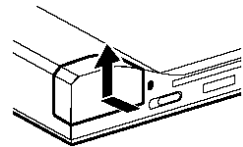
When replacing the backup battery, be sure to supply power to your communicator by one of the following methods, otherwise information stored in memory will be lost.

Connect your communicator to an AC outlet with the AC power adaptor.
Or, install fresh alkaline batteries or a fully charged battery pack.

Install main battery

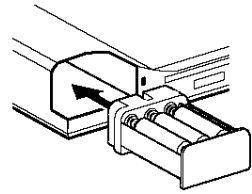
Install the main battery first, and then install the backup battery.

1 Remove the main battery compartment lid.



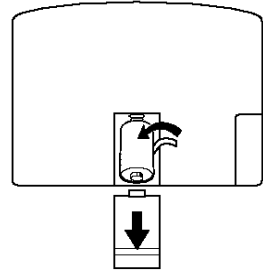
2 **Insert the main battery and replace the compartment cover.**

If you have a rechargeable battery pack, you can use it instead of the alkaline batteries.



Install backup battery

1 **Remove the backup battery compartment lid.**



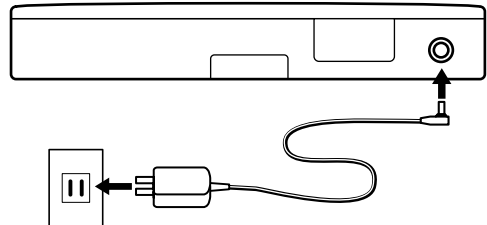
2 **Insert the backup battery in the direction shown and replace the compartment lid.**

Charge the rechargeable battery pack

If you have a rechargeable battery pack, follow these steps to charge it.

► **Connect the AC power adaptor to the communicator and to an AC outlet.**

Check the battery level periodically by looking at the battery level indicator at the top of the screen.



Estimated time to recharge batteries:

- about 7 hours when your communicator is powered off.
- about 13 hours when your communicator is in use.

Notes: Use only the AC power adapter supplied with your communicator. Do not use any other AC power adapter.

You can use your communicator while the battery pack is being charged.

Switching the power on and off does not interrupt the charging operation.

You do not need to discharge the battery fully before recharging it. Charging the battery while some power remains does not affect the total battery capacity.

In order to conserve battery life, use the AC power adapter whenever it is convenient.

Battery life

Depending on the conditions of use (for example, ambient temperature, altitude), the batteries generally last according to the following estimates:

Battery Type	Estimated Life
Rechargeable battery pack	• about 15 hours when remaining idle with power on • about 6 hours in normal operation
Backup battery	• about 7 months (with no main battery)

Note: The battery life estimates are for use at a temperature of 77°F (25°C). Under other conditions, battery life varies.

Using your communicator

This section discusses some basics you'll need to know before you start using your communicator.

Before turning on your communicator, make sure its screen is free of dust or dirt; otherwise the screen could be scratched when you touch it using its special pen.

Switch your communicator on and off

1 **Ensure that the screen is free of dust and dirt.**

If the screen is dusty or smudged, wipe it with a clean, lint-free cloth.

2 Ensure that the batteries are installed and the battery compartment lids are in place.

3 Push the POWER switch away from you and then let go of it.

Slide the POWER switch again to switch your communicator off.

Notes: When you are not using your communicator, protect the screen by storing it in the supplied carrying case.

The information you add to your communicator and the changes that you make are automatically saved. However, you should frequently make a backup of the information you create with your communicator.

See "Backing up your information" on page 190 of *Using Magic Cap®*.

Your communicator automatically turns off after it is idle for five minutes; however, you change the automatic shut-off setting.

See "Changing the automatic shut-off settings" on page 205 of *Using Magic Cap®*.

Removing and inserting the stylus

The stylus that comes with your communicator is designed so that it does not scratch the touch screen when you write with it.

► **Push the stylus and pull it out from the stylus holder.**

insert graphic

To put the stylus away, insert it into the stylus holder and push firmly.

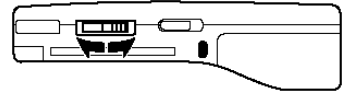
Notes: Always use either the stylus or your finger when you touch the screen of your communicator. Using other objects may scratch the screen. Be sure to keep the tip of the stylus clean.

Your communicator has been designed for easy holding and operation using either the right or left hand. If you are left-handed, hold your communicator by its right edge and use your left hand to touch the screen.

Adjust the screen contrast

For best viewing, use your communicator in a bright place, where a light source is shining directly on the screen. If you do not see anything on the screen or the objects on the screen appear too dark or too light, adjust the screen contrast.

- **Adjust the screen contrast wheel on the side of your communicator toward or away from you.**



Align the touch screen

When you switch on your communicator for the first time, you need to align the touch sensor of its screen so that it responds accurately to each place you touch. A message instructs you to touch the screen to begin.

- 1 **Touch the screen.**

When you touch the screen with the stylus, a screen-adjustment target appears.



- 2 **Touch the center of the target.**

After you touch the third target, the touch screen is properly calibrated.



Check remaining battery power

The battery level indicator at the top of the screen indicates the amount of power remaining in the main battery.

- 1 **Touch the battery level indicator at the top of screen.**



An information window describes the different types of symbols you might see indicating the current state of the main battery.

- 2 **Touch the x in the upper right corner of the window to put the window away.**



Note: When the main battery becomes weak, the message “Battery power is getting low” appears. Recharge the battery. If the battery is discharged, the message “Battery power is nearly out” appears, and your communicator automatically switches off after a few seconds. You can monitor the battery level more precisely in the Controls panel.

See "Check battery levels" on page 204 of *Using Magic Cap®*.

Connect to a telephone line

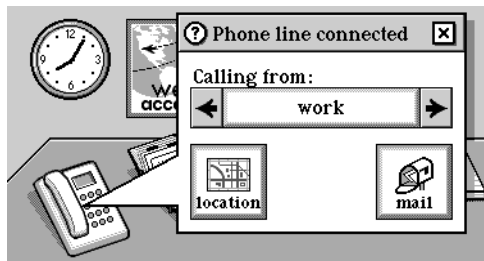
Unless you are using a wireless communicator, you need to connect your communicator to a telephone line when you want to sign up for a communication service, send or receive messages, browse the Web, or make a telephone call. The telephone line carries your messages. Your communicator makes a telephone call to a communication service and then uses sound signals on the telephone line to communicate.

Whenever you connect to your telephone line you will see a window asking you to confirm your dialing location. If this is the first time you're connecting a telephone line, you will have to set up some dialing locations. Refer to "Set up a dialing location" on page 18, or use the *Getting Started* lessons to set up your dialing locations in the next section. To close the window, touch the *x* in the upper right corner of the window.

- 1 **Plug one end of the telephone line cord that comes with your communicator into the TEL LINE jack.**
- 2 **Plug the other end into a telephone outlet.**

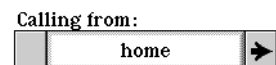
Note: If your telephone outlet is not a standard modular type, the telephone line cord will not fit. Purchase a modular adaptor or contact your telephone company for assistance.

The Phone line connected window appears.



Note: If the Phone line connected window doesn't appear, hold down *option* and touch the *Telephone*.

- 3 **Touch one of the arrows until you see the location you are calling from.**



If this is the first time you have connected to a phone line, *none* appears in the Calling from chooser. You'll first need to set up some dialing locations before you can communicate.

Refer to "Set up a dialing location" on page 18, or use the *Getting Started* lessons to set up your calling locations.

If your calling location doesn't appear in this list, you need to add it. Touch *location* to add the information for a new location.



Refer to "Set up a dialing location" on page 18, or use the *Getting Started* lessons to set up a calling location.

- 4 **Touch *mail* to connect to the communication service and send and receive your mail.**



Note: If your telephone line uses tone dialing, your communicator should be able to dial immediately. If your telephone line only uses pulse dialing, you must set your communicator to the dialing system of your telephone line. Your telephone line might use pulse dialing if you have telephones with round, rotary dials or you hear a long series of clicking sounds whenever you dial a number. Continue on through this guide, then follow the steps in the section "Switch to tone or pulse dialing" on page 144 in *Using Magic Cap®*. This will allow you to communicate using your pulse dialing telephone.

Using the *Getting started* lessons

The *Getting Started* book is an interactive tutorial in your communicator. It guides you through the procedures for setting up your communicator so that you can begin using it to communicate right away. It also teaches you some of the basic skills you need in order to use your communicator.

Begin the lessons

Note: To get through all the lessons and sign up for an Internet Service Provider, you have to be connected to a telephone line.

- 1 **On the Desk, touch *Getting Started* button in the center of your screen. If the button is not on the screen, touch the *circled question mark* in the top left corner of the screen to reopen the window.**



A rectangular window opens containing information about your communicator.

Getting Started is also available in the Library. In the Hallway, touch *Library*, then touch the book *Getting Started* to begin the lessons.

2 Touch *Getting Started*.

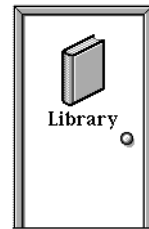
The first lesson begins, leading you from the Desk into the Library, where you'll find the *Getting Started* book.



3 Touch the *pointing hand* to go to the Hallway.



4 Touch the door marked *Library* to enter the Library.



5 Touch the *Getting Started* book on top of the card catalog.

The book opens to the first page.



6 After reading the introductory page, touch the folded page corner.

The page turns to the first lesson.



7 Following the instructions, touch *start lesson* on the right page.



8 Follow the instructions as they appear on the screen.

9 After each lesson, touch the folded page corner to go on to the next lesson.



Once you have completed a lesson, the *start lesson* button is replaced by a *repeat lesson* button to indicate that you have completed the lesson once before. Touch *repeat lesson* to go through the lesson again.

Stop a lesson

Follow these steps to stop a lesson at any point. When you're ready to continue a lesson, go back to the Library and touch the *Getting Started* book. The book opens to the first page of the last lesson you used.

1 Touch the *stop* sign.

A window opens asking you to confirm that you want to stop the lesson.



2 Touch *stop* to stop the lesson, or touch *go on* to continue.

The lesson stops and the *Getting Started* book remains open to the first page of the lesson so you can continue later.



Minimum setup

This section describes the minimum setup requirements for using your communicator. If you have already completed the interactive tutorial, *Getting Started*, you have already completed the steps necessary to set up your communicator and so you can skip the remainder of this guide.

Set the date and time

Set the Clock on your communicator so the people who receive your messages see the correct date and time that you sent your message and so you can display the date and/or time for your convenience at the top of the screen.

1 On the Desk, touch the *Clock*.

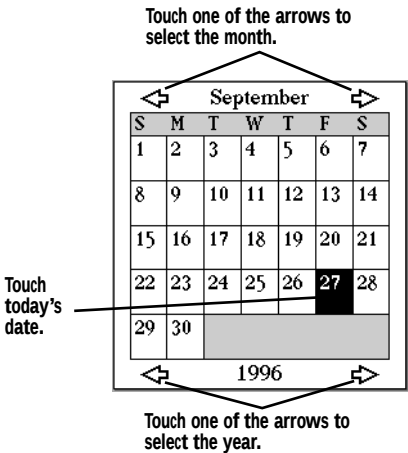
The Clock window opens.



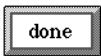
2 Touch *set date*.



3 Set the date as follows:



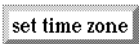
4 Touch **done**.



5 Touch **set time**.



6 Touch **set time zone**.



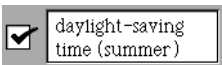
A window that lists major cities in your time zone opens.

7 Select a city in your time zone and then touch **done**.

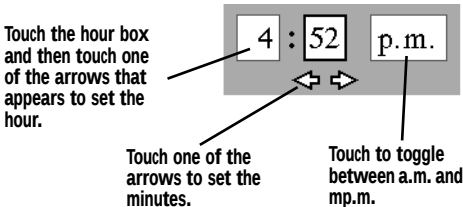


Touch one of the arrows to move up or down through the list.

8 Touch **daylight-saving time** if the place you're in is currently using daylight savings time.



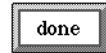
9 Set the time as follows:





Tip: Setting the time using the hands of the Clock

You can also set the time by adjusting the hands of the Clock. Press down on either of the hands and slide it to the correct time.

10 Touch *done*.


Create a name card for yourself

One of the first things you need to do is create a name card for yourself and to personalize your communicator. Your name card may contain your addresses, telephone numbers, and electronic mail addresses. Your communicator uses name cards to route messages, to place telephone calls, and to keep information about the people and businesses with whom you communicate.

Each time you send a message to another Magic Cap user, your name card is sent along with it and added to the recipient's Name card file if it is not already there, or if you have made any changes to your name card. When someone sends you a message, a name card for that person is added to your Name card file if one doesn't already exist. There is a rule in Magic Cap that allows you to control which name cards are collected automatically (or none, if you prefer).

See "Name card file rules" on page 133 in *Using Magic Cap®*.

1 On the Desk, touch the *Name card file*.

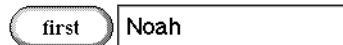
The Name cards window opens.


2 Touch *new* near the top right corner of the screen.

The Name window opens.

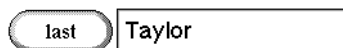


- 3 **Type your first name (and middle name or initial if you want it to appear on your name card).**



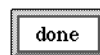
After you type a few characters, your communicator may try to guess the name you're typing. If the name that appears isn't correct, simply type over it. If the name is correct, you can either touch *return* or touch *last* to accept the first name and enter a last name.

- 4 **Touch *last*, and then type your last name.**

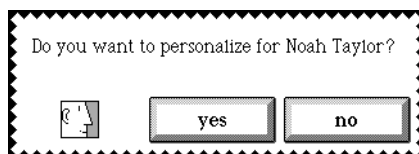


Note: If you want to personalize your communicator with your company name, touch the checkbox labelled *this is a company*. The Company name window opens so you can type a company name.

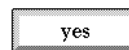
- 5 **Touch *done*.**



A window appears asking whether you want to personalize your communicator with this name.



- 6 **If your name is entered correctly, touch *yes* to personalize your communicator.**



If you notice a mistake, touch *no* to go back and correct it now. Once you have personalized your communicator, you can change the information or add more information to your name card using the Stamper at the bottom of the screen.

See "Change information on a name card" on page 131 of *Using Magic Cap®*.

See "Add information to a name card" on page 128 of *Using Magic Cap®*.

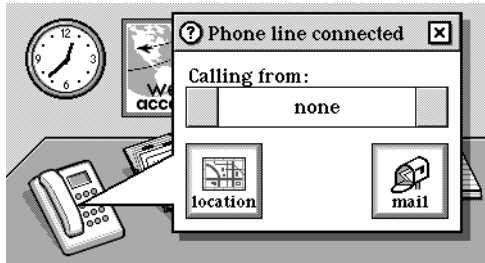
Set up a dialing location

To send and receive messages and faxes, browse the Web, and make telephone calls using your communicator, you need to connect to a telephone line. Each time you connect your communicator to a telephone line, you need to specify where you are calling from in the Phone line connected window. Until you specify a dialing location, your communicator won't be able to dial out. Follow these steps to connect to a telephone line for the first time and to set up a dialing location.

Note: If you're setting up a dialing location for a country other than the United States, buttons for settings that do not apply (such as area codes) do not appear.

1 Connect a telephone line to your communicator.

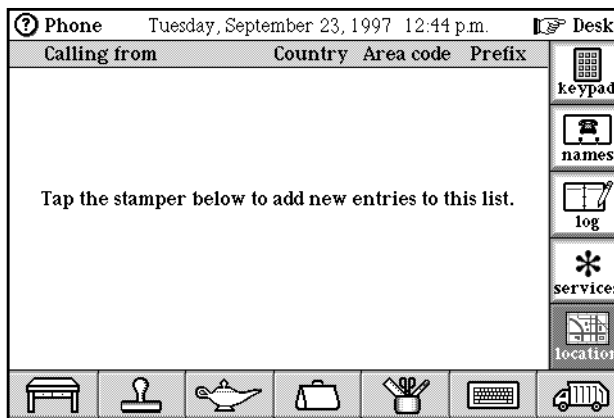
The Phone line connected window opens.



Note: If the Phone line connected window doesn't appear, hold down *option* and touch the *Telephone*.

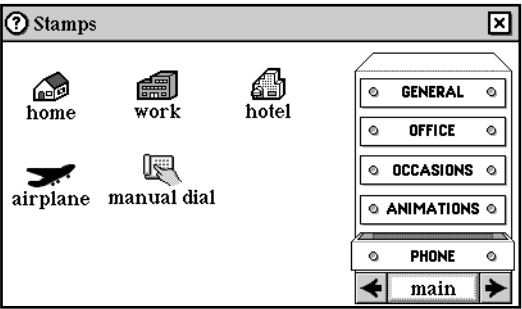
2 Touch *location* to add the information for your current dialing location.

The dialing location setup area opens.



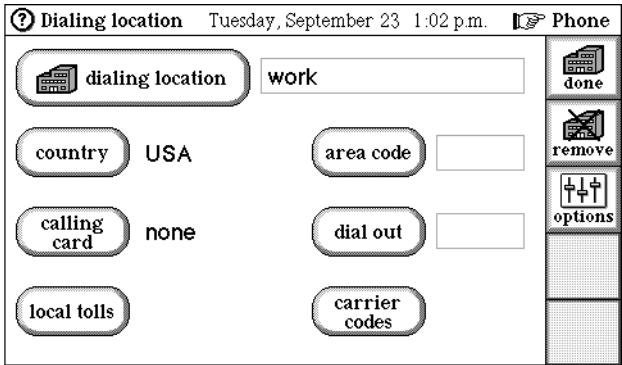
3 **Touch the *Stamper*.**

The Stamps window opens.



4 **Touch one of the stamps to add it as a dialing location.**

The Dialing location setup area opens.



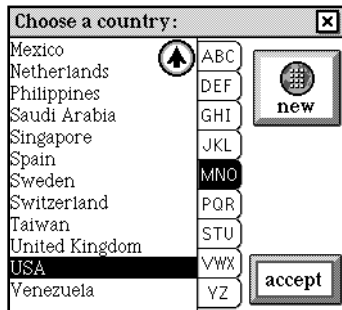
5 **Touch *dialing location* and type a description for this dialing location.**



- 6 **To select a country other than the default, touch *country*.**

country

The Choose a country window opens.



Select a country and then touch *accept*.



Tip: Adding a country to the list

If the country you're calling from does not appear in the list, you can add it.

See "Add a new country and its dialing codes" on page 139 of *Using Magic Cap®*.

- 7 **Touch *area code* and then type the area code (or city code if this location is outside of the United States) for this dialing location.**

area code

After you've typed the area code, touch the x to close the Keyboard.

- 8 **To set up the calling card information so that calls from this location are billed to a calling card, touch *calling card* and then touch *new* to add the information.**

calling card

See "Charging telephone calls" on page 154 of *Using Magic Cap®*.

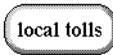
- 9 **To specify the digit that you have to dial to get an outside line from this location, touch *dial out*.**

dial out

If you are calling from work, you may have to dial a digit, such as 9, to get an outside line. If you can dial outside calls directly, leave this space blank.

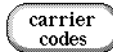
See "Dial 9, or another digit, for an outside line" on page 140 of *Using Magic Cap®*.

- 1 0 If from this dialing location you must dial a 1 before local numbers that begin with a certain prefix, touch *local tolls* and then touch *new* to add the information.



See "Dial 1 before some local calls" on page 142 of *Using Magic Cap®*.

- 1 1 To specify a long distance carrier or an international carrier, touch *carrier codes*.



See "Select a long distance or international carrier" on page 143 of *Using Magic Cap®*.

- 1 2 To set the dialing options (audible dialing, dialing speed, tone or pulse dialing, and other telephone dialing options), touch *options*.



- 1 3 Touch *done*.

You have finished setting up a dialing location. The dialing location appears in the Phone line connected window each time you connect to a telephone line.



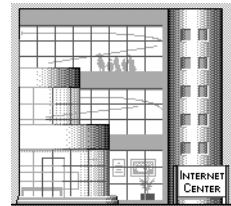
Select an Internet service provider

Your messages are sent through an Internet service provider. If you don't sign up for an Internet service provider, you can fax messages to recipients who have fax machines.

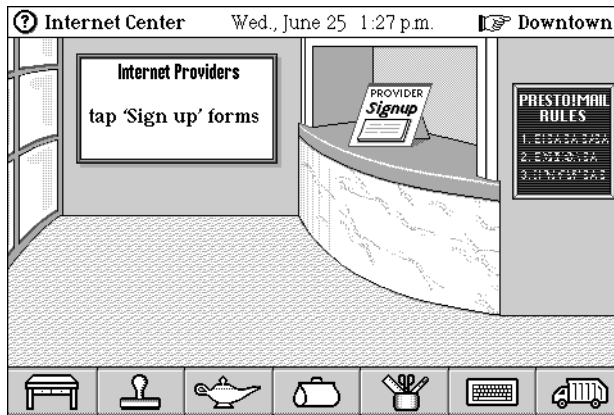
Note: For more information about configuring an ISP, refer to the chapter, "Internet Center" in the user's guide.

- 1 In the Downtown scene, touch the *Internet Center* to enter.

Note: To quickly get Downtown, *option-touch* the *Desk* at the bottom of the screen to open the Favorite Places window, and then touch the *Downtown* image.



The Internet Center scene opens.

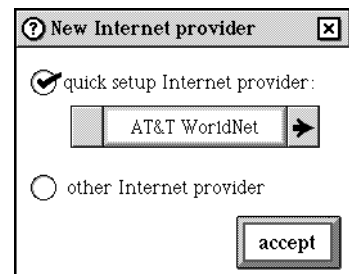


- 2 Touch the **provider signup** form on the counter.

The New Internet provider window opens.



- 3 Use the chooser to select your ISP's name and then touch **accept**.

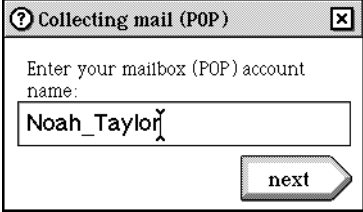


Note: Magic Cap comes pre-configured for some of the more popular ISPs. If your provider is not listed, skip to "Set up a new Internet service provider" on page 25.

Once you select an ISP and touch *accept*, the Collecting mail (POP) window opens.

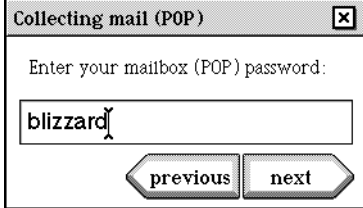
4 Enter the name of your mailbox (POP) and then touch *next*.

This is sometimes referred to as your username. It is often the first part of your e-mail address, as in Noah_Taylor of the e-mail address Noah_Taylor@acme.com.



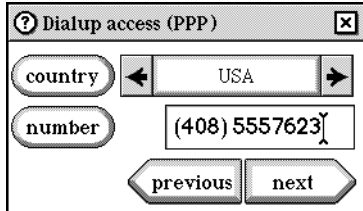
5 Enter your mailbox password and then touch *next*.

This is the password of your (POP) mailbox.



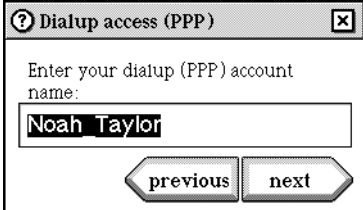
6 Select the dialup access (PPP) country using the country chooser, enter the access phone number, and then touch *next*.

This is the phone number (including area code) that your communicator will dial to connect to this ISP.



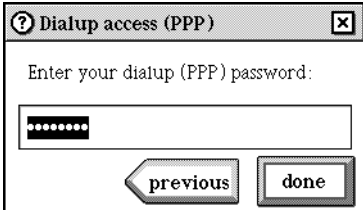
7 Enter the name of your dialup access (PPP) account.

This is the name of the account used for initiating communication with your ISP. It is usually the same as your mailbox (POP) account name.



8 Enter your dialup password and then touch *done*.

This is the password used when initiating communication with your ISP. It is usually the same as your mailbox (POP) password.



Your communicator is now set up and ready to send and receive messages. Turn to *Using Magic Cap®* for instructions on using the features of Magic Cap.

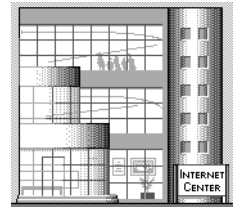
Set up a new Internet service provider

Follow these steps if your ISP doesn't appear in the list of Internet providers in the Internet Center. Once you have completed these steps, your ISP will be configured and added to the provider list.

- 1 **In the Downtown scene, touch the *Internet Center* to enter.**

Note: To quickly get Downtown, *option-touch* the *Desk* at the bottom of the screen to open the Favorite Places window, and then touch the *Downtown* image.

The Internet Center scene opens.



- 2 **Touch the provider signup form on the counter.**

The New Internet provider window opens.



- 3 **To add your ISP to the list of Internet providers, touch the checkbox for *other Internet provider* and then touch *accept*.**

- 4 **Enter the name of your ISP and then touch *next*.**

The Mail window opens.

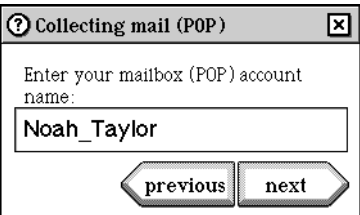
- 5 **Enter the e-mail address people will use to send you messages, and then touch *next*.**

The Collecting mail (POP) window opens.

A screenshot of a 'Mail' setup window. It has a title bar with a question mark icon and a close button. The main text says 'Fill in your Email address:'. Below this is a text input field containing 'Noah_Taylor@acme.com'. At the bottom are two arrow-shaped buttons labeled 'previous' and 'next'.

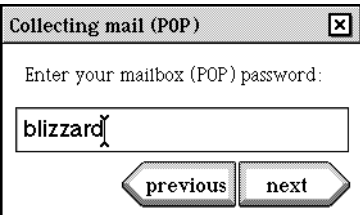
- 6 **Enter the name of your mailbox (POP) and then touch *next*.**

This is sometimes referred to as your username. It is often the first part of your e-mail address, as in Noah_Taylor of the e-mail address Noah_Taylor@acme.com.

A screenshot of a 'Collecting mail (POP)' window. It has a title bar with a question mark icon and a close button. The main text says 'Enter your mailbox (POP) account name:'. Below this is a text input field containing 'Noah_Taylor'. At the bottom are two arrow-shaped buttons labeled 'previous' and 'next'.

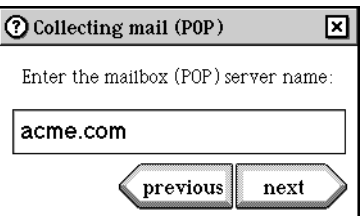
- 7 **Enter your mailbox password and then touch *next*.**

This is the password of your (POP) mailbox.

A screenshot of a 'Collecting mail (POP)' window. It has a title bar with a question mark icon and a close button. The main text says 'Enter your mailbox (POP) password:'. Below this is a text input field containing 'blizzard'. At the bottom are two arrow-shaped buttons labeled 'previous' and 'next'.

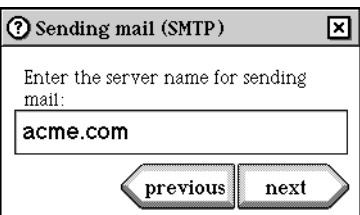
- 8 **Enter your mailbox server name used for collecting messages, and then touch *next*.**

This is the name of the computer your communicator connects to when collecting messages via your ISP.

A screenshot of a 'Collecting mail (POP)' window. It has a title bar with a question mark icon and a close button. The main text says 'Enter the mailbox (POP) server name:'. Below this is a text input field containing 'acme.com'. At the bottom are two arrow-shaped buttons labeled 'previous' and 'next'.

- 9 **Enter the server name for sending messages, and then touch *next*.**

This is the name of the computer your communicator connects to when sending messages via your ISP.

A screenshot of a 'Sending mail (SMTP)' window. It has a title bar with a question mark icon and a close button. The main text says 'Enter the server name for sending mail:'. Below this is a text input field containing 'acme.com'. At the bottom are two arrow-shaped buttons labeled 'previous' and 'next'.

1 0 Enter the name server (DNS) IP address and then touch *next*.

This is the numeric IP address of the device that interprets Internet addresses.

1 1 Select the dialup access (PPP) country using the country chooser, enter the access phone number, and then touch *next*.

This is the phone number (including area code) that your communicator will dial to connect to this ISP.

1 2 Enter the name of your dialup access (PPP) account.

This is the name of the account used for initiating communication with your ISP. It is usually the same as your mailbox (POP) account name.

1 3 Enter your dialup password and then touch *done*.

This is the password used when initiating communication with your ISP. It is usually the same as your mailbox (POP) password.

Your communicator is now set up and ready to send and receive messages. Turn to *Using Magic Cap®* for instructions on using the features of Magic Cap.

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