

SnapMedia™ Software

User's Manual



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Introduction

SnapMedia is a phone software program for easy setup and download of Ring tones and Images via the PC. SnapMedia will enhance the utility and personalization of your phone.

Check for updates

For the latest list of supported phones and cables please refer to the README.TXT file. Also, visit <http://www.futuredial.com/support/snapmedia/> to check for the latest updates.

About this Manual

This document covers the operation of the software with phones that allow you to pre-assign ringers and images to names in your phone's Phone Book directly from the PC. See the README.TXT file in the program directory for a complete listing of phone types and capabilities.

Features

- Automatic phone detection (if supported by Phone)
- Read from Phone
- Write to Phone
- Preview and cropping of midi-compatible sound files
- Preview and cropping of phone-compatible image files
- Direct image assignment to Wallpaper and Screen Saver (phone dependant)
- Direct image/ringer assignment to Phone Book Name (phone dependant)
- Direct image/ringer download.

Supported formats:

- Support for image formats:
 - Bitmap - .bmp files
 - JPEG - .jpg files
 - PNG - .png files
- Support for midi (.mid) audio files (Type 0 and 1)
- See README.TXT file for additional information on supported phones and specific features.

How it works

SnapMedia Software is designed to make the management and synchronization of your phone Ringers and Images simple and easy. The operation of the program can be described as follows:

When launching the program

The program detects and reads the phone. If the phone supports assignment of images and ringers to Phone Book Names via the PC, then you are given the option to read those name entries from the Phone Book as well.

When the program is up and running

You can crop, save, and add Ringers and Images on your PC in preparation for exporting to the phone.

When finished, export Ringers and Images to the phone

When selection of sound and image data is complete you can export the data back to the phone.

Tips and Precautions

Phones have limited storage and support image and ringer files that are small in size.

Lower the color depth - Start out with a smaller image file in the first place. For example, saving your original image file in 8-bit color versus 24-bit color can minimize the file size drastically.

Use lower DPI (dots-per-inch) resolution - If scanning images don't use a 300 dpi scan (printer resolution scan) for an image destined for your phone. Selecting 72 dpi is more than adequate.

Midi files: Type 0 and 1 are supported.

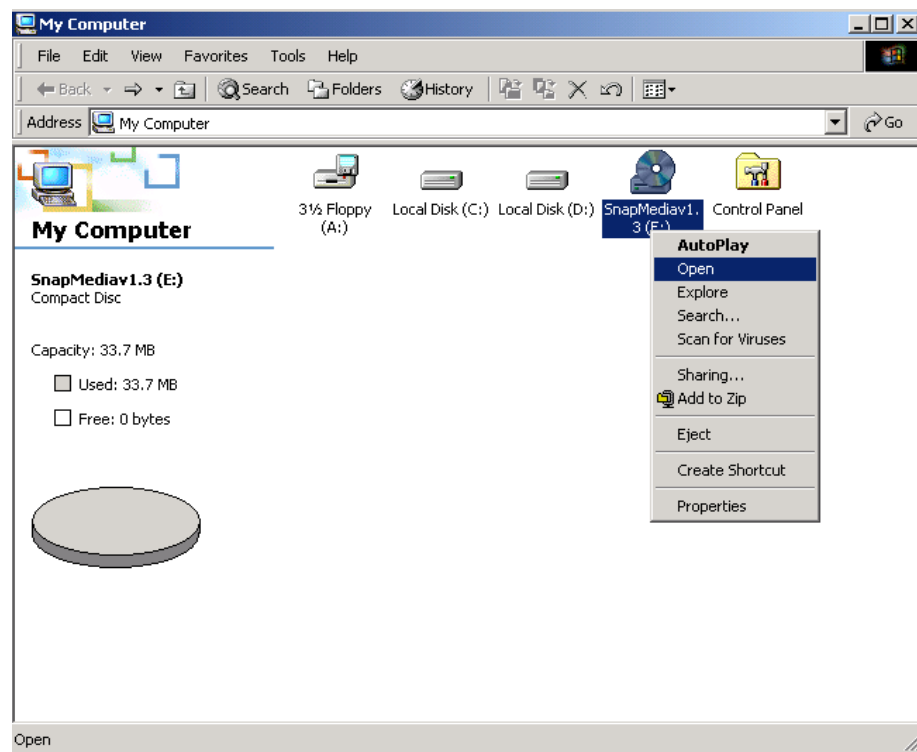
While using the software, do not manually change settings on your phone, including changing names in the Phone Book. Make those changes after exiting the program.

SnapMedia and USB Drivers Installation

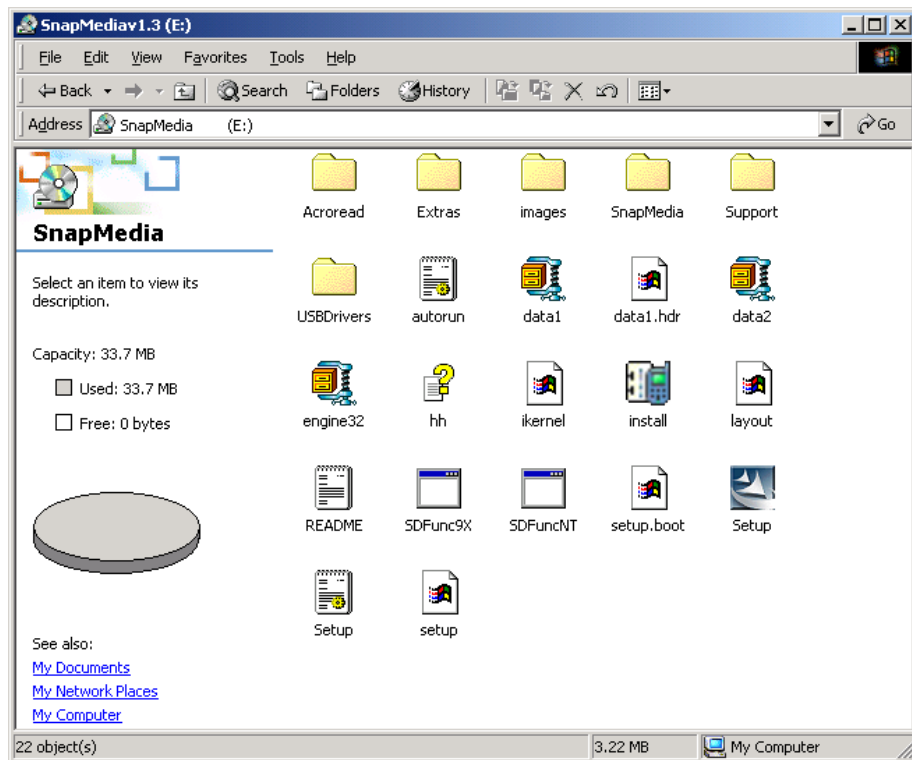
Insert the Future Dial's SnapMedia™ Software CD into the CD ROM drive of your computer => SnapMedia Splash Screen is up:



If you don't see this Window after inserting CD, go to 'My Computer', locate the CD Drive, select 'SnapMedia' and click 'Open' using right-mouse menu.



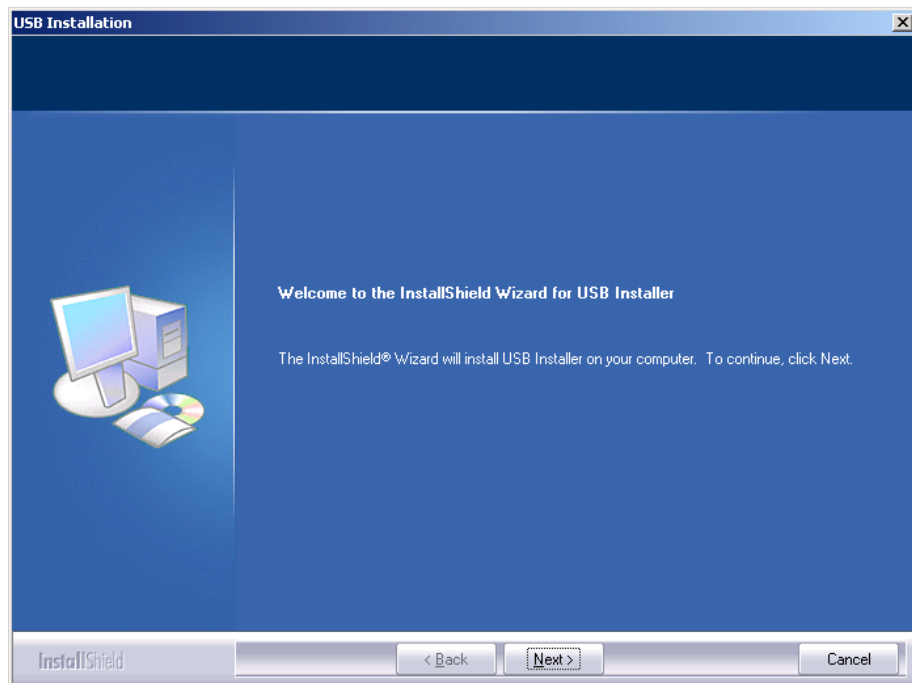
Double-click “Install” file as shown on the picture below



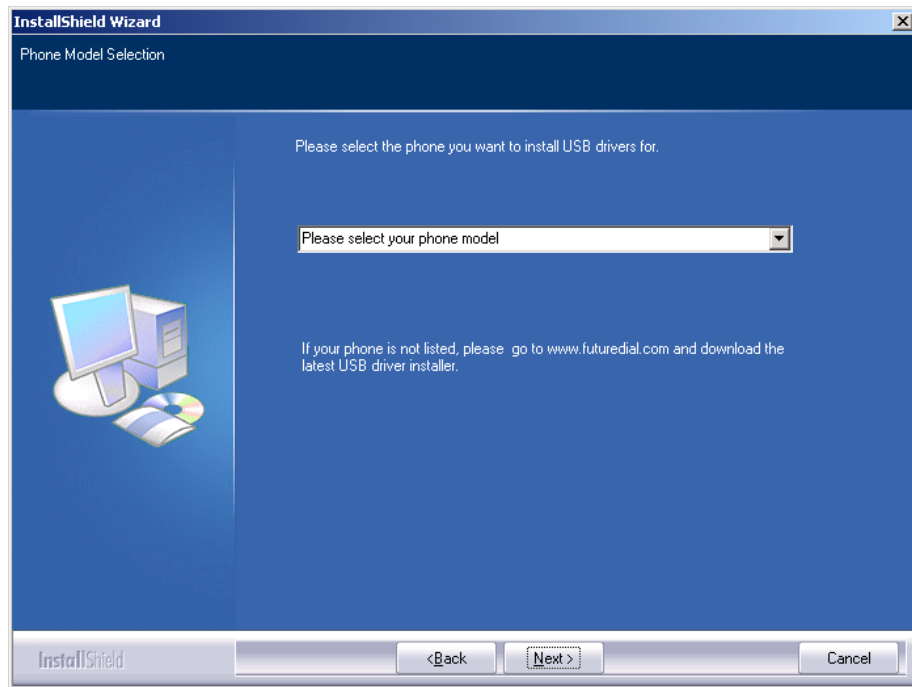
It brings up the SnapMedia Splash Screen.



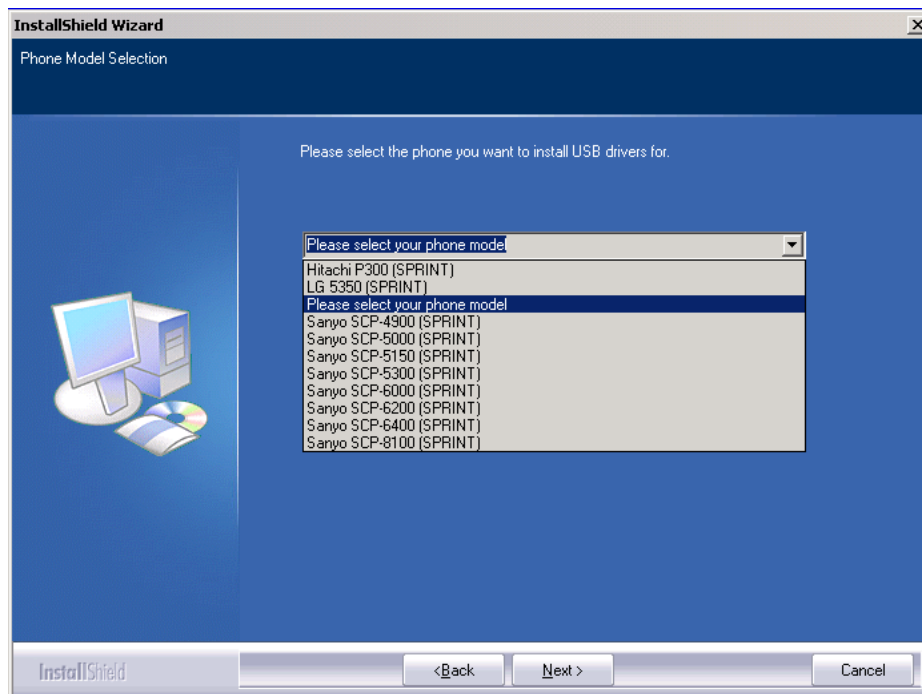
Click the first button “1. Install USB Drivers”. InstallShield Wizard for USB Installer Starts.



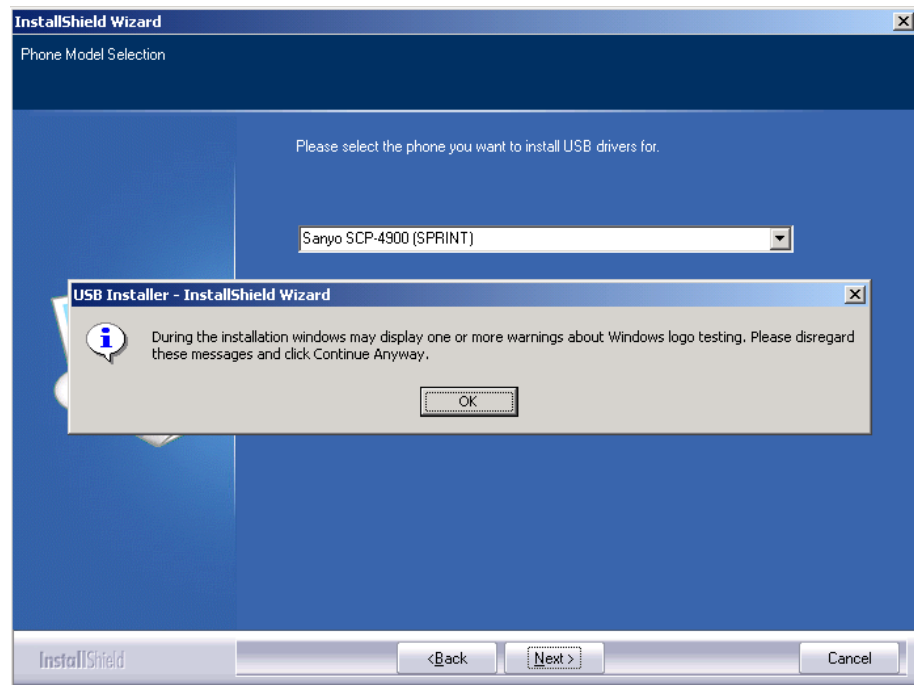
Click ‘Next’ to continue



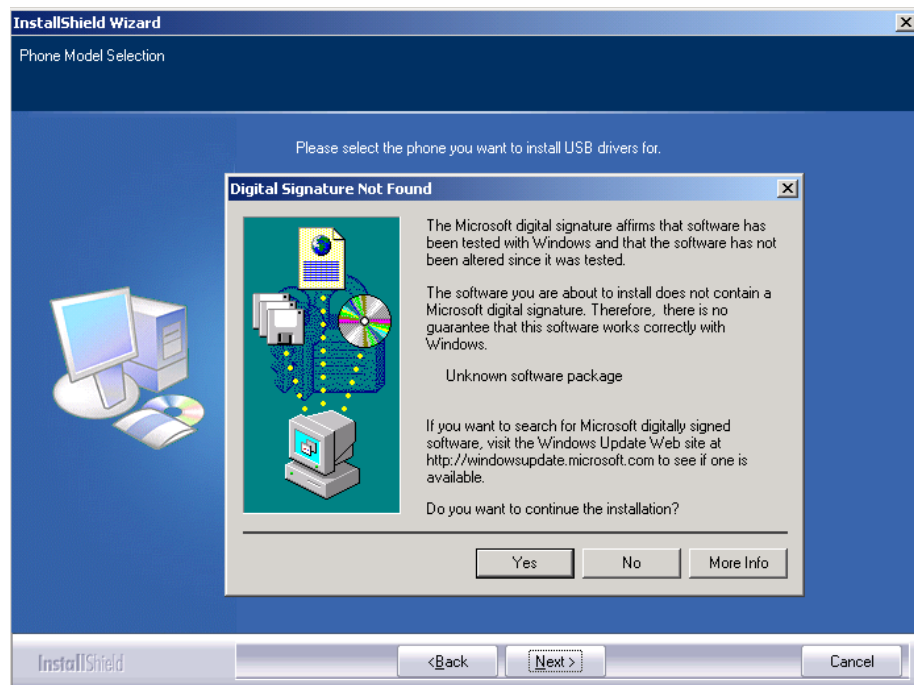
Expand the 'Please select your phone model' drop-down list and select the phone model you are using.



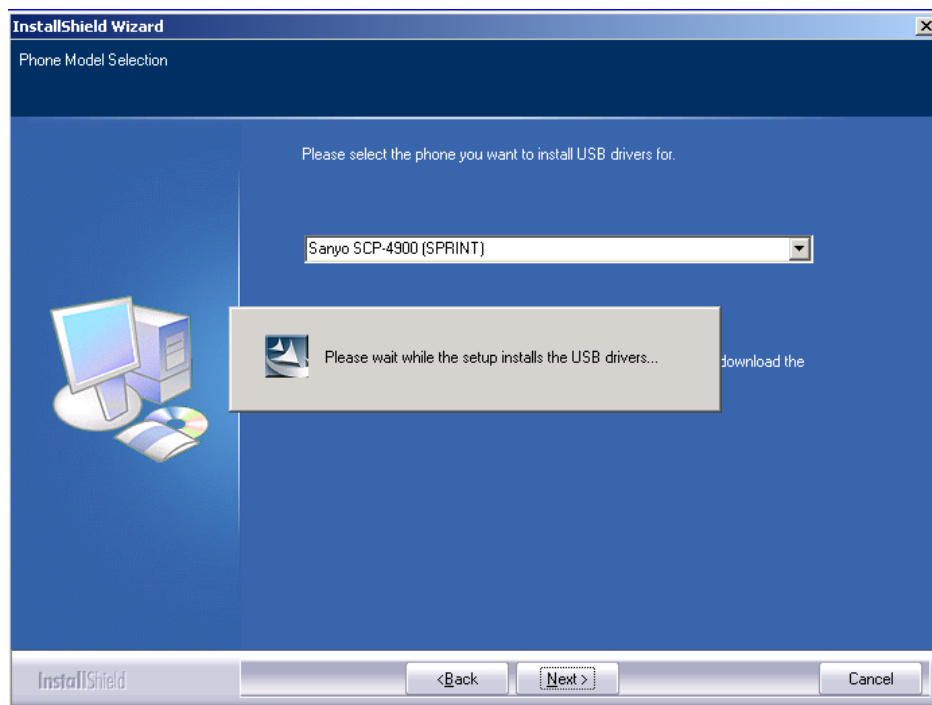
Click 'Next' to continue.



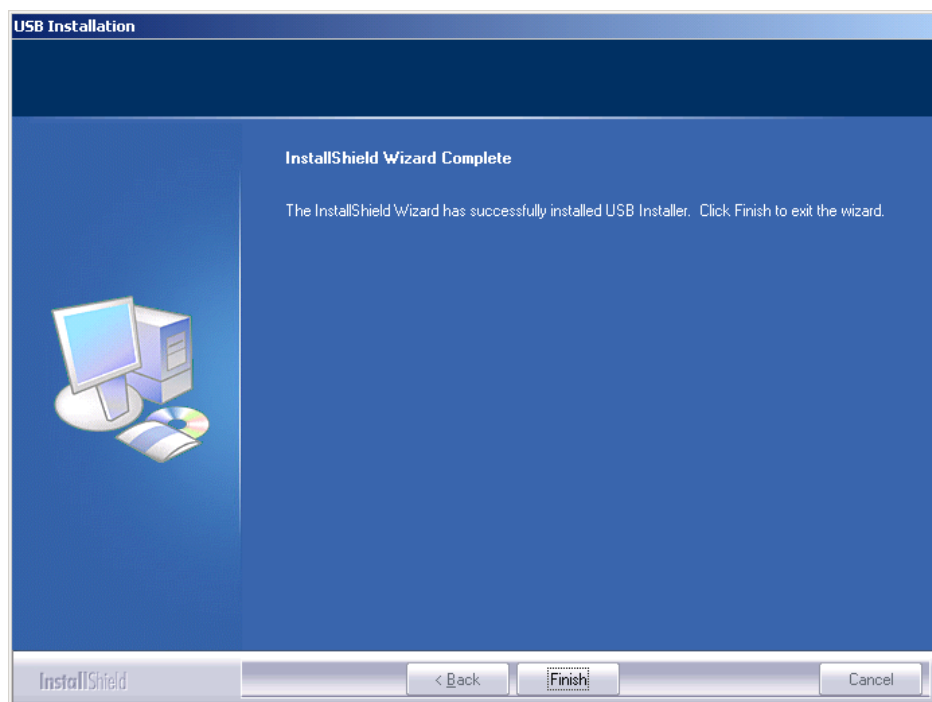
Read the message on the screen and click 'OK'



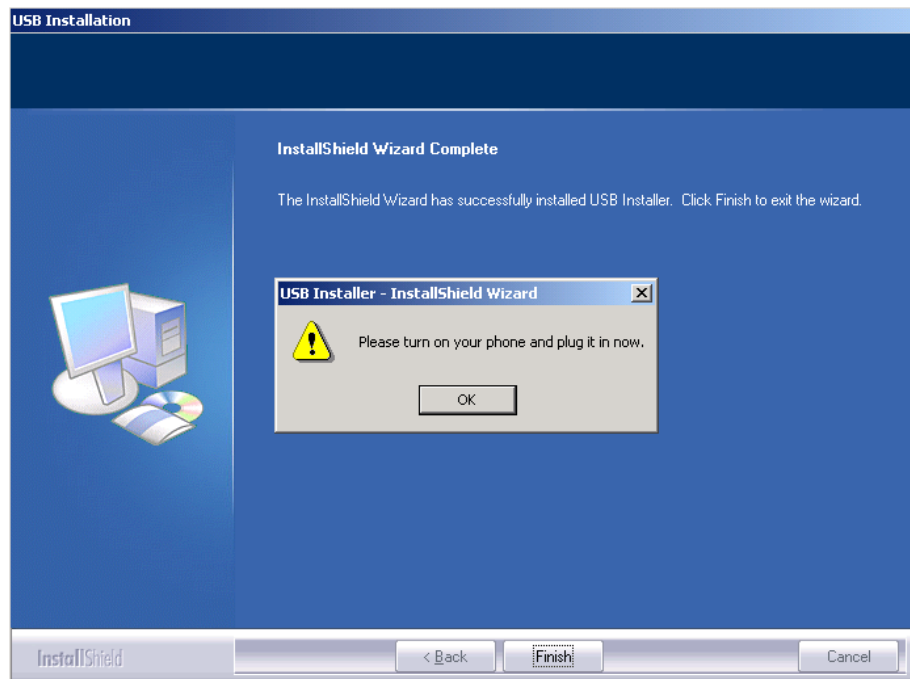
If you see 'Digital Signature Not Found' message, click 'Yes' (or 'Continue Anyway').



Click 'Next' to continue



Click 'Finish' to exit the Wizard



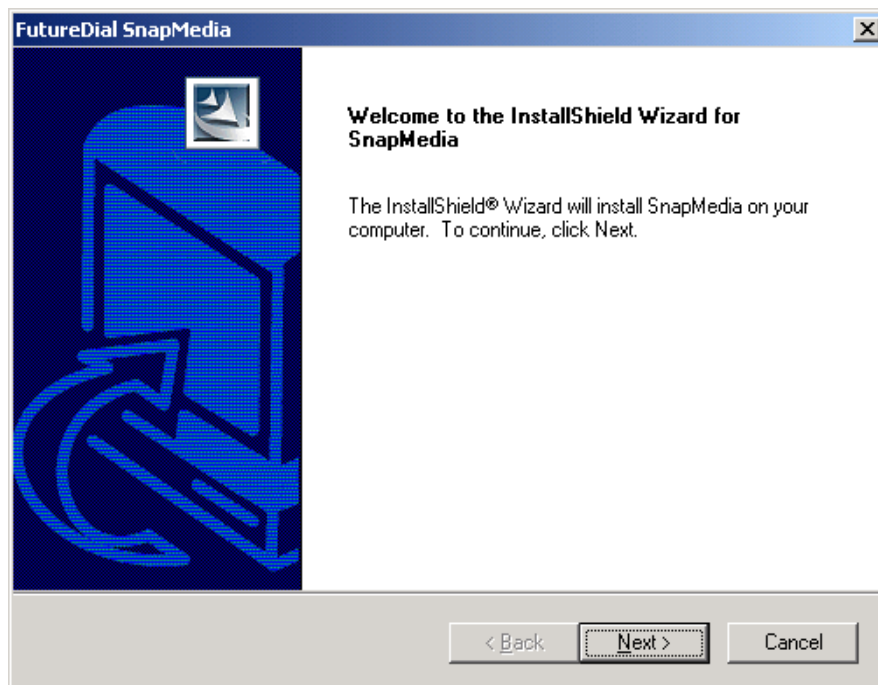
Click 'OK' to close the message. Turn on the Phone, plug in the cable and connect the Phone to the PC => If 'Found New Hardware' window is up, asking you to install the driver, be sure to select 'Automatic Installation'. The driver for your USB Phone will be automatically installed on your system.

Now you are ready to install SnapMedia software. Click second button

"2. Install/Uninstall SnapMedia" on the SnapMedia Splash Screen.



InstallShield Wizard for SnapMedia Software starts.

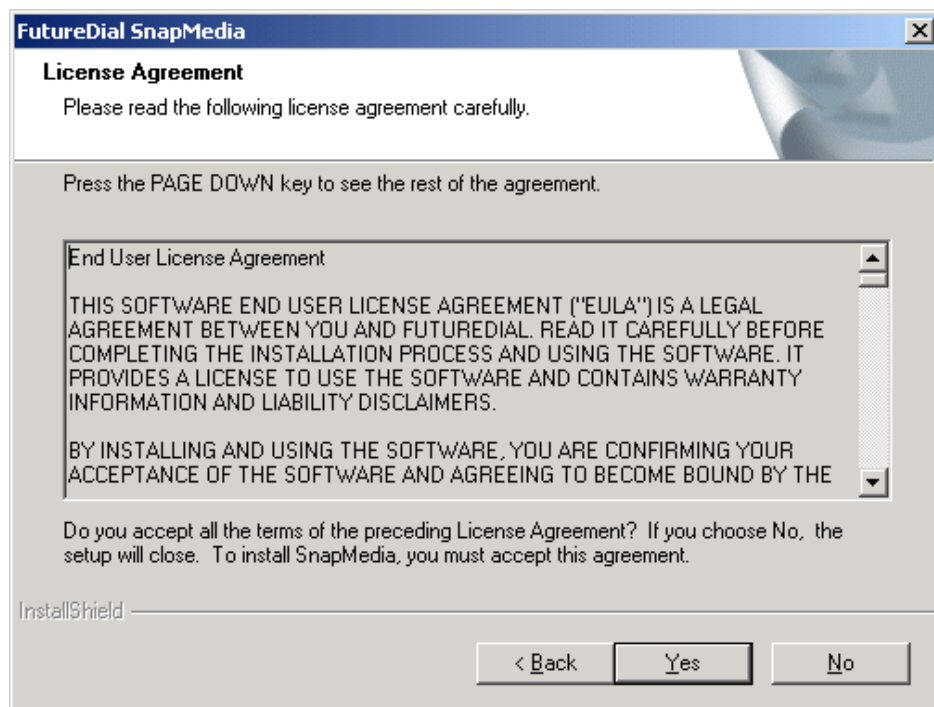


Click 'Next' to continue

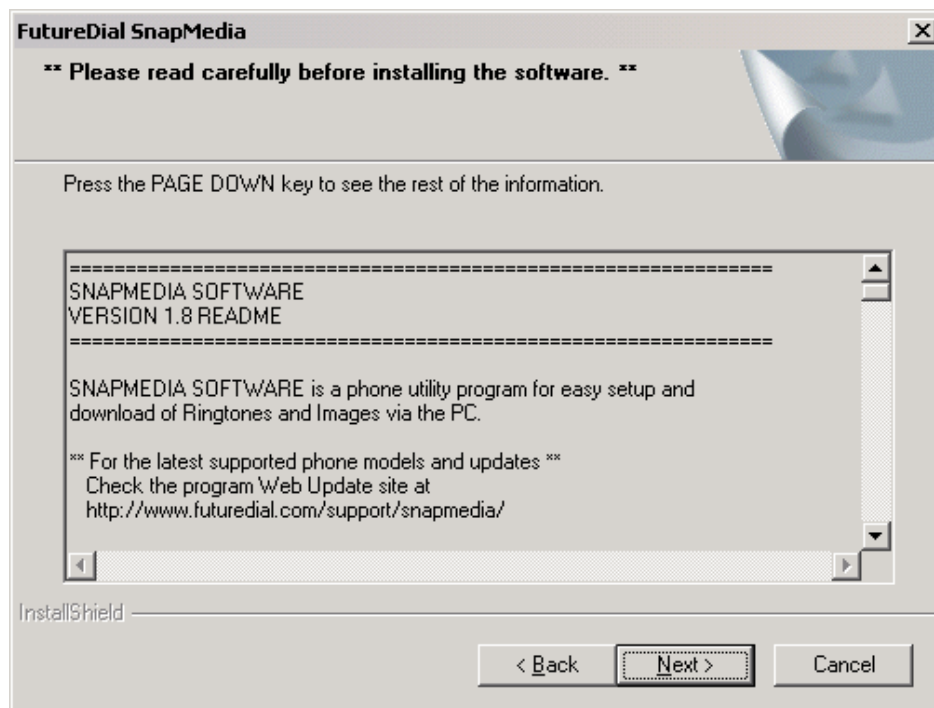
The screenshot shows the 'FutureDial SnapMedia' window at the 'Customer Information' step. The title bar says 'FutureDial SnapMedia'. Below the title bar, it says 'Customer Information' and 'Please enter your information.' There is a decorative graphic of a blue folder on the right. The main area contains the instruction 'Please enter your name and the product serial number.' followed by three input fields: 'First Name:', 'Last Name:', and 'Serial Number:'. The 'Serial Number' field has a mask of 'x' characters. At the bottom left, it says 'InstallShield'. At the bottom right are three buttons: '< Back', 'Next >', and 'Cancel'.

Enter First Name, Last Name and Serial Number, then click 'Next'.

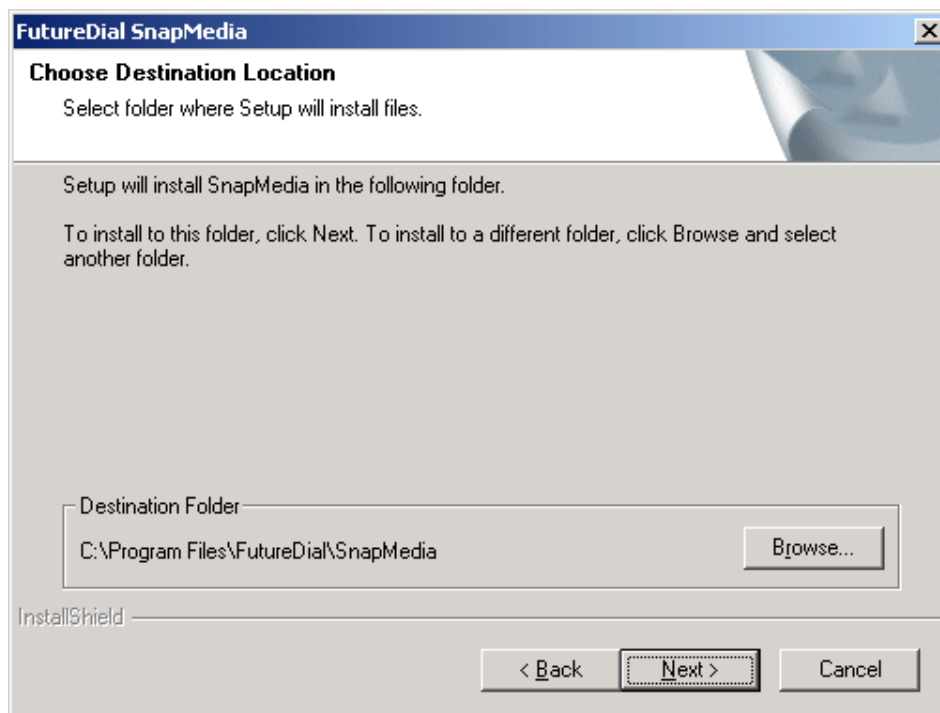
Be sure to enter the Serial Number in capital letters



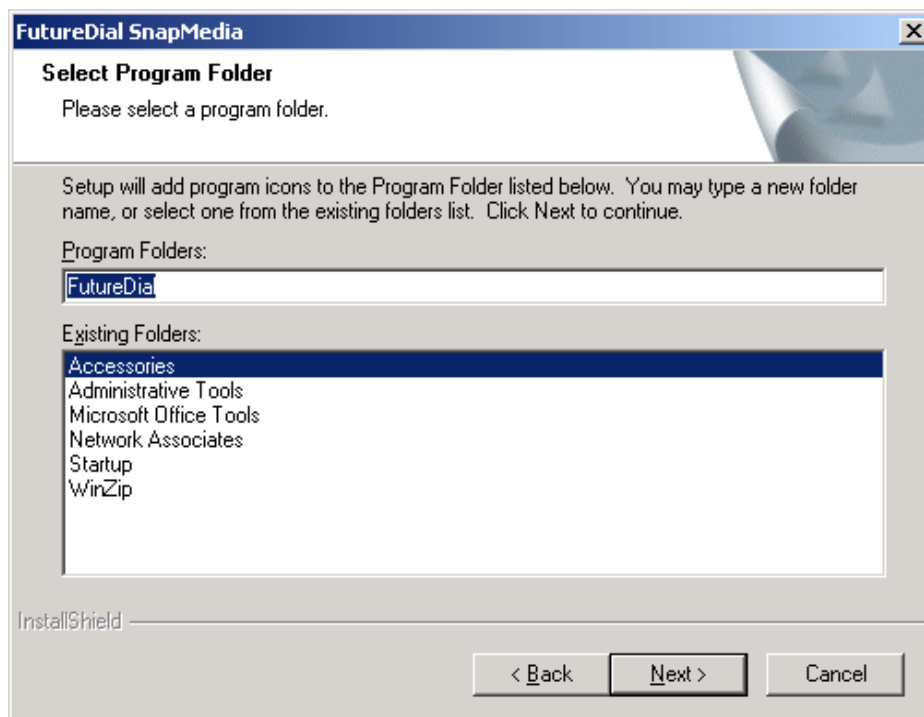
Read the 'License Agreement' and click 'Yes' to continue



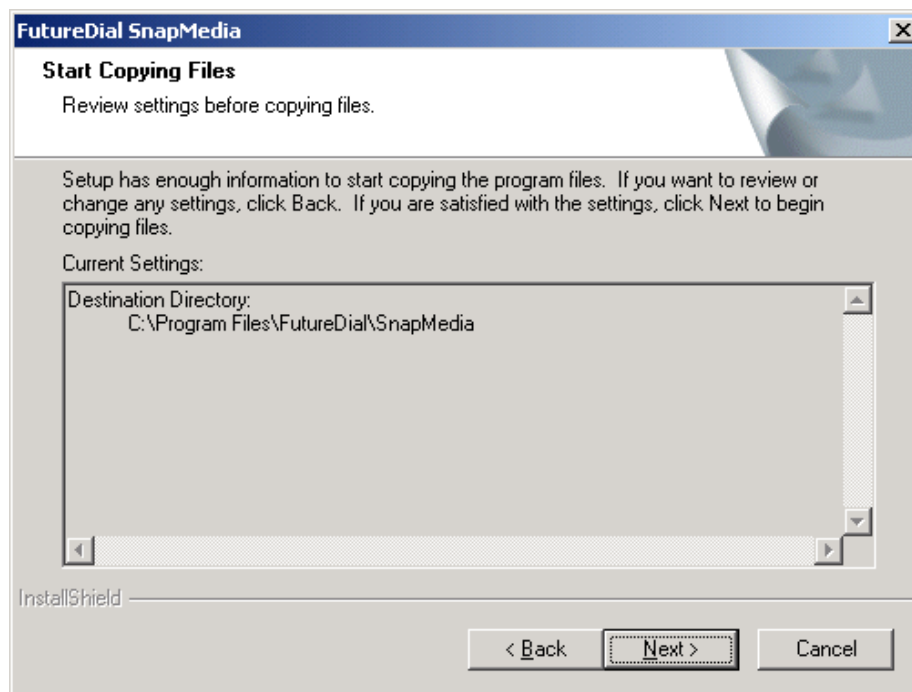
Click 'Next' to continue



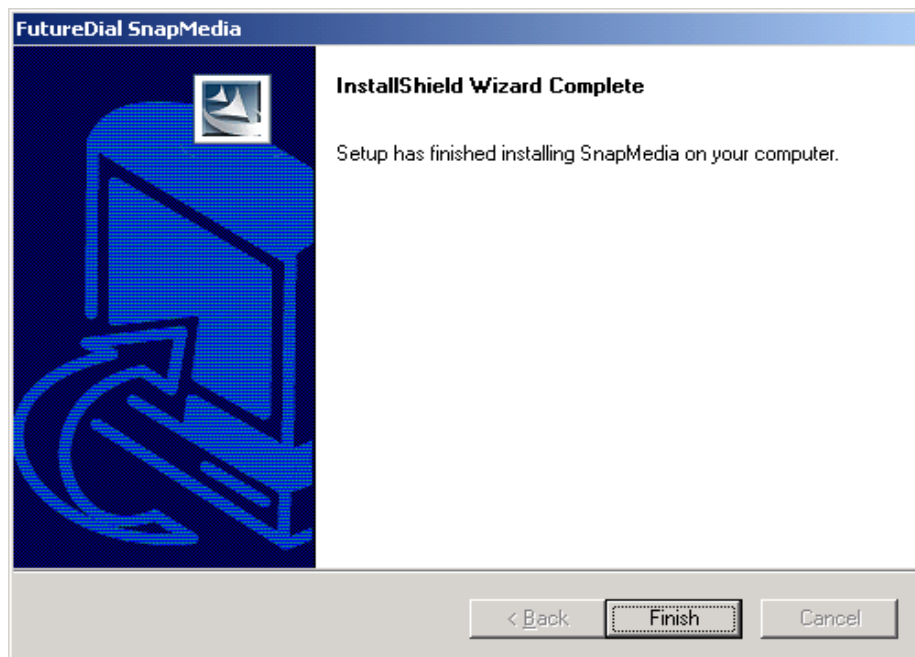
Choose Destination Location and click 'Next' to continue



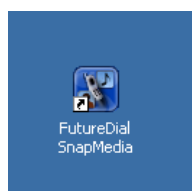
Select Program Folder and click 'Next'



Click 'Next' to continue

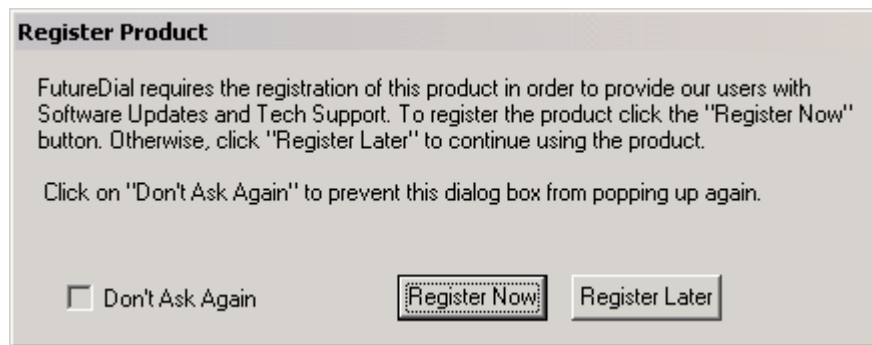


Click 'Finish' to exit InstallShield Wizard. **Congratulations!** SnapMedia Software Setup is complete. You can launch SnapMedia by double clicking its shortcut on the Desktop



SnapMedia Registration

When user launches the Software the following dialog box is up:



Future Dial requires the registration of this product in order to provide the users with Software Updates and Technical Support. To register the product click **“Register Now”** button. After successful registration, the user will no longer be asked about Registering.

Register Now: By selecting “Register Now”, the user will be able to register on the FutureDial website.

Register Later: By selecting “Register Later”, the user will be able to continue using the product. The Register Product dialog box will appear again the next time the program is run.

Don’t Ask Again: By clicking the “Don’t Ask Again” checkbox, the Register Later dialog box will not appear when the program runs again.

If user clicks **“Register Now”**, the following dialog box appears:



In order to register, you must be connected to the Internet using Microsoft Internet Explorer 5.0 or above. Click on the “Register” button to begin the registration process. The program will send you to the web site where registration will be completed. The following information is necessary for the registration process to be completed.

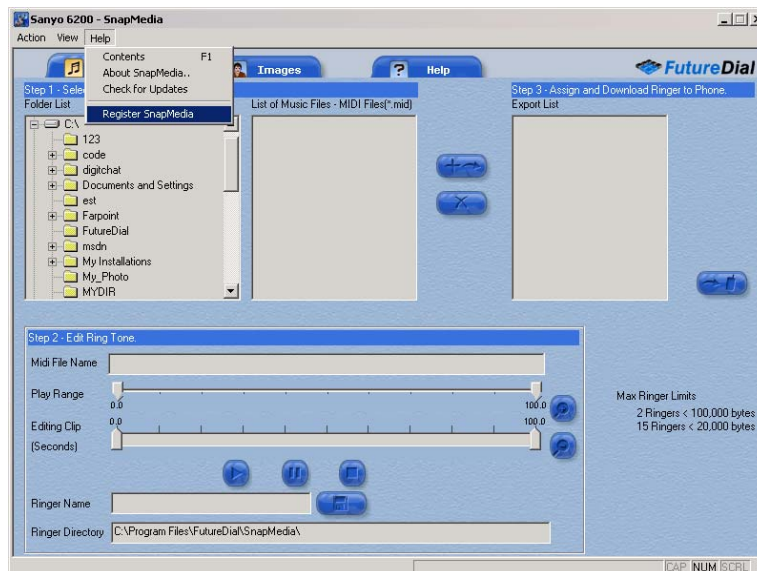
First Name: *	<input type="text" value="First Name"/>
Last Name: *	<input type="text" value="Last Name"/>
Email: *	<input type="text"/>
Confirm Email: *	<input type="text"/>
Serial Number: *	<input type="text" value="XXXX"/> - <input type="text" value="XXXX"/> - <input type="text" value="XXXX"/> - <input type="text" value="XXXX"/>

The Serial Number (case sensitive) is included in the package of the software and should be retained for your records. **Future downloads will require you to login using your email address and serial number.** A valid email address is necessary.

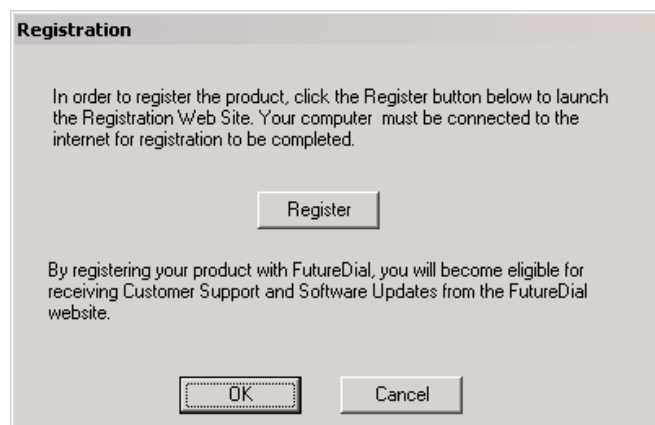
If the user chooses to “**Register Later**”, the user will be asked about registering the next time the user starts the program.

If the user checks “**Don’t Ask Again**”, but later decides to register, the user should perform the following steps:

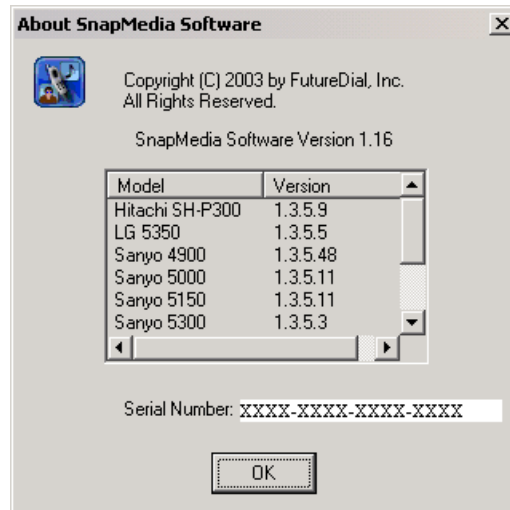
- * Start SnapMedia Software and select ‘Register SnapMedia’ option from the “Help” menu



- * When “Registration” dialog box is open click on “Register” and complete the registration process.



The Serial Number required for registration is displayed on “About SnapMedia Software” dialog box.



SnapMedia General Functions

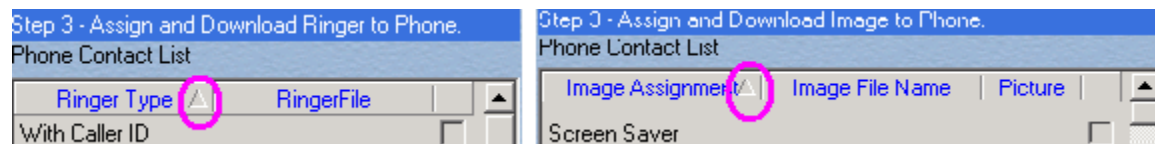
Part 1. This section covers Phones where assignment of images to Phone Book Names from the PC is supported

The **Sanyo 8100** (phone with build-in Camera) is an example of this type of phone and will be used in the examples in this section.

When SnapMedia is launched, you will be asked if you wish the program read the Names from the Phone Book (so you can make assignments directly from your PC).

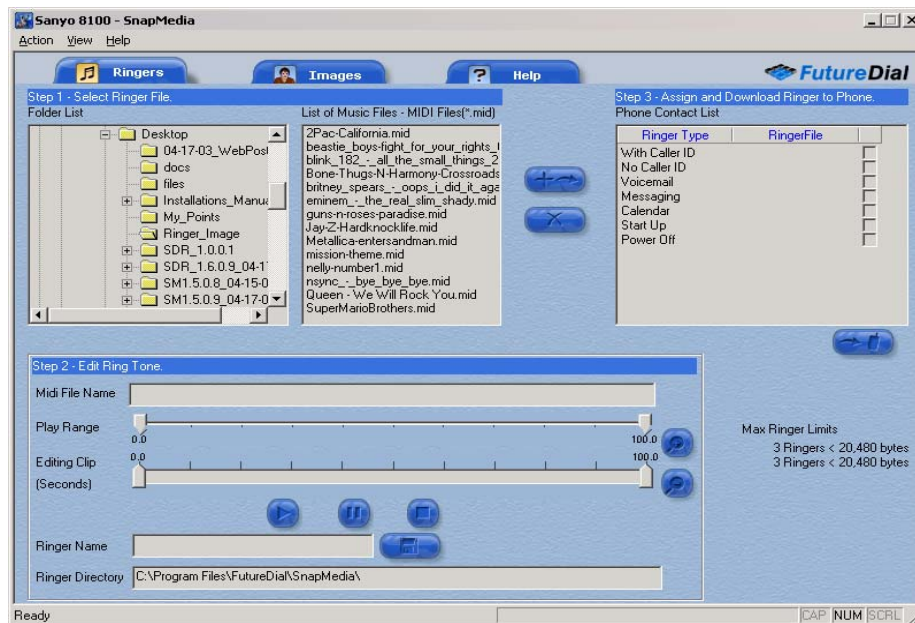


If you click ‘Yes’, contacts on Ringers and Images Pages can be alphabetically sorted to make assignments easier by clicking small arrow as shown below:



If you choose not to read the entries, then images and ringers that are transferred to the phone must be manually assigned to Names in the Phone Book. See your phone’s manual for specific instructions on how to do it.

The Ringers Page



The **Ringers Page** conveniently places all navigation and editing control for ringer tones right at your fingertips. The sequence for editing ringers generally follows the steps indicated on the screen. Additional details are provided in the next section.

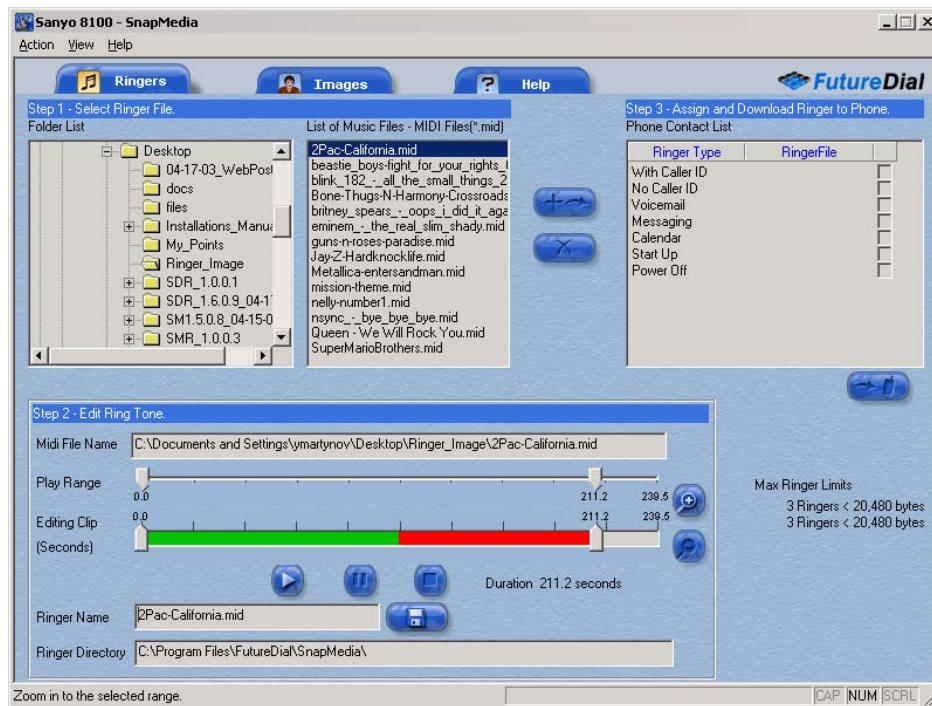
Note: The sample files shown here are for illustrative purposes and are not included with the program.

Step 1: Folder List. Navigate a folder that contains MIDI files and select it. MIDI file names appear in the **List of Music Files**. You can select a specific file listed in the **List of Music Files** and preview that file.

Step 2: Here the selected file can be previewed, trimmed to size and finally saved. When the file is saved, it is saved to the **Ringer Directory** shown at the bottom of the screen. The saved file is not added to the current folder where your original file came from. This safeguards your original files from being over-written accidentally.

Step 3: Files saved during the current session will be added to a list from which you can select and assign to specific entries on your phone. When done you can **Export** the ringers to the phone.





Editing Sound files for Ringers



Use the **Folder List** to navigate to the directory containing the Ringer files that are compatible with the program.

Note: The program stores modified files to the "default" **Ringer Directory** shown on this screen. The compatible sound files will be listed by name in the **List of Music Files**. Highlight the desired music file listed in the **List of Music Files**.

The "Edit Bar" displays colors corresponding to the selected music file:

-  Green bar: Indicates that portion of music fits within the limits of file size for your phone.
-  Red bar: Indicates the portion of the music/sound file that exceeds the file size limits for a ringer tone for your phone.
-  Orange bar: Extending your music clip selection into this zone will result in a "large file" ringer. This may limit you to only one download.
-  Gray bar: Indicates "cropped" portions of the music file that will not be included in the sound file. These will appear on the left side of the "In-Marker" (Left) or on the right side of the "Out-Marker" (Right).



Zoom In



Zoom Out



Play-Pause-Stop. These buttons are for Playback, Pause, and Stop functions when listening to the original clip, or the "cropped" segment.

Note: There could be some difference between actual midi file length and the one displayed on the application. Since midi format has some limitation, SnapMedia displays only approximate duration of the file.




Once you have a music/sound segment between the in/out markers that is **green** then you can save the file using the name appearing in the **Ringer Name** by clicking on the **Save** button.

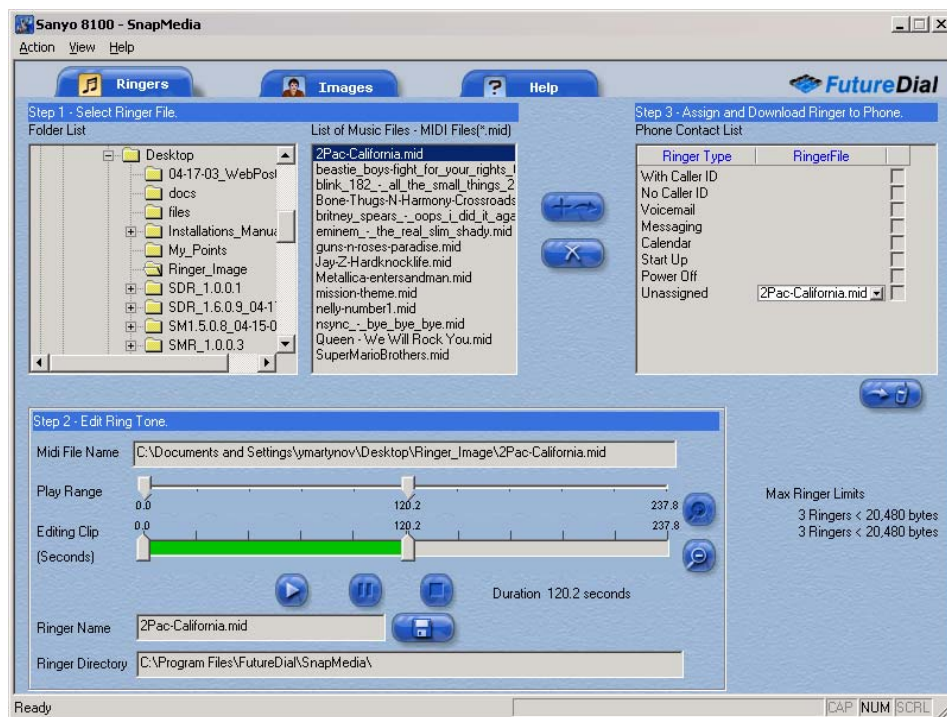
Note: The modified file stored to the program's default **Ringer Directory** and will also be displayed in the **Phone Contact List** area where it can be assigned as described next.

Once a file is saved, its name will appear in the **Phone Contact List** box. You can click and select any entry on your phone (such as a Name from Phone Book) and see the saved filename that can be selected and assigned to that phone entry.

If you have other ringer files that you had saved in a previous session, which you wish to add during this session, you can also navigate via the **Folder List** to the **Ringer Directory** shown on your screen. Once there, your previously edited and saved ringers will be displayed in the **List of Music files**. You can highlight the desired file, and by using the **Add to list** button, add that file to the list of assignable files for this session.

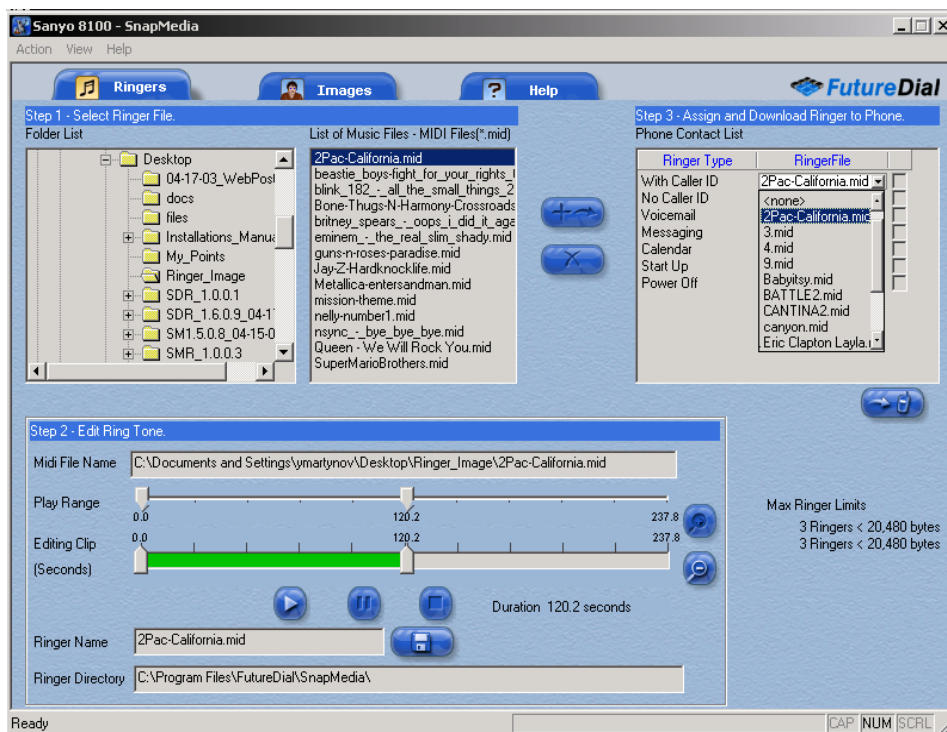
A saved file that is of correct length when previewed in the **Editing Clip** can be added to the **Phone Contact List**. If it is not of correct length, then the **Add to list** button will be "grayed out" and you must edit and shorten the file before it can be added to files that can be assigned and exported.

	Adds the selected file to the Phone Contact List . This button will be disabled if the selected ringer file (in the List of Music files) size exceeds the phone's limit, or if no ringer has been selected
	Removes the selected file from the Phone Contact List
	Transfer the selected Ringer files listed in the Phone Contact List to the phone. When transfer is successful, a check mark will appear in front of each completed entry. If no check mark appears, then you may have exceeded the capacity of the phone for storing ringers.



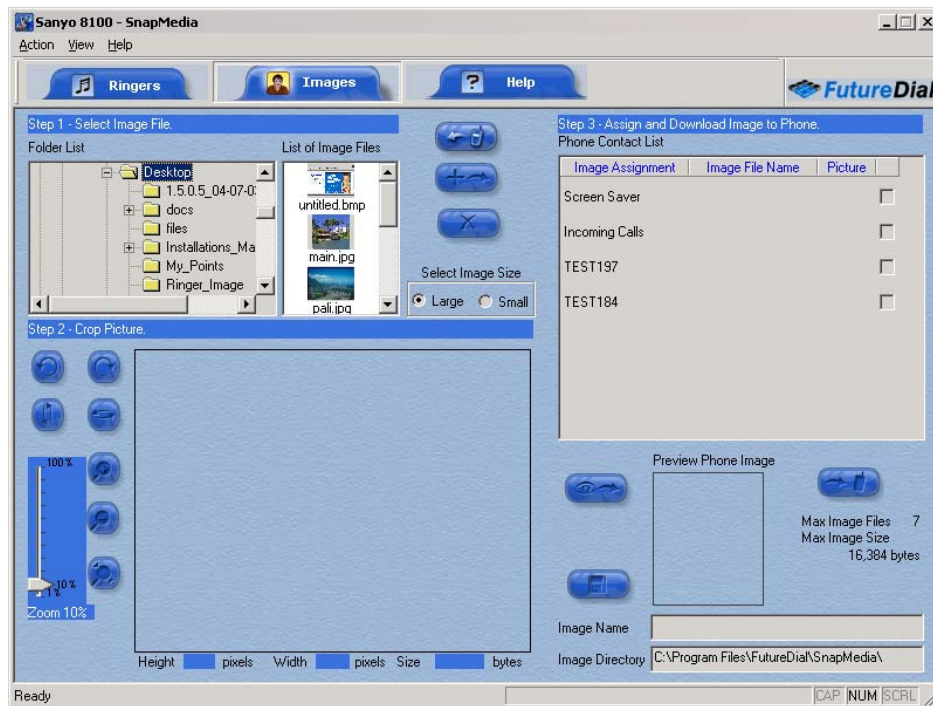
In the above screen shot, the *MIDI* file has been shortened and saved, and now its name appears in the **Phone Contact List**.

Note: Depending on a Sound Card, edited *MIDI* file could have different quality of sound than the original file. There also could be some difference between actual *MIDI* file length and the one displayed by the application. Since *MIDI* format has some limitation, SnapMedia displays only approximate duration of the file.



By selecting an entry, this ringer tone can be assigned, and then exported to the phone.

The Images Page



The Images Page conveniently places all navigation and editing control for image files right at your fingertips. See the section on Editing Images for further details.

Note: The sample files shown here are for illustrative purposes and are not included with the program.

Step 1: In the **Folder List** navigate a folder on your PC that contains image files. When selected folder contains the supported image files (BMP, PNG, JPG filename extension), these file names appear in the **List of Image Files**. You can select a specific file listed in the **List of Image Files** and preview that file.

Step 2: Here the selected file can be previewed, trimmed to size and finally saved. When the file is saved, it is saved to the **Image Directory** shown at the bottom of the screen. The saved file is not added to the current folder where your original file came from. This safeguards your original files from being over-written accidentally.

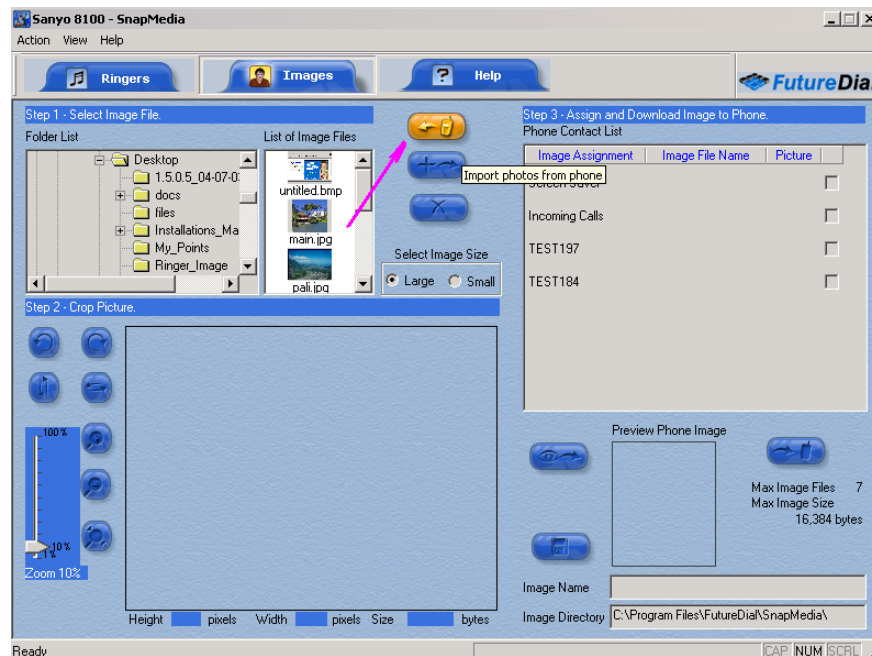
Step 3: Files saved during the current session will be added to a list from which you can select and assign the to specific entries on your phone. When done you can **Export** the images to the phone.

SnapMedia Photo Reading Function

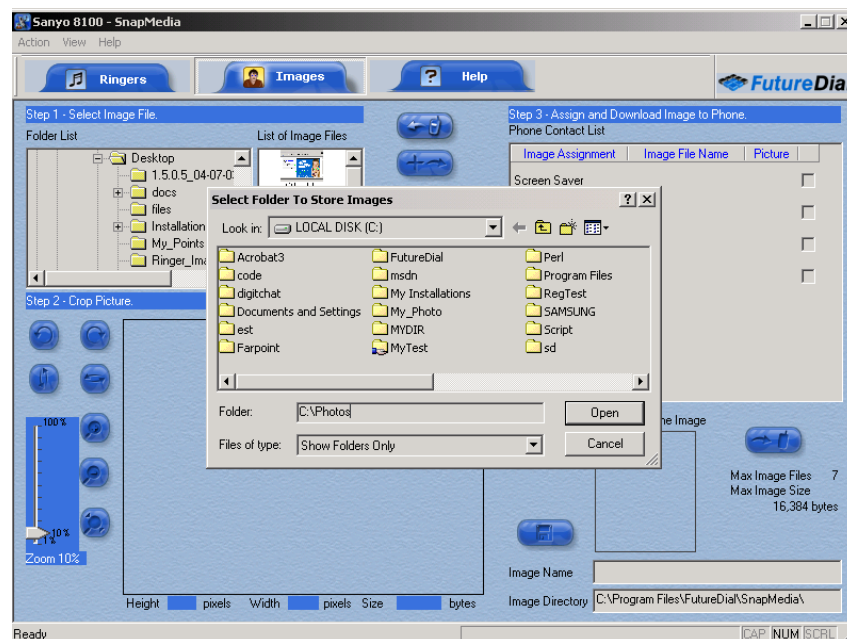
SnapMedia has been adapted to the new camera phone functionality. Now it's possible to download pictures that were taken by handsets' camera from handset and save them on PC.

To do so, click '**Import photos from phone**' button as shown below.

Note: ‘Import photos from phone’ button displays on the Image Page only when connected phone supports phone-camera functions

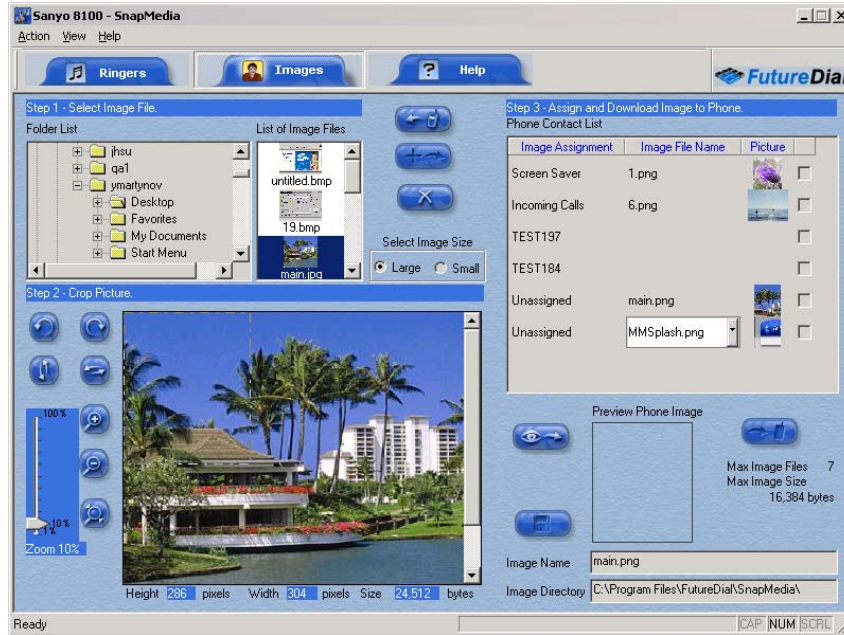


Clicking ‘Import photos from phone’ button opens ‘Select Folder to Store Images’ dialog box. User can select any existing folder or create a new one for images from the phone-camera to be stored



Clicking ‘Open’ on ‘Select Folder to Store Images’ dialog box triggers photo reading and photos get shown in the “Folder List” folder. Now they are ready to be selected, edited, previewed, assigned and exported

Editing Image files for the Phone



Use the **Folder List** to navigate to the directory containing the image files that are compatible with the program. As you navigate to a new folder, the program generates previews to be displayed in the **List of Image Files**. Please allow enough time for preview images to be generated.

The compatible image files will be listed by name in the **List of Image Files**. Highlight the desired image file listed in the **List of Image Files**.

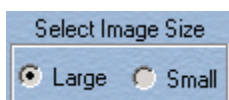
The “preview” of the selected image is shown in the editing window titled **Crop Picture**. Once the image is selected, the image, and a “cropping window” representative of your phone screen size (appearing as a box with dashed lines) can be displayed in the **Preview Phone Image** zone by pressing the **Preview** button



You can “drag” the “cropping window” over the image to select the area of interest.

Note: If you experience the difficulties moving cropping square box, please try to move it slowly.

The **Select Image Size** controls the size of the “cropping window” that is placed over the picture displayed in the **Crop Picture** area.



Note: On certain phone models that support “Screen Saver” assignment (If supported, the word Screen Saver will be visible in the **Phone Contact List** box), use the **Small** setting for creating the image file that will be assigned to the Screen Saver.

Other buttons used for editing



Rotates the image in the counterclockwise direction



Rotates the image in the clockwise direction



Flips the image vertically (mirror image)



Flips the image horizontally (mirror image)

Zoom Control

Zoom magnification rate is controlled by the Zoom control bar to the left of the following buttons. The default setting is 10%, but you can select a larger value to make “bigger” jumps in size, or select a smaller value to fine-tune your image size more precisely. You can zoom in/out of an image up to 10x of its original size.



Zoom into the image (make bigger)



Zoom out of the image (make smaller)






Restore to default zoom level (100% - original size)

Once you have a satisfactory image, click on the **Preview** button to transfer the image under the “cropping window” to the **Preview Phone Image** box. Then you can save the file (using the name appearing in the **Image Name**) by clicking on the **Save** button.

The modified file is stored to the program’s default **Image Directory** and will also be displayed in the **Phone Contact List** area where it can be assigned as described next.

Once a file is saved, its name will appear in the **Phone Contact List** box. You can click and select any entry on your phone (such as Wallpaper, Screen Saver or Names from Phone Book) and see the saved filename that can be selected and assigned to that phone entry.

If you have other image files that you had saved in a previous session, which you wish to add during this session, you can also navigate via the **Folder List** to the **Image Directory** shown on your screen. Once there, your previously edited and saved images will be displayed in the **List of Image files**. You can highlight the desired file, and by using the **Add to list** button, add that file to the list of assignable files for this session.

	Adds the selected file to the Phone Contact List . This button will be disabled if the selected image file (in the List of Image files) size exceeds the phone's limit, or if no image has been selected
	Removes the selected file from the Phone Contact List
	Export the selected Image files assigned in the Phone Contact List to the phone. When transfer is successful, a check mark will appear in front of each completed entry. If no check mark appears, then you may have exceeded the capacity of the phone for storing images

Note 1: 'Add selected items to export list' button becomes active only when file is selected from 'Image Directory' (directory where you installed the SnapMedia).

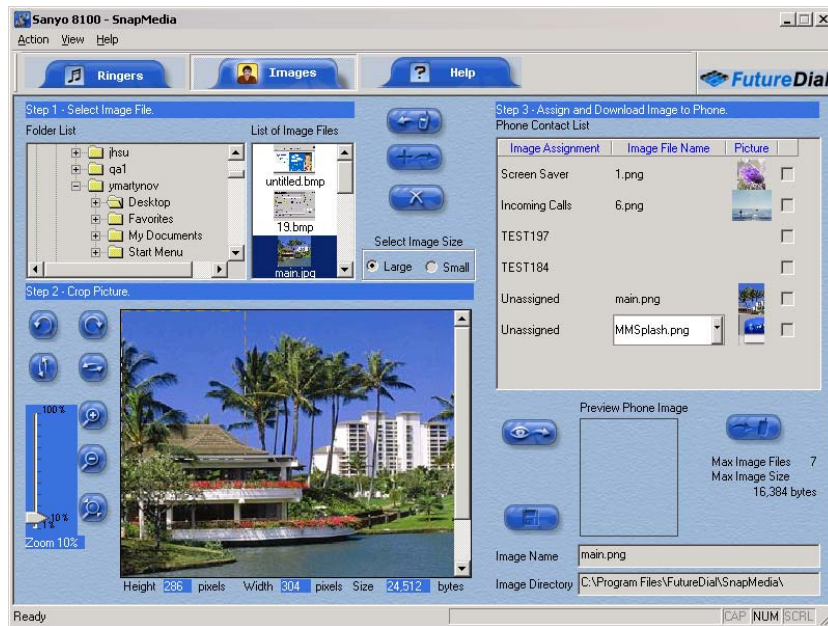
Default location is: C:\Program Files\Future Dial\SnapMedia\

Note 2: 'Delete selected image from Export List' button is available only if image you want to delete is **Unassigned**

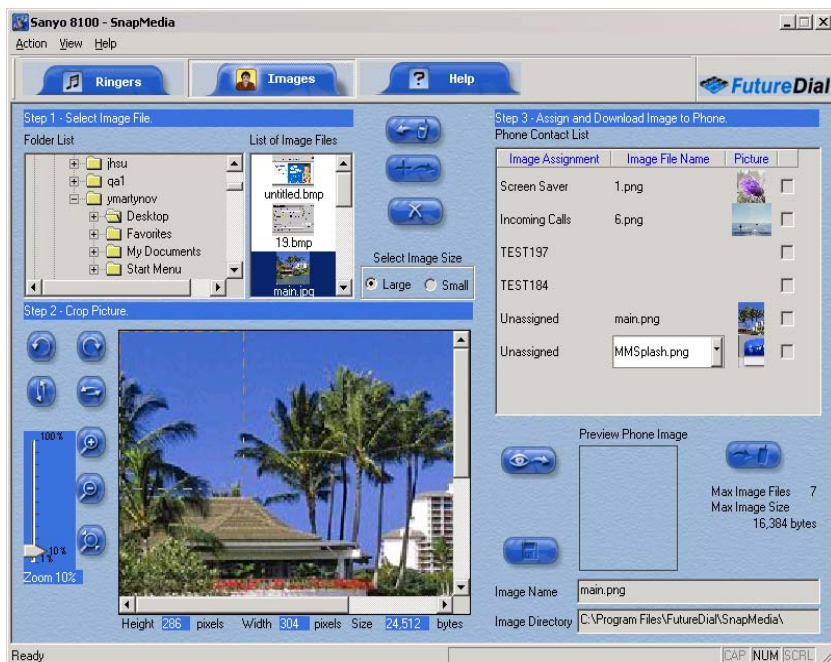
Editing Image files for the Phone (...Example)

This section shows the typical sequence you will use to prepare and complete the update of your phone with image files on your PC.

1.Start the edit session by selecting a favorite image

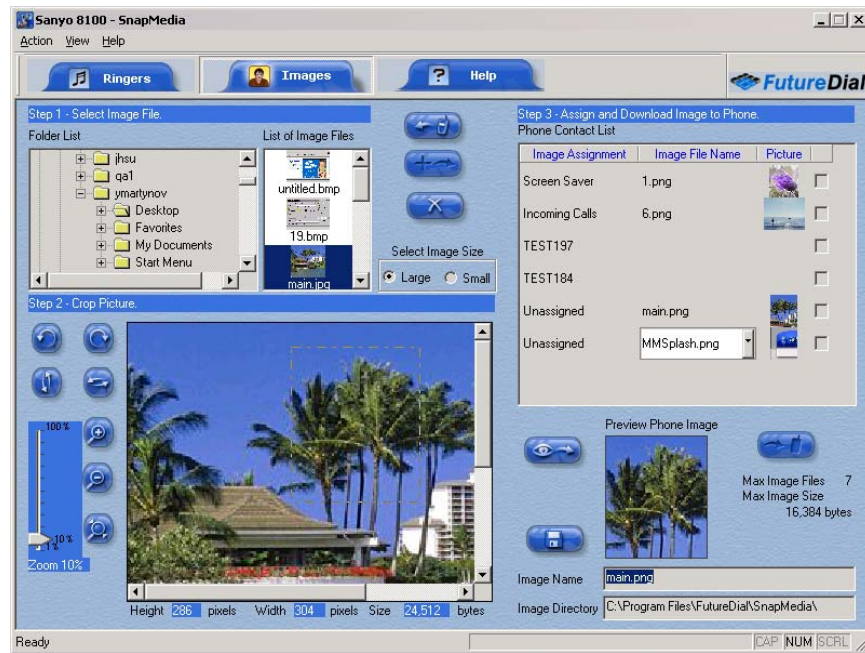


2. Zoom out to allow more of the image to be seen

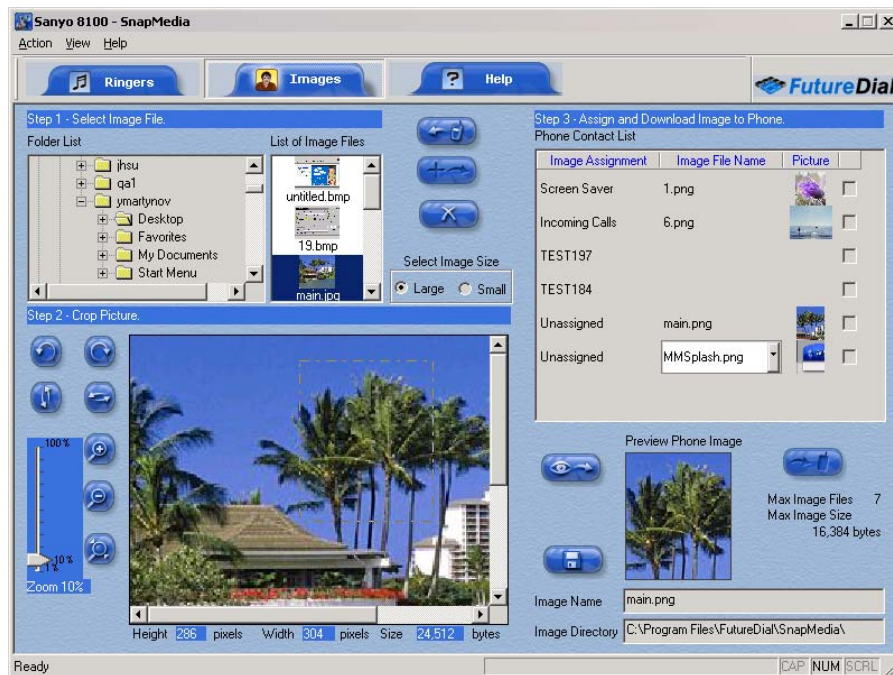


3. Drag "cropping window" over the area of interest then click on **Preview**.

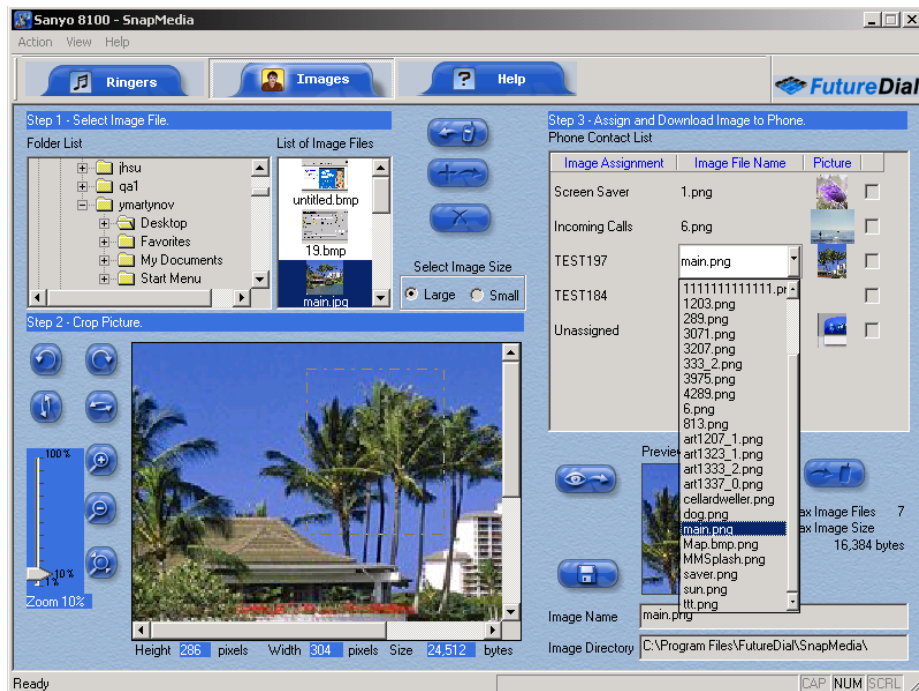




4. When satisfied, click on **Save** button

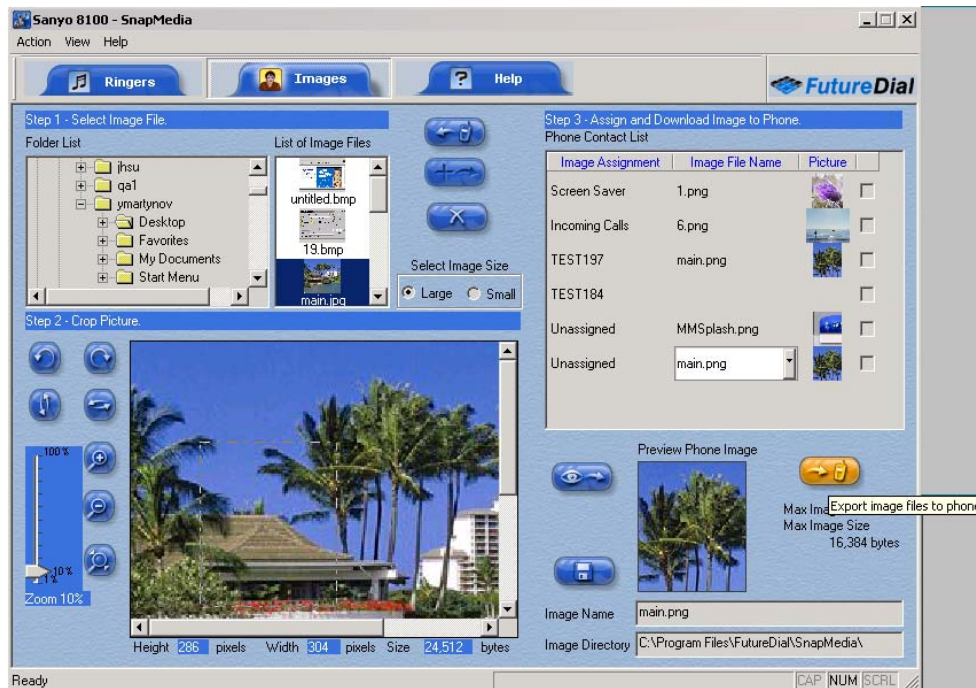


5. Add saved image to the Export List. Use Pull-down list in front of name to assigned image.



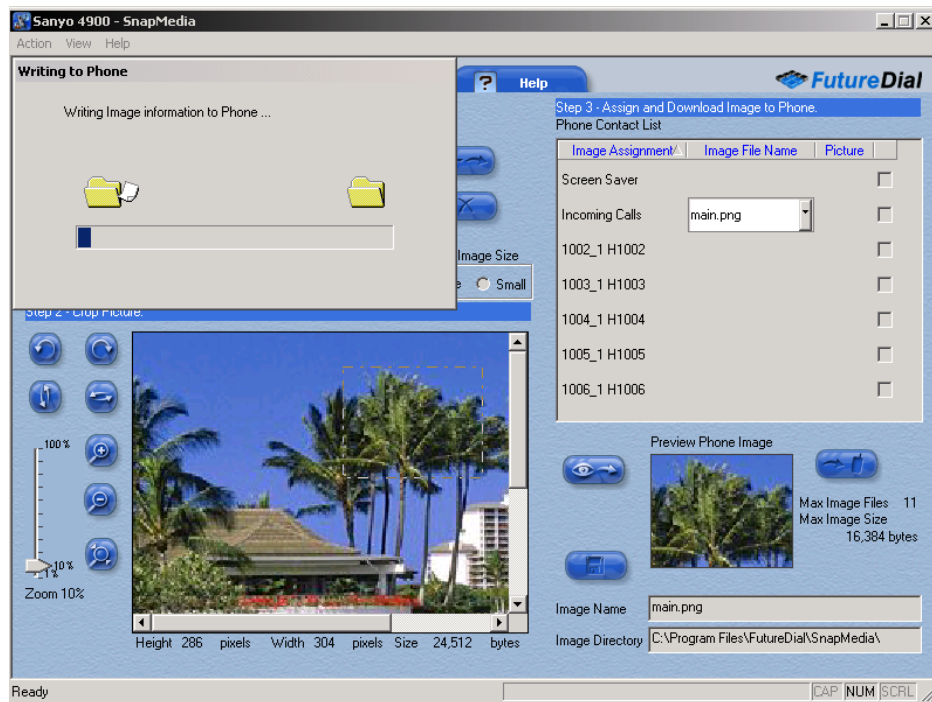
Assigned Image is ready for Export.

6. Press the **Export** button. It transfers the images to the phone



When transfer starts, the handsets' screen displays the following information:
 'Connected to PC. Voice calls and messaging are not available.' Flashing status box says: 'Downloading...'

SnapMedia displays the ‘Writing Image information to Phone’ status.



Note: Status box could stay on the PC screen shorter or longer than on Handset’s screen

When downloading complete phones’ screen display the ‘PC Sync finished’ status and phone restarts. Check marks are placed against these images that got exported to the phone



Phone restarts with assigned Screen Saver and Ringer (if any) and ready for future actions.

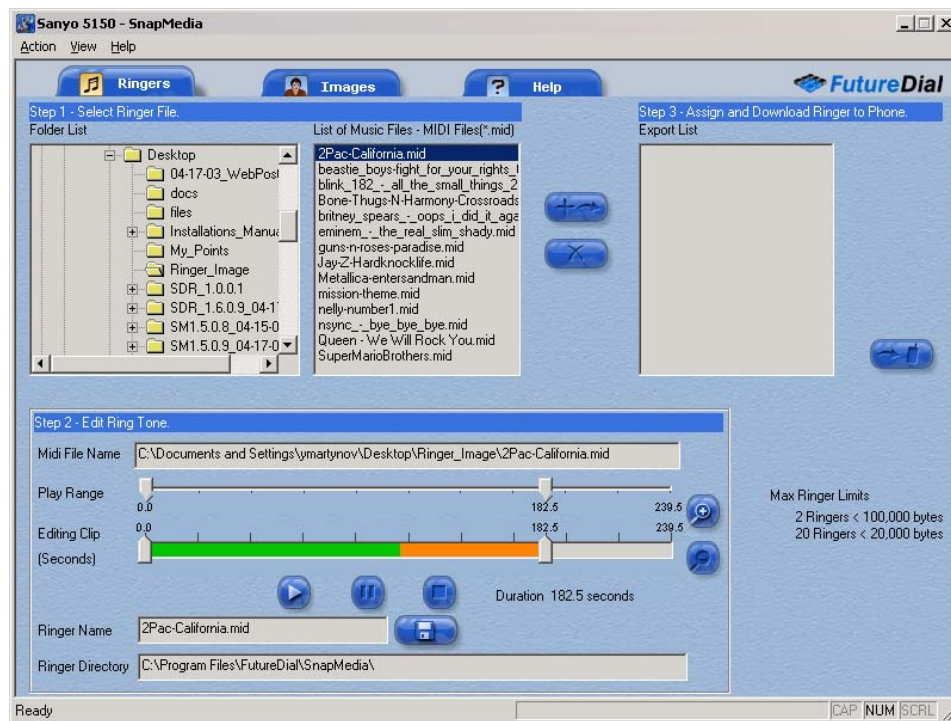
Part 2. This section covers Type II phones where assignment of images to Phone Book Names is not possible from the PC.

Instead, image and ringer files have to be transferred to the phone, and once on the phone, they can be assigned to specific entries on the phone.

See your phone's manual for specific instructions on how to assign ringer and image files to Phone Book entries

Examples below were created based on **Sanyo 5150** phone.

The Ringers Page



The **Ringers Page** conveniently places all navigation and editing control for ringer tones right at your fingertips. The sequence for editing ringers generally follows the steps indicated on the screen. Additional details are provided in the next section.

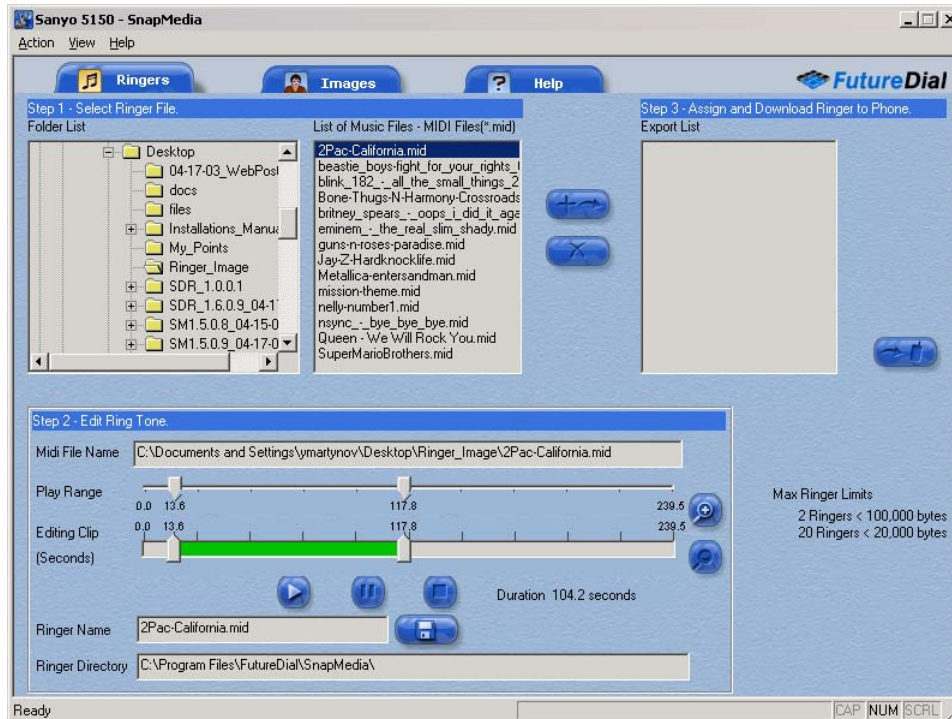
Note: The sample files shown here are for illustrative purposes and are not included with the program.

Step 1: In the **Folder List** navigate to a folder on your PC that contains MIDI music and sound files. When the folder selected contains MIDI files, those file names will appear in the **List of Music Files**. You can select a specific file listed in the **List of Music Files** and preview that file.

Step 2: Here the selected file can be previewed, trimmed to size and finally saved. When the file is saved, it is saved to the **Ringer Directory** shown at the bottom of the screen. The saved file is not added to the current folder where your original file came from. This safeguards your original files from being over-written accidentally.

Step 3: Start out by navigating (via the **Folder List**) to the **Ringer Directory**. From here, files saved during the current and previous sessions can be selected, and by using **Add to list** button, added to the **Export List**. When done you can **Export** the ringers to the phone.

Editing Sound files for Ringers



Use the **Folder List** to navigate to the directory containing the Ringer files that are compatible with the program. Note: The program stores modified files to the "default" **Ringer Directory** shown on this screen.

The compatible sound files will be listed by name in the **List of Music Files**.

Highlight the desired music file listed in the **List of Music Files**.

The "Edit Bar" will display colors corresponding to the selected music file:

- Green bar: Indicates that portion of music fits within the limits of file size for your phone.
- Red bar: Indicates the portion of the music/sound file that exceeds the file size limits for a ringer tone for your phone.
- Orange bar: Extending your music clip selection into this zone will result in a "large file" ringer. This may limit you to only one download.

Gray bar: Indicates "cropped" portions of the music file that will not be included in the sound file. These will appear on the left side of the "In-Marker" (Left) or on the right side of the "Out-Marker" (Right).

Moving left and right markers easily changes ringer duration.

Note: Depending on a Sound Card, edited MIDI file could have different quality of sound than the original file. There also could be some difference between actual *MIDI* file length and the one displayed by the application. Since *MIDI* format has some limitation, SnapMedia displays only approximate duration of the file.



Zoom In



Zoom Out






Play-Pause-Stop. These buttons are for Playback, Pause, and Stop functions when listening to the original clip, or the "cropped" segment.

Once you have a music/sound segment between the in/out markers that is **green** then you can save the file using the name appearing in the **Ringer Name** by clicking on the **Save** button.

Note: The modified file stored to the program's default **Ringer Directory** and will also be displayed in the **Export List** area.

If you have other ringer files that you had saved in a previous session, which you wish to add during this session, you can also navigate via the **Folder List** to the **Ringer Directory** shown on your screen. Once there, your previously edited and saved ringers will be displayed in the **List of Music files**. You can highlight the desired file, and by using the **Add to list** button, add that file to the list of assignable files for this session.

A saved file that is of correct length when previewed in the **Editing Clip** can be added to the **Export List**. If it is not of correct length, then the **Add to list** button will be "grayed out" and you must edit and shorten the file before it can be added to files and exported.

	<p>Adds the selected file to the Phone Contact List. This button will be disabled if the selected ringer file (in the List of Music files) size exceeds the phone's limit, or if no ringer has been selected</p>
	<p>Removes the selected file from the Phone Contact List</p>
	<p>Transfer the selected Ringer files listed in the Phone Contact List to the phone. When transfer is successful, a check mark will appear in front of each completed entry. If no check mark appears, then you may have exceeded the capacity of the phone for storing ringers.</p>

The Images Page



Use the **Folder List** to navigate to the directory containing the image files that are compatible with the program. As you navigate to a new folder, the program generates previews to be displayed in the **List of Image Files**. Please allow enough time for preview images to be generated.

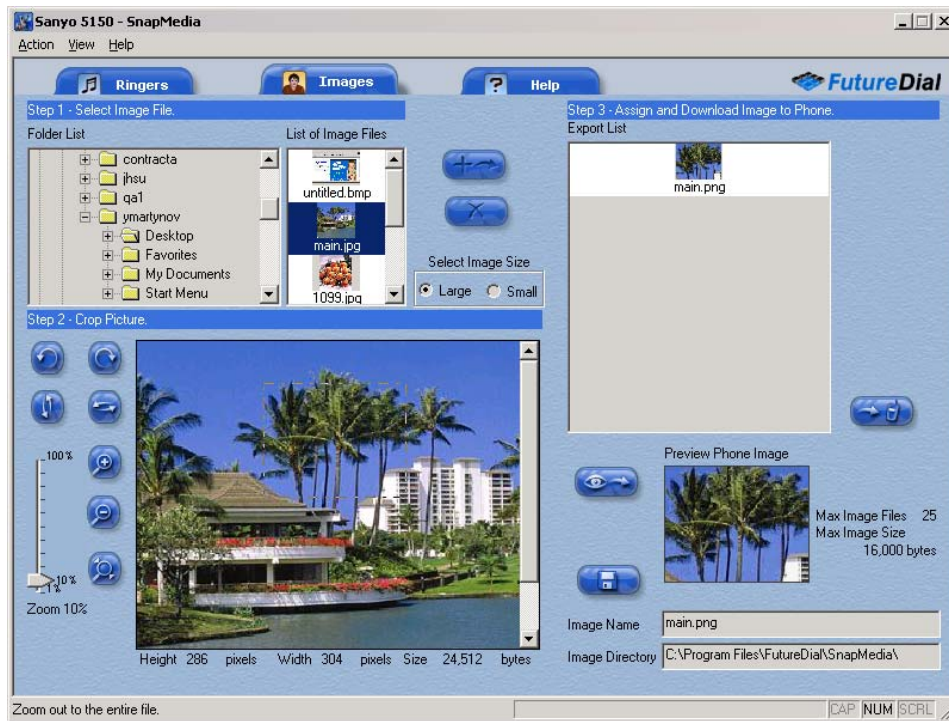
The compatible image files will be listed by name in the **List of Image Files**.

Highlight the desired image file listed in the **List of Image Files**.

The "**Preview**" of the selected image is shown in the editing window titled **Crop Picture**. Once the image is selected, the image, and a "cropping window" representative of your phone screen size (appearing as a box with dashed lines) can be displayed in the **Preview Phone Image** zone by pressing the **Preview** button.

You can "drag" the "cropping window" over the image to select the area of interest.

Note: If you start experience some difficulties moving cropping square box, please try to move it slowly.



Other buttons used for editing



Rotates the image in the counterclockwise direction



Rotates the image in the clockwise direction



Flips the image vertically (mirror image)



Flips the image horizontally (mirror image)

Zoom Control

Zoom magnification rate is controlled by the Zoom control bar to the left of the following buttons. The default setting is 10%, but you can select a larger value to make “bigger” jumps in size, or select a smaller value to fine-tune your image size more precisely. You can zoom in/out of an image up to 10x of its original size.



Zoom into the image (make bigger)



Zoom out of the image (make smaller)






Restore to default zoom level (100% - original size)

Once you have a satisfactory image, click on the **Preview** button to transfer the image under the “cropping window” to the **Preview Phone Image** box. Then you can save the file (using the name appearing in the **Image Name**) by clicking on the **Save** button.

The modified file is stored to the program’s default **Image Directory**. Once a file is saved, its name will appear in the **Export List** box.

If you have other image files that you had saved in a previous session, which you wish to add during this session, you can also navigate via the **Folder List** to the **Image Directory** shown on your screen. Once there, your previously edited and saved images will be displayed in the **List of Image files**. You can highlight the desired file, and by using the **Add to list** button, add that file to the list of assignable files for this session.

	Adds the selected file to the Phone Contact List . This button will be disabled if the selected image file (in the List of Image files) size exceeds the phone’s limit, or if no image has been selected
	Removes the selected file from the Phone Contact List
	Export the selected Image files assigned in the Phone Contact List to the phone. When transfer is successful, a check mark will appear in front of each completed entry. If no check mark appears, then you may have exceeded the capacity of the phone for storing images