

Nokia NetMonitor Manual

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Phone Models and Software versions

Notes for 21xx / 31xx / 81xx phones

The older phones netmonitor has some differences when compared with the one of newer models, but this manual can be used as a guide, because the overall working method and the display contents are very similar in most cases.

Notes for 51xx/61xx/62xx/71xx/88xx/91xx/32xx and other phones

This document covers the majority of menus from these phones netmonitor. Some of them may have little differences, like missing/additional menus, different info, etc.

The 51xx and 61xx pages are almost identical, there are a few pages concerning multiband information in 6150 which are different in the singleband phones.

The 32xx has some more pages, which are not very well documented yet.

The 62xx and 71xx has a whole bunch of pages concerning W@P and the large internal flash memory. These are not documented yet.

The 91xx pages are almost identical to the 6110 ones, with few additional pages.

The goal right now is to make an accessible manual, that will get better over the time. Please contribute with all the info that you find relevant. Please note that this manual does only deal with pages which are of known content, so if a page is not mentioned here, we have most likely no knowledge about the meaning of the page.

Used Information Sources :

- [1] Netmonitor description (RD843.txt) from Nokia Mobile Phones
- [2] Marcin Wiaceks homepage (<http://marcin-wiacek.topnet.pl/>)
- [3] Researches from Nobbi & various other people

Menu Modes

There are three Menu Display modes:

- the execute mode
- the data display mode
- the help mode

Different modes are marked in this manual as follows:

```

*****          ++++++          #####
*              +              #      #
*   Execute   *  +Data display+  #    #
*   Mode     *  +   Mode   +     #    #
*           *  +              +     #    #
*****          ++++++          #####
  
```

The execute mode is entered from the menu by selecting a menu directly with his number. If the test index entered pertains to a test that resets a timer (test 80) for example, then the timer is reset as soon as the OK button has been pressed in the menu, and the data display mode takes over. In other words, the execute mode is of the one-shot type. To run another test in the execute mode, the Field Test Display menu must be re-activated. So, be very careful when jumping to a netmonitor page directly from the menu selection. You may activate the execute mode incidentally.

The data display mode is active by default when the Netmonitor is active. During data display mode, the field test data is visible on the main display.

During help mode, one screen of instructions is shown for each test to make it easier to identify the test in question. A long press of the asterisk (*) is used to toggle between these two modes.

The arrow keys (^,v) offer an easy way to switch to another test without using the menu. However, nothing will be executed or set on although such tests would be passed. This is to prevent the user from accidentally clearing any valuable data. The help mode is also a non-execute mode. Display numbers have been selected in such way that no 5-terminated test number is an execute display.

Reserving SIM phonebook locations

When using a phone with enabled field test displays, it is highly recommended to put some default data into the SIM phonebook locations that are used by some field test displays. Especially Test 17 (BTS TEST) may give some confusing results if SIM phonebook location 33 is not correctly configured.

Additionally, this prevents accidental storing of phone numbers and names into such locations.

Displays 52 and 53 may also write some data to the SIM phonebook locations 35 and 36.

Location	Default Data	Used by Display
31	65535	71
32	65535	72
33	0	17 (BTS TEST)
34,35,36	34,35,36	52, 53

Reserving SIM SCM locations is not necessary if the user is sure that he will never select these displays using menu shortcut (which executes the display in question).

Table of contents

Foreword and some notes from the author.....	2
Display 1 – 19 Network related pages	5
Display 20 – 24 Battery related pages	12
Display 30 – 39 Various stuff	14
Display 40 – 43 Counter pages for handover counters	17
Display 44 – Toggle revision level	18
Display 45 – Toggle transmitter functionality	19
Display 51 – SIM information	19
Display 54 – Block display 1	19
Display 55 – Block display 2	20
Display 56 – Block display 3	20
Display 57 – Memory status before reset	20
Display 60 – 66 More counter pages (BCCH selection, Calls, PLU, SMS)	21
Display 70 – 79 DSP and audio related pages	24
Display 80 – 82 Timer related pages	28
Display 84 – 89 OS related pages	29
Display 100 ff. – Phone specific pages	31
Display 240 – 242 Netmonitor related pages without display	33

Display 1 - Serving cell info

```

+++++++#####
+abbb ccc ddd+  #CH RxL TxPwr#
+ e ff g mmmm+  #TS TA RQ RLT#
+ nnn   ppp+    # C1      C2 #
+   oooo  +     #   CHT   #
+++++++#####

```



a H, if carrier numbers are scrolled when hopping is on. Otherwise ' '.

bbb When mobile is on a TCH :
DCH carrier number in decimal.
When mobile is NOT on a TCH :
CH means carrier number in decimal.
If hopping is on, used channels are scrolled when display is updated.

ccc rx level in dBm, minus sign is not shown if <=-100

ddd tx power level. If transmitter is on, symbol * is shown in front of the power level value.

e Time Slot, range is 0 - 7

ff Timing advance, range is 0 - 63

g RX quality (sub), range is 0 - 7

mmmm Radio Link Timeout value. If value is negative, 0 is shown.
Maximum value is 64. When mobile is NOT on TCH then xx is shown.

nnn value of the path loss criterium (C1). Range is -99 - 999.

oooo type of current channel (TCH := Traffic Channel):
THR0 : TCH HalfRate (HR) subchannel 0
THR1 : TCH HR subchannel 1
TFR : TCH FullRate (FR)
TEFR : TCH EnhancedFullRate
F144 : TCH FR data channel, speed 14.4 kbps
F96 : TCH FR data channel, speed 9.6 kbps
F72 : TCH FR data channel, speed 7.2 kbps
F48 : TCH FR data channel, speed 4.8 kbps
F24 : TCH FR data channel, speed 2.4 kbps
H480 : TCH HR data channel, speed 4.8 kbps, subch 0
H481 : TCH HR data channel, speed 4.8 kbps, subch 1
H240 : TCH HR data channel, speed 2.4 kbps, subch 0
H241 : TCH HR data channel, speed 2.4 kbps, subch 1
FA : TCH FR signalling only (FACCH) channel
FAH0 : TCH HR signalling only (FACCH) channel, subch 0
FAH1 : TCH HR signalling only (FACCH) channel, subch 1
SDCC : SDCC
AGCH : Access Grant CHannel
CCCH : one of the Common Control CHannels
CBCH : CCCH and cell broadcast receiving on
BCCH : Broadcast Control CHannel
SEAR : SEARCHing for available networks
NSPS : MS is in 'No Service, Power Save' state

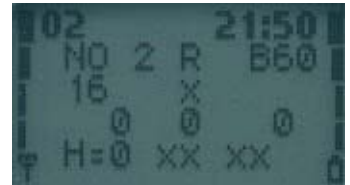
ppp value of the cell reselection criterium (C2).
Range is -99 to 999. If phone is phase 1 then C1 value is shown.

Display 2 – More info about serving cell

```

+++++#####
+ aa b c Bdd + #PM RAR Ro BC#
+ ee f + #RelR QLF #
+ ggg hh iii + #CRO TO PenT #
+ H=j mm nn + #H MAIO HSN #
+++++#####

```



```

aa      paging mode
        NO : normal paging
        EX : extended paging
        RO : paging reorganization
        SB : same as before
b       maximum number of Random Access retransmission
c       roaming indicator, values are 'R' or ' '.
Bdd    Letter B and BSIC value, range is 0 - 63.
ee     Reason of last call release
f      RX quality (full), range is 0 - 7
ggg    Cell reselection offset, range 0 - 126 dB.
        0 - 63 * 2 dB. 'xxx' in dedicated mode.
hh     Temporary offset, range 0 - 60 dB.
        0 - 7 * 10 dB. 70 dB means infinite time.
        'xx' in dedicated mode.
iii    Penalty time, range 0 - 620 s.
        0 - 31 * 20 s. 'xxx' in dedicated mode.
j      Hopping channel
        0   Single RF channel
        1   RF hopping channel
mm     mobile allocation index offset, MAIO
        Range: 00 to 63 / xx when H=0
nn     hopping sequence number, HSN
        Range: 00 to 63 / xx when H=0

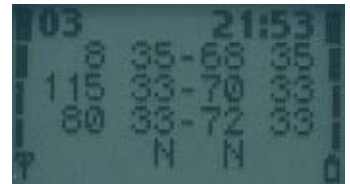
```

Display 3 – Serving cell, 1st and 2nd neighbour

```

+++++#####
+aaabbbcccd+ #SCH C1 rx C2#
+aaabbbcccd+ #1CH C1 rx C2#
+aaabbbcccd+ #2CH C1 rx C2#
+ ef gh + # 1N 2N #
+++++#####

```



```

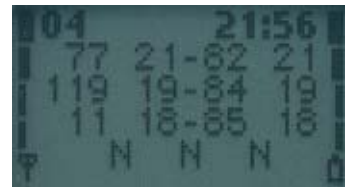
1. row: serving cell information
2. row: 1. neighbour information
3. row: 2. neighbour information
4. row, ef: 1. neighbour information
4. row, gh: 2. neighbour information

aaa    carrier number in decimal
bbb    idle mode : C1 value, range is -99 - 999
        ded. Mode : 'B' and BSIC value
ccc    RX level in dBm, minus sign is not shown if <=-100
ddd    C2 value, range is -99 - 999
e,g    F : cell is in a forbidden location area
f,h    B : cell is barred
        N : cell is normal priority
        L : cell is low priority

```

Display 4 & 5 – 3rd to 8th neighbour cell

```
+++++#####
+aaabbbcccd+  #3CH C1 rx C2#
+aaabbbcccd+  #4CH C1 rx C2#
+aaabbbcccd+  #5CH C1 rx C2#
+ ef gh ij +   # 3N 4N 5N #
+++++#####
```

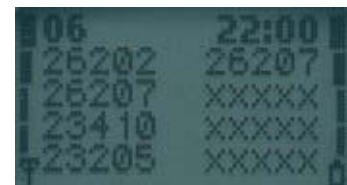


1. row: 3./6. neighbour information
2. row: 4./7. neighbour information
3. row: 5./8. neighbour information
4. row, ef: 3./6. neighbour information
4. row, gh: 4./7. neighbour information
4. row, ij: 5./8. neighbour information

```
aaa      carrier number in decimal
bbb      idle mode : C1 value, range is -99 - 999
          ded. Mode : 'B' and BSIC value
ccc      rx level in dBm, minus sign is not shown if <=-100
ddd      C2 value, range is -99 - 999
e,g,i    F : cell is in a forbidden location area
f,h,j    B : cell is barred
          N : cell is normal priority
          L : cell is low priority
```

Display 6 – Network selection display

```
+++++#####
+aaabb aaabb+  #LReg  1_For#
+aaabb aaabb+  #1_Pre  2_For#
+aaabb aaabb+  #2_Pre  3_For#
+aaabb aaabb+  #3_Pre  4_For#
+++++#####
```



This display shows the last registered networks country code (MCC) and network code (MNC) as well as the codes for four forbidden networks and the first 3 preferred networks.

If a three-digit MNC is used (GSM1900), display looks different:

```
+++++#####
+aaabbbaaabbb+
+aaabbbaaabbb+
+aaabbbaaabbb+
+aaabbbaaabbb+
+++++#####
```

1. row: last registered network - 1st forbidden network
2. row: 1st preferred network - 2nd forbidden network
3. row: 2nd preferred network - 3rd forbidden network
4. row: 3rd preferred network - 4th forbidden network

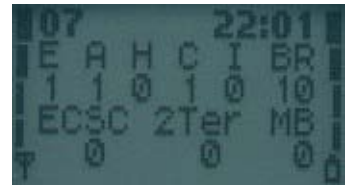
```
aaa      country code coded in BCD
bbb      network code coded in BCD, third digit can be 'F'
```

Display 7 – System information bits for serving cell

```

+++++++
+E A H C I BR+
+a b c d e fg+
+ECSC 2Ter MB+
+ h i j+
+++++++
#####
#Serving Cell#
#System Info #
#Bits #
# #
#####

```



```

a      1 is shown if emergency calls are supported
b      1 is shown if attach-detach-procedure is allowed
c      1 is shown if half rate channels are supported
d      1 is shown if C2 values are broadcasted
e      1 is shown if system information 7 and 8 are broadcasted
f      1 is shown if cell broadcast is supported
g      1 is shown if re-establishment is supported

```

The following items are used only in dualband phones:

```

h      In idle mode 1 is shown if Early Classmark (ECSC) sending is supported.
      In dedicated mode (conversation) X is shown.

i      In idle mode 1 is shown if 2Ter messages are supported.
      In dedicated mode (conversation) X is shown.

j      MultiBand reporting decimal value (0,1,2,3) is shown if supported.
      This is shown both in idle and dedicated mode.

```

The following is picked from Phase2+ ETSI ETS 300578 (TS GSM 05.08), Section 8.4.3 "Additional cell reporting requirements for multi band MS".

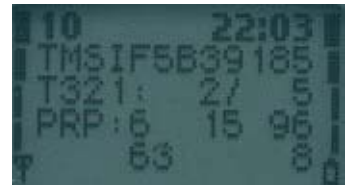
For a multi band MS the number of cells, for each frequency band supported, which shall be included in the measurement report is indicated by the parameter, MULTIBAND_REPORTING. The meaning of different values of the parameter is specified as follows:

Value	Meaning
00	Normal reporting of the six strongest cells, with known and allowed NCC part of BSIC, irrespective of the band used.
01	The MS shall report the strongest cell, with known and allowed NCC part of BSIC, in each of the frequency bands in the BA list, excluding the frequency band of the serving cell. The remaining positions in the measurement report shall be used for reporting of cells in the band of the serving cell. If there are still remaining positions, these shall be used to report the next strongest identified cells in the other bands irrespective of the band used.
10	The MS shall report the two strongest cells, with known and allowed NCC part of BSIC, in each of the frequency bands in the BA list, excluding the frequency band of the serving cell. The remaining positions in the measurement report shall be used for reporting of cells in the band of the serving cell. If there are still remaining positions, these shall be used to report the next strongest identified cells in the other bands irrespective of the band used.
11	The MS shall report the three strongest cells, with known and allowed NCC part of BSIC, in each of the frequency bands in the BA list, excluding the frequency band of the serving cell. The remaining positions in the measurement report shall be used for reporting of cells in the band of the serving cell. If there are still remaining positions, these shall be used to report the next strongest identified cells in the other bands irrespective of the band used.

Display 10 – Paging Repeat Period, TMSI, Location Update Timer, AFC and AGC

```

+++++++
+TMSIaaaaaaa+      #####
+T321:bbb/ccc+     #TMSI(hex) #
+PRP:d ee ff+      #T321ctr/tim#
+ ggggg hhh +      #PaRP DSF AGC#
+ ggggg hhh +      # AFC Ch #
+++++++
    
```

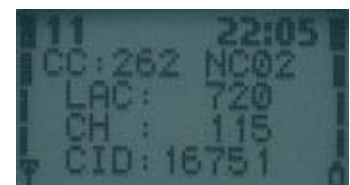


aaaaaaa last assigned TMSI value in hex format
bbb Current value of T3212 counter (range is 000 - 'ccc', where 1 means 6 min time. So, if this value is 2 less than 'ccc' then next periodic location updating will be made within 2 * 6 min = 12 minutes.
ccc Timeout value of T3212 counter (range is 000 - 240, where 1 means 6 min time between location updates and 240 means 240 * 6 min = 24 h between location updates. 000 means that a periodic location update will not occur) This value is received from the network.
d Value of paging repetition period (range is 2 - 9, which means paging will be in every Xth multiframe. When paging is in every second multiframe, mobile takes more current than if it were in every 9th multiframe)
ee Downlink signalling failure value. If value is negative, 0 is shown. Maximum value is 45. When mobile is on TCH then xx is shown.
ff Gain value on TCH/SDCCH, range is 0 - 93
ggggg VCTCXO AFC DAC control, range is -1024 - 1023
hhh Serving cell channel number

Display 11 – Network parameters

```

+++++++
+CC:aaa NChbb+     # MCC MNC #
+ LAC:cccc +      #LocAreaCode #
+ CH : dddd +      #ServChannel #
+ CID:eeee +      # CellId #
+++++++
    
```

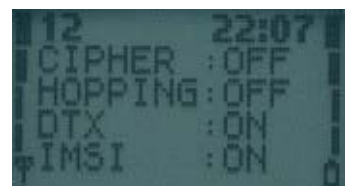


aaa MCC value in decimal (MCC=Mobile Country Code)
bbb MNC value in decimal (MNC=Mobile Network Code)
Three digits are shown only in GSM1900.
Two digits are shown in GSM900 and GSM1800.
cccc LAC value in decimal (in older SW-versions this value is in hexadecimal)
dddd Serving cell channel number
eeee Cell Identifier in decimal (in older SW-versions this value is in hexadecimal)

Display 12 – Cipherng, hopping, DTX Status and IMSI

```

+++++++
+CIPHER :aaa +     #CipherValue #
+HOPPING:bbb +     #HoppingValue#
+DTX :ccc +       #DTXValue #
+IMSI :ddd +      #IMSIAttach #
+++++++
    
```

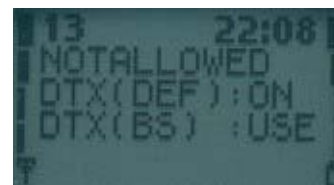


aaa cipherng value, OFF/A51/A52
bbb hopping value, ON/OFF
ccc DTX value ON/OFF
ddd IMSI attach
ON : IMSI attach on
OFF : IMSI attach off

These values are updated only on when on a TCH.

Display 13 – Uplink DTX switching display

```
*****
*aaaaaaaaa *          #####
*DTX(DEF):bbb*        #DTXMode   #
*DTX(BS) :ccc*        #DefaultDTXSta#
*                *        #DTXValFromBS#
*                *        #           #
*****                #####
```



With this display it is possible to change whether MS to use DTX or not.

This display must be activated from MENU to change DTX state. When MENU is not active and the user is scrolling field test displays with NEXT and PREVIOUS, the DTX state will not be changed.

```
aaaaaaaaaa  status of switched mode.
              DTX:ON    : MS uses DTX
              DTX:OFF   : MS does not use DTX
              DTX:DEF   : MS use default state of DTX
              NOTALLOWED: BS does not allow MS to decide if it uses
                      DTX or not.
bbb         default state of DTX in MS. The value is either ON or OFF
ccc         is DTX value from BS
              MAY : BS allows MS to decide if it uses uplink DTX or not
              USE  : BS controls MS to use DTX (on uplink)
              NOT  : BS controls MS not to use DTX (on uplink)
```

Display 14 – Toggle Screening Indicator

```
*****
* SCREENING *          #####
* INDICATOR *          #Use menu to #
*   IS XX   *  XX : 00 or 01  # change   #
*           *                # Screening  #
*           *                # indicator #
*****                #####
```

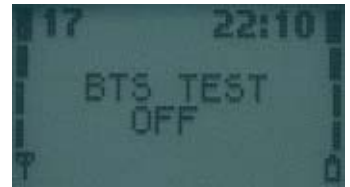
When selected, changes the value of the Screening Indicator from 0 to 1 and vice versa.

Display 17 – Switch BTS_Test Status

```

*****
*           *           *           *           *           *
*  BTS TEST *  *  BTS TEST *  *  BTS TEST *  *  #Use menu to #
*    ON     *  *    OFF   *  *           *  *  #toggle BTS  #
*           *  *           *  *           *  *  #test ON/OFF #
*           *  *           *  *           *  *  #           #
*****

```



This display is used to toggle the BTS_TEST flag in EEPROM. If BTS_TEST is set then each time the mobile sends a search list it uses only the carrier number stored on SIM phonebook location 33. Also the neighbour information from system information messages is ignored. If the BTS_TEST flag is not set, then the value of SIM phonebook location 33 is ignored and the mobile behaves normally (i.e. does neighbour measurements according to GSM specifications).

- To **activate** BTS TEST perform the following steps:
- Save desired channel number in SIM phonebook location 33.
 - Select display 17 in execute mode
 - Switch power off and on OR force a cell reselection

If activation succeeded, you will read "BTS TEST ON" in display 17. The 6210 will show "BTS TEST REQUESTED" instead.

To **deactivate** BTS tests either select display 17 in execute mode or save number 0 in SIM phonebook location 33, then switch power off and on OR force a cell reselection

CAUTION! The display does not show the value of the BTS_TEST flag in EEPROM. Although the value is set, BTS_TEST can show to be off. If there is no legal carrier number in SIM phonebook location 33 (GSM900: 1-124, GSM1800: 512-885) the display shows that BTS_TEST is off. Also if the mobile was already registered to some carrier before switching BTS_TEST status, the display can show a different value from the one in EEPROM.

Display 18 – Lights status control

Forces keyboard and display lights on/off while displaying any netmonitor screen. The light will not remain on after leaving netmonitor

```

*****
*           *           *           *           *           *
*  LIGHTS   *  *  LIGHTS   *  *  LIGHTS   *  *  #Use menu to #
*    ON     *  *    OFF   *  *           *  *  # toggle   #
*           *  *           *  *           *  *  # lights   #
*           *  *           *  *           *  *  # ON/OFF  #
*****

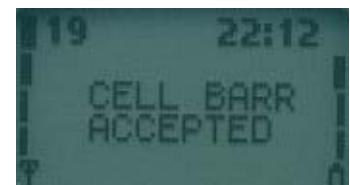
```

Display 19 – Toggle Cell Barred Status

```

*****
*           * *           * *           * *           * *           *
* CELL BARR * * CELL BARR * * CELL BARR * * #Use menu to #
* ACCEPTED  * * REVERSE  * * DISCARD  * * #toggle cell #
*           * *           * *           * *           * *           *
*           * *           * *           * *           * *           *
*****

```



This test is meant to be used when some cells are tested before taking them into commercial use. By setting the CELL_BARRED to on in the base station normal GSM phones will not try to camp on these barred cells.

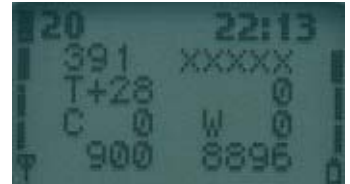
By selecting CELL BARR REVERSE, the MS will only use the cells which have CELL_BARRED set.

By selecting CELL BARR DISCARD, the MS will use all cells, irrespective whether CELL_BARRED is set or not.

NOTE: If a cell has been selected before barring state in phone is changed the selected cell will remain the current cell. After the next cell reselection the cell barring state is working as expected.

Display 20 - Charging state

```
*****  
* aaa  bbbbb *      #####  
* Tccc dddd *      #BatVol ChMod#  
* Ceee Wfff *      #Btemp ChTime#  
* gggg hhhh *      #ChrgVol Pwm #  
* gggg hhhh *      # Btyp  BFDC #  
*****  
#####
```



aaa Battery voltage in decimal, range is 0.00 - 9.99 V, decimal point is not shown; e.g. 7.19 V is shown as 719 on the display

bbbbb Charging mode 5 digit symbol:
xxxxx : Charger not connected or charging disabled.
BatCk : Battery testing is going.
BSIFa : Charging off because of battery BSI measurement failed.
CelBr : Charging off because one or more cells broken inside battery.
ChaCk : EM is checking charger.
Charg : Charging.
ColdC : Cold charging.
ColdM : Battery cold and maintenance going.
CurFa : Charging off because charger current measurement failed.
DisCh : Battery discharging going.
F_Che : Fast charging checks.
Faile : Failure.
FastC : Fast charging going.
FullM : Battery full and maintenance going.
HotM : Battery hot and maintenance going.
I_Che : Init checks.
InitC : EM charging is being initialized.
L_Che : Li charging checks.
LiAFu : PWM level is below the battery full limit.
LiDCH : Li-ion DCH charging.
LiFul : PWM has been below the battey full limit for a certain time that is specified for full battery.
LiHot : Li-ion hot charging.
LithC : Charging of Lithium-ion battery.
LiTxO : TX on and Li charging going.
LNFTx : TX on, Li charging going and battery is not full anymore.
M_Che : Maintenace charging checks.
MaBFD : Maintenace BFD charging.
Maint : Maintenance charging.
TmpFa : Charging off because of battery NTC measurement failed.
TxNoF : TX on, Ni charging going and battery is not full anymore.
TxOnC : TX on and Ni charging going.
VolFa : Charging off because charger voltage measurement failed.

ccc Battery temperature in centigrade, from -30 to +90.
ddd Charging time. Format is HMM. Timer is automatically reset and started when charger is connected and stopped when battery is full or charger is disconnected.
eee Charger voltage in decimal, range is 0.0 - 18.7 V, decimal point is not shown.
fff Charge control output, decimal, range is 000 - 255.
gggg Lithium battery type (BSI value multiplied by 4), or NiMH battery size.
hhhh Battery full delay counter. When battery is getting full and charging current is less than predefined limit, this timer will be started. If timer reaches 0, charging will be stopped.

Display 21 – Constant voltage charging display

```
*****  
* aaaa  bbbb *      #####  
* cccc  dddd *      #MTDif MPDif #  
* eeee  ffff *      #BupV  BDownV#  
*                   #AverV SumMF #  
*                   #           #  
*****  
#####
```

aaaa Difference between measured voltage and goal voltage, decimal point is not shown.
bbbb Difference between measured voltage and result of previous measurement (basically
 same as using change of error), decimal point is not shown.
ccc Battery up voltage (highest measured voltage), maximum ripple voltage.
ddd Battery down voltage (lowest measured voltage), minimum ripple voltage.
eee Average measured voltage.
fff Sum of membership function sets beliefs, range 0.00-9.99, decimal point is not
 shown; e.g. 1.53 is shown as 153. If sum of 1.00 is reached then battery full
 indication is shown.

Display 22 – Battery full detection

```
*****  
* Eaaa  Cbbb *      #####  
* Dccc  Rddd *      #DeriC ChAm #  
* Ieee  Afff *      # VDif VDrop #  
* Tggg  hhhh *      # VDTi AvDif #  
*                   # Temp Volt #  
*****  
#####
```

Letters E, C, D, R, I, A, T and V are displayed if values are shorter than 4 digits.

Eaaa DerivCount membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

Cbbb ChargeAmount membership function set, range 0.00-1.00, decimal point is not
 shown; e.g. 0.23 is shown as 023.

Dccc VolDiffToMax membership function set, range 0.00-1.00, decimal point is not
 shown; e.g. 0.23 is shown as 023.

Rddd VolDropCnt membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

Ieee VolDiffTime membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

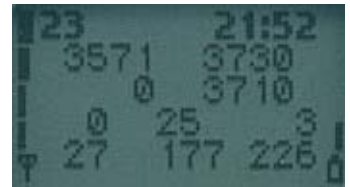
Afff AverDiff membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

Tggg Temperature membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

Vhhh Voltage membership function set, range 0.00-1.00, decimal point is not shown;
 e.g. 0.23 is shown as 023.

Display 23 – Battery and phone state monitor

```
*****
* aaaa bbbb *      #####
* cccc dddd *      #TxOn TxOff#
* eee fff gggg*    #ChCur StdbY#
* hhh iiiijjjj*   #Age CAP Curr#
* hhh iiiijjjj*   #Tmp CmAhTarg#
*****            #####
```



```
aaaa      TXon voltage (expected voltage with transmitter switched on), decimal point not
          shown (a.aaa mV)
bbbb      TXoff voltage (expected voltage with transmitter switched off), decimal point not
          shown (b.bbb mV)
cccc      charging current, decimal point not shown (c.ccc mA)
dddd      predicted standby level (expected voltage in standby mode), decimal point not
          shown (d.ddd mV)
eee       estimated age for Li-ion battery (0:new to 100:old). NiMH always shows 33
fff       battery's percentage level (0,25,50,100)
gggg      current consumption indicated by PSM (0.1 mA)
hhh       battery's temperature (C) (Only for Li battery)
iiii      charged capacity (mAh) into battery
jjjj      tells what is the next capacity target (mAh) to reach for next battery bar level
          to be displayed
```

Display 24 – BSI values

```
*****
* aaaa bbbb *      #####
*      cccc *      #V_inst V_avg#
*      dddd *      #BSI value #
* eeee ffff *      #Elapsed time#
* eeee ffff *      #RST_m RST_h#
*****            #####
```

```
aaaa
bbbb
cccc      BSI (Battery Size Indicator) value
dddd      minutes elapsed since charger was disconnected or phone was switched on
eeee
ffff
```

Display 30 – Audio API register display

```
*****
* aaaa bbbb *      #####
* cccc dddd *      #A1Cnf A2Cnf#
* eeee ffff *      # ST AU3 #
* gggg hhhh *      #1Tone 2Tone#
* gggg hhhh *      # Conf HFVol#
*****            #####
```

```
aaaa      API_AUD1_CTRL
bbbb      API_AUD2_CTRL
cccc      API_SIDETONE
dddd      API_AU3
eeee      API_1_TONE (first frequency of DTMF generator)
ffff      API_2_TONE (first frequency of DTMF generator)
gggg      API_CONFIG
hhhh      API_HF_VOL (Volume setting for Audio output)
```

Display 34 – FBUS display

```

*****
*aabbccdd *          #####
*eefff - ggg*       #CM LD LM NM #
*hhh iii jjj *      #PEC FEC OEC #
*k-- *              #ACC RXS TXS #
*k-- *              #Mod      #
*****              #####

aa      current fbus media in hex
bb      last sender dev in hex
cc      last sender media in hex
dd      Next media to be connected. Same as aa if the connection is not pending.
eee     fbus parity error counter
fff     fbus framing error counter
ggg     fbus overrun error counter
hhh     fbus alive check counter
iii     RX Sequence number
jjj     TX Sequence number
k       Phone mode: S=slave, H=host

```

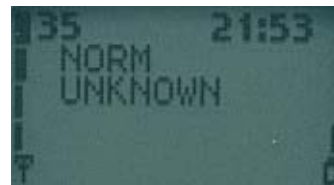
Display 35 – Reasons for SW resets

```

*****
*aaaaa *          #####
*bbbbbbbb *       #Reset reason#
* * *          #Task name #
* * *          #      #
* * *          #      #
*****          #####

aaaaa      last reset reason.
           NORM      : Probably normal power up.
           UNKNO     : Default value, reset reason is unknown.
           HW WD     : ASIC watchdog timeout.
           SWDSP     : DSP recovery reset
           SWSIM     : SIM contact failure reset
           SWIDL     : Idle task not running reset
           STACK     : Task stack overflow
bbbbbbbb   Name of running task before reset.

```



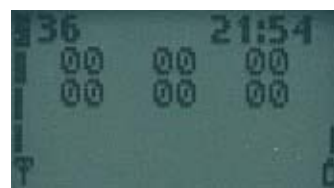
Display 36 – Counters for resets

```

+++++
+ aa bb cc +
+ dd ee ff +
+           +
+           +
+++++

aa      Unknown resets
bb      ASIC watchdog resets
cc      DSP recovery resets
dd      SIM contact failure resets
ee      Idle task not running resets
ff      Task stack overflow resets

```

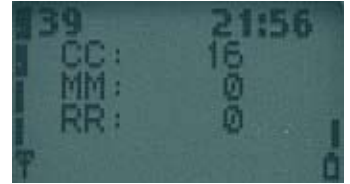


Display 39 – Information about reasons for call clearing

```

+++++++
+ CC: aaaa +          #####
+ MM: bbbb +          #CC CauseValu#
+ RR: cccc +          #MM CauseValu#
+           +          #RR CauseValu#
+           +          #           #
+++++++
#####

```



aaaa,
bbbb,
cccc

cause code value, see section 10.5/GSM 04.08, '*' is shown if the cause code is made up by the respective layer in MS

- CC
- 1 unassigned (unallocated) number
 - 3 no route to destination
 - 8 operator determined barring
 - 16 normal call clearing
 - 17 user busy
 - 18 no user responding
 - 19 user alerting, no answer
 - 21 call rejected
 - 22 number changed
 - 27 destination out of order
 - 28 invalid number format/number incomplete
 - 31 normal/unspecified
 - 34 no circuit/channel available
 - 38 network out of order
 - 41 temporary failure
 - 42 switching equipment congestion
 - 44 requested channel not available
 - 47 ressource unavailable
 - 50 requested facility not subscribed
 - 55 Incoming calls barred within the CUG
 - 57 bearer capability not authorized
 - 65 bearer service not implemented
 - 68 ACM equal to or greater than ACMmax
 - 69 requested facility not implemented
 - 88 incompatible destination
- MM
- 0 no error
 - 2 IMSI unknown in HLR
 - 3 illegal MS
 - 4 IMSI unknown in VLR
 - 5 IMEI not accepted
 - 6 illegal ME
 - 11 PLMN not allowed
 - 12 location area not allowed
 - 13 roaming not allowed in this location area
 - 17 network failure
 - 22 network congestion
 - 32 service option not supported
 - 33 service option not subscribed
 - 34 service temporarily out of order
 - 38 call cannot be identified (call RE)
- RR
- 0 normal release
 - 1 unspecified
 - 2 channel unacceptable
 - 3 timer expired
 - 4 no activity on the radio path
 - 5 pre-emptive release
 - 8 handover impossible, timing advance out of range
 - 9 channel mode unacceptable
 - 10 frequency not implemented
 - 65 call already cleared
 - 97 message type not compatible with protocol state
 - 101 no cell allocation available
 - 111 protocol error, unspecified

Display 40 – Reset handover counters

```
*****  
*   RESET   *           #####  
*  HANOVER  *           # Use menu #  
*  COUNTERS *           # to reset #  
*           *           # handover #  
*           *           # counters #  
*****  
#####
```

With this display all counters of the handover displays can be reset.

Display 41 (in singleband phones) – Handover display

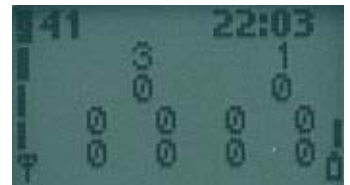
```
+++++++  
+HandOOK: aaa+         #####  
+PrevCh : bbb+         #HandOvOKCntr#  
+HONotOK: ccc+         #PrevChanCntr#  
+HOIntra: ddd+         #HandOvNOKCnt#  
+++++++  
#####
```

aaa counter for successful handovers (max. amount 999)
bbb counter for successful back to previous channel attempts
ccc counter for failed handovers
ddd counter for successful intracell handovers or assignments
(max. amount 999)

Counters will stop when they reach their maximum. To initialize the counters to zero, select display 40. Display 60 also initializes these counters.

Display 41 (in dualband phones) – Handover display, INTER CELL

```
+++++++  
+ aaaa bbbb +         #####  
+ cccc dddd +         #G>G InterD>D#  
+eeefffggghh+       #G>D OK D>G#  
+iiiijjjkklll+     #InterHoFail #  
+++++++  
#####
```



aaaa counter of successful handovers (max 9999) from GSM900 to GSM900
bbbb counter of successful handovers (max 9999) from GSM1800 to GSM1800
cccc counter of successful handovers (max 9999) from GSM900 to GSM1800
dddd counter of successful handovers (max 9999) from GSM1800 to GSM900

eee counter for failed handovers (max 999) from GSM900 to GSM900
fff counter for failed handovers (max 999) from GSM1800 to GSM1800
ggg counter for failed handovers (max 999) from GSM900 to GSM1800
hhh counter for failed handovers (max 999) from GSM1800 to GSM900

iii counter of successful back to previous channel attempts (max 999)
from GSM900 to GSM900
jjj counter of successful back to previous channel attempts (max 999)
from GSM1800 to GSM1800
kkk counter of successful back to previous channel attempts (max 999)
from GSM900 to GSM1800
lll counter of successful back to previous channel attempts (max 999)
from GSM1800 to GSM900

Counters will stop when they reach their maximum. To initialize the counters to zero, select display 40. Display 60 also initializes these counters.

Display 42 (only in dualband phones) - Handover display, INTRA CELL

```

+++++++
+ aaaa bbbb +      #####
+ cccc dddd +      #G>G IntraD>D#
+eeefffggghh+      #G>D OK D>G#
+iiiijjkklll+      #IntraHoFail #
+++++++            # BackToPrev #
+++++++            #####

aaa      counter of successful INTRACELL handovers (max 9999) from GSM900 to GSM900
bbb      counter of successful INTRACELL handovers (max 9999) from GSM1800 to GSM1800
ccc      counter of successful INTRACELL handovers (max 9999) from GSM900 to GSM1800
ddd      counter of successful INTRACELL handovers (max 9999) from GSM1800 to GSM900

eee      counter of failed INTRACELL handovers (max 999) from GSM900 to GSM900
fff      counter of failed INTRACELL handovers (max 999) from GSM1800 to GSM1800
ggg      counter of failed INTRACELL handovers (max 999) from GSM900 to GSM1800
hhh      counter of failed INTRACELL handovers (max 999) from GSM1800 to GSM900

iii      counter of successful back to previous normal INTRA CELL channel attempts
          (max 999) from GSM900 to GSM900
jjj      counter of successful back to previous normal INTRA CELL channel attempts
          (max 999) from GSM1800 to GSM1800
kkk      counter of successful back to previous normal INTRA CELL channel attempts
          (max 999) from GSM900 to GSM1800
lll      counter of successful back to previous normal INTRA CELL channel attempts
          (max 999) from GSM1800 to GSM900

```

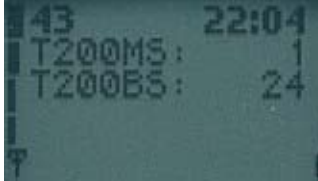
Counters will stop when they reach their maximum. To initialize the counters to zero, select display 40. Also display 60 initializes these counters.

Display 43 L2 display

```

+++++++
+T200MS :aaaa+      #####
+T200BS :bbbb+      #T200 MS GSM #
+T200MS :cccc+      #T200 BS GSM #
+T200BS :ddd+       #T200 MS DCS #
+T200BS :ddd+       #T200 BS DCS #
+++++++            #####

```



```

aaaa      GSM900 : counts how many times T200 in MS has expired and therefore a L2
          transmission has been repeated.
bbbb      GSM900 : counts how many times T200 in BS (network) has expired and therefore a
          L2 frame was requested again.
cccc      GSM1800: counts how many times T200 in MS has expired and therefore a L2
          transmission has been repeated. (for dualband phones)
dddd      GSM1800: counts how many times T200 in BS (network) has expired and therefore a
          L2 frame was requested again. (for dualband phones)

```

The GSM900 counters are also valid in GSM900/GSM1800 multiband phones. Counters will stop when they reach their maximum. To initialize the counters to zero, select display 40. Display 60 also initializes these counters.

Display 44 - Toggle revision level

```

*****
* REVISION *
*LEVEL IS 00 *
*
*****
*****
* REVISION *
*LEVEL IS 01 *
*
*****

```

When selected, changes the value of Revision Level from 0 to 1 and vice versa. I have no idea if this makes sense in any circumstances.

Display 45 – Toggle transmitter functionality

```
*****
*
*TRANSMITTER *
*   XXXXXXXX *           XXXXXXXX   ENABLED or DISABLED
*
*
*****
```

This display has no effect in 7110 phone, irrespective of the displayed status the transmitter is always switched on.

When selected, this display disables transmitter functionality if enabled and vice versa. New setting is valid until next power off or until new execute of this display.

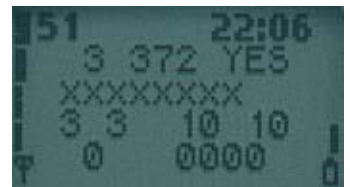
This FTD can be used to simulate easily situations when the MS can hear the network (i.e. receiving signal is good enough), but the network can not receive any messages from the MS.

Location updating attempts or MO call establishment attempts can be failed (random access failure) by this FTD and field testing of these failures is much easier now.

Next periodic location updating can be checked from the display 10 (chapter 3.1.10) by taking the difference of current T3212 counter value and T3212 timeout value.

Display 51 – SIM information

```
+++++++          #####
+aaa bbb ccc +   #VSEL Bau SAL#
+ dddddd +       #SCOND CSTOP#
+ f g hh ii +    #PIN12 PUK12#
+ j   kkkk +     #ATR FE/PE #
+++++++          #####
```



aaa SIM voltage selection type (5, 3 or 3/5)
bbb SIM baudrate (372, 64, 32 or 0)
ccc Clock stop allowed, Yes or No
ddd Clock stop condition, Up/Down/xxxxxxx if no preferred level
f PIN1 attempts left (0,1,2,3)
g PIN2 attempts left (0,1,2,3)
hh PUK1 attempts left (0-10)
ii PUK2 attempts left (0-10)
j ATR retransmission counter (0-9)
kkkk Transmission frame/parity errors, FE/PE + hexadecimal count

Display 54 – Block display 1

```
+++++++          #####
+aa bb aa bb+   #ResF1 ResF2#
+aa bb aa bb+   #ResF3 ResF4#
+aa bb aa bb+   #ResF5 ResF6#
+aa bb aa bb+   #ResF7 ResF8#
+++++++          #####
```

1. row: Block set 1, block set 2
2. row: Block set 3, block set 4
3. row: Block set 5, block set 6
4. row: Block set 7, block set 8

aa Number of reserved blocks
bb Number of free blocks in worst case

Display 55 – Block display 2

```
+++++++
+aa bb aa bb+   #####
+aa bb aa bb+   #ResF9 ResF10#
+aa bb aa bb+   #ResF11ResF12#
+aa bb aa bb+   #ResF13ResF14#
+aa bb aa bb+   #ResF15ResF16#
+++++++
#####

1. row: Block set 9, block set 10
2. row: Block set 11, block set 12
3. row: Block set 13, block set 14
4. row: Block set 15, block set 16

aa      Number of reserved blocks
bb      Number of free blocks in worst case
```

Display 56 – Block display 3

```
+++++++
+ aaaaaa bbb +   #####
+ cccccc +       # Ptr  Cntr #
+         +       # Task   #
+         +       #         #
+         +       #         #
+++++++
#####

aaaaaa    Pointer to memory where double deallocation was called, in hex format.
bbb       Counter for failed deallocations.
ccccc     Name of task which last tried to double deallocate a block.
```

Note: This display is only valid when the counter for failed deallocations is not zero.

Display 57 – Memory status before reset

```
+++++++
+aaaaaaaaaaaa+   #####
+aaaaa... +     # Status of #
+bbbbbbbb +     # stacks  #
+         +     # Block sets #
+         +     #         #
+++++++
#####

aaaaaa    Status of each stack before reset. First position contains the status of stack
          0, second position the status of stack 1 and so on. The last position contains
          the status of System stack. Number of stacks depends on the current
          configuration of SW. Possible values for each stack are:
              0 : status OK, no overflow
              1 : status not OK, stack overflow,

bbbbbbb   Status of each block set before reset. First position contains the status of
          block set 1, second position the status of block set 2 and so on. Possible
          values for each block set are:
              0 : status OK
              1 : block set full
              2 : (de)allocation error or total memory corruption
```

Note: This display is only valid when a unknown or a stack overflow interrupt has occurred.

Display 60 – Reset counters to zero

```
*****  
* FIELD TEST *      #####  
* DISPLAY *        #Use menu to #  
* COUNTERS *       #reset field #  
* RESET *          #test display#  
*****  
* RESET *          # counters #  
*****  
#####
```

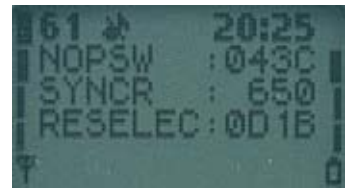


With this display all counters of the field test display can be reset (i.e. all counters in 40 and 60 series).

On poweroff the values of the counter displays are stored onto the EEPROM, where they will be read during power on. To initialize the counters to zero, select display 60. These counters are automatically reset to zero when they exceed their maximum value.

Display 61 – Search and reselection counter display

```
+++++++  
+NOPSW :aaaa+      #####  
+SYNCR :bbbb+      #PSWMesgCntr #  
+RESELEC:cccc+     #SyncMeasCntr#  
+      +          #CellReselCntr#  
+      +          #      #  
+++++++  
#####
```



aaaa counter for MDI_NO_PSW_FOUND message received from DSP in hexadecimal form.
bbbb counter for synchronization measurement attempts in decimal form. If counter value is over 9999 then four x are shown.
cccc counter for cell reselections in hexadecimal form.

Display 61 (dualband) – Search and reselection counter display

```
+++++++  
+aaaaa bbbbb+     #####  
+cccc dddd+      #NOPswGSM DCS#  
+eeee ffff+      #Sync GSM DCS#  
+ggggg hhhh+     #reselG>G D>D#  
+      +          #reselG>D D>G#  
+++++++  
#####
```

aaaaa GSM900 counter for MDI_NO_PSW_FOUND message received from DSP in decimal form (max 99999).
bbbbbb GSM1800 counter for MDI_NO_PSW_FOUND message received from DSP in decimal form (max 99999).
cccccc GSM900 counter for synchronization measurement attempts in decimal form. If counter value is over 99999 then five x are shown.
dddddd GSM1800 counter for synchronization measurement attempts in decimal form. If counter value is over 99999 then five x are shown.
eeeeee counter for GSM900 -> GSM900 cell reselections in decimal form (max 99999).
fffff counter for GSM1800 -> GSM1800 cell reselections in decimal form (max 99999).
ggggg counter for GSM900 -> GSM1800 cell reselections in decimal form (max 99999).
hhhhh counter for GSM1800 -> GSM900 cell reselections in decimal form (max 99999).

Display 62 – Neighbour measurement counter display

```

+++++++
+ PSW :aaaa +      #####
+ SYNCR:bbbb +      #NeghbrPSWCtr#
+ BCCH :cccc +      #SyncMeasCntr#
+ BCCHExt:ddd +     #BCCHMeasAtmp#
+ BCCHExt:ddd +     #BCCHExtMeAtm#
+++++++

```



```

aaaa      counter for neighbour PSW measurement attempts
bbbb      counter for neighbour synchronization measurement attempts
ccc       counter for neighbour BCCH measurement attempts
ddd       counter for neighbour BCCH Ext measurement attempts

```

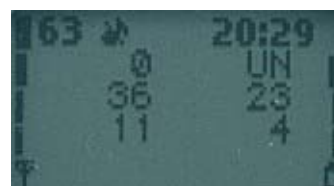
Counter values are shown in hexadecimal form.

Display 63 – Call attempts counters

```

+++++++
+ aa  bb +      #####
+ ccc ddd +     #CalRel RelDi#
+ eee fff +     #MOCAtmp MOOK#
+      +       #AllMT  MTOk#
+      +       #
+++++++

```



```

aa      Reason of last call release
        Cause from messages DISC and REL_COMP. Refer to TS GSM 04.08/10.5.4.11/Table
        10.86 for further explanation.
bb      Direction of last call release
        UN : Unknown
        MO : Mobile originated
        MT : Mobile terminated
        IN : Internal (ME CS sw)
ccc     count of all MO call attempts made
ddd     count of succeeded MO calls
eee     count of all call setups received
fff     count of succeeded MT calls

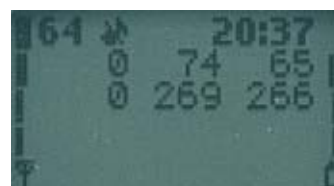
```

Display 64 – Location Update attempts counters

```

+++++++
+ aa bbb ccc +     #####
+ dd eee fff +     #Nfai NL NLOK#
+      +       #PFai PL PLOK#
+      +       # Loc update #
+      +       # counters #
+++++++

```



```

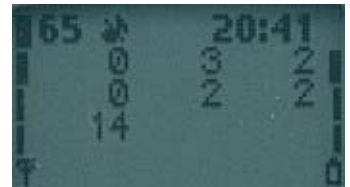
aa      Reason of last normal location update failure
bbb     count of normal location update attempts
ccc     count of succeeded normal location updates
dd      Reason of last periodic or IMSI attach location update failure
eee     count of all periodic and IMSI attach location update attempts
fff     count of succeeded periodic and IMSI attach location updates

```

Display 65 - SMS attempts counters

```

+++++++
+ aa bbb ccc +      #####
+ dd eee fff +      #SFai MO MOOK#
+ gggg          +    #RFai MT MTOk#
+              +    #Sched Msgs #
+              +    #SMS counters#
+++++++
    
```



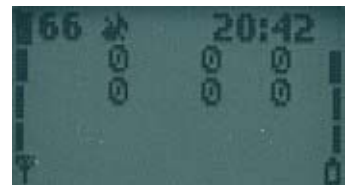
```

aa      Reason of last message sending failure
        1 : Unassigned (unallocated) number
        8 : Operator determined barring
       10 : Call barred
       21 : Short message transfer rejected
       27 : Destination out of service
       28 : Unidentified subscriber
       29 : Facility rejected
       30 : Unknown subscriber
       38 : Network out of order
       41 : Temporary failure
       42 : Congestion
       47 : Resources unavailable, unspecified
       50 : Requested facility not subscribed
       69 : Requested facility not implemented
       81 : Invalid short message transfer reference value
       95 : Invalid message, unspecified
       96 : Invalid mandatory information
       97 : Message type non-existent or not implemented
       98 : Message not compatible with short message protocol state
       99 : Information element non-existent or not implemented
      111 : Protocol error, unspecified
      127 : Interworking, unspecified
bbb     Count of all MO short message attempts
ccc     Count of succeeded MO short message attempts
dd      Reason of last message receiving failure
        22 : Memory capacity exceeded
eee     Count of all MT short message attempts
fff     Count of succeeded MT short message attempts
gggg    Count of all received cell broadcast schedule messages
    
```

Display 66 - SMS timeout counters

```

51xx,   ++++++
61xx:   + aaa bbb cc +      #####
        + ddd eee ff +      #TR1 TR2 TRA #
        +              +    #TC1 TC2 SCH #
        +              +    #SMS timeout #
        +              +    # counters #
        ++++++
    
```



```

7110:   ++++++
        + aaa  bbb +      # TR1 TR2 #
        + ccc  fff +      # TRA SCH #
        + ddd  eee +      # TC1 TC2 #
        +              +      #          #
        ++++++
    
```

```

aaa     Counter for TR1M timeouts (SMR-Layer: incoming RP-ACK timed out)
bbb     Counter for TR2M timeouts (SMR-Layer: outgoing RP-ACK timed out)
cc      Counter for TRAM timeouts (RETRANS timer expired)
ddd     Counter for TC1M timeouts (CM-sublayer: CP-ACK timed out)
eee     Counter for TC2M timeouts (CM-sublayer: )
ff      Counter for CB schedule timeouts
    
```

Display 70 - Temporary counters of DSP

```
+++++++          #####
+ aaaa bbbb +   # Temporary #
+ cccc dddd +   #DSP counters#
+ eeee ffff +   #(R DSP2FTD) #
+ gggg hhhh +   #           #
+++++++          #####

aaaa      Contents of API memory location r_dsp2ftd+0 in hex format
bbbb      Contents of API memory location r_dsp2ftd+1 in hex format
cccc      Contents of API memory location r_dsp2ftd+2 in hex format
dddd      Contents of API memory location r_dsp2ftd+3 in hex format
eeee      Contents of API memory location r_dsp2ftd+4 in hex format
ffff      Contents of API memory location r_dsp2ftd+5 in hex format
gggg      Contents of API memory location r_dsp2ftd+6 in hex format
hhhh      Contents of API memory location r_dsp2ftd+7 in hex format
```

The display is to be used by special debugging DSP SW which can put some useful information to the memory locations on API RAM. When this display is selected then MCU copies the contents of those memory locations into display with format specified above. This display may not be included in normal SW releases.

Display 71 & 72 - Control DSP audio enhancements 1 & 2

```
*****          #####
*AUDIO          *   #Use menu to #
*ENHANCEMENT   *   #control DSP #
*DISPLAY 1/2   *   # audio   #
*   XXXXX     *   #enhancements#
*****          #####
```

Caution : playing around with this display may result in (temporary) malfunction of the audio path in your phone. Please be careful.

XXXXX Control word for DSP Audio Enhancements in decimal format.
The control word is sent to the DSP in mdi audio configure message.

Prior using this display the control word must be written to location 31/32 of SIM-card in decimal format.

When the display 71/72 is chosen from the menu, (EXECUTE MODE) the control word is sent to the DSP in MDI_AUDIO_CONFIGURE message immediately. MDI_AUDIO_CONFIGURE message is also sent every time when this display is entered using arrow keys and previous display was 72/71.

Used together with display 72/71, this display makes rapid on/off switching of audio DSP algorithms possible. Switching with arrow keys is possible only after this display or display 72/71 has been selected from the menu. This prevents accidental on/off switching of algorithms when browsing displays by arrow keys.

Entered values are not saved to EEPROM, so it is possible to reset to the correct values by removing the battery.

Display 73 - Generic display for DSP Audio Enhancements

```
+++++ Example: +++++ #####
+ aaa bb aaa+ + 101 00 408+ #DB1 B1 DB2#
+cccc bb cccc+ +BCDE 88 7FFF+ #HEX1 B2 HEX2#
+cccc bb cccc+ +0001 FF 0003+ #HEX3 B3 HEX4#
+ cccc cccc + + DEAD DEFA + # HEX5 HEX6 #
+++++ +++++ #####

aaa      General dB value, e.g. signal level in dB.decimal point and sign is not shown,
         ie. -10.5 is show 105.
bb       General byte value, used for combined flags. Value is in hex format.
cccc     General hex value.
```

The display is reset and restarted when call is taken (if FT display counters are enabled). When call is terminated the display is frozen to show last values. Display values will not be saved to the EEPROM.

Display 74 - DSP audio enhancements 1 (DRC)

```
+++++ Example: +++++ #####
+ aaa bbb + + 101 408 + #DSigL USigL #
+      ccc + +      480 + #      NseLvl#
+ dd ee + + 01 03 + # DTbl UTbl #
+      + +      + #      #
+++++ +++++ #####

aaa      Downlink signal level in dB, calculated using DRC level measuring block. Decimal
         point and sign is not shown, ie. -10.5 is show 105.
bbb      Uplink signal level in dB, calculated using DRC level measuring block. Decimal
         point and sign is not shown, ie. -10.5 is show 105.
ccc      Background noise signal level in dB, calculated using DRC level measuring block,
         decimal point and sign is not shown, ie. -10.5 is show 105.
dd       Downlink DRC table value, shown in decimal integer, two digits.
ee       Uplink DRC table value, decimal integer, two digits.
```

The display is reset and restarted when call is taken (if FT display counters are enabled). When call is terminated the display is frozen to show last values. Display values will not be saved to the EEPROM.

Display 75 - Audio path status

```
+++++ #####
+Mod:aaaaaaa+ #ExtAudStatus#
+AudReq: bbbb+ #AudioRequest#
+AccMod: cccc+ #AccessoryMod#
+H2Path: dd + #HFU2Path #
+++++ #####

aaaaa   external audio status, values are: HP, HF, HEADSET, EXT and HP_OFFHO
bbbb    audio_request bitmap in hex, contents (masks) are specified in AUD_DATA.H
cccc    Accessory audio mode
dd      HFU-2 path
```

Display 76 - Ear (= downlink) audio display

```
+++++++          Example:      ++++++          #####
+ Vaa Pbbb +      + V0A P125 +      #EVol PeakVal#
+ Cccc CAAdd +    + C000 CA001 +    #CutOff COAve#
+PAeee          +    +PA353          +    #PkAver      #
+                +                +    #                #
+++++++          ++++++          #####
```

aa Volume level.
bbb Peak value of downlink audio signal during last frame in dB, decimal point and sign is not shown, ie. -10.5 is show 105.
ccc Cut off counter value of last frame. This counter counts how many samples are saturated during last frame.
ddd Moving average of cut off counter, decimal point and sign is not shown, ie. -10.5 is show 105.
eee Moving average of peak levels.

The display is reset and restarted when call is taken (if FT display counters are enabled). When call is terminated the display is frozen to show last values. Display values will not be saved to the EEPROM.

Display 77 - Microphone (= uplink) audio display

```
+++++++          Example:      ++++++          #####
+ Paaa Abbb +      + P303 A225 +      #MicPeak MAve#
+ Cccc CAAdd +    + C023 CA003 +    #CutOff COAve#
+                +                +    #                #
+                +                +    #                #
+++++++          ++++++          #####
```

aaa Peak value of uplink audio signal during last frame in dB decimal point and sign is not shown, ie. -10.5 is show 105.
bbb Moving average of peak levels, decimal point and sign is not shown, ie. -10.5 is show 105.
ccc Cut off counter value of last frame. This counter counts how many samples are saturated during last frame.
ddd Moving average of cut off counter

The display is reset and restarted when call is taken (if FT display counters are enabled). When call is terminated the display is frozen to show last values. Display values will not be saved to the EEPROM.

Display 78 - DSP audio enhancements (AEC)

```
+++++++          #####
+aaa bbb ccc +    #EAA Ada ERL #
+ddd eee fff +    #RxG TxG GLi #
+ggg h i jjj +    #TxN Sta Mod #
+ kkkk llll +    # RVAD TVAD #
+++++++          #####
```

Decimal point and sign are not shown in values. This means:
-10.5dB would be displayed as "105"
-0.5 dB would be displayed as " 5"

aaa Electro-acoustic attenuation of echo from DSP point of view in dB
bbb Adaptive attenuation of echo
ccc Total echo return loss
ddd RX attenuator gain in dB
eee TX attenuator gain in dB
fff Gain limit for RX and TX
ggg Tx noise level in dB
h Adaptive filter status (0 or 1)
I Comfort noise generation (0 or 1)
jjj AEC mode (0 or 1)
kkkk Shows 16 last RX VAD decisions in HEX format
Llll Shows 16 last TX VAD decisions in HEX format

Display 79 - Audio equalizer display

```
+++++          Example:  +++++          #####
+aaaaa bbbbb +         +12345 54321 +         #MiCutB MiCTA#
+cccc dddd +          + 2353 46187 +         #EpCutB EPCTA#
+-ee.e -ff.f +         +-46.5 -27.4 +         #MicLev EarLv#
+           +          +           +         #           #
+++++          +++++          #####

aaaaa    Saturated samples before microphone equalizer in decimal 16 bit unsigned integer
          format.
bbbbbb   Saturated samples after microphone equalizer in decimal 16 bit unsigned integer
          format.
cccccc   Saturated samples before earpiece equalizer in decimal 16 bit unsigned integer
          format.
dddddd   Saturated samples after earpiece equalizer in decimal 16 bit unsigned integer
          format.
-ee.e    Level of the microphone signal level detector in dB format.
          Requires log10 function in MCU. 16 bit signed value in DSP, 0 dB = 32768.
-ff.f    Level of the signal after earpiece equalizer in dB format.
          Requires log10 function in MCU. 16 bit signed value in DSP, 0 dB = 32768.
```

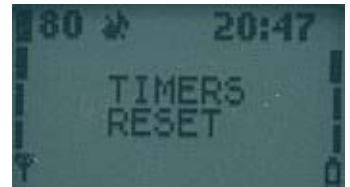
The display is reset and restarted when a call is placed. When the call is terminated the display is frozen to show the last values. Display will not be saved to EEPROM. Saturated sample counters aaaaa - ddddd are counted in DSP and only the new counter value is sent to MCU. The microphone and earpiece signal levels are calculated in DSP and it sends the linear values to MCU which makes the linear to dB transformation ($20 \cdot \log_{10}(x)$) for the level values.

Display 80 - Reset and restart timers

```

*****
*           *           #####
*   TIMERS  *           # Use menu #
*   RESET   *           # to reset #
*           *           # field test #
*           *           #   timers #
*****

```



With this display all timers of display 82 can be reset.

These timers will be automatically reset after the battery has been fully charged and the charger is disconnected. Thus it's not always necessary to use the display 80.

Display 81 - Enable or disable timers

```

*****
*           *           #####
*   TIMERS  *           # Use menu #
*   XXXXXXXX *   XXXXXXXX := ENABLED or DISABLED
*           *           #   timers #
*****

```



This display will start or stop the timers.

On power off the values of the timer displays are stored onto the EEPROM, where they will be read during power on. To initialize the counters to zero, use display 80. Timers will be automatically disabled when recharge battery message is reached.

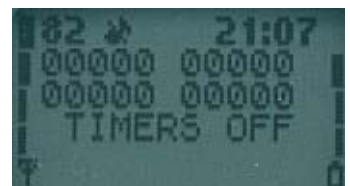
Also the current state of timer disabling/enabling is stored onto the EEPROM.

Display 82 - Test timer display

```

+++++++
+aaaaa bbbbb +   #####
+ccccc dddd +   #PwrOn InServ#
+ TIMERS eee +   #NSPS TxON #
+           +   #   Timers #
+           +   #   Status #
+++++++

```



```

aaaaa   timer for how long the phone has been powered on
bbbbbb  timer for how long the phone has been in service
ccccc   timer for 'no service, power save'-state
dddddd  timer for how long the transmitter has been on
eee     state of timers, ON/OFF

```

All the values are shown in one minute resolution. The accuracy of the timers is about one second. The display uses following format for timers: HHHMM where HHH is hours and MM is minutes.

All timers of this display will be reset if the charger is disconnected from the mobile with fully charged battery. The maximum value of the timers is 99 h 59 min. When 'powered on' timer has reached value 9959, all timers will be stopped.

NOTE: When the maximum usage time of the phone is required (e.g. idle time measurement) then ALL field test displays must be deactivated!

Display 83 - Control of task information displays

```
*****
*
* SHOW TASK *
* XXXXXXXXX *   XXXXXXXXX is "STACKS", "MSG BUFS" or "FAST BUFS"
*
*****
```

Shows what information about tasks is currently shown in displays 84 - 87.

To select the type of information select this display via menu.

Type is changed in order STACKS -> MSG BUFS -> FAST BUFS -> STACKS.

So, if STACKS is currently displayed and you want to see FAST BUFS, you have to select this display twice via menu.

```
"STACKS"      shows free stack space in worst case.
"MSG BUFS"    shows the peak number of pending messages.
"FAST BUFS"   shows the peak number of pending fast messages.
```

Display 84, 85 & 86 - Information about tasks

```
+++++++
+ aaaa bbbb +
+ cccc dddd +
+ eeee ffff +
+ gggg hhhh +
+++++++

aaaa      task 0,  8, 16
bbbb      task 1,  9, 17
cccc      task 2, 10, 18
dddd      task 3, 11, 19
eeee      task 4, 12, 20
ffff      task 5, 13, 21
gggg      task 6, 14
hhhh      task 7, 15
```

The numbers are showing how many stack memory locations have been empty in the worst case. So, if number is zero, stack has been full.

Values are not stored to EEPROM when the phone is powered off.

The task names are listed on the help display.

Display 87 - Information about OS_SYSTEM_STACK

```
+++++++          #####
+ aaaa bbbb +    #  FIQ  IRQ  #
+              +    #              #
+              +    #              #
+              +    #              #
+++++++          #####

aaaa      OS_SYSTEM_STACK. No clue what this means.
```

Values are not stored to EEPROM.

Display 88 - Information of the current MCU and DSP software versions

```
*****
*aaaaa bbbbbb*      #####
*Date ccccc*       #MCUSW PPM #
*ChkSum dddd *     #MCUSW_Date #
*eeeeeeeeeeee*    #MCU_Checksum#
*eeeeeeeeeeee*    #DSP_Version #
*****            #####

aaaaa              version number of MCU SW
bbbbbb            PPM version
cccccc            date of version.c (e.g. 990102 means 02. January 1999)
dddd              MCU SW checksum
eeeeeeeeeeee     version of DSP software
```

Display 89 - Information of the current Hw and TXT versions

```
*****
*HW: aaaa *        #####
*TXT:bbbbbb *     #HW Version #
*          *     #Text Version#
*          *     #           #
*          *     #           #
*****            #####

aaaaa              Hardware version (e.g. 2350)
bbbbbb            Text version (e.g. U190199)
```

Display 99 – FBUS mode and Accessory mode

```
7110:  *****
      * Ead:aaaa *      # EAD value #
      * Mod:bb   *      # acc.status #
      * MODE:cccc *     # FBUS mode  #
      *         *      #         #
      *****          #         #
      *****          #         #

aaaa   no clue
bb     type of connected accessory (HP: Headphone, DC: Datacable)
cccc   currently selected data transfer mode (FBUS, MBUS, AT)
```

Display 100 – Internal memory usage, overview

```
7110,  *****
62XX:  *aaaaaa bb.c*      #MemUseT %Use#
      *ccccc  dd.d*      #MemRelT %Rel#
      *eeeeee ff.f*      #MemUnuT %Unu#
      *         *      #         #
      *****          #         #

aaaaaa the total amount of used memory in the phone
bb.b   the used percentage of the phones internal memory (% used)
       (phonebook, tasks, calendar, logos, ring tones etc.)
cccccc the total amount of released memory in the memory pool
dd.d   the percentage of memory which was used, but is currently released
eeeeee the total amount of free memory in the phone
ff.f   the amount of free memory available (% not used)
```

Display 110 to 115 – Internal memory usage, detail

```
7110,  *****
62XX:  * a bbbbcccc*      #Pn Sta %Use#
      *dddddd eeeee*     #EraseCn %Rel#
      *ffffff ggggg*     #NextRec %Unu#
      *h i j kkkk *      #Cu Cl Cc MmC#
      *****          #         #

a      the number of the current memory bank
bbbb  shows wether this bank is used (0xFFFF8)
       or free (7110: 0xfffe, 62XX: 0xfff0)
cccc  percentage of memory used in this bank
dddd  erase counter for bank (significant when using flash memory)
eeee  percentage of memory which is released in this bank
fffff memory location of next free record
ggggg percentage of memory available in this bank
```

Display 130 – Slide open counter

```
7110:  *****
      *aaa  bbbbb*   #####
      *          *   #Slide  Open#
      *          *   #          #
      *          *   #          #
      *          *   #          #
      *****      #####
```

bbbbbb shows how many times the slide has been opened. The value is shown in hexadecimal digits.

Display 132 – Call information

```
3310:  *****
      *BS: aaaaaaa*   #####
      *MO: bbbbbbbb*   #BS_Call Cnt #
      *DRC:ccccccc*   #MO_Call cnt #
      *TIM:ddddddd*   #Dropped call#
      *****      #Call time #
      *****      #####
```

aaaaaaaa the total number of received (MT) calls
bbbbbbbb the total number of placed (MO) calls
ccccccc the total number of dropped call calls
ddddddd the accumulated call time in seconds of all calls

Display 133 – Charger information

```
3310:  *****
      *BFu:aaaaaaa*   #####
      *ChC:bbbb cc*   #FullChargCnt#
      *StB:      *   #ChaCon Wrong#
      *NSe:      *   #Standby time#
      *****      # NoServTimer#
      *****      #####
```

aaaaaaaa shows how many times the 'Battery Full'-message has been displayed whilst the phone was activated
bbbb shows how often the charger was correctly connected and recognized by the phone. The value is increased either when the charger is recognized or when the charger is inserted, the phone is in a charging state and is switched on
cc number of times a wrong or defective charger was identified

Display 240 - No output - Clear counters and start timers

This Display has no output, but does the following when directly selected:

```
Resets...  ...handover counters  (display 40 ff.),
           ...test counters      (display 60 ff.) and
           ...timers              (display 80 ff.)
```

and starts the test counters from display 81.

Display 241 - No output - Disable the netmonitor menu

This Display has no output, but does the following when directly selected:

Disables the netmonitor menu.

Note: Every display number which results in 241 from MOD 256 will deactivate the netmonitor menu, so display 497 and display 753 will do the same. There is absolutely **no such feature** like sending SMS for nothing or to make free calls for 90 seconds.

To reactivate the netmonitor menu, you may want to:

- use Logomanager (<http://www.logomanager.co.uk>)
- use NetMonitor from A. Schmidt (<http://www.aschmidt.de>)
- use TAPIR-G from Nobbi (<http://www.nobbi.com/monitor/>)
- use GNOKII (<http://www.gnokii.org>)
- use PCLocals from Nokia

Display 242 - No output - Disable R&D field test displays

This Display has no output, but does the following when directly selected:

Disables R&D field test displays, but leaves the netmonitor displays (1..19) active, so you will have only a limited netmonitor activated.