

Programmes After Market Services

NPL-1 Cellular Phones

4 - Service Software

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Service Software

Phoenix

Phoenix is the software tool for flashing, tuning and testing Nokia cellular phones.

It has been created for Win32 environment with COM technology and it replaces all existing applications such as WinTesla.

Supported Operating Systems

Windows 95, 98, 2000 and NT 4.0 (SP4).

Hardware requirements for using Phoenix

Minimum:

Processor 233 MHz, RAM memory 64 MB, disk space 50-100 MB.

Recommended for Windows 2000:

Processor 700 MHz, RAM memory 512 MB, disk space 50-100 MB.

Introduction

This section briefly describes how to install the Phoenix software and includes some basic information on how to use the program. For more detailed information, please refer to Phoenix's **Help-files**. Each feature in Phoenix has its own Help function, which can be activated while running the program.

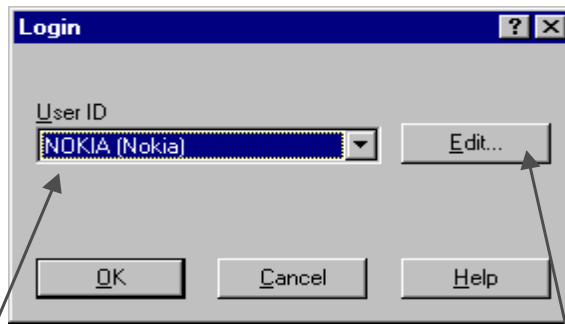
Press the *F1* key or the feature's Help-button to activate a Help-file.

Installing Phoenix

- 1 Close all programs before installing Phoenix.
- 2 Remember to attach dongle before starting installation.
- 3 Read the release notes, it has useful information about the Phoenix version.
- 4 Since Phoenix is made of components you may install each Phoenix installation package on top of each other. Setup will make sure that the new components are not replaced by old ones.
- 5 Install Phoenix by executing the Phoenix installation package and follow the instructions on the screen.

Note: Afterwards all components must be registered. This is done automatically and takes 5 to 10 min.

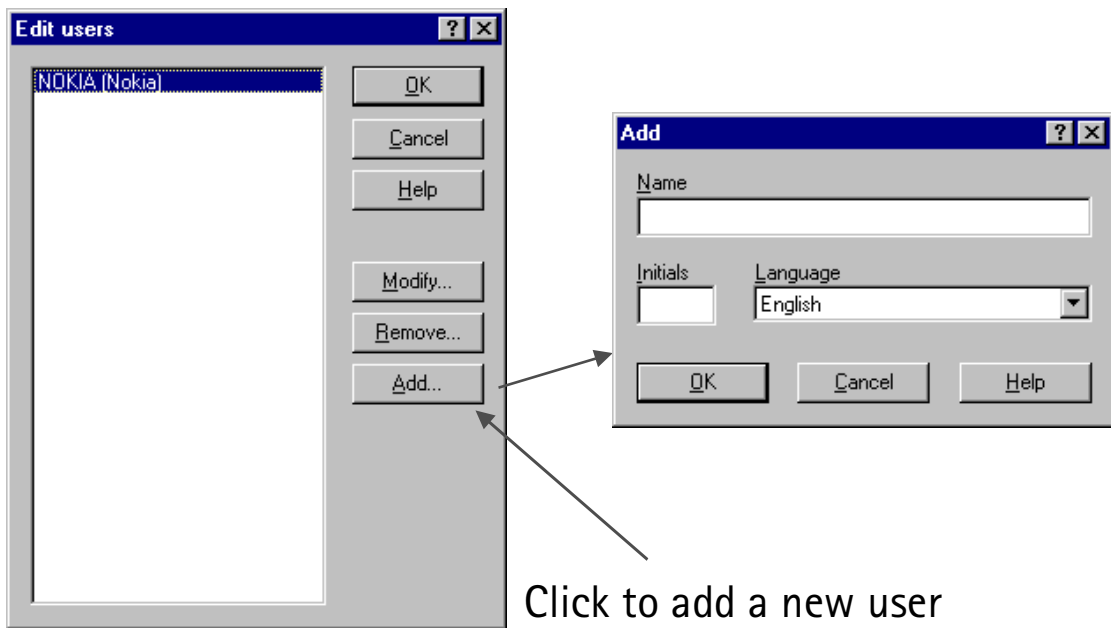
Login



Select user name and press OK

Adding user

Adding users



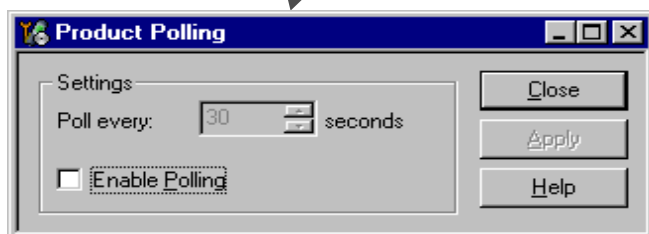
Click to add a new user

Products

File menu:



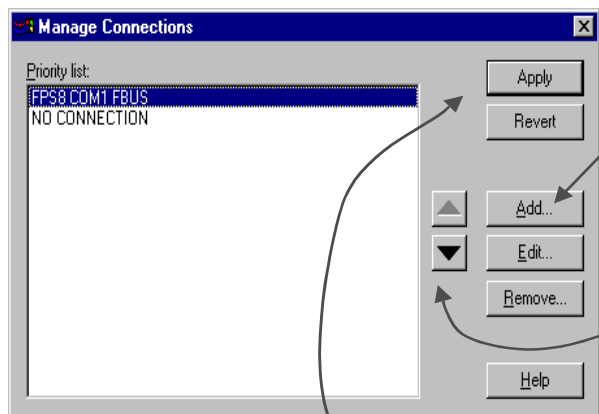
- When a product is selected, the menu changes (enabling the features for the product)
- You can either
 - Scan for product
 - Choose product
 - Poll for product (Tools -> Settings -> Product Polling)



Connections

Connections is a way of describing how a product is connected to Phoenix, i.e. what protocol should be used.

File -> Manage Connections brings up this dialog:

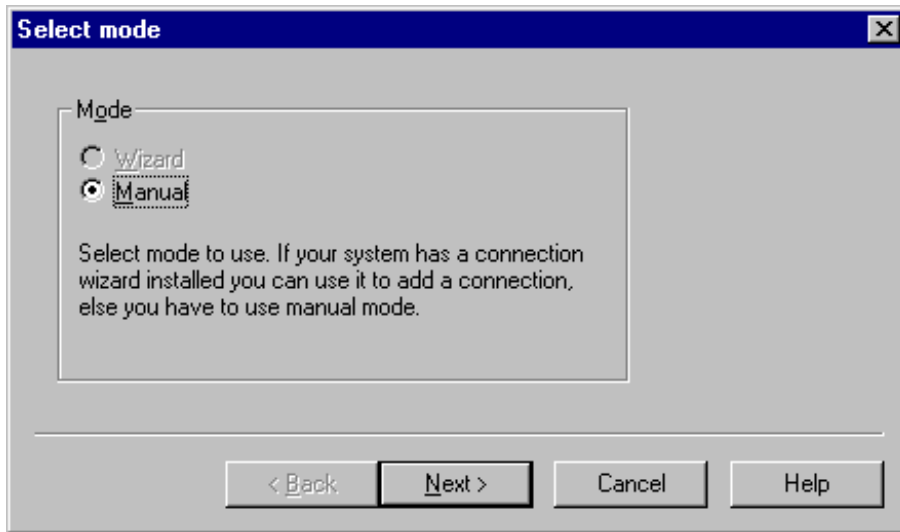


Add connections

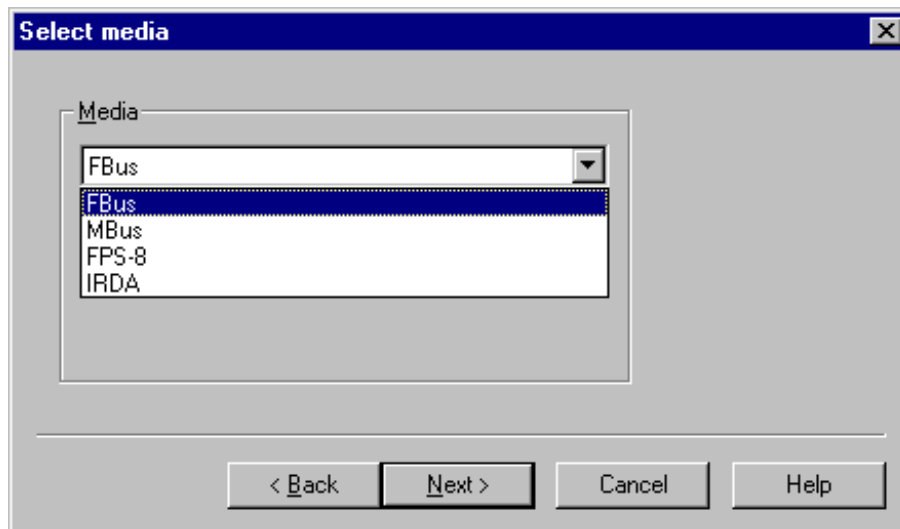
Use the arrow keys to bring the wanted connection to the top of the list

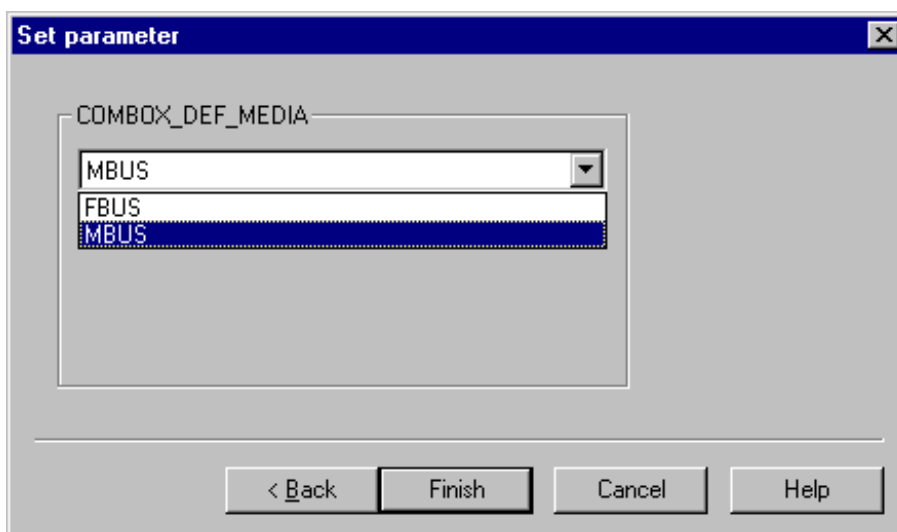
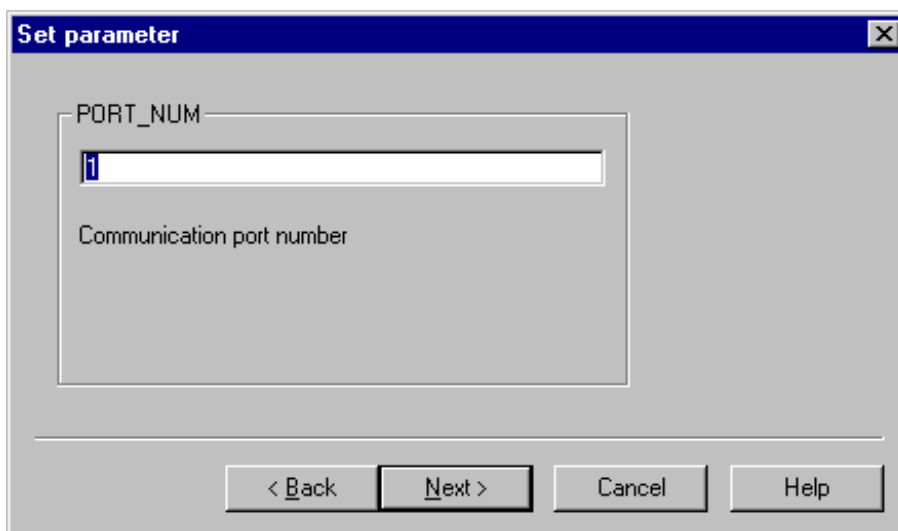
Remember to apply changes

Adding/editing connections



FPS-8 used as example





Connection tips

- Use FBUS.
- If FPS-8 is used, used FBUS as COMBOX_DEF_MEDIA.
- If a connection is lost (e.g. the FPS-8 box is changed), select File -> manage connections and press the "Apply" button.

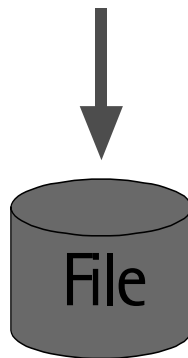
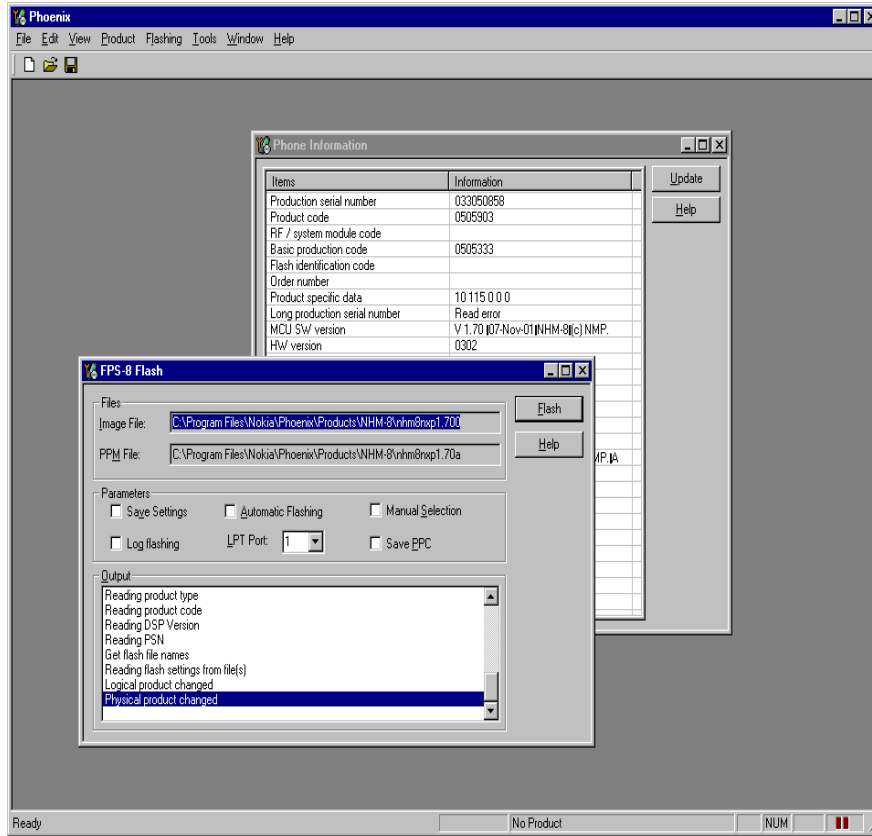
Profiles

Saves

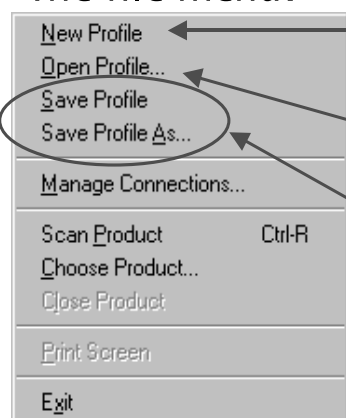
- All open windows
- The position of the windows
- The selected product

Does not save

- Open connection
- Values of e.g. phone information



The file menu:



Creates a new profile
(closes all windows)

Opens a profile (select a filename)

Saves profiles in files

Note: The last used profiles are also shown in the file menu.

Tips about profiles

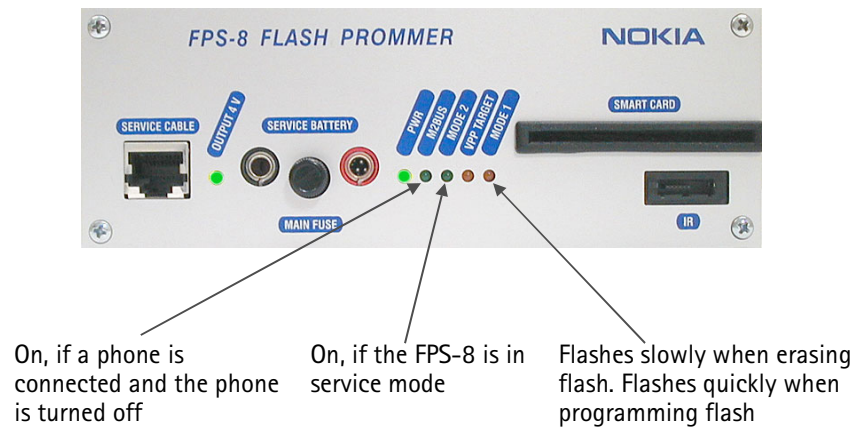
- Use profile for making standard setups of Phoenix.
- Profiles are saved in files. These files can be shared with other users.

FPS-8

Introduction

- Used for flashing and writing serial numbers.
- AKA prommer.
- The FPS-8C is a so called parallel version of FPS-8 (is able to flash 8 phones at a time).
- SW in the box:

SW type	Prommer mode when updating
FPGA	Service mode
Application	
Secondary boot	Normal mode
Algorithm	



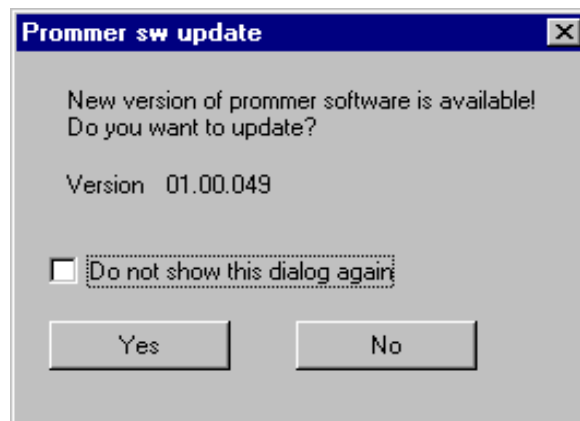
FPS_8 front panel

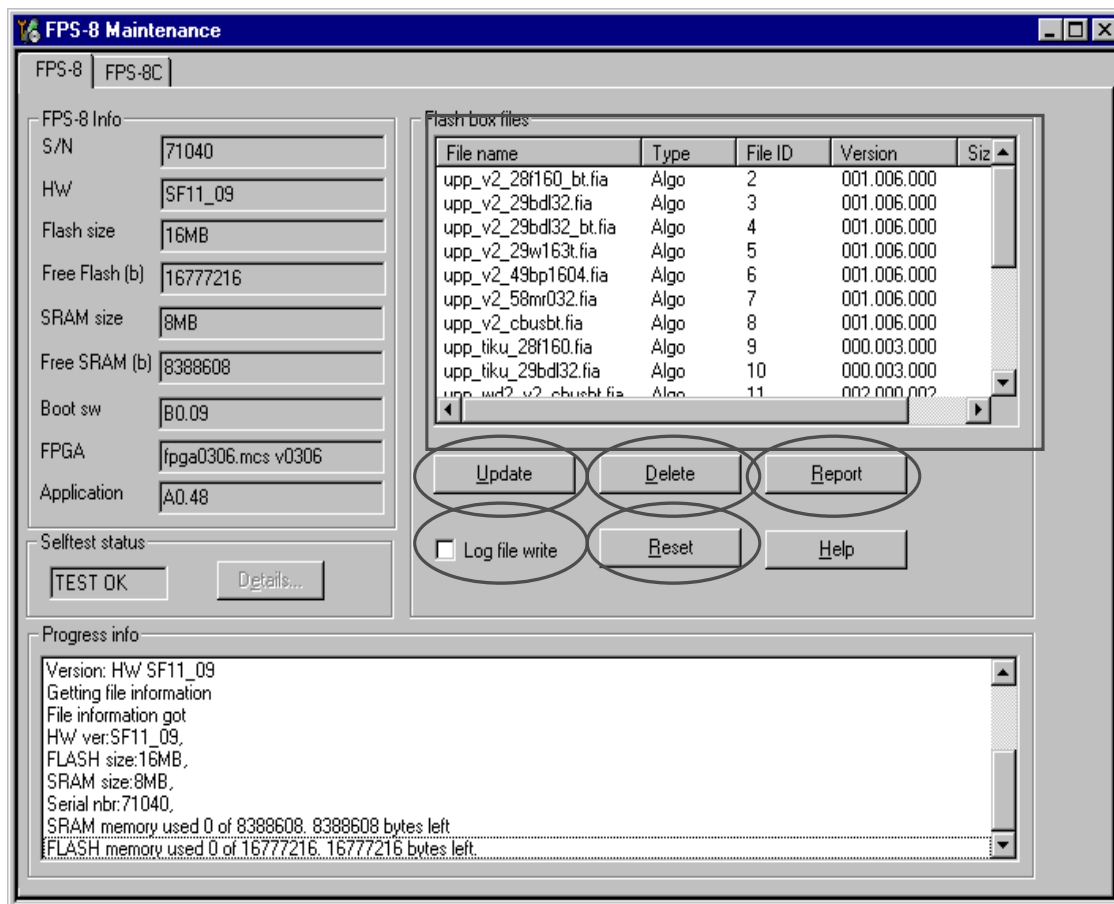
FPS-8 software upgrade

SW upgrades for the FPS-8 comes in a single file installation package.

Install this package. It will install to the "Flash" subdirectory in the Phoenix directory.

When Flashing -> FPS-8 / FPS-8C maintenance is selected, this dialog is shown (if the FPS-8 connected has older SW):





"Update" button: Updates the SW in the FPS-8. Select the fps8upd.ini file in the "Flash" directory.

"Delete" button: Deletes the algorithm or secondary boot file selected in the list.

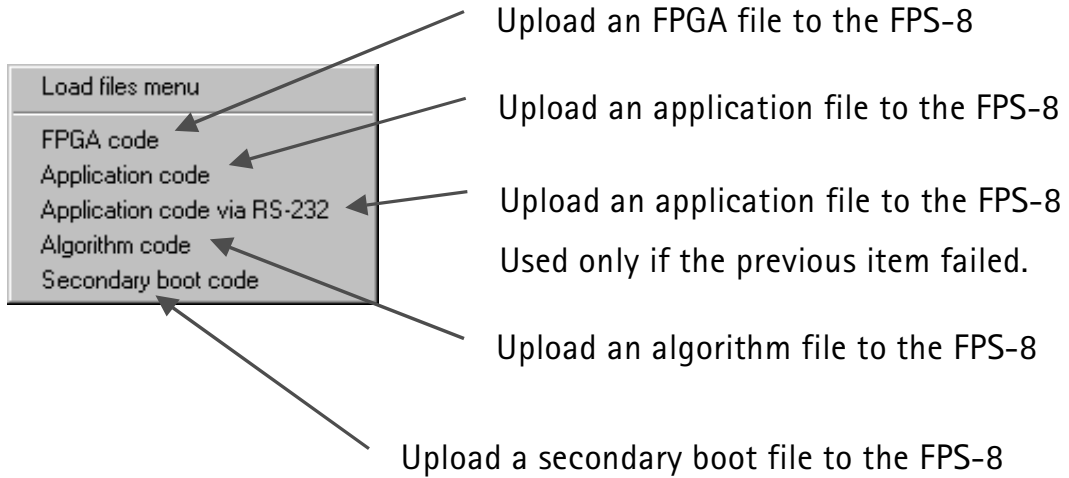
Note: Only one file can be deleted at a time.

"Report" button: Creates a file which describes the FPS-8 setup. Attach this file when reporting errors.

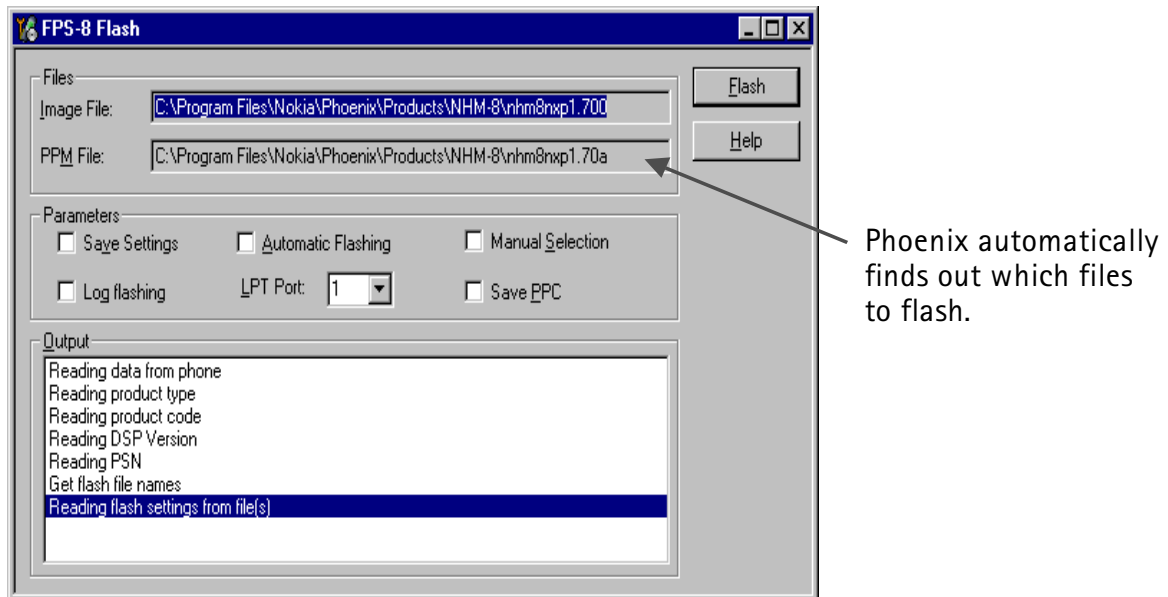
"Reset" button: Resets the FPS-8. **Not a common thing to do.**

If you encounter problems when updating the FPS-8, select "Log file write". This will create a log file (fps8.log) when writing files to the FPS-8. Attach this file when reporting errors.

Files can be uploaded to the FPS-8 manually by **right-clicking** on the "Flash box files" list. This will bring up this menu:



Flashing -> FPS-8 flash brings up this dialog:



"Save settings": Backup/restore user settings (Phonebook, WAP settings, etc.).

"Automatic flashing": Starts the flashing automatically (when a new product is scanned or the dialog is opened).

"Manual selection": Select flash files manually.

"Log flashing": If you encounter problems when flashing, check this. it will create a log file (fps8.log) when flashing. Attach this file when reporting errors.

"LPT Port": The parallel port where the FPS-8 is connected.

"Save PPC": Saves the PPC before flashing.

Manual flashing



Select country pack to flash

Menus

For your information, the menus in Phoenix:

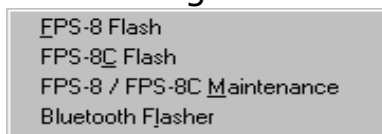
File menu:



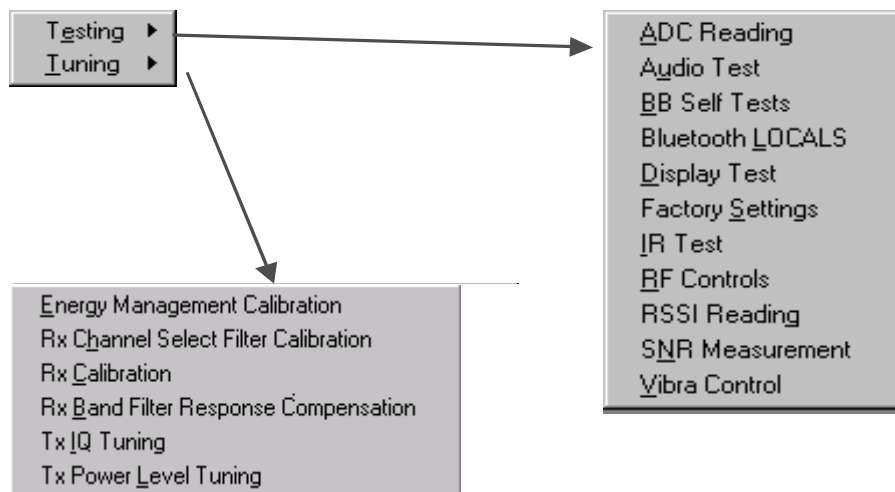
Product menu:



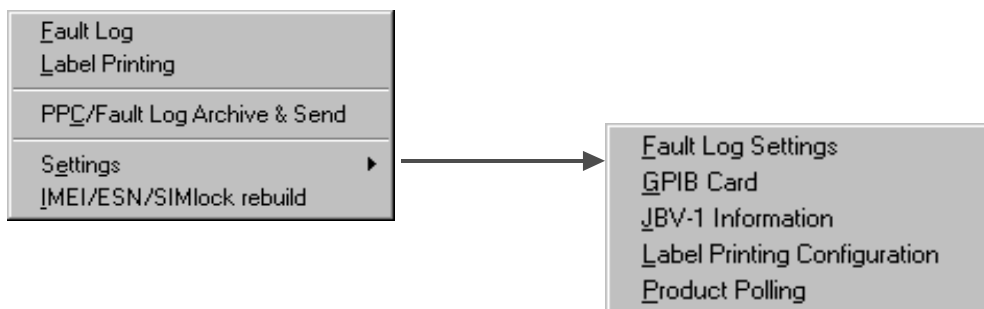
Flashing menu:



Maintenance menu:



Tools menu:



Menus left out

"Edit", "Window" and "Help". These are as standard Windows.

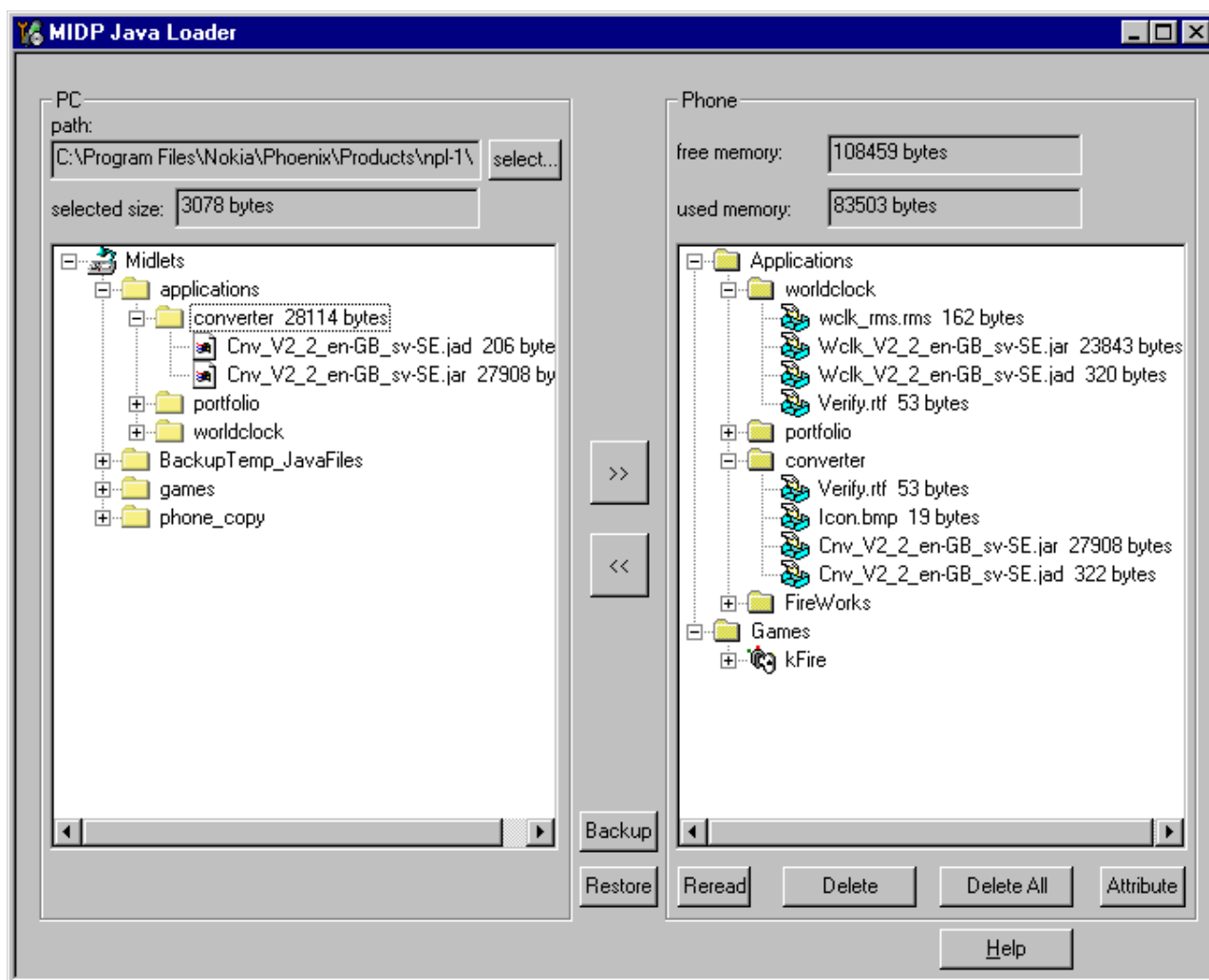
MIDP Java Loader

MIDP - Java file loader UI component is used for copying some selected MidLet-files (*.jad and *.jar) or folders from PC file - system to the phones file-system (please do not copy single files, since a Midlet is only executable if the proper jar and jad files are available in one folder). Only one Java application could be in one folder. This dialog can also be used for saving some MidLet-files or folders from the phone to the PC file-system.

The left side of the window represents the PC side. First of all, you have to select your root directory where the PC file structure of the MidLet files is available.

The right side of the window represents the phone side. If you choose a connection to the phone, the contents of the phone is read and the free and used memory is displayed.

With the two buttons download [>>] and upload [<<] between the two windows, the selected files/folders are copied from one side to the other.



PC ... group()

- path: the selected PC MidLet-file/folder path is displayed.
- select. . . button(): the Select Folder window is displayed.
- selected size: the total size of the selected files/folder is displayed.
- TreeView window: the .jar .jad .bmp .rms .txt and .rtf files and their folders of the file- system are displayed.

Phone ... group()

- Free memory: the free memory for storing files/folder in the phone is displayed.
- Used memory: the used memory by files/folder in the phone is displayed.
- TreeView window: the .jar .jad .bmp .rms .txt and .rtf files and their folders of the file-system are displayed.
- Attribute . . . button(): the read only flag of the selected file(s) is set / reset in the phone.
- Reread. . . button(): the phones content is read again.
- Delete. . . button(): the selected file(s)/folder(s) are deleted in the phone. Predefined folders and files/folders with read only flag are excluded. Confirmation must be given.
- Delete All. . . button(): all files/folder are deleted in the phone. Predefined folders are excluded, Files/folders with read only flag can be deleted. Confirmation must be given.

>>. . . button():

The selected files/folders are downloaded from PC to the phone

<<. . . button():

The selected files/folders are uploaded from phone to the PC's folder phone_copy.
It is required, that the folder exists as a sibling folder of applications orgames.

Backup . . . button ():

All files and folders inclusive the read only flags are copied from the phone to the PC to the folder BackupTemp_JavaFiles.

Restore. . . button():

First off all the files and folders in the phone are deleted. Then all files and folders inclusive the read only flags from the last Backup are copied from the PC to the phone.

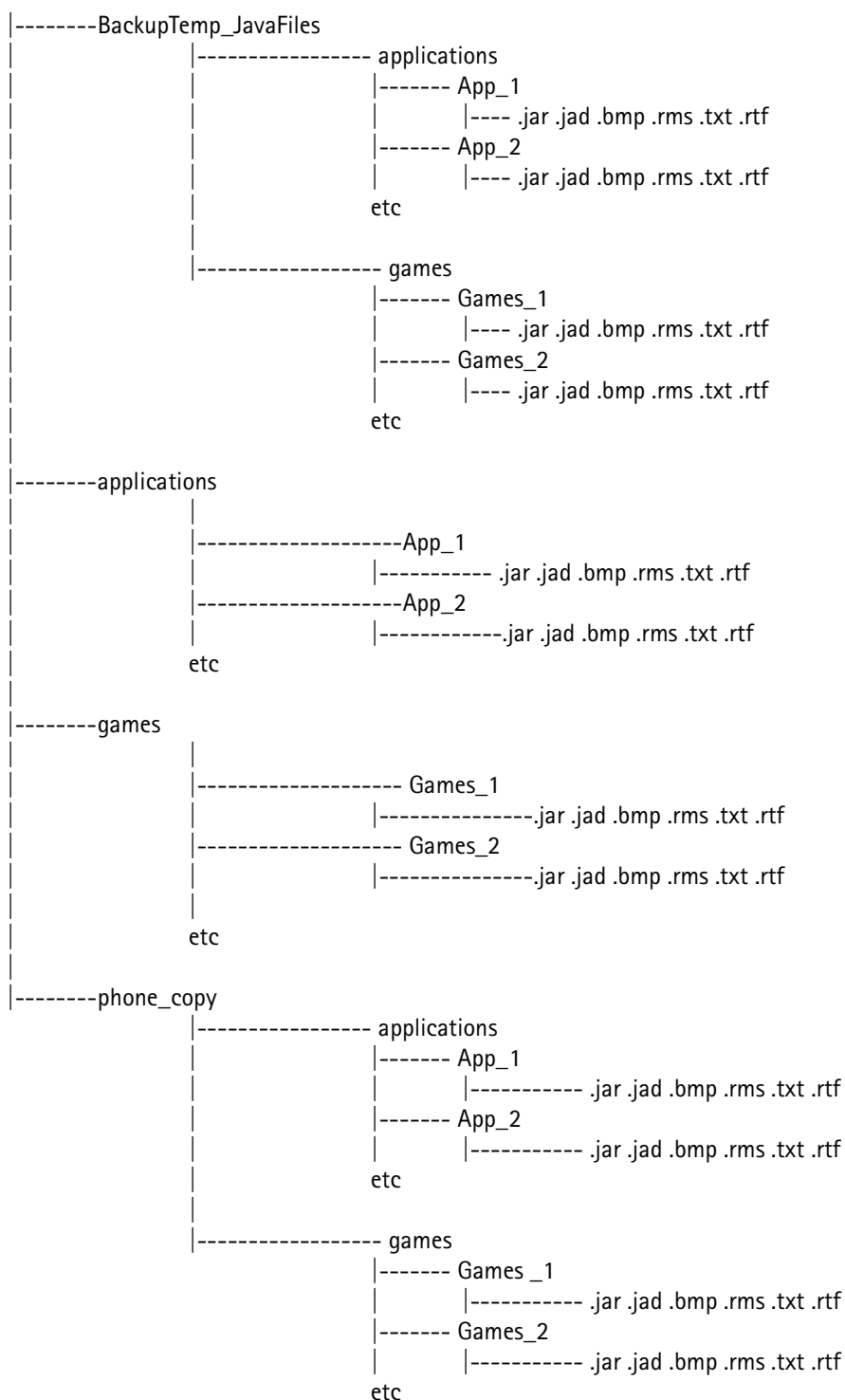
Help . . . button()

Help for the MIDP Java loader, error messages are described in a chapter Help.

Treeview PC side

For downloading single files or complete folders, the file(s)/folder(s) has to be selected. Selecting the folder, will create a folder in the phones appropriate subfolder (applications or games) and copies all included files to the phone. To start the copy process, press the Download button [>>].

The folder structure must look like the following example:






Treeview phone side

For uploading single files or complete folders, the file(s)/folder(s) has to be selected. Selecting the folder, will create a subfolder on the PC under the equivalent subfolder (in folder phone_copy) and copies all included files to the PC. Selecting a single file will create a subfolder on the PC under the equivalent subfolder (in folder phone_copy) and copies the selected file to the PC. To start the copy process, press the Upload button.

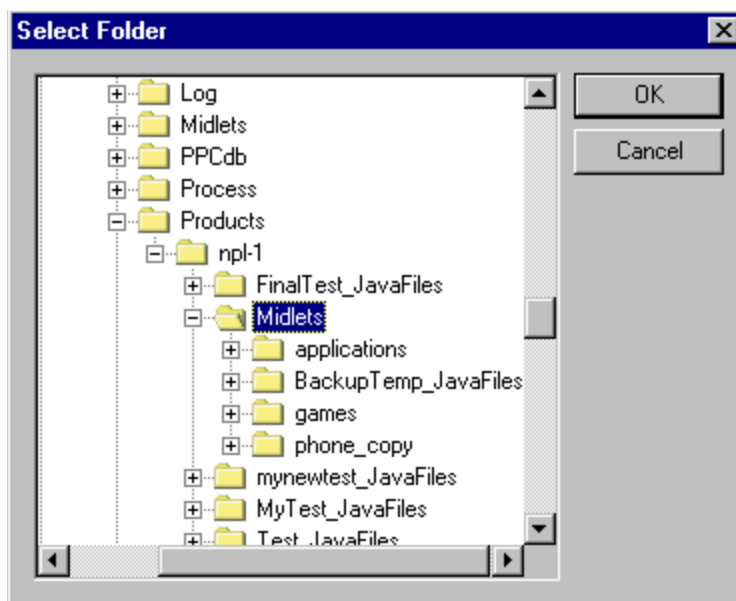
For deleting files/folders in the phone, the files/folders have to be selected.

For setting the read only flag the file(s) have to be selected

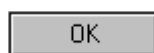
-  Icon of a read-writeable file
-  Icon of a read-writable folder
-  Icon of a read only file/folder

Select Folder

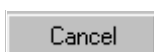
To change the drive or the folder path you have to select the new folder with Select...



As a child folder of the selected path the folders applications and games are expected. Other-wise a warning is shown. If the folder phone_copy does not exist, it is created by the upload of data from phone to PC.

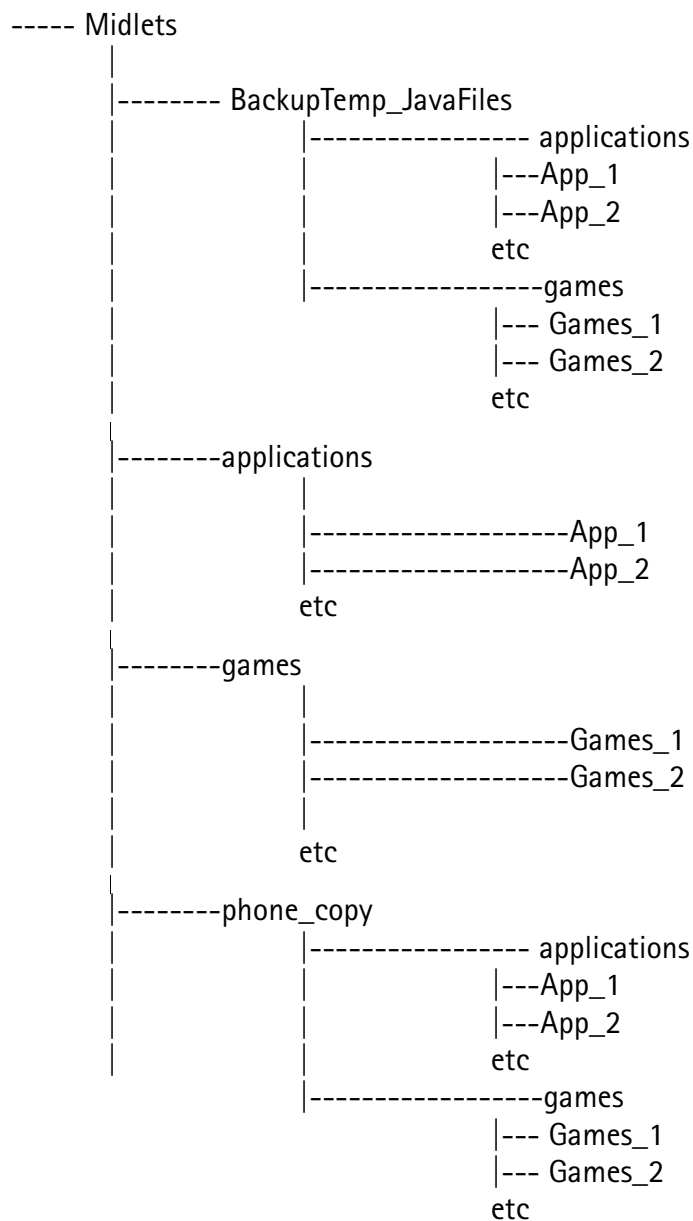


the selected path is stored and displayed in the main window.

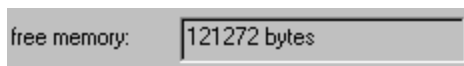


no action is taken.

The folder structure must look like the following example:

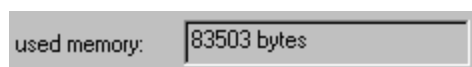


free memory



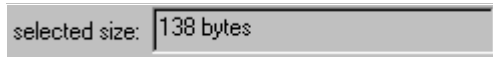
The free reserved memory in the phone for downloading new files is displayed

used memory



The used memory by the applications and games in the phone is displayed

selected size



The total size of the files to be downloaded is displayed. If the selected file is bigger than available free memory, a warning is given before download starts. It can not be guaranteed that the operation will end successfully.

Download



By pressing the >> button, all selected files and folders from the PC side are copied to the phone. If there is not enough free memory in the phone, a warning is given.

Upload



By pressing the << button, all selected files and folders from the phone side are copied to the PC. If the folder phone_copy on the PC does not exist as a sibling folder of applications and games, it is created automatically.

Set attribute flag



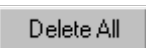
By pressing the Attribute button the read only flag for the selected files on the phone is set or reset, depending on his initial state.

Delete



By pressing the Delete button the selected files and folders on the phone are deleted. A confirmation must be given. Only files/folders without read only flag can be deleted.

Delete All



By pressing the Delete All button all files and folders on the phone are deleted. A confirmation must be given.

If confirmation yes is given, then all files and folders are deleted inclusive the files/folders with read only flag.

path:



The currently used path is displayed.

Backup



By pressing the Backup button all files and folders in the phone are copied to the folder BackupTemp_JavaFiles on the PC. A **Midlet Link File** (BackupTemp_JavaFiles.mlf) is created and the read only flag and the full path and filename on the PC are stored.

Restore



By pressing the Restore button first off all the Delete All command is executed. After all files have been removed the files and folders from the **Midlet Link File** (BackupTemp_JavaFiles.mlf) are copied to the phone and the corresponding read only flags are set.

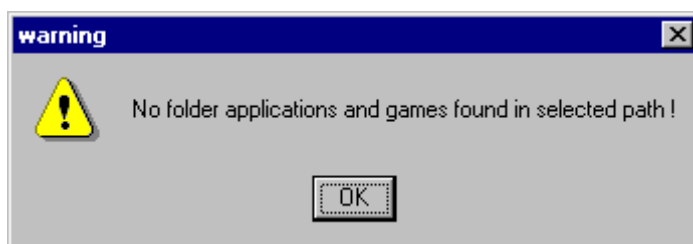
Reread



Pressing the Reread button the phone is queried and his content is shown again.

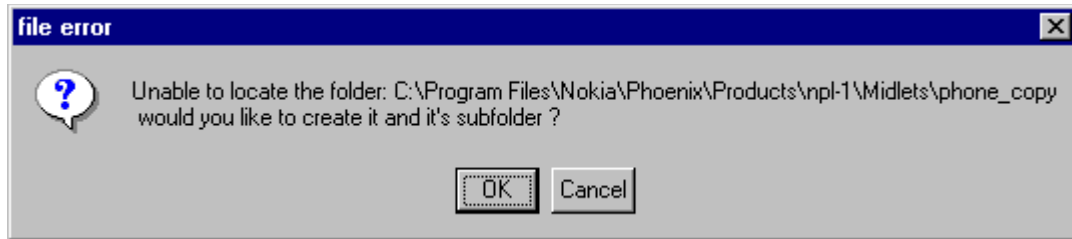
Help

Help for error text:



The folder applications and/or games do not exist as a child folder of the selected "path:".

Use select... button to change to a folder-structure as described in Select Folder.



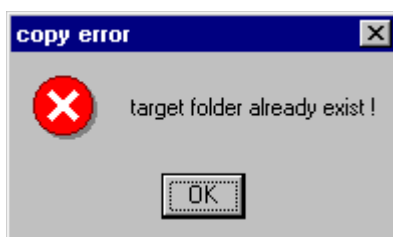
In the folder phone_copy the files and folders of the upload command are stored. It is required, that the folder exists as a sibling folder of applications and games. OK will create the folder.



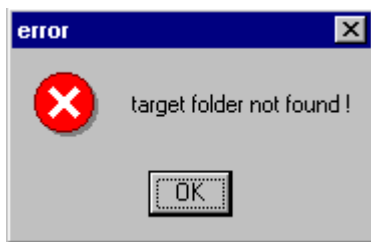
Error from the phone file system. Not enough reserved memory in the phone. If there is enough free memory in phone, the file manager tries to use this memory. Success is not guaranteed.



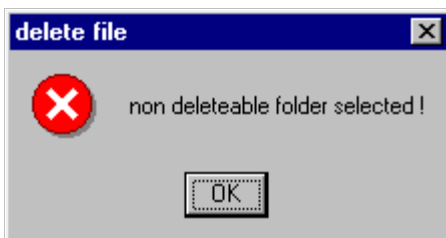
Error from the phone file system. Neither a folder applications nor a folder games exist as child folders of the selected folder in "path:". Use select... button to change to a folder-structure as described in Select Folder.



Error from the phone file system. The phones file manager cannot create a sibling folder with the same name.



No destination folder in the phone found with the same name in parent folder then selected on the PC side. Select the folder and the file in the PC side window.



A pre-defined folder, which can not be deleted, was selected.



FMAN error status = xx

Internal error message from the phones file manager. Reflash phone.

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