

# MMS Home Studio

This document describes the function of the Sony Ericsson MMS Home Studio

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## About MMS Home Studio

The MMS Home Studio allows you to compose and manage MMS messages and may be connected to a mobile phone for downloading the MMS to the phone.

MMS stands for Multimedia Messaging and is a service that allows you to send and receive messages containing a combination of text, sounds, images and video.

## Navigating the MMS Home Studio

When you navigate in the MMS Home Studio, you can reach different functions in more than one way. This is Windows standard. You can reach a function by:

- Selecting it from a menu.
- Clicking the corresponding button in the MMS Home Studio window.

### The MMS Home Studio window

The window is divided into three different views:

- Archive Browser - to the left. In this view, you can browse for pictures and sounds on your computer. You can also record sounds from a microphone if your computer supports that.
- Composing Area - in the middle of the application window. This area contains a picture editor, sound information, text field and slide list with thumbnail presentation of the slides in the message. Here you can find the Download button for downloading the message into your phone.

Viewer - to the right. In this view, you can see the picture of a currently selected phone with the slide that currently is in focus. Here you can play the created message to see how the message will be presented after it has been downloaded to the phone.

## Connecting the phone to your computer

You can connect the phone to your computer in one of four different ways (depending on support in phone):

Serial Cable

USB Cable

Infrared

Bluetooth

- **Connecting using a serial cable (RS 232)**

Locate the serial port on your computer. It is usually found at the back of the system box. Insert the connector on the cable into the serial port on your computer. Insert the connector on the other end of the cable into the serial port on your phone.

**Note:** You should not have to apply force when inserting the connector into the port on your phone. If you have difficulty connecting the cable to your phone, you may be attempting to insert the connector upside down.


- **Connecting using a cable (USB)**

Locate the USB port on your computer. Insert the connector on the USB cable into the USB port on your computer. Insert the other end of the cable to your phone.

- **Connecting using infrared ports**

Make sure that your phone is switched on and that the infrared port is activated. Refer to your user's manual for instructions on activating the phone's infrared port. Position the phone's infrared eye to face the infrared eye on your computer.

**Note:** If the phone is connected via infrared with the computer, one of

these symbols  appears in the notification area/system tray. If the phone's infrared modem does not connect, and your computer has more than one infrared eye, position the phone next to the other infrared eye. IR might have to be enabled on you computer first.

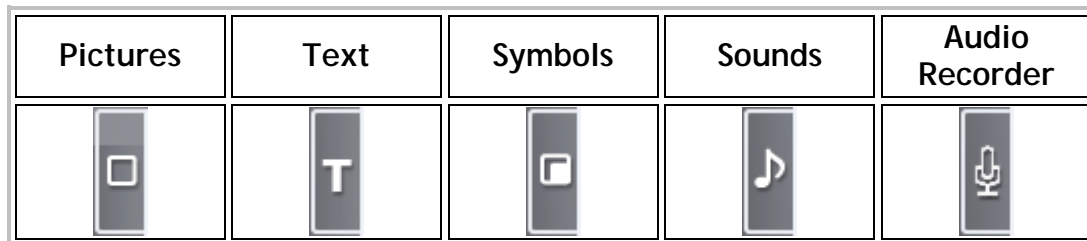
- **Connecting using Bluetooth™ wireless technology**

You can use Bluetooth™ wireless technology to set up communications between your computer and your phone. Your phone automatically establishes contact with your computer if you are within 10 metres of the computer. Make sure that your phone is switched on and that Bluetooth communication is activated. Refer to your user's manual for instructions on activating Bluetooth communication in the phone.

When you connect your phone to your computer for the first time, a Connection Wizard tries to identify your phone. Follow the instructions in the wizard. Please allow up to 20-30 seconds for the Mobile Phone Monitor to find the phone and connect to it.

# Archive Browser

At the left in the program window, there is the Archive Browser where the thumbnail pictures of the media files stored in the archive can be viewed. This Browser contains five tabs:



See also:

- [Pictures](#)
- [Text](#)
- [Symbols](#)
- [Sounds](#)
- [Audio Recorder](#)

## Pictures

Clicking on the Pictures tab in the Archive Browser the list of the pictures stored in your archive will be displayed. These pictures can be used as backgrounds in your slides.

You can add a background picture to your slide in one of the two ways described below:

- Select a picture from the list, click **Add** and the picture will be added to your composing slide. Or just double click on the picture in the list and it will be added to your slide.
- Click **Browse** and the **Picture Browser** dialog will be shown. Browse for a picture stored on your computer, select a picture, edit your picture using Zoom, rotate etc and click add. The picture object will automatically be added to your composing slide.

## Text

When clicking on the Text tab in the Archive Browser the tools for managing text objects in your slide will be displayed. Here, you can do the following:

### Add text object to your slide

In the text box, replace the default text <New Text> with your own text. Click **Add** and your text will be added to the containing slide.

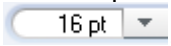
### Change the font of text

In the first drop-down list box, select the font name you want to use.



### Change the size of text

In the second drop-down list box, select a point size you want to use for your text




### Apply bold or italic formatting to text or underline text


Select the text you want to edit and click on one of the 3 buttons



### Change the colour of the text

Select the text you want to change to a different colour. To apply a different colour click  and the **Colour** dialog will be displayed. In this dialog you can select the colour you want. Click **OK** and the selected text will change to the new colour.

### Change the colour of the text by copying a colour from an area or an object

In the toolbox, click . Click the area in your slide containing the colour you want to copy and the selected text will automatically change to the new colour.

## Symbols

Click on the Symbols tab in the Archive Browser and the list of the symbols stored in your archive will be displayed. These symbols can be used as picture objects in your slides.

You can add a picture object to your slide in one of the two ways described below:

- Select a symbol from the list, click **Add** and the picture object will be added to your composing slide. Or just double click on the symbol in the list and it will be added to your slide.
- Click **Browse** and **Picture files** dialog will be shown. Browse for a picture stored on your computer, select it and click **Open**. The picture will automatically be added to your composing slide.

## Sounds

When clicking on the Sounds tab in the Archive Browser the list of the music files stored in your archive will be displayed. These music files can be used as sound objects in your slides.

You can add a sound object to your slide in one of the two ways described below:

- Select a sound from the list, click **Add** and the sound object will be added to your composing slide. Or just double click on the sound in the list and it will be added to your slide.
- Click **Browse** and **Audio files** dialog will be shown. Browse for a music file stored on your computer, select it and click **Open**. The sound object will automatically be added to your composing slide.


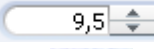


**Note:** When a sound is selected the slide time is automatically set to the length of the sound. If the slide time is changed to a shorter time and if new slides (without sound) are added after the current slide, the sound will go on during the following slides too. The sound clip length can be changed in the Audio recorder.

## Audio Recorder

When clicking on the Audio Recorder tab in the Archive Browser the tools for recording a sound and adding it to your slide will be displayed.

You can record a sound and add it to your slide in one of the two ways described below:


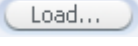



**Record from an audio input device**

1. Select the **Source** button, , and the Windows Recording Control dialog will be displayed.
2. Check that the wanted input device (microphone, CD player etc) is selected in the Record Control dialog. Adjust the recording volume for the selected device and close the dialog.
3. Under the **Rec time**, , select the length for your sound.
4. Click on the **Rec** button, , and record the sound.
5. When the sound is recorded, you can listen to it by clicking on the play button, .

**Note:** If you have recorded music or voice via a microphone and there is no sound when clicking on the play button, do the following: make sure the microphone is turned on and check the connection between the microphone and the computer. Some systems have several locations where a microphone can be plugged in.

6. Under the **Name**, insert the name for your sound.
7. Select the **Add to slide** if you want to add the sound to the current slide.
8. Click **Add** and the sound will be added to sound list. If **Add to slide** is selected, the sound will automatically be added to your composing slide.

### Record from file

1. Select the **Source** button, , and the Windows Recording Control dialog will be displayed. Make sure you are using the mixer capabilities of your PC. Check under properties to find Mixer (Win 2000) or Stereo or Mono Mix (XP).
2. Select the **Load** button, , and the **Load Audio file** dialog will be displayed.
3. Browse for a music file stored on your computer, select it and click **Open**. The name of the sound will be displayed in the text box below.
4. Select the **Edit** button, , and the **Audio Editor** dialog will be displayed.
5. Choose start position for your sound clip by moving the first slider to the right. Choose end position for your sound clip by moving the second slider to the left.
6. Close the **Audio Editor** dialog.
7. Click on the **Rec** button, , and record the sound.
8. When the sound is recorded, you can listen to it by clicking on the play button, , under the **Record from file**.
9. Under the **Name**, insert the name for your sound.
10. Select the **Add to slide** if you want to add the sound to the current slide.

11. Click **Add** and the sound will be added to sound list. If **Add to slide** is selected, the sound will automatically be added to your composing slide.

## Composing Area

In the middle of the program window, you can find a composing area where the slides in a message can be created and edited.

This area contains of:


- [Picture editor](#)
- [Slide list](#)
- [Toolbar](#)




## Picture editor

The picture editor contains a slide presentation that is larger than the actual slide size in the message, to make it easier to work with. In the picture editor, you can create the slide from a background picture or background colour, several picture objects, text objects and a sound. The picture objects and text objects are layered on the top of the background. These objects can be moved, resized and ordered.

Above the picture editor, the name of the message and the number of the slide, e.g. "Slide 1", is displayed.

Below the picture editor the text field is displayed. Here you can enter the text message.

When a sound is added to a slide, the name of the music file is displayed beside the  icon. Here you can also do the following:

- Play the sound by clicking on the  button.
- Stop playing the sound by clicking on the  button.
- Remove a sound from the slide by clicking on the  button.

### Right click menu

Right clicking in the picture editor activates a menu with following options:



- *Add text*  
Selecting this option a new text object will be added to the composing slide. You can double click in the text object and change the default text, "<New text>" to your own text.
- *Add picture from file...*  
This option displays a **Load picture** dialog where you can browse for a picture file that you want to add to your slide as a picture object.
- *Set new background from file...*  
This option displays a **Load picture** dialog where you can browse for a picture file that you want to add to your slide as a background picture.
- *Set background colour...*  
This option displays a **Colour** dialog where you can select a colour for your slide background. In case you don't want to add a background picture to your slide, this is an excellent way to change a default, white background colour, into another colour, and add just a picture, text or sound object to your slide.

**Note:** If you have already added a background picture to your slide, and then selected a background colour, the background picture will be removed and the selected colour will fill the background in your slide.

Right clicking on the picture object or text object activates a menu with following options:


- *Duplicate*  
This option will duplicate a selected object.

**Note:** A new object will always be placed in the top left corner of the picture editor. If the duplicated object is also placed in the top left corner in the slide, the new object will be placed exactly over the old one. In that case, select the object and drag it down or to the right, and the old object will become visible.

- *Delete*  
This option will delete a selected object.
- *Bring to Front*  
When choosing this option, a selected object will be placed in the front of the other objects in the slide.
- *Send to Back*  
When choosing this option, a selected object will be placed behind the other objects in the slide.

## Slide list

The slide list is displayed below the picture editor. This list contains all slides included in a message. Each slide is presented as a thumbnail picture containing following information:

- the number of the slide,
- the  icon, which shows that the sound object is added to the slide, and
- the length of the slide.




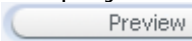

## Right click menu


Right clicking in the slide list activates a menu with following options:

- *Add new*  
Selecting this option a new empty slide will be added at the end of the slide list. This empty slide will get a focus in the list and it will be displayed in the picture editor.
- *Insert New*
  - Selecting **Insert New - Before** will add a new empty slide to the list, before the currently selected slide. This empty slide will get a focus in the list and it will be displayed in the picture editor.
  - Selecting **Insert New - After** will add a new empty slide to the list, after the currently selected slide. This empty slide will get a focus in the list and it will be displayed in the picture editor.
- *Duplicate*
  - Selecting **Duplicate - Before** will add a copy of the selected slide to the list, before the currently selected slide. This new slide will get a focus in the list and it will be displayed in the picture editor.
  - Selecting **Duplicate - After** will add a copy of the selected slide to the list, after the currently selected slide. This new slide will get a focus in the list and it will be displayed in the picture editor.
- *Delete*
  - Selecting **Delete - Slide** will remove a selected slide from the slide list.
  - Selecting **Delete - Image** will empty all image contents of the selected slide (background picture, background colour, picture objects and text objects).
  - Selecting **Delete - Sound** will delete the sound from the selected slide in the slide list.
  - Selecting **Delete - Text** will delete the text message.

## Toolbar

A few buttons are displayed by the side of the picture editor and the slide list.


- Click on the  button and a copy of the selected slide will be added to the list, after the currently selected slide. This new slide will get a focus in the list and it will be displayed in the picture editor.
- Click on the  button if you want to remove the selected slide from your message.
- Click on the  button and a new empty slide will be added at the end of the slide list. This empty slide will get a focus in the list and it will be displayed in the picture editor.
- Click on the  button and a **Viewer** window will be displayed.
- Click on the  to start downloading message into your phone.

The length of a slide, , is displayed beside the picture editor. Here, you can change the length for the individual slide presentation. The length of a whole message is displayed under the **Total time**, below the slide list.

If your phone is properly connected to the computer, the name of the phone and a blinking phone connection indicator are displayed beside the picture editor.

## Viewer

The Viewer is a window that contains a picture of the phone where the message is displayed as it will appear for the receiver.

If the Viewer window is not visible at the program start it could be activated by clicking on the  button, in the composing area. If you want to activate this window each time at the program start, select the option **Show preview player at program start** in the **File - Settings - Preferences** dialog.

See also:

- [Preview Player](#)

## Preview Player

The Preview Player is shown in the Viewer window. The preview of your message takes place in the display of the phone picture.

Below the phone picture you can find the buttons to manually stop and start the preview.

The phone picture should be chosen depending on what phone model the receiver of the composed MMS has. You can change the phone model by selecting a new **Preview type** in the **File-Settings-Appearance** dialog.

## File menu

When you choose the **File** menu from the menu bar, the following menu items are displayed:

- *New*  
When you choose this option, an empty, untitled message will be opened.

**Note:** If you have an unsaved, opened message, when you choose **File-New** option, the **Save** dialog appears. Click **Yes** if you wish to save current message or **No** if you don't wish to save last changes in opened message.

- *Open...*  
When you choose this option, the **Open Message** dialogue appears. From the list under the **Messages** select the message you wish to open. The message name will appear under the **Message Name**. Select **Open** and the message will be opened.

**Note:** If you have an unsaved, opened message, when you choose **File-Open** option, the **Save** dialog appears. Click **Yes** if you wish to save current message or **No** if you don't wish to save last changes in opened message.

- *Save*  
When you choose this option, the open message will be saved.

- *Save as...*  
When you choose this option, the **Save Message As** dialogue appears. Under the **Message Name** insert the name to your message and click **Save**.
- *Delete...*  
When you choose this option, the **Delete Messages** dialogue appears. From the list under the **Select messages to delete** select the message you wish to delete. Click **OK**. The **Confirm Folder Delete** dialogue will be displayed. Click **Yes** to confirm the deletion or **No** if you don't wish to delete the message.

**Note:** It is not possible to delete a currently open message.

- *Settings...*  
When you choose this option, the **Settings** dialog appears. Most of the program settings can be changed from the settings dialog. E.g. Preview Player display, Splash Screen display, current Communication link, Preview type, image format, time format, ... For detailed information and instructions, see help page [MMS Home Studio settings](#)
- *Exit...*  
When you choose this option, the dialogue is displayed that asks you to confirm closing program selection. Click **Yes** if you wish to close the MMS Home Studio.

## Slide menu

When you choose the **Slide** menu from the menu bar, the following menu items are displayed:

- *Add new*  
Selecting this option a new empty slide will be added at the end of the slide list. This empty slide will get a focus in the list and it will be displayed in the picture editor.
- *Insert New*
  - Selecting **Insert New - Before** will add a new empty slide to the list, before the currently selected slide. This empty slide will get a focus in the list and it will be displayed in the picture editor.
  - Selecting **Insert New - After** will add a new empty slide to the list, after the currently selected slide. This empty slide will get a focus in the list and it will be displayed in the picture editor.
- *Duplicate*
  - Selecting **Duplicate - Before** will add a copy of the selected slide to the list, before the currently selected slide. This new

- slide will get a focus in the list and it will be displayed in the picture editor.
    - Selecting **Duplicate - After** will add a copy of the selected slide to the list, after the currently selected slide. This new slide will get a focus in the list and it will be displayed in the picture editor.
  - *Delete*
    - Selecting **Delete - Slide** will remove a selected slide from the slide list.
    - Selecting **Delete - Image** will empty all contents of the selected slide (background picture, background colour, picture objects and text objects).
    - Selecting **Delete - Sound** will delete the sound from the selected slide in the slide list.
    - Selecting **Delete - Text** will delete the text message.
  - *Set Background Colour...*  
 This option displays a **Colour** dialog where you can select a colour for your slide background. In case you don't want to add a background picture to your slide, this is an excellent way to change a default, white background colour, into another colour, and add just a picture, text or sound object to your slide.
- Note:** If you have already added a background picture to your slide, and then selected a background colour, the background picture will be removed and the selected colour will fill the background in your slide.
- *Preview Player*  
 This option shows the **Viewer** window.
  - *Download Picture...*  
 This option displays **Download picture to phone** dialog. Here, you can choose if you want to download the picture currently shown the picture editor window to the phone in JPG or in GIF format. Select the format for your picture and click the **Download** button and the picture will be downloaded to your phone. Follow the instructions on the phone, to start downloading a picture. (The support of different formats may differ between phones)

## Help menu

When you choose the **Help** menu from the menu bar, the following menu items are displayed:

### *About...*

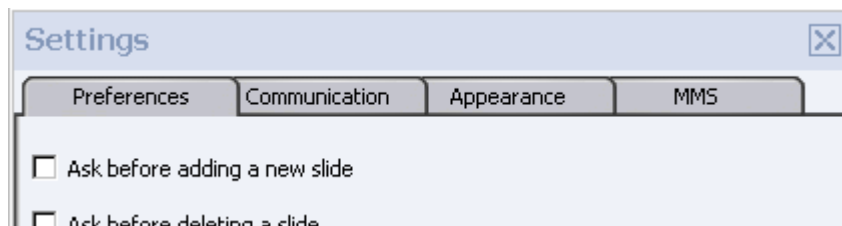
This option displays the dialogue box, which contains basic information about the MMS Home Studio program, e.g. version number. You can also

overview your system information on your computer, by clicking on the **Sysinfo** button in this dialog.

**Note.** Help is available through this document

## MMS Home Studio settings

When you choose the **File-Settings** menu from the menu bar, the **Settings** dialog is displayed.



The **Settings** dialog contains four tabs where you can control appearance of the MMS Home Studio dialogs as well as communication link between your phone and computer.

See also:

- [Preferences](#)
- [Communication](#)
- [Appearance](#)
- [MMS](#)

## Preferences

When you select the **Preferences** tab in the **Settings** dialog, the following options are displayed:

- *Ask before adding a new slide*  
When you select this option, you will always be asked to confirm adding a new slide to your message.
- *Ask before deleting a slide*  
When you select this option, you will always be asked to confirm deletion of a slide from your message.
- *Show preview player at program start*  
Selecting this option, the Viewer window will always be visible at the program start. You can even control the docking state of the Viewer window by choosing one of the options: **Always docked**, **Always undocked** or **Remember last docking state**.

- *Show splash screen at program start*  
When you select this option the MMS Home Studio splash screen will always appear at program start.
- *Blink phone connection indicator*  
When you select this option the phone connection indicator will always blink when your phone is properly connected to computer. When this option is not selected the lamp will not blink, but just shows a constant light when the phone is connected.

After you have changed the default settings, click **Apply** and **OK** buttons to confirm the changes.

## Communication

When you select the **Communication** tab in the **Settings** dialog, the following options are displayed:

- *Use infrared communication*  
To be able to use infrared communication type, you need the following:
    - A mobile phone with an infrared eye which is enabled for communication.
    - A computer with infrared support installed and enabled for communication.
    - An infrared eye connected to your computer. Your computer may have either an embedded (built-in) infrared eye or an infrared serial adaptor (dongle).
  - *Use cable or bluetooth communication*  
To be able to use cable or bluetooth communication type, you need to have Phone Monitor software installed on your computer. Open the **Control Panel** and double-click the **Phone Monitor Options** icon to check your Phone Monitor software settings. It is very important that you have right settings under the **COM Ports** tab in the **Phone Monitor Options** dialog. Click on the **Help** button in this dialog to get more information about how to manage the Phone Monitor software settings.
- Note:** If you don't have the **Phone Monitor Options** icon in the **Control Panel** on your computer, you do not have Phone Monitor software installed and you cannot use cable or bluetooth link to communicate with your mobile phone.
- *Disable phone communication*  
When this option is selected, the program will not try to connect your mobile phone. Sometimes, the program will automatically select this



option at program start, if you have chosen the wrong communication type. For example, if you do not have Phone Monitor software installed and the **Use cable or bluetooth communication** is selected.

After you have changed the default settings, click **Apply** and **OK** buttons to confirm the changes.

## Appearance


When you select the **Appearance** tab in the **Settings** dialog, the options for managing the program window appearance are displayed.

- In the first combo-box, under the **Skin**, you can choose the appearance of the program window. In the picture below the combo-box, the approximate result of your choice is shown.
- In the second combo-box, under the **Preview type**, you can choose the appearance of the **Viewer** window. Here, you should select the receiving phone model. (The phone you like to send the MMS to from your phone)

After you have changed the default settings, click **Apply** and **OK** buttons to confirm the changes.

## MMS

When you select the **MMS** tab in the **Settings** dialog, the options for managing the image format, time format and background colour are displayed.

- Under the **MMS image format**, you can choose between the **JPG**, **GIF** and **BMP**, as a saving format for your images. (Note that BMP might not be supported by your phone)
- Under the **MMS time format**, you can choose between the **Milliseconds** and **Seconds**. (Note that seconds might not be supported by your phone)
- Under the **Default slide background colour** you can select a new default colour for the background in your slides. Every slide you create has a white background colour as default. To apply a different colour click  and the **Colour** dialog will be displayed. In this dialog you can select the colour you want. After you have confirmed your choice, each new slide you create will get a new background colour.

After you have changed the default settings, click **Apply** and **OK** buttons to confirm the changes.

## How to create a message?

### Step-by-step instructions

1. Click on the Pictures tab in the [Archive Browser](#).
2. Choose a picture for the background in the first slide (use one of the default pictures or browse your files to choose one). Double-click on it and it will be added to your slide.
3. Click on the Text tab in the Archive Browser.
4. In the text box replace default text <New Text> with your own text. Click **Add** and the text will be added to your slide.
5. Click on the Sounds tab in the Archive Browser.
6. Choose a music file, double-click on it and it will be added to your slide.
7. Click on the button **Add slide** and an empty slide will be added and displayed for composition.
8. Right-click on your slide in the composing area, select *Set background colour...* and choose a new background colour for your slide.
9. Click on the Symbols tab in the Archive Browser.
10. Choose a picture object, double-click on it and it will be added to your slide.
11. Click on the Text tab in the Archive Browser.
12. In the text box replace default text <New Text> with your own text. Click **Add** and the text will be added to your slide.
13. Position your picture and text object by selecting it and moving it inside the slide.
14. Now, you have created a message that contains two slides. The first slide has a background picture, a text object and a sound object. The second slide has a picture object and a text object.


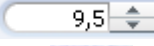


To save a message, choose the **Save as** option from the **File** menu. The **Save Message As** dialogue appears. Under the **Message Name** insert the name to your message and click **Save**.

## How to manage Audio Recorder?


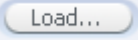



Clicking on the Audio Recorder tab in the [Archive Browser](#), the tools for recording a sound and adding it to your slide will be displayed.

You can record a sound and add it to your slide in one of the two ways described below:

## Record from an audio input device

1. Select the **Source** button, , and the Windows Recording Control dialog will be displayed.
2. Check that the wanted input device (microphone, CD player etc) is selected in the Record Control dialog. Adjust the recording volume for the selected device and close the dialog.
3. Under the **Rec time**, , select the length for your sound.
4. Click on the **Rec** button, , and record the sound.
5. When the sound is recorded, you can listen to it by clicking on the play button, .
  - a. **Note:** If you have recorded music or voice via a microphone and there is no sound when clicking on the play button, do the following: make sure the microphone is turned on and check the connection between the microphone and the computer. Some systems have several locations where a microphone can be plugged in.
6. Under the **Name**, insert the name for your sound.
7. Select the **Add to slide** if you want to add the sound to the current slide.
8. Click **Add** and the sound will be added to sound list. If **Add to slide** is selected, the sound will automatically be added to your composing slide.


## Record from file

1. Select the **Source** button, , and the Windows Recording Control dialog will be displayed. Make sure you are using the mixer capabilities of your PC. Check under properties to find Mixer (Win 2000) or Stereo or Mono Mix (XP).
2. Select the **Load** button, , and the **Load Audio file** dialog will be displayed.
3. Browse for a music file stored on your computer, select it and click **Open**. The name of the sound will be displayed in the text box below.
4. Select the **Edit** button, , and the **Audio Editor** dialog will be displayed.
5. Choose start position for your sound clip by moving the first slider to the right. Choose end position for your sound clip by moving the second slider to the left.
6. Close the **Audio Editor** dialog.
7. Click on the **Rec** button, , and record the sound.
8. When the sound is recorded, you can listen to it by clicking on the play button, , under the **Record from file**.
9. Under the **Name**, insert the name for your sound.

10. Select the **Add to slide** if you want to add the sound to the current slide.
11. Click **Add** and the sound will be added to sound list. If **Add to slide** is selected, the sound will automatically be added to your composing slide.

## How to play a message in MMS Home Studio?


### Step-by-step instructions

- Select **Open** from the **File** menu and open a message.
- The preview of the first slide takes place in the display of the phone picture, in the Viewer window.
- If the Viewer window is not visible, click on the  button and it will be displayed.
- Below the phone picture you can find the buttons to manually stop and start the preview from the beginning. Click on the play button to preview the open message.

**Note:** The phone picture is representing the phone model that will receive your message when you have sent it from your phone. You can change the phone model by selecting a new **Preview type** in the **File-Settings-Appearance** dialog.

## How to download created message in the phone?

### Step-by-step instructions

- When you have created a message, click on the  button.
- Follow the instructions on the phone to start downloading message.

**Note:** A connected phone to download to needs to be indicated beside the picture editor window.

## Uninstall MMS Home Studio

If you want to uninstall the MMS Home Studio, you can easily do so by running the uninstall program in Windows.

#### **Starting the uninstall procedure:**

1. Close the program before uninstalling.
2. Go to **Start | Settings** and select **Control Panel**.
3. Double-click the **Add/Remove Programs** icon.
4. Select **MMS Composer** from the list and click **Add/Remove**.
5. When the computer asks if you want to remove **MMS Composer** from your computer, click **Yes**.
6. A dialogue box, informing you of the progress of the deletion, appears.
7. When this dialog box closes and no error message is shown, the procedure has successfully been completed and the MMS Home Studio has been removed from your computer (a restart may be required).

## **Troubleshooting**

#### **There is no phone connected**

- The MMS Home Studio cannot find a phone connected. Ensure that the phone is switched on.
- Connect your phone to the computer. For additional information, check help page [Connecting the phone to your computer](#). If your phone is connected properly to your computer the phone indicator lamp will automatically light and the phone name will be displayed.
- Please check under file/settings if the communication settings are set in the wanted way.

#### **No phone connected when infrared connection type is selected**

One of the reasons that the infrared connection does not work could be that the infrared port in your phone is set to "off" (not active). Set the infrared port in your phone to "on", wait until contact is established (10-15 seconds). If you are not sure how to activate the infrared port in your phone, refer to the phone manual for detailed instructions.

#### **The connection with your phone is broken**

- Try to manually reconnect the phone.
- Wait until you receive contact (10-20 seconds).

- If the phone indicator lamp does not light and the phone name is not displayed, try to restart MMS Home Studio.
- If the phone indicator lamp still does not light and the phone name is not displayed, try to restart the phone.
- If the phone indicator lamp still does not light and the phone name is not displayed, try to restart the PC and phone.