

Vodafone Mobile Connect Card Driver for Linux

User's guide

Enrique Matías Sánchez

cronopios@gmail.com

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1. Getting Started

Vodafone Mobile Connect Card driver for Linux is a tool which will allow you to establish a connection to the Internet using 3G cards. It will also allow to send and receive short messages from your computer. The cards currently supported are: Huawei E620, Huawei E220 and Option GlobeTrotter 3G+ EMEA¹.

In order to use your 3G device, you should run a fairly recent version of the Linux kernel. You can find out which version you are using by firing a terminal emulator (such as `gnome-terminal` or `konsole`) and then typing the command **uname -sr**. Vodafone Mobile Connect Card Driver for Linux has been tested on Linux 2.6.17 and newer. If you have an older version installed, we would recommend to update it before going on. Your distribution of choice will most likely provide recent versions of the Linux kernel, downloadable from the Internet.

Note: Using Option GT cards with Fedora requires installing nozomi's kernel module RPM package, provided at Vodafone Betavine's Forge.

If Vodafone Mobile Connect Card driver for Linux is not included in your distribution, you can still install it using your package system (`.deb` on Debian/Ubuntu-based systems, `.rpm` in Fedora, Mandriva, SUSE, etc). Before doing so, make sure you have the needed dependencies installed (`python-central`, `python-notify`, `python-twisted`, etc). If you use some other kind of distribution, you will probably need to install the program from its source code (see the documentation).

On Debian-based systems, your username must be a member of the "dip" group in order to be able to establish an Internet connection. You can find out which groups you are a member of by issuing in a console the command **groups**. If you are not a member of the group "dip", you can add yourself by executing **addgroup fred dip**, replacing "fred" by your username.

On other systems, such as Fedora, you will need to have `gksu` or `kdesu` installed in order to be able to connect to the Internet. Those programs will ask for the superuser's password before establishing the connection.

Plug your 3G device to the computer, following the directions found in its userguide. Depending on the model you own, you will have to insert it in a PCMCIA slot, or attach it to the USB ports. Some Linux versions have trouble recognizing some card models. You could need to plug and unplug several times the card, in order to the system to properly recognize it.

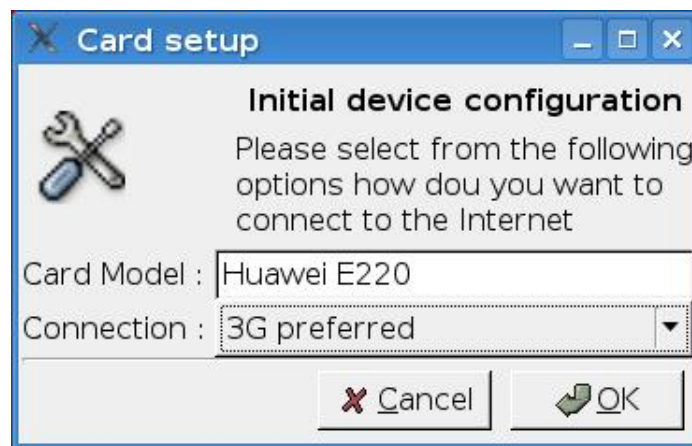
You are now ready to start using your 3G device on GNU/Linux.

Launch Vodafone Mobile Connect Card driver for Linux. It can be done using the desktop environment menus, or issuing this command on a terminal: **vodafone-mobile-connect-card-driver-for-linux**.

Tip: If you find any kind of problem while using this tool, try launching it with the command **vodafone-mobile-connect-card-driver-for-linux-debug**. This will show additional info on the console, which will help you to diagnose the problem.

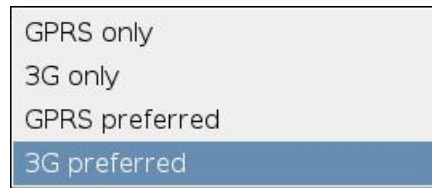
First time you run the program, you will have to do the initial setup. The program will automatically recognize the card model, but you will have to specify your preferred kind of connection.

Initial setup



GPRS (General Packet Radio System) is not a high speed connection, but as it is based on the already existing technologies, its coverage is nearly absolute. On the other hand, 3G is a broadband connection, but as it is a recent technology, there are areas where it has not been deployed yet.

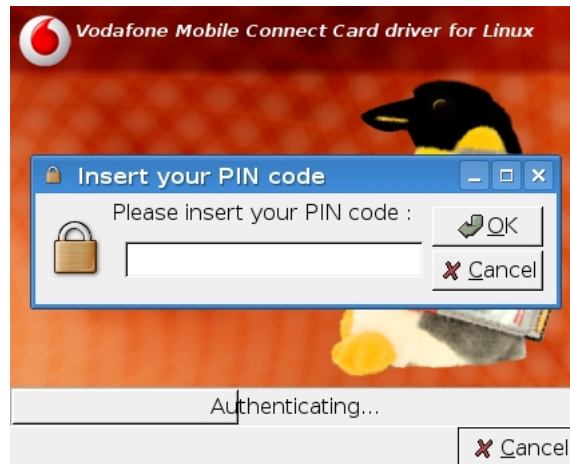
Setting the technology to be used



Generally, it might be wise choosing the 3G preferred option. This way, the system will try to connect using 3G technology. If that is not possible, it will fallback to GPRS.

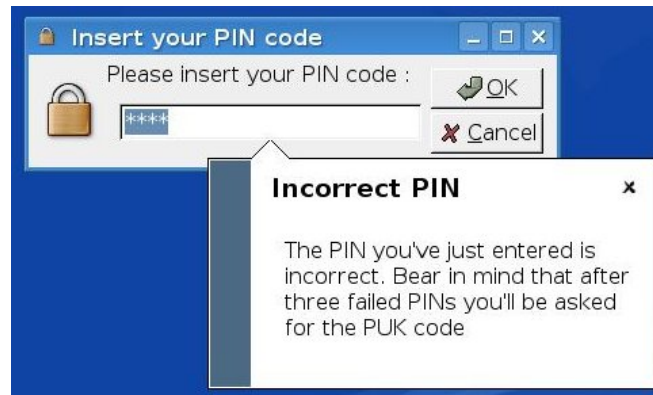
Over the splashscreen a popup window will ask you to enter your PIN (Personal Identification Number) which was provided together with your SIM card (Subscriber Identity Module).

PIN request



Be careful when typing your PIN; if it is introduced wrongly for three times, the card will be blocked, and you will need your PUK (PIN Unblocking Key) to unblock the card.

Wrong PIN

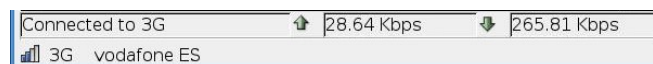


The application will then read the messages and contacts stored in your SIM, and will show its main screen.

2. Connecting to the Internet

In order to connect to the Internet, press the green-colored **Connect** icon in the iconbar (just under the menubar). A small window will popup, telling you that the connection is being established. If the connection is succesful, that window will promptly disappear, and the status bar (at the bottom of the screen) will show de connection mode and the download/upload traffic.

Connection status



Depending on the country you are, and the ISP used, you might need to modify the connection data using the menu entry **Tools**→**Preferences**. You can also have multiple wvdial profiles, customizable from the application itself.

In order to use Internet services (web browsing, e-mail, chat, instant messaging, etc), just launch the appropriate programas and use them as usual. For your convenience, Vodafone Mobile Connect Card Driver for Linux provides **Mail** and **Internet** icons, which will open your default e-mail client and web browser.

If you find any kind of problem while connected to the Internet, you can try the connectivity test located in the menu **Tools**→**Diagnostics**. This test collects information that the technical support team might find useful.

Once you have finished using the Internet, press the red-colored Disconnect button, at the very same place where the connection button used to be.

3. Sending and receiving short messages

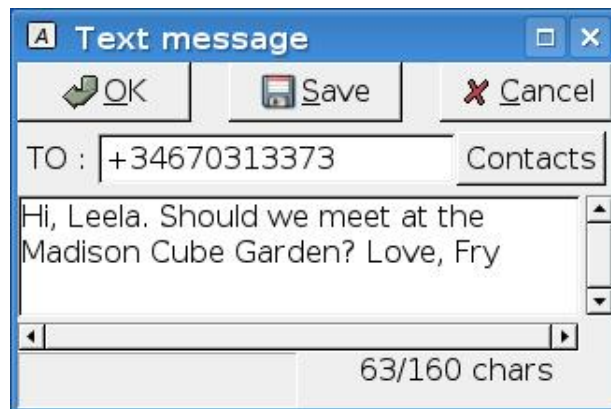
Vodafone Mobile Connect Card Driver for Linux will allow you to send and receive short messages (SMS) from your computer. Under the menu- and iconbars, you will find the SMS and addressbook bar, including the buttons New, Reply, Forward and Delete.

Buttons to send and manage short messages



In order to write a short message, choose **New**→**SMS**, or press the key combination **Ctrl-N**. A new window will popup, where you will be able to type in the telephone number you want to send the short message to, as well as the text itself. The phone number must be introducing using the international format, such as +45670123456, where 45 is the country code. You can select as well any number stored in your addressbook.

Composing a short message

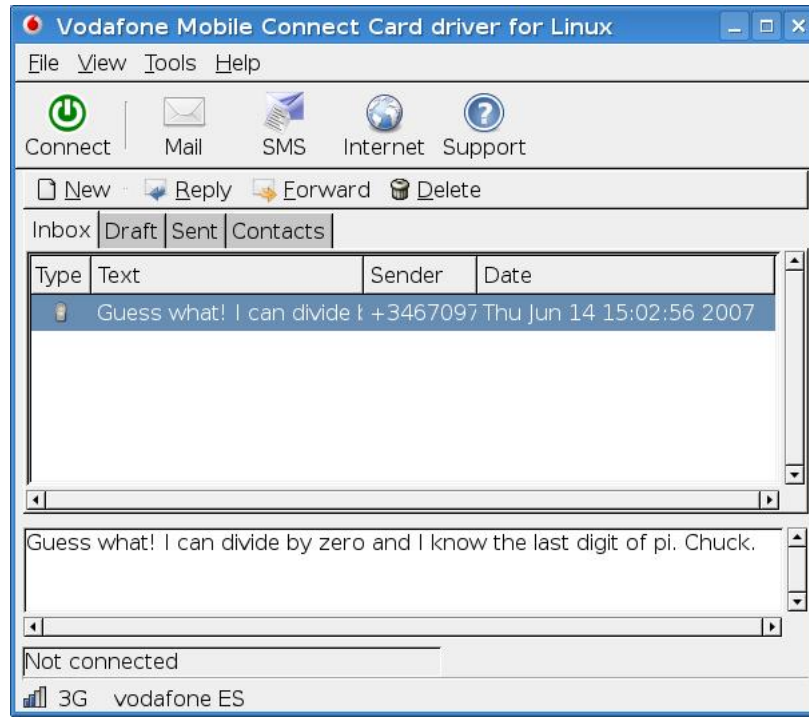


The statusbar shows the amount of characters written so far. Short messages have a limit of 160 latin characters, or 70 UCS2 characters (used to write in some languages such as Chinese). In order to send your message, press the button **Accept**. If you want to delay sending or composing the message, you can store it in Drafts by pressing the button **Save**.

Under the buttons bar, there is other bar with some tabs labeled Inbox, Drafts, Outbox and Contacts.

Received messages are stored in the **Inbox**. They can be sorted by reception date, sender or subject. When selecting a message, its contents will be shown under the list of messages.

Viewing a message



In order to delete a message, select it and press the button **Delete**. To reply or forward a message, use the buttons **Reply** and **Forward**.

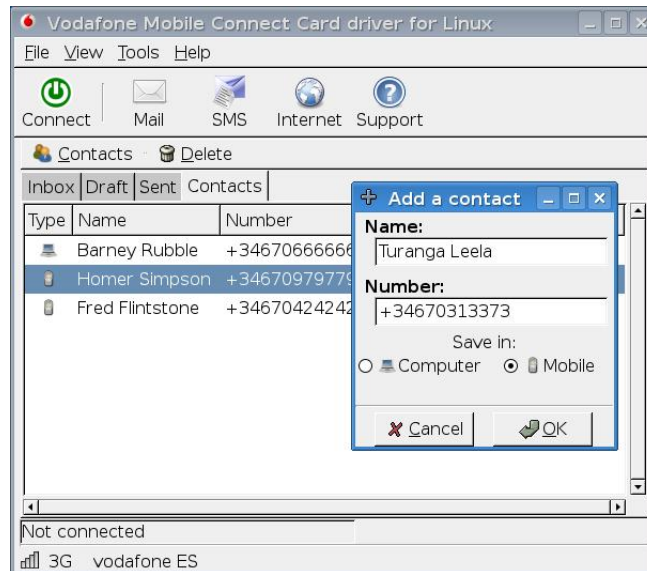
The tabs **Drafts** and **Sent** work exactly the same way, and as their names tell, contain the delayed and already sent messages.

3.1. Addressbook

The **Contacts** tab lists the contents of your addressbook. To add a new contact, choose **Contacts**→**New**, and type in the name and phone number of that person. Specify as well whether you wish to save that information in your computer's hard disk or in your SIM card's memory.

If you want to add the sender of a message to your addressbook, just press with your mouse right button on that message, and choose **Use detail**→**Add to contacts** in the popup menu.

Adding a contact



Contacts can also be imported and exported using .csv files (comma-separated values) from the **File** menu.

In order to find one of the stored contacts, choose **Contacts**→**Find** and enter his name. To edit a contact, select it and press with your mouse left button on the field you want to modify. To delete a contact, select it and press the **Borrar** button.

Notes

1. If you are a programmer, it should be easy to make it work with other cards. Please see the developers' documentation included with the source code.