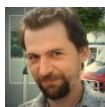


Authors**Unlocking the SX1**

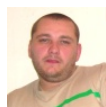
instructions



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Mio



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Average rating: 3.2 (rated 20x)

Finally, after the prayers of many users, there is a way to unlock our beloved SX1 painlessly and mainly by yourself.



Using the procedures or programs listed below is not in accordance with the warranty conditions of the phone manufacturer. By using them, you run the risk of not recognizing the warranty on the device in the event of damage to it.



This instruction can, without perfect understanding of the procedure, lead to damage to your phone (even permanent). Before starting work, read it all thoroughly and if you have any ambiguities, consult them in advance on the designated discussion forum !

**What will we need:**

Torx 5 screwdriver

Service cable DCA-510

Tweezers or a piece of wire

Pegs (clothes pegs) or some clamps

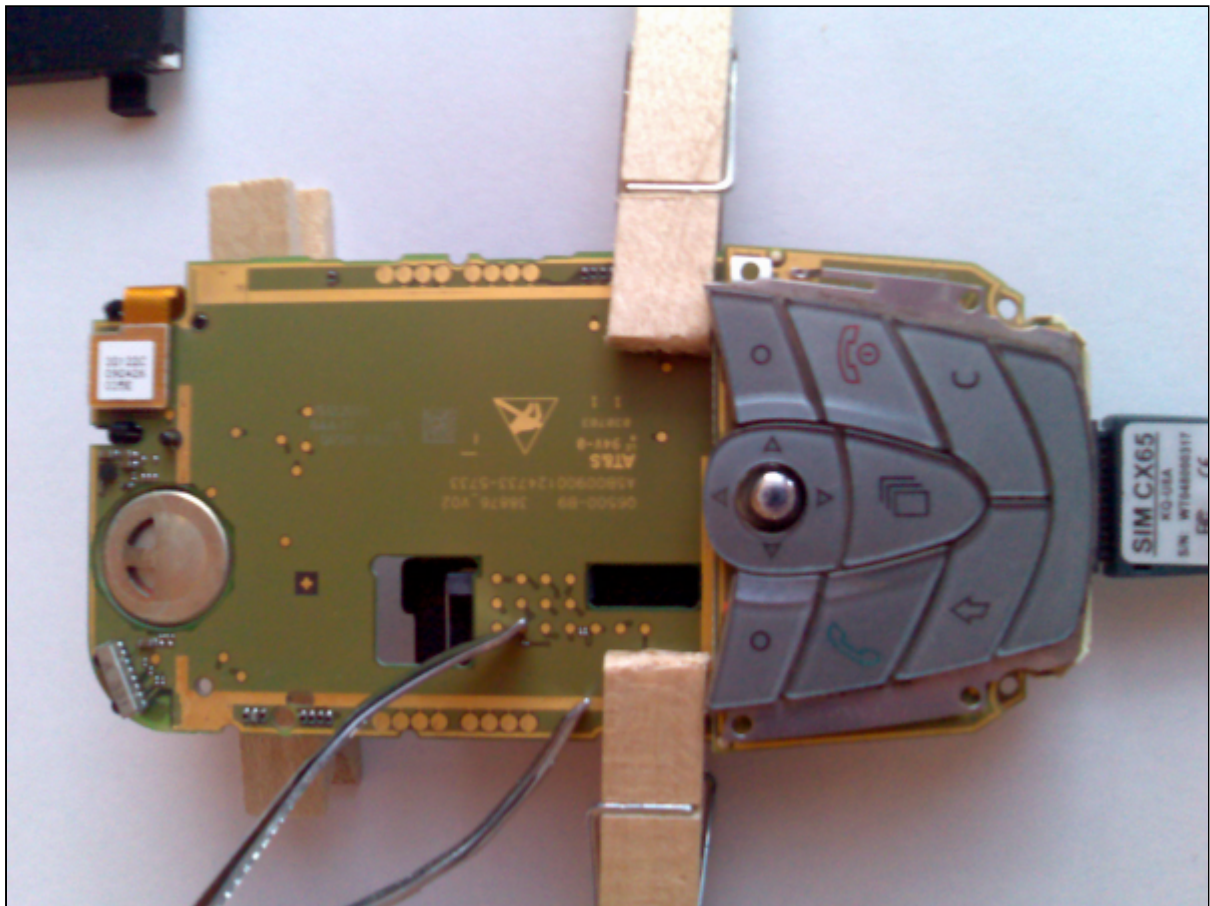
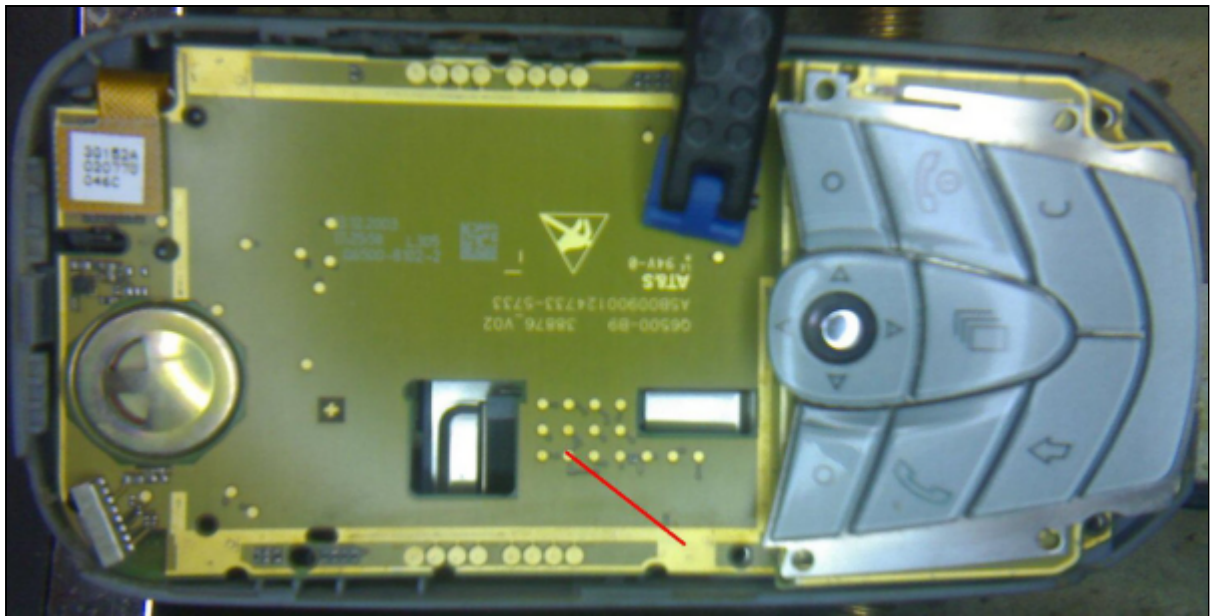
The Joker program



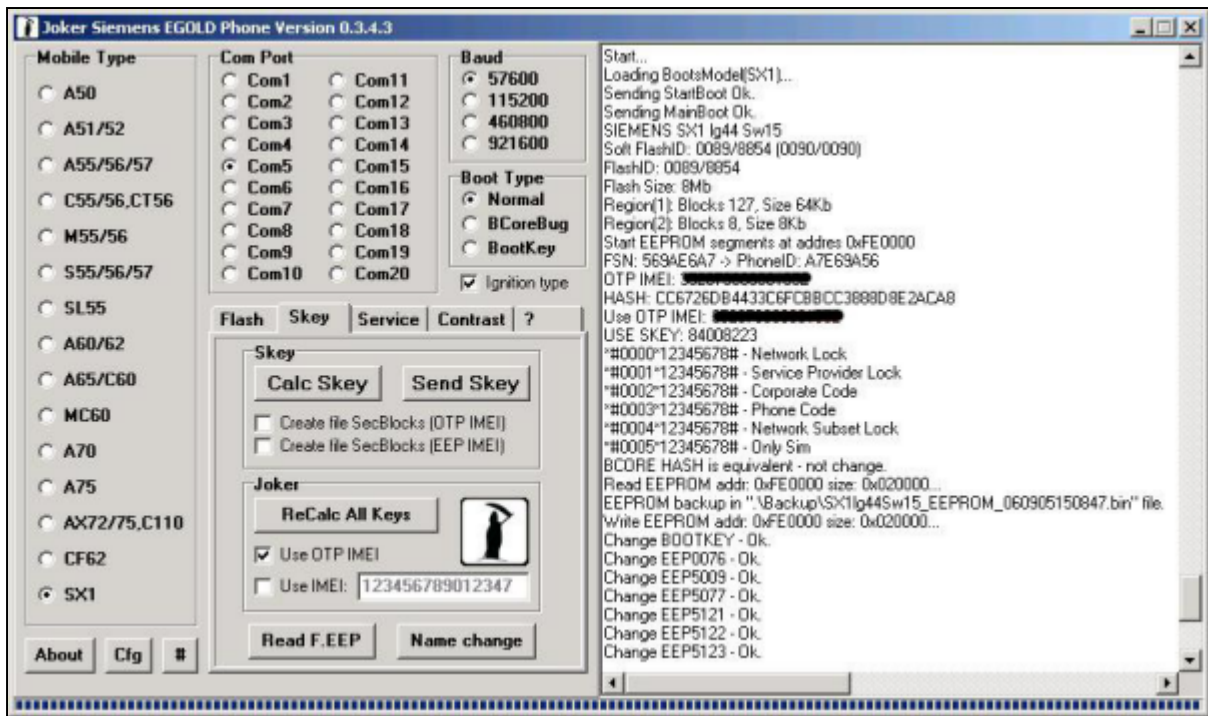
Before we start unlocking, I want to state that the authors of the guide are Krokodyl and Mio, I'm just a secretary who puts it on the website.

I have already written in the introduction what we will need, but I consider it appropriate to elaborate and shed light on the tools used. I guess it's a shame to copy the Torx 5 screwdriver, but we'll use it to disassemble the phone. For successful unlocking, we also need a properly installed DCA-510 service cable and to know which COM port it is connected to. Com port must be in the range of 1 to 20. Download Joker, it doesn't install, it just starts. Another recommended tool is tweezers (thanks Krokodyl), we will use it as a tool to connect the test point. If you don't have tweezers at hand, you can use a piece of wire. And finally, pinch. We will use these to fix the flashlight on the phone board. And one more note, as always, you need to back up everything and fully charge the battery. So that's probably all for the introduction and now we can dive into the work itself.

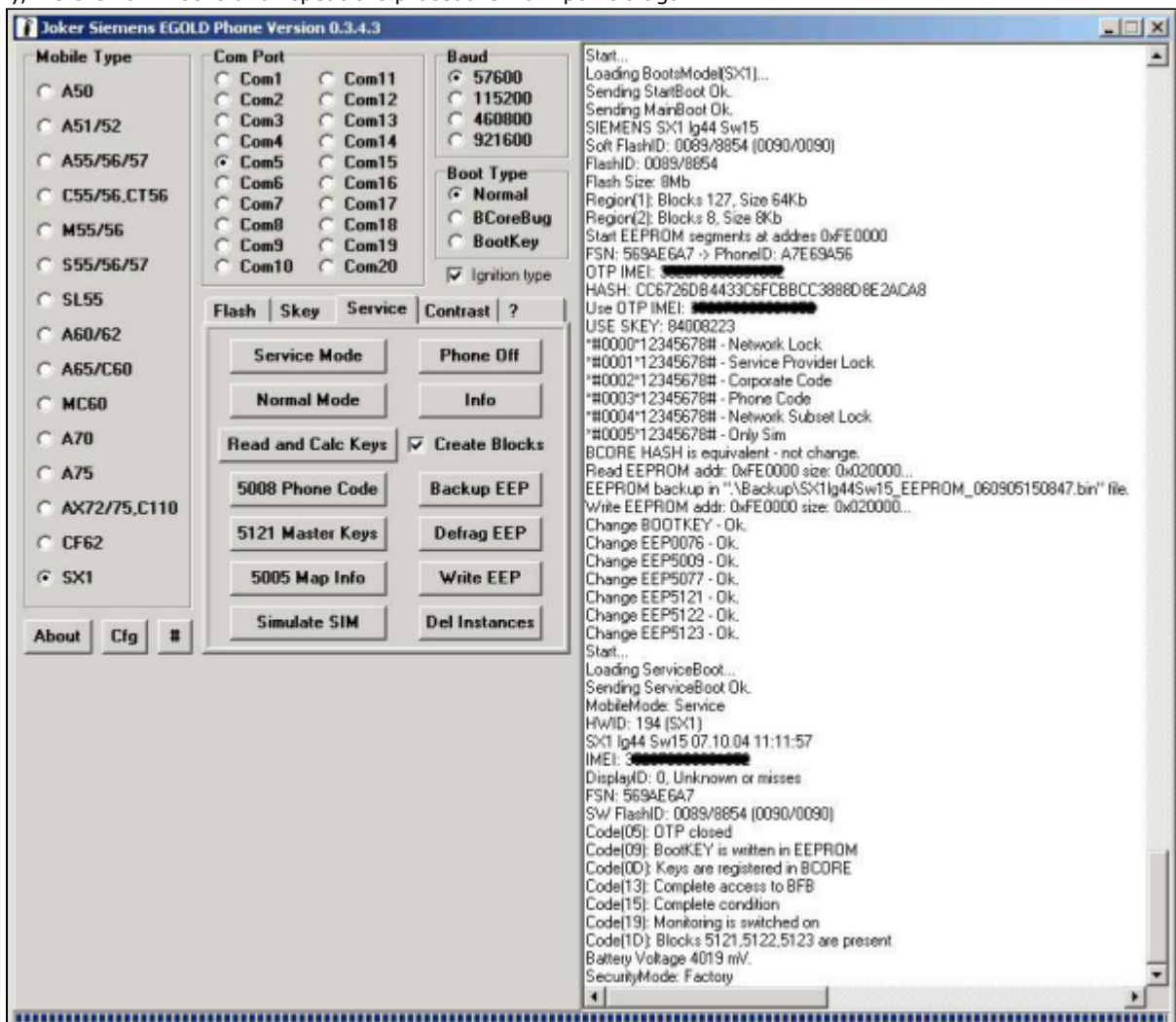
1. We will disassemble the phone according to [this guide](#).
2. We will continue the disassembly. Separate the plastic frame from the keyboard board (it fell off on its own). And finally, very very carefully pull out (towards the keyboard board) the display connector and separate the display. We have the phone disassembled enough.
3. In the next step, we put the keyboard board back on the base board. Place the flashlight on the contacts and secure with pliers. And finally, we carefully insert the cable connector into the phone (that is, its torso). Before the next step, check once again whether the battery is correctly on the contacts and firmly attached.
4. Start the Joker program, set the correct phone type, Com port, speed to 57600 (maybe even more) and Boot Type to Normal.
5. We switch to the Skey tab. We prepare the tweezers and go to do the "dreaded" test point.
6. We click on "Recalc all keys" and then connect the contacts marked with tweezers on the phone and briefly press the red handset. This procedure will set all the codes in the phone according to how they are set in the Joker program. And done, testpoint and unlocking is done.



7. Now we just watch the Joker do his job. The correct listing should look something like this. If you receive a different statement than the one in the picture, repeat the procedure several times until it succeeds.



8. To verify that everything was successful, try clicking on "Service mode" on the "Service" tab. Since the codes are recalculated, there is no need to connect anything, just briefly press the red button. The correct statement is probably like this. The line "Code(1D): Blocks 5121,5122,5123 are present" is important. If the list is different, there is no need to panic and try to FREEZE. We switch to the "?" tab by clicking on "Service mode" and briefly press the red button to put the phone in service mode. Then clicking "Read IMEI" must load the correct IMEI, otherwise we enter the IMEI manually. Finally, we click on Freeze and repeat the procedure from point 6 again.



9. Once we have it unlocked, we can hang up the phone.

Finally, I have a few more comments:

- Codes in the Joker program are set below in "Cfg", namely codes *#0000* to *#0005*.
- After installing Skey (automatically when unlocking), it is no longer necessary to make a test point multiple times, which means that next time you can work with the phone without the need to disassemble it.
- Since your MASTERCODE will be set to 12345678 (or the one set by you), the next time you will locate the phone without the need for a PC, you just have to remember the MC.

Well, that's about it. Just at the end, I would like to thank Krokodyl and Mia, for saving the rest of us a lot of money for unlocking at an authorized Siemens service.

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