

# Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola C300 wireless phone.



**Note:** In this guide, *press and hold* means “pressing and holding a key for about 3 seconds,” while *press* means “pressing and releasing a key immediately.”



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# ***Safety and General Information***

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IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION.  
READ THIS INFORMATION BEFORE USING YOUR PERSONAL  
COMMUNICATOR.

The information provided in this document supersedes the general safety information contained in user guides published prior to this date.

For information regarding radio use in a hazardous atmosphere please refer to the Factory Mutual (FM) Approval Manual Supplement or Instruction Card, which is included with radio models that offer this capability.

## ***RF Operational Characteristics***

Your Personal Communicator contains a transmitter and a receiver.

When it is ON, it receives and transmits radio frequency (RF) energy.

The Personal Communicator operates in the frequency range of 900 MHz to 1990 MHz and employs digital modulation techniques.


When you communicate with your Personal Communicator, the system handling your call controls the power level at which your personal communicator transmits. The output power level typically may vary over a range from 0.063 watts to 1.58 watts.


## **Exposure To Radio Frequency Energy**

Your Motorola Personal Communicator is designed to comply with the following national and international standards and guidelines regarding exposure of human beings to radio frequency electromagnetic energy:


- United States Federal Communications Commission, Code of Federal Regulations; 47 CFR part 2 sub-part J
- American National Standards Institute (ANSI) / Institute of Electrical and Electronic Engineers (IEEE) C95. 1-1992



- 
- Institute of Electrical and Electronic Engineers (IEEE)  
C95.1-1999 Edition
  - National Council on Radiation Protection and Measurements (NCRP) of the United States, Report 86, 1986
  - International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998
  - National Radiological Protection Board of the United Kingdom 1995
  - Ministry of Health (Canada) Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999
  - Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 1999 (applicable to wireless phones only)



To assure optimal performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:



## ***Portable Personal Communicator Operation and EME Exposure***

### **Antenna Care**

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the Personal Communicator and may violate FCC and/or other applicable regulations.

DO NOT hold the antenna when the Personal Communicator is "N USE". Holding the antenna affects call quality and may cause the Personal Communicator to operate at a higher power level than needed.



## **Phone Operation**

The Personal Communicator is designed to be used with a headset for talking and listening. The Personal Communicator can also be placed inside the holster, then the holster can be clipped onto your belt, pocket, handbag, or other apparel and used with the headset.

## **Body-Worn Operation**

To maintain compliance with FCC RF exposure guidelines, if you wear the Personal Communicator on your body when transmitting, always place the Personal Communicator in a Motorola supplied or approved clip, holder, holster, case, or body harness. Use of non-Motorola-approved accessories may exceed FCC RF exposure guidelines. If you do not use a body-worn accessory, ensure the antenna is at least one inch (2.5 cm) from your body when transmitting.

## **Approved Accessories**

For a list of approved Motorola accessories, look in the accessory section of this manual.

## ***Electromagnetic Interference/Compatibility***

Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed or otherwise configured for electromagnetic compatibility.

## **Facilities**

To avoid electromagnetic interference and/or compatibility conflicts, turn off your Personal Communicator in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.







## **Aircraft**

When instructed to do so, turn off your Personal Communicator when on board an aircraft. Any use of a Personal Communicator must be in accordance with applicable regulations per airline crew instructions.

## **Medical Devices**

### **Pacemakers**

The Health Industry Manufacturers Association recommends that a minimum separation of 6 inches (15 centimeters) be maintained between a handheld wireless phone and a pacemaker. These recommendations are consistent with the independent research by, and recommendations of, Wireless Technology Research.

Persons with pacemakers should:

- ALWAYS keep the Personal Communicator more than six inches (15 centimeters) from their pacemaker when the Personal Communicator is turned ON.
- not carry the Personal Communicator in the breast pocket.
- use the ear opposite the pacemaker to minimize the potential for interference.
- turn the Personal Communicator OFF immediately if you have any reason to suspect that interference is taking place.

### **Hearing Aids**

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.





### **Other Medical Devices**

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.

### ***Safety and General Use in Vehicles***

Check the laws and regulations on the use of phones in your vehicle. You are advised to always obey them.

When using your Personal Communicator in a vehicle, please:

- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call.

## ***Operational Warnings***

### **For Vehicles With an Air Bag**

Do not place the Personal Communicator in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If the Personal Communicator is placed in the air bag deployment area and the air bag inflates, the Personal Communicator may be propelled with great force and cause serious injury to occupants of the vehicle.

### **Potentially Explosive Atmospheres**

Turn off your Personal Communicator prior to entering any area with a potentially explosive atmosphere, unless it is especially qualified for use in such areas as "Intrinsically Safe" (for example, Factory Mutual, CSA, or UL Approved). Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.





The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust or metal powders, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

### **Blasting Caps and Areas**

To avoid possible interference with blasting operations, turn off your Personal Communicator when you are near electrical blasting caps, in a blasting area, or in areas posted: "Turn off two-way radio". Obey all signs and instructions.

## ***Operational Cautions***

### **Antennas**

Do not use the Personal Communicator if it has a damaged antenna. If a damaged antenna comes into contact with your skin, a minor burn can result.

### **Batteries**

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.

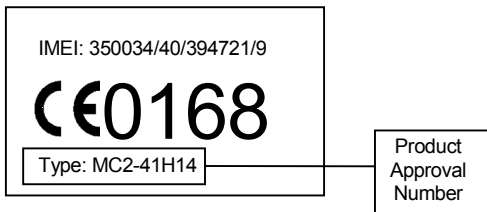


## ***European Union Directives Conformance Statement***

Hereby, Motorola declares that this product is in compliance with



- The essential requirements and other relevant provisions of Directive 1999/5/EC
- All other relevant EU Directives



The above gives an example of a typical Product Approval Number.

You can view your product's Declaration of Conformity (DoC) to Directive 1999/5/EC (the R&TTE Directive) at [www.motorola.com/rtte](http://www.motorola.com/rtte) - to find your DoC, enter the Product Approval Number from your product's label in the "Search" bar on the Web site.



# Warranty Information

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Motorola guarantees you, the original purchaser, the Personal Communicator and accessories which you have purchased from an authorised Motorola dealer (the "Products"), to be in conformance with the applicable Motorola specifications current at the time of manufacture for a term of [1] year from date of purchase of the Product(s) (Warranty Term).

You must inform Motorola of the lack of conformity to the applicable specifications of any of the Products within a period of two (2) months from the date on which you detect a defect in material, workmanship or lack of conformity and in any event within a term not to exceed the Warranty Term, by submitting the Product for service to Motorola. Motorola shall not be bound by Product related statements not directly made by Motorola nor any warranty obligations applicable to the seller.

A list of the Motorola Call Centre numbers is enclosed with this Product.

During the Warranty term, Motorola will, at its discretion and without extra charge, as your exclusive remedy, repair or replace your Product which does not comply with this warranty; or failing this, to reimburse the price of the Product but reduced to take into account the use you have had of the Product since it was delivered. This warranty will expire at the end of the Warranty Term.

This is the complete and exclusive warranty for a Motorola Personal Communicator and accessories and in lieu of all other warranties, terms and conditions, whether express or implied.

Where you purchase the product other than as a consumer, Motorola disclaims all other warranties, terms and conditions express or implied, such as fitness for purpose and satisfactory quality.





In no event shall Motorola be liable for damages nor loss of data in excess of the purchase price nor for any incidental special or consequential damages\* arising out of the use or inability to use the Product, to the full extent such may be disclaimed by law.

This Warranty does not affect any statutory rights that you may have if you are a consumer, such as a warranty of satisfactory quality and fit for the purpose for which products of the same type are normally used under normal use and service, nor any rights against the seller of the Products arising from your purchase and sales contract.

## ***How to get Warranty Service?***

In most cases the authorised Motorola dealer which sold and/or installed your Motorola Personal Communicator and original accessories will honour a warranty claim and/or provide warranty service. Alternatively, for further information on how to get warranty service please contact either the customer service department of your service provider or Motorola's call centre at the telephone numbers below for your country.

In order to claim the warranty service you must return the Personal Communicator and/or accessories in question to Motorola please avoid leaving any supplementary items like SIM cards. The Product should also be accompanied by a label with your name, address, and telephone number; name of operator and a description of the problem. In the case of vehicular installation, the vehicle in which the Personal Communicator is installed should be driven to the Authorised Repair Centre, as analysis of any problem may require inspection of the entire vehicular installation.

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\*) including without limitation loss of use, loss of time, loss of data, inconvenience, commercial loss, lost profits or savings.





In order to be eligible to receive warranty service, you must present your receipt of purchase or a comparable substitute proof of purchase bearing the date of purchase. The phone should also clearly display the original compatible electronic serial number (IMEI) and mechanic serial number [MSN]. Such information is contained with the Product.

## **Conditions**

This warranty will not apply if the type or serial numbers on the Product has been altered, deleted, duplicated, removed, or made illegible.

Motorola reserves the right to refuse free-of-charge warranty service if the requested documentation can not be presented or if the information is incomplete, illegible or incompatible with the factory records.

Repair, at Motorola's option, may include reflashing of software, the replacement of parts or boards with functionally equivalent, reconditioned or new parts or boards. Replaced parts, accessories, batteries, or boards are warranted for the balance of the original warranty time period.

The Warranty Term will not be extended. All original accessories, batteries, parts, and Personal Communicator equipment that have been replaced shall become the property of Motorola. Motorola does not warrant the installation, maintenance or service of the products, accessories, batteries or parts.

Motorola will not be responsible in any way for problems or damage caused by any ancillary equipment not furnished by Motorola which is attached to or used in connection with the Products, or for operation of Motorola equipment with any ancillary equipment and all such equipment is expressly excluded from this warranty.





When the Product is used in conjunction with ancillary or peripheral equipment not supplied by Motorola, Motorola does not warrant the operation of the Product/peripheral combination and Motorola will not honour any warranty claim where the Product is used in such a combination and it is determined by Motorola that there is no fault with the Product. Motorola specifically disclaims any responsibility for any damage, whether or not to Motorola equipment, caused in any way by the use of the Personal Communicator, accessories, software applications and peripherals (specific examples include, but are not limited to: batteries, chargers, adapters, and power supplies) when such accessories, software applications and peripherals are not manufactured and supplied by Motorola.


## ***What is not covered by the Warranty***


This warranty is not valid if the defects are due to damage, misuse, tampering, neglect or lack of care and in case of alterations or repair carried out by unauthorised persons.

- 1 Defects or damage resulting from use of the Product in other than its normal and customary manner.
- 2 Defects or damage from misuse, access to incompatible sources, accident or neglect.
- 3 Defects or damage from improper testing, operation, maintenance, installation, adjustment, unauthorised software applications or any alteration or modification of any kind.
- 4 Breakage or damage to antennas unless caused directly by defects in material or workmanship.
- 5 Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.






- 
- 6 Defects or damage due to range, coverage, availability, grade of service, or operation of the cellular system by the cellular operator.
  - 7 Defects or damage due to moist, liquid or spills of food.
  - 8 Control unit coil cords in the Product that are stretched or have the modular tab broken.
  - 9 All plastic surfaces and all other externally exposed parts that are scratched or damaged due to customer normal use.
  - 10 Leather cases (which are covered under separate manufacturer's warranties).
  - 11 Products rented on a temporary basis.
  - 12 Periodic maintenance and repair or replacement of parts due to normal wear and tear.



**Note:** The talk-time, stand-by time and total life cycle of a Motorola rechargeable battery for your Personal Communicator will depend on usage conditions and network configurations. As a consumable product, the specifications indicate that you should be able to obtain optimum performance for your Motorola Personal Communicator within the first six months from date of purchase and up-to (200) charges.



The warranty for Motorola rechargeable batteries becomes void if

- (i) the batteries are charged other than by Motorola approved battery chargers specified for the charging of the battery,
- (ii) any of the seals on the battery are broken or show evidence of tampering,
- (iii) the battery is used in equipment or service other than the cellular telephone equipment for which it is specified.

# Getting Started

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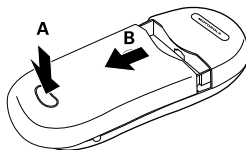
## Your SIM Card

To use your phone, you must insert a SIM (Subscriber Identification Module) card supplied by your network operator. The SIM card contains your subscription number, phone number, and memory for storing phone numbers, messages, etc.

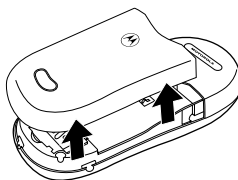
## Inserting Your SIM Card

**Caution:** Scratches can easily damage the metal contacts of the SIM card. Pay special attention to the SIM card when you handle and insert it.

- 1 If the battery door is already in place, push down the battery door release latch, then slide the door slightly downward.

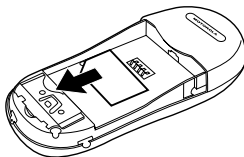


- 2 Pull the cover up and off the phone.

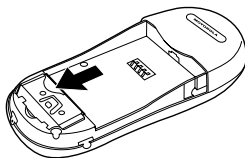


- 3 Locate the SIM card slot on the back of your phone.

- 4 Insert the SIM card into the slot, with the metal contacts of the SIM card facing down and its cut corner at the bottom left.

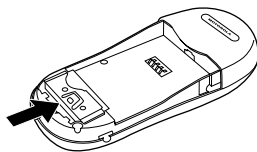


- 5 Push the SIM card all the way into place.

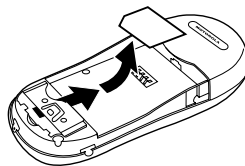


### ***Removing Your SIM Card***

- 1 If necessary, remove the battery door and battery.
- 2 Push the SIM card from the bottom end of the phone.



- 3 Pull the SIM card from the top of the slot, then lift it out of the phone.

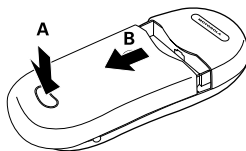


## Installing the Battery

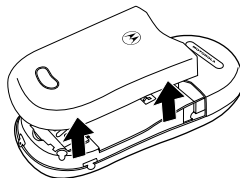
Before you can use your phone, you need to install and charge your battery.

**Caution:** Do not remove the battery when your phone is on - you may lose all your personal settings stored either in your SIM card or phone memory.

- 1 If the battery door is already in place, push down the battery door release latch, then slide the door slightly downward.



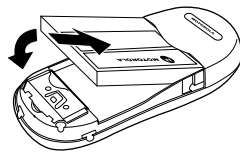
- 2 Pull the cover up and off the phone.



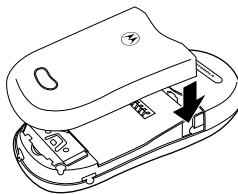
- 3 Place the battery onto the back of the handset, with the battery's contacts facing down in alignment with the contacts on the battery compartment.

- 4 Push the battery forward into the compartment.

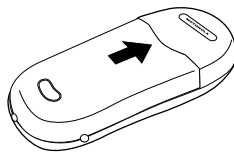
- 5 Press the battery down until it clicks into the compartment.



- 6 Lower the battery door onto the phone.

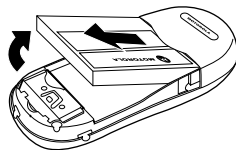


- 7 Push the battery door forward until it latches into place.



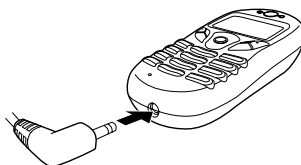
## ***Removing the Battery***

- 1 If necessary, remove the battery door.
- 2 Lift the battery up from the bottom end and remove it from the phone.





## ***Charging the Battery***

- 1 Insert the travel charger connector into the charger port at the bottom of the phone.
- 2 Connect the charger to a socket.
- 3 Remove the charger connector when charging is complete.





## Notes:

- It takes 24 hours for the travel charger to fully charge a new battery for the first time. Recharging takes approximately 160 minutes each time.
- During charging, the  indicator will blink until the battery is fully charged. When the battery is low, the phone plays a warning tone and displays **Battery Low**. When the battery is running out of power,  will appear to remind you to recharge immediately. Then your phone will power off automatically.

**Caution:** Use only approved batteries, charger and accessories to ensure proper function of your phone and battery life. Any malfunction or damage caused by the use of any third-party accessories will result in warranty being void.


**Caution:** If batteries need to be replaced or additional batteries are requested, please make sure the same type of battery that was included in your package is ordered.


**Caution:** For safety concerns, when the temperature of the phone goes over 40° C (104° F) or below 0° C (32° F), charging will come to a halt. When the phone temperature returns to the normal range, charging will resume.





## Turning Your Phone On






- 1 To turn your phone on, press and hold .
- 2 If necessary, enter your SIM card PIN code.

**Note:** If you type a wrong number while entering your PIN, delete it by pressing  (**DELETE**).

**Caution:** If you enter a wrong PIN three times in a row, your SIM card will be blocked. To unblock the SIM card, you need to enter the PUK (Personal Unblocking Key) of the card. Please contact the network operator, and ask for PUK.

- 3 When finished, press  (**OK**) or  (**SEND**) to confirm.

## Making a Call

- 1 When your PIN is accepted, the phone automatically searches for your designated network, as  indicates. This may take a few seconds.
- 2 When your phone successfully receives network signals, it beeps twice, displays the network to which it is connected, and goes into idle mode.
- 3 Dial the desired number, using your phone's number keys on the keypad. (Press  to delete wrong digits.)
- 4 Press  to complete the call.  
Press  or  (**EXIT**) if you want to end a call after dialing.





## Notes:

- When network service is not available, no signal level will be displayed on the screen.
- When connected to a network to which you do not have access, signal strength will be displayed. You can only make an emergency call in such a condition.

## Ending a Call

To end a call and return to idle mode:

Press or (EXIT).

## Receiving a Call

When it receives an incoming call, your phone rings or vibrates and displays the name or phone number of the caller (network support dependent). The name displayed depends on the data in the Phone Book.

To answer an incoming call:

1 Press (OK) or .

or

Press any key.

2 To reject a call, press or (EXIT).

**Note:** To change the answering mode, see “Alert Setting (7)” on page 116.

## Turning Off the Phone

Press and hold to turn your phone off.



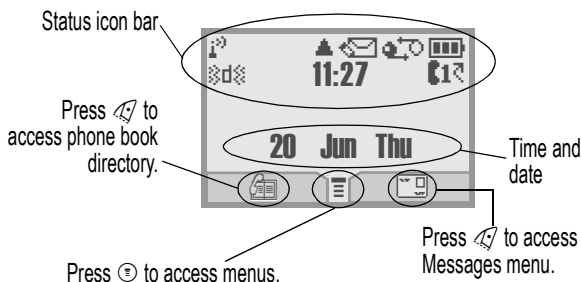


# About Your Phone

See page 1 for a diagram of your phone that describes basic phone components.

## Idle Mode Display










Any time your phone is powered on, the idle display provides you with information and options.



## Status Icons






Icons often shown on the idle display:

Icon	Function	Descriptions
	Signal Strength	Signal strength of your designated network. The more bars displayed, the stronger the signal. The strongest signal is represented by five bars.

Icon	Function	Descriptions
	Short message	You have unread messages .
	Voice mail waiting	You have a new voice mail (see page 86)
	Call divert	All incoming calls are diverted to a designated number (see page 96).
	Active Line	Identifies current Active Line (see page 97).
	Vibrate and Ring	Your phone vibrates and rings when a call comes in (see page 117).
	Vibration only	Your phone only vibrates without ringing when a call comes in (see page 117).
	Battery	Battery power level, the more the bars, the more the battery power. Three bars: full. No bars: Recharging needed immediately. The icon scrolls during charging until the battery is full.
	Key lock	Key lock is activated (see "Initiating Keypad Lock" and page 106).
	Roaming	When your phone is operated on a foreign network, this icon will appear.



## ***Initiating Keypad Lock***

- 1 In idle, press and hold  to activate the keypad lock.
- 2 When the lock is enabled,  will appear at the bottom of the idle mode screen.
- 3 To deactivate the lock, press  (**Unlock**) or , then press .

**Note:** You can also activate the keypad lock in the menu option **Key Lock**. See page 106.






# ***Making and Receiving Calls***

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For basic instructions on how to make, end, or receive a call, refer to “Getting Started” section. This chapter describes features that help you make and receive calls and information about other call-related phone functions.


## ***One-Touch Dialing***

While the phone is in idle mode, you can use one-touch dialing in either of two ways:

Press and hold . The last number you dialed will be dialed again automatically.


**or**

Dial any of the first 9 phone numbers saved in the phone book by pressing and holding its phone book location number.

For example, if the number is saved in the Phone Book at location 5, press and hold  to make the call.

## ***Making a Voice Dial Call***

**Note:** Before you can make a voice dial call, you must add a voice tag to a phone book entry and activate the **Voice Dial** feature. To add a voice tag, see page 72. To activate the **Voice Dial** feature, see “Call Services (4)” on page 96.

- 1 With the phone in idle mode, press and hold .





- 2 After the phone plays a tone, speak the voice tag of a desired phone number into the microphone.

If your phone recognises the voice tag, it displays the corresponding phone book record and prompts you to confirm it.

- 3 Press (**CALL**) or to complete the call.

If you wait a few seconds without pressing (**CALL**) or , your phone will automatically dial the number.

## ***Listening to a Voicemail***

To call your operator's voicemail center and listen to a voicemail message:

In idle mode, press and hold .

or

Select the **Voice Mail** option under the **Message** menu. See page 86 for more information.

**Note:** Voicemail is a network-support and subscription-dependent feature.

## ***Making an International Call***

- 1 Enter the outgoing international code.

or

Press and hold until + is displayed.

- 2 Enter the recipient's national code, area code, and phone number.
- 3 Press to complete the call.





## ***Making an Emergency Call***

Enter 999 (the international emergency number) and press . This emergency call can be made without a SIM card inserted, as long as you are within the coverage of the type of network accepted by your phone.

## ***Dialing an Extension Number***

- 1 Enter the telephone number.
- 2 Press and hold . The pause symbol **P** will be displayed.
- 3 Enter the extension number.
- 4 Press to complete the call.

## ***Last Missed, Dialed, and Received Calls***

You can review the most recently missed, answered, and dialed phone numbers, along with the time and date the calls were placed.

When incoming calls are not answered, your phone displays a message to inform you of the calls you missed. This message also indicates the number of missed calls. Press (**SELECT**) or to display the most recently missed call. Use to scroll to other missed calls.

In idle mode, you can access a list of missed, dialed and received calls:

- 1 Press .  
The most recent call is displayed.
- 2 Press to scroll to the phone number you want.
- 3 When the phone number of a missed/dialed/received call appears on the screen, you can do the following:





Dial the phone number - Press (CALL) or .

or

Store the phone number in your phone book - Press and hold , then follow the prompts to enter the name and confirm the phone number. Next, specify a caller group and location number and press (OK) or to save. Finally, press (OK) or again to add a voice tag to the phone number.

**Note:** The phone number saved this way is stored in SIM card memory. To save a phone number in phone memory, see “Add Entry to Phone (1-2)” on page 64. For details on the caller group, see pages 72 and 119. To add a voice tag, see page 66.

## ***Making an Abbreviated Call***

- 1 Type the location number of a desired phone book entry and press .
- 2 Press (OK) or to dial the displayed number.

or

Scroll to another number, then press (OK) or to dial the displayed number.





## Accessing Phone Book Directory

1 Press to access the Phone Book.

or

Press and hold to access the Phone Book.

**Note:** When the Voice Dial feature is activated, you are not able to access the Phone Book by pressing and holding .

2 Press to scroll through the Phone Book (which is organised alphabetically) to display the desired entry.

or

Type the first letter of an entry name. For example, to find a name that begins with “K”, press twice to enter “K”. Names that begin with “K” are displayed first. Scroll to the one you want.

at the top left of the screen indicates that a displayed record is stored in the SIM card memory.

at the top left of the screen indicates that a displayed record is stored in the phone memory.

3 Press (CALL) or to dial the displayed number.

or

Press and hold to edit the entry. You can edit the record in the same way you save a phone number in the phone book.

## Accessing Messages Menus

Press to enter the **Messages** menu.







For details on the **Messages** menu, see page 76.





## Adding Phone Book Entries in Idle Mode

To enter a phone number while the phone is idle:

- 1 Enter the phone number you wish to save.
- 2 Press  (**SAVE**).  
**or**  
Press and hold .
- 3 Follow the prompts to:
  - Enter the name for the entry.
  - Confirm the phone number.
  - Specify a caller group and location number for the entry.
- 4 Press  (**OK**) or  to save the entry details.
- 5 Press  (**OK**) or  again to add a voice tag to the phone number entry.

For details on caller groups, see pages 72 and 119. To add a voice tag, see page 66.

**Note:** The phone number saved this way is stored in SIM card memory. To save a phone number in phone memory, see “Add Entry to Phone (1-2)” on page 64. For details on the caller group, see pages 72 and 119. To add a voice tag, see page 66.




# ***Using Features While on a Call***


---


## ***Adding Phone Book Entries During a Call***

To add a Phone Book entry during a call:

- 1 Type the number you wish to save in your Phone Book.
- 2 Press  to save the number.
- 3 Follow the prompts to:
  - Enter the name for the entry.
  - Confirm the phone number.
  - Specify a caller group and location number for the entry.







You are not able to add a voice tag for the entry added during a call.

You can also call the number by pressing . When you call the number, the original call is put on hold.

Press  to delete the number you type during a call.

## ***Incoming Call Waiting***

If you receive another call while you are on the phone, you can:

- Press  and  to reject the incoming call.
- Press  and  to end the active call and connect the incoming call.
- Press  and  to hold the active call and connect to the incoming call.

**Note:** This feature is network- and subscription-dependent.





## Call Holding

To place a call on hold:

- 1 Press (HOLD).
- 2 When the call is on hold, 1 is displayed.
- 3 To make the call active again, press (RESUME).

**Note:** While a call is on hold, you can dial another number. When the second call is connected, 1 is displayed.

- 4 Press (SWAP) to switch between an active call and a call on hold.

### Notes:

- Call Holding is network- and subscription-dependent.
- The figure next to / ("1" in the above example) indicates the number of held/active calls.

## Muting the Microphone

Mute the microphone while on a call by pressing (MUTE).  
The person you are speaking with cannot hear your voice.

To reactivate the microphone, press (MUTE) again.

When you mute your phone, is displayed.

## Call Options Menu

While you are on a call, press to access the **Call Options** menu.

Use to scroll to an option, and press (SELECT) or to select it.  
Press (QUIT) or to exit an option.

**Note:** Options marked "\*" are network- and subscription-dependent.





## ***Mute***

Turn the **Mute** option on/off.

## ***End Call***

When you choose this option, all your calls will be listed, and you select the call you wish to terminate.

## ***Messages***

This option allows you to read, write and send messages. For details on the **Messages** menu, see page 76.

## ***Conference***

**Conference** menu includes the following options:

**Note:** The maximum number of parties allowed during a conference (multi-party) call varies, depending on your network operator.

### ***End Call***

During a multi-party call, use this option to end a call with one of the parties.

### ***Swap***

When you have both active and held calls, **swap** transfers the active call to hold and the held call to active, so you can talk to the other party.

### ***Hold***

This option allows you to put a currently active call on hold, so you can initiate a new call.





## ***Unhold***

When you end a call while you have another call on hold, this option allows you to make the held call active again.

## ***Join Call***

This option allows you to make a conference call.

## ***Private***

This option allows you to talk privately with one participant during a conference call.

## ***Transfer***



This option allows you to end your own call and connect the active and held calls with each other, so the callers of the active and held calls can speak with each other alone.

## ***Phone Book***


This option enables you to access the **Phone Book** menu.

## ***Call List***

This option allows you to view dialed, received, and missed calls.

When the desired phone number appears, press  or  (**SELECT**) to call, save, or delete the number.

## ***Adjusting Earpiece Volume***

During an active call, press  to adjust the volume.



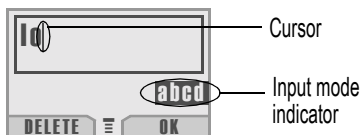
# Input Modes

Your phone provides several input methods when you wish to:

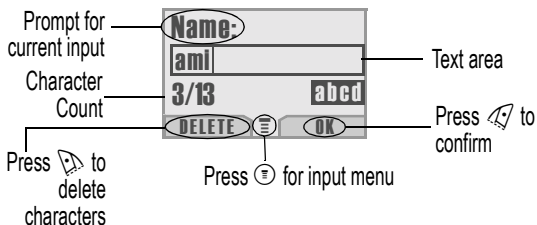
- write short messages.
- enter names or numbers in the phone book.
- jot down notes in the calendar option, etc....\*

For details on these features, see related sections in this user guide.

## Message Editor Display








## Phonebook Editor Display





## Selecting an Input Mode

On the editor screen, press  or long press  to access the **Input Mode** menu. Scroll the menu with  and press  (**SELECT**) or  to select, or press a corresponding number key directly to choose from the following input modes:

**Note:** The factory default for the input mode is ABC Input (ABCD). However, you can set the default to Smart Input. The default input mode you set appears automatically in the editor screen.

## Smart Input (iTAP)

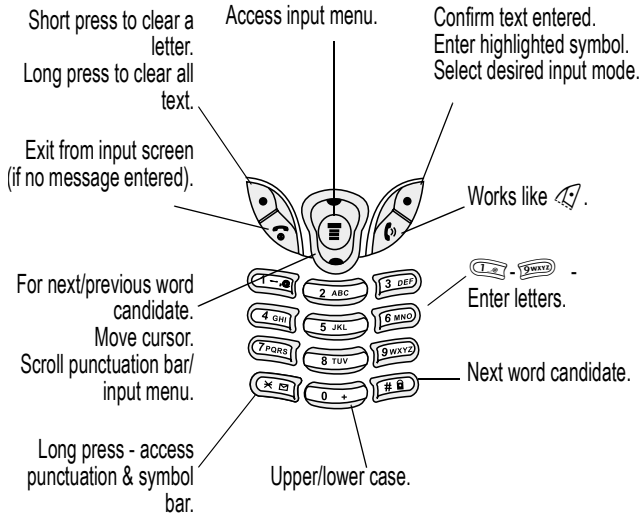
The *Smart Input* system (or *iTAP*, as shown on the editor screen) analyzes letters as they are being typed to come up with the right words, making text entry quick and easy. *Smart Input* (iTAP) is an efficient alternative to the traditional multi-tapping input, which requires you to press a key several times for the desired letter.

### Features of Smart Input (iTAP)

- Just one key press per letter; no multi-pressing for entering letters.
- Comprehensive word database including common names.
- Widely used punctuation and symbols included.




## Smart Input (iTAP) Keypad Mapping





## Tips on Using Smart Input (iTAP)

### To Enter Words

Type a word by pressing a corresponding alphanumeric key only once for each letter, without having to consider the order of the alphabets indicated on the keys. The word you type will appear outside the text frame before you confirm it.

To switch between upper case and lower case, press .

Press  (**DELETE**) once to delete a wrong letter; long press  to delete an entire word.





The word changes as you type letters - disregard what is on the screen until you type an entire word.

If the word displayed is not the one you want after typing it completely, press for the next word candidate. You can also press for the next/previous candidate. When the desired one appears, press (OK) or to put it inside the text frame, then a space will appear automatically between the word and the cursor. So you can type the next word directly without having to leave a space for it.

After you enter a word in the text area, you can press once to move the cursor to the insertion point of the next/last character; long press to move the cursor continuously.

In the text area, press (DELETE) once to clear one character; long press to clear all text.

### **To Enter Punctuation and Symbols**

You can long press to display a bar of available punctuation and symbols at the bottom of the screen. Press to scroll the symbols one by one; long press to scroll page by page. Press (OK) or to enter a highlighted symbol, or press a corresponding number key for a desired symbol directly.

Press (QUIT) or to exit the punctuation & symbol bar.













### **ABC Input**

*ABC Input* is the factory default input mode that appears automatically with the editor screen. If *Smart Input* (iTAP) doesn't provide the word you want, you also can press or long press for the input menu, and select **ABC input**.






## Alphanumeric Keys

Following is a list of the alphanumeric keys and their corresponding characters and symbols in input mode.


Key	Characters
	, . : 1 % ! ? ; ' < > ( ) @ &
	A B C (a b c) 2 Å Ä å ä à ç æ ß
	D E F (d e f) 3 Δ Φ è é Ê £ Æ \$
	G H I (g h i) 4 Γ Ì ï ð
	J K L (j k l) 5 Λ _
	M N O (m n o) 6 Ω Ñ ñ Ö ö Ø ø
	P Q R S (p q r s) 7 Π Σ ¥ §
	T U V (t u v) 8 θ ü Ü ù
	W X Y Z (w x y z) Ξ ψ
	(Space) 0
	+ - * / =
	# P

### Tips on Using ABC Input

- Follow the order of the alphabets shown on each key to enter words.
- Press once for the first letter shown on a particular key, twice for the second letter, and so on.
- Short press  to shift among input mode for upper case, lower case and number.

- When you have entered a letter and want to enter the next one, you can wait for about two seconds until the cursor moves to the position of the next letter, or simply press a key immediately to enter it.
- If you type a wrong letter or number, you can move the cursor to it by pressing , then press  to erase it.





## 123 Input

This input mode allows you to enter numbers using the alphanumeric keys. To enter punctuation, long press  to display the punctuation and select.

## Alignment

This option allows you to align the text to the left, center, or right of the screen when you are using the message editor.

## Insert Symbol

Displays the bar of punctuation and symbols. Use  to scroll the bar (long press  to scroll page by page) and when the desired symbol is highlighted, press  (OK) or . You can also press a corresponding number key for a desired symbol.

## Insert Quick Msg

**Quick Msg** is a list that allows you to compose messages and notes by making use of the sentences already stored in the phone.

In the menu option **Quick Msg**, you can customise the **Quick Msg** list by adding the sentences you write to the list. See page 82 for details.

## Quick Msg Listing

The following are the entries for the default **Quick Msg** list:




No.	Phrases and sentences
6	I'm busy now, will call you later
7	Happy Birthday
8	Please call my mobile number
9	Please call office
10	I'm not coming home for dinner
11	I'm on my way, please wait
12	I love you
13	I'm sorry
14	Please call home
15	Merry Christmas
16	Happy New Year
17	Have a safe trip
18	Get well soon
19	Thank you
20	I arrived safely
21	Don't leave until I get there
22	Meet me at [time] [place]
23	I will be there in [xx] minutes
24	I'll be leaving at
25	Wish you success



## Notes:

- The default **Quick Msg** list may vary from area to area.
- The first 5 blank entries in the list are reserved for you to create your own messages. See “Quick Msg (2-3)” on page 82.
- **Insert Quick Msg** is only available for message composition and Date Book entry.

## Using Quick Msg Sentences

Scroll to a desired sentence and press  (**SELECT**) or  to select it, or press a corresponding number key to select it. As soon as the sentence is selected, the screen automatically goes to the message input mode. You can now modify the sentence into the message you want. If you wish to use the other input modes, press .

## Insert Media

You can insert multimedia file(s) into a text message you would like to send by selecting this option. You can insert pictures, animations and melodies stored in your Media Library (3). However, only objects that can be forwarded, indicated by **#**, can be inserted. You can also insert your Phone Book (1) entries or your Date Book (8-3) notes.

## Insert Picture

When you choose this option, you will be directed to your Picture Library (3-1). Choose a picture from the Library, and you will see it inserted in the message. You can then continue to edit your message.





### ***Insert Animation***

When you choose this option, you will be directed to your Animation Library (3-2). Choose an animation from the Library, and you will see it inserted in the message. You can continue to edit your message then.

### ***Insert Melody***

When you choose this option, you will be directed to your Melody Library (3-3). Choose a melody from the Library, and you will see it inserted in the message as . You can continue to edit your message then.

### ***Insert Vcard***

When you choose this option, you will be directed to your Phone Book (1). Use to scroll up and down to browse through the directory, press or to choose an entry from the Phone Book, and you will see it inserted in the message. You can continue to edit your message then.

### ***Insert Vcalendar***

When you choose this option, you will be directed to your Date Book (8-3). You will see all the notes you made in your Date Book. Use to scroll up and down to browse through the notes, press or to choose an entry from the notes, and you will see it inserted in the message. You can continue to edit your message then.

#### **Notes:**

- **Insert Media** is only available for message editing.
- You can also send a media message under Media Library (3) menu.
- Media insertion only works when this feature is also supported by the recipient's phone.




# Shortcuts

**Shortcuts** is a ready menu of 9 regularly used features. It provides you with an efficient means to access these features directly and minimises the number of steps required for access via the main menu

## Notes:

- You can personalise the **Shortcuts** menu as needed by selecting what features you want available in this menu. To set up your own **Shortcuts** menu, you must go to **Shortcuts** under the Tools (8) menu. See page 120 for details.
- The default **Shortcuts** menu list may vary from area to area.

## Shortcuts Menu

In idle mode, press  to display the **Shortcuts** menu. The default menu items and their functions are as follows:






No.	Option	Functionality
1	<b>Internet</b>	Connect to the mobile Internet.
2	<b>ScreenSaver</b>	Turn on/off the screensaver. See page 99.
3	<b>Add Entry to SIM</b>	Add new phone book entries to the SIM card memory.
4	<b>New Message</b>	Write a new message.
5	<b>Missed Calls</b>	Display and make/save/delete last missed calls.

No.	Option	Functionality
6	<b>Profiles</b>	Enable/Disable settings of a selected profile.
7	<b>Date Book</b>	Access the <b>Date Book</b> option.
8	<b>Set Alarm</b>	Set the alarm option.
9	<b>SIM Menu</b>	Access the SIM tool Kit menu provided by your operator.

### Notes:

- The **SIM Menu** option is a network-support and subscription-dependent feature.
- For details on each menu option, please refer to related sections of this user guide.

## Using the Shortcuts Menu

Press  to scroll through the menu and press  (**SELECT**) or  to access an option. You can also press a corresponding number key to get to a desired option directly. To exit from a Quick Access option or operation, press  or .



## Shortcut Access Example

In the main menu, type a corresponding function code listed behind each option in the following sections. By means of the shortcut access you can quickly reach a desired function.

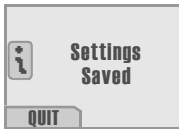
For example, if you want to change the **Input Mode** setting under the zoom menu:



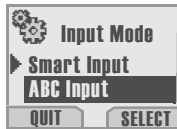
Press **[Home]** to access main menu.



Press **[Scroll]** to access Phone Setting.



Settings successfully changed.



Press **[2 ABC]** for ABC Input.



Press **[4 CHAT]** to access Input Mode.



# The Mobile Internet

---

Your phone supports WAP (Wireless Application Protocol) technology. It allows you to log on to the mobile Internet and browse online services available from your service provider, for example, financial, sport, travel, and entertainment information.

- The Internet function is network and subscription dependent. Contact your network operator for details about the mobile Internet services based on the WAP technology they provide.
- To successfully connect to the Internet you also need to configure WAP settings. See “Browser Setup (5-3)” on page 100.

## Logging On to the Internet

There are two ways to launch the browser and start the Internet connection:

In idle mode, press to access the **Quick Access** menu (see chapter 5), scroll to **Internet** and press (**SELECT**) or .

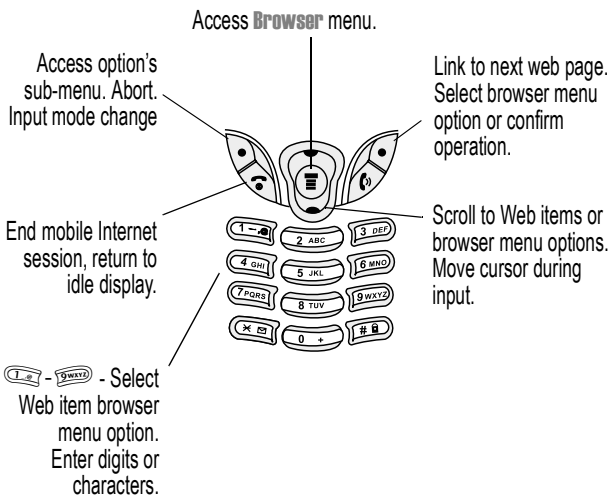
In idle mode, press to access the main menu, scroll to **Tools** and press (**SELECT**) or . Select **Browser** and press (**SELECT**) or .

See also page 120.

When you launch the browser, a browser greeting screen as shown below will pop up and your phone will start dialing simultaneously.








## Browser Key Mapping



**Note:** Key functions may vary according to your network.

## Surfing the Internet

After you log on successfully, the home page you connect to will appear. Use the following keys to navigate through the web pages:


- Press  to scroll up and down the Web menu.
- Press  or  to link to the next web page.
- Press  to return to the previous page
- Press  to execute the commands displayed at the bottom of the browser screen.

**Note:** You can specify a home page of your own. See page 55. Your network service provider specifies the default home page.







Several messages may appear at the bottom of your screen while navigating:

Message	Description
Waiting	This message appears before logging on successfully.
Sending	Sending data to the Internet.
Receiving	Receiving data from the Internet.
Network not responding	The Web site you connect to is not responding.




## Logging Off the Internet

To return to idle mode, Press and hold  to terminate your Internet connection and close the browser. The phone will hang up simultaneously.

## Using the Browser Menu

When you browse web pages, press  to access the **Browser** menu. The **Browser** menu contains the options below. Scroll and press  (check mark), or press a number key to select. To return from the current browser menu to the previous screen or web content, choose **Back**. Or you can also scroll through the menu to the end of the options, then once you go over the last option, you will see **Back** command at the bottom right of the screen. Press  or  to execute **Back**. You can also press  to execute any other commands displayed at the bottom of the browser screen. Press and hold  to get back to the idle screen directly.

Menu Option	Action
<b>1 Back</b>	Return to previous screen.
<b>2 Home</b>	Return to home page. To specify a home page, please see "1. Homepage" on page 55.
<b>3 Exit</b>	Quit the browser altogether and return to idle screen.
<b>Network not responding</b>	The Web site you connect to is not responding.
<b>4 Save Image</b>	Save the image(s) on the screen to your <b>Picture Library</b> .

Menu Option	Action
<b>5 Mark Site</b>	Bookmark the current web site or web page to <b>Bookmarks</b> .
<b>6 Bookmarks</b>	You can open the Bookmarks list to choose a web bookmark. You can also edit/add/delete your bookmarks here. It is the same as you use My Favorites. The Bookmarks list is stored in the remote server. It can be used only when you are connected to network. Meanwhile, My Favorites are stored in the handset.
<b>7 My Favorites</b>	On the <b>My Favorites</b> list you can select a bookmark and press  ( <b>MENU</b> ), then edit the name and web address stored in the bookmark, or erase the bookmark.  You can also scroll the <b>My Favorites</b> list and press  (check mark) to link to a web site bookmarked on the list.
<b>8 Go to Site</b>	Visit a specified web site. Enter the address of a desired Web site and press  to connect.
<b>9 Inbox</b>	All alert messages from your network system are stored here.

## **Reload**

Reload the current web page.



## Settings

You can configure your internet setting here. You can also go to Browser Setup (5-2) under Setting (5). See page 100.

### 1. Homepage

Specify a home page. The home page you specify is loaded every time you connect to the main Web screen or select **Home** in the **Browser** menu. You can select this item to get to the editor screen and specify a desired home page by entering its web address. However, some network service providers do not allow the user to specify the home page.

### 2. Proxy

You can also configure the proxy setting under **Setting** (5). See page 100 for details on proxy setting.

### 3. Circuit Prompt

A message displayed before each WAP connection is made. The message reads, **Circuit is down. Start data call?**. You may enable/disable this function here.

### 4. Circuit Linger

The length of time that the phone waits before terminating a WAP connection. You are allowed to set it between 30 to 9999 seconds.

### 5. Key Press Timeout

Sets the amount of time the phone waits, before automatically moving the cursor to the next entry position when you are entering a text. As long as the same key is re-pressed within the **Key Press Timeout**, the last character cycles between all the choices for the key.





## 6. Security

### 1. Connection Prompt

A message displayed when a secure session is established. It reads **Secure connection established**. You can enable/disable the function here.

### 2. Secure Prompt

A message displayed by leaving a secure area. It reads **Entering a non-secure area. OK?**. You can enable/disable the function here.

### 3. Current Certificate


A digital ID. It is issued by a trusted third party known as certificate authority (CA). The phone uses CA certificates to authenticate Web sites that send information to the phone.

### 4. CA Certificates

Settings of CA.

### 5. Encryption

View the encryption information. A security key stored in the browser is used to encrypt data when transmitting data between the handset and server.

Press  to show the following options:

**Verify Key** - Verify the checksum of the key.

**New Key** - Request a new key from the server.

### 7. Advanced

You can find the following functions in the **Advanced** setting menu:







## **1. Show URL**

Show the web address of the current page. It can be used to save the current page as your home page, which can quickly bring you to the page without waiting next time you activate the browser from idle mode.

## **2. Restart Browser**

Close the browser and re-launch it.

## **3. Offline Services**

Your phone saves the last browsed web pages in its temporary memory (Cache). You can access a desired web page off-line by selecting this function. If the web page you want is not stored in the temporary memory, you will be prompted to connect to the web service. If the temporary memory is cleared, all web contents stored in it will be erased.

See "Clear Cache (5-3-3)" on page 101.

## **5. Outbox**

Display the outbox status screen. The unsent information (such as an unsent Web-based e-mail) is stored here when you navigate the Web. You can come here to see if there is any unsent information and send it again the next time you connect to the Web.

## ***About...***

### **1. Openwave**

Here you can read about information of Openwave, the provider of your WAP browser.

### **2. Security**

Here you can read about companies that provide you with the WAP security for your phone.



# Using the Menus

---

Your phone's menus cover a wide range of features. The main menu is made up of the following 8 options:

- 1 Phone Book
- 2 Messages
- 3 Media Library
- 4 Call Services
- 5 Settings
- 6 Games
- 7 Alert Setting
- 8 Tools

## Menu Interface

There are two interfaces for the menu. One is the “desktop” interface, the other “zoom.” You can change the setting in **Menu Style** (5-5-5). Desktop demonstrates all available options on one screen. Zoom only demonstrates one option at one time, and you need to scroll up and down to view the different options.



## Normal Access to an Option

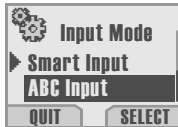
For example, if you want to change the **Input Mode** setting under the desktop menu:



Press to access main menu.



Press to scroll to **Input Mode** and press (**SELECT**) or .



Press to scroll to desired input mode and press or .



Press to scroll to **Setting** and press (**SELECT**) or to enter **Setting** menu.












Settings successfully changed.


Press (**QUIT** or **EXIT**) or to return to the previous menu.



## Navigating the Menus

You can access many of your phone's features by using these keys to move through the menu system:

Keys	Commands and functions
	<b>Power on/off key</b> <ul style="list-style-type: none"><li>• Press to return to previous menu.</li><li>• Exit browser and back to idle.</li></ul>
	<b>Send/Answer key</b> <ul style="list-style-type: none"><li>• Press to select or activate option.</li></ul>
	<b>Menu key (in the middle of the Scroll Key)</b> <ul style="list-style-type: none"><li>• Access main menu from idle screen.</li><li>• During a call, access <b>Call Options</b> menu.</li><li>• During input, access <b>Input Mode</b> menu.</li></ul>
	<b>Right soft key</b> <ul style="list-style-type: none"><li>• Execute command shown at bottom right of the screen:<ul style="list-style-type: none"><li>- In menus, select or activate option (as <b>SELECT/OK/OPTION</b> shows).</li><li>- In idle, access <b>Messages</b> menu (as  shows).</li><li>- Link to next web page/select browser menu option during Internet session.</li></ul></li></ul>

Keys	Commands and functions
	<p><b>Left soft key</b></p> <ul style="list-style-type: none"> <li>• Execute command shown at the bottom left of the screen:           <ul style="list-style-type: none"> <li>- In menus, abort selection/operation and return to previous menu or screen (as <b>QUIT/EXIT</b> shows).</li> <li>- In idle mode, access Phone Book directory (as  shows).</li> <li>- During Internet session, return to previous page; press and hold to return to home page.</li> </ul> </li> </ul>
	<p><b>Scroll key</b></p> <ul style="list-style-type: none"> <li>• Scroll through menus and options.</li> <li>• Adjust volume during call.</li> <li>• In idle mode, access <b>Shortcuts</b> menu; press and hold to initiate a voice dial call (if voice dial feature is activated).</li> <li>• During input, press once to move cursor to next/last insertion point; press and hold to move cursor continuously.</li> </ul>
	<p><b>Voicemail key</b></p> <ul style="list-style-type: none"> <li>• In idle mode, press and hold to dial voice mail box number.</li> <li>• During Internet session, press and hold to access browser menu.</li> </ul>



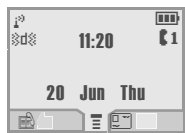
Keys	Commands and functions
	<b>Lock key</b> <ul style="list-style-type: none"><li>In idle mode, press and hold to lock keypad.</li></ul>
	<b>Number key</b> <ul style="list-style-type: none"><li>In idle mode, press and hold to dial any of first 9 numbers in phone book.</li><li>In menus, press to access a corresponding option directly.</li></ul>

# Menu Feature Descriptions

## Shortcut Access

In the main menu, type a corresponding function code listed behind each option in the following sections. By means of the shortcut access you can quickly reach a desired function.

For example, if you want to change the **Input Mode** setting under the zoom menu:



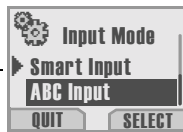
Press **[Home]** to access main menu.



Press **[SELECT]** to access Phone Setting.



Settings successfully changed.



Press **[ABC]** for ABC Input.



Press **[ABC]** to access Input Mode.

See "Input Mode (5-5)" on page 106.



## Phone Book (1)

The **Phone Book** menu allows you to view the phone book directory you create, and add/delete entries. In this menu you can choose from the following:

### Add Entry to SIM (1-1)

To store phone book entries in your SIM card memory:

- 1 Enter the name and phone number and press (**OK**) or .
- 2 Add the phone book name to a preferred caller group list, and press (**SELECT**) or .
- 3 Your phone will assign a location number for this record. Press (**OK**) or to confirm.
- 4 You will be prompted to add a voice tag to this record. Press (**OK**) or and record a voice tag the same way as described on page 66.

#### Notes:

- When you enter a new phone number, use the international number format:
- Press and hold to display + and enter the corresponding country code and the phone number. By doing so, you do not have to modify the entries when you are roaming in other countries.



### Add Entry to Phone (1-2)



You can store phone book entries in the phone memory by selecting this option. The steps are the same as described in Add Entry to SIM.





## ***Find Entry (1-3)***

Follow the prompt to enter the name. When done, press  (**OK**) or , the corresponding location, telephone number and name will appear on the screen. You can also find a Phone Book entry by typing the first letter of its name.

For example, if the name starts with "K", enter **K** and press  (**OK**) or . Names starting with "K" will appear on the screen. Scroll through the names to the one you want.

Now you can press  (**SELECT**) or  to choose from the options below:

### ***Call***

Dial the number.



### ***Edit***

You can edit the entry here. Modify the name, number and select a caller group for the number.

### ***Delete***

Delete the entry.

### ***Copy***

Copy the entry to another location. Choose to copy the record to the SIM or phone memory, enter the location number, and press  (**OK**) or .







## ***Voice Dial***

### **To Add a Voice Tag**

When you choose this option, **Add Voice Tag?** is displayed.

- 1 Press  (OK) or .
- 2 After the tone, speak the recipient's name loudly and clearly over the microphone after the tone.
- 3 The handset replays the voice tag if recording is successful.
- 4 An icon then appears in the display above the record to indicate that the voice tag is now attached to this record.

The next time you recall this phone book entry, the handset will play its voice tag simultaneously.

### **Entry Already with a Voice Tag**

**Playback** - Play the voice tag of this entry.

**Edit** - Change the voice tag the same way as you add a voice tag.

**Delete** - Delete the voice tag.

### ***Send Vcard***

A single entry in your Phone Book can be made into a Vcard, and you can send a Vcard to another mobile phone user.




For more information, see page 66.



## Recent Calls (1-4)





### Missed (1-4-1)

Display the last missed calls. There will always be the records of missed calls if any, but the phone numbers of the missed calls may show or not depend on the network.

- 1 Press  to browse the calls.
- 2 Press  (**SELECT**) or  to choose from the following:
  - **Call** (Call back).
  - **Save**
  - **Delete**

### Save

Save the number into the SIM card memory's phone book:

- 1 Enter the name and confirm the telephone number and press  (**OK**) or .
- 2 Add the phone book record to a preferred caller group list, and press  (**SELECT**) or .

### Notes:

- A caller group has specific settings such as ring tone, image, etc. When a member of a particular caller group calls you or sends you a text message, your phone will play that group's ring tone and display the image designated to that group, so you know immediately which group the caller belongs to before you answer the call. Each name in the phone book can belong to only one caller group.



- To customise the settings of each caller group, see “Caller Group (1-7)” on page 72. To activate/deactivate the Caller Group function, go to “Caller Group (7-2)” on page 119.
- 3 Press (OK) or to confirm the location number your phones assigns to this entry.
  - 4 When prompted, press (OK) or and record a voice tag for this phone number entry.

(To add a voice tag, see page 66.)

### **Delete**

Delete the number.

### **Received (1-4-2)**

Display the last received calls. There will always be the records of received calls if any, but the phone numbers of the received calls may show or not depend on the network.

You can use this option the same way as **Missed** (1-1-1).

### **Dialled (1-4-3)**

Display the last dialled calls. You can use this option the same way as **Missed** (1-1-1).

### **Call Info (1-4-4)**

This menu contains records of call cost and duration.





## Time

This function records the information of call duration.

**Last Call** - Show duration of the last call in hours, minutes and seconds.

**All Calls** - Show the total duration of all types of calls.

**Outgoing Calls** - Show the total duration of all outgoing calls.

**Incoming Calls** - Show the total duration of all incoming calls.

**Clear Time** - Clear all duration data.

## Cost

This function records the information of call cost.

**Last Call** - Show the cost of the last call.

**Note:** Network support dependent.

**All Calls** - Show the total cost of all calls.\*

**Note:** Network-support dependent.

**Clear Cost** - Clear all cost data (PIN2 required).

## Notes:

- PIN2 is a second set of PIN that is used mainly to control limited services such as call cost limitation and fixed dialing numbers.
- If entered incorrectly three times in a row, PIN2 will be locked up. To unblock PIN2, you need to enter the PUK2 code.





## Call Rate

**Cost Limit** - Set a limit to the total call cost. Your phone cannot be used to make a pay call if call cost goes beyond that limit. When this function is activated, the remaining cost will appear on the screen.

**On:** Enable the cost limit function (PIN2 required). **Off:** Disable this function.

**Currency** - Enter a preferred currency base for calculating the cost of your calls (PIN2 required).

**Charge Unit** - Enter the unit price for calculating the cost (PIN2 required).

## Delete All (1-4-5)

Delete all records of missed, received, or sent calls.

## Copy Entry (1-5)



This function allows you to copy or move phone book entries between the SIM and phone memories.

### SIM->Phone (1-5-1)

Copy or move phone book entries from the SIM into the phone memory.

#### Single

Copy or move a single phone book entry from the SIM memory into the phone memory.

**Keep original** - Copy a single entry from the SIM memory and paste it into the phone memory, while the original is still kept in the SIM memory. Scroll through the entries stored in the SIM memory. When the desired one appears, press  (OK) or  and the record will be copied into the phone memory.





**Delete Original** - Remove a single entry from the SIM memory and store it in the phone memory. Scroll through the records stored in the SIM memory. When the desired one appears, press (OK) or and the record will be moved into the phone memory.

### **All**

Copy or move all entries from the SIM card into the phone memory.

**Keep original** - Copy all of the entries from the SIM memory into the phone memory, while the original records remain in the SIM memory.

After entering this option, the screen will show the total number of the entries and ask if you want to copy all of them. Press (OK) or to copy all entries into phone memory.

**Delete Original** - Remove all entries from the SIM and paste them into phone memory.

### **Phone->SIM (1-5-2)**

Copy or move phone book entries from the phone memory into the SIM. The method is exactly as how you copy entries from SIM to phone.

### **Delete (1-6)**

Erase phone book entries that are no longer needed:

#### **By Name (1-6-1)**

Delete records by name.

Enter the name of the record and press (OK) or . The record will be displayed. Press (OK) or to delete.





### **All In SIM (1-6-2)**

Delete all phone book entries stored in the SIM card memory. You will be prompted to enter the phone code before you delete all entries. Enter the phone code and press (**OK**) or to delete.

### **All In Phone (1-6-3)**

Delete all entries stored in the phone memory. Steps are the same as described in **Delete All In SIM**.

### **All Voice Tag (1-6-4)**

Erase all taped voice tags from phone book entries. Enter the phone code and press (**OK**) or to delete.

### **Caller Group (1-7)**

Choose from 5 caller groups (**None** and **Group 1-4**). You can add any phone book entries to a particular caller group, and modify such settings as ring tones, images, etc. for incoming calls from a specific group.

#### **Notes:**

- When you select **None**, **View List** is the only available option.
- To activate/deactivate the Caller Group function, see “Caller Group (7-2)” on page 119.

Settings for **None** and **Group 1-4** are as follows:









## ***View List***

View the phone book names stored in this group.

- If no records were added, **No Matching Record** will appear.
- If this group already contains records, you can scroll through the records to the one you desire and press  (**SELECT**) or  to dial the number (**Call**), or move this record to another caller group (**Edit**).

## ***Rename***

Change the title of this group. (Not available in **Default Group**.)

## ***Ring Type***

Assign a ring tone for this group. Your phone will ring in the tone you choose when there is an incoming call from this group.

## ***Icon***

Choose an icon for this group. You can choose a picture from the **Picture Library** (3-1) or an animation from the **Animation Library** (3-2) when you select this option. The icon you choose will appear when someone belonging to this group phones you.

## ***Funlight***

Set the light pattern for this group.



## ***SMS Alert***

Specify an alert tone for short messages from this group. There are five different tones to choose from.





## ***Voice Dial (1-8)***

When you select this option, a list of phone book entries with voice tags will appear. Scroll the list for the entry you want and press  (**SELECT**) or . You will see the following:

### ***Playback***

Play the voice tag of the selected entry.

### ***Edit***

Change the voice tag the same way as you add a voice tag.

### ***Delete***

Erase the voice tag from this entry. When erased, the voice tag list will not show this entry anymore.

## ***Show Service (1-9)***

Under this option you can view and call the service phone numbers provided by your network operator. These numbers are stored and locked by your operator in your SIM card.





**Note:** This option is network- and SIM-card dependent.






## ***Own Number (1-10)***

Sets or displays the record of your current SIM card number.

- If no own number records are saved in the memory, **No Records Add Record?** will appear. Press  (OK) or  and enter your name and phone number, then specify a location for this number (1 or 2).
- If you have already entered your own number data, press  (OK) or  and choose to add a new record, edit, delete the current record, or send it as a Vcard. For more about Vcard, see page 66.

## ***Status (1-11)***

This option allows you to view the numbers of free and occupied phone book slots. The phone memory can store up to 100 phone book records, while the number of available entries in the SIM memory varies, depending on the network service you subscribe to.

The screen will show the numbers of available and occupied slots in the SIM card. You can press  to view the numbers of free and occupied slots in the phone memory.

## ***Information Number (1-12)***

This option shows you the service number of your network.

This option may or may not show up in your phone depends on your SIM card/network.















## **Messages (2)**

The following options are network-and subscription-dependent.

### **Inbox (2-1)**



If a new message is received by the phone, a tone is played, the prompt **Read?** appears, and  appears near the top of the idle screen).

- 1 Press  (**OK**) or  to display the message record directly, or enter this menu option to do so. You will see the record of the last received message showing its delivery time, date and phone number or caller ID (if stored in the phone book).
- 2 Press  (**SELECT**) or  to read the message.
- 3 If you have two or more new messages, press  to browse the message records.
- 4 Press  (**SELECT**) or  to read.
- 5 After reading a message, press  (**OPTION**) or  for the following options.

### **Launch**

This option is available only when the incoming message contains a URL. The handset is able to recognise <http://www.hellomoto.com> and [www.hellomoto.com](http://www.hellomoto.com) as URLs. When you select **Launch**, your handset will start up the web browser to reach the received web address.

### **Reply**

Reply to the message. Compose the message the same way as you compose a new message. (See “New Message (2-2)” on page 82.) When you are finished, press  (**OK**) or  to choose from the following options:



## Single Recipient

Send the reply message to one recipient. When the recipient's phone number appears, press (OK) or to send the message.

## Multiple Recipients

**By Entry** - You can send the message to the recipients you choose from your phone book entries. Scroll through the entries and press (SELECT) to select the ones to receive the message. You can also press (CANCEL) to un-select a recipient.

When done, press to show the list of the selected recipients. Press (CHANGE) if you want to change the list. (Change the list the same way you select/un-select a recipient.) Finally, press to send your message to the selected recipients.

**By Group** - You can send the message to the members you select from a particular caller group. Choose a group and select recipients in the same way you select by entry from the phone book.

## Save

Enter a phone number (the default number is the original message sender) and press (OK) or to save the message to the Outbox.

## Delete

Delete the message. When done, **Deleted Read Next?** will display on the screen. If you want to read the next message, press (OK) or . If you want to exit, press (QUIT) or .



## Send

Divert the received message to one or more recipients. You can do this the same way as described on page 80.





## Start Chat

This option allows you to initiate a chat session by replying to a received message in Inbox. You will be prompted to enter your nickname and a chat message. When done, press  (OK) or  to initiate the chat session. See “SMS Chat (2-4)” on page 84.

## Picture

If there is a picture in the message, you will see the picture directly in the message. Enter the **Option** menu, then scroll to and select **Extract Media**. You will then be directed to the **Save Picture** menu. If there is still space available, you see **New** option for saving your picture as a new item. Or, you can scroll up and down to browse through the picture archive, and overwrite an old picture with the new one.

## Animation

If there is an animation in the message, you will see the animation directly in the message. Enter the **Option** menu, then scroll to and select **Extract Media**. You will then be directed to the **Save Animation** menu. If there is still space available, you see the **New** option for saving your animation as a new item. Or, you can scroll up and down to browse through the animation archive, and overwrite an old animation with the new one.

## Melody

If there is a melody in the message, you will see in the message. When you read the message, the melody will play automatically. Enter the **Option** menu, then scroll to and select **Extract Media**. You will then be directed to the **Save Melody** menu. The melody saved is assigned to one of the four default UserRing spaces. You can rename it in **Media Library (3)**.





## Vcard

If there is a Vcard in the message, you will see an icon in the message.

- 1 Enter the **Option** menu, then scroll to and select **Extract Media**.  
You will then be directed to the **Phone Book** entry editor.
- 2 When the name of the person is shown, edit or confirm it.  
You will then see the phone number.
- 3 Edit or confirm the phone number. The entry will then be saved.

After the entry is saved, you will be prompted to add a voice tag for the entry.

See also page 46.



## Vcalendar

A Vcalendar is a single entry in the **Date Book** converted to a transmittable form for mobile phones. (See “Date Book (8-3)” on page 120.)

If there is a Vcalendar in the message, you will see an icon in the message. Enter the **Option** menu, then scroll to and select **Extract Media**. The date, time, and description of the Vcalendar will be displayed. Choose **Save** to store the record. See also page 46.

## Edit

You can edit the received message. You should do it in the same way as you **Reply** to a message. See also page 82 for writing messages.

When done, press  (**OK**) or  to choose from the following options:





## Single Recipient

You can send the message to one recipient in two ways:

- Enter the recipient's phone number as you are prompted to do so and press (OK) or to send the message directly.
- If you want to select a number from the Phone Book when you are prompted to enter the phone number, you can press (SELECT) or and enter the recipient's name saved in the Phone Book. When the desired phone number appears, press (OK) or to send the message. You can also press or twice to select a phone number directly from the Phone Book without having to enter the name first.

## Multiple Recipients

**By Entry** - Send the message to the recipients you choose from your phone book entries.

- 1 Scroll through the entries and press (SELECT) to select the recipients for the message.
- 2 You can also press (CANCEL) to un-select a recipient.
- 3 When done, press to show the list of the selected recipients.
- 4 Press (CHANGE) if you want to change the list (the way you change the list is the same as you select/un-select a recipient).
- 5 Finally, press to send your message to the selected recipients.

**By Group** - You can send the message to the members you select from a particular caller group. Choose a group and select recipients in the same way you select by entry from the phone book.












## **Save**

Enter a phone number and press  (**OK**) or  to save the message to the Outbox.



## **Use Number**

Display and uses the phone number of the message. If a message has more than one number, you can use  to scroll up and down the numbers. When the desired one appears, press  (**SELECT**) or  to choose from the following:

## **Save**

Save the phone number in the Phone Book. Enter the name and confirm the phone number, then specify a caller group and location number for the phone number. Press  (**OK**) or  to save the number. Finally, tape a voice tag for the phone number.

## **Call**

Press  (**SELECT**) or  to dial the number.


## **Call Back**

Dials the number shown on the record of the received message.








## ***Extract Media***

This option is available only when a SMS contains multimedia file(s) such as a picture, an animation, a melody, or a Vcard/Vcalendar. If a message contains a picture or an animation, it will be directly shown in the message. If a message contains a melody, it will be shown as .

You can save the multimedia file(s) by selection this option, and the files will be stored in your Media Library (3). The storage space, however, is limited, so pay attention to the usage of the space. Vcard and Vcalendar will be shown as icons.



## ***New Message (2-2)***

This function allows you to write short messages. Write down the message you want. You can press  for **Input Menu**. (See “Input Modes” on page 38.) After you finish your message, press  (OK) or  to choose to send or save the message. The **Send** option has the same sub-menu as **Edit** in **Inbox**.

## ***Quick Msg (2-3)***

This function allows you to personalise the Quick Msg list by writing and storing your own sentences. You can also use the sentences already stored in this list to edit a message.



### ***To Write and Store Your Own Quick Msg Sentences***

In the Quick Msg list, pick one out of the first five empty entries and select **Edit** to start writing your own sentences. When done, press  (OK) or  to save the sentence. The screen will return to the Quick Msg list showing the sentence stored in the selected entry.







## **To Access a Quick Msg Sentence You Wrote**

In the Quick Msg list, scroll to a desired sentence you wrote and press  (**SELECT**) or  , or press a corresponding number key to select.

The following will appear:



### **View**

Displays the entire sentence. Then you can modify the sentence into the message you want. When finished, press  (**OK**) or  to choose to send or save the message. This option has the same submenu as **Edit** in **Inbox** (2-1).

### **Send**

You can send the message to one or more recipients. You can do this the same way as described on page “Single Recipient” on page 80.



### **Edit**

Modify the sentence. When finished, press  (**OK**) or  to save the modified sentence to its Quick Msg entry.

### **Delete**

Delete the sentence. When done, the entry where the sentence was previously stored will become blank.

## **To Access a Preset Quick Msg Sentence**





In the Quick Msg list, scroll to a preset sentence you want and press  (**SELECT**) or  , or press a number key to select from sentences 6~9. Then choose **View** or **Send**. Operations are the same as described above.




## SMS Chat (2-4)

You can engage in a peer-to-peer chat session by writing short messages to another mobile phone user. If the recipient's phone does not support this feature, the chat will be shown as simple text messages on the recipient's screen. There are three ways of initiating a chat session:

- You can select a previously received message in **Inbox (2-1)** and choose **Start Chat** to set up a chat session. See "Start Chat" on page 78.
- When someone invites you to a chat by sending you a chat message, or when she/he accepts your chat invitation by replying to your chat message, the chat prompt will pop up showing her/his name followed by a message. Then you can choose to join the chat or reject the chat by pressing a corresponding soft key.
- If you select the **SMS Chat** menu to initiate a chat session, select **Start Chat (2-4-1)**:


- 1 Enter a nickname you'd like to use during a chat.
- 2 Enter the message you wish to send and press  (**OK**) or .
- 3 Enter the phone number of the person you want to chat with and press  (**OK**) or  to send the message to invite the recipient to a chat.

When you have sent a chat message, the message is displayed on the screen as *nickname:>message*. You can continue the chat by sending another message.

- 4 To leave the chat session screen, press  (**QUIT**). You can come back to this **SMS Chat** menu and choose **Resume Chat** to go on with a chat session, or choose **End Chat** to terminate a chat session.







When you are interrupted by an incoming call during a chat session:

You can press  to answer the call. Upon ending the call, the screen returns to idle. Then you may resume the chat session by selecting **Resume Chat** from the **SMS Chat** menu.

You can press  to reject the incoming call and continue the chat by selecting **Resume Chat** from the **SMS Chat** menu.

You can choose **View History** (2-4-2) from the **SMS Chat** menu and view a chat log. You can also erase the log data by choosing **Erase History** (2-4-3).

## **Drafts(2-5)**

You can use this function to read the messages you saved. After entering this option, you will see the record of the last saved message showing its phone number and record number. Scroll the records until the one you want appears on the screen. Then press  (**SELECT**) or  to view the message. When finished, press  (**OPTION**) or  to choose from the following:

### **Launch**

This option is available only when an outgoing message contains a URL. The handset is able to recognise both <http://www.hellomoto.com> and [www.hellomoto.com](http://www.hellomoto.com) as URLs. Choose **Launch**, and your handset will start up the web browser to reach the web address.

### **Send**

Sends the message to one or more recipients. You can do this the same way as described on page 80.

### **Use Number**

Displays and uses the phone number of the message.

Operations and sub-menu are the same as those of **Use Number** in **Inbox** (2-1). See page "Use Number" on page 81.





## **Delete**

Delete the selected message.

When done, **Deleted Read Next?** will appear. If you want to read the next message, press (OK) or . If you want to exit, press (QUIT) or .

## **Edit**

Operation and sub-menu are the same as those of **Edit** in **Inbox** (2-1).

## **Extract Media**

If there is a multimedia file in the message, you can extract it.  
See “Extract Media” on page 82 for more information.

## **Voice Mail (2-6)**

You can call the voice mailbox provided by your operator and listen to the voice mail left by a caller.

Once your voicemail box receives a message, appears in the center of the screen.

- 1 Press or to return to idle, you will find on the screen indicating a voice mail is waiting at line 1.  
( will appear if line 2 is active).
- 2 Press and hold to dial the voice mailbox number directly, or enter this menu option to do so.

**Note:** All voice mail icons and operations are network support dependent.  
2. For how to designate the active line, please see “Active Line (4-2)” on page 97.



## **Call (2-6-1)**

Dial the voice mailbox number to listen to the voice mail.





### **Edit (2-6-2)**

You can modify your voice mailbox number. Enter the voice mailbox number provided by your operator and press  (**OK**) or .

### **Broadcast (2-7)**



You can receive cell broadcast offered by your network operator, and choose preferred topics and languages.

#### **Receive (2-7-1)**



Choose whether or not to receive the cell broadcast provided by your operator.

#### **Topics (2-7-2)**

Display the topics of the broadcast message.

After you select this option, **No Topics Add Topic?** will appear if no topics have previously been saved. Press  (**OK**) or  and enter the topic you want. If you have previously entered a topic, that topic will appear on the screen when you select this item. You can then choose to add a new topic, edit or delete the saved one.

#### **Language (2-7-3)**

Display broadcast messages only in the languages you select. Scroll the languages and press  (**SELECT**) or  to select.

### **Msg Settings (2-8)**



This menu includes several options to adjust the message settings:





### ***Route Center (2-8-1)***

This option stores the phone number of the message center. The message you send is transmitted via this message center to the recipient.

Enter the message center number provided by your operator and press  (OK) or  to save the number.

### ***Valid Period (2-8-2)***

You can select the length of time that your text messages are stored in the message center while the message center attempts to deliver them.

### ***Reply Path (2-8-3)***

You can ask the network to set the route of the reply message via your own message center. If you set this function on and send a message to someone and the person replies, the reply message will follow the path of the previous message that you sent.

### ***Notification (2-8-4)***

If you activate this function, your network operator will send you a delivery report.

### ***Format (2-8-5)***

You can ask the network to convert your text message into different formats. Select from the following formats: Text, Paging, E-Mail, Fax, Voice, ERMES, Telex and Grp4 Fax.

### ***Delete All (2-9)***

Delete all messages.







## **Media Library (3)**

Multimedia files are stored in the media library.

Note that the send option in this section depends on the recipient's mobile phone model. If the recipient's phone does not support the format, he/she may not be able to enjoy the multimedia files you send over.


There is also space limit for the storage of the files, and once you have reached the limit, the old files have to be deleted or overwritten to make space for new files.

### **Picture Library (3-1)**

There are 30 preloaded pictures. You can download or receive new pictures from the internet or other mobile phone users, and store them here. If you enter this option for the first time, you have the following two options:

#### **Download New**

When you select this option, your phone will initiate a WAP session and take you directly to the Web site you assign in the **Setup** section (see below). Then you can download the picture you want from the site.

After downloading, the screen returns to the picture list, and you will see the name of the picture. You can then select this new picture from the list, then press  to enter the option menu:

**Save as Screensaver** - Use the picture as the Screensaver.

**Save as Logo** - Use the picture as the Logo for the idle screen.

**Save as Wallpaper** - Use the picture as the background for the idle screen.



**Send** - Send this picture to someone else. When you select this option, you will be directed to the message-composing screen, and you will see your desired picture inserted at the very beginning of the message. Finish the message as you do with a standard SMS message.

**Rename** - Rename the picture.








**Delete** - Delete the picture.









### **Setup**

When you select this option, you will be asked to type in a URL for downloading. After you finish it, you have to go to **Download New** to initiate a WAP session to connect to the desired Web site.

### **Animation Library (3-2)**

There are 15 pre-stored animations in the Library:

No.	Animation	Meaning
1		I am ironic/flirty.
2		I am glad.
3		I am skeptical.
4		I am sad.
5		Wow!
6		I am crying.
7		I am winking.

No.	Animation	Meaning
8		I am laughing.
9		I am indifferent.
10		In love/kissing.
11		I am confused.
12		Tongue hanging out.
13		I am angry.
14		Wearing glasses.
15		Devil.

After you select an animation, you have the following options:

### ***Download New***

When you select this option, your phone will initiate a WAP session and take you directly to the Web site you assign in the **Setup** section (see below). Then you can download the animation you want from the site.

After the downloading is successful, the screen returns to the animation list, and you will see the name of the animation displayed in the list. You can then select this new animation from the list and decide what to do with the animation. See below for functions available.



## **Setup**

When you select this option, you will be asked to type in a URL for downloading. After you finish it, you have to go to **Download New** to initiate a WAP session to connect to the desired Web site.

## **Save as ScreenSaver**

Use this animation as your screensaver.

## **Send**

Send this animation to someone else. When you select this option, you will be directed to the message-composing screen, and you will see your desired animation inserted at the very beginning of the message. Finish the message as you do with a standard SMS message.

## **Rename**

Rename the picture.

## **Delete**

Remove this animation from the Library. You cannot, however, delete any of the 15 pre-stored animations.

## **Melody Library (3-3)**

There are 10 pre-stored melodies: ChimesHigh, ChimesLow, Ding, TaDa, Notify, Drum, Claps, Fanfare, ChordHigh, and ChordLow. These are not modifiable. You can also compose your **UserRings**. These ten tunes can also be used as your **ring tone** when a call comes in. Use **New** to compose your own tune. Once you have reached the storage limit, you will not see the **New** option again before you delete at least an entry.

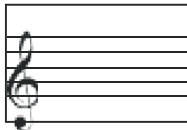




## New

This function allows you to compose ring melodies of your own using the available musical notes stored in your phone memory.

When you select the empty ring, the following scale will appear:



## Composing a Melody

*To set the note length* - Press a corresponding number key to place the musical note of a desired length on the scale. (See the table below.)

*To set the pitch of a note-c, d, e, f, g, a, b and the octave* - When the note of a particular length appears, press the same corresponding number key several times to move the note up and down on the scale.

Press to add \* (not available for e, b).

Press to move the cursor between notes.































Press to delete a note. Press and hold to delete all notes.

**Note:** The maximum duration of a score is 24 seconds. No further note entry will be allowed once this limit is reached.





## Keypad mapping

The table below shows which keys to use to enter musical notes of different length and symbols:

Key	Note length	Note symbol	Note Symbol (inverted)
	1/32		
	1/16		
	1/8		
	3/16		
	1/4		
	3/8		
	1/2		
	3/4		
	1		
	Rest	 (Press the same key repeatedly to produce the desired rest note.)	
	Sharp	#	#



## Settings

When you finish composing the score of a melody, press  or  to choose from the following:

**Play** - Play the melody you just composed.

**Save Tone** - Save the melody.

**Edit** - Edit the score of the melody.

**Rename** - Change the name of the melody.

You must save the melody before you change its name.

**Timebeat** - You can adjust the beat of the melody to Lento, Medium, Allegro, or Presto.

**Note:** Before you adjust the beat of the tune, you have to save the melody first. Next choose to **Edit** the tune, and then you can adjust **Timebeat**.

After you save a melody, you have the following options:

**Save as Ring Tone** - Assign the melody as your ring tone.

**Send Melody** - Send this melody to someone else. When you select this option, you will be directed to the message-composing screen, and you will see your desired melody inserted at the very beginning of the message. Finish the message as you do with a standard SMS message.

**Note:** This option is network-support dependent.

**Edit** - Edit the tune.

**Rename** - Rename your melody.

**Delete** - Delete this melody.





## Call Services (4)

**Call Services** provide several options to manage your calls.

**Note:** Functions under this menu are network-support and subscription-dependent.

### **Call Divert (4-1)**

You can choose from the following call divert modes as needed.

#### **Divert All (4-1-1)**

Divert incoming voice calls to a designated phone number.

##### **Activate**

Divert calls to your voice mailbox or to a designated phone number, then enter the phone number to divert to and press (**OK**) or . When you divert calls, or will appear, depending on which line you divert.

will appear if you divert both line1 and line2. (To designate the active line, see “Active Line (4-2)” on page 97.)

##### **Cancel**

Disables this function.

##### **Status**

Shows the status of this function.

#### **When Busy (4-1-2)**

Incoming calls are sent to a designated number when your phone is busy. Settings are the same as those for **Divert Voice**.





### ***If No Reply (4-1-3)***

When an incoming call is not answered, it will be sent to a designated phone number. Settings are the same as those for **Divert Voice**.

### ***Unreachable (4-1-4)***

When the phone is off or located outside the network service area, incoming calls will be sent to a designated number. Settings are the same as those for **Divert Voice**.

### ***Cancel All (4-1-5)***

Cancels all call divert settings.

### ***Active Line (4-2)***

**Note:** Network-support dependent.

This function allows you to use two different telephone numbers on one phone. You can designate the number used to make a call and use both of these numbers simultaneously to receive calls without having to use two phones to do so.

Choose Line or Line 2. The icon of the line you selected (**L1** or **L2**) will appear on the idle screen.\*

### ***Call Waiting (4-3)***

When you are on another call and an incoming call is directed to your phone, an incoming call number and a call-waiting message will appear to remind you. Choose to activate, cancel or check the status of this function.





## **Show Number (4-4)**

You can decide whether or not to show your number on the recipient's phone when you make a call:

### **Preset (4-4-1)**

Whether the recipient's phone will display your number depends on the default setting on the network side.

### **On (4-4-2)**

The recipient's phone will show your number when you send a call.

### **Off (4-4-3)**

Your phone number will not appear on the recipient's phone.





## Settings (5)

This menu allows you to program the phone's various settings as needed.

### ScreenSaver (5-1)

This function allows you to set a screensaver for your handset.

If you set a screensaver for your handset, it will start up automatically when you initiate the **keypad lock**, or when you idle more than forty seconds under the idle screen.

#### On

When you select **ON**, you will be given the following options: you can choose between two pre-defined screensavers (Animation 1&2), or you can choose something from the **Picture Library** and the **Animation Library**.

#### Off

Turn the screensaver off.

### Lights (5-2)

This function allows you to set Funlight patterns that appear during power-up and idle modes. You can also use this function to change your backlight colour and adjust the duration of the backlight. The backlight will be turned on the moment the phone receives calls, messages, etc., or when you touch any key on the keypad.

#### Power up Backlight (5-2-1)

Choose the Backlight pattern for the phone when you turn on the power.

#### Idle Pattern (5-2-2)

Choose the Backlight pattern for the phone whenever the idle display appears.



### **General Backlight (5-2-3)**

Choose the Backlight for all other situations.

### **Backlight Duration (5-2-4)**

Select a desired time period (15, 30, or 60 seconds) or choose to turn the backlight off.

### **Browser Setup (5-3)**



To successfully get online using your phone, you need to subscribe to WAP services available from your network operator or Internet Service Provider (ISP), and adjust WAP settings accordingly.

### **Proxy Setting (5-3-1)**

Necessary settings for mobile Internet access are adjusted here. You have profile 1-3 to choose from. For example, if you select Profile 1:

**Note:** Profile 2 and 3 have the same sub-menu as profile 1.

#### **Profile 1**

Press  (**SELECT**) or , and the following options will appear:

**Activate** - Set Profile 1 as default.

**Data Info** - Enter the following account information provided by your ISP.

**Phone #:** The number that your phone will dial to access the Internet. Your ISP provides this number.

**User:** Your user ID, provided by your ISP.

**Password:** key in the password provided by your ISP.

**Baud Rate** - The default setting is 9600(bps), which is the standard data rate for GSM phones.





**Line Type** - The type of call you make to your ISP. The default setting is ISDN.

**Primary Data:** The IP address of the gateway (ISP main server) through which you access the Internet. Enter the IP provided by your service provider.

**Secondary:** The backup IP, if available. The backup IP will be used if the main server does not respond during dial-up.

**Home page:** Specify the home page by entering its web address. If the network service provider has set their default home page, however, the page you specify here will not appear. You can also specify a home page in the **Browser** menu. See page 55. The home page you specify in the **Browser** menu has priority over the page you specify in this option.

**Edit Profile Name:** You can change the profile name here.

### ***Idle Time Out (5-3-2)***

You can specify the time the phone waits before hanging up if it detects no Internet activities. Minimum: 30 seconds; Maximum: 1000 seconds.

### ***Clear Cache (5-3-3)***

The cache serves as a temporary memory that stores last browsed web contents. Clear the cache will erase all web contents stored in it.

### ***Security (5-4)***

This option ensures the security of your phone by setting PIN check, phone code, SIM lock etc., as well as limitations on particular outgoing and incoming phone calls.





## **Code Status (5-4-1)**

### **PIN code**

Activate/Deactivate the PIN code.

Select **On** or **Off**. When you change the PIN code status, you will be prompted to enter PIN.







### **Phone Code**

Activate/Deactivate the phone code. The phone code helps prevent unauthorised use of your phone. When this function is on, you must enter your phone code every time you turn on your phone. There is no limitation on the number of wrong attempts when you enter the phone code.

Select **On** or **Off**. When changing the phone code status, you must enter your phone code. The default phone code is 1234.

## **Change Code (5-4-2)**

### **PIN Code**

You can change your PIN. You need to activate your PIN as described in 5-2-1 before changing your PIN. First, enter the original PIN and press  (OK) or . Then enter the new PIN and press  (OK) or . Enter the new PIN again and press  (OK) or  to confirm.

### **PIN2 Code**

You can change PIN 2 code the same way you change your PIN.

When you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

### **Phone Code**

You can change your phone code in the same way you change your PIN.





## **Network Code**

You can change the network password in the same way you change your PIN.

## ***Fixed Dial (5-4-3)***

You can set limitations on the numbers you can call.

### **Notes:**

- You must obtain your PIN2 before you can use this feature.
- If you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

### **View**

You can view the fixed-dial numbers you set.

### **Set Status**

Enables/disables this feature. You will be prompted to enter PIN2 when you activate this feature.

### **Modify**


You need to enter PIN2 before you can add, edit and delete the records of your fixed-dial numbers. You can also send your fixed-dial number as Vcards.





## ***SIM Lock (5-4-4)***

With this function, you can prevent unauthorised use of the phone with unknown SIM cards.



After you set this function on, if the SIM card in your phone is not the one used to enable this function, **Insert Correct SIM** will appear after you power on and enter the PIN. Press  and enter the unlock code. If the unlock code entered is correct, the phone will recognise the SIM card automatically. The next time you power on your phone with this newly recognised SIM card, you will not be prompted to enter the unlock code again. However, if the unlock code entered is incorrect, the display will show **Insert Correct SIM** again, and the phone will function as if the SIM card were not inserted. Your phone can recognise up to 3 different SIM cards.

**Note:** There is a limit of 10 wrong attempts before your phone gets blocked and becomes unusable.

### **Set Status**

Enables/disables the SIM lock. You need to enter the unlock code first before you change the SIM lock status. (The default unlock code is 00000000.)

### **Change Code**

Change the unlock code. You will be prompted to enter the original unlock code first. Enter the original unlock code and new unlock code twice and press  (OK) or . The length of the code may vary from 1 to 8 digits, depending on your setting.

## ***Call Barring (5-4-5)***

You can set up limitations to restrict outgoing or incoming calls.







## All Outgoing

Bars all outgoing calls. Options are as follows:

**Activate** - Enter the password provided by your network operator and press (OK) or to enable this function.

**Cancel** - Enter the password provided by your network operator and press (OK) to disable the function.

**Status** - Show the status of this function.

## Int'l Out

Bars all outgoing international calls. Settings are the same as those for **All Outgoing**.

## Int Exc Home

Bars outgoing international calls except calls that are connected to home country. Settings are the same as those for **All Outgoing**.

## All Incoming

Bars all incoming calls. Settings are the same as those for **All Outgoing**.

## In When Roam

Bars incoming calls when roaming (when you are traveling abroad). Settings are the same as those for **All Outgoing**.

## Cancel All

Cancels all call barring settings. Enter the password provided by your network operator and press (OK) or .







## Change Code

Change the password for the **Call Barring** feature.





## **Key Lock (5-4-6)**

You can activate the keypad lock to prevent unintentional key-in actions, say, when you put your phone in a bag. In idle, you can press and hold  to activate the lock. When the lock is enabled,  will appear at the bottom of the idle mode screen. You still can answer phone calls by pressing . To unlock, press  (**Unlock**) or , then press .

## **Auto KeyLock**

The key lock will be activated approximately 30 seconds after you set this mode on.

### **Lock now**

Activate the key lock immediately.

### **Off**

Disable the function.

## **Input Mode (5-5)**

Set the default input mode as **smart input** or **ABC input**. For more information on these two modes, see page 38.










## **Initial Setup (5-6)**

### **Set Time & Date (5-6-1)**

Sets current date and time to be displayed on the idle screen.

To set the date:

- 1 Use number keys to enter year, month and day.
- 2 Press  (OK) or  to confirm. To set current the time (in 24 hr format), use  to enter the hour, then press  and enter the minute the same way. (You can also use number keys to type the exact time directly.)
- 3 To clear digits, press  (DELETE).

### **Language (5-6-2)**

You can select the language used to display information. The language you choose will be stored in your phone memory. The language setting will remain the same as the one used when the phone was turned off last time regardless of any SIM card inserted as long as you don't use the **Automatic** mode. (**Automatic** uses the SIM card's default language setting.)

### **Auto Redial (5-6-3)**

If you make a call that is not answered, your phone will redial the number continuously. Your phone will redial up to 10 times before the call is answered. Choose to turn this function on or off.



### **Menu Style (5-6-4)**

Choose to view your menu in **zoom** or **desktop** interface. For more information on two different interfaces, see page 58.





### ***Restore (5-6-5)***

Reset all settings to default. Enter the phone code (the default phone code is 1234) and press  (OK) or  twice to confirm.

### ***Network (5-7)***

When turning on your mobile phone, the phone automatically connects to the designated network operator. This menu allows you to select an appropriate network operator and system as needed.

#### ***Automatic (5-7-1)***

The phone will perform another network operator search after this function is selected.

#### ***Manual (5-7-2)***

The phone lists the available network operators for you to choose from. It may take a few seconds for the phone to search available networks before you can see the list.

#### ***Band (5-7-3)***

Choose the frequency band for the GSM radio standard as needed. If you select **Automatic**, your phone will detect the network environment and select an appropriate network system automatically. You can also connect your phone to a GSM 900 or GSM 1800 network by choosing **900 MHz** or **1800 MHz**.

#### ***Time Alert (5-8)***

Your phone will beep every minute during a call. Select **On** or **Off**.





## ***User Group (5-9)***

**Note:** Network support/ subscription dependent.

The Closed User Group (CUG) service enables users to form closed user groups to and from which access is restricted. A user may be a member of one or more CUGs. Members of a particular CUG can communicate with each other but cannot speak, in general, with users outside the group.

For details on this function, consult your network operator.

### ***Preset (5-9-1)***

Enables CUG service with default CUG number which is preset by your network operator.

### ***On (5-9-2)***

Enter the CUG number to enable the CUG service.

### ***Off (5-9-3)***

Disable the CUG service.

## ***Other Info (5-10)***

### ***Flex Option (5-10-1)***

View the software tool version. The software tool is used for software downloading.

### ***S/W Version (5-10-2)***

View the current software version in your mobile phone.











## **Games (6)**

Your phone contains several games that you can play between phone calls.


### **Snake (6-1)**

Your goal is to make the snake grow longer by feeding it with as many goodies as possible. Use the following keys to direct the snake to a goody:

-  - up
-  - down
-  - right
-  - left
-  - ▼ clockwise/▲ anti-clockwise



The longer the snake, the higher the score. You are not allowed to stop the snake or make it go backwards. When the snake hits its own body or the surrounding frame, a game is over. Then the screen will show your score.



After you select this game, you will see the following:

**Continue** - This option is available only when you have paused a game. Choose this option to resume your game.

**New Game** - Start a new game.

**Last View** - This option is available only when you have finished a game. You can choose this to see the screenshot of the last scene in your previous game.

**Level** - Set the difficulty level of the game.



**Top Score** - Show the highest score for all games ever played on the handset.

**Instructions** - Read the instructions for the game.

## ***Tetris (6-2)***

Tetris is a deceptively simple, completely addictive electronic puzzle game. The object of the game is to position the falling shapes, called "Tetraminoes," across the bottom of a rectangular pit. Tetraminoes are shapes created from 4 blocks joined together into 7 different patterns.

### ***Rules of the Game:***







The Tetraminoes must be rotated as they fall and positioned across the bottom leaving no open spaces.

When an entire horizontal line fills with blocks, the line clears from the screen.

If lines are not completely filled with blocks, they will not clear from the screen, and the Tetraminoes will continue to stack up higher and higher.

If the stack of Tetraminoes reaches the top, the game is over.

Use the following keys to move a falling piece:






-  or  - rotate a falling Tetramino
- , , and  - move a falling tetramino to the right or to the left
-  - drop down a tetramino  
(if you don't want to wait for it to reach the bottom)

The menu options in this game are the same as those in **Snake**.



## Numbers (6-3)

Your goal is to rearrange the numbers in the correct order shown below.  
Use the following keys to move the numbers:

-  - up
-  - down
-  - right
-  - left
-  - up and down

While playing, the screen will show the time and steps you take:



1	2	3
4	5	6
7	8	

The menu options in this game are exactly the same as those in **Snake**.

## Brick (6-4)



The object of this game is to break an entire set of bricks using a ball and a racket. When you have broken all of the bricks, you advance to the next level with a new set of bricks to break.

### How to Play:

Start a game by pressing  or  to fire the ball. The ball moves through the screen, bouncing in different directions after hitting the frame or the bricks. When the ball hits a brick, the brick disappears.





Use  (right) and  (left) to move the racket horizontally across the screen bottom. You can also press and hold these keys to move the racket without stopping. When the ball reaches the bottom, you must hit it to make it bounce towards the bricks.


Change the direction in which the ball bounces by hitting the ball in a particular angle.


You have three credits for each game. If the ball goes past the bottom, you lose a credit. The game ends when you lose all your three credits.


The more bricks you break, the more points you score.


A falling object may appear when the ball hits the bricks. You can tell what the object means by looking at the icon shown at the bottom right of the screen, which helps you decide whether to catch or dodge the object.

### **Screen Icons:**

The *skull*  warns you to dodge a deadly falling object. If the object hits your racket, you lose one credit.

The *key*  tells you to catch a falling object for access to the next level directly.

The *dollar sign*  tells you to get a falling object for bonus.

The *missile*  tells you that catching the object will make the ball bounce faster.

The *symbol*  indicates that catching the object will shorten the racket.

The *symbol*  indicates that catching the object will lengthen the racket.

The menu options in this game are the same as those in **Snake**.





## **Five Stone (6-5)**

This is a two-player game. You will be playing against your phone.

One player has black stones; the other has white stones. The two players make moves in turn. A move is placing a stone on an intersection.

A player wins the game if there are exactly 5 consecutive stones of his/her colour on the board in the horizontal or vertical or diagonal direction.

### **Starting the Game:**

Before playing a game, you should decide which side plays first by choosing from the following options under **New Game**:









### **Handset**

Your handset plays first.

### **Player**

You play first.

Move the cursor as follows:

-  - up
-  - down
-  - right
-  - left
-  - upper left
-  - bottom right
-  - bottom left
-  - upper right

Press  or  to place a stone; press  to undo one step.







The menu options in this game are exactly the same as those in **Snake**.





## Box World (6-6)

The object of this puzzle game is to get rid of all the boxes. This is done by pushing each of them onto a fixed round black object. When you finish pushing all boxes onto the black objects, you pass the box world of the current level, and you can proceed to a new game of the next level.

Move the pusher using the following keys:

-  - up
-  or  - down
-  - right
-  - left
-  - up and down

Press  to undo one move.

Press  to play the game all over again.

Press  to access the current status about this game, which includes:

The number of the user's moves in this game.

The least moves taken in a previous game.

The menu options in this game are exactly the same as those in **Snake**.



## **Alert Setting (7)**

You can adjust the alert and audio settings of your phone here.

### **Alert Profiles (7-1)**

This feature allows you to customise such audio settings as ring tones, vibration, ring volume, etc. to suit a variety of occasions. When you are in this menu, you will see a list of profiles. You can customise the settings of each profile and activate one of these profiles for a special event or situation.

#### **General (7-1-1)**

##### **Activate**







Activates settings of the **General** profile.

##### **Customise**

This menu allows you to customise the following as needed:

**Note:** When you select the **None** setting in **Caller Group**, profile settings will be used.

## Alerts

Option	Description
<b>Vibracall</b>	<p>Set vibration mode:</p> <p><b>Ring Only</b> - Turn off vibration mode.</p> <p><b>Vibrate and Ring</b> - Handset rings and vibrates simultaneously when call comes in.</p> <p><b>Vibrate Only</b> - The handset vibrates without ringing when a call comes in.  appears at the top of the idle screen when you select this mode.</p> <p><b>None</b> - The handset will not vibrate.</p>
<b>Ring Type</b>	Select a ringing mode from a variety of melodies. Scroll the options and listen to the highlighted melody. Then press  ( <b>SELECT</b> ) or  to confirm your choice.
<b>Ring Volume</b>	Adjust the ring volume level. There are 5 levels to choose from. Press  to change the ring volume level and press  ( <b>SELECT</b> ) or  to confirm.
<b>SMS Alert</b>	Select the alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received.
<b>Funlights</b>	Select the backlight effect for incoming calls.

## Keypad Tone

This setting determines whether keypad tones will be sounded. Choose **On** or **Off**.

## Answer by

Two modes are available to answer incoming calls:

Option	Description
<b>Any Key</b>	Incoming calls can be answered by pressing any key. <b>Note:</b> ☎ cannot be used to answer incoming calls even when the Any Key answering mode is activated.
<b>Send Key</b>	Calls can be answered by pressing 📠.

## Connect Beep

This function allows your phone to beep, vibrate or flash backlight when the recipient answers your call.

## **Silent (7-1-2)**

Settings are predefined for occasions where silence is required (e.g., vibration on, ringer mode off, keypad tone off, etc.). This is the only profile that you can not make any adjustment to.

## **Meeting (7-1-3)**

Settings are predefined for the circumstances of a meeting. (e.g., vibration on, ringer mode on, etc.). You can adjust the settings in the same way you adjust **General**.

## **Outdoors (7-1-4)**

Settings are predefined for outdoor activities (e.g., ringer volume high). You can adjust the settings the same way you adjust **General**.



### ***Headset (7-1-5)***

Settings are predefined for the occasions when the handsfree kit is connected to your handset. You can adjust the settings the same way you adjust **General**.

### ***Personal (7-1-6)***

Options are the same as under **General**. Adjust the settings in the same way you adjust **General**.

### ***Fun (7-1-7)***

Options are the same as under **General**. Adjust the settings in the same way you adjust **General**.

### ***Caller Group (7-2)***

Activates/deactivates the **Caller Group** feature.






## **Tools (8)**

This sub-menu provides you with features to better your wireless life, such as the alarm, hour minder, calendar, stopwatch, etc.




### ***SIM Menu (8-1)***



Your network operator provides this feature. Depending on your SIM card and the services provided, there will be several extra options under this option. However, if your network operator does not offer these services, this item will not be displayed on the screen. For details, please contact your operator.

### ***Browser (8-2)***

You can also access the Internet via the **Quick Access** menu by pressing  in idle mode. (See page 47.) For details on how to surf the Internet, see “The Mobile Internet” on page 50.

### ***Date Book (8-3)***

When you enter this function, a calendar will be displayed on the screen, and the current date will be highlighted. You can use  and  to jump to the last or next month, then press  to select date forward or backward. If you haven't set the current time and date yet, please do so. See “Set Time & Date (5-6-1)” on page 107.

When a date is selected, you can press  (**SELECT**) or  to enter its options:





## **View Day**

View the notes for the selected date. After you finish reading a note, you can press (**SELECT**) or and choose to erase, edit, move a note to another date, or send it as a Vcalendar.

## **Erase**

Erase the note for the day.

## **Edit**

Edit the note for the day.

## **Move Date**

Move the note to another day. You will be prompted to enter the date you want the note to be on. After entering the date, When finished, **Set Alarm?** will display on the screen. If you want to enable the alarm function to remind you, you can press (**OK**) or and set the alarm time. If you don't need the alarm, press (**QUIT**) to save the note.

## **Send Vcalendar**

You can send your note for the day as Vcalendar to another mobile phone user. After choosing this option, you will be prompted to enter the number you wish to send to, or choose a number from your Phone Book.

## **Make Note**

First jot down the note, then press (**OK**) or to confirm. When finished, **Set Alarm?** will display on the screen. If you want to enable the alarm function to remind you, you can press (**OK**) or and set the alarm time. If you don't need the alarm, press (**QUIT**) to save the note.









## **Erase Notes**

You can choose **One By One** and press  and  (**SELECT**) or  to select and erase notes individually, or choose **All** to erase all notes.

## **View All**

You can scroll and view the list of all notes. When you finished reading a note, you can press  (**SELECT**) or  and choose to delete, edit the note, move the note to another date, or send it as Vcalendar.



## **Select Date**


Enter a date you want to highlight on the calendar. When the screen highlights the date on the calendar, press  (**SELECT**) or  to display the same menu of this Calendar feature.

## **Set Alarm (8-4)**

Set the alarm clock:

### **Daily (8-4-1)**

Set the alarm to go off daily when the alarm time is reached, even if the handset is powered off. To set the alarm time, use  to enter the hour, then press  and enter the minute the same way.

You can also press number keys to enter time. If you want to clear numbers, press  (**DELETE**).

### **Once (8-4-2)**

Sets the alarm to go off only once.

### **Off (8-4-3)**

Turn off the alarm clock.






## **Power On/Off (8-5)**

This function allows you to have your phone automatically turned on and off at specified times, helping you save battery life.

**Note:** Be sure to turn off the power on/off feature when traveling on an airplane or in other situations where the use of the mobile phone is prohibited.

### **Power On Time (8-5-1)**

Specify a time at which your phone is automatically turned on.  
Use  or number keys to enter hour and minute (24-hr format).

### **Power Off Time (8-5-2)**

Specify a time at which your phone is automatically turned off.

### **Enable Always (8-5-3)**

When you enable this mode, your phone will be powered on and off daily at specified times until you reconfigure this mode.

### **Enable Once (8-5-4)**

When you enable this mode, your phone will perform only one power-on/power-off cycle. Your phone will remain in its current state until otherwise instructed.

For example, suppose you set power-on time for 08:00 and power-off time for 22:00:

- If you select **Enable Once** at 12:00 while leaving your phone on, the phone will power off at 22:00 and then power on again at 08:00 and remain on.











- If you select **Enable Once** at 06:00 and then turn the phone off, the phone will power on at 08:00 and power off again at 22:00. It will remain off until manually turned on again.
- If you select **Enable Once** at 06:00 but keep the phone on, the phone will remain on until 22:00. At 08:00 the next day, the phone will power on and remain on until manually turned off.

### ***Disable (8-5-5)***

Disable all scheduled power on/off settings.

### ***Stopwatch (8-6)***

This function allows you to use your phone as a stopwatch.

Press  to start/stop the stopwatch. When the stopwatch is on, you can press  to save one record at a time, and the screen will show the record number being saved. The stopwatch can store up to 9 records. When the stopwatch stops, use  to check the records. To reset, press  to stop first then press . To exit from the stopwatch, press .

### ***Auto Time Zone (8-7)***

**Note:** This feature is network-support dependent.

If you travel to a city in a different time zone, your operator will send you a reminder of the city's local time zone asking you if you'd like to reset the time shown on your handset, so your handset can display the exact local time.

### ***On (8-7-1)***

The time displayed on your handset will be reset automatically according to your operator's time zone reminder.



### **Confirm (8-7-2)**

The handset will ask for your confirmation before it resets its time display.

### **Off (8-7-3)**

Your phone will continue to display the local time of your home country, ignoring the time zone reminder from your operator.

### **Hour Minder (8-8)**













Set the hour minder. After you activate this feature, the phone beeps once an hour like a digital watch.





### **Calculator (8-9)**

You can use your phone as a handy calculator. You can also use this feature to convert currency values.









#### **Using the Calculator Feature**

In this option, a cursor will appear at the upper left of the screen. Follow the chart below to enter numbers and arithmetic symbols.

Key	Number/ Function	Key	Number/Function
	1		9
	2		0
	3		+ - * /
	4		. ( )
	5		Clear number/back to previous screen
	6		Display result

Key	Number/ Function	Key	Number/Function
	7		Move the cursor
	8		abort operation/exit calculator

## Converting Currency Values

- 1 When the calculator appears, press  (**OPTION**) or .
- 2 Select **Exchange Rate** and press  (**SELECT**) or .
- 3 Choose **Local to Foreign** or **Foreign to Local** to set the exchange rate.  
If you set **Local to Foreign** as "2", for example, the rate in **Foreign to Local** will become "0.5" automatically, and vice versa.
- 4 When the rate is set, press  (**OK**) or  to return to the calculator screen.
- 5 Enter the sum you want to convert and press .
- 6 Choose **To Local** or **To Foreign** to see the converted figure.  
According to the rate above, for example, if you enter "20" and choose **To Local**, the outcome will be  $20 \times 0.5 = 10$ .  
If you choose **To Foreign**, the outcome will be  $20 \times 2 = 40$ .
- 7 To exit from the calculator or currency converter feature, press .

## Shortcuts (8-10)

In this option, the screen will display a configuration list of 29 features as options for you to add to the **Shortcuts** menu. With this configuration list, you can create a **Shortcuts** menu of your own by choosing which features you want readily available.

Below is the configuration menu:





Option	Functionality
<b>Browser</b>	Connect to the mobile Internet.
<b>ScreenSaver</b>	Turn on/off the screensaver. See page 99.
<b>Add Entry to SIM</b>	Add new phone book entries to the SIM card memory.
<b>New Message</b>	Write a new message.
<b>Missed Calls</b>	View and send/save/delete last missed calls.
<b>Alert Profiles</b>	Enable/Disable settings of a selected profile.
<b>Date Book</b>	Access the calendar function.
<b>Set Alarm</b>	Set the alarm function.
<b>SIM Menu</b>	Access the SIM tool kit menu provided by your operator (network support and subscription dependent).
<b>Inbox</b>	Read messages stored in Inbox.
<b>Vibrate On/Off</b>	Set the vibration mode.
<b>Divert Call On/Off</b>	Activate/ cancel/check the Divert Voice function.
<b>Quick Msgs</b>	Access the listing of Quick Msgs to send a message.
<b>Ring Volume</b>	Adjust ring volume.
<b>Last Call Timer</b>	Display the duration of the last call.
<b>Outbox</b>	Access the outgoing SMS message list.

<b>Option</b>	<b>Functionality</b>
<b>Switch Line 1/2</b>	Switch between Line 1 and Line 2.
<b>Recent Call Dialed</b>	Display and call/save/delete last dialed numbers.
<b>Last Call Cost</b>	Display the charge for the last dialed call.
<b>Last Calls Received</b>	Display and call/save/delete the numbers of last calls received.
<b>Find By Name</b>	Find a number by name in the phone book.
<b>Add Entry to Phone</b>	Add new phone book entries to the phone memory.
<b>Voice Mail</b>	Dial the voice mailbox number directly.
<b>Phone Mute On/Off</b>	Mute and un-mute the microphone.
<b>Change Band</b>	Select the band to connect to (network dependent).
<b>Calculator</b>	Use the calculator feature.
<b>Stopwatch</b>	Use the stopwatch feature.
<b>SMS Chat</b>	Access the <b>SMS Chat</b> menu.
<b>Games</b>	Access the <b>Games</b> menu
<b>Idle Pattern</b>	Choose the Backlight pattern for the idle display.
<b>Show Number</b>	Choose whether a recipient can view your number when you make a call.





## Customise the Shortcuts Menu

- 1 Scroll to the desired item and press  (**SELECT**) or  to select it, or press a number key to select corresponding item 1-9 directly.
  - 2 When prompted to specify a location in the **Quick Access** menu for the selected item, enter a location number(1-9) and press  (**OK**) or .
- Settings Saved** will appear, indicating that the selected item has been successfully added to the **Shortcuts** menu.

### Notes:

- The **Shortcuts** menu always has exactly nine options.
- Items already listed in the **Shortcuts** menu will be marked by a location number.
- You can replace any of the nine **Shortcuts** options with a different preset item listed in the configuration menu.
- A preset item can be assigned to more than one location in the **Shortcuts** menu.
- You can press a corresponding number key to select any of the first 9 preset items in the configuration menu.







# Care and Maintenance of Your Phone

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Notice the following to ensure the proper usage and the life of your mobile phone:

- Keep your mobile phone and its accessories out of small children's reach.
  - Keep your phone dry. Use your phone at a normal temperature. Temperature higher than 55°C or lower than -20°C (higher than 131°F or lower than -4°F) may cause damage to your phone.
  - Do not use or store your phone in dusty or dirty areas if possible.
  - Do not disassemble the phone.
  - Do not use harsh detergents to clean the phone.
  - If your mobile phone or its accessories are not working properly, contact your dealer immediately.
  - Use only genuine batteries, battery chargers and accessories to ensure the proper function of your phone and battery life. Any malfunction or damage caused by the use of any third-party accessories will void the product warranty.
  - Keep battery contacts and the charger port at the bottom of your phone from direct contact with conductive objects. Otherwise it may cause a short circuit and result in danger.
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# Troubleshooting

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If you encounter any problems using your mobile phone, please refer to the following table. If the problem persists, please contact your dealer.

Problem	Possible cause	Solution
Poor signal reception	You are using your mobile phone in a location (e.g., in the basement or building) where signal is weak.	Move to a location where signal can be received properly.
	You are using your mobile phone in a call-crammed time (e.g., the rush hour).	Avoid using your mobile phone in such time, or try later.
	You are too far from the base station of your network operator.	You can ask your network operator for a service range map.
Echo or noise	The network trunk quality of your network operator.	Hang up the phone and dial again. You can be switched to a better-quality network trunk or line.
	Poor local telephone line quality.	

Problem	Possible cause	Solution
The standby time becomes short	The standby time depends on the system settings of your network operator.	If you are in a location where the signal is weak, turn your phone off for the time being.
	The battery needs to be replaced.	Use a new battery.
	If the phone cannot get connected to a network, it will continue searching for the signal from the base station, which consumes battery capacity.	Change your location or turn off your phone temporarily.
Unable to power on	Battery has run out.	Recharge the battery if necessary.
SIM card error	SIM card is out of order.	Send it to your network operator for test.
	SIM card is not inserted properly.	Insert SIM card correctly.
	SIM card contacts are dirty.	Clean the SIM card contacts using a soft, dry cloth.

Problem	Possible cause	Solution
Unable to connect to the network	SIM card is invalid.	Contact your network operator.
	You are away from the GSM service area.	Check the service area with your network operator.
	Poor signal.	Move to another place where signal can be received properly.
Unable to send a message	Your network service provider doesn't support this service.	Contact your network operator.
Unable to make a call	You have activated fixed dial function.	Cancel fixed dial function.
Wrong PIN	You have entered a wrong PIN three times in a row.	Contact your network operator, or use the PUK code of the SIM card if provided by your network operator.
Unable to charge the battery	The battery or charger is out of order.	Contact your dealer.
	The phone temperature goes under 5°C or above 40°C.	Change the charging environment.
	Poor connection.	Check if all connectors are connected properly.



Problem	Possible cause	Solution
Unable to input data into the Phone Book	The Phone Book memory is full.	Delete some data from the Phone Book.
Unable to choose certain functions	Your network operator doesn't support these functions, or you are not subscribed to them.	Contact your network operator.

#### Charging notice

Phone does not immediately turn on when plugging in charger after extended period of non-use.	May be necessary to charge for a certain period (within 30 minutes).
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# ***Specific Absorption Rate Data***

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## **This model phone meets international standards for exposure to radio waves**

Your mobile phone is a radio transmitter and receiver.

It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy.

These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population.

The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies.

The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR.

Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.\*

Tests for SAR are conducted in accordance with CENELEC\*\* testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands.

Although the SAR is determined at the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value.

This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network.





In general, the closer you are to a base station, the lower the power output of the phone.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines.

The tests are performed in positions and locations (e.g., at the ear and worn on the body) that conform to a uniform testing methodology determined by an expert standards body.

The highest SAR value for this model phone when tested for use at the ear is: 0.95 W/kg.\*\*\*

While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure.

Please note that modifications to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

\* The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.

\*\* CENELEC is a European Union standards body.

\*\*\* Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

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