Trium®
by MITSUBISHI ELECTRIC

English

First Steps with your eclipse

This guide describes the basic operations of the Trium dual band GSM/GPRS telephone Eclipse.
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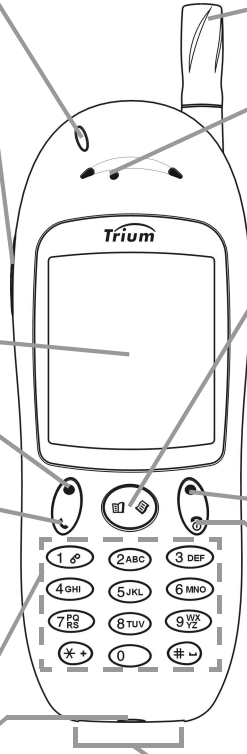
The phone at a glance



LED
Indicates a call or battery charge

Side shuttle key
- Alert tones
- Backlight

Colour graphic display
Displays telephone numbers, menus, messages, etc.

Left softkey
(programmable)

Call/SEND key
Dials displayed number or name and answers calls. Voice Recognition (long press)

Alphanumeric keys
Enter text and telephone numbers

Microphone

Antenna

Earpiece

Infrared module

Cursor key
Navigates around the memories and menus
- Send your own Vcard
- Voice memo
- Menu
- Phonebook

Right softkey
(programmable)

On/Off, END key
Hold down to turn on or off the phone. Press the key to end a call or return to standby display

AC/DC charger, accessories and headset socket

SAR

THIS ECLIPSE PHONE MEETS THE EU REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Before a phone model is available for sale to the public, compliance with the European R&TTE directive (1999/5/CE) must be shown. This directive includes as one essential requirement the protection of the health and the safety for the user and any other person.
Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the limits for exposure to radiofrequency (RF) energy recommended by The Council of the European Union . These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines were developed by independent scientific organisations through periodic and thorough evaluation of scientific studies. The limits include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.
The exposure standard for mobile phones (CENELEC standard EN 50360: 2000) employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit recommended by The Council of the European Union is 2.0 W/kg. Tests for SAR have been conducted using standard operating positions (with reference to CENELEC standard EN 50361: 2000) 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 level 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 antenna, the lower the power output.
The highest SAR value for this Trium Aura, Mystral or Odyssey model when tested for compliance against the standard was 0.941 W/kg. While there may be differences between the SAR levels of various phones and at various positions, they all meet the EU requirements for RF exposure.

There are a number of independent sources of information available to users including:
Royal Society of Canada: www.rsc.ca
The International Commission on Non-Ionizing Radiation Protection (ICNIRP):
www.icnirp.de
The US Food and Drug Administration:
www.fda.gov/cdrh/ocd/mobilphone.html
The World Health Organization: www.who.int/emf

Mitsubishi Electric belongs to the MMF, an international association of radio equipment manufacturers.
The MMF produces information such as this in accordance with its purpose of developing and presenting industry positions to independent research organisations, government and other research bodies.
Mobile Manufacturers Forum
Diamant Building, 80 Blvd. A. Reyers
B-1030 Brussels
Belgium
www.mmfai.org

Introduction

Thank you for purchasing the Trium Eclipse dual band mobile telephone. The mobile telephone described in this guide is approved for use on both the GSM 900/1800 and GPRS networks. Services and display messages may be different dependant upon your operators implementation.
As with all types of radio transceivers this mobile telephone emits electromagnetic waves and conforms to international regulations in so far as it is used under normal conditions and in accordance with the safety and warning messages given below and on pages 11 to 13.

General safety

It is important to follow any special regulations regarding the use of radio equipment, due to the possibility of radio frequency, RF, interference.
Please follow the safety advice given below.

Switch off phone and remove the battery when in an aircraft. The use of mobile telephones in an aircraft may endanger the operation of the aircraft, disrupt the cellular mobile phone network and is illegal. Failure to observe this instruction may lead to suspension or denial of mobile telephone services to the offender, or legal action, or both.

Respect national regulations on the use of mobile telephones in vehicles. Do not use a handheld phone whilst driving. If you don't have a handsfree car kit, stop and park your vehicle safely before using your phone.

Switch off phone when at any refuelling point or near inflammable material.

Switch off phone in hospitals and any other place where medical equipment may be in use.

Respect restrictions on the use of radio equipment in fuel depots, chemical plants or where blasting operations are in progress.

There may be a hazard associated with the operation of phones close to inadequately protected personal medical devices such as hearing aids and pacemakers. Consult your doctor or the manufacturers of the medical device to determine if it is adequately protected.

Operation of phone close to other electronic equipment may also cause interference if the equipment is inadequately protected. Observe any warning signs and manufacturers recommendations.

Avoid prolonged contact between the antenna and your skin when the phone is switched on.

This apparatus is intended for use only when supplied with power from AC/DC adaptor chargers (FZ14130060, FZ14130070, FZ14130050, FZ14130090, FZ14130080 and FZ14130100), desk top charger (FZ14150030 and FZ14150020), and vehicle kits (FZ14150050 and FZ14150140).
Use of any other charger or adaptors will invalidate any approval given to this apparatus and may be dangerous.

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Using this guide

Please take time to read this user guide. It contains a lot of useful information about your phone and the way that it operates on the network. The GSM network is now worldwide and allows you to make and receive calls to and from other countries (called roaming) as if you were in your home country. Some features included in this guide are called network features and are supplied by service providers. However before you can take advantage, or even activate many of the network features offered by the networks, you must subscribe to the services you require. For a full list and explanation of network features please consult with your service provider.

Using the keys to follow the actions described in this guide

To help you quickly understand your way around this manual we have used symbols and expressions that are present on the keys and in the display itself

- means left softkey.
- means right softkey.
- means right arrow on round cursor.
- means left arrow on round cursor.
- means up arrow on round cursor.
- means down arrow on round cursor.
- means the SEND key.
- means the END key.
- means pushing side shuttle key upwards.
- means pushing side shuttle key downwards.

Function means the softkey with the corresponding function name. For example, **Internet** means press the softkey under the word **Internet**.

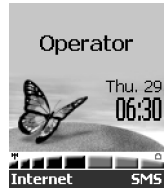
Messages words seen in this format are the actual words seen in the display.

Select means use and on the round cursor key to scroll to the required item in the menu and validate by pressing .
For example, select **Phone Book** means scroll to the menu item **Phone Book** and validate by pressing .

Press means press the corresponding key. Press means press the SEND key.

Understanding the Graphic Display Indicators (Icons)

The graphic display has a main area capable of displaying up to four lines of characters plus one row of special display indicators or icons.
These icons are used to display the phone's operational condition during use.



The display also displays alphabet characters and numbers as well as the phones menu list and instructions.
The special icons which appear in the display during operation have the following meaning:

SIM memory in use

Phone memory in use

Roaming. Is displayed when the phone is logged on to a network different from its home network.

Short message service (SMS). Is displayed when one or many short messages have been received and have not been read. It flashes when the SMS message bank is full and cannot store new messages.
The availability of this feature is network dependent.

Voice mail. Is displayed when a voice mail message has been received and stored by the networks voice mail centre. The availability of this feature is network dependent.

Call diverting. Indicates whether incoming calls are permanently being diverted. The availability of this feature is network dependent.

Battery level indicator. Is permanently displayed to indicate the current charge level of the battery. Three levels are shown: full (three green bar), medium (two green bars), low (one green bar).
It is (one red bar), when the battery is almost empty.

Arrow keys. These icons are seen during menu operation to indicate that more items in the menu can be displayed if or are pressed. More than one arrow may show at any one time.

Line 2. Indicates the second line is in use. The availability of this feature is network and subscription dependent.

Unanswered call. Is displayed when an incoming call is unanswered.

Signal strength level. There are five levels. It indicates the strength of the received signal. The more bars the stronger the signal. If no network is available the display remains blank.

Keypad lock. It indicates whether keypad lock is on or off.

Alarm clock icon.

Vibrator alert icon.

Ring tone off icon.

Mute icon.

Tegic edit mode icon.

WAP™ 'live' connection icon.

WAP™ 'live' connection in security mode icon.

WAP™ connection with GPRS icon.

WAP™ connection with GPRS in security mode icon.

Infrared port icon, indicates the infrared port is active i.e. data can be received from or sent by the infrared port.

GPRS service icon. It indicates data packet services are available.

Inbox icon, indicates new messages in inbox.

Push Messages icon, indicates the reception of new push messages.

Outgoing Call icon.

Incoming Call icon.

Active Call icon.

Multiparty icon.

Quick Start

In order to become familiar with the phone straightaway follow these simple steps.

Preparing the phone for operation

Please refer to page 14.

Basic Operations

Turning on the phone

❶ Press and hold down . The audible power tone is played. When switching on for the first time, may appear for a few seconds. This is quite normal. The standard display will appear afterwards.
A switch on tone will be heard. When switching on for the first time, enter the date & time.

❷ If the mobile is locked, **Enter lock code** will be displayed. Enter the 4 digit phonelock code and press **OK** .

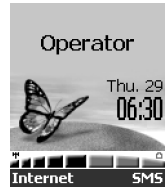
❸ If your SIM is PIN protected, **Enter PIN** will be displayed. Enter the PIN code and press **OK** .

☑ Please refer to page 12 for more details on your PIN and lock codes.

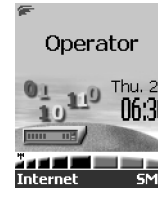
A display animation will be shown.

Standby display

This is followed by a registration tone after which the name or logo of the network and/or service provider will be displayed together with the time and date, signal and battery level indicators and the **Internet** and **SMS** softkey functions. This is the normal standby display:



also appears in the standby display if your phone is connected to a GPRS network*.
If the **Mode of operation** value was set to **Modem** (see *Getting more out of your Eclipse*) and if the phone is attached to a GPRS network*, the standby display will be the following:



* GPRS availability is operator dependent

- Pressing ⌃ allows you to beam "My card" through IrDA.
- Pressing ⌄ gives access to Voice memo listening (short press) or recording (long press).
- Pressing › gives access to the main menu.
- Pressing ‹ gives access to the Phone book.

Please refer to *Getting more out of your Eclipse* for more information.

Keypad lock

When activated (turned on) keypad lock prevents accidental calls or actions being made by user when the phone is carried in a pocket, briefcase or handbag. When on keypad lock does not prevent calls being received, which are answered in the normal way. On completion of a received call keypad lock is automatically reactivated.

To turn keypad lock on:

Press and hold down #. 🔒 will be displayed.

To turn keypad lock off:

Press **Unlock** ◠ and press #.

☑ When the keypad is locked the backlight may be switched on by pressing the side shuttle key downwards.

Alert tones

Pressing ⌃ gives access to the Alert tones control (**Ring, Silent, Vibrate, Vibrate & ring, Vibrate then ring**).

Internet

Pressing **Internet** ◠ in the standby display allows you access to the internet main menu from which you can dial the home page offered by your network operator, or any WAP™ portal. Up to 10 WAP™ profiles and 20 bookmarks can be user configured.

Messages (SMS)

Pressing **SMS** ◠ in the standby display allows you access to the Internet main menu. Please refer to page 19 for more information.

Making a call

1. Enter the desired telephone number using the numerical keys (1 - 9 and 0). A maximum of 47 digits can be entered.
   Correct any mistakes by pressing **Clear** ◠. Holding down this key will clear the whole display.
2. To dial (send) the number press ✆.
   Press and hold ⌄ to record the phone conversation. Please refer to page 34 for more information.

When the call is connected the conversation will be heard in the earpiece and a call timer will be displayed.

Receiving a call

When a call is received, the phone will ring. The LED on the top of the phone will flash green and the flashing will be shown. The backlight will also come on if the phone was set to do so or if in silent mode.

To accept (answer) the call:

Press .

☑ If the ring tone volume is set to zero (off) or if the phone has been set to 'Vibrate' mode, no audible sound will be heard.

To reject, or return the busy signal to the caller:

Press .

Ending a call

Press .

☑ Waiting a few seconds or pressing the Exit softkey will return to the standby display.

Turning off the phone

Press and hold down .

A switch off tone will sound to confirm your action. During switch off a display animation will be shown. The mobile will then turn off.

☑ Do not turn off the phone by removing the battery as data which may need to be saved in the SIM will be lost. Should this happen, the display may show a first-aid kit symbol for a few seconds at the next power on. This is quite normal. The standard display will show afterwards.

Safety information

Vehicle safety

- Respect national regulations on the use of mobile telephones in vehicles.
- Road safety always comes first! Always give your full attention to driving.
- If equipped with a correctly installed vehicle kit allowing "hands free" operation and you need to make or receive a call, ensure that it is done sensibly and safely. Use pre-programmed numbers where possible and keep calls short and routine.
- If incorrectly installed in a vehicle the operation of mobile telephones could interfere with the correct operation of the vehicle electronics, such as ABS anti-lock brakes or air bags. To avoid such problems ensure that only qualified personnel carry out the installation. Verification of the protection and operation of the vehicle electronics should form part of the installation. If in doubt consult with the manufacturer.
- Do not place the phone on the passenger seat or where it could break loose during sudden breaking or a collision. Always use the holder.
- The use of an alert device to operate a vehicle's lights or horn on public roads is not permitted.

Care and maintenance

This mobile telephone is the product of advanced engineering, design and craftsmanship and should be treated with care. The suggestions below will help you to enjoy this product for many years.

- Do not expose the phone to any extreme environment where the temperature or humidity is high.
- Do not attempt to disassemble the phone. There are no user serviceable parts inside.
- Do not expose the phone to water, rain or spilt beverages. It is not waterproof.
- Do not abuse this phone by dropping, knocking or violent shaking.
- Do not clean the phone with strong chemicals or solvents. Wipe it only with a soft, slightly dampened cloth.
- Do not place the telephone alongside computer discs, credit or travel cards or other magnetic media. The information contained on discs or cards may be affected by the phone.

Your responsibility

This GSM mobile telephone is under your responsibility. Please treat it with care respecting all local regulations. It is not a toy therefore keep it in a safe place at all times and out of the reach of children.
Try to remember the phonelock and PIN codes associated with the use of this phone.
Become familiar with and use the security features to block unauthorised use if your phone and/or SIM card are lost or stolen. Call your service provider immediately to prevent illegal use.

When not in use lock, turn off the phone and remove the battery.

Security codes

The phone and SIM card are delivered to you pre-programmed with codes that protect the phone and SIM card against unauthorised use.
When requested to enter any of the codes, key in the number (appears as * asterisks in the display) and press **OK** ◉.
Keying mistakes can be erased by pressing **Clear** ◉.
If you enter the wrong code an appropriate message will be displayed.
Codes supplied with the SIM card are:

PIN and PIN2 codes (4-8 digits)

The PIN (Personal Identity Number) is supplied with all SIM cards and protects the card against unauthorised use.

The PIN2 code, supplied with some SIM cards, is required to gain access to some features in the phone (such as fixed dialling numbers) for which another level of security is required.

If **Enter PIN** appears in the display, enter the code and press **OK** ◉.

Entering the wrong PIN code three times in succession will disable the SIM card and the message **SIM Blocked. Enter PUK** will appear in the display. To unblock the SIM you will need the PUK (PIN Unblock Key) code, obtainable only from your service provider.

PUK and PUK2 codes (8 digits)

The PUK code is supplied with the SIM card and is used to unblock a disabled SIM card.

When requested enter the PUK code and press **OK** ◉. You will be requested to reset the PIN code. Follow the instruction in the display.

The PUK2 code is required to unblock the PIN2 code.

Code supplied by the airtime service provider

Call barring password (4 digits)

This password is used to bar various types of calls, made or received, from the phone. Refer to *Getting More out of your Eclipse* for more details.

Voice mail password

This password protects you against unauthorised access to your voice mail.

Code supplied by the manufacturer

Phonelock code (4 digits)

This code is set to all zeros on delivery and is user re-settable. Once changed it cannot be identified by the manufacturer over the phone. Refer to *Getting More out of your Eclipse* for more details.

It is strongly recommended that you remember and make yourself familiar with the purpose and operation of these codes.

Emergency calls

In Europe, provided the phone has GSM service, emergency calls can be made using the European standard emergency number, **112**. Emergency calls can even be made if the phone is PIN or electronically locked or call barred. In some countries local emergency numbers can still be used for emergency purposes but the phone may have to contain a valid SIM card.
When making an emergency call remember to give all the necessary information as accurately as possible. The phone may be the only means of communication at the scene of an emergency therefore do not cut off the call until told to do so.

☑ Mobile phones rely on wireless and landline networks which cannot be guaranteed in all conditions. Therefore you should never rely solely on wireless phones for essential emergency communications.

Battery

Battery use and safety information

A battery can be charged hundreds of times but will gradually wear out. When the operating time (standby and talk time) is noticeably shorter than normal it is time to buy a new battery.

- Do not leave batteries connected to a charger longer than necessary, overcharging will shorten battery life.
- Disconnect battery chargers from the power source when not in use.
- Do not expose batteries to high temperatures or humidity.
- Do not dispose of the batteries in fire. They may explode.
- Avoid putting the batteries into contact with metal objects which may short circuit the battery terminals (e.g. keys, paper clips, coins, chains etc).
- Do not drop or subject the batteries to strong physical shocks.
- Do not try to disassemble any of the battery packs.
- Use only the recommended battery chargers (see page 4).
- If the battery terminals become soiled, clean them with a soft cloth.
- It is normal for batteries to become warm during charging.
- Old batteries must be returned to the place of sale or to a place where used batteries are properly disposed of. Do not dispose of old batteries together with household waste.

Battery disposal

In compliance with European environmental protection directives, used batteries must be returned to the place of sale, where they will be collected free of charge.
Don't throw away your batteries in your household waste.

Disposing of waste packaging

The packaging used for this phone is made of recyclable materials and as such should be disposed of in accordance with your national legislation on the protection of the environment.
Please take care to separate the cardboard and plastic elements and to dispose of them in the correct manner.

Preparing the phone for operation

SIM card

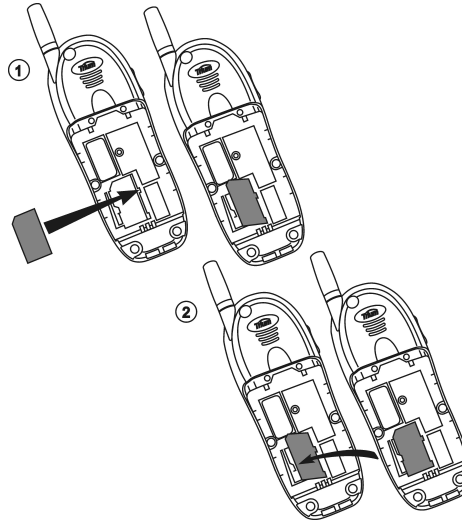
Before you can use your phone a valid SIM card must be inserted into the SIM card holder.

Inserting the SIM card

Unpack the phone and insert the SIM card into the holder.

❶ Insert the SIM card gently as shown with the gold contacts facing down and the bevelled corner of the card at the top left.

❷ Press the SIM card down.



If the SIM card has been inserted the wrong way round or is damaged, **Check SIM!** will be displayed. Remove the SIM card, check that it is the right way round and re-insert it as described.

Battery

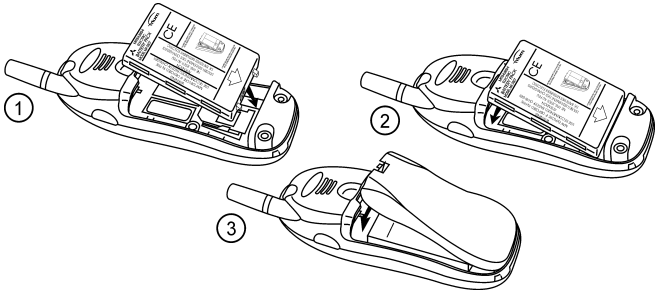
Fitting

Connect the battery as shown below.

❶ Position the battery onto the phone as shown.

❷ Push down the opposite end of the battery into the phone until the battery catches 'click' shut. Check the battery is securely in place.

❸ Replace the battery cover.



Low battery warning

When the battery becomes too low for the current operations, a temporised warning screen is displayed, and a low battery warning tone will sound (in the buzzer if no call, in the ear-piece during a call), in order to inform you.

If you are on a call terminate the call and turn off the phone by pressing and holding down ⏻.

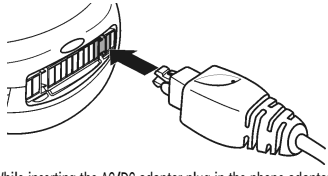
Recharge the battery as shown below or swap it for a charged one.

Do not turn off the phone by removing the battery. Data that needs to be saved by the SIM may be lost.

☑ Should this happen, the display may show a first-aid kit symbol for a few seconds at the next power on. This is quite normal. The standard display will show afterwards.

Charging

To ensure a long life for your battery, re-charge it only when the warning screen is displayed and the low battery tone is heard. Connect the charger to the phone as shown.



☑ While inserting the AC/DC adaptor plug in the phone adaptor connector make sure the Trium logo (⌒) appears on top.

Plug the charger into the wall socket and turn on the mains. The battery will start to charge.

The phone can be used whilst charging but it will increase the charging time.

Charging indicators when the mobile is off

If the mobile is Off, the charging process is confirmed by a large animated display on the screen.

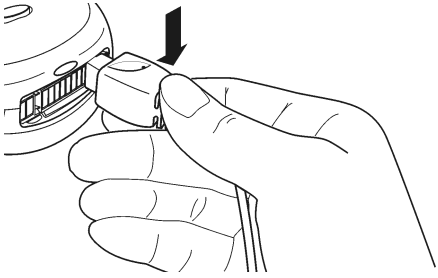
At end of charging, the screen indicates charge ended with a full battery icon. During the charging process, the LED is red. At the end of the process, the red becomes steady green.

Charging indicators when the mobile is on

During charging, the battery icon cycles:

When charging is completed, the icon remains steady with all bars full.

It is normal for the battery to warm up during charging. At the end of charging disconnect the charger from the phone (see below), switch off and remove the plug from the mains.



Typical charging times using the AC/DC adaptors (FZ14130060, FZ14130070, FZ14130050, FZ14130090, FZ14130080 and FZ14130100)

Battery type	Typical charging time
Standard battery (FZ14150060)	2 hrs

Basic operations

Making and receiving calls

The phone can only make and receive calls when it is switched on, unlocked, has a valid SIM card inserted and is located in an area that has GSM network service coverage. If the phone cannot find a network the display remains blank.

Making calls

❶ Enter the desired telephone number using the numeric keys (① - ⑨ and ⓪).

International calls can be prefixed either with **00** or **+**. To enter the **+** symbol before a number press and hold down ⊛.

A maximum of 47 digits can be entered. Correct any mistakes by pressing **Clear** ◠. Holding down this key will clear the whole display.

❷ Press ✆ to dial (send) the number.

The dialled number together with the animated icon will be shown in the display. When the call is connected, a ringing tone will be heard in the earpiece. When answered, a call timer will be displayed. Proceed with the call in the normal way.

- **Busy** in the display indicates that the called party is engaged. If Auto Retry is on, the phone will attempt to call again.
- **Not allowed (fixed dialling)** in the display means that the number dialled is not authorised by the FDN list.
- **No response** in the display indicates that the network is not answering.
- **Network busy** in the display indicates that the network is in overload.
- If the dialled number matches one stored in the phonebook then the associated name of the called person will appear in the display.
- The line 2 icon ( ) will appear once the call is established (if this service is active) indicating that the call was made using this line.

☑ You can voice dial directly. Pre-stored spoken sentences allow voice dialling by pressing and holding ✆. Refer to page 26 to learn more about the Voice dialling.

Speak-on ◠ activates the hands-free feature. Refer to page 28 to learn more about the Hands free mode.

Ending calls

To end a call:

Press ⏻.

The call timer will stop and will disappear. Waiting a few seconds or pressing **Exit** ◠ will return to the standby display.

Receiving calls

When a call is received the phone will ring. The LED on the top of the

phone will flash green, the backlight will come on and the flashing will be shown. If the ring tone volume is set to zero (off) or 'Vibrate', no audible sound will be heard.

To accept (answer) the call:

Press .

Pressing **No ring** will stop the sound of the ring tone allowing you to silence the phone and go out of a room before pressing . If you wish to use the the hands free mode in the same time, press **Speak-on** .

When accepted will be displayed. Proceed with the call in the normal way.

- If the callers number is not available **Unknown number** will be displayed during call presentation; then **Call1** will be displayed during call connection.
- If the callers number is available but does not match one stored in your phonebook it will appear in the display. If it does match a stored number then the associated name will appear instead.
- If the caller has withheld their number **Withheld number** will be displayed during call presentation; then **Call 1** will be displayed during connection.
- A call timer will also appear.
- will appear if the call has been received on your line 2 number.

To reject or return the busy signal to the caller,

Press .

To end the call,

Press .

The caller's number, if available will be stored in the received calls log.

Time & Date setting

Two clocks are managed by the phone:

- The **Origin clock**: corresponding to the time and date used for all processing in the phone.
- A **Secondary clock**: indicates the time of another part of the world.

Three settings are managed for each clock:

- The time difference with GMT.
- The daylight saving rule: two values are available, **Winter time** and **Summer time (+1hr)**.
- A town to identify a place.

To set the time and/or date of the **Origin clock**:

1. Press . Select **Office Tools**.
2. Select **World clock** and press **Options** .
3. Select **Edit Origin**.

4. Select **City**, enter the name of your town and press **OK** to validate.
   Select **World Clock**, enter the time zone (GMT) and press **OK** to validate.
5. Select **Daylight saving rule**, select **Winter time** or **Summer time (+1 hr)** and press **Select** to validate.
   Then press **End** to validate the time settings.
6. Select **Date & time**, enter the date in the format shown and press **OK** to validate. Enter the time and press **OK** to validate. (If required use ◁ and ▷).
7. Press **Exit** or to return to the standby display.

To set the secondary time,

1. Press ▷. Select **Office Tools**.
2. Select **World clock** and press **Options**.
3. Select **Edit Secondary.**
4. Follow the instructions as point 4 above.

To switch between the two clocks:

1. Press ▷. Select **Office Tools**.
2. Select **World clock** and press **Options**.
3. Select **Swap**. The secondary clock becomes the Origin/mobile clock and the Origin clock becomes the secondary one.
   An information message is displayed after swapping.
4. Press **Exit** or to return to the standby display.

Unanswered call, voice mail, new SMS message, Inbox and Push indicators

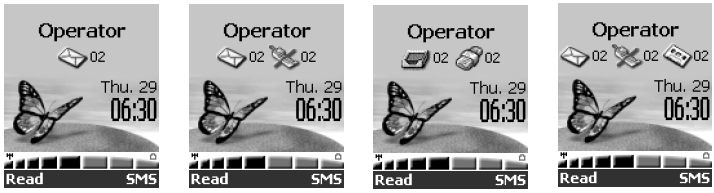
- If some received calls remain unanswered, will be displayed. Press **Read** to view the callers' numbers if available and the date and time the call was received. Unanswered call numbers will be stored in the unanswered calls log.
- When you receive notification that a voice message has been deposited in your voice mail box an alert tone will sound and will appear in the display. Press **Call** or **Read** to view the message or press and hold 1 to speed - dial your voice mail message centre. It is network dependent.

  ☑ If more than one indicator is shown, pressing "Read" will display a menu allowing you to choose between different items.

- When a new SMS message is received, an alert tone will sound and will be displayed. Press **Read** to view the new SMS inbox messages.
  If is flashing you will have to delete at least one old received message to be able to receive new ones.

- When data (vCards or vCalendar) are received from the IrDA port, will be displayed. Press **Read** to view the new inbox information.
- When a new Push message is received, will be displayed. Press **Read** to view the new message. More detailed information are available on *Getting more out of your Eclipse*.

The display will show the quantity and type of messages:



Press **Read** to select the type of message to be read. Press **Select** or to view the message if more than one indicators are displayed.

Modify graphics themes

Several themes are available to change the idle display (standby display):

- A classical one, called **Trium**.
- Two funny ones, called **Daisy** and **Woody**.
- A Night & Day one, called **Urban**.
- A business one, called **Lindbergh**.

To select a new graphic theme for your standby display:

1. Press and select **Settings**.
2. Select **Graphics themes**. The menu of the graphics themes is displayed.
3. Select your desired graphics theme and press **Select**. An information screen indicates that your choice is correctly registered. Briefly press to display the new idle screen.

Night and day idle screen

The **Urban** theme changes twice a day. The *night* screen is set at 7 p.m. and the *day* screen is set at 7 a.m. (these parameters cannot be changed).

Business idle screen

The **Lindbergh** screen takes into account the world clock. The two defined clocks are always displayed in this idle screen.

Entering text

Some features and functions, e.g. storing names in memory or sending SMS text messages, require you to know how to enter and edit text in the display.
In the display this will be indicated by in lower case mode and by in upper case mode. Text and alphabet characters can then be entered or edited directly from the keypad.

There are two methods of entering text characters and numbers in the display. The Multitap or Multipress key method and the quicker intuitive method, called T9 text input, which involves fewer key presses than the multitap method.

T9 ( ) text entry

A press on ⌄ will swap between T9 text entry and the Multitap method.

To enter text with T9:

1. Press the key with the required letter once only.
   Do not be put off if the character you want is not immediately displayed.
2. The "active" word changes as you type, so type to the end of the word.
3. If your word is not displayed, press 0 for other matching words.
4. If your word is not recognised, press ⌄ to swap to the multitap method to complete the word.
5. Use ◁ or ▷ to locate the cursor in the text to insert characters or make corrections.

Tips and Operation

Key	Action
Long press	Numbers
*	Shift - upper/lower case
Clear	Clear or backspace
#	Space
0	Another matching word
1	Smart punctuation
⌄	Swap between T9 and Multitap method

Example

To enter **card** in the display:

- Press ▷ and select **Messages**.
- Select **Write new**.
- Press ⌄, appears.
- Press 2, **a** appears.
- Press 2, **ca** appears.
- Press 7, **car** appears.
- Press 3, **case** appears.

If the displayed word is not the one you want, press 0 as many times as necessary to view **card**.

- Press ⏻ to exit from this example and return to the standby display.

The Multitap/Multipress method

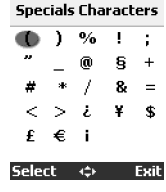
This is the default method for "free text".

A press on ⌄ will swap between T9 text entry and the Multitap method.

A brief press on any key will display the first character associated with that key as well as show all the other available characters at the top of the display. The characters available, which are language dependent, are shown below:

Key	Character	
	Lower case	Upper case
①	1 . , - ' @ : ?	
②	a b c 2	A B C 2
③	d e f 3	D E F 3
④	g h i 4	G H I 4
⑤	j k l 5	J K L 5
⑥	m n o 6	M N O 6
⑦	p q r s 7	P Q R S 7
⑧	t u v 8	T U V 8
⑨	w x y z 9	W X Y Z 9
⓪	0	0
✱	Short press swaps next letter between upper or lower case. Long press swaps all next letters between upper or lower case.	
#	Short press, enters space. Long press gives access to special characters. ( ) % ! ; " _ @ § + # * / & = < > ¿ ¥ $ £ € ¡	
◁ ▷	Short press moves the cursor through the text one place to the left or to the right.	
▽	Swap between Multitap/Multipress method and T9 text input	

To enter text, press the key with the required character repeatedly until it appears in the display. A long press will enter the figure corresponding to the key. If two characters are on the same key wait for the display at top of screen to clear or press ▷ before pressing the same key again.
Correct mistakes by a short press on **Clear** /●\. A long press on this key will delete all the text.
Use ◁ or ▷ to locate the cursor in the text to insert characters or make corrections. A long press on # gives access to 23 special characters spread over one page. Display and selection of the characters is as follows:



To select and insert a character into the text:

❶ Move the cursor using the four directions keys and the two side ones and select the wanted character.

❷ Press **Select** ⊙.

Example

To enter **Card** in the display,

- Press ▷ and select **Messages**.
- Select **Write new**.
- Press and hold ✱ until ✎ is displayed. Press ② briefly three times, **C** will appear in the display.
- Wait for the available characters to go from the display, press and hold ✱ until ✎ is displayed. Press ② briefly once, **a** will appear.
- Press ⑦ briefly three times, **r** will appear.
- Press ③ briefly once, **d** will appear. The word **Card** will now be in the display.
- Press ☎ to exit from this example and return to the standby display.

Messages (SMS)

Reading a received SMS message while in standby display

Press **Read** ⊙ to read the new received messages (inbox).

Reading stored SMS messages

❶ Press ▷. Select **Messages**.

❷ Select **Inbox** to display the first message header.

❸ Press ▷ or select **Options** ⊙ / **Read text** to read the message text.

Managing received and stored SMS messages

After reading the SMS message, press **Options** ⊙ for the following menu:

Item	Function
Read text	Displays the remainder of the text.
Delete	Deletes the message.
Reply	Replies to the sender of the message.
Reply (+text)	Replies to the sender of the message with the initial text.
Forward	Forwards the message to another user.
Forward to n	Forwards the current message to different addressees (5 maximum).
Numbers	Stores or calls the number(s) contained in the SMS header or text (between quotation marks).

Sending a new SMS message to one addressee

1. Press ▷. Select **Messages**.
2. Select **Write new**.
3. You can either choose a draft text or enter the message text and press **OK** ●.
   A press on ▽ will swap between T9 (predictive) text entry and the Multitap (traditional) method.
4. Select **Send**.
5. Choose a message template and then enter the destination number or select **Names** ● to choose a number from a phonebook entry. Press ▷ to validate your choice. Press **OK** ●.
   Sent confirmation will be given.
6. Select whether to store or send another message.
7. Press **Exit** ● or ⏻ to return to the standby display.

Phonebook

Storing names and telephone numbers

There are several ways to store numbers in the various phonebooks:

- Directly from the standby display,

1. Enter the number. Press **Store** ●.

- Using the menu,

1. Press ▷. Select **Phone Book**. Select **Add name**.

2. Select **Phone names** or **SIM names**.
3. For each data item, select **Edit** ● and enter the requested value. Confirm each entry by pressing **OK** ●. Repeat the operation for all the data to be created or modified.
4. Press **End** ●. **Stored** is displayed. Select **Yes** to store the new data and press **Select** ●.
5. Press **Exit** ● or ⏻ to return to the standby display.

- From other stored locations,

Numbers stored in the last dialled, received, unanswered, diary and SMS message locations can all be stored in the phonebook:

1. Display a number from one of the above, press **Options** ●. Select **Store**.
2. Follow the display instructions as for point 2 in the previous items.

☑ During number and name entry a short press on Clear will clear the last character. A long press will clear the whole display.

Managing card and phonebook numbers

After selecting **Phonebook** press **Options** for the following menu:

Item	Function
Read	To access all the cards (SIM or Phone).
Add name	To create a new entry.
Voice dialling	To assign a voice pattern to a phone number.
Statistics	To access storage status.
Groups	To manage all phone groups.
My card	To read the personal card.
Own numbers	To read the mobile station ISDN number (international number of the mobile subscriber).
Fixed dialling	To access the fixed dialling numbers.

Phonebook card options

After selecting a number from the phonebook press **Options** for the following menu:

Item	Function
View	To modify the card content.
Delete	To delete the current card.
Copy	To copy the current card to SIM FDN, SIM ADN, and phone.
Move	To move the current card to SIM FDN, SIM ADN, and phone.
Group selection	To show the FN display by filtering out only the cards in one group.
Send by IrDA	To send the card content via an external port.

Dialling from memory

Any number stored in the SIM, or the phone memory, which can be recalled to the display can be dialled...

...from the phonebook

1. Press to enter the phonebook list.
2. Use or to scroll to the number required;
   or
   Press **(ABC)** for quick access to names beginning with letters **A**, **B** or **C**;
   Press **(DEF)** for quick access to names beginning with letters **D**, **E** or **F**; etc. and then use or to scroll to the number required.
3. Press .

...from the calls log memory list

The last 10 numbers dialled, the last 10 unanswered call numbers (if avail-

able) and the last 10 received answered numbers (if available) are stored by the phone in the calls log memory location menu:

1. Press ◯. Select **Calls & Times**.
2. Select **Calls log**.
3. Select **Last dial**, **Unanswered** or **Received**.
4. Use ◯ or ◯ to scroll to the number required.
5. Press ◯ to dial the number.

Voice dialling

Phone numbers can also be recalled with your voice. Please refer to *Getting More out of your Eclipse* to learn how to create a voice pattern and link it to a stored phone number.

To assign a voice pattern to a phone number,

1. Press ◯. Select **Phonebook**.
2. Select **Voice dialling**.
   Select **New entry**. The phonebook is displayed, select a card.
3. Select a **Home**, **Work** or **Cellular** number. A voice dialling screen is displayed.
4. After the beep, say the name or another voice pattern to be associated with the selected phone number.
5. A second and a third screen (optional, not present if a second screen is enough) are displayed successively to enter the voice dialling pattern again.
6. Should the voice patterns match, **Stored** will appear in the display.
7. Press **Exit** ◯ to return to the voice dialling menu or ◯ to return to the standby display.

☑ A voice pattern cannot be created on card creation.

To call a phone number using a voice pattern,

1. Press and hold ◯.
2. You will then be asked to say the name. Pronounce the name as clearly as possible.

When answered proceed with the call in the normal way.

Last dialled numbers

Quick access to the last 10 dialled numbers can also be obtained by pressing ◯.

1. In the standby mode pressing ◯ will display a list of the last dialled numbers.
2. Use ◯ or ◯ to scroll to the number required.
3. Press ◯ to dial the number.

☑ Last dialled numbers are stored in the phone, not in the SIM.

Speed dialling

Phonebook numbers can be assigned to keys ② - ⑨ which when held down will dial those numbers.

To assign phonebook numbers to the speed dialling keys,

1. Press ▷. Select **Settings**.
2. Select **Phone settings**. Select **Keys**.
3. Select **Speed Dial**.
4. Use △ or ▽ to scroll to the next key.
5. Select **Names** ● to choose the phonebook entry and press ▷ to validate your choice.
6. Press **Exit** ● or ⏻ to return to the standby display.

To dial a number assigned to a speed dialling key,

Press and hold down the key (① - ⑨). The number will be recalled to the display and be dialled in the normal way.

By default, ① is always allocated to the voice mail number.

Silent and vibrate alert modes

To avoid disturbing others you can silence the incoming ringing and alert tones.

Turning on

1. Press ▷. Select **Settings**.
2. Select **Tones**. Select **Alert tones**.
3. Select **Silent**, **Vibrate** or **Vibrate then ring**.

is shown in the display when the **Silent** alert mode feature is turned on.

is shown in the display when the **Vibrate**, **Vibrate & ring** or **Vibrate then ring** features are turned on.

Turning off

1. Press ▷. Select **Settings**.
2. Select **Tones**. Select **Alert tones**.
3. Select **Ring** or **Vibrate & ring**.

☑ If the ring tone volume is set to 0 a warning message will appear in the display.

Hands free mode

You can use the phone handsfree feature when you are attending a meeting (when you wish to share the conversation with the audience) or you are in your car.

Turning the handsfree feature on

During conversation,

Press **Speak.on** to turn the handsfree feature on during the calling process.

When receiving a call,

Press **Speak.on** to accept the incoming call.

Turning the handsfree feature off

Press **Speak.off**.

☑ The headset, when connected, disables the built-in hands-free function. If the headset is connected during a call in hands-free operation, the hands-free mode is automatically disabled and remains disabled when the headset is unplugged.

Muting

During a call the microphone can be muted (turned off) to allow you to confer privately with people nearby without being heard by the other party.

Turning the microphone off

1. Press **Options**.
2. Select **Mute**. A warning message will appear soon after in the display. will appear on top of the display.

Turning the microphone on

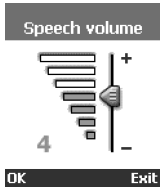
1. Press **Options**.
2. Select **Unmute**. A warning message will appear soon after in the display. will disappear.

☑ The microphone is automatically restored on receiving a new call.

Volume adjustment

To adjust the audio level received during conversation:

1. Use or to increase or decrease the volume through up to seven levels as shown on the display. Select **OK** or wait for 2 seconds to confirm your choice.
2. Press **Exit**.



Holding and retrieving a call

To put a call on hold during conversation:

Press .

To retrieve a call:

Press .

To make a second call when one call is on hold:

1. Enter a number in the display. Press to dial the number.
2. After the second call has been established press to swap between the two calls.
3. To end either the current call or the held call select **End active** or **End held** in the **Options** menu. The remaining call is automatically retrieved.
4. Press to end all remaining calls.

The alternative way to hold, retrieve and make a second call during conversation is to use the **Options** feature to display a menu of the actions described above. Scroll to the required option and press **Select** or (see also Multi-party or conference calls, page 30).

Call waiting, swapping and multi-party conference calls

GSM Services

Select **GSM Services** on the **Settings** menu for the following menu:

Option	Description
Call diverting	To redirect an incoming call to another number.
Call waiting	To receive while engaged in a conversation.
Sending my ID	To send my identification to other parties.
Receiving caller ID	To receive identification from incoming calls.
Network	To select networks in automatic or manual mode.
Call barring	To bar outgoing or incoming calls.
Mode of operation	To select the mobile phone mode (modem or standard mode).

Call waiting

Call waiting is a network feature that allows you to receive a second incoming call when already engaged on a call. This means that you can put an existing call 'on hold' whilst you answer or make a second call.

To turn on or off the call waiting service:

1. Press . Select **Settings**. Select **GSM Services**.

❷ Select **Call waiting**.

❸ Select **Activate** or **Cancel**. After some time (your request is sent to the network) the display will confirm your request.

❹ Press **Exit** or to return to the standby display.

Action when receiving a second call

When a second incoming call is received you will hear a 'double beep'; an animated phone icon will be displayed as well as the phone number if available. Either press to answer the call and put the first call on hold or press **Reject** to reject the call and return a busy signal to the caller. Press to swap between the two connected calls.

During a two-call communication, select **Options** for the following menu:

Option	Description
Speaker on/off	Lets you to activate or desactivate the hands free ("off" if the hands free is active).
Auto DTMF	Allows a DTMF string to be entered in the active call only.
Swap	Swaps between active and call on hold.
Join	Joins active and call on hold to make a multi-party or conference call.
Mute/Unmute	Turns the microphone on or off.
End held	Ends the call on hold.
End active	Ends the active call and connects with the call on hold.
End all	Ends all calls.

Multi-party or conference calls

This feature gives you the ability to make or receive from 2 to 5 calls at the same time with all parties being able to hear and talk with each other.

❶ Make and establish a call in the normal way and press .

❷ Enter another number in the display and press . The first call will be put on hold whilst the second call becomes active.

❸ Press **Options** and select **Join** to active the multi-party or conference call.

❹ Press **Options** for the following menu:

Option	Description
Auto DTMF	Allows a DTMF string to be entered in the active call only.
Private with	Allows you to hold a private conversation with one of the conference participants
Hold|Retrieve	Holds or retrieves the conference call.
Speaker on/off	Allows you to activate or deactivate the hands free ("off" if the hands free is active).
Mute/Unmute	Turns the microphone on or off.
End_X	Allows to end a call with one of the participants.
End all	Ends all the calls.

* These items in the **Options** menu will appear if more than 2 calls are brought into the conference call.

Throughout the conference call the display will confirm and show the actions you have selected from the options menu.

☑ For alternate line service (ALS) subscribers conference calls cannot be made between Line 1 and Line 2.

Diverting incoming calls (network service)

Call diverting is a service which diverts incoming calls, whether voice, fax or data, to another number.

To turn on call diverting:

1. Press ▷. Select **Settings**.
2. Select **GSM Services**. Select **Call diverting**.
3. Use △ or ▽ to select the divert condition and validate by pressing **Select** ◉ or ▷.
4. Select **Activate**.
5. Use △ or ▽ to choose between **Voice Mail**, **Names** or **Number**.
6. Press **Select** ◉ or ▷ to validate your selection.
   The display will confirm your request.
7. Press **Exit** ◉ or ⏻ to return to the standby display.

To cancel all (multiple) diverts:

1. Press ▷. Select **Settings**.
2. Select **GSM Services**. Select **Call diverting**.
3. Select **Cancel all**.
   Confirmation will be displayed.

❹ Press **Exit** ◉ or ☎ to return to the standby display.

Language selection

To select the language of your choice:

❶ Press ▷. Select **Settings**.
❷ Select **Phone settings**. Select **Language**.
❸ Use △ or ▽ to select a language from the displayed list.
Press ▷ to validate.
❹ Press **Exit** ◉ or ☎ to return to the standby display.

Softkeys - programming the softkeys

To program the softkeys:

❶ Press ▷. Select **Settings**.
❷ Select **Phone settings**. Select **Keys**.
❸ Select **Softkeys functions**.
❹ Select **Left softkey** or **Right softkey**.
❺ Press **Select** ◉ on the softkey option of your choice.
❻ Press **Exit** ◉ or ☎ to return to the standby display.

Melodies download

Melodies are stored on a Web/WAP™ server, for mobile phones. In this server, melodies are available for phones other than Trium, as well as for Trium phones. This storage is Digiplug responsibility. You can access this site via Internet or WAP™.
All chosen melodies are compressed and downloaded via SMS, using one message. Once the melody is completely received, it is decompressed. For each received melody, a screen gives you reception information. He can then install, play, or discard the melody.
The Eclipse mobile allows polyphonic sounds.

Play a downloaded melody

❶ On receipt of a melody, press **Options** ◉.
Select **Play**.
A certain amount of information is displayed on the screen, while playing.
❷ Press either **OK** ◉ or **Stop** ◉ to stop playing.

Install a downloaded melody

1. On receipt of a melody, press **Options** (•). Then, select **Install**. If any space is left, the melody is automatically stored in the imported melodies directory.
   If there is not enough space left, you are asked to choose which melody to replace, among the set of modifiable melodies on the mobile.
2. Press **Exit** (•) to return to the standby display.

Once stored, a message is displayed. The melody can be played immediately and selected via the tones settings menu. Memory space is reserved for such downloads.

Games

The availability and appearance of the games described hereafter are dependent upon the services provided by your network operator.
There are two games in the phone, **Rayman Bowling** and **Rayman Garden**.
The **Options** item in the menu enables you to set the sound to on or off.

To select a game,

1. Press (▷). Select **Games**.
2. Choose the game you wish to play and press **Select** (•) or (▷).
3. Select **Instructions** on how to play the game and the controls to be used.
4. Select **Level** to play the game at your skill level.
5. Select **Play** to start the game.

If a call is received whilst a game is being played the normal received call display will be shown and the call is answered in the normal way. When the call is finished the game will be resumed.
To exit the games menu, press **Exit** (•) or press (☎) to return to the standby display.

Voice Memo

The Eclipse mobile lets you to record one or several memos of up to 120 seconds total. Each memo is a part of this stock of time, and may be of any duration, provided the global limit cannot exceed this limit of 120 seconds.

To record a voice memo or a phone conversation,

1. Press and hold ⌄.
2. A beep will sound and the display will show the recording time left. The recording will then start.
   A second beep will sound if the end of the recording time has been reached.
3. Press **Stop** ⌒ or ⌄ to end the recording.

☑ If the memory is nearly full when starting a new recording you are asked to erase the previously recorded voice memo.
Select Yes to do so and proceed as for point 2 in the previous item.
Select No if you do not wish to delete the previously recorded memo.
When dealing with a phone conversation you can only record one person at a time.

To listen to the voice memo,

1. Press ⌄ to play what has been recorded. The display will show the remaining recorded time.
   A beep will sound at the end of the memo.
2. Press **Stop** ⌒ or ⌄ to return to the standby display.

☑ You can stop the memo playback at any time by pressing Stop.

To erase a memo,

1. Press **Erase** ⌒ during memo playback or recording.
2. Select **Yes** to confirm your choice. Confirmation will be displayed.
3. Press **Exit** ⌒ to return to the standby display.

WAP™

Either your phone is pre-programmed with the settings or you must enter them. See below to enter the settings. If you cannot access the settings, they are pre-programmed.

Storing/editing the connection settings

(obtainable from your network operator or any WAP™ portal)

To create a new profile (up to 10 profiles can be stored):

1. Press ⌄. Select **Internet**.
2. Select **Profile list**. Choose an empty profile (**[...]**) and select **New** ⌒.
3. Edit a profile name then press **OK** ⌒ to validate. **Stored** will appear. After a while, the menu associated with the new profile name is displayed.
4. Select **Gateway settings**, and edit an **IP address** (mandatory)

for the WAP™ gateway then press **OK** to validate.

5. Select **Home page** and edit a URL address, then press **OK** to validate.
6. Select **Activate security** (**Never**, **Automatic** or **Always** requested for secure transactions such as mobile banking), then press **Select** to validate.
7. Select a **Normal port** corresponding to the connection or **Secure port** for a secure connection, then press **OK** to validate.
8. Select **Send Characteristics** to send or not the UA profile, to the remote server and press **Select** to validate. Press **End**. Select **Yes**. **Stored** will appear.
9. Select **Circuit access**, and edit a **Phone number** to dial up the WAP™, a **Login name**, used for identification (29 char. max.), a **Login password** used for access control (19 char. max.; each character will turn into a star (*****) after a short while), a **Speed** (9600 or 14400 bps), a **Mode** for transmission (digital or analog) to the remote modem, an **Auto-disconnect** duration (0 to 60 minutes) for automatic disconnect after a defined time with no activity on the WAP™ connection. Validate each entry by pressing **OK** or **Select**. Press **End**. Select **Yes**. **Stored** will appear.
10. Select **Packets access***, and edit an **Access point name** from the GPRS network (the name is picked from a list managed in the mobile) and an **Auto-disconnect** duration.
    Press **OK**, every time, to validate. Press **End**. Select **Yes**. **Stored** will appear.
11. Select **Connection mode** and select the mode of connection: **Circuit**, **Packet*** or **Circuit+packet**. Press **Select** to validate. Press **End**. Select **Yes**. **Stored** will appear.
12. Select **Push parameters** and edit a **Push Proxy SMS centre**, a **Push Proxy SMS address** or **Push Proxy IP address** by selecting from a predefined list (except IP address): press **Names** and select an entry from the list and press **OK** to validate.
13. Press **End**. **Stored** will appear. Select **Yes** to store the new data and press **Select**. The new profile appears in the profile list.

A WAP™ profile has to be selected for the preferred WAP™ access.

To select a WAP™ profile:

1. Press . Select **Internet**.
2. Select **Profile list**. Select the preferred profile and press **Options**.
3. Select **Select**.

☑ Up to 20 bookmarks can be stored for frequent access.

* GPRS availability is operator dependent

Going online

To gain access to the online services offered by your network operator:

1. Press ▷. Select **Internet**.
2. Select **Home page**.
3. **Connecting to** followed by your proxy name will be displayed whilst access is taking place.

Once connected you will be presented with your internet provider's or operator's choice of menu options. The icon at the top of the display indicates a 'live' connection; the icon indicates a WAP™ connection with GPRS (operator dependent).

To end the internet connection:

Press ⏻.

More detailed information on the mobile usage are available on *Getting more out of your Eclipse*.

GSM man machine interface codes

The phone supports the standard GSM key sequences using the * and # characters sent directly from the keypad to the network. These sequences are used to activate all the supplementary services provided by the network.

☑ Consult your service provider for a complete list.

The menu (MMI) system

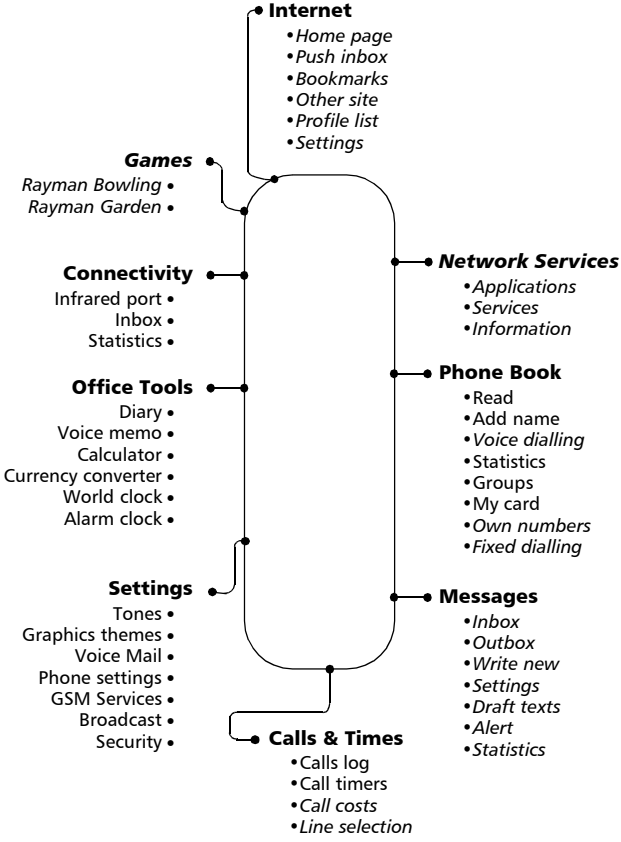
Use the round cursor key to access the menu system. Your menu options can vary. Some may not appear. This depends on your network operator and your subscription.

Access to the menus

Press ◁ to view all stored telephone numbers.
Press ▷ to enter the main menu.
Hold down **Exit** ◉ or ☎, to exit the menus (if no call is in progress).

Menu map

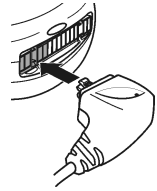
Items in italics depend on your subscription and your network operator.



Using the headset

Connecting the headset

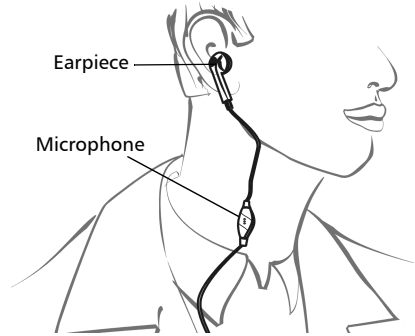
Insert the headset plug in the phone headset connector as shown below.



☑ While inserting the headset plug in the phone heasdet connector make sure the Trium logo ( ) appears on top. Otherwise the headset will not work properly.

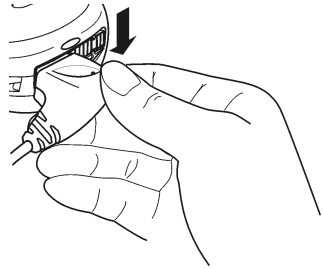
Using the headset

Place the headset earpiece in your ear.
The headset microphone is then at convenient level of operation.
You can answer, reject and end calls using or (see page 9).
Adjust the earpiece volume level using and .



Disconnecting the headset

Tilt the headset plug as shown below.



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