BenQ

BenQ S700

Mobile Phone User's Manual

Safety Information

For your safety, please read the guidelines below carefully before you use your phone:

Exposure to Radio Frequency Signals

> **Max. SAR measurement**
> EU: GSM900: 0.344 mW/g; DCS1800: 0.404 mW/g.
> USA: PCS1900: 0.875 mW/g.

Your wireless handheld portable telephone is a low power transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals.

European and international agencies have set standards and recommendations for the protection of public exposure to RF electromagnetic energy.

- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Verband Deutscher Elektringenieure (VDE) DIN- 0848
- Directives of the European Community, Directorate General V in Matters of Radio Frequency Electromagnetic Energy
- National Radiological Protection Board of the United Kingdom, GS 11, 1988
- American National Standards Institute (ANSI) IEEE. C95.1- 1992
- National Council on Radiation Protection and Measurements (NCRP). Report 86
- Department of Health and Welfare Canada. Safety Code 6

These standards are based on extensive scientific review. For example, over 120 scientists, engineers and physicians from universities, government health agencies and industry reviewed the available body of research to develop the updated ANSI Standard.

The design of your phone complies with these standards when used normally.

Antenna Care

Use only the supplied or approved replacement antenna. Unauthorized antennas, modifications or attachments may damage the phone and violate FCC regulations.

Phone Operation

Normal Position: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.

For your phone to operate most efficiently, do not touch the antenna unnecessarily when the phone is in use. Contact with the antenna affects call quality and may cause the phone to operate at higher power level than otherwise needed.

Batteries

All batteries can cause property damage, injury or burns if a conductive material such as jewelry, keys or beaded chains touches exposed terminals. The material may complete electrical circuit and become quite hot. To protect against such unwanted current drain, exercise care in handling any charged battery, particularly when placing it inside your pocket, purse or other container with metal objects. When battery is detached from the phone, your batteries are packed with a protective battery cover; please use this cover for storing your batteries when not in use.

Driving

Check the laws and regulations on the use of wireless telephones in the areas where you drive. Always obey them. Also, if using your phone while driving, please:

- Give full attention to driving--driving safety is your first responsibility.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Electronic Devices

Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

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

Persons with pacemakers:

• Should **ALWAYS** keep the phone more than six inches from their pacemaker when the phone is turned **ON**.

• Should not carry the phone in a breast pocket.

• Should use the ear opposite the pacemaker to minimize the potential for interference.

If you have any reason to suspect that the interference is taking place, turn your phone **OFF** immediately.

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 they are adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information.

Turn your phone **OFF** in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Turn your phone **OFF** in any facility where posted notice so requires.

Aircraft

FCC regulations prohibit using your phone while in the air. Switch **OFF** your phone before boarding an aircraft.

Blasting Areas

To avoid interfering with blasting operations, turn your phone **OFF** when in a "blasting area" or in area posted "TURN OFF TWO-WAY RADIO." Obey all signs and instructions.

Potentially Explosive Atmospheres

Turn your phone **OFF** and do not remove the battery when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks, from your battery, in such areas could cause an explosion or fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always clearly marked. They include fueling areas such as gasoline stations; below deck on boats; fuel or chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); 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.

For Vehicles Equipped with an Air Bag

An air bag inflates with great force. **DO NOT** place objects, including both installed or portable wireless equipment, in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

European Union Directives Conformance Statement

This device complies with the OJ-Directive as below:

Electromagnetic Compatibility Directive (89/336/EEC), Low Voltage Directive (73/23/EEC)

And R&TTE Directive (99/05/EEC). $C\:E$

And also complies with the standard:

3GPP TS 51.010-1
EN 301 511
EN 30360/ EN30361
ETSI EN 301 489-1/-7
EN 60950

Table of Contents

1 **Preparing Your Phone For Use**

Inserting a SIM Card

1. Turn the phone over, and release the battery latch. Lift the battery off the phone.

Battery latch
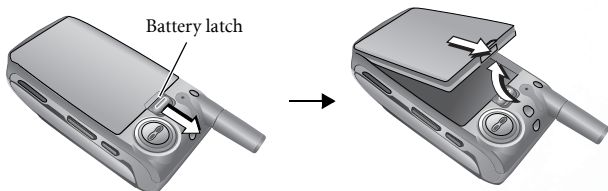
> Do not remove the battery when the phone is on. Doing so could cause you to lose personal settings or data stored either on your SIM card or in the phone's memory.

2. Slide the SIM card into the SIM card slot, with the SIM card's metal contacts facing down and the cut corner at the top right.

SIM card slot
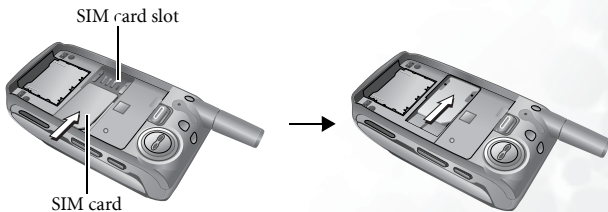
SIM card

> A SIM card can be easily damaged if its metal contacts become scratched. Therefore, take special care when holding or inserting it.

> If you wish to remove the SIM card, you must first press down the stay, then push the SIM card out of the slot.
>
> Stay
>
> SIM card
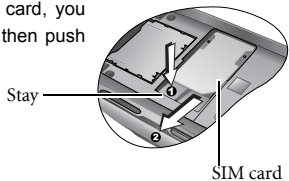
Installing a Battery and Charging the Phone

1. With the battery's metal contacts facing down, align the protruding tabs on the end with the holes in the battery bay of the phone. Then push the battery toward the end of the bay to insert the battery's tabs into the holes. Press down to click the battery in place.
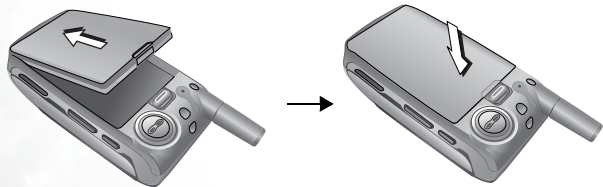
2. Insert the charger connector into the charger socket on the bottom of the phone. Make sure that the connector is inserted in the correct orientation (the side showing "UP" faces you when inserting the connector).

Charger socket

Charger connector
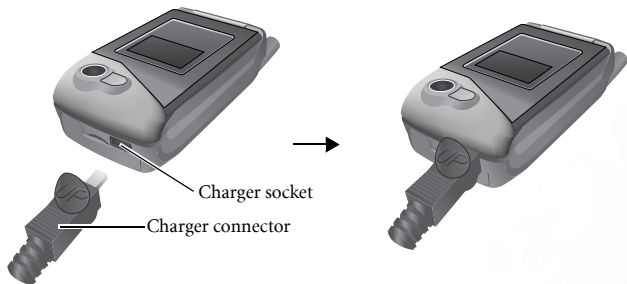
3. Insert the charger into a power outlet.
4. Once the phone is fully charged, remove the charger from both the power outlet and the phone.

- Charging requires approximately 4 hours.
- When charging the phone while it is turned off, the external and main displays will be activated, showing the animation. If the charging is performed while the phone is on, the main display shows the icon. The lines showing the battery power level will scroll until the battery is fully charged.
- When the battery is out of power, the phone will play an alert sound to remind you to recharge it and then will automatically turn off.

Do not remove the battery while the phone is charging.

Turning the Phone On

1. Open the phone's flip.

2. Press and hold 🔘 to turn the phone on. The phone will display the welcome animation.

> 💡 You can select and set a welcome animation. Go to the menu: **Settings** > **Display** > **Welcome Animation** > **Power On**. For details, please refer to page 161.

3. Enter your PIN1 number. If you enter the PIN1 number incorrectly, press 🔘(**Clear**) to delete the incorrect numerals. Press and hold 🔘 to delete all numerals that have been entered. After completing entry of your PIN1 number, press 🔘 (**OK**) or 🔘 to confirm.

> ☞ The PIN (Personal Identification Number) is a password provided by a network operator with a SIM card. You need this password in order to use the SIM card.

> ⚠ If you enter the PIN incorrectly 3 times in a row, the SIM card will lock down and no longer be usable. If this happens, you must enter the PUK (Personal Unblocking Key) for that SIM card in order to unlock it. Please contact your network operator to obtain a PUK.

> 💡 To cancel PIN password authentication, go to the menu **Settings** > **Security** > **PIN Code**. See page 167.

4. When the PIN code entered has been accepted, the phone will automatically search for the designated network. This search process may take a few seconds.

5. The standby screen will be displayed, as well as network signal strength and the name of the network operator. You can now use the phone.

☞ If the phone cannot detect the network, the on-screen signal strength meter will show no bars.

☞ If the phone links to a network that you are not authorized to use, the signal strength meter will show a level of zero. You will only be able to make emergency calls.

➋ Getting to Know Your Phone

Your Phone at a Glance
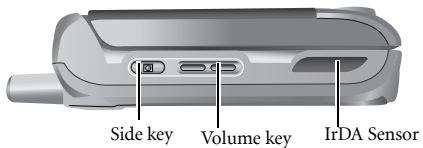
The figure below shows the main parts of your phone:

Front view 1

Antenna
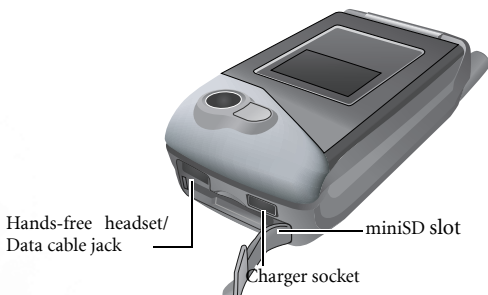
External display

Camera lens

Camera flash

Front view 2

- Earpiece
- Main display
- OK key
- Left soft key
- Right soft key
- Camera key
- Clear key
- Dial/Answer key
- Power on/off key
- Navigation key
- Alphanumeric keys
- Microphone

Side and back views

Side key   Volume key   IrDA Sensor

Speaker

Bottom view

Hands-free headset/
Data cable jack

miniSD slot

Charger socket

Active Flip Feature

- Opening the flip turns on the main display and turns off the external display; closing the flip wakes up the external display and turns off the main display.

- Opening the flip allows you to answer an incoming call. Closing the flip ends a call, cancels dialing, or rejects an incoming call.

> You can turn the active flip feature on or off. To do so, go to the menu: **Settings** > **Flip Activate**.
>
> To turn on/off the feature of answering/disconnecting calls by opening/closing the flip. Go to the menu: **Settings** > **Call Settings** > **Answer Mode**.

The miniSD Card

Your phone features a miniSD slot designed specifically for use with the SanDisk miniSD(TM) card, a removable flash memory card intended to add greater storage capacity to your phone.

The miniSD card can store multimedia data, including images, MP3 songs, ring tones, video clips, games, and the like.

Loading the miniSD card

1. Lift off the slot cover.

2. Insert the miniSD card into the slot.

3. Close the cover.

Be sure the card's gold contacts face upwards.

Slot cover

miniSD Card

will appear in the standby screen's status bar when the miniSD card is loaded.

Removing the miniSD card

1. Lift the slot cover.

2. Press lightly on the edge of the miniSD card and it will eject.

Standby Screen

External Display

After the phone is turned on, closing the flip will wake up the external display, showing the information such as the network operator's name and current time; the status bar will show icons for network signal strength, battery power, alarm (if active), etc.

The external display can also alert you to incoming calls, messages, and missed calls.

- To set the time and decide how it is shown on the external display, go to the menu **Settings** > **Date & Time**. See page 156.

- You can set your user name to be shown on the external display by using the the menu: **Phone Book** > **Phone Information** > **Own Number**. See page 111.

- You can set the wallpaper to be displayed on the external display by choosing the menu: **Settings** > **Display** > **Wallpaper** > **Sub LCD**. See page 160.

- Photos taken using the phone's camera can be set as wallpapers as well, either by directly using the camera function, or by choosing the menu **Media Center** > **Image**. See page 50, "Taking a photo" and page 129, "Media Center".

- After the standby screen remains for 10 seconds, the information currently displayed (e.g. current time) will automatically disappear, showing the full-screen wallpaper. Pressing the side key will display/hide the information shown on the standby screen.

- When the phone's flip is closed, pressing the upper portion of the volume key, located on the left side of the phone, to show the calendar on the external display; pressing the upper or lower portion of repeatedly will bring up the previous or next month's calendar. Pressing the side key will close the calendar.

Main Display

Status bar ──────── (icons at top)

Name of network operator ── Far EasTone

User name ── Jeremy

Wallpaper

Time and date ── 06/09/04 04:49pm

Names · WAP

Press ⬡ to enter the Phone Book

Press (OK) to enter the main menu.

Press ⬡ to start up the browser and connect to the Internet.

- To set the current time and date, as well as the format in which they will be shown in the main display's standby screen, go to the menu **Settings** > **Date & Time**. See page 156.

- If you want your own name to appear in the standby screen on the main display, you can do so by using the menu: **Phone Book** > **Phone Information** > **Own Number**. See page 111.

- You can set the animation or image you wish to use as the main display's wallpaper by going to the menu **Settings** > **Display** > **Wallpaper** > **Main LCD**. See page 160.

- Photos taken using the phone's camera can be used wallpapers as well, either by using the camera function, or by choosing the menu **Media Center** > **Image**. See page 50, "Taking a photo" and page 129, "Media Center".

• After the standby screen remains for 10 seconds, the soft key bar, time and date, as well as all the other information currently displayed will automatically disappear, so that the wallpaper can be displayed in full screen. You can also press 🔘 to display/hide the status bar and information normally shown on the standby screen.

Icons in the Standby Screen's Status Bar

Icon	Function	Description
📶	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
🔋	Battery status	Shows the current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed. When charging the phone, the icon will scroll through the bars until the battery is fully charged.
G	GPRS network	GPRS services have been activated on your SIM card.
✉	SMS Message	This yellow icon shows that an SMS message is being received or that there are unread SMS messages. If the icon appears in red, this indicates that the phone's message memory is full. For information about the message function, see page 72, "Messages Menu".
✉	MMS Message	This blue icon shows that an MMS message is being received or that there are unread MMS messages.
📟	Voicemail	Indicates that you have voicemail messages (this icon will only appear if the function is supported by your network operator).
💳	miniSD Card	miniSD Card is inserted.
MP3	MP3 Music Player	The MP3 Music Player is on.

Icon	Function	Description
🕐	Alarm	The alarm is turned on. To set the alarm, go to the menu **Tools** > **Alarm Clock**. See page 131.
📳	Normal	Shows that the **Normal** profile is in use. To set the profile, go to the menu **Settings** > **Profile**. See page 157.
🔇	Silent	Shows that the **Silent** profile is in use.
📳	Meeting	Shows that the **Meeting** profile is in use.
☀	Outdoors	Shows that the **Outdoors** profile is in use.
📻	Handsfree	Shows that the **Handsfree** profile is in use.
◄	Divert	Shows that the call divert function is active. To make settings for this function, go to the menu **Settings** > **Call Settings** > **Call Divert**. See page 163.
▲	Roaming	Roaming has been activated (not your regular network)

Using the Keys in the Standby Mode

☞ In this user manual, "long-press" means to press and hold down a key for about two seconds before release. "Press" means to press a key and release immediately.

☞ The chart below is meant only to introduce the commands accessible with keys when the phone is in standby mode. For information on other key commands available in other operating modes, see the pertinent sections in this user manual.

Function keys

- When any key is pressed, the phone will provide aural feedback through keypad tones. To activate or cancel this aural feedback, enter the menu **Settings** > **Profile**. Scroll to the profile currently in use and press ⬚ (**Edit**). Then select **Keypad Tone**. See page 159.

- After turning the phone on, pressing any key will activate keypad and display backlighting. To set the backlighting duration and level, go to **Settings** > **Display** > **Backlight** and **Backlight Period**. See page 162.

Key	Commands and functions
🔊	**Power on/off key** • Long-press to turn the phone on or off. • Press this key to reject incoming calls or cancel a call being dialed.
📞	**Send/Answer key** • Press to send or answer a call. • Long-press and your phone will automatically call the last number dialed. • Press to access the list of last missed/dialed/received calls.
(OK)	**OK key** • Press to open up the main menu.
🔲	**Left soft key** • Press to access the Phone Book (when **Names** is shown). • Press to save the phone number keyed in from the standby screen to the Phone Book (when **Save** is shown).
🔲	**Right soft key** • Press this key to start up the browser and connect to the Internet (when **WAP** is shown). • Press this key to delete all digits entered and return to the standby screen (when **Back** is shown). • Long-press to turn the silent profile on or off.

Key	Commands and functions
⌐C	**Clear key** • Press this key to delete entered digits one by one; long-press to delete all digits entered.
(navigation key)	**Navigation key** • Press ➡️ to enter the Quick Access menu. For information about the Quick Access menu, see page 71. • Press ▶▪ to use the video function. • Press ✉ to enter the Messages menu. For a description of the Messages menu, see page 72. • Press MP3 to use the MP3 Music Player.
📷	**Camera key** • Press to use the camera function.
✱⁺□	**Asterisk key** • Press this key to enter an asterisk " * ". • To make an international call, long-press this key until the display shows "+", Then enter the recipient's country code, area code and phone number.
0∽◦	**Voicemail key** • Long-press to dial your voicemail number.
#⇧	**# key** • Press to enter "#". • For extensions: After entering a phone number, long-press to enter a "P" and then enter the extension number.

Key	Commands and functions
$\boxed{1}$ ~ $\boxed{9^{wxyz}}$	**Alphanumeric keys** • Press to enter digits in a phone number. • Speed dial key: Long-press a key to immediately dial the number that it represents. See page 36, "Speed Dialing".
▯	**Volume key** • When the phone's flip is open, press the upper or lower portion of this key, located on the left side of the phone, to adjust the ring tone volume. Press the upper portion of this key or $\boxed{\hat{\circ}}$ to increase the volume. Press the lower portion of this key or $\boxed{\circleddash}$ to decrease the volume. • When the phone's flip is closed, pressing the upper portion of this key, to show the calendar on the external display. • When using the camera function, pressing this key will zoom in/zoom out the image. ☞ When the flip is closed and there is an incoming call, long-press the upper portion of the volume key to reject the call; long-press the lower portion to turn off the ring tone.

Key	Commands and functions
⬚	**Functional side key** • When the phone's flip is closed, pressing this key will display/hide the information shown on the external display's standby screen. • Regardless of whether the flip is open or closed, long-pressing this key will turn the camera function on. When the camera function is turned on, this key can be used as a shutter button to shoot a photo.

Alphanumeric keys

Key	Digit	Key	Digit/Symbol/Function
⬚	1	7pqrs	7
2 abc	2	8 tuv	8
3 def	3	9wxyz	9
4 ghi	4	0	0
5 jkl	5	✳ + ⬚	* + (long-press)
6mno	6	# ⬆	# P(long-press after entering a phone number)

☞ Long-pressing an alphanumeric key will dial the number that has been assigned to it (speed dialing function).

Menu Navigation

When the phone is in standby mode, press (OK) to bring up the main menu and highlight the first item in that menu: **Phone Book**.

☞ For details on how to use the various functions listed in the menu, see page 105, "Menus".

💡 You can choose a display color for the menus by going to the menu **Settings** > **Display** > **Theme**. See page 160.

Main menu

The main menu has two different modes--list mode and icon mode.

Icon mode

The menu icon to which you have scrolled using [▲▼] will be displayed as an animation.

Each icon represents a menu.

The name of the menu icon you have scrolled to.

Pressing ⤴ (**Back**) will return the display to the standby screen.

Press (OK) to enter the highlighted menu.

To determine whether the main menu is displayed in the icon mode or list mode, press ⤵ (**Option**) to bring up a pop up menu, scroll to the mode you wish to use, then press (OK).

List mode

Press ⓞ to scroll up or down to an item.

Main Menu
🔷 Main Menu
1 Phone Book
2 Call Records
3 Messages
4 Games
5 Entertainmen
6 Media Center
Option 🆗 Back

The highlighted row is the currently selected menu.

💡 You can also go to the menu: **Settings** > **Display** > **Menu Style**, to determine whether the main menu is displayed in the icon mode or list mode.

Sub-menus

The name of the current menu.

Press ⊙ to scroll up or down to an option.

The highlighted row is the currently selected item.

Press ⌫ (**Back**) to return to the previous menu or screen.

Press ⊙ or ⌄ (**Select**) to access the highlighted option.

Settings
1. Date&Time
2. Profile
3. Display
4. Call Settings
5. Network
6. Security

Select   Back

The name of the current menu.

The highlighted row is the currently selected item.

Press ⌫ (**Back**) to return to the previous menu or screen.

Press ⌄ (**Edit**) to access the highlighted item for editing.

Press ⊙ to activate/save the highlighted function or setting.

Profile
- Normal
- Meeting
- Silent
- Outdoors
- Headset

Edit   Back

Menu navigation example

The example given below demonstrates how to use menus to change the language setting.

Regular access

1. In the standby mode, press (OK) to open the main menu.
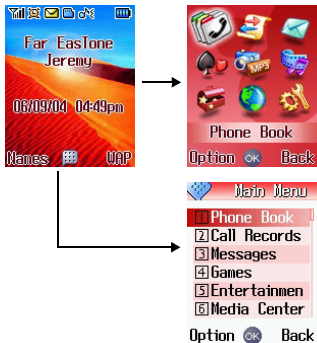
2. If the main menu is displayed in the icon mode, press to scroll to the **Settings** icon and press (OK) to enter this menu; if the main menu is displayed in the list mode, press to scroll to the **Settings** option and press (OK) to enter this menu.
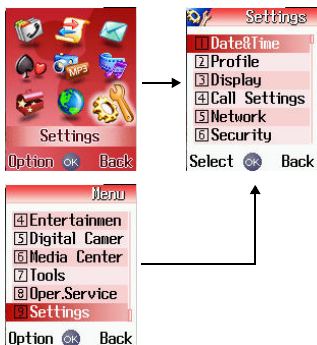
3. In the **Settings** menu, press ⓒ to scroll to **Language**, then press ⓞⓀ to enter the **Language** menu.

Settings	Language
③Display	◯Traditional C
④Call Settings	◯Simplified Chi
⑤Network	◉English
⑥Security	
⑦Power Saving	
⑧Language	
Select ⓞⓀ Back	Select ▣ Back

4. Press ⓒ to scroll to the language you wish to use. Then press ⓞⓀ to confirm your selection.

Language
◯Traditional C
◯Simplified Chi
◉English
Select ▣ Back

⚠
Done

Please wait

Settings
⑥Security
⑦Power Saving
⑧Language
⑨Input Mode
⑩Flight Mode
⑪Restore
Select ⓞⓀ Back
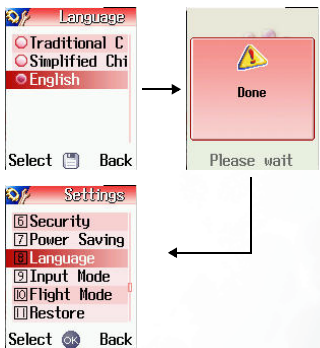
5. Press ⬝⃔ (**Back**) or ⓒ repeatedly, or press ⓙ once to return to the standby screen.

Access through number shortcuts

1. In the standby mode, press OK
   to bring up the main menu.

Far EasTone
Jeremy

06/09/04 04:49pm

Names   #   UAP

Phone Book
Option ok   Back

Main Menu
1 Phone Book
2 Call Records
3 Messages
4 Games
5 Entertainmen
6 Media Center
Option ok   Back
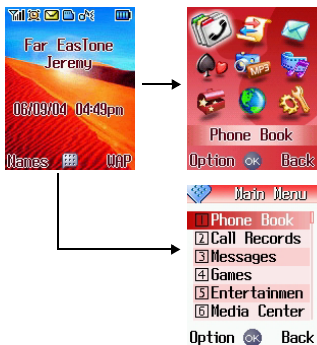
2. The location of items in the
   main menu corresponds to the
   position of the 1 to 9wxyz
   keys in the alphanumeric
   keypad. Thus, pressing 9wxyz
   will bring up the **Settings**
   menu.

Settings
Option ok   Back

Settings
1 Date&Time
2 Profile
3 Display
4 Call Settings
5 Network
6 Security
Select ok   Back

Menu
4 Entertainmen
5 Digital Camer
6 Media Center
7 Tools
8 Oper.Service
9 Settings
Option ok   Back
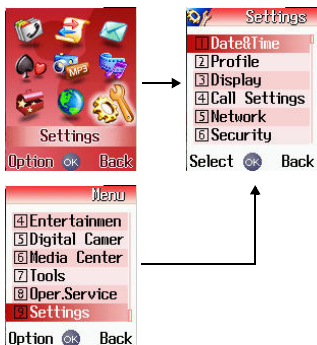
3. In the **Settings** menu, the alphanumeric keys 🔢 to 9ʷˣʸᶻ represent menu options 1 to 9. Since **Language** is item number 8 in the Settings menu, pressing 8ᵗᵘᵛ will bring up the **Language** sub-menu.
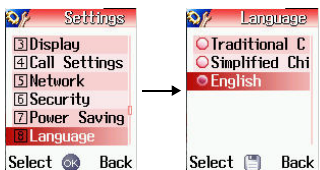
4. Press 🔘 to scroll to the language you wish to use. Then press ⓄⓀ to confirm your selection.
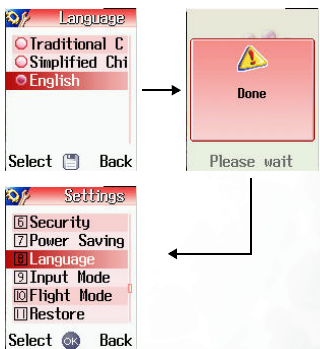
5. Press ➴ (**Back**) or ⓒ key repeatedly, or press 🔘 once to return to the standby screen.

Screen content (step 3):

Settings
3 Display
4 Call Settings
5 Network
6 Security
7 Power Saving
8 Language
Select OK   Back

Language
○ Traditional C
○ Simplified Chi
● English
Select   Back

Screen content (step 4):

Language
○ Traditional C
○ Simplified Chi
● English
Select   Back

⚠
Done
Please wait

Settings
6 Security
7 Power Saving
8 Language
9 Input Mode
10 Flight Mode
11 Restore
Select OK   Back

Main menu map

Select	To enter
Phone Book	
Call Records	
Messages	
Game	

Select	To enter
Entertainment	 Entertainmen 1 Digital Camer 2 Video Camcor 3 Music Player 4 Voice Ring T Select OK Back
Media Center	 Media Center 1 Image 2 Video 3 Music 4 Memory Setti 5 Memory Statu 6 Format Select OK Back
Tools	 Tools 1 Alarm 2 World Clock 3 Auto Time Zo 4 Calendar 5 Shortcuts 6 Calculator Select OK Back Tools 7 Currency Con 8 Stopwatch 9 Countdown Ti 10 Hour Minder 11 Connection S 12 IrDA Select OK Back
Opers.Service	 Oper Service 1 Wap 2 Connect Sett Select OK Back

Select	To enter
Settings	

3 Using Your Phone

Making a Phone Call

Open the flip and make sure that the standby screen is shown on the main display. Enter the desired number using the alphanumeric keys $\boxed{1}$ to $\boxed{0}$. Press $\boxed{(}$ to dial your call.

> During a call, you can use the options. See page 47, "In-call Menu".

To modify a phone number that you have entered, press $\boxed{\ell}$ to delete individual digits. Press $\boxed{\smile}$(**Back**) or $\boxed{\textit{P}}$, or long press $\boxed{\ell}$ will delete all digits entered and return to the standby screen.

Ending a Phone Call

Press $\boxed{\textit{P}}$ or close the flip to end a call. The display will show the total call time, and then return to the standby screen.

> To cancel a call that is being dialed, press $\boxed{\textit{P}}$ or close the flip.

Answering a Phone Call

When a call is received, your phone rings or vibrates, with the display showing the caller's number (if supported by your network vendor). If the caller is a contact stored in the Phone Book, the phone will show the name recorded in the Phone Book.

> - If the caller is a member of a caller group, the ring tone assigned to this group will sound. The display will show the image, photo, animation or video that is associated with this group as well, to help you identify the caller.
>
> - For information on how to set up caller groups in the Phone Book, see page 39, "Adding Contacts to the Phone Book".

1. If the flip is closed, opening it will allow you to answer the call.

☞ If the flip function has not been activated, you cannot answer a call by opening the flip. To activate or cancel the flip function, go to the menu **Settings** > **Call Settings** > **Answer Mode**.

2. If the flip is already open, press 📞 to answer the call. Alternatively, you can press 📟 (**Option**), and select **Answer** to connect the call.

☞ If you wish to change the answering mode so that you can press any key to answer a call, go the menu **Settings** > **Call Settings** > **Answer Mode** > **Any Key**.

> During a call, 📶 will appear in the screen's status bar.

Rejecting an Incoming Call

- When the flip is closed, you can reject an incoming call by long-press the upper portion of the volume key ▯ on the left side of the phone.

- When the flip is open, you can reject an incoming call by closing the flip or pressing ⟋⟍ , or by pressing ⟍⟋ (**End**) to have the call diverted to your voice mailbox. Alternatively, you can press ⟍⟋ (**Options**) and select **Reject** to reject the call, or select **I am busy** to have the call diverted to your voicemail box.

Turning Off the Ring Tone for an Incoming Call

When the flip is closed, you can temporarily mute the ring tone for an incoming call to avoid disturbing others. To do this, long press the lower portion of the volume key ▯ on the left side of the phone. After the ring tone has been turned off, you can still open the flip to answer the call.

Making an International Call

1. Enter the outgoing international call code, or long-press ✱₊▱ until "+" appears on the display.
2. Enter the recipient's country code, area code and phone number. Dial the call by pressing ⟨ .

Making an Emergency Call

To call emergency services, enter 112 (the international emergency number) and then press $\boxed{\text{\small 📞}}$ to dial the call. You can make an emergency call even if your phone is locked or cannot access your network, or there is no SIM card inserted, so long as you are within range of a network of the type supported by your phone.

Dialing an Extension Number

After you enter a telephone number, long-press $\boxed{\text{\#}}$, The phone display will show "P". At this point, you can enter the desired extension number, and then press $\boxed{\text{\small 📞}}$ to dial it.

Speed Dialing

You can assign alphanumeric keys $\boxed{\text{2abc}}$ to $\boxed{\text{9wxyz}}$ as speed dial keys to frequently dialed numbers. To do so, choose the menu: **Phone book > Speed Dial**.
After you have assigned a number key to serve as the speed dial key for a particular phone number, you can long-press this key when the phone is in the standby mode to dial the corresponding phone number. For example, if you have selected $\boxed{\text{2abc}}$ as the speed dial key for a certain phone number, long-pressing $\boxed{\text{2abc}}$ will dial this number.

☞ $\boxed{\text{1}}$ has been locked as the speed dial key for dialing your voicemail box number.

Listening to Voicemails

When your voicemail box receives a voicemail, your operator will give you a call or send you an SMS alert (i.e. a text message), in order to notify you of this new voicemail. (if the network vendor supports it, the icon 📟 will be shown in the external and main display's status bars, respectively.)

Depending on how you are notified, there are two ways to access and listen to the voicemail:

1. If your operator sends you an SMS alert to inform you of a new voicemail, and the text of the SMS alert sent by your operator matches the text of the SMS alert previously stored in your phone-- this is called **Alert Match**--your phone will recognize this SMS alert as a reminder of the new voicemail. Press 📞 to dial the voicemail box number to listen to the voice mail.

> 💡 The rationale of the **Alert Match** feature is that, once you have received an SMS alert from your operator saying that you have a waiting voicemail, you can directly press 📞 to listen to the voicemail, instead of having to return to the standby screen to dial your voicemail box number individually.

☞ To successfully use the Alert Match feature, you must first save your operator's SMS alert. Please do so in the menu option: **Messages** > **Voicemail** > **Settings** > **Alert Match**.

2. If the text of the operator's SMS alert does not match the text of the SMS alert stored in the **Alert Match** option, or if your operator calls to inform you of a new voicemail, long-press 1️⃣ from the standby

screen to directly dial the voicemail phone number and listen to your voicemails. Alternatively, you can go to the menu: **Message > Voice Mail > Get Voicemail** to make a voicemail call.

☞ If the voicemail number is not stored on your SIM card or in the phone itself, you will not be able to access your voicemail by long-pressing ⬛, Generally speaking, network operators will store the voicemail number on a SIM card before giving it to you. If so, you will be able to dial your voicemail number by long-pressing ⬛ when the phone is in standby mode, without needing to first manually store this number. If however your network vendor did not store the number on your SIM card, you will need to do this yourself. To save or modify a voicemail phone number, go to the menu **Messages** > **Voicemail** > **Settings** > **Box Numbers**.

Phone Book

Adding Contacts to the Phone Book

☞ The phone book in your phone's memory can store up to 500 contacts. The capacity of a phone book on your SIM card depends on the particular service provided by your network vendor.

1. In the standby screen, enter the phone number that you wish to store, then press 🖙 (**Save**). The screen will show the Phone Book data fields for a new contact.

2. Press 🖙 (**Edit**), then press 🔘 to scroll to the contact data field that you wish to edit. After completing data entry and settings, press ⓞⓚ to store the data for this contact.

☞ If you do not wish to save a modified Phone Book record, press 🔲 or 🖙 (**Back**) to abort.

3. You can also add a new contact by going to the menu **Phone Book** > **Add**.

The data fields for a new contact are as follows:

👤	The contact's name.
📱	The contact's mobile phone number.
🏢	The contact's office phone number.
🏠	The contact's home phone number.
📧	The contact's e-mail address.

Used to select a caller group for the contact. Press 🔘 to select a

group and then press (OK).

When there is an incoming call from this contact, the ring tone assigned to this group will sound and the display will show the image associated with the group.

☞ To set a ring tone and image for each caller group, go to the menu **Phone Book** > **Caller Group**. See page 107.

☞ You can also go the menu **Phone Book** > **Caller Group** to set a caller group for a contact.

Used to set the image, photo, or video that will appear on the phone's display when there is an incoming call from the contact.

Press 📺 (**Set**) and then choose the image or video for the contact.

☞ The image, photo, or video set in this field will replace the default image associated with the contact's caller group, if any.

Used to set a ring tone for the contact. When there is an incoming call from the contact, the phone will play this ring tone. Press

📺 (**Set**) and then choose the ring tone for the contact.

☞ A ring tone set in this field will replace the one associated with the contact's caller group, if any.

Used for notes about the contact.

Finding Contacts in the Phone Book

In the standby mode, press ⌄ (**Names**) to display contacts stored in the Phone Book.

There are two ways to locate a specific contact in the Phone Book:

- Press ⟨⟨⟩⟩ to scroll through the names (listed in alphabetical order) until the one you want is highlighted.
- Press the alphanumeric key that corresponds to the first letter of the name you wish to locate the appropriate number of times. For instance, if the name starts with "K", you would press ⟨5jkl⟩ twice for "K". The names starting with "K" will appear, with the first one highlighted. Press ⟨⟨⟩⟩ to scroll to the name you want.

☞ You can also choose the menu **Phone Book** > **View** to access the Phone Book.

☞ You can choose the menu **Phone Book** > **Find**, and then enter the full name or the first letter of the name to locate a contact.

When the desired contact's name is highlighted, you can:

1. Press 📞 to dial the first phone number saved in that contact.

2. Press ⟨OK⟩ to view the contact's data. You can then perform the tasks below:

- Scroll to highlight the phone number you want and press $\boxed{\text{l}}$ to dial that number.

☞ While viewing a contact's data, you can press $\boxed{\text{◯}}$ to view the next/previous contact's data.

☞ will appear on the left of the contact's name if the contact is stored in your SIM card's memory; will appear if the contact is stored in your phone memory.

- Press $\boxed{\text{☴}}$ (**Edit**) to edit the Phone Book data for this contact. For more information on editing, see page 39.
  When you have finished editing the details of the selected contact, you must press $\boxed{\text{OK}}$ twice to save all of the changes you made.

☞ If you do not wish to save a modified Phone Book record, press $\boxed{\text{☴}}$ (**Back**) or $\boxed{\text{◉}}$ to abort.

3. Press $\boxed{\text{☴}}$ (**Option**) to perform the following tasks:

- **Add**
  Add a new contact to your phone book.

- **Edit**
  Edit the selected contact's data.

- **Delete**
  Delete the contact's data from your phone book.

Using a Location Number to Access a Contact's Data

> A contact's location number represents the position where this contact's data is stored in the phone book on your SIM card or in your phone's memory.

To access data for a contact while the phone is in standby mode, enter the location number for this contact, and then press $\boxed{\#\hat{\mathbin{\scriptstyle\diamond}}}$. The display will show the data for the contact stored at this location.

For example, to display the contact data stored in the fifth position in the Phone Book, you would press $\boxed{\text{5jkl}}$ and then $\boxed{\#\hat{\mathbin{\scriptstyle\diamond}}}$.

When the contact's data appears, scroll to the number that you wish to dial, and then press $\boxed{\complement}$ to dial this number.

Last Missed, Dialed, and Received Calls

There are two ways you can view the last missed, dialed, and received calls on your phone, as well as information on their date and time:

1. If there have been any missed calls, the main display will show a missed call message along with the number of calls that were missed.

   Press ⌄ (**Select**) to display missed calls, and then press ⬡ to scroll to the desired phone number.

   ☞ If the phone's flip is closed, press ▯ to highlight the missed call message shown on the external display, and then press ▣ to display the missed calls.

2. In the standby mode, press ⟨ to view the list of the most recent missed, dialed, and received calls.

   Press ⬡ to scroll to the desired phone number.
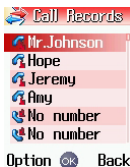
   ☞ The icon 📵 will appear beside missed calls; the icon 📞 will appear beside dialed calls; the 📲 will appear beside received calls.

   ☞ If a phone number has already been stored in the information for a contact in the Phone Book, the display will show the name of this contact.

   ☞ If your network operator is not able to display a certain call's number, the list will show "No number" for the call.

When the number for a missed, dialed, or received call is highlighted, you can perform the following tasks:

1. Press 🎙 to re-dial the number.

2. Press 🔽 (**Option**) to perform the following tasks:

   • **Save**

     If the phone number for the call has not been stored in the Phone Book, selecting this option will create a contact for this number. If this phone number is already stored under a contact in the Phone Book, selecting this option will allow you to edit the information for this contact. For information about editing Phone Book data, see page 39, "Adding Contacts to the Phone Book".

   • **Delete**

     Delete the record of the call.

3. Press (OK) to display the details on this call.

This name of the contact for the call.

The phone number for the call.

The date and time this call was made.
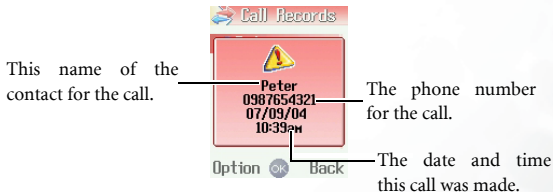
Operations During a Call

☞ The following options marked with an asterisk (*) are dependent on network support and may require a subscription.

Adjusting the Earpiece Volume

During a call, you can press the volume key ▯ on the left side of the phone to adjust call volume.

Accessing the Last Dialed or Received Calls

When you are on a phone call, you can press ⬡ for the list of last received calls and press ⬡ for the list of last dialed calls. For details on how to handle dialed/received calls, page 44, "Last Missed, Dialed, and Received Calls".

Putting a Call on Hold*

1. When the only call is active:

    a. Press 〔〕 to hold this call.

    b. Press 〔〕 to end this call.

2. When the only call is on hold:

    a. Press 〔〕 to resume the call.

    b. Press 〔〕 to end this call.

3. When there is an active call and a call on hold, press 〔〕 to resume the call that is on hold, and put the active call on hold.

Accessing Your Phone Book

Press ✏️ (**Names**) to access data in the Phone Book. For details, see page 37, "Phone Book".

Making a Second Call*

Enter a phone number, or select one from your phone book or call record, and then press 🔲 to dial it. The currently active call will automatically be placed on hold. However, if there is already one active call and another on hold, this action will fail.

Call Waiting*

If there is an incoming call while you are on the phone, a tone will sound through the earpiece and the display will show that a second call is currently waiting. You can handle the waiting call and currently active call in the following ways:

1. Answer the waiting call: Press 🔲 . The currently active call will automatically be placed on hold.

2. Reject the waiting call: Press 📴 or ✏️ (**End**). Pressing ✏️ (**End**) will immediately reject the waiting call; pressing 📴 will bring up a menu on the display that you can use to select a call to end.

In-call Menu

Press ✏️ (**Option**) to bring up the in-call menu. Press 🔘 to scroll to the desired item and then press Ⓞ to enter that item.

End Current

Ends the current call.

Mute/Unmute

Mutes the microphone so the person you are speaking with cannot hear your voice.

DTMF On/Off

When the phone is connected with other devices or services, you can send DTMF (Dual Tone Modulation Frequency) strings. DTMF strings are keypad tones that can be sent via the microphone as you dial another number. Your phone will emit the tones in order to communicate with answering machines, pagers, computerized telephone services, and so forth.

Enter the phone number and then press ⊙⊘ to send the DTMF string.

Main Menu

You can access the **Phone Book**, **Calls**, and **Messages** menus during a call.

Conference*

Conference calls allow you to converse with more than one party at a time. The conference menu contains the following options:

☞ The maximum number of parties that can be accommodated during a conference call depends on the particular service provided by a network vendor.

Hold/Unhold/Swap*

Toggles the call status.

Join/Private

Adds a party that is on hold to the current conference call, or isolates a single party in a conference call and puts all other parties on hold.

Transfer

Allows two parties to connect, while ending one's own call (one of the two parties may be involved in an active call while the other is either on hold or being dialed), so as to allow the two parties to have their own call.

Using the Silent Profile

From the standby screen, you can long-press 🖃 to activate the Silent profile. Once it is activated, the phone will alert you to an incoming call by vibrating with no ring tone.

1. When you long-press 🖃 to activate the Silent profile, the phone will vibrate for one second. The icon 🔕 will appear in the standby screen's status bar to remind you that your phone is currently using the Silent profile.

2. To cancel the Silent profile and restore the previously active vibrant and ring tone settings, long-press 🖃 .

> ☼ This feature is very convenient for switching to the Silent profile during, say, a meeting to avoid the disruption caused by a ring tone.

☞ To set and select a profile, please enter the main menu's **Settings** > **Profile**. See page 157.

Adjusting the ring volume

When the phone's flip is open, press the upper or lower portion of the volume key ▯ to adjust the ring tone volume. Press the upper portion of this key or ⬡ to increase the volume. Press the lower portion of this key or ⬡ to decrease the volume. When you are done, press (OK) or the side key ▯.

☞ When the Silent Profile is activated, you are not able to adjust the ring volume by pressing ▯.

Taking a photo

Your phone's embedded camera enables you to take photos to use as the external and main displays' wallpapers and caller ID images, or send them through MMS.

1. From the standby screen, press ▯, which will bring up the view finder.

💡 You can also use the camera by going to the menu: **Entertainment** > **Digital Camera**.

2. Before taking a photo, press ▭ (**Option**) to make the following settings for the camera:

   • **Size**
   Sets the desired image size.

1.3 M 1280 x 960

Sets the size of the image to 1280 x 960, or 1.3 megapixels (the highest resolution available).

VGA 640 x 480

Sets the image size to VGA 640 x 480 pixels.

Wallpaper 128 x 160

Sets the image size to 128 x 160 pixels for use as a wallpaper.

MMS 128 x 128

Sets the image size to 128 x 128 pixels to be sent through MMS.

Portrait 96 x 64

Sets the image size to 96 x 64 pixels in order to create a caller ID photo for a phone book contact.

- **Effect**

  Enables you to apply a special effect to your image to create an artistic style.

- **Night Mode On/Off**

  If you wish to take photos during the night, turn this mode on.

- **Flash On/Off**

  If you turn this forced flash mode on, the flash will always fire regardless of the surrounding lighting conditions.

- **Quality**

  Sets the quality sharpness at which the photo is taken.

- **Contrast**

  This setting allows you to adjust the contrast level ranging from -1 to +1.

- **Sound On/Off**

  Turns the shot tone on or off.

• **Save to Phone/MiniSD**

Determines whether the photo taken will be stored in the miniSD Card or in the phone memory.

3. After you have completed necessary camera settings, press OK to return to the view finder screen, you can then adjust the following settings as well:

• **Zoom**

Press $\boxed{\underline{Q}}$ to zoom in the image; press $\boxed{\underline{Q}}$ to zoom out the image to the default size 0. Pressing the volume key will zoom in/zoom out the image as well.

The chart below shows the zoom range for each image size

Image size	Zoom range
1.3M 1280 x 960	0~8
VGA 640 x 480	0~8
Wallpaper 128 x 160	0~8
MMS 128 x 128	0~8
Portrait 96 x 64	0~8

- **Brightness**

  Press ⌷ to decrease the brightness level; press ⌷ to increase
  the brightness level.

Image Size

128x160 ◀ ▣ +0 ▶ —————— Brightness
                13   Level

                ▲
                ℚ —————————— Zoom
                x0
                ▽

Option 📷 Back
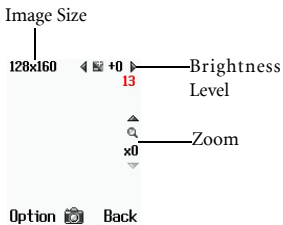
4. When you are ready to take a photo, press the shutter button (OK) or
   🔘 to photograph the object. The photo will then show up on the
   main display.

💡 **How to create self portraits?**
If you want to photograph yourself, you can close the phone's flip and

long-press 🔘 to turn the camera function on. You can then use the

external display as the view finder and 🔘 as the shutter button to

shoot self portraits.

> ⚠️ **Please note the following while shooting photos**
> - When taking photos, do not block or touch the camera lens on the back of the phone's flip.
> - Always photograph your object with the source of light behind you.
> - Do not shake the phone when taking photos.
> - Please be sure that the lens is perfectly clean before taking photos. Use a soft cloth to wipe the lens if it is not clean.

5. The photo will be automatically saved in your image library. Press

  ⟋ (**Option**) you can manage this photo using the options below:

☞ Press (**Back**) ⟋ will bring you back to the view finder to start shooting a new photo.

- **Send by MMS**

  Enables you to send the image by MMS. You can also do so by selecting the menu: **Messages** > **MMS** > **New**. For details on using the MMS function, see page 84.

- **Send by IrDA**

  Sends the image through the IrDA sensor.

- **Organize**

  Rename

  Gives this image a new file name.

  ☞ An image's name can't be left empty, nor can it share the same name with another image already stored in your phone.

  Set Wallpaper

  Designates this photo as the wallpaper for the external display or the main display's standby screen.

- **Edit**

  Edit

  Press ⊙ (**Option**) to create various effects for the image:

  When you finish editing the image, press (OK) and then give this modified image a name to save it.

Option	Function
Add Frame	Select a frame for the image. Press (◎) to select the desired frame and press (OK).
Add Stamp	Add a stamp to the image to convey a particular message. 1. Press (◎) to choose the desired stamp and press (OK). 2. Press [⌨] to move the stamp to the desired position and press ⊙ (**Paste**) or (OK).
Right Rotate 90	Right-rotate the image to 90 degrees.
Left Rotate 90	Left-rotate the image to 90 degrees.

Face Morph

You are able to change a person's facial expression shown in the photo with this Face Morph function, and then save photos showing different expressions of that person. Follw the steps below to perform the Face Morph function:

a. The Face Morph function will generate various expression effects for a person's face shown in the photo, according to the four red spots you have manually positioned over the photo. Therefore, you must first set the four spots' positions in order to perform the Face Morph function

Once you have entered the Face Morph option, the selected photo will appear in full screen, along with the first red spot displayed on it. Press 🔲 to position this red spot where you would like it to be over the person's face--press 🔲 to move red spot by a fixed space; long press 🔲 to move the spot continuously. When the first spot is in the desired position, press (OK) to confirm. The next spot will then show up automatically in order for you to adjust its position.

b. To generate the best expression effects, it is recommended that the four spots be placed over the corners of the eyes and the corners of the mouth, which are normally used to make facial expressions.

> Please follow the correct order below to set the positions of the red spots: outer corner of the right eye (1) > outer corner of the left eye (2) > right corner of the mouth (3) > left corner of the mouth (4).

c. To reset a red spot's position, press ⌄ (**UNDO**) to first remove that spot, press (OK) to display it again in its default position, and then press to adjust its position.

☞ The moment you finish setting the four spots' positions and press (OK), you can immediately press ⌄ (**Reset**) to reset all of the spots' positions.

d. When the spots are in desired positions, press (OK). The screen will show "**Press number key to change!**", and then will bring up the original photo with the person's face remaining unchanged. At this point, you can press a corresponding number key to generate the desired

facial expression effects for the person's face. The chart below shows each number key and their matching expression effects:

Key	Expression	Key	Expression
1	Smile	7pqrs	Angry
2 abc	Young	8 tuv	Funny
3 def	Slim	9wxyz	Alien
4 ghi	Kiss	0	Koala
5 jkl	Sleepy	*+	Monkey
6mno	Sad	#	Fox

☞ Press ⌷ (**NORMAL**) to display the original photo with no expression effects made.

e. Press ⌷ to intensify/reduce expression effects. Intensity levels will be displayed at the top right corner of the screen ranging from 1 to 10; the default value is 8.

f. When the photo shows desired expression effects, you can press ⊙ℹ and save this new photo as a separate file. Enter this new photo's file name, and then press ⊙ℹ to save it to the **Image** menu.

g. You can then press corresponding number keys to create more photos showing various facial expressions.

☞ The Face Morph function may not create desired outcomes when used to change your pets or dolls' facial expressions.

☞ When you apply face morph to an image larger than 128 x 160, the image will then be saved in a smaller size.

Face Morph+Animation

You are able to apply an animated effect to a person's facial expression. Follow the same procedures to set the four spots' positions as described in **Face Morph**.

When you have the four spots set, press ⊙K and the screen will show "**Press number key to change!**" You can now press ⊙ or press the following corresponding number key to generate a different facial animated effect. The chart below shows each number key and their corresponding animated effect.

Key	Expression	Key	Expression
1	Angel	6mno	Love Ya'll
2abc	Little Devil	7pqrs	Ouch!!!
3def	Crying	8tuv	Bang! Bang!
4ghi	Stormy	9wxyz	Duh!
5jkl	Afro	0	Ugly

- **Delete**

  Deletes the photo.

- **Go To Image**

  This is the image library where your photos are placed. You can choose the menu: **Media Center** > **Image** to access this image library as well.

  > ⚠ The image formats supported by the phone are BMP, WBMP, PNG, GIF, JPEG (progressive or marithmetic-encoded saves not supported).

  In this menu, photos will be displayed as thumbnails--small miniature versions of photos--and the bottom of the screen will display the file name of the currently highlighted thumbnail.

  ☞ You can set the photos to be displayed in the list mode--showing only their file names.

  ☞ Because photos can be stored either in the phone memory or on the MiniSD Card, the memory currently in use will determine the photos that you can access in the image library. To select the needed memory, you can press ⊡ (**Option**) and select **Phone Memory/miniSD Card** in this Image menu, or go to: **Media Center** > **Memory Settings**.

1. Press 🔘 to scroll to the photo thumbnail you need.

2. Press ⊙ to display the photo in full screen. Press 🔘 to show the next/previous photo.

3. When the display shows photos as thumbnails or in the list mode, or after you press ⑥Ⓚ to display a photo in full screen, you can press ⌄ (**Option**) to manage the selected photo using the available options. Some of these options are identical to those mentioned above, except for the ones described below:

- **View**

  Displays the photo in full screen. This option is not available when the screen shows a photo in full screen.

- **Phone Memory/miniSD Card**

  Select the memory in which the photo you want is stored. This option determines the photos that you can use in the image library, and is not available when the screen shows a photo in full screen.

- **List Mode/Image Mode**

  Determines whether photo thumbnails are displayed in the list mode or in the image mode. This option is not available when the screen shows a photo in full screen.

- **Organize**

  Move to

  Move the selected photo to another folder. This option is only available when the image library currently in use is the one stored in the phone memory, with the screen showing photos as thumbnails or in the list mode.

  New Folder

  Creates a new folder for storing photos. This option is only available when the image library currently in use is the one stored in the phone memory, with the screen showing photos as thumbnails or in the list mode.

- **Slide Show**

  After selecting this option the photos will be presented as a

  slide show to you. Press ⊙ (**Option**) to stop the
  background ring tone, select the desired ring tone, or choose
  a slide style.

- **Details**

  Shows the photo's name, format and size.

Shooting a Video Clip

One most exciting feature about this phone is that you can use its video camcorder to shoot and play video clips. You can also send a video to others by MMS, or create a 5-second caller ID video which will show on the phone's external display when there is an incoming call being made by a particular caller.

1. From the standby screen, press ▶️ shown on the navigation key

    🔘 to bring up the view finder.

> 💡 You can also use the video camcorder by going to the menu:
> **Entertainment** > **Video Camcorder**.

2. Press 💬 (**Option**) to make the following settings for shooting a video clip:

   • **Size**

     Select the desired video mode.

     Caller ID 96 x 64

     Sets the size of the video image to 96 x 64 pixels to record a video caller ID for a phone book contact.

     > ☞ The maximum length of a video shot in this mode is 5 seconds, and the file format is MP4.

     MMS Video 128 x 128

     Sets the size of the video image to 128 x 128 pixels to be sent through MMS.

     > ☞ The maximum memeory size of a video shot in this mode is 100k, and the file format is 3GP.

QCIF 176 x 144

Sets the size of the video image to 176 x 144 pixels in QCIF mode.

☞ A video clip shot in this mode must be saved in MP4 format on the miniSD Card.

CIF 352 x 288

Sets the size of the video image to 352 x 288 pixels in CIF mode.

☞ A video clip shot in this mode must be saved in MP4 format on the miniSD Card.

• **Quality**

Sets the quality sharpness at which a video clip is shot.

• Contrast

This setting allows you to adjust the contrast from -1 to +1.

• **Save to Phone/MiniSD**

Determines whether the video taken will be stored on the miniSD Card or in the phone memory.

3. After you have completed necessary settings, press (OK) to return to the view finder screen. Then you can:

• **Zoom**: Press (⊙) to zoom in; press (◯) to zoom out. Pressing the volume key will zoom in/zoom out the image as well.

• **Brightness**: Press (◯) to decrease the brightness level; press (◯) to increase brightness level.

4. Press $\overline{OK}$ to start shooting a video. Video will then be timed and the length of the video will be shown at the upper right corner of the screen. Press $\overline{OK}$ again to stop recording.

Image Size

Brightness Level

Recording Time (Seconds)

Press $\boxed{\textcircled{\tiny Q}}$ or $\Big\|$ to zoom in and zoom out.
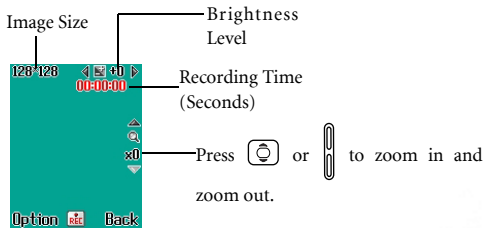
☞ When a recording is being interrupted by an incoming call or message, the phone will stop and save the recording. When the interruption ends, it will go to the playback mode.

☞ If you press $\boxed{\textit{⅃}}$ during recording, the phone will stop and save the recording and return to the idle screen.

5. When you have stopped recording, press $\boxdot$ (**Option**) to manage this video clip using the options below:

☞ Pressing $\overline{OK}$ will take you back to the the view finder for shooting a new video.

- **Play**

  Playbacks the recorded video. During playback, use the keys shown in the chart below:

Press	To
⊙⊙ (OK)	Freeze the desired image/resume playback.
⊙	Rewind video content.
⊙	Fast-forward video content.
⊙	Stop playback.
⌷	Volume up/down during playback.

- **Send by MMS**

  Enables you to send this video clip by MMS. You can also do so by selecting the menu: **Messages** > **MMS** > **New**. For details on using the MMS function, see page 84.

  ☞ This option is only available when the video is shot in the **MMS Video 128 x 128** mode.

- **Delete**

  Erases the recorded video.

- **Rename**

  Gives this video a new file name.

- **Go To Video Folder**

  This is the video library where your video clips are placed. You can go to the menu: **Media Center** > **Video** to access this video library as well.

  > ⚠ The video formats supported by the phone are *.mp4 and *.3gp.

☞ Because videos can be stored either in the phone memory or on the MiniSD Card, the memory currently in use will determine the videos that you can access in the video library. To select the needed memory, you can press 🖾 (**Option**) and select **Phone Memory/miniSD Card** in this Video menu, or go to the menu: **Media Center** > **Memory Settings**.

After entering this menu, the most recently saved videos will be listed.

1. Press 🔘 to scroll to the video clip you need.

2. Press ⓞⓚ to activate the video player, showing the beginning of the selected video. Press 🔘 to display the next/previous video; press 🔘 to right-rotate the video to 90 degrees.

3. Press ⓞⓚ to playback the video.

4. When playback stops, Press 🖾 (**Option**) to delete or rename this video.

5. Press 🔙 (**Back**) to return to the video list. You can press 🖾 (**Option**) to perform the following tasks with a selected video.

   - **View**

     Activates the video player to playback the video.

- **Send by MMS**
  Enables you to send this video clip by MMS.

- **Send by IrDA**
  Sends this video clip through the IrDA sensor.

- **Phone Memory/miniSD Card**
  Select the memory in which the video you want is stored. This determines the videos that you can access in the video library.

- **Organize**

  Rename
  Gives this video clip a new file name.

  Move to
  Move the selected video to another folder. This option is only available when the video library currently in use is the one stored in the phone memory.

  New Folder
  Creates a new folder for storing video clips. This option is only available when the video library currently in use is the one stored in the phone memory.

- **Delete**
  Deletes the selected video or all of the video clips stored in the video library.

- **Details**
  Shows the video clip's name, format and size.

Listening to MP3 Music

You can use the phone's built-in digital Music Player to play MP3 songs.

☞ The Music Player can only play audio files saved in MP3 format (the spec must be Mpeg1-Layer3).

☞ To play MP3 songs using the phone's Music Player, the miniSD card where MP3 audio files are stored must be inserted in the phone.

Playing MP3 Music
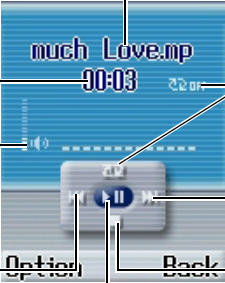
1. From the standby screen, press **MP3** shown on the navigation key 🔘 to launch the Music Player. Alternatively, you can choose the menu: **Entertainment** > **Music Player**.

2. When the Music Player screen appears, follow the illustration below to control the Music Player.

The file name of the song being played.

Elapsed time during playback.

Press to volume up/down during playback

Press ⟨○⟩ to select/play the previous song.

Press ⟨○̄⟩ to set the play mode--Repeat once, Repeat all, off.

Press ⟨○⟩ to select/play the next song.

Press ⟨Q⟩ to stop the Music Player.

Press ⟨OK⟩ to start playing the selected song/pause during playback/resume playback.

- When music is playing, press ☞ (**Back**) will bring you back to the standby screen, but will not stop the music. You must enter the Music Player screen and press 🖵 to stop music.

- When the Music Player is playing, **MP3** will appear in the standy screen's status bar.

MP3 menu

You can press ☞ (**Option**) to manage your MP3 audio files using the following options.

- **Edit Play List**

  You can choose which songs you want the Music Player to play. Scroll to the file name of the song you want, then press ⓄⓀ to mark it; to unmark a selected song, press ⓄⓀ again. When you have finished selecting your songs from this list, press ☞ (**Done**).

- **View Play List**

  This is the album directory where the songs you want the Music Player to play are stored.

- **View All Files**

  Here you can view all the available songs' audio files stored in the the miniSD card, and then select which ones you want to delete.

Quick Access Menu

The Quick Access menu contains twelve commonly used functions and menus represented by their respective images.
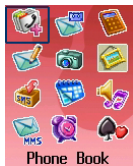
To set up the access menu, choose the menu **Tools** > **Shortcuts**. See page 139.

1. From the standby screen, press ➡ to enter the Quick Access menu.

2. Press ⬚ to scroll through the menu and press (OK) to access a highlighted option.

   You can also use the twelve alphanumeric keys to choose the desired function or menu. Press a corresponding key to access the desired function or menu directly.

Messages Menu

Your phone supports various messaging services including SMS (Short Messaging Service), EMS (Enhanced Messaging Service) and MMS (Multimedia Messaging service). EMS allows you to insert simple images and ring tones into your SMS messages, while MMS enables you to send photos, music and videos using your phone.

☞ You must have a subscription that supports MMS. Please contact your service provider for details.

From the standby screen, press ⊠ of the navigation key 🔘 to enter the **Messages** menu. You can also press ⓄⓀ when in the standby screen and then enter from the main menu by selecting .

Additional information about messaging

- When a new SMS message is received, or when there are unread messages in the phone's memory, the icon will appear in the standby screen's status bar to remind you; the blue icon will appear if there are new or unread MMS messages.

- When a message has arrived, it will be automatically transferred from the SIM card to the phone memory. The SIM card itself will no longer store this message. You can, however, move a message that you have read back to the SIM card by selecting the **Save to SIM** option.

- If a red icon shows up, this means that the phone's message memory is full. If this has occurred, any new messages will remain stored on the SIM card.

The items in the **Message** menu are as follows:

SMS

You can use this SMS menu to read, edit and send SMS.

Editing and Sending a New Short Message

1. Go to the menu: **SMS** > **New** to bring up the message editing screen so you can write a new short message.

☞ For information on how to use the input methods provided by the phone for writing messages, see page 100, "Input Modes".

☞ If some text has been entered, pressing ⌷ (**Back**) or ⌷ will bring up the prompt "Exit?", to make sure you wish to abort the message being edited. If you press ⌷ (**Yes**), you will return to the standby screen; if you press ⌷ (**No**), you can continue writing the message.

2. When writing a message, pressing ⌷ (**Insert**) will allow you to insert the following items:

• **Template**
This is a list of templates that can be used instead of entering all the characters individually. You can use the factory default templates or templates of your own that you previously saved to the list.

> ☼ To create your own quick message templates, scroll down to one of the blank templates, press ⌷ (**Edit**) to enter the desired text, and then press ⌷ to save it.

- **Graphics**

  You can select a graphic icon from this graphics library to insert into your message. Press $\boxed{\textstyle\bigcirc}$ to select the name of the icon you wish to insert, and then press $\overline{\text{OK}}$ or $\boxed{\smile}$ (**Select**) to insert the icon into your message.

  You can also scroll towards the end of the graphics library and choose from the last five icons that you previously received and stored.

- **Animation**

  You can select an animation from this animation library to insert into your message. Press $\boxed{\textstyle\bigcirc}$ to select the name of the animation you wish to insert, and then press $\overline{\text{OK}}$ or $\boxed{\smile}$ (**Select**) to insert the animation into your message.

  You can also scroll towards the end of the animation library and choose from the last five animations that you previously received and stored.

- **Melody**

  You can select a ring tone from this ring tone library to insert into your message. Scroll to the name of the ring tone you wish to use, and then press $\overline{\text{OK}}$ to insert the ring tone into your message. The inserted ring tone will be displayed as a musical note 🎵 within the message's text.

  You can also scroll towards the end of the icon library and choose from the last five ring tones that you previously received and stored.

3. After you have finished editing the message, press (OK) to perform the following tasks:

Send To

You can send the message to a single recipient by entering the

recipient's phone number and then pressing (OK).

Alternatively, when asked to enter a recipient's phone number,

you can press (OK) to access your phone book and select a

contact you want to send the message to. Scroll to highlight the

desired contact and press (OK) to display the contact's phone

book information. Scroll to highlight the number you want to

use and press (OK) to enter the number. Press (OK) again to send

the message.

Send by Name

You can send the message to the contacts chosen from your phone book.

1. Scroll to the name of the desired contact and press (OK) to select it. Repeat this step to select multiple contacts. Press (OK) to undo.

2. Press $\smalltriangledown$ (**Done**) to save those selected contacts to your Send list. You can then press $\smalltriangledown$ (**Option**) to add a new contact to the list or delete a selected contact.

3. Press (OK) to send the message to the selected contacts.

Send by Group

You can send the message to the members you select from a caller group.

1. Scroll to the caller group you want, press ⌦ (**View**) to view the contacts in that group.

2. Scroll the list of the contacts and press (**OK**) to choose the contacts you want. Then press ⌦ (**Done**) to go back to the call group list.

> The last row shows information about how many contacts you have chosen and the maximum numbers you can choose

3. Press (**OK**) to view the list of selected contacts, and then press (**OK**) to send the message to them.

Save to Drafts

Press to save the message to **Drafts**. For details on the **Drafts** option, see page 81.

Receiving and Reading a Short Message

1. There are two situations when new messages are received:

• If the flip is closed, the yellow icon will appear on the external display, along with a message indicator showing the number of messages that have been received.
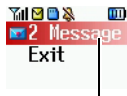
To read a message directly on the external display, press to highlight the message indicator, and press to display a list of new messages. Press to scroll to the desired message record, and then press to display the message.

Message indicator

☞ Each message record will show the sender's phone number. (If the sender is a contact stored in the Phone Book, the display will show that contact's name, rather than the phone number.)

• If the flip is open, the message indicator will be highlighted on the main display. Press (OK) to display the list of new messages, scroll to the desired message record, and then press (OK) to read the message.

2. You can also choose **Exit** to return to the standby screen (the yellow icon [icon] will appear in the standby screen's status bar, indicating that there are unread messages) and then enter the menu **Messages > Inbox** to read messages. Press (○) to scroll to the message record you would like to view. Then you can:

> Scrolling down to the end of the list and selecting "Delete All" will delete all messages.

- Press ⌦ (**Option**), which will present the following choices:

  ■ **Delete**
  Deletes the selected message.

  ■ **Call Sender**
  You can use the phone number used to send the message to call the sender.

  ■ **SMS Chat**
  This feature allows you to start a chat session by replying to the message. For how to start a chat session, see page 92.

  ■ **Reply**
  Allows you to write and send a reply message.

  ■ **Forward**
  Allows you to forward the message to another person.

  ■ **Edit**
  Allows you to edit the content of the message.

- Press $\overline{OK}$ to read the message's content.

> If the message has a ring tone attached to it, the phone will
> play the ring tone. You can also play the ring tone by scrolling
>
> to the icon $\boxed{}$ that represents the ring tone.

Then press $\boxed{\cdots}$ (**Option**) to:

■ **Reply**

Allows you to write and send a reply message.

■ Delete

Deletes the selected message.

■ Call Sender

You can use the phone number used to send the message to call the sender.

■ SMS Chat

Allows you to start an SMS Chat with this message.

■ Forward

Allows you to edit the content of this message and forward it to another person.

■ **Edit**

Allows you to edit the content of the message.

■ **Extract Numbers**

Displays the number(s) contained in the received message.

Scroll to highlight the needed number, and press $\boxed{\cdots}$ (**Save**) to create an contact for this number in the phone book. You can also press $\boxed{\cdots}$ (**Call**) to call that number.

■ **Save EMS**

If the message contains an EMS object like an icon or animation which has not been stored in your phone, you can

select this option to save this EMS object.

Press $\textcircled{OK}$ to select the object, and give the EMS object a file name. Press $\textcircled{OK}$ again to save the object to its EMS library in your phone. For example, if the object is an animation, it will be automatically saved to an available entry in the animation library for future use.

- **Save to Archive**: Allows you to save this message to **Archive**.
- **Save to SIM**: Allows you to save this message to your SIM card.

Managing Sent Items

Go to the menu: **SMS** > **Sent Items**. Sent Items preserve messages previously sent. Scroll to the desired message, and then you can:

> Scrolling down to the end of the list and selecting "Delete All" will delete all messages.

- Press $\textcircled{\smile}$ (**Option**) to delete messages, create a new folder, or to move a message to a another folder.

- Press $\textcircled{OK}$ to read the message. You can then press $\textcircled{\smile}$ (**Option**) to execute the following tasks:

  - **Delete**
    Deletes the message.
  - **Forward**
    Allows you to forward the message to others.
  - **Edit**
    Allows you to edit the message.

- **Extract Numbers**

  Displays the number(s) contained in the received message.

  Scroll to highlight the needed number, and press ▭ (**Save**) to create an contact for this number in the phone book. You can also press ▭ (**Call**) to call that number.

- **Save to SIM**: Save the message to your SIM card.

☞ If you want to erase all of the outgoing messages, scroll down to the end of the Sent Item menu, and select **Delete All** to erase all messages.

Managing Drafts

Go to the menu: **SMS** > **Drafts**, which allows you to preserve message drafts that you have saved. Scroll to the desired message record, and then you can:

- Press ▭ (**Option**) to delete, create a new folder, or to move the message to a new folder.

- Press ⓞⓚ to directly view the contents of the message. Then you can press ▭ (**Option**) to execute the tasks described above.

Managing Archive

Go to menu: **SMS > Archive**. This option preserves messages saved from the **Inbox**. Scroll to the desired message record, and then you can:

> ☼ Scrolling down to the end of the list and selecting **Delete All** will delete all messages.

- Press ⌷ (**Option**) to delete, create a new folder, or to move the message to a new folder.

- Press ⒪⒦ to view the contents of the message. Then you can press ⌷ (**Option**) to execute those tasks identical to reading a message in the **Inbox**.

Cleaning Up Messages

Go to the menu: **SMS > Delete**. This option allows you to clean up part of or all of the messages by category.

Settings

This menu item includes a number of options for adjusting message settings:

Message Center

This feature allows you to save the message center's phone number for sending your messages. The messages that you send are sent to recipients through this message center.

Enter the message number provided by the network vendor.

After you are finished, press ⒪⒦ to confirm.

Expiry

This sets the duration that an undeliverable SMS message that you send can be stored at the message center. During this period, the message center will continue to attempt to deliver the message to the designated number.

Reply Type

You can request that your network operator convert your reply to different types.

Reply Path

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

Delivery Report

After activating this function, the network vendor will report to you when a message has been delivered.

MMS

You can edit and send MMS messages using this menu.

☞ Before you start to use MMS, you must subscribe to both GPRS and MMS services provided by your operator. Some operators may complete needed MMS settings for you after you subscribe to MMS. If this is not the case, you need to manually configure MMS settings in your phone to be able to use MMS.
Because MMS uses your operator's MMS server on a GPRS network to send messages to phones, you need to adjust the following settings correctly in order to use MMS:

Go to the menu: **Oper.Service** > **Wap** > **Settings**, choose the server you want, then press OK to adjust the settings below:

Gateway Address	For example, 10.1.1.1
Port Number	For example, 9201

Go to the menu: **Oper.Service** > **Wap** > **Settings** > **Select Gateway** > **MMS**, and then select the server to use for MMS:

Go to the menu: **Oper.Service** > **Connect Settings**, choose the group of GPRS settings you want to use, then press OK to adjust the settings below:

APN Name	For example, MMS

Go to the menu: **Oper.Service** > **Connect Settings** > **AP Uplink Settings** > **MMS** to choose the desired group of GPRS settings to use for MMS.

Go to the menu: **Messages** > **MMS** > **Settings** > **MMS Server**	
Choose the MMS server setting you want to use, and press ⬅ (**Edit**) to enter the web address of the server.	For example, http://mms

The chart below shows available options under the MMS menu:

New	Edit a new MMS message.
Inbox	Stores the MMS message you downloaded.
Sent Items	MMS messages sent out successfully are stored here.
Drafts	MMS messages that you wrote and saved are store here.
Archive	MMS messages stored in Inbox can be moved here.
Delete	Deletes MMS messages by category.
Settings	Here you can configure MMS settings.
Notify	When your service operator's MMS server receives a MMS message, the operator will send a SMS message to you, asking you to download the MMS message. If you do not download the MMS message immediately, then the operator's SMS message will be stored here. Later when you wish to retrieve the undownloaded MMS message, you can come here. Select the SMS message that matches the MMS message, and you can download the MMS message.

Editing and Sending MMS Messages

1. Go to the menu: **MMS** > **New** > **Create** to open the MMS editor, then you can start to enter text into a new message's first page.

2. Press ☜ (**Option**) to execute the following tasks:

   • **Insert**

   You can choose to insert images, videos, or audio files stored on the miniSD card or in the phone memory. If you wish to erase the inserted object, simply press the ⓒ to delete them. To insert a second object, repeat the ☜ (**Option**) > **Insert** process. To add a new page, press ☜ (**Option**) and then select **Insert** > **New Page**.

   ☞ The attached video clip will be represented by the icon 📹; the attached audio file will be represented by the icon 🎵.

   ☞ Each page allows only one image and one video/audio file.

   • To edit the next/previous page's content, press ☜ (**Option**) and choose **Page Up** or **Page Down**.

   • **Set Time Duration**

   Allows you to set the length of time that this page is displayed on the screen when playing your MMS message. For example, "30" indicates that this page will played for 30 seconds.

   ☞ The minimum duration for each page must not be less than 5 seconds.

   • **Preview**

   Plays all the pages in sequence.

3. When you have completed editing the message, you can decide who you want to send the message to by pressing ⊡ (**Option**) and then selecting **Send To**.

Enter the recipient's phone number directly or press ⊡ (**Contact**) to select recipients from your phonebook.

Alternatively, you can press ⊙ and the following data fields required to send your MMS message will appear. Scroll to the data field and press ⊡ (**Edit**) or ⊙ to fill in data.

- **To**

  You can send your message to a recipient's phone or e-mail address.

  Enter the recipient's phone number directly and press ⊙.

  Alternatively, you can press ⊡ (**Contact**) to browse your phone book and select the contacts you want to send the message to. Scroll to highlight the desired contact and press ⊙ to select the contact. Press ⊙ again to deselect. Press ⊙ (**Done**) when you have finished selecting.

  ☞ You can send an MMS message to a maximum of 5 recipients.

- **Subject**

  You can enter the subject for the message.

- **Send**

  Sends this message to designated recipients.

- **Cc**

  You can send the message as a carbon copy to others. Enter the carbon copy recipient's information as you do with main copy recipients.

- **Priority**

  Press ⊡ (**Change**) to set the priority for this message.

Downloading an MMS Message

You can download an MMS message in 2 ways:

1. If you select **MMS** > **Settings** > **Notify Setting** > **Notify me first**, then when an MMS message arrives at the server, the operator will send you a notification asking you whether to download the MMS message or not. You can

   - Press ⊡ (**Yes**) to start downloading. After downloading you can go to **Inbox** to see the message.
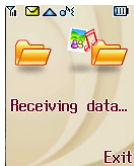
   - If you press ⊡ (**No**) to reject immediate download, the notification will be stored in **MMS** > **Notify**. Later when you need to download the MMS message, you can choose **Notify** and select the notification that matches the MMS message. The phone will start to download the message to **Inbox**.

2. If you have select **MMS** > **Settings** > **Notify Setting** > **Auto Download**, then when an MMS message arrives at the server, your phone will start to download the message to **Inbox** automatically.

☞ When there are new or unread MMS messages stored in the phone, 📩 will appear in the standby screen's status bar.

Reading an MMS Message

Go to **MMS** > **Inbox**, scroll to the message you want, and press ⊙ to play the message. When the message is playing, you can do the following:

- Press ⊙ to display the previous/next slide.
- Press ⊙ to stop/resume playing.

After reading the message, press ⊙ to perform the following tasks:

- **Play**
  Play the message again.
- **Edit**
  Edit the content of the message.
- **Delete**
  Delete this message.
- **Forward**
  Forward the message to someone else.
- **Reply**
  You can reply to the sender with this option.
- **Copy to Archive**
  Copy the message to **Archive**.

- **Extract Numbers**

  Extract telephone numbers shown on the slide. You can choose to save the numbers to your phone book.

- **Call Sender**

  Call the sender's phone number.

- **Save image in this slide**

  Saves the image shown on the slide to your phone. After you save it, you can go to the menu: **Media Center** > **Image** to see it.

- **Save video in this slide**

  Saves the video clip attached on the slide to your phone. After you save it, you can go to the menu: **Media Center** > **Video** to play it.

- **Save audio in this slide**

  Save the audio file attached to the slide. Then you can go to the menu: **Media Center** > **Music** to play this audio file.

MMS Settings

Before you start to use MMS, go to the menu: **MMS** > **Settings** to configure the following settings:

MMS Server

Configure the web address of the operator's MMS server. Please following the steps below:

1. Choose one from the three default server settings as your server and press $\circledcirc$.

2. Press $\smile$ (**Edit**) to enter the server's name and address.

Notify Setting

Choose the way to download a MMS message:

- **Auto Download**

  When the MMS server receives a new message, your phone will display the operator's notification first, and then start to download the message.

- **Notify me first**

  When the MMS server receives a new message, the phone will display the operator's notification, then you can decide whether to download the message immediately.

Delivery Setting

Here you can choose to get a delivery/read confirmation after you send a MMS message to someone. Press ☜ (**Mark**) to mark the following:

- **Delivery Report**

  Asks the recipient to return a confirmation after receiving your message.

- **Read Report**

  Asks the recipient to return a confirmation after reading your message.

Message Life Time

Set the length of time your outgoing MMS messages stays on the server before it reaches the recipient successfully.

Security Check

When you turn this function on by selecting the **Reject by Sender**, you can reject MMS messages from certain senders. You should set up the Reject List first under the menu: **MMS** > **Settings** > **Sender Reject List**.

Sender Reject List

When you turn the **Security Check** function on, your phone will reject all MMS messages from the senders you list here.

SMS Chat

You can engage in a peer-to-peer chat session by writing messages to another mobile phone user. This feature allows you to have a continuous text conversation with someone without having to enter the number of the recipient each time you have something new to say. The text conversation is recorded so you can review what has been said in the chat session.

Starting a chat session

There are two ways to initiate a chat session.

1. Go to: **SMS Chat** > **New Chat** to start a new chat session. Follow the steps below to conduct the chat:

    a. Enter the nickname for the chat session.

    b. Enter the phone number of the person you want to chat with. Alternatively, when asked to enter a number, you can press ⓞⓚ to go to the phone book, and select a contact as your chat partner. Scroll to highlight the desired contact and press ⓞⓚ to access the details of the contact. Scroll to highlight the number you want to use and press ⓞⓚ to enter the number.

    c. Write your message. When you finish, press ⓞⓚ to send the message to invite the recipient to a chat.

d. When the chat message is sent, you can press $\textcircled{OK}$ to enter the next chat message. The message will automatically be sent to the same recipient. Repeat the same process to send more messages to the same person.

2. Alternatively, to start a chat session, you can select a message from **Inbox,** press $\textcircled{OK}$, choose **Chat**, and press $\textcircled{\raisebox{0pt}{$\cdot$}}$ (**Chat**) or $\textcircled{OK}$ to start a chat session with this message. This way you do have to enter the recipient's phone number before you send a chat message.

Receiving a reply to your chat message

When your phone receives a reply from your chat partner, the display will show your partner's name and message, followed by the previous message(s) you sent. You can now talk with your chat partner by entering what you are going to say and press $\textcircled{OK}$.

Your words will automatically get back to your chat partner. You can continue the chat session by repeating the same process. All of the text conversation will be displayed on the display.

Receiving a request for a new chat

When your phone receives a chat request from another person, a dialogue box would pop up on the display asking if you want to join the chat. Follow the steps below to reply to the chat message:

1. Press $\textcircled{OK}$ to view the chat message.

2. Press $\textcircled{OK}$ to join the chat. Enter your nickname and message, and press $\textcircled{OK}$ to send your message.

Leaving a chat session

If you want to leave a chat session, press ⏺ (**Back**) or ◌ . This will take you back to the **SMS Chat** menu. You phone will keep the records of the last chat session. To review the previous chat session, scroll to select **Previous Chat**. You can resume the previous chat session by pressing ⏺ (**Chat**) or (ok).

If you want start a new chat, go to: **SMS Chat** > **New Chat**.

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

You may resume the chat session by selecting **SMS Chat** >**Previous Chat**.

Voicemail

☞ Your network vendor will provide you with your voicemail inbox number and a number for accessing any other voicemail services. For detailed information about voicemail services, contact your network operator to see if you need to save a specific phone number to your phone in order to access your voicemail inbox.

☞ To set up your voicemail box, go to **Settings**. See details on page page 95.

Listening to a voicemail

When your voicemail box receives a voicemail, your operator gives you a call or sends you an SMS alert to remind you of the waiting voicemail. If the text of the SMS alert sent by your operator matches the text of the SMS alert previously stored in your phone--this is called **Alert Match**-- your phone will recognize this SMS alert as a reminder of a new voicemail and a prompt showing "New voicemail" will pop up.

To listen to the voicemail, simply press OK, and your phone will automatically dial your voicemail box number for you.

☞ To set up the Alert Match feature, you must save your operator's SMS alert in advance. Please do so in **Voicemail** > **Settings** > **Alert Match**. See page page 96.

Alternatively, if the text of the operator's SMS does not match the text of the SMS alert stored in the **Alert match** option, or if your operator calls you to inform you of a new voicemail, you can access your voicemail by selecting **Voicemail** > **Get Voicemail**, or long press $\boxed{0\text{-}\circ}$ directly from the standby screen.

Voicemail settings

You can use the following options in **Voicemail > Settings** to determine how your voicemail box works:

Box Numbers

Here you can store your voicemail box number as well as the numbers controlling the voicemail feature:

- **Home Mbox**
  This is your voicemail box number that you dial to listen to a voicemail.

- **Roam Mbox**
  This is the number you dial to listen to a voicemail when roaming on another network.

- **Voice No.**
  This is the number you dial to request the operator to give you a call upon receiving a new voicemail.

- **Message No.**

  This is the number you dial to request the operator to send you an SMS alert upon receiving a voicemail.

When these numbers have been set correctly, you can check your voicemails and change the way of the voicemail notification simply by selecting the respective menu option. Your phone will automatically dial the number you set up for each option to inform your operator of your choice.

Alert by Call

Here you can request your operator to inform you of a new voicemail with a telephone call. Select this option and your phone will automatically dial the number previously stored in **Box Numbers** > **Voice No.**.

Alert by SMS

Here you can request your operator to inform you of a new voicemail with a SMS alert. Select this option and your phone will automatically dial the number previously stored in **Box Numbers** > **Message No.**.

Alert Match

If it is not already set, you can manually store the SMS alert to match the one sent by your operator when a new voicemail is received. To do so set the alert mode to **Alert by SMS**, then ring your phone using another phone and leave yourself a voicemail message. Your operator will then send an SMS alert saying that a

new voicemail is waiting. Jot down the SMS alert and come to this **Alert Match** option to enter and save the SMS alert. It is not necessary to enter the whole message, just enough of it to provide a reliable match for your phone to identify an SMS message as an SMS alert for a new voicemail.

If the text of the SMS alert varies according to the number of voicemails the network is holding for you--for example it may sometimes read "1 new voice mail" and at other times read "2 new voice mails"--you can set a wildcard in the **Alert Match** option by inserting a "?". And the SMS alert you enter will be like "? new voice message." Your phone can then use this saved message to identify the SMS alert sent by your operator.

Cell Broadcast

Cell broadcast messages are general messages that your network operator broadcasts to all phones within a particular area. These messages are broadcast in numbered channels. For example, channel 030 might be for local weather, 060 for traffic reports, 080 for information about local hospitals, taxis, pharmacies, and so forth.

You can receive cell broadcast messages that your network operator broadcasts, and select your preferred topics and languages.

☞ For more information about available channels and a list of the information they provide, contact your network operator.

☞ When you receive a cell broadcast, the content will be displayed twice in ticker-tape fashion.

Set Status

Allows you to select whether or not to receive cell broadcast messages.

Read

Here you can read the messages that you want your operator to broadcast to you regularly. The name of the topic and information will be shown on the display.

☞ To select the messages that you would like to receive regularly from your operator, go to the menu: **Topics** > **Create Topic**.

Topics

Allows you to decide what information you wish to receive from your network operator's cell broadcasts. This is a twofold process:

Create Topic

Here you can list all of the cell broadcast topics available from your operator.

If you have not previously saved any topics, press 🖂 (**Option**) and then select **Add** so that you can add a new topic. Enter the topic code (that is, the channel number) available from your operator and then a name for the topic.

The name you enter will serve as a reminder of what the topic is about. For example, if the topic is about weather, you can enter "weather" for the topic.

Active Topic List

This is where you decide what broadcast information you want from your operator. The topics on the **Active Topic List** are the ones that you have chosen to receive regularly from your operator.

If the list is empty, press ⊡ (**Option**) and then select **Add** to choose a topic you previously saved in the **Create Topic** list.

Language

You can limit the cell broadcast information that you receive from your network operator to a specific language. Press ⒪ⓚ to select your preferred language, and then press ⊡ (**Done**) to confirm your selection.

Input Modes

Changing the Text Input Mode

When the display shows the editing screen, you will be able to see the name of the current text input mode in the upper right corner of the screen. Press $\boxed{\# \Uparrow}$ to change the input mode.

Also press $\boxed{\# \Uparrow}$ to switch to uppercase or lowercase letters.

The text input mode currently in use

The input mode icons (names) that may appear at the top right of the the screen represent the following input modes:

iTap (predictive input mode).

ABC (letter input mode).

Numeric input mode.

> To set the default input mode to the one you most frequently use, choose the menu **Settings** > **Input Mode**. See page 171.

Predictive Input Mode (iTap)

iTap analyzes letters as they being inputted, making intelligent predictions about the words you are attempting to enter, and speeding up text entry.

How to use iTap

1. Press once the alphanumeric key corresponding to the first letter of the word you wish to enter without considering where that letter falls in the sequence of characters available through that key. Then press the key corresponding to the second letter, and so forth. The phone will predict which word you wish to enter based on the set of keys you have pressed.

   Press 🔙 to delete the letters you have entered.

2. The predicted words will be displayed and may change as you continue to press other keys. There are two lines of predicted words:

   a. The top line shows the same word you have currently highlighted in the bottom line.

   b. The bottom line shows a list of predicted prefixes or words. Press 🔘 to scroll to the desired one by highlighting it. When you highlight a prefix press 🔘 to choose the other word with the same prefix that you intended to enter.

3. Once the correct word is displayed, press ⊙ᴋ to enter this word. A space will automatically be inserted after the word.

4. In the text, press 🔘 to move the cursor left or right; press 🔘 to move the cursor up or down. Press 🔙 once to delete a character; long-press 🔙 to delete all entered text.

Letter Input Mode (ABC)

Press the key containing the desired letter repeatedly to scroll through the available characters in order until it is reached.

How to use the letter input mode

- You must press the key corresponding to the desired letter the correct number of times in order to enter the letter you want. Display letters for entry according to the order shown on each key. Pressing a key once will display the first letter listed on the key, while pressing it twice will display the second letter, and so on.

- When you have entered a letter and wish to enter the next letter, either wait for two seconds until the cursor moves to the next text entry position, or immediately press the key for the next letter.

- Short press $\boxed{0 \cdots}$ to enter a space before beginning a new word. Long press $\boxed{0 \cdots}$ to begin a new line.

- While entering text, press $\boxed{\text{O}}$ to move the cursor left or right; press $\boxed{\text{O}}$ to move the cursor up or down. Press $\boxed{\text{C}}$ once to delete a character; long-press $\boxed{\text{C}}$ to delete all entered content.

Numeric Input Mode (123)

The numeric input mode allows you to use the alphanumeric keys $\boxed{1 \text{L}}$ to $\boxed{0 \cdots}$ to enter numbers.

Symbol Input Mode

When editing messages, press ✲⁺▫ to open the symbols field. Press ⬭ to highlight the desired symbol; press ⬭ to scroll page by page. Press ⓄⓀ to place it in the text.

Direct Connection to URLs

> 🔆 A Uniform Resource Locator or URL is the Internet address of a particular site.

Your phone provides handy preset URL text hotkeys, enabling you to enter a complete URL more quickly and conveniently, and making Internet access more efficient and enjoyable.

From the standby screen, you can rapidly key in numerical URLs. If, for example, you wish to enter "http://123.com" you need only key in "123" and then press ⓄⓀ . The full URL will appear on the screen. ⓄⓀ automatically adds the necessary "http://" prefix and the ".com" domain suffix. To actually connect to this website, simply press 📞 to confirm and the phone's browser will be started up so that you can get online.

When entering a URL, you can also use $\textcircled{OK}$ to access the following functions:

- After pressing $\textcircled{OK}$ once, further presses of $\textcircled{OK}$ will switch to the URL suffixes shown in the chart:

Number of times	Output result
0	. com
1	.com.tw
2	.net
3	.net.tw
4	.com.cn
5	.net.cn

- You can convert $\textcircled{*+\square}$ (*) into the (.) that appears in URL addresses. For example, if you enter 123*456 in the standby screen, and then press $\textcircled{OK}$, the URL "http://123.456.com" will appear on the screen.

- After you press $\textcircled{OK}$ to enter "http://" press $\textcircled{\# \Uparrow}$ to enter "/" and "-". For example, if after you enter "123" and then press $\textcircled{OK}$ once-causing "http://123.com" to appear on the screen-you press $\textcircled{\# \Uparrow}$ again, the URL will change to "http://123.com/". Pressing $\textcircled{\# \Uparrow}$ again will switch between "/" and "-".

- When the screen shows the desired URL, press $\textcircled{\mid}$ to connect to the Internet and access this URL address.

④ Menus

The phone's menus provide various features. The main menu consists of 9 icons. Each icon represents a particular menu item, which is used to access related sub-menus.

For information about navigating menus, see page 23, "Menu Navigation".

Phone Book

View

You can either open up the Phone Book by pressing ⌄ (**Names**) from the standby screen, or by choosing this option from the Phone Book menu. For information on using the Phone Book, see page 41, "Finding Contacts in the Phone Book".

Find

Used to locate a contact in the Phone Book. You can enter the full name of the desired contact, or if you are not sure about the spelling of the contact's name, simply enter the first letter, and then press (OK). The phone will locate all contacts whose names begin with this letter, and you can scroll to the field containing the contact you want. For details on what to do after locating the desired contact, see page 41, "Finding Contacts in the Phone Book".

Add

Used to add a new contact to the Phone Book. You can follow the procedure described on page 39, "Adding Contacts to the Phone Book".

Copy

Your phone has two memories where you save data of phone book contacts: your SIM card memory and your phone memory. This feature allows you to copy and move your phone book contacts between the two memories so that you can take them with you if you change phone.

SIM to Phone

Copies or moves phone book contacts saved on your SIM card to your phone memory.

Keep Original

Copies contacts saved on your SIM card to your phone memory, while the originals remain on the SIM card. Scroll to highlight the contact to copy and press $\overline{OK}$ to select it; scrolling to **All** and then pressing $\overline{OK}$ will select all of the contacts.

When the desired contacts have been marked, press $\overline{\cdot}$ (**Done**) to copy them into the phone memory.

Delete Original

Moves contacts from your SIM Card to your phone memory and delete the originals saved on your SIM card.

Phone to SIM

Copies or moves phone book contacts saved in your phone memory to your SIM card. Options are the same as those for **SIM to Phone**.

Delete

Deletes contacts from the Phone Book.

SIM Record

Deletes contacts from the Phone Book stored in your SIM card's memory.

1. Scroll to highlight the contact to delete and press (OK) to select it; scrolling to **All** and then pressing (OK) will select all of the contacts.

2. When the desired contacts have been marked, press ▽ (**Done**) to delete them.

Phone Record

Deletes contacts from the Phone Book stored in the phone's memory.

Caller Group

Caller groups are combinations of phone settings used to identify a particular group of contacts, such as work colleagues, family members, or friends. For example, you can associate a ring tone and image with one group, and when a member of that group calls, the phone will use the group's ring tone and display its image.

The phone provides six caller groups: **Family**, **Friends**, **Business**, **Colleagues**, **VIP** and **Leisure**, plus a group made up of contacts not assigned to any of the caller groups.

After scrolling to highlight the caller group that you wish to configure, you can perform the tasks below:

1. Press ⌯ (**Option**): Used to select the ring tone or image that will help you identify the caller group to which a particular caller belongs, or to rename the caller group.

2. Press ⏺ : Allows you to view a list of all contacts that belong to the caller group. Press ⏺ to highlight the desired contact, and then press ⌯ (**Option**) to choose to add a contact to the caller group, or delete the selected contact from the group.

Privacy Manager

This option allows you to set your phone to reject certain calls, or alternatively, specify which calls to accept, rejecting all others.

1. First, create a list of calls that you wish to accept (**Accept List**) or a list of calls that you wish to reject (**Reject List**), by scrolling to the corresponding item. Then press ⌯ (**Select**) or ⏺ and the names of the contacts who are already on the selected list will be displayed.

2. If the list is empty, press ⌯ (**Option**) to bring up the pop-up menu. You can then perform the following tasks:

   a. **Add**

   This option allows you to choose contacts to include in the list. Scroll to the contacts that you wish to add to the list, and then press ⏺ to make your selections; press ⏺ again to clear the

contacts that you have selected.

Alternatively, you can select **All** to add all contacts to the list.

When you are finished setting up the list, press 🔽 (**Done**). The screen will display the names of the contacts you have added to the list. If needed, you can press 🔽 (**Option**) to add or remove contacts.

b. **Advance**

If you select **Reject no number** when setting up the **Reject List**, calls with no number displayed on the screen will be rejected. If you select **Reject strange number**, calls made by people not listed in the phone book will be rejected by the phone.

When setting up the **Accept List**, on the other hand, selecting **Accept no number** will set the phone to accept calls with no number displayed on the screen; selecting **Accept strange number** will set the phone to accept calls made by people not listed in the phone book.

3. Press 🔽 (**Back**) to return to the Privacy Manager menu. From the Privacy Manager menu, select **Setup** to decide whether to activate the Accept List or the Reject List, or disable both.

If you choose to activate the Accept List, from now on your phone will only be able to receive calls from contacts in the Accept List. If, on the other hand, you choose to activate the Reject List, your phone will not be able to receive calls from contacts in the Reject List.

☞ The same contact can be included in both the Accept List and the Reject List.

Speed Dial

☞ 1 has been locked up as the speed dial key for dialing your voicemail box number.

1. After selecting an entry that represents the number key to serve as the speed dial key, press 🔽 (**Option**) to bring up the pop-up menu and select **Add**.

2. From the Phone Book, select a contact.

3. From the list of phone numbers for this contact, select the one that you wish to access through the speed dial key.

4. The selected entry will display the name of the contact to whom the phone number accessible by the speed dial key belongs.

5. If you want to set the speed dial key to represent another phone number, scroll to the entry representing that key, and press 🔽 (**Option**) to select **Replace**, and then repeat the steps previously mentioned.

   To change a number speed dial key back to a general number key, scroll to the entry representing that key, and press 🔽 (**Option**) to select **Delete**. When the screen shows "Delete?" asking your confirmation, press 🔽 (**Yes**).

6. When you have finished setting all of the speed dial keys, you must press ⓞⓚ in order for the phone to save these speed dial keys.

Phone Information

Used Space

Shows the number of occupied phone book entries as well as the total number of entries available in your SIM card and your phone memory.

Memory

You can choose to save your phone book contacts to your SIM card memory or to your phone memory.

SIM

New contacts will be stored in your SIM card if you select this option.

Phone

New contacts will be stored in your phone memory if you select this option.

> The benefit of saving numbers to your SIM card memory is that you can easily remove your card with all your stored information and insert it into another phone at a later date.
>
> However if you need to change your SIM card or need more memory for phone book entries you can use your phone memory.

Own Number

This option allows you to save your SIM card number and name to your SIM card's memory.

☞ The standby screen will show the name stored in your SIM card memory.

 Calls

☞ Your network operator must support this feature in order for you to be able to use it.

This menu includes a list of your missed calls, dialed calls, and received calls. Call costs and time are also recorded.

Missed

Shows your most recent missed calls.

Scroll to the missed call that you wish to select, and then choose to view, edit, or delete the number for that call. The procedure is the same as that described on page 44, "Last Missed, Dialed, and Received Calls".

Received

Shows your most recent received calls.

The procedure for using this feature is identical to that described on page 44, "Last Missed, Dialed, and Received Calls".

Dialed

Shows your most recent dialed calls.

The procedure for using this feature is the same as that described on page 44, "Last Missed, Dialed, and Received Calls".

Delete

Deletes call records all together or by the types of calls.

Display

Your phone can display duration and cost information during a call or when a call ends, or in both circumstances.

☞ Network support dependent.

Show Timer

- **Call Active**

  Selecting this option will set the phone to display duration during a call. Scroll to highlight this option and press (OK) to select it.

- **Call End**

  Selecting this option will set the phone to display duration when a call ends.

Show Cost

- **Call End**

  Selecting this option will set the phone to display cost information when a call is hung up.

☞ You must press ⌍ (**Done**) to save the changes you have made to the above options.

Information

Here you can view the duration and cost of the calls you made. You can also set up the unit price for calculating call cost.

☞ This feature is only accessible if supported by your network operator.

Last

Shows the duration and cost of your last call.

The first line under this option shows the last call cost and the second line shows the last call duration. Scrolling to the first line and pressing ⮂ (**Reset**) will reset the cost of the last call to 0. Scrolling to the second line and pressing ⮂ (**Reset**) will reset the duration of the last call to 0.

All

Shows the total time and cost of all calls.

You can view the total duration and cost of all calls made and reset the data to zero as described above.

☞ You must enter PIN 2 before you are allowed to reset call cost to zero.

💡 **What is a PIN2 code?**
- The PIN2 is the second PIN code. Its main use is in controlling restricted services-for example, call time limits and restricted phone numbers.
- If the PIN2 code is incorrectly entered three times consecutively, the PIN2 code will be locked. To unlock the PIN2 code, you will need to enter the PUK2 code, which you obtain from your network operator.

Received

You can view the total time for all received calls and then reset the data to zero.

Dialed

You can view the total time for all dialed calls and then reset the data to zero.

Cost Units

Allows you to first enter the unit price and then a currency for calculating call costs.

☞ Requires entry of the PIN2 code.

Max Cost

Allows you to set a limit for total call costs. If call costs exceed this limit, the phone will no longer be able to dial pay calls. When this feature is activated, the remaining cost will be displayed in the information box on the screen each time you end a call.

☞ Requires entry of the PIN2 code.

Messages

For a description of the features available in the messages menu, see page 72, "Messages Menu".

Games

Your phone provides a number of exciting games that you can use to entertain yourself when you have a spare moment. These games are stored either in the phone's memory or in the miniSD card that comes with the phone.

Besides, your phone provides Java support--allowing you to play Java games on the phone. You can save Java games to the **Games** menu in the following ways:

1. Download and install Java games from WAP websites. Java downloads can be stored in the phone memory or on the miniSD card.

2. Transfer Java games from a PC to the phone using the **PC Sync** function (see page 142).

3. Copy Java games from a PC to the miniSD card, and then insert the miniSD card into the phone to play these games on the phone.

You can then run these Java applications directly on your phone. If you do not need an application, you can remove it from your phone at any time, replacing it with another downloaded application.

Keys assigned to commonly used game controls
Some of the keys on the phone are assigned to the same controls across every game--these keys are summarized in the table below.

Key	Alternative
(○	(4 ghi
○)	6 mno
⌒	2 abc
▽	8 tuv

☞ Before you are able to successfully download Java applications from WAP websites, you must go to **Oper.Service** > **Wap** > **Settings** and **Oper.Service** > **Connect Settings** to complete necessary WAP and GPRS settings. See page 152 for more details.

Games Link

Use this option to start up the WAP browser and connect to the official BenQ website--Club BenQ: http://www.clubbenq.com.tw/WAP. for downloading Java games.

☞ You can also appoint the desired Java website you wish to connect to by designating its URL in **Games** > **Java Settings** > **Default URL**.

A URL is the Internet address of a particular site.

Cherry Boy

☞ This game is pre-stored in the phone memory and cannot be removed.

This game contains five levels and in each level the player has three lives. To pass one level you must collect all the cherries before time is up--or you must obtain the key to the next level. If you bump into a monkey, you lose one life. Press (OK) to begin a new game. Press (◯) to scroll to the menu item you want.

Game screen

Cherry boy you are controlling.

Monkey or the enemy in this game.

Cherry or the treasure in this game.

Remaining time.

Number of remaining lives.

Number of remaining treasures.

Your score.
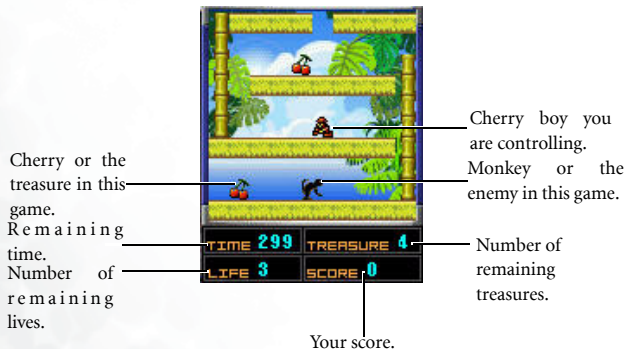
Game controls

Press $\boxed{4^{\text{ghi}}}$ or $\boxed{6^{\text{mno}}}$ to move the player left or right.
Press $\boxed{2^{\text{abc}}}$ or $\boxed{8^{\text{tuv}}}$ to move the player up or down a ladder. Press $\boxed{*+\square}$ to pause the game.
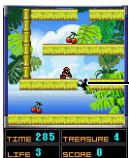
Press $\boxed{5^{\text{jkl}}}$ to split the path so the monkey will fall. The split will be reconnected in 5 seconds.

Puzzle Game

☞ This game is pre-stored in the phone memory and cannot be removed.

This is a jigsaw puzzle, in which a selected image will break into rectangular pieces--you must restore the image by putting the pieces together correctly.

Game menu

You can start the game either using the phone's pre-stored images--**Predefined 1** and **Predefined 2**--or using the images you have previously saved--**User Defined**.

Pressing ▭ (**Option**) will present the following:

• **New Game**

Starts a new game with the selected image.

- **Select Image**

  If you select a **User Defined** option, you can choose an image stored either on the miniSD card or in the phone memory to play this game.

- **Camera**

  If you select a **User Defined** option, you can take a new photo to use for the game.

- **Delete**

  Deletes the image set for a **User Defined** option.

- **Help**

  Displays the controls for the game.

How to play

1. When the selected image is presented, press ⊡ (**Level**) to set the difficulty level; press ⊙ to break up the images into pieces.

2. Press 🎮 to move the pieces.

3. Pressing ✱+▭ to display the complete image; pressing ✱+▭ will show the image in pieces again.

Breakout !

This is a classic arcade game--you must clear all the bricks by hitting them with the ball.

☞ This game is pre-stored in the the Game folder of the miniSD card that comes with the phone.

Game menu

Press ⊙ to highlight the desired option in white, and then press ⊙ to change the selected value. The menu options are as follows:

- **Start Game**

  Starts a new game. Pressing (OK) when the highlight is on **Start Game** starts play.

- **Levelset**

  Changes the level designs used in the game.

- **Difficulty**

  Changes the size of the paddle and the number of lives.

- **Players**

  Up to 4 players can take turns to play.

- **Sound**

  Selects **None**, **Fx Only** or **Fx / Music**.

- **Quit**

  Pressing (OK) when the highlight is on 'Quit' exits the game.

How to play

- Press (OK) to launch the ball from the paddle at the bottom of the screen, and then press (○) to move the paddle to keep the ball in play.

- If you miss the ball, and it falls off the bottom of the screen, you lose a life. The number of lives remaining is shown on the bar at the bottom left of the screen. Once you have no lives remaining, the game ends. (If a multi-player game is being played, when a player has missed the ball and lost a life, they should pass the phone to the next player for their turn.)

- You score points for every brick destroyed--the current score is shown at the top right of the screen.

- There are different types of brick, denoted by different colors. Some will be destroyed by a single strike from the ball. Others require multiple strikes, will reappear after a period of time, or can only be destroyed by certain power-ups.

- When you hit some types of brick, power-ups will be dropped. If you catch these with the paddle, they can give you additional abilities which will make the game easier. Usually, these only last for a short period of time. Beware, however, some of the power-ups have a negative effect which will make the game harder for a short time. Some of the power-ups need to be activated once you have picked them up--this is done by pressing (OK).

- The different types of power-up can be identified by the colour of the falling blocks--learn to recognize each type to maximise your score.

- Once you have cleared every brick on a level, you will automatically move onto the next level. Once you have cleared half of the bricks on a level, you get a chance to warp immediately to the next level--once the flashing "warp" icon is shown at the bottom right of the screen, press (1) or $(3 def)$ to warp to the next level.

- Pressing $\Box$ allows you to end the game and return to the menu.

Project E.N.D.

☞ This game is pre-stored in the Game folder of the miniSD card that comes with the phone.

Project E.N.D. is an exciting first-person shooter. There are eight detailed levels to explore, each populated by various enemies. A variety of weapons and other power-ups can be found in each level to help you.

Game menu

The menu is automatically displayed when the game is started. It can also be displayed while in the game by pressing 🗭 .

Navigate the menu by pressing 🔘 to move the highlight, and then press 🆗 to select. The menu options are as follows:

• **Start**

  Starts a new game.

  Selecting **Start** shows a list of difficulty levels--Level 1 is the easiest and Level 4 is the most difficult. The difficulty affects the number of enemies and power-ups you will encounter. Select the desired difficulty level, and press 🆗 to start the game.

• **Load**

  Loads a previously saved game.

  Selecting **Load** shows a list of the four saved game slots. Moving the highlight to a slot and pressing 🆗 loads and starts the game stored for that slot. If no game has been stored for a particular slot, pressing 🆗 has no effect.

- **Save**

  Saves your current position in the game.

  Selecting **Save** shows a list of the four saved game slots. Moving the highlight to a slot and pressing (OK) saves the current game position in that slot, overwriting any game currently saved in that slot. A game is only saved if in progress; the **Save** menu is not accessible before you have started a game.

- **Quit**

  Exits the game.

  Selecting **Quit** exits the current game without saving your position.

How to play

- While in the game, the screen shows your field of view as you move around the levels.

- The status bar at the bottom of the screen shows the ammunition remaining for your current weapon on the left, and your health on the right. If you are attacked by an enemy who is off the screen, a red arrow at either side of the status bar indicates the direction to the enemy.

- You can carry as many weapons as you can find--you start with a pistol. If you run out of ammunition, you can use your bare hands, but this is a last resort. Ammunition is scattered throughout the levels--just walk over it to pick it up. You can see which weapon you are currently holding at the bottom of your field of view, above the status bar. Press (OK) to fire your weapon (or throw a punch, if you are not holding a weapon)--press '7' or '9' to select the weapon to use.

- Enemies will attack you on sight. As you are hit by them, your health will go down. When your health reaches zero, you will die, and the game is over. First aid kits can be found throughout the levels--these will restore a certain amount of health. As with ammunition, simply walk over a first aid kit to pick it up. Armour can also be found, which reduces the damage you sustain from attacks.

- It is not always necessary to fight enemies--sometimes "discretion is the better part of valour", and it is wiser to run away!

- To move, use the following keys:

Press	To	Press	To
⌢	Walk forward	口	Strafe to the left
⟨○	Turn to the left	3 def	Strafe to the right
○⟩	Turn to the right	# ⇧	hold down when pressing any key above to run, rather than walk
☉	Walk backward	0 ◦◦	Open a door

- Pressing ✳+□ displays a map of the current level. Areas you have not yet visited are not shown on this map--your current position is indicated by a mark at the centre of the screen. Pressing ✳+□ again hides the map.

- In some levels, you will encounter locked doors--you need to find a key the same color as the door frame to open the door. If you pick up any keys while in a level, they will be shown as colored squares at the right of the status bar.

- There are other surprises scattered throughout the levels--secret doors, mysterious artefacts, teleports and hidden hazards. Watch out for these as you go - the map can be helpful in locating them.

- On every level there is an exit door--you must find this to proceed to the next level. At the end of each level, you will be shown your score before the next level starts.

Java Settings

You can set a desired Java website URL to connect to as well as a file size limit for downloads.

Default URL

You can save five URLs here and then select one to connect to for downloading Java games.

Download Size

Sets a file size limit for Java downloads.

Entertainment

Digital Camera

You can use the phone's digital camera here to shoot photos. For information on using the camera, see page 50, "Taking a photo".

Video Camcorder

You can use the phone's video camcorder here to shoot video clips. For information on using the video camcorder, see page 63, "Shooting a Video Clip".

Music Player

You can use the phone's Music Player here to listen to MP3 songs. For information on using the Music Player, see page 69, "Listening to MP3 Music".

Voice Ring Tone

This is where you produce actual audio recordings to use as ring tones for incoming calls.

1. Press ☜ (**Option**) and then select **Add**.

2. When the screen shows "Recording?" asking whether you wish to make a recording, press ☜ (**Yes**) to start the recording.

☞ The maximum length of a recording is 15 seconds.

3. During the recording, pressing ⊙⊗ will stop the recording, pressing ☞ (**Back**) will abort the recording.

4. After pressing OK to stop the recording, give this recording a name and then press OK to save it to the phone memory. The newly produced ring tone will be placed in this menu and in **Media Center** > **Music**..

5. You can now go to **Settings** > **Profile**, and set the phone to play this ring tone for incoming calls.

6. After a couple of recordings have been made, press [key] to scroll to the ring tone you want, and press OK to play it. Pressing OK again will stop playing.

7. Pressing [key] (**Option**) will bring up the following options:

   • **Add**
     Allows you to produce a new ring tone.

   • **Delete**
     Selecting this option will delete the selected ring tone from the phone's memory.

   • **Rename**
     You can change the selected ring tone's name here.

Media Center

Image

The image library contains photos and images stored in the phone memory or on the miniSD Card.

You can also access the image library by activating the camera function and then by pressing ⌧ (**Option**) to select **Go To Image**, For detailed information on using the image library, see page 60.

Video

The video library contains video clips stored in the phone memory or on the miniSD Card.

You can also access the video library by activating the Video Camcorder function and then by pressing ⌧ (**Option**) to select **Go To Video Folder**. For detailed information on using the video library, see page 67.

Music

This music album contains all of the audio files stored in the phone memory or on the miniSD card.

☞ Because audio files can be stored either in the phone memory or on the MiniSD Card, the memory currently in use will determine the audio files that you can access in the music album.

To select the needed memory, you can press ⌧ (**Option**) and select **Phone Memory/miniSD Card** in this Music menu, or choose the menu: **Media Center** > **Memory Settings**.

Scroll to the audio file you want, and the phone will start playback.

You can also press ⬚ (**Option**) to organize the audio files using the available options, which are identical to the ones for the video library.

Memory Settings

You can store images, music and video clips either in the phone memory or on the MiniSD Card. Select the desired memory for use.

The memory you have selected here will also determine the images, videos and audios that you can access in the **Media Center** menu.

Memory Status

Here you can check the status of the memory in the phone and on the miniSD Card.

Tools

Alarm

> If you activate the Alarm Clock feature, when the specified date and time arrive, the phone will sound the alarm, even if your phone is turned off.

1. Select the alarm you wish to set and activate.

☞ You can set a maximum of four alarms.

2. Complete the alarm settings as shown in the chart below:

Enter the time when an alarm will go off.

Use 🔘 to set the alarm mode:
- **Off**: Alarm is turned off.
- **Once**: Alarm will go off only once.
- **Weekday**: Alarm will go off Monday through Friday. It will not go off on weekends.
- **Always**: Alarm will go off every day at the specified time.

Set the ring tone for the alarm. Press 🔘 (**Set**) and then select the desired ring tone.

Set the vibration. Press 🔘 to turn the vibration on or off.

Set the snooze mode. When the alarm goes off, press ⊡ (**Snooze**) to stop the alarm and then go back to sleep. The alarm will then ring again later. You can keep on doing this and go on sleeping.

Scroll to highlight this option and press to 〔○〕 turn the snooze mode on (**Snooze On**) or off (**Snooze Off**).

When the snooze mode is turned on, you may also want to do the following settings:

a. Set the time period the snooze alarm waits before it goes off again. Press 〔○〕 to set the desired time period in minutes (e.g. **5 Min(s)**= five minutes). A maximum of 20 minutes can be set.

b. Determine how many times the snooze alarm goes off again. Press 〔○〕 to set the number of times (e.g. **2 time(s)**= twice). You can set the alarm to go off up to 5 times.

3. Lastly, you must press 〔OK〕 to save all your current Alarm settings. After completing Alarm settings, 🔲 will appear in the standby screen's status bar.

In snooze mode, there are two ways to turn the ringing alarm off:

- Press ⊡ (**Later**) to stop the alarm and then go back to sleep. The alarm will then ring again five minutes later.

- Press ⊡ (**OK**) to turn off the alarm. The alarm will not ring until the next scheduled time.

World Clock

This World Clock feature simultaneously displays current local time and date for major cities around the world.

☞ To make use of the **World Clock** feature you firstly must set your phone's time and date correctly. To do this please choose the menu: **Settings** > **Date & Time**.

You can decide which cities' time and date you want to display. To do this:

1. Press 🖵 (**Edit**) to see a list of available cities.

2. Press 🔘 to roll over the list and highlight the city whose local time and date you want to display. Pressing 🔘 will jump to the next/ previous page.

3. When the desired city is highlighted, press ⊙ᴋ to mark that city.

4. Repeat steps 2 and 3 to select the other cities. The cities you have chosen will be indicated by a check mark. To unselect a city, highlight that city and press ⊙ᴋ.

5. When you are done selecting the cities, press 🖵 (**Done**). You will then see the screen show the current time and date for the city (cities) of your choice.

☞ A maximum of six cities can be shown at one time.

Auto Time Zone

If during travel, you move between time zones, the phone will automatically adjust the time displayed on the screen based on the time zone prompts provided by the local network operator so that you always have access to accurate local time.

☞ To check current local time for various locations around the world, choose the **World Clock** option.

On

The time displayed on your phone will be reset automatically according to the local network operator's time zone prompts.

Off

You phone will display the time you have set, and when you travel to other time zones, the phone will ignore time zone prompts issued by the local network operator.

Confirm First

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

Calendar

You can use the Calendar to set up memos for forthcoming events such as a meeting, an appointment, or a friend's birthday. The Calendar will also remind you about events you have previously scheduled.

Setting up memos using the Calendar

1. When you open the Calendar, the phone will show the calendar for the current date.

☞ If you have not set the current date on your phone, choose the menu **Settings** > **Date & Time**. See page 156.

In the Calendar screen, press 🔘 to move the color box to the date where you wish create a memo. You can jump to the previous or next month's calendar using 👁 (**Prev**) and 👁 (**Next**).

Current year and month

Corresponding lunar date

When the Calendar is opened, the current date will be highlighted by a color box.

2. When the desired date is highlighted, press OK to enter the calendar menu, and then select the **Add Memo** option to open the memo editor.

3. In the memo editor screen, scroll to the data field you wish to edit to begin entering data. You can enter data in these fields:

📅	Change the memo's assigned date using the appropriate number keys.
🕐	Enter the scheduled time for the event associated with the memo, or the time when you wish to be reminded about the event, by using the appropriate number keys. On the appointed date, when the scheduled time arrives, the memo will appear on the screen, and the phone will ring or vibrate, if set so.
📋	Enter a name for the event associated with the memo.
📋	Set the phone to ring or vibrate on the appointed date when the scheduled time arrives, so that you will be reminded about the event scheduled for that date. Press $\fbox{\scriptsize ◎}$ to choose from the following: **None**: The phone will neither ring nor vibrate. **Ring Only**: The phone will only ring to remind you about the scheduled event. **Vibrator Only**: The phone will only vibrate to remind you about the scheduled event. **Ring & Vibrator**: The phone will both ring and vibrate to remind you about the scheduled event.
🔔	Press $\fbox{\scriptsize ◎}$ to select a ring tone for the memo's ring reminder (not adjustable if you select **None** or **Vibrator Only** to disable the phone's ring reminder).

You can decide whether the memo will regularly remind you about the event you must remember for not just the selected date, but also the days following it.

For example, if a meeting is held every Thursday starting 2004/08/05, you can firstly select 2004/08/05, and then by selecting **Weekly** set the reminder to go off on Thursdays beginning with 2004/08/05.

Jot down any notes about the event associated with the memo.

4. After completing entry of data in each of the fields, you must press (OK) to save the memo to that date. The phone will display this date's memo list, including the event name and time for the memo you just saved. If the ring reminder has been set to remind you about the event associated with the memo, the 🔔 icon will appear beside the event name.

The icon will show on the left of a memo overdue or without a ring reminder set for it.

When the screen shows a given date's memo list, you can press 🔘 to display another date's memo list.

5. You can now perform the following tasks:

   a. Press 🔽 (**Option**) to select whether to edit or delete the memo, or add a new memo.

b. Press OK to view the details in the memo. Then press $\square$ (**Option**) to edit or delete the memo, or send it to others through SMS.

> When the screen displays a memo's details, you can press O to display another memo's details.

c. Press $\square$ (**Back**) to return to the Calendar menu and choose from the following options:

Day's Memos

Selecting this option lets you view the current date's memo(s).

Add Memo

Selecting this option lets you add a new memo.

View All

You can browse all of the memos set up for different dates.

Go to Date

Enter the date you want and press OK. The memo list of that date will appear.

Delete All

Selecting this option will delete all of the existing memos.

Solar Lunar Tool

Allows you to convert dates between the solar and lunar calendars. Enter the desired date in one calendar, and press $\square$ (**Trans**) to display it in the other calendar.

d. Press ⬛ (**Back**) to return to the Calendar screen.

> ☀ On the calendar screen, dates that already contain memos
> will be marked by a color box).

Shortcuts

This is where you set up the Quick Access menu described on page 71.

1. Scroll to the function to add to the Quick Access menu, and then
   press ⬛ to mark it.

2. When all of the desired functions are selected, press ⬛ (**Done**) to
   save the settings. Functions added to the Quick Access menu will be
   indicated by a check mark.

☞ /The Quick Access menu must have exactly 12 twelve features, so
   you must select exactly 12 features to be included in the Quick
   Access menu.

Calculator

Allows you to use the phone as a calculator.

- Use [key] to perform the mathematical operations shown on the screen.

- Press [*+□] to enter a decimal point.

- Press [c] to delete numbers entered.

Entered numbers and calculation results will appear in this field.

A maximum of eight digits can be entered.

Press [key] (**Back**) to leave the Calculator screen.

Currency Converter

1. Set the exchange rate. Press 💬 (**Set**) to bring up the pop-up menu. Select **Set Foreign Rate** to enter the rate for converting the amount to the desired foreign currency; select **Set Local Rate** to enter the rate for conversion to your local currency. When you are done entering the rates, press (OK).

☞ Press [#⇧] to enter a decimal point.

2. After returning to the Currency Converter screen, you can then convert a given amount between the desired foreign currency (**Foreign**) and your local currency (**Local**).

☞ You can enter amounts and exchange rates up to nine digits long.

Stopwatch

1. Press OK to start the stopwatch.

2. While the stopwatch is running, you can press ⊡ (**Record**) to save up nine elapsed times (such as in a race).

☞ Pressing ⊡(**Back**) or ⌷ while the stopwatch is running will stop and reset the stopwatch, and then take you back to the **Tools** menu.

3. Press OK to halt the stopwatch.

4. Once the stopwatch is halted, you can press ⊙ to move the cursor to the elapsed time you want to check. Additionally, after the watch stops running, you can compare the differences of the other elapsed times against a particular elapsed time which is used as the comparison base.

   To do so, use ⊙ to move the cursor to the lap time you want to use as the base, and then press ⊡ (**Comp**) to list the time differences against the base.

5. To resume the stopwatch, press OK.

6. Press ⊡ (**Reset**) to zero the stopwatch.

☞ Pressing ◨ or ⌷ while the watch is running will stop and reset the watch,

Countdown Timer

1. Press ⊡ (**Set**) to enter the amount of time to count down. You can set any time up to 59 minutes and 59 seconds.

2. Press OK and the timer starts counting down to zero. You can then use the timer in the same way you would the stopwatch.

Hour Minder

Once this option is activated, the phone will emit a beep per hour.

Connection Service

The **PC Sync** function enables the phone to synchronize with a computer for transmission of data, images, audios and videos, as well as Java applications.

You can synchronize the phone with a computer using the USB data cable designed to work with the phone.

Besides, your phone can work as a modem to let you connect your PC to the Internet.

☞ Before you use **PC Sync.**, make sure you have installed onto your operating PC the sync software specially designed for use with the phone.

Select Service

Choose **Start PCSync** to synchronize data, or connect your PC to the Internet by selecting **Start Modem**.

Reset

Sets the above settings to their factory default values.

IrDA

> **What is IrDA?**
> IrDA is a standard developed by Infrared Data Association for transmitting data via infrared light waves. This enables you to transfer data from one device to another without any cables.

Pressing (OK) will turn on IrDA for receiving data from other IrDA devices.

☞ Please make sure that the phone's IrDA port is aimed at another device's IrDA sensor before transferring data through IrDA.

Oper.Service

Your phone includes a built-in WAP browser, allowing you to use the phone for mobile Internet connectivity. You can browse the online services offered by your network operator or Internet service provider (ISP), such as information on financial news, sports, travel, and entertainment. To use the phone to get online, necessary WAP and GPRS settings must be made in this menu.

☞ You must apply to a network operator for WAP services and complete WAP and GPRS settings in this menu before you will be able to take advantage of mobile Internet connectivity. In general, once the service you have applied for has been activated, the network operator will automatically transmit the needed settings to your phone. If this is not the case, you must perform this configuration yourself. For information about WAP and GPRS services and configuration details, contact a network operator providing these services.

Wap

💡 Your phone provides the following methods for starting up the browser and connecting to the designated homepage.

1. From the standby screen, press 📟 (**WAP**).

2. From the standby screen, Key in the desired web site's URL, and then press ⊙Ⓚ to show this URL. Press 🔋 to get online.

3. Choose the menu: **Oper.Service** > **Wap** > **Activate**.

Activate

Starts up the browser and connects to the homepage.

Browsing a webpage

Referring to the soft key commands at the bottom of the screen, press ⬛ and ⬛ to perform needed tasks while browsing a webpage. Press ⬛ to scroll up or down a webpage. For details on browsing a webpage, inquire with the network operator providing WAP services. Your Internet connectivity service will determine the layout and content of the webpages you view. Depending on the specifics of your service, they way you browse the Internet on your phone will differ.

How to close the browser and end the online session

Press ⬛ or long-press ⬛ to exit the browser and return to the standby screen.

How to display the browser's menu

While viewing a WAP webpage, scroll to the top of the screen and press ⬛ to display the browser's menu. Referring to the soft key commands at the bottom of the screen, press ⬛ and ⬛ to access the various options. Press the corresponding alphanumeric keys to directly select an option.
The browser menu contains the following items:

Home

Returns to the home page. To designate a particular page to be your home page, go to **9 Settings** > **1 Homepage**.

Bookmarks

You can open the Bookmarks menu and select webpage bookmarks.

View

Allows you to see the current bookmarks and bookmarks folders. Scroll to the desired bookmark or bookmarks folder, and you can:

• Press ⊙ (**Go**) to link to the webpage that the bookmark represents. If you have selected a bookmarks folder, select the desired bookmark from within the folder, and then press ⊙ (**Go**).

• Press ⊙ (**Menu**) to display the following options:

Details: Displays the bookmark's title and the URL it represents.

Delete: Deletes the bookmark or bookmarks folder.

New Bookmark: Creates a new bookmark.

New Folder: Creates a new bookmarks folder.

Move to Folder: Moves a bookmark to the designated folder.

Delete All: Deletes all bookmarks and book-marks folders.

Hotkeys: Allows you set a numerical key as a hotkey for a bookmark. After completing the setting, you can long press this numerical key to directly link to the webpage represented by the bookmark.

Mark Site

Adds the current webpage to your bookmarks list.

SnapShots

Saves the current webpage you are viewing.

Save Items

When viewing a webpage, if you discover that it contains an image, a video clip or an audio file that can be downloaded, you can access this option to save it to your phone memory or the miniSD Card.

☞ The phone only supports the following formats:
Image--BMP, WBMP, JPEG, GIF, PNG.
audio--MIDI, IMelody.
Video--3GP, MP4.

Alert Inbox

When your phone receives a message that can only be viewed using a WAP browser, you enter this WAP inbox to read that message.

GoTo URL

Press 🔄 (**Edit**) and enter the URL of the webpage that you

wish to browse, and then scroll to the Go option and press 🔄 (**Select**) to link to that URL.

Show URL

Shows the URL of the webpage you are viewing.

Reload

Reloads the current webpage.

Settings

You can enter this item to making the following settings:

☞ For detailed information about the following settings, contact your ISP.

Homepage

Designates a homepage. When you start up the WAP browser or if you select **Home** from the browser's menu, the screen will display the homepage you designate.

a. Press⌫ (**Edit**) and then enter the URL of the webpage that you wish to use as your homepage. (Some WAP service providers do not allow users to set a homepage.)

b. Select the **Save** option to designate the URL you entered as your homepage. Select **Use Default** to use the homepage designated by your WAP service provider.

Scroll Mode

You can select two scrolling modes: **Block** or **Smooth**. In the Block mode, as many words as will fit in a line are shown for a few seconds, then the next line is shown, and so on. In the Smooth mode, the content scrolls smoothly on the screen. You can also adjust the scrolling speed: **Fast**, **Medium**, **Slow**.

Send Referrer

This option allows you to determine whether the browser will send an HTTP referrer header.

Key Press Timeout

This option sets the amount of time that the phone waits during text entry before automatically advancing the cursor to the next entry position. As long as the same key is re-pressed within the interval of time set here, it will continue to cycle through the characters available through that key.

Set Proxy

Your phone can save the settings for three WAP proxy servers. You can select one of these proxy settings for use as a default so that your phone will connect to that proxy server when you begin an Internet session.

You can also go to the menu **Oper.Service** > **Wap** > **Settings** > **Select Gateway** > **Wap**. to select the server that you wish to activate.

Circuit Prompt

The Circuit Prompt is a message displayed before each circuit data call is made. It reads, "Circuit is down. Start a data call?" You can choose to enable or disable this feature.

Security

Secure Prompt

The Secure Prompt message is displayed before you leave a secure area. It reads, "Entering a non-secure area. OK?" You can choose to enable or disable this feature.

Current Certificate

Displays information on the certificate currently in use.

CA Certificates

Displays information on the built-in certificate. A certificate is a digital ID issued by a trusted third party known as a certificate authority (CA). The phone uses CA certificates to authenticate websites that send information to the phone.

Authentication

You can decide whether your phone should store your user name and passwords for websites that require them. If you allow your phone to authenticate you automatically, you will not need to re-enter your user name and password each time you visit the same website.

Advanced

GoTo URL

Press ⌦ (**Edit**) and enter the URL of the webpage that you wish to browse, and then scroll to the Go option and press ⌦ (**Select**) to link to that URL.

Restart Browser

Restarts the browser, and automatically returns to the designated homepage. This feature is provided for your convenience if network errors occur, allowing you to restart the browser and re-establish your Internet connection.

Downloads

If this option is enabled, you will not be able to download images, background audios, and objects.

View Title Region

You can choose whether or not to have the browser display webpage titles. You can also set this option so that titles exceeding a certain length will be split into separate lines. (The first line of the browser displays a "G" and a globe image, while the second is the "title region". The actual webpage content begins on the third line.)

About···

From here, you can view information about the version of the browser that you are using.

Settings

In this menu, you can make settings for the WAP servers of three different network operators, and select the server that you would like to use when connecting to the Internet.

The first time that you start your phone after inserting a SIM card, the ISP name of the network operator issuing the SIM card will appear in this menu's first group of settings. This indicates that your network operator's WAP server settings will be saved under the name shown. The phone will activate this group of settings for use in connecting to the Internet.

1. To edit a particular group of WAP server settings, scroll to the name of the desired server and press $\textcircled{OK}$, or press $\textcircled{\smile}$ (**Option**) and select **Edit**.

   WAP server settings include the fields listed below.

   • **Home Page**: Sets the webpage that the browser will link to when it is started up. Key in the URL for the webpage that you would like to use as the homepage — for example, http://wap.yahoo.com.

   • **Gateway Address**: Enter the IP address used for accessing the mobile Internet. For example: 10.1.1.1.

   • **Port Number**: Enter the connection port specified by the network operator — for example, 9201.

2. To rename a group of server settings, scroll to the name of the desired server and press $\textcircled{\smile}$ (**Option**), and then select **Rename**.

3. To activate another group of WAP server settings, choose: **Wap Settings** > **Select Gateway**. Then you can select the WAP server to activate for WAP and MMS services respectively. The phone will activate these settings for use in connecting to the Internet.

SIM Toolkit Menu

Your network operator provided you with the mobile services in this SIM Toolkit (STK, for short) menu. Depending on the particular services provided by the network operator, this menu may contain a number of extra options. However, if the network operator has not provided any STK services, this menu will not appear on the screen. For detailed information, contact your network operator.

☞ Requires network operator support.

Connect Settings

There are six groups of settings in total, three for GPRS networks, three for CSD networks.

Before connecting to the Internet, you must set this item according to whether your Internet connection bearer mode is a GPRS network system or a GSM dialup network. Doing so will allow you to properly link to the data network to browse WAP pages, download Java programs, receiving MMS messages, and so forth. If you are using a GPRS network, you can use both the GPRS and dialup network to connect to the Internet. If, however, you are using a dialup network, you are restricted to using only the dialup network to connect to the Internet.

> A dialup network is a GSM Circuit Switch Data Service (CSD for short). Using a dialup network can be likened to using a home computer's modem, in that before connecting to the Internet a number must be dialed. As for GPRS, it is like the LANs used at company, where users do not need to dial a number to access the network. Regular GSM users who are not using a GPRS network system can only have a dialup connection to the Internet.

When you first insert your SIM card, the phone will configure the settings automatically according to the information in the SIM card.

GPRS Settings

If you use your phone on a GPRS network, you must configure and activate one of the three groups of settings intended for GPRS networks.

1. To edit GPRS settings, scroll to the name of the desired group and press $\textcircled{OK}$, or press $\textcircled{\smile}$ (**Option**) and select **Edit**.

   GPRS settings include the following fields:

   - **User ID**: If needed, enter the user name provided by your network operator.
   - **Password**: If needed, enter the password given by network your operator.
   - **APN Name**: Enter the APN (Access Point Name) assigned by your network operator.
   - **DNS**: Enter the IP for your network operator's DNS (domain name server).

2. To activate the desired set of GPRS settings, Choose: **Connect Settings** > **AP Uplink Settings**. Then you can select the GPRS settings you want to activate for WAP, MMS, and Java services respectively.

3. To rename a group of GPRS settings, scroll to the name of the desired settings, then press $\textcircled{\smile}$ (**Option**) and select **Rename**.

CSD Settings

If you use your phone on a GSM network, you have to activate one of the three groups of settings intended for CSD networks. CSD settings are roughly the same as GPRS settings. The major difference is that you need to give a dial-up number rather than APN for CSD settings. When you start up the browser to connect to the Internet, you phone will dial this number.

Settings

Date & Time

Used to set the time and date, as well as the format in which the time and date will be displayed on the standby screen.

Set Time

Sets the current time to display on the standby screen.

> 💡 If you select the 12-hour format in the Time format option, you can switch between AM or PM by pressing ✴+▫ .

Time Format

This option is used to decide the format in which the time will appear on the standby screen.

Set Date

Sets the current date to display on the standby screen and Calendar.

Date Format

This option is used to determine how the current date is displayed on the standby screen.

Display Options

Format

You can choose to display the current time or date only, or both. You can also choose not to display either time or date on the display.

Lunar Date

If you choose to activate this option, the standby screen will display the current date on both the solar and lunar calendars.

Set Time Zone

Allows the standby screen to display another designated city's local time. Scroll to highlight the preferred city and press (OK).

Profile

A profile is a group of settings that determine whether the phone will alert you to incoming calls through a ring tone or a vibrating alert, and how ring tones in general are used on the phone. These settings allow the phone's operation to best suit the environment you are in.

1. Press (○) to scroll to the desired profile and then press (OK) to activate this profile. You can choose from among the following profiles:

   #### Normal

   This is the default profile.

Meeting

The options in this profile have been preset to suit a meeting environment (for example, only a vibrating alert is used, with ring tone volume and keypad tones turned off).

Outdoors

The options in this profile have been preset to suit an outdoor activity (for example, use of the highest ring tone volume, activation of both ring tone and vibrating alerts, and use of keypad tones).

Headset

This profile is only active when a hands-free kit is attached to the phone.

Silent

The options in this profile have been preset to suit an environment where silence is required. (for example, only a vibrating alert is used, with ring tone volume and keypad tones turned off).

2. Press ⏺ to scroll to the desired profile, and then press ▱ (**Edit**) to modify the settings listed below and adjust the profile to suit a particular environment.

Vibration

Decides whether the phone will use a vibrating alert when there is an incoming call.

Ring Tone

Your phone includes various types of ring tone melodies. Scroll to the desired ring tone, and after one second or so you will be able to hear that ring tone. Press (OK) to confirm your selection.

Message Tone

Decides whether the phone will use a vibrating or ring alert, or both, when a message is received.

Keypad Tone

Determines whether keypad tones are played when keys are pressed.

DTMF Tones

This option determines whether DTMF tones are played when keys are pressed during a call.

Ring Volume

Press ⟨◎⟩ or ▯ to adjust the ring tone volume or mute the ring tone. When finished, press (OK)
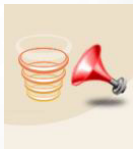
Speech Volume

Press ⟨◎⟩ or ▯ to adjust the adjust call volume.

Display

Theme

A display theme consists of a combination of display color and the standby screen wallpaper. Different display colors are paired with different preset wallpapers, so when you change the display color, the standby screen wallpaper will also change.

Wallpaper

> ☀ You can also use this feature to change the wallpaper matched with a color in the **Theme** option.

Sub LCD

Designates the wallpaper used for the external display's standby screen.

- You can select a preset wallpaper to use as the external display's wallpaper. Scroll to the name of the wallpaper that you wish to use, and then press ☜ (**View**) to view this image/animation. After you press ☜ (**View**) to enter the preview mode, pressing ⬙ will display the next or previous image/animation. Press ⒪⒦ to confirm your selection.

- You can also select **User Defined** to create an animated wallpaper made up of the images or photos you have previously saved to the phone:

  1. Press ☜ (**Option**), then select the memory where the images/photos you need are stored--the phone memory or the miniSD card.

2. Scroll to the name of the image/phone needed, then press ⑥ⓚ to mark the images/photos you want to use in the wallpaper animation.

 You can also press ☜ (**Option**) and select **View** to display the selected image/photo in full screen.

3. When you have marked a couple of images/photos, press ☜ (**Edit**) then select **Slide Show** to display them as a slide show.

4. Press ☜ (**Edit**) then select **Done** to confirm your selections.

Main LCD

Designates the wallpaper used for the main display's standby screen.

Welcome Animation

Power On

Used to configure the animation that is displayed when the phone is turned on.

Power Off

Used to configure the animation that is displayed when the phone is turned off.

Menu Style

Determines whether the main menu is displayed in the icon mode or list mode.

Contrast

Press $\textcircled{\updownarrow}$ to adjust the contrast of the screen's display. Press $\textcircled{\text{OK}}$ to confirm the setting.
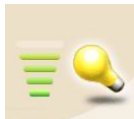
Backlight

Press $\textcircled{\updownarrow}$ to adjust the brightness of the phone's display backlighting. Press $\textcircled{\text{OK}}$ to confirm the setting.

Backlight Period

You can set the length of time that backlighting will remain activated after the flip is opened or a key is pressed.

Call Settings

Answer Mode

- **Flip Open**: Allows incoming calls to be answered by opening up your phone's flip.
- **Any Key**: Allows any key except $\textcircled{\text{🔊}}$ to be used to answer an incoming call. In this mode, $\textcircled{\text{🔊}}$ is used to reject an incoming call, and not to answer.
- **Send Key**: Allows incoming calls to be answered only by pressing $\textcircled{\text{📞}}$.

Connected Alert

This feature allows the phone to provide a ring tone or vibrating alert, or flash the backlighting when the recipient of a call has answered.

Minute Minder

If you turn this function on, the phone will emit a beep per minute during a call.

Show Number

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

On: When you call someone, the recipient's phone will display your phone number.

Off: Your phone number will not be shown on the recipient's phone.

☞ If this feature is turned off, you may not be able to make phonecalls in certain countries, such as Singapore and China.

Call Divert

☞ Requires the support of the network operator.

☞ After a divert mode is activated, the standby screen will display the 🔁 icon.

Divert All Calls

Activating this option will divert incoming calls to another designated phone number at all times.

Activate

This option will enable you to divert all types of network services including voice calls, messages, fax and data calls.

To enable this divert mode, enter the phone number to divert to and press (OK).

Cancel

Selecting this option will disable this diverting mode.

Enquire Status

Shows the status of this diverting mode.

By Service

Here you can decide the service type you wish to divert. The options are:

- **All Services:** Diverts all types of services.
- **Voice Calls:** Diverts voice calls.
- **Data:** Diverts data calls.
- **Fax:** Diverts fax calls.
- **Messages:** Diverts messages.
- **All Except Msgs:** Diverts all calls except messages.

In each of the above options you will also need to enter the phone number to divert to.

Divert When Busy

This option will transfer incoming calls if your phone is busy. Settings are the same as for **Divert All calls**.

Divert On No Answer

This option will transfer incoming calls if you do not answer the call. Settings are the same as for **Divert All calls**.

Divert When Unfound

This option will transfer incoming calls when your phone is off or roaming in an area beyond the coverage range of your network. Settings are the same as for **Divert All calls**.

Cancel All

This option will enable you to cancel the diversion of incoming calls.

Call Waiting

If there is an incoming call when you are in the middle of another call, the screen will display the number of the incoming call and call waiting message to alert you. You can activate, cancel, or view the status of this feature from this menu.

You must apply to the network operator for the call waiting service in order to use this feature.

Auto Redial

If there is no answer at a number you have dialed, the phone will automatically redial.

Off

Disables the Auto Redial feature.

Auto Redial

If you make a call that is not answered, your phone will automatically redial up to 10 times before the call is answered.

Prompt Redial

Your phone will ask for your confirmation before it redials.

Network

Generally speaking, the choice of the network that your phone uses is configured automatically. When turned on, the phone will automatically connect to the network provided by your network operator, or will automatically connect to the roaming network when you are outside the coverage of your regular network.

If you wish to change the connection network, this menu will allow you to select the network you want to use. When outside the coverage of your regular network in your home country or when abroad, you can manually select the local network system.

☞ Your network operator must be able to support network selection in order for you to use this feature.

Automatic

If this option is selected, when outside the coverage of your regular network, the phone will automatically search for usable networks.

Manual

If this option is selected, when outside the coverage of your regular network, the phone will list all the networks of telecom vendors and allow you to choose.

☞ Not all of the networks listed may be available to you. Please refer to your network operator for further details.

Non-Network Mode

The phone will not be able to receive network signals if you select this option.

Security

You can use a PIN, phone code, and SIM card lock authentication to prevent unauthorized use of the phone.

In addition, you can set limitations on particular outgoing and incoming phone calls.

> - To protect your phone, the **Security** menu requires you to enter the phone code (handset code) before you can access the menu to set options. The default phone code is 1234.
>
> - To change the phone code, go the **Phone Lock** option.

PIN Code

A PIN (Personal Identification Number) code is a password provided by a network operator. When PIN code authentication is activated, it will prevent unauthorized use of the SIM card. Unless the correct PIN code is entered when the phone is turned on, the SIM card cannot be used, even if it is inserted in another phone.

> If the PIN code is entered incorrectly three consecutive times, this will cause the SIM card to lock down, and a PUK1 code provided by the network operator will be required to unlock it. After unlocking, the PIN code will be automatically set to activate once the phone is turned on.

Phone Lock

Activates/deactivates or changes the phone's startup phone code. The startup phone code prevents unauthorized persons from using your phone. Once the phone code is activated, the phone will be locked down when it is turned on unless this phone code is correctly entered. If an incorrect phone code is entered, your phone

will remain locked down, and cannot be unlocked even if the SIM card is replaced by another one. When the phone is locked, you will only be able to make emergency calls.

Once the phone code is activated, you must enter the phone code each time the phone is turned on in order to unlock the phone (there is no limit on the number of attempts to enter the phone phone code).

The default phone code is 1234.

SIM Lock

Using this feature, you can prevent unauthorized persons from using your phone with other SIM cards. After you activate the SIM Lock feature, only the SIM card present when the feature was activated will be accepted by the phone. If a new SIM card is inserted in the phone, when the phone is turned on and a PIN code is entered, the phone will request entry of a SIM Lock password (there is no limit on the number of attempts to enter the SIM Lock password.

If the password is entered correctly, the phone will be able to recognize the new SIM card and use it normally. The next time the phone is turned on with this SIM card inserted, the phone will not ask again for you to enter the SIM Lock password.

☞ Your phone can recognize a maximum of three different SIM cards.

• To activate the SIM Lock, you must enter a SIM Lock password. The password must be set between 8 and 12 digits in length.

- To change the SIM lock code you must firstly deactivate the SIM lock by entering the code used to activate the SIM lock, and then enter the new code you want when activating the SIM lock again.

Fixed Dialing Number

After this feature is activated, the phone will only be able to dial numbers on the Fixed Dial Number list. If a number is not on the list, calls cannot be made to this number.

☞ When you activate or cancel this feature, you must enter the PIN2 code.

⚠ If the PIN2 code is entered incorrectly three consecutive times, the PIN2 code will be locked down. You will need the PUK2 code to unlock the PIN2 code. Contact your network operator to obtain the PUK2 code.

Call Barring

You can request that your network operator block the dialing or receiving of certain calls. The call barring services below require the support of your network operator. To activate or cancel any of the options below, you must enter the network password provided by the network operator.

Bar Foreign Calls

Activating this option will stop all outgoing international calls from your phone. This is particularly useful when you are abroad.

Here you can decide the type of outgoing international calls you wish to restrict. The options are:

All Services
Stops all types of outgoing international calls.

Voice Calls
Stops outgoing international voice calls.

Data
Stops outgoing international data calls.

Fax
Stops outgoing international fax calls.

Messages
Stops outgoing international SMS messages.

All Except Msgs
Stops all types of outgoing international calls except SMS messages.

You must enter the network password available from your operator to enable/disable any of the above options.

Bar Incoming Calls

This option stops all incoming calls to your phone.

Bar Incoming if Abroad

Activating this option will stop any calls being received when you are in another country (Roaming).

Only Local and Home Country

This option stops all outgoing calls except local calls and international calls made to your home country.

Bar Outgoing Calls

This option bars all outgoing calls from your phone.

Clear All

This will cancel all of the call barring settings you have added. You must enter the network password to cancel the settings.

Change Network Password

You can change the network password. Ask your operator for the network password.

Power Saving Mode

After you activate the power saving mode, keypad and display backlighting will be turned off, in order to conserve power.

Language

You can select the language that the phone will use to display information.

Input Mode

You can set the default input mode that will be automatically activated whenever you open the editing window for entering information into a message, the Phone Book, and so forth.

Flight Mode

When you are on a plane where the use of mobile phones is prohibited, you can select this Flight Mode. Once the Flight Mode is activated, all alarms will be suspended when handset is in power-off state. This will prevent the phone from being powered on by alarms set at appointed times.

Long press 📳 to turn off the phone after the flight mode being activated.

Restore

Restores all of the phone's settings to their factory defaults.

☞ The phone code (handset code) is required. The default phone code is 1234.

➎ Care and Maintenance

Take note of the points noted below to ensure that you are using the phone properly and to extend the lifespan of the phone.

- Store the phone and its accessories out of the reach of children.

- Keep the phone and accessories dry, and use the phone in environments where the temperature is between — 20˚ C and 55˚ C. High or low temperatures outside this range may damage the phone.

- If possible, do not use or store the phone in excessively dusty or dirty environments.

- Do not remove the warranty seal on the phone yourself, nor allow an unauthorized dealer to do so.

- Do not use strong detergents or organic solvents to wipe or clean the phone.

- If your phone or its accessories are not operating normally, contact an authorized dealer immediately.

- Use only genuine BenQ accessories such as batteries, battery charger and hands-free kit to ensure the phone's normal operation and preserve battery life, as well as protect the safety of your person and belongings. Use of non-BenQ accessories will not allow your phone to achieve optimal performance, and may cause the phone to malfunction. Any malfunctions or damage caused by the use of third-party accessories are not be covered by the terms of the product warranty, and will void the product warranty.

- Avoid allowing objects that may discharge electricity to contact the charging socket on the bottom of the phone or the metal contacts on the battery, as this may cause short circuits and put you in danger.

6 Troubleshooting

If you encounter problems while using the phone, or if it performs erratically, you can consult the information in the chart below. If your particular problem cannot be resolved using the information in the chart, contact the dealer where you purchased the phone.

Problem	Possible cause	Solution
Poor reception	• The network signal is too weak at your current location — for example, in a basement or near a tall building-because wireless transmissions can not effectively reach it.	Move to a location where the network signal can be properly received.
	• The network is busy at the current time (for example, during peak times, there may be too much network traffic to handle additional calls).	Avoid using the phone at such times, or try again after waiting a short time.
	• You are too far away from a base station for your network operator.	You can request a service area map from your network operator.
Echo or noise	• Poor network trunk quality on the part of your network operator.	Hang up the phone and dial again. You may be switched to a better-quality network trunk or phone line.
	• Poor local telephone line quality.	

Problem	Possible cause	Solution
Shortened standby time	• The standby time is related to your network operator's system configuration. The same phone used with different network operators' systems will not provide exactly the same length of standby time.	If you are located in an area where signaling is weak, temporarily shut off the phone.
	• The battery is depleted. In high-temperature environments, battery life will be shortened.	Use a new battery.
	• If you are not able to connect to the network, the phone will continue to send out signals as it attempts to locate a base station. Doing so consumes battery power and will consequently shorten standby time.	Change your location to one where the network is accessible, or temporarily turn off your phone.
You cannot switch your phone on.	• Battery power has been depleted.	Recharge the phone's battery.
SIM card error	• SIM card malfunction or damage.	Take the SIM card to your network operator for testing.
	• SIM card inserted improperly.	Insert the SIM card properly.
	• Debris on the SIM card contacts.	Use a soft, dry cloth to clean the SIM card contacts.

Problem	Possible cause	Solution
Unable to connect to the network.	• SIM card invalid.	Contact your network operator.
	• You are not within the network's service area.	Check the service area with your network operator.
	• Poor signal.	Move to an open space, or if you are inside a building, move closer to a window.
You cannot answer incoming calls.	• You have activated **Accept List** or **Reject List** in the **Privacy Manager** menu.	Go to the menu **Phone Book** > **Privacy Manager** > **Setup** > **Disable All** in order to deactivate this option.
	• You have activated the **Call Barring** feature.	Go to the menu **Settings** > **Security** > **Call Barring**, and then select **Clear All**.
You cannot make outgoing calls.	• You have activated the **Call Barring** feature.	Go to the menu **Settings** > **Security** > **Call Barring**, and then select **Clear All**.
	• You have activated the **Fixed Dial Number** feature.	Go to the menu **Settings** > **Security** > **Fixed Dialing Number** > **Fixed Dial Settings** > **Disable** to turn this feature off.
PIN Code is blocked.	• You have entered an incorrect PIN code three consecutive times.	Contact your network operator. If the network operator provides the SIM card's PUK code, use the PUK code to unlock the SIM card.

Problem	Possible cause	Solution
Battery will not charge.	• The battery or battery charger is damaged.	Contact the dealer.
	• The phone's temperature is below 0° C or higher than 45° C.	Adjust the battery charging environment to avoid extremes of temperature.
	• Poor contact between the battery and charger.	Check all connectors to make sure all connections have been properly made.
Unable to enter information into the Phone Book.	• The Phone Book's memory is already full.	Delete unnecessary data from the Phone Book.
Unable to select certain features.	• Your network operator does not support these features, or you have not applied for services that provide these features.	Contact your network operator.