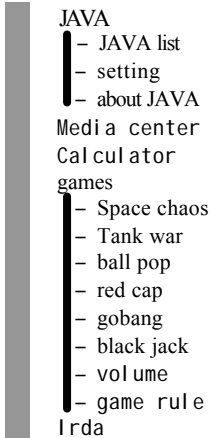


This option include five functions: JAVA , Media center, Calculator , games and Irda.

Extras



JAVA

This option include three functions :JAVA list, setting, about JAVA

JAVA list :

enter into the submenu of “ JAVA list”, press to scroll to the JAVA name you want, then press (option) and select the “start” to begin the game. Press (option) and select the “information” to display the information about the game. Press (option) to select “delete” to delete the JAVA game launched(exclude the JAVA game default). Press (option) to select “launch JAVA” to connect to the network to download the JAVA game. Press to select “JAVA capacity” to display the capacity in the memory that can save the JAVA game. Press (option) to select “exit JAVA ” to exit the menu of the JAVA game.

Setting :

Set the parameter that used when you launch the JAVA game, such as homepage, APN setting, User name, password (you can get these parameter from the network service

provider or the software supplied company).

1. Homepage:

DBTEL:

which is the default website that can launch the JAVA, select it then active it, and then you can launch the JAVA game in the website

New:

which is used to add other new website that can launch JAVA game.

2. APN setting:

key in the APN when you launch the JAVA game.

3. User name:

key in the user name when you launch the JAVA game.

4. password:

key in the password when you launch the JAVA game.

About JAVA :

Display the information about the version of the JAVA.

Media center

This function can save the launched music. Enter into the menu and select the “melody”, if there are some music saved ,press to scroll to the music you want, press at the “play” to play the music, “active” to set the music as the ring, “probe into the network” to connect to the network, “delete” to delete the music.

Calculator

This option allows you to make simple calculations. Due to the limitation of accuracy, rounding-off errors may occur during division.

1. Key in the first digit for calculation.


2. press to enter the decimal.

3. Enter the +, -, *, / with .

4. Key in the second digit.

5. Press (OK) to get the result.









Extras

And if you want to restart the calculate, press  to clean the digit already keyed in..




Games

This menu offers you six interesting games: space chaos, tank war, ballpop, red cap, gobang, black jack.






1. Space chaos:

select the menu of the space chaos game ,press  and press any key to begin the game, you can control the plane to shift to left or right by pressing  or  , press  (or  or ) to fire, and press  you can launch the bomb. During the game ,you can press  to active or inactive the function of pause.


2. Tank War:



select the menu of the tank war game ,press , Scroll to the desired game level that ranges from level 1 to level 9 (where level 1 is the easiest and the level 9 is the most difficult) with , press  to begin the game. The icons and the numbers at the bottom of the screen tell you the current situation, which includes the level of the game, the stage number that you have passed, the tank number and the firepower of your side and the tank number of the enemy from left to right respectively.

3. Ballpop:


select the menu of the ballpop game ,press  and press any key to begin the game, you can control the runner to shift to the left or the right by pressing  or  (or with ) ,control the runner to shift to make the hand to the ball. After the game begin ,you can press  to active or inactive the function of pause.

4. Redcap:




select the menu of the redcap game, press , Scroll to the desired game level that ranges from level 1 to level 88 (where level 01 is the

easiest and the level 88 is the most difficult) with , press  to begin the game. The number at the bottom of the screen is the level the game currently at.

5. Gobang:

select the menu of the gobang game ,press  to begin the game. Black makes the first move, then the White takes turn. The party who first connects a continuous five chessmen in any direction wins the game.




6. Black jack:

select the menu of the black jack game ,press , and press  to select the number of the card, after that press  to begin the game. The party who first gains all the chips wins the game.

7.volume:

you can select the volume during the game, there are four levels, silent, low, medium,high.

8.game rule:

You can check six game rules in this option. Press  and then scroll  to select the game rule you want to check, press  to enter into the menu.

Irda

The function allows you to transfer data with PC via infrared radiation.

Attention: *Don't point at eyes with infrared ray or interfere other infrared equipment. The device is the class one laser production.*

1. Ensure that the two infrared devices are put port to port without barrier between them. And the ideal distance is limited to one meter.
2. The receiver must startup the infrared port.
3. The software "Syntools" of DBTEL should be installed and used for transmitting data.

Extras

The IR connection will be closed if you haven't begun transmitting data in three minute after the IR port is opened.

If the IR connection is closed, IR port must be opened again for IR link.

^{WAP}
WAP (Wireless Application Protocol) is a global wireless protocol specification for mobile wireless terminals. WAP enables you to subscribe to certain Internet services, for example: banking services, news, weather forecast, flight schedules etc.

! *You need to subscribe to the data transmission and WAP browsing services via your service provider in order to access WAP services.*

WAP



Homepage
 Bookmarks
 DBTEL
 Bookmark2
 Bookmark3
 Bookmark4
 Bookmark5
 last page
 Navigation
 setting
 Profiles
 Feature
 Empty cache
 Internet history
 GSM
 GPRS

Homepage

This option has connectivity with WAP. It connects to the home page that you have set.

Bookmark

This option allows you to store up to 5 WAP URLs as bookmarks in your handset memory.

1. Press  to scroll to "Bookmarks" you want and press  (Select) to continue the operation with "Go" "name edit" and "URL edit".

- (1) **Go:** Link to the website that you

have set the URL. Press (Select) to start connection.

- (2) **URL Edit:** Enter the URL for the website you want to connect to.
- (3) **Name Edit:** Rename the bookmark name.

Last page

It takes you directly to the WAP URL that you connected to last time.

Navigation

You may key in the URL that you want to connect to.

setting

It includes two functions : profile and feature.

1. Profiles

This option allows you to set the parameters for WAP surfing (check with your network service provider for the information on gateway, data call type, phone number, user name, password).

2. Features: Perform any necessary setting for WAP connecting such as the settings of image download, character set, bearer and quality of service.

EmptyCache


This option allows you to clear the buffer memory of the handset.

Cache is a buffer storage that used to store the data or web page that you visited before temporarily, so that you can connect to the web site quickly and easily in the next

time.

Notes: Always clear the cache after you have visited any web page that needs a personal identification number.

History

1. This option allows you to view the records of the mean that you connect to the GSM and GPRS. And you can clear the timer record of the connecting time of the GSM or the record of the data flow of the GPRS.
- ⌘ To disconnect the WAP connection, press and hold .
 - ⌘ For details information on the WAP setting, please consult your network service provider.

^{STK}STK

This menu is shown only if your SIM card provides additional services. The name and contents of this menu depend on the services available.

For availability, rates and information on using the SIM services, check with your network service provider.

Maintenance

Maintenance

Your mobile telephone is a radio transceiver, built with precision electronic parts, and it needs to be used with care. Observing the following recommendations may prolong the phone's life.

Attention:

- ⌘ Keep the phone and its accessories out of the reach of small children.
- ⌘ Keep it dry. Avoid contact with liquids. Humidity and liquids contain minerals which corrode electronic circuits.
- ⌘ Do not expose the phone to an extremely cold environment, as this will cause a build-up of moisture within the phone.
- ⌘ Do not expose the phone to extreme heat as high temperatures will shorten the life of electronic parts, damage the battery, and cause some plastic material parts to become deformed or to melt.
- ⌘ Do not attempt to disassemble the phone. Non-expert handling of the phone may damage it.
- ⌘ Do not treat the phone harshly such as chuck, knock, throw or shake acutely, it will damage the circuit inside.
- ⌘ Put the phone into special frame for mobile phone when driving.
- ⌘ Do not use harsh chemicals, cleaning solvents or strong detergents to clean the phone. The phone may be cleaned with a soft cloth slightly dampened in warm water.
- ⌘ Do not use accessories, such as batteries designed for other mobile phones, or any other unapproved accessories. This will damage the phone, violate the radio equipment regulations and invalidate your warranty.
- ⌘ Do not use antenna designed for other mobile phones or unapproved antenna, otherwise it will damage the phone and disobey related regulation for wireless device.
- ⌘ Do not bend the antenna in case of influencing receiving signal.
- ⌘ Do not use the phone when its antenna is damaged. If it has happened, please go to eligible service institution and repair it.
- ⌘ If your phone, battery, charger or any other accessories can't work in gear, please go to eligible service institution. If necessary, our serving personnel will deal with it.
- ⌘ Please use approved accessories and battery, and do not connect the mobile phone to any other incompatible production, it will invalidate your certificate and guarantee to keep it in good repair and maybe result in danger.
- ⌘ When connecting to other device, please read the manual carefully to get detailed guidance and remember to backup your important data.

Access Codes

Access Codes

There are several codes required to access the handset and SIM card. The access codes allow you to avoid unauthorized use of your phone and SIM card.

Phone lock code

Protects your phone against unauthorized use.

This code is supplied with the phone. The preset code is “123456”. It is strongly recommend that you change the code before using the phone. Keep the new code secret and in a safe place, separate from the phone.

PIN code

The PIN (Personal Identification Number) protects the card against unauthorized use. This code is supplied with the SIM card. If the PIN is set to “on”, the code is requested when the phone is switched on.

If you enter an incorrect PIN code three times in succession, the SIM card is blocked; key in the PUK code.

PIN2 code

This code is supplied with the SIM cards and is required to access certain functions, such as accumulated costs. If your SIM card supports those particular functions, you can activate them in your handset. If you enter an incorrect PIN2 code three times in succession, the PIN2 code is blocked and you will be asked for the PUK2 code.

PUK code

The PUK (Personal Unblocking Key) code is used to unblock and change the locked PIN code. This code may be supplied with the SIM card. If this is not the case, check with

your network service provider for the code. If you enter an incorrect PUK code ten times in succession, your SIM card will no longer be valid.

Contact your network service provider to replace the SIM card.

PUK2 code

The PUK2 code is used to unblock and change the locked PIN2 code. This code is supplied with the SIM. If you enter an incorrect PUK2 code ten times in succession, the functions that require PIN2 code in order to be activated will no longer be valid. Contact your network service provider to replace the SIM card.

Reference Information

Reference Information

EFR encoding decoder function

The 8055T (GSM/DCS/PCS) is equipped with the latest encoding decoder and audio frequency technology, to achieve superior audio quality.

At present, there are 3 types of encoding decoder compatible with GSM/DCS/PCS:

- ⌘ Enhance full rate (EFR)
- ⌘ Full rate (FR)
- ⌘ Half rate (HR)

The 8055T (GSM/DCS/PCS) mobile phone supports the normally-used EFR and FR encoding decoder.

All GSM and DCS and PCS cellular networks and phones support FR encoding decoder.

If supported by the network operator, the network operator will automatically select the relevant encoding decoder, which will be either EFR or FR.

The 8055T model is programmed to automatically select the EFR where this is supported by the network, allowing you to enjoy the superior audio quality provided by EFR. Otherwise the phone will select FR.

At present, only some networks support both the FR and EFR encoding decoder.

If the network operator cannot support EFR,

the 8055T (GSM/DCS/PCS) mobile phone will automatically adopt the FR encoding decoder.

Accessories

The accessories for the 8055T model (GSM/DCS/PCS) mobile phone include battery, charger etc. Please refer to “Battery charging” for the battery charging method.

Battery

At present, the rechargeable battery approved by the manufacturer is the lithium battery (LI-ION).

The talk time and standby time for a new battery is about 2–3 hours and 50–150 hours respectively.

Charger

This is a light weight charger compatible with a multi-voltage supply. Do not connect it to an incompatible product. It charges the phone battery rapidly. To start charging, plug the charger into a power supply and insert the other end into the charge port at the bottom of your phone to start charging.

The required charging time is approximately 5 hours. The battery charging status can be checked on the mobile phone display.



Federal Communication Commission Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

IMPORTANT NOTE:

FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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: 0.656 mW/g; DCS1800: 0.656 mW/g.

USA : PCS1900: 0.485 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.

- Specific operating restrictions, no metallic component allowed in body-worn accessories. The 1.5cm distance separation from body is a safe recommended body-worn accessory distance.