



# CDM-9000

TRI-MODE, WEB BROWSING DIGITAL CDMA TELEPHONE



## OWNER'S OPERATING MANUAL




555 Wireless Blvd., Hauppauge, NY 11788 • 631-233-3300 • <http://www.audiovox.com>

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# TABLE OF CONTENTS

<b>SAFETY INFORMATION FOR WIRELESS HANDHELD PHONES .....</b>	<b>6</b>
<b>PRECAUTIONS .....</b>	<b>9</b>
<b>SYSTEM CONFIGURATION .....</b>	<b>10</b>
<b>WRIST STRAP ATTACHMENT .....</b>	<b>11</b>
<b>BATTERY INSTALLATION AND RECHARGING .....</b>	<b>12</b>
To Attach the Battery Pack .....	12
To Detach the Battery Pack .....	12
To Recharge Battery .....	12
<b>FUNCTIONS .....</b>	<b>14</b>
External View .....	14
Function of Keys .....	15
LCD Display Indication .....	15
<b>GETTING STARTED .....</b>	<b>16</b>
Turning the Phone On/Off .....	16
Antenna Position .....	16
Receiving Signal Strength Indicator (  ) .....	16
Battery Level Indicator .....	16
Power Management .....	16
<b>BASIC OPERATION .....</b>	<b>17</b>
<b>Placing Calls .....</b>	<b>17</b>
To Place a Call .....	17
To Terminate a Call .....	17
Last Number Redial .....	17
To Dial the Last Number Received .....	17
Phonebook Dialing .....	17
To Mute a Phone Conversation .....	17
Speed Dialing .....	18
Quick Dialing .....	18
Emergency Call .....	18
One Touch Emergency Call .....	19
Emergency Call Mode .....	19
<b>Receiving Calls .....</b>	<b>19</b>
To Receive a Call .....	19
Any Key Answering .....	19
Caller ID with Name .....	20
Automatic Calls-in-Absence Indicator .....	20
Ringing Tone with Melody .....	20
Distinctive Ringing (Audible Caller ID) .....	20
<b>During Calls .....</b>	<b>20</b>
To Adjust the Earpiece Volume .....	20
Scratch Pad Dialing .....	20
Automatic Talk Timer .....	21
Call Waiting .....	21
Three-Way Calling .....	21
<b>Standby .....</b>	<b>21</b>
Clock Indicator .....	21
Clock Alarm .....	21
Countdown Timer .....	21
<b>End to End Signaling .....</b>	<b>22</b>
Touch Tone™ from Display .....	22
Touch Tone™ from Memory .....	22
<b>PHONEBOOK OPERATION .....</b>	<b>23</b>
<b>Phonebook Entry .....</b>	<b>23</b>
To Store a Number without Name .....	23
Overwrite Warning .....	24
Auto Hyphenation .....	24
Manual Hyphenation .....	25
Automatic Storing into Phonebook .....	25
To Store Dual Numbers in Phonebook .....	26
To Store a Name with the Phone Number .....	27
Alpha Mode .....	27
To Store a Ring Type with the Phone Number .....	29





<b>Recall Menu</b> .....	<b>30</b>
Recall Menu Tree .....	30
<b>Phonebook Recall</b> .....	<b>31</b>
Phonebook Address Mode .....	31
Phonebook Sort Scroll Mode .....	31
Phonebook Key Word Search Mode .....	32
To Dial Dual Numbers .....	33
To Review Long Numbers .....	33
To Review Long Names .....	33
Prepending Dialing .....	33
<b>Phonebook Edit</b> .....	<b>34</b>
To Modify Numbers and Names .....	34
To Move Numbers and Names .....	35
To Change Priority of Dual Numbers .....	36
To Erase Numbers and Names .....	36
<b>Secret Memory</b> .....	<b>37</b>
To Store a Secret Number .....	37
To Recall a Secret Number .....	37
<b>Link Dialing</b> .....	<b>38</b>
To Store Linked Numbers in Phonebook .....	38
To Place Calls using Linked Numbers .....	39
<b>Voice Activated Dialing (VAD)</b> .....	<b>40</b>
Voice Registration .....	40
Reviewing the Registered Name .....	41
Voice Activated Dialing .....	41
To Register a Name to a Number Stored in Memory .....	41
To Delete the Registered Name .....	42
<b>Call History</b> .....	<b>42</b>
To Review Outgoing Call History .....	43
To Review Incoming Call History .....	43
To Review Scratch Pad .....	44
To Save a Number to Phonebook .....	44
<b>WEB BROWSING</b> .....	<b>45</b>
Web Access .....	45
Browser Menu .....	45
Alpha Entry in Browser Mode .....	46
<b>MESSAGING FEATURES</b> .....	<b>47</b>
<b>Voice Mail</b> .....	<b>47</b>
Voice Mail Notification .....	47
To Display the Number of Voice Mail Messages .....	48
Voice Mail Dialing .....	48
<b>Text Messages (Short Message Service)</b> .....	<b>49</b>
To Review a Text Message .....	50
<b>FUNCTION MENU</b> .....	<b>51</b>
<b>To Access Function Menu</b> .....	<b>51</b>
Function Menu Tree .....	52
<b>Lock Features</b> .....	<b>53</b>
Security Code and Unlock Code .....	53
Keypad Lock (F11) .....	53
Phone Lock (F12) .....	54
Automatic Phone Lock (F13) .....	54
To Unlock the Phone .....	54
To Change the Unlock Code (F14) .....	54
<b>Display Features</b> .....	<b>55</b>
Own Telephone Number Display (F21) .....	55
Backlight Control (Standby) (F22-1) .....	55
Backlight Control (In-Use) (F22-2) .....	56
Auto Hyphenation (F23) .....	56
SMS Text Lines Selection (F24) .....	56
Contrast Control (F25) .....	56
Software Version Review (F26) .....	57
Last Rescan SID Indicator (F27) .....	57
PRL ID Review (F28) .....	57
<b>Volume and Tone Controls</b> .....	<b>57</b>
Alert Tone Volume Control (F31) .....	57
Ring Type Selection (F32) .....	58
Key Tone Volume Control (F33) .....	58
To Mute a Phone Conversation (F34) .....	58
Sending DTMF (F35) .....	58
Setting Tones (F36) .....	59
Key Tone Length (F36-1) .....	59
Single Alert Beep Tone (F36-2) .....	59





Voice Mail Alert (F36-3) .....	59
Text Message Alert (F36-4) .....	60
Caller ID Alert (F36-5) .....	60
Service Mode Alert (F36-6) .....	60
Voice Privacy Alert (F36-7) .....	60
One Minute Beep Tone (F36-8) .....	61
Low Battery Alarm (F36-9) .....	61
<b>Call Timers .....</b>	<b>61</b>
Last Call Timer (F41-1) .....	61
Outgoing Call Timer (F41-2) .....	61
All Calls Timer (F41-3) .....	62
Lifetime Timer (F41-4) .....	62
Web Total Timer (F41-5) .....	62
Clock Indicator (F42) .....	62
Clock Adjustment (F43) .....	62
Clock Alarm (F44) .....	63
Countdown Timer (F45) .....	64
<b>System Features .....</b>	<b>65</b>
A/B System Selection (F51) .....	65
Enhanced Roaming .....	65
NAM Selection (F52) .....	66
Force Analog Call (F53) .....	66
System Settings (F54) .....	67
NAM Name Display (F54-1) .....	67
Automatic NAM (F54-2) .....	67
Automatic Retry (F54-3) .....	67
Enhanced Voice Privacy Service (F54-4) .....	68
Anti Fraud Security Features .....	68
To Place a Call with the Manual PIN Entry .....	69
To Place a Call with the Automatic PIN Feature .....	69
To Place a Call to Voice Mail using the Automatic PIN Feature .....	69
To Turn the Automatic PIN Feature On/Off (F54-5) .....	69
To Program or Change your Automatic PIN (F54-6) ...	70
<b>Security Features .....</b>	<b>70</b>
Call Restriction (F61) .....	70
To Change Emergency Numbers (F62) .....	70
To Turn On/Off One Touch Emergency Call Feature (F63) .....	71
To Change the Security Code (F64) .....	71
Reset Functions (F65) .....	71
Call Timer Reset (F65-1) .....	71
Phonebook All Clear (F65-2) .....	72
Call History All Clear (F65-3) .....	72
Text Message & Voice Mail All Clear (F65-4) .....	72
Function Reset (F65-5) .....	72
<b>Data Communications .....</b>	<b>72</b>
Data/Fax Mode (F71) .....	72
Web Browser Setup (F72) .....	73
Web Lock (F72-1) .....	73
Web Backlight (F72-2) .....	73
Web Idle Timer (F72-3) .....	74
Web Link IP Addresses (F72-4) (F72-5) .....	74
Web User Name (F72-6) .....	74
Web Password (F72-7) .....	74
Web Link Change (F72-8) .....	74
Web Browser (F73) .....	75
<b>Vibrator Alert .....</b>	<b>75</b>
<b>Other Functions .....</b>	<b>75</b>
Quick Dialing (F01) .....	75
Automatic Answering (F02) .....	75
<b>Function Reset Status .....</b>	<b>76</b>
<b>INDEX .....</b>	<b>79</b>
<b>WARNING .....</b>	<b>80</b>
<b>12 MONTH LIMITED WARRANTY .....</b>	<b>81</b>
<b>Quick Reference .....</b>	<b>83</b>
<b>ACCESSORIES .....</b>	<b>85</b>



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## **AUDIOVOX CDM-9000**



### **Tri-Mode CDMA/AMPS Handheld Portable Cellular Telephone**

In today's fast paced world, it has become a necessity to have access to real-time information. Your communications tools must provide you with this access from anywhere and at anytime. With that in mind, Audiovox developed the CDM-9000, our first Tri-Mode Web Browsing wireless telephone.

The CDM-9000 features 800 MHz Amps/CDMA and 1900 MHz CDMA Tri-Mode operation for enhanced nationwide service coverage. The digital phone features two easy to use soft keys that make surfing the web a breeze. The CDM-9000 also boasts a vibrating alert, voice recognition, and data capabilities. In addition, the phone features an enhanced phone book with 99 Alpha/198 Numeric memory locations, one touch emergency dialing, 15 distinctive ringer options, and menu driven operation. And with a Lithium Ion battery providing you with over 3 hours of talk time and 7 days of standby time, you'll have plenty of opportunity to use all of these advanced features.

The CDM-9000 cellular telephone has several optional accessories available, including: leather carrying case, extended Lithium Ion battery, cigarette lighter plug-in charger, desktop holder, AC adapter, Handsfree car kit and an earphone microphone and data cable.

And, of course, your new CDM-9000 digital handset provides you with something only an Audiovox phone can: the proven reliability that has made us one of the leading wireless handset providers.

Please take a few moments to read the following pages of the user's operation manual. It will help you make the most efficient use of this valuable communications tool.





## ***SAFETY INFORMATION FOR WIRELESS HANDHELD PHONES***

**Read this information before using your handheld portable Cellular Telephone.**

### **EXPOSURE TO RADIO FREQUENCY SIGNALS**

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

In August, 1996, the Federal Communications Commission (FCC) adopted RF exposure guidelines with safety levels for handheld wireless phones. Those guidelines are consistent with the safety standards previously set by both U.S. and international standards bodies:

- ANSI C95.1 (1992)
- NCRP Report 88 (1986)
- ICNIRP (1996)

Those standards were based on comprehensive and periodic evaluations of the relevant scientific literature. For example, over 120 scientists, engineers, and physicians from universities, government health agencies, and industry reviewed the available body of research to develop the ANSI Standard (C95.1). The design of your phone complies with the FCC guidelines (and those standards).

### **ANTENNA CARE**

Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the phone and may 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.

- The meanings of the acronyms are:
  - ANSI** : American National Standards Institute
  - NCRP** : National Council on Radiation Protection and Measurements
  - ICNIRP**: International Commission on Nonionizing Radiation Protection





### **Tips on Efficient Operation:**

For your phone to operate most efficiently:

- Extend your antenna fully.
- 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 a higher power level than otherwise needed.



### **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 safely is your first responsibility.
- Use handsfree 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 (6") 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 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 service provider [or call the customer service line 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.

### **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 notices so require.

### **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 areas posted "Turn off two-way radio". Obey all signs and instructions.

### **POTENTIALLY EXPLOSIVE ATMOSPHERES**

Turn your phone OFF when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks 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 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.







## **PRECAUTIONS**

Your Handheld Portable Telephone is a high quality piece of equipment. Before operating the equipment, read all instructions and cautionary markings on (1) AC Adapter, (2) Battery and (3) Product using Battery.

1. **DO NOT use this equipment in an extreme environment where high temperature or high humidity exists.**
2. **DO NOT abuse the equipment. Avoid striking, shaking or shocking. When not using the unit, lay down the unit to avoid possible damage due to instability.**
3. **DO NOT expose this equipment to rain or spilled beverages.**
4. **DO NOT use unauthorized accessories.**
5. **DO NOT disassemble the phone or its accessories; If service or repair is required, return the unit to an authorized Audiovox cellular service center. If the unit is disassembled, the risk of electric shock or fire may result.**
6. **To prevent injury or burns, DO NOT allow metal objects to contact or short circuit the battery terminals.**
7. **DO NOT open the battery case. If the battery is accidentally broken, avoid skin contact with the internal chemical contents. If there is skin contact, wash the affected area immediately and seek medical advice.**
8. **DO NOT put the battery close to, nor dispose it into fire.**
9. **The product that you have purchased contains a rechargeable Battery. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this Battery into the municipal waste stream. Check with your local solid waste officials for proper disposal procedures in your area.**





## SYSTEM CONFIGURATION

System configuration and the equipment list are as shown below.



### List of Equipment

No.	Name of the Equipment
①	Handheld Portable Telephone
②	Slim Lithium Ion Battery Pack (BTR-4000)
③	Desktop Holder (DTH-4000)
④	AC Adapter (CNR-4000)
⑤	Wrist Strap

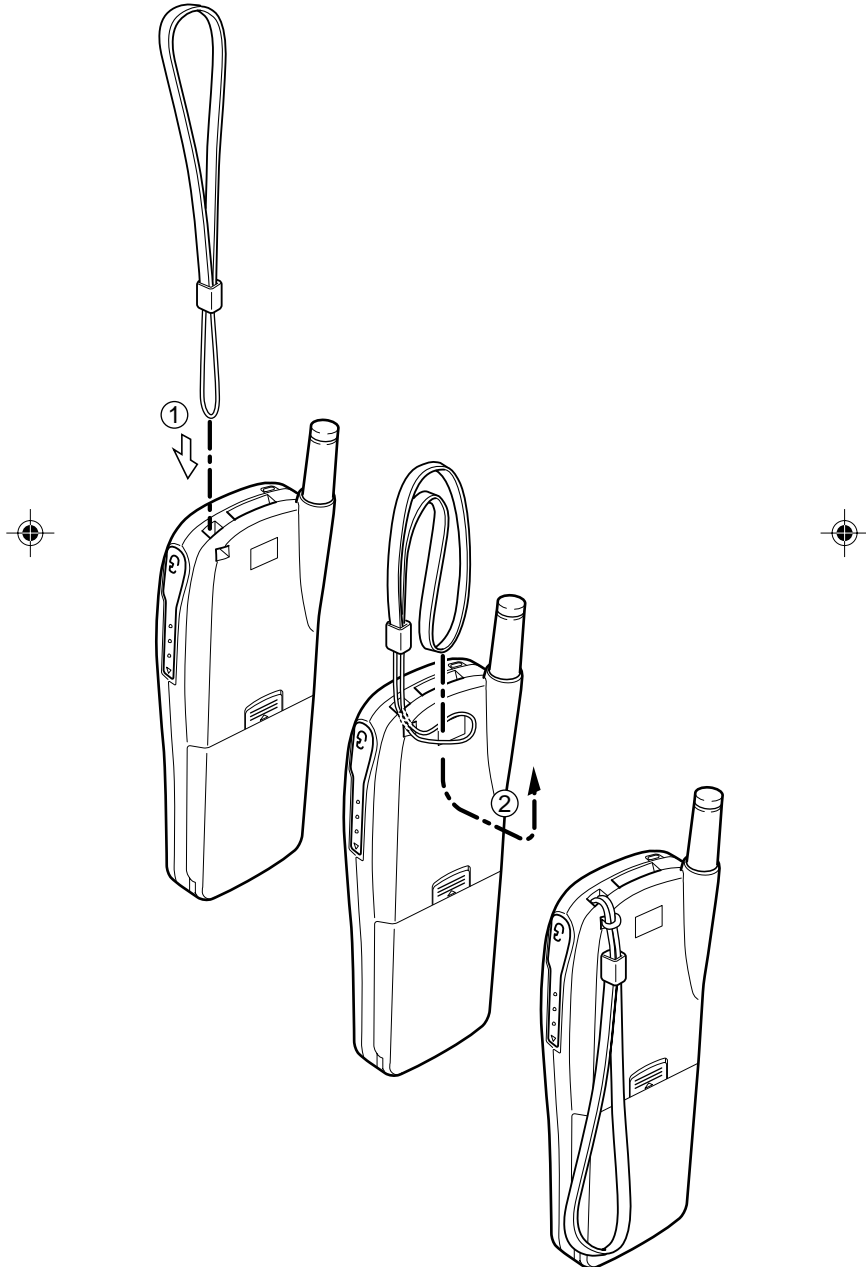




## **WRIST STRAP ATTACHMENT**

Attach the wrist strap to the phone through the strap hole as shown below ① .

Then put the long loop through the smaller loop as shown below ② .

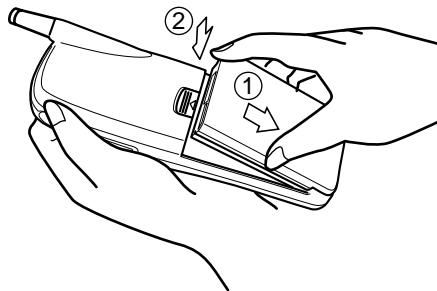




## **BATTERY INSTALLATION AND RECHARGING**

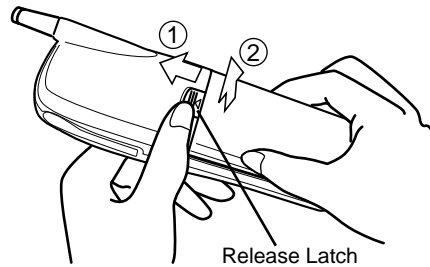
### **To Attach the Battery Pack**

- ① Insert the hook at the end of the Battery Pack into the slot at the end of the phone.
- ② Press the Battery Pack down to lock the Battery Pack onto the phone.



### **To Detach the Battery Pack**

- ① Slide back the Release Latch as shown below.
- ② Lift up to remove the Battery Pack from the phone gently.



### **To Recharge Battery**

Your CDM-9000 has a built-in charger function. To recharge the Battery Pack, always install the Battery Pack to the Phone.

1. Attach the Battery Pack to the Phone.
2. Insert the DC plug of the AC Adapter (CNR-4000) to the Desktop Holder (DTH-4000). Plug the AC Adapter to AC outlet.
3. Place the Phone with Battery Pack into the Desktop Holder.





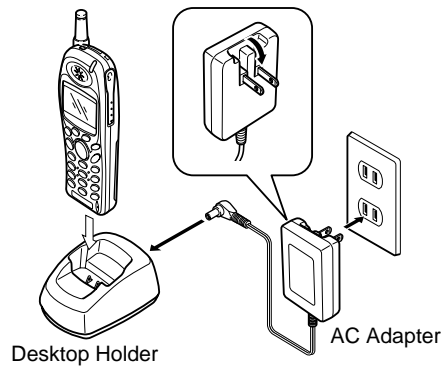
4. Then the recharging starts. The display indicates **“now charging”** with animation. You can see a battery level indicator scrolling at the upper-right of the display.



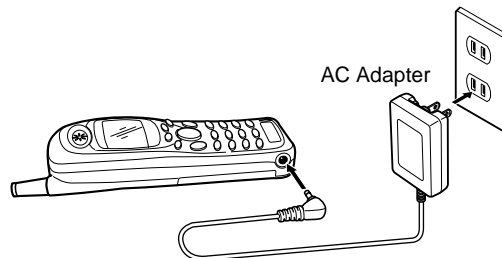
- 5. For complete recharging, it is recommended that the phone is turned off during recharging.
- 6. When the recharging is completed, the display indicates **“fully charged”**.
- 7. It is normal that Battery Pack may become a little warmer during recharging.

The recharging time, from empty to full, depends on the environmental temperature, 0 to +35°C.

Battery Type	Recharging Time
Slim Lithium Ion (BTR-4000)	1.5 to 2 h
Extended Lithium Ion (BTE-4000)	2.5 to 3.5 h



Alternatively you can recharge the Phone using AC Adapter as illustrated below.



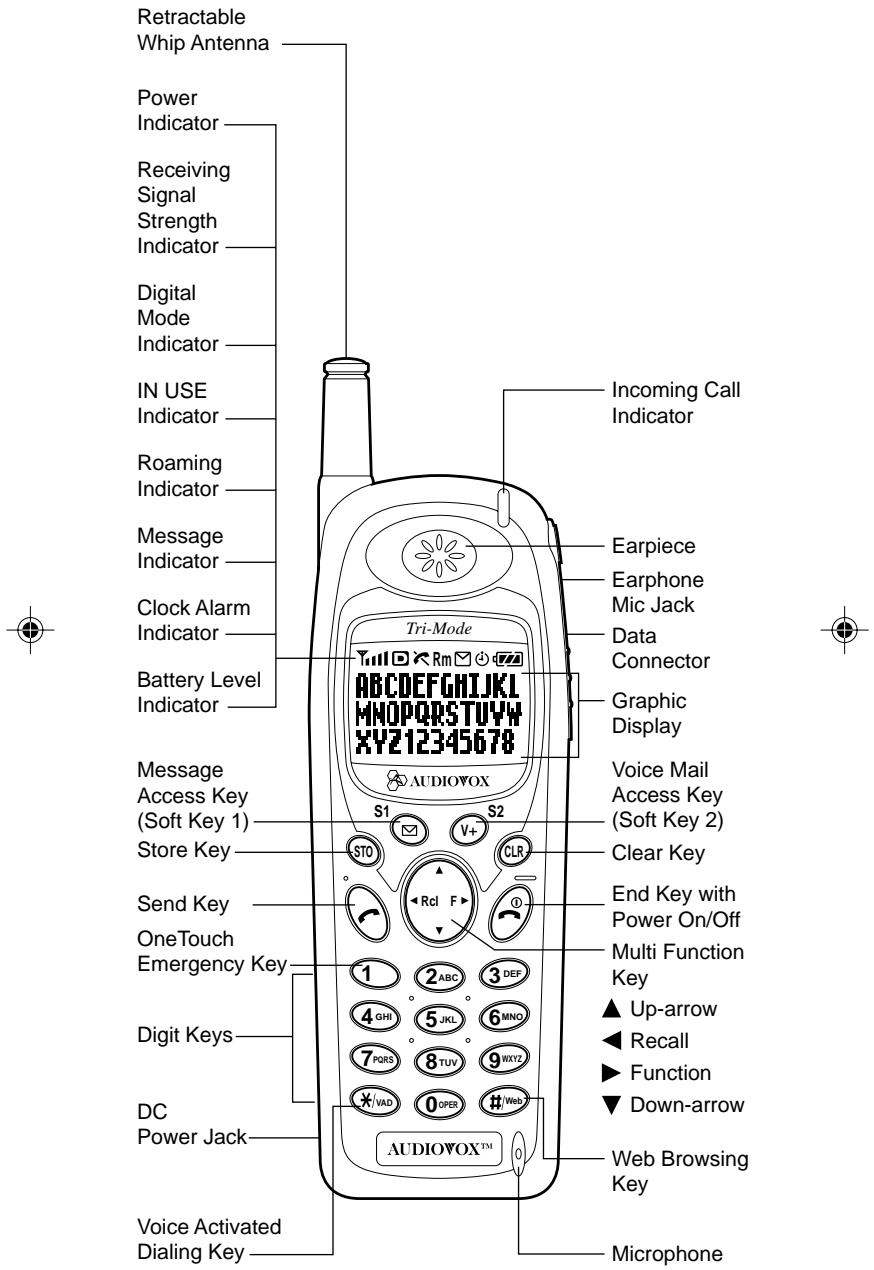
**Note:** Do not feed the power to the Phone without Battery Pack.






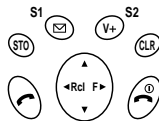









# FUNCTIONS

## External View











## Function of Keys

Key- Board Arrangement	<b>Digit Keys</b>  To enter Telephone Numbers, Names or special characters (* or #). 1 is also used for OneTouch Emergency feature.	
	<b>Function Keys</b> 	
		SEND key. To originate or receive a Call.
		END key. To terminate a Call and to turn the phone ON/OFF.
		To recall phone numbers from memory. Also used as Left-arrow key.
		To be used with other keys to activate various special features. Also used as Right-arrow key.
		To control Earpiece audio level, Alert Tone and Key Tone. Also used as Up/Down-arrow keys.
		To store phone numbers in memory.
		To clear digits from the display or from a memory location.
		To review Text Messages or to learn how many Voice Messages are in your Voice Mailbox. Also used as Soft key 1.
	To access your Voice Mail with only one key. Also used as Soft key 2.	



## LCD Display Indication




Items	Descriptions
	Receiving Signal Strength Indicator. The number of lines indicates the received Signal Strength, and $\Upsilon$ is also used as a POWER ON Indicator.
	Digital Mode Indicator. To indicate the phone is operating in digital mode.
	A Call is in progress.
	The phone is out of Service Area.
<b>Rm</b>	The phone is out of the Home-Area.
	Message Indicator. To indicate that Text Messages are stored in memory or Voice Messages are in your Voice Mailbox.
	Shows that Clock alarm or count down timer is set up.
	Battery Level Indicator. Monitors the battery charge condition.
<b>ABCDEFGHIJKL MNOPQRSTUW XYZ12345678</b>	Graphic full-dot matrix display with flexible font size in 2 to 4 lines.





# GETTING STARTED


## Turning the Phone On/Off

Press and hold . All the indicators and the digit display will light momentarily, and a tone will be heard. The indicator  will stay while the phone is turned on. To turn the phone off, press and hold .

## Antenna Position

The antenna can be used in its fully extended or fully retracted position only. It is recommended that the antenna should be fully extended for optimum performance and signal strength or while operating in poor signal areas.




## Receiving Signal Strength Indicator (RSSI)

The number of lines indicates the Signal Strength in your area. Four lines show the maximum level. The display will vary as you move with the phone. If the signal is not strong enough to place a call,  will appear on the LCD display.



## Battery Level Indicator

You can always monitor the battery charge condition with the constant battery level indicator. The number of blocks indicates the battery conditions as follows:

-  Full charge
-  Low charge
-  Flashing indicates discharged.



## Power Management

Battery	Mode	Talk Time up to	Standby Time up to
Slim Battery (BTR-4000)	Digital		
	Analog		
Extended (BTE-4000)	Digital		
	Analog		

The operating times are approximate values and may vary depending on network configuration and handset usage.





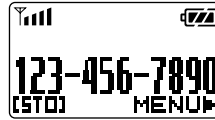




## BASIC OPERATION

### Placing Calls

#### To Place a Call


1. Enter the phone number.  
(A maximum of 32 digits will be displayed.)




2. Press .  
The  indicator will light.



- **To Correct a Number**

Press  to clear the last digit.

Press and hold  to erase all the digits entered.




- **If the Call Fails to Go Through**

Press , and  to redial the number.

#### To Terminate a Call




Press . The  indicator will go out.

#### Last Number Redial

Press   to recall the last number you dialed, then press .



See **Call History** on page 42 for details.

#### To Dial the Last Number Received

Press   to dial the last number with Caller ID you received, then press .



See **Call History** on page 42 for details.



#### Phonebook Dialing

Press  and enter an address (01 to 99) to recall a number from your phonebook, then press .

See **Phonebook Recall** on page 31 for details.

#### To Mute a Phone Conversation


Press   to mute your conversation at any time during a call. "Mute" will be displayed.



To return to normal conversation, press   again.





## Speed Dialing




If you know the phonebook address of the telephone number that you want to call, you may place a call without using .


1. Enter the one or two digits of your Phonebook address (1 ~ 9 or 10 ~ 99).
2. Press . The phone number will be displayed. The  indicator will light, and the call will be placed.

**Note:** If two telephone numbers are stored in the address, the Primary Number will be dialed.

## Quick Dialing

When this feature is on, the Primary number in your Phonebook address 02 to 09 can be dialed with just one push of the key. See **Quick Dialing (F01)** on page 75 to turn this feature on/off.






1. Press a digit key ( to ) for more than one second.
2. The number in your phonebook is automatically dialed. The phone number will be displayed. The  indicator will light.

**Note:** The key  is not for Quick Dialing, but for **One Touch Emergency Call**, page 19.

## Emergency Call

This feature permits you to place an emergency call even if your telephone is in “Phone Lock”, “Keypad Lock” or “Restrict” mode. Up to 3 numbers can be programmed as Emergency numbers. The emergency numbers “911” and “\*911” are already preprogrammed. See **To Change Emergency Numbers (F62)** on page 70.

**Example:** To Call 911 in “Phone Lock” or “Keypad Lock” mode.

1. Enter   . The “911” will not be displayed, but “Phone Lock” or “Keypad Lock” will be displayed.
2. Press .  
The “911” will be displayed.  
The  indicator will light, and the call will be placed.








## OneTouch Emergency Call

This feature permits you to dial an emergency number by a single key stroke, even in the “**Phone Lock**” or “**Restrict**” mode. This feature can be turned off to prevent unintentional calls to the emergency number.

See **To Turn On/Off OneTouch Emergency Call Feature (F63)** on page 71.

1. Press and hold  for more than 2 seconds. The number in emergency memory location “1” will be dialed.
2. Then the  indicator will light, and the call will be placed. (The factory preset number is “911”.)

**Note:** This feature cannot be used if the Keypad Lock is on. You need to dial all the digits and .



## Emergency Call Mode

When you dial one of the 3 pre-programmed emergency numbers, your phone will enter the **Emergency Call Mode**. In this mode, the phone will attempt to complete the emergency call using any available cellular system from which it can obtain service.



After it places an emergency call, the phone will stay in the **Emergency Call Mode**, and will display “**Emergency Call Mode, END to exit**”. In the **Emergency Call Mode**, the phone will attempt to continue to receive service from the Cellular system that it used to complete the call. The phone will automatically exit the **Emergency Call Mode** after 5 minutes or after you press END.

## Receiving Calls

### To Receive a Call

When the telephone rings, press  to answer the call. The  indicator will light.

### Any Key Answering

This feature permits you to answer an incoming call by pressing any key on the keypad except  and .





## Caller ID with Name

This feature allows you to preview in your display the number and name of the party calling you before you answer the call. The name is as you programmed it in your phonebook.

1. When the phone rings, the Calling Number appears in the display.
2. The last 10 Caller IDs are stored in the memory for your review and redial. See **Call History** on page 42 for details.



**Note:** “*Number Restricted*” or “*Number Unavailable*” is displayed when the Caller ID is restricted or not available.

## Automatic Calls-in-Absence Indicator

This feature indicates the number of unanswered incoming calls. If incoming calls are not answered, the LCD display will indicate “**Called XX**”. “**XX**” is the number of calls (01 to 99) missed. Depressing any key will clear the display.



## Ring Tone with Melody

The CDM-9000 offers you 15 styles of ringer tones and melodies for alerting incoming calls. Ringer volume can also be adjusted. See **Ring Type Selection (F32)** on page 58 and **Alert Tone Volume Control (F31)** on page 57 for setting. See also **Vibrator Alert (F8)** on page 75.

## Distinctive Ringing (Audible Caller ID)

You may program different ringer styles for different phonebook addresses. See **To Store a Ring Type with the Phone Number** on page 29 for setting.

## During Calls

### To Adjust the Earpiece Volume

Simply press  or  to adjust Earpiece Volume during a call.




### Scratch Pad Dialing

If you enter a telephone number during a call, the number will be stored in the Scratch Pad memory.





After terminating the call, the number you entered can be dialed by .



**Note:** You can deactivate “**Sending DTMF**” so that keypad tones will not be transmitted to the calling party. See **Sending DTMF (F35)** on page 58.

### Automatic Talk Timer

The talk time of the current call will be automatically displayed. For example, “1h23m45s”.



### Call Waiting

Your service provider may provide Call Waiting service. When you are on a call, you may hear beep tone alerting you of another incoming call. Your phone displays “**New Caller**” and the new caller’s ID with the name. The name is as you programmed it in your phonebook.

1. Press  to answer the new call.
2. Press  again to switch between the two calls.

### Three-Way Calling

Your service provider may provide Three-Way Calling service. When a call is already in progress, you may call the third party.

1. Enter a number and press  to call the third party.
  2. Press  again to connect all three parties.
- Ask your service provider for the detailed information.

## Standby

### Clock Indicator

Date and Time are automatically displayed, if this feature is enabled. See **Clock Indicator (F42)** on page 62 to turn this feature on/off.

### Clock Alarm

This feature alert you repeatedly at the alarm time that you programmed. See **Clock Alarm (F44)** on page 63 for setting.

### Countdown Timer

This feature alerts you when the countdown timer expires. The timer can be set to 1 through 99 minutes. See **Countdown Timer (F45)** on page 64 for setting.





## End to End Signaling


To utilize certain phone services, such as accessing an alternate long distance network, signaling a pager or banking by phone etc., Touch Tone™ signaling is required. The following features will make it easy to send frequently used Touch Tone™ signals. See **Link Dialing** on page 38 for more information.

### Touch Tone™ from Display


When **Sending DTMF** (page 58) mode is on, the numbers will be sent in Touch Tone™ signals during a call as you press digit keys. When **Sending DTMF** mode is off, you can send Touch Tone™ signals in the following manner.

1. Enter the number.



2. Press  and scroll to "TONE".




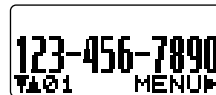
3. Press . The number in the display will be sent in Touch Tone™ signals.




### Touch Tone™ from Memory


Touch Tone™ signals can be sent from memory during a call.

1. Press , and recall the number you want to send in Touch Tone™ signals.



2. Press  and scroll to "TONE".



3. Press . The number in the display will be sent in Touch Tone™ signals.





## PHONEBOOK OPERATION

Your phone has an Enhanced Phonebook with 99 dual-number memory addresses. At each address, you can store up to two telephone numbers under one name. This feature allows you to store, under one name, a person's home and office number, office and mobile number, etc. Stored numbers can be easily recalled and dialed by pressing . Numbers can also be marked Secret for added privacy.

### Number of Digits per Phonebook Address

Address	Single Number or Dual Numbers	Linked Numbers
01 to 90	Up to 32 digits	Up to 40 digits
91 to 99	Up to 32 digits	Up to 80 digits
Note	Includes Dual Mark and Manual Hyphens	Includes Link Marks and Manual Hyphens

## Phonebook Entry

To program your phonebook, enter the information in the following order. You may skip "Name", "Option" and/or "Voice".

Number Name Option Address Voice

### To Store a Number without Name

1. Press , then enter the phone number.
2. Press , then enter the desired memory address (01 through 99).

**Example:** To store the phone number 1 2 3 4 5 6 7 8 9 0 in address 07.

1. Press .
2. Enter .
3. Press .
4. Enter and press .





## Overwrite Warning

When you attempt to store a number in an address where another number has been already stored, you will have “**OVERWRITE**” warning.

**Example:** To store the number 9 8 7 6 5 4 3 2 1 0 in the address 07, where another number 1 2 3 4 5 6 7 8 9 0 is already stored.

1. Press **CLR** .

2. Enter **9** **8** **7** **6** **5** **4** **3** **2** **1** **0** .



3. Press **STO** **STO** .

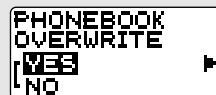


4. Enter **0** **7** .

The already stored number is displayed momentarily.



5. Two seconds later.



6. If you accept to overwrite, scroll to “**YES**” and press **F2** **↓** **F2** .

7. If you do not want to overwrite, scroll to “**NO**” and press **F2** . The screen returns to the step 3 again.



## Auto Hyphenation

With this feature on, hyphens are automatically inserted when you enter telephone numbers and when you recall the numbers from the Phonebook. See **Auto Hyphenation (F23)** on page 56 to activate or deactivate this feature.

Length of Number	Display Example
10 digits or less	123-456-7890
11 to 21 digits	1-234-567-89012
22 digits or more	No hyphens

**Note:** When you manually insert hyphens, the “**Auto Hyphenation**” feature will not work for that particular number.







## Manual Hyphenation

You can manually insert a hyphen at any place when you enter a telephone number. The maximum number is 32 digits long including hyphens.

**Example:** To insert a hyphen in the number 1 2 3 4 5 6 7 to display it as 123-4567.

1. Press **(CLR)**.
2. Enter **(1)** **(2ABC)** **(3DEF)**.



3. Press **(F>)** and scroll to "HYPHEN".



4. Press **(F>)**.



5. Enter **(4GHI)** **(5JKL)** **(6MNO)** **(7PQRS)**.



## Automatic Storing into Phonebook

This feature allows convenient automatic storing into a vacant phonebook address.

The number will be stored in the first available memory address which will be indicated in the display. This feature can prevent the possible overwriting of a previously stored number.

1. Enter the phone number.
2. Press **(STO)** **(STO)** **(STO)**.

**Example:** To store the phone number 1 2 3 4 5 6 7 8 9 0 into a vacant memory address 04.

1. Press **(CLR)**.
2. Enter **(1)** **(2ABC)** **(3DEF)** **(4GHI)** **(5JKL)** **(6MNO)** **(7PQRS)** **(8TUV)** **(9WXYZ)** **(0OPER)**.



3. Press **(STO)** **(STO)**.



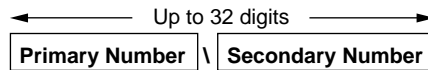


4. Press **(STO)** **(v)** **(F>)** .

#04 Stored  
94 Empty  
5 Used

## To Store Dual Numbers in Phonebook

You can store Dual Numbers with Dual Mark “\” up to 32 digits for all the address 01 to 99 in the phonebook.



To store two telephone numbers in one phonebook address, enter the first number, select the Dual Mark “\” by using Menu, then enter the second number.

**Example:** To store the primary number 1 2 3 4 5 6  
7 8 9 0 and the secondary number 9 8 7  
6 5 4 3 2 1 0 in address 08.

1. Press **(CLR)** .

2. Enter **(1)** **(2ABC)** **(3DEF)** **(4GHI)**  
**(5JKL)** **(6MNO)** **(7PQRS)** **(8TUV)** **(9WXYZ)**  
**(0OPER)** .

123-456-7890  
[STO] MENU▶

3. Press **(F>)** and scroll to  
“DUAL MARK”.

MENU  
LINK MARK  
DUAL MARK ▶  
HYPHEN

4. Press **(F>)** .  
The Dual Mark “\” is inserted.

1  
23-456-7890\  
[STO] MENU▶

5. Enter **(9WXYZ)** **(8TUV)** **(7PQRS)** **(6MNO)**  
**(5JKL)** **(4GHI)** **(3DEF)** **(2ABC)** **(1)**  
**(0OPER)** .

987-654-3210  
[STO] MENU▶

6. Press **(STO)** **(STO)** .

Address: \_  
Auto:05  
[STO] OPTION▶

7. Enter **(0OPER)** **(8TUV)** and press  
**(v)** **(F>)** .

#08 Stored  
93 Empty  
6 Used

**Note:** You can add a second number after storing a first number. See **To Enter a Second Number** on page 34.





## To Store a Name with the Phone Number

To use this procedure, you will need to refer to “Alpha Mode” below.

1. Enter the phone number.
2. Press **(STO)** to select the Alpha Mode.
3. Enter the name.
4. Press **(STO)** , then enter the memory address (01 through 99) to store the number with the name into memory.

**Example:** To store the phone number 1 2 3 4 5 6 7 8 9 0 with the name Mr. JACKSON into memory address 11.

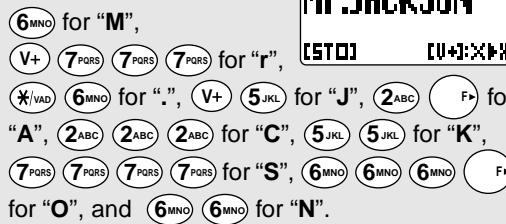
1. Enter the phone number;



2. Set Alpha Mode; **(STO)**



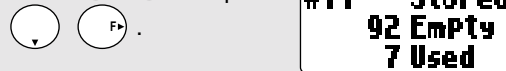
3. Enter the Name;



4. Press **(STO)** .



5. Enter **(1)** **(1)** and press



## Alpha Mode

You can add an identifying name (“Alpha Tag” up to 2 lines or 20 to 24 characters) to the phone numbers at each phonebook address.

### To Enter Names using Alpha (Letters)

1. Press **(CLR)** , then enter the phone number.
2. Press **(STO)** .





3. Press digit key repeatedly to display the letter that you want. The following table shows which character is assigned with each digit key. For example, to enter the letter "D", press **3<sup>DEF</sup>** once. For the letter "F", press **3<sup>DEF</sup>** 3 times.

**Assigned Alpha Characters**

Key	1 press	2 press	3 press	4 press	5 press
1	Blank	1			
2 ABC	A / a	B / b	C / c	2	
3 DEF	D / d	E / e	F / f	3	
4 GHI	G / g	H / h	I / i	4	
5 JKL	J / j	K / k	L / l	5	
6 MNO	M / m	N / n	O / o	6	
7 PQRS	P / p	Q / q	R / r	S / s	7
8 TUV	T / t	U / u	V / v	8	
9 WXYZ	W / w	X / x	Y / y	Z / z	9
0 OPER	0				

4. To change from upper to lower case characters or vice versa, press **V+** during entry of Alpha.
5. To enter special characters, press **\*<sup>VAD</sup>** or **#<sup>Web</sup>** and a digit key to select characters from the table below.



**Assigned Special Characters**

<b>*<sup>VAD</sup></b>					<b>#<sup>Web</sup></b>						
1	!	2	?	3	_	1	(	2	)	3	:
4	+	5	-	6	.	4	<	5	>	6	&
7	*	8	/	9	=	7	"	8	'	9	#

6. If you make a mistake, press **CLR** to erase the last character. Press and hold **CLR** to erase all the characters on the display.
7. Press **→** to move the cursor, which inserts a blank space after the last character.
8. Press **←Rcd** to move the cursor back to insert new characters.
9. To exit the Alpha Mode, press **ⓞ**.

**Note:** You must enter the phone number first, then add the name. Entering a number after the name will erase the name.





## To Store a Ring Type with the Phone Number (Distinctive Ringing)

You can choose one of 15 ring types for each phonebook address. With this feature, you will be able to distinguish who is calling by hearing the ringing tone. The ring type is selected while storing the number when the word "OPTION" appears.

**Example:** To store a number with Ring Type #02 in the address 12.

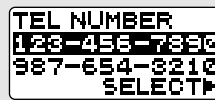
1. Enter the phone number, and press **(STO)** **(STO)** .



2. Press **(F>)** and scroll to "RING TYPE".



3. Press **(F>)** and scroll to one of the numbers, which you want to set.



4. Press **(F>)** and scroll to sample the different ring types.



5. Press **(F>)** to set the new ring type.



6. Enter **(1)** **(2<sup>ABC</sup>)** and press




- Notes:**
1. If you have one number only, the step 3 is skipped.
  2. The "COMMON" shown in the step 4 is the ring type you selected with the Function Menu. See **Ring Type Selection (F32)** on page 58.





## Recall Menu

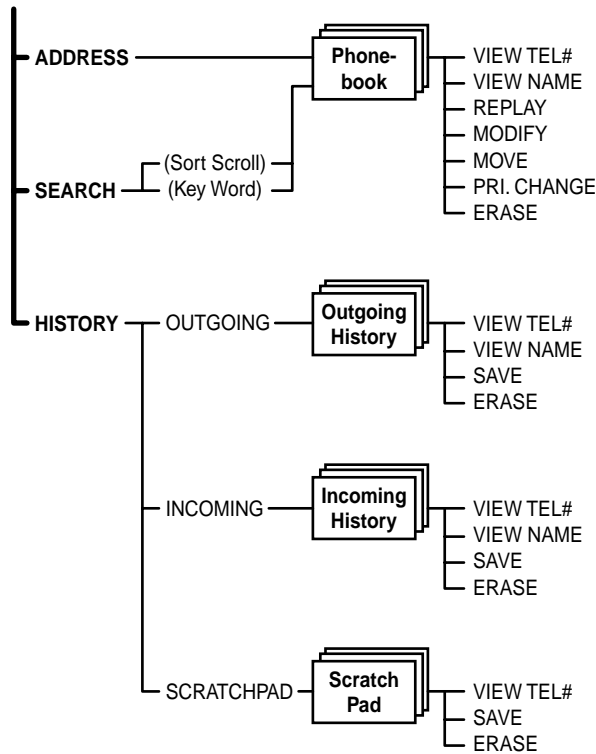
Press  key. The following "RECALL" menu will prompt you to recall the number from the memory.



- "ADDRESS": Phonebook Address Mode
- "SEARCH": Phonebook Sort Scroll Mode or Phonebook Key Word Search Mode
- "HISTORY": Call History Mode

### Recall Menu Tree

Main Menu ..... Sub-menu



- Notes:**
1. The submenu "PRI.CHANGE" will be available only when two telephone numbers are stored in that address.
  2. The submenu "REPLAY" will be available only when your voice is stored in that address.





## Phonebook Recall

To recall the numbers stored in your phonebook, you have three methods: Address Mode, Sort Scroll Mode and Key Word Search Mode.

### Phonebook Address Mode

This mode is useful in finding a phone number by recalling a specific address or by scrolling the Phonebook.

1. Press .
2. Enter the two-digit Memory Address.
3. Press or to scroll.



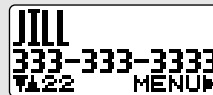
**Note:** The scroll feature will skip any vacant memory address(es).

### Phonebook Sort Scroll Mode

This mode sorts and displays, in alphabetical order, telephone numbers stored with "Alpha Tags" (Names). Blank digits on top will be disregarded for scroll.

**Example:** To display the numbers stored in the memory alphabetically from "J".

1. Press .
2. Press for "J".
3. Press .
4. Press .
5. Press .



**Note:** When the Alpha Tag is 2 lines long, only the Alpha Tag is displayed without the telephone number. However, a call can still be made by simply pressing .





## Phonebook Key Word Search Mode

This mode searches and displays the character string of Alpha Tags stored in the Phonebook. Any part of the Alpha Tag can be used for the search.

**Example:** To search the character string AN stored in the Phonebook.

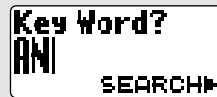
1. Press .



2. Press for "A".



3. Press for "N".



4. Press .



5. Press .



6. Press .



7. Press .



8. Press .



**Notes:** 1. The key word can be searched regardless of upper or lower case letters.


2. When the Alpha Tag is 2 lines long, only the Alpha Tag is displayed without the telephone number. However, a call can be made by simply pressing .






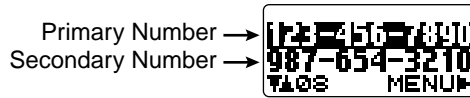




## To Dial Dual Numbers


After the number is recalled in the display, it can be easily called by pressing .

- To dial the primary number, just press .
- To dial the secondary number, press  .





## To Review Long Numbers

This feature allows you to review all the digits of very long numbers or numbers stored with Alpha Tags.

1. Use any of the previously described Phonebook search modes to recall a number.
2. Press  and scroll to "VIEW TEL#", and the entire digits of the number will be displayed.

## To Review Long Names

This feature allows you to review whole Alpha Name Tag stored with dual numbers.

1. Use any of the previously described Phonebook search modes to recall a number.
2. Press  and scroll to "VIEW NAME". Press  again, and all the characters of the Name will be displayed.

## Prepending Dialing

This feature will be convenient when you need to add an area code to the number in the phonebook.


**Example:** To add 1 2 3 to a number 4 5 6 7 8 9 0.

1. Recall the number.



2. Enter   .



3. Press . Then the call is placed to 123-4567890.

**Note:** The added digits will not be stored in the phonebook memory.





## Phonebook Edit

This section guides you how to modify, move, change priority and erase the phonebook contents.

### To Modify Numbers and Names

You can modify any of the phonebook contents you have stored, including Phone Numbers, Names, Ring Type, Secret and Address.

#### To Modify Phone Numbers

Recall the number from the phonebook.

Press **F>** to select "MENU", then scroll to "MODIFY" and press **F>**. Enter the new digit(s) and delete the old digit(s) by pressing **CLR**. To move the cursor, press **←** to left, **→** to right.

#### To Modify Alpha Name Tag

Recall the number and proceed to "MODIFY" as above. Press **STO**, and the Name Tag will appear by itself. Press **CLR** to clear the letter(s), and enter the new Name.

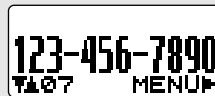
#### To Modify Address

After you modified number/name, just press **STO** without entering new address, and the current phonebook address will be overwritten. If you enter a new address, and press **STO**, the modified number/name will be copied to the new address, while the original address will remain unchanged.

#### To Enter a Second Number

**Example:** To add the secondary number 9 8 7 6 5 4 3 2 1 0 in the address 07.

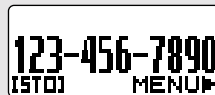
1. Recall the number stored in the memory address 07.



2. Press **F>** and scroll to "MODIFY".



3. Press **F>**.



4. Press **F>** and scroll to "DUAL MARK".

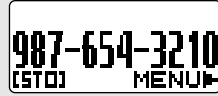




5. Press .  
The Dual Mark “\” is inserted.



6. Enter .



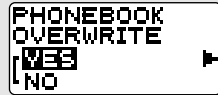
7. Press .



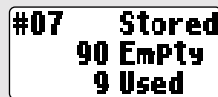
8. Press .  
The original number is displayed momentarily.



9. Two seconds later.



10. Press to store in the original address.



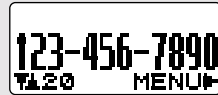
## To Move Numbers and Names

You can move the phonebook contents to a new address. The original address will then be erased.



**Example:** To move the number 1 2 3 4 5 6 7 8 9 0 from the address 20 to 15.

1. Recall the number stored in the address 20.



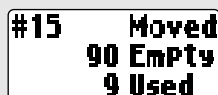
2. Press and scroll to “MOVE”.



3. Press .



4. Enter as a new address.



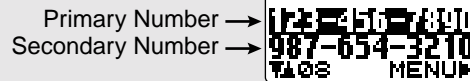


## To Change Priority of Dual Numbers

You can interchange the primary and the secondary numbers in a phonebook address. The submenu "PRI.CHANGE" will only be available when two telephone numbers are stored in that address.

### Example:

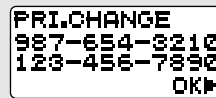
1. Recall the number.



2. Press and scroll to "PRI.CHANGE".



3. Press .  
The display shows the status after change.



4. Press to decide it.

**Note:** The primary number will be dialed when you use **Speed Dialing** and **Quick Dialing** features.

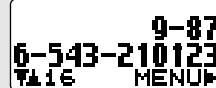


## To Erase Numbers and Names

This feature erases the number already stored in the Phonebook.

**Example:** To erase the number 9 8 7 6 5 4 3 2 1 0 1 2 3 stored in the memory address 16.

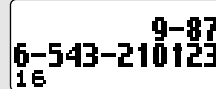
1. Recall the number stored in the memory address 16.



2. Press and scroll to "ERASE".



3. Press .  
The number is shown again.



4. Two seconds later the screen is changed.



5. To erase the number scroll to "YES", otherwise "NO", and press .





## Secret Memory

### To Store a Secret Number

This feature permits you to store a phone number that you want to keep secret in your phonebook. The secret number can be accessed only by entering the **security code** (see page 53).

**Example:** To store the phone number 1 2 3 4 5 6 7 8 9 0 in address 30 as a secret number.

1. Press **CLR**.

2. Enter **1** **2** **3** **4** **5** **6** **7** **8** **9** **0**.

123-456-7890  
[STO] MENU

3. Press **STO** **STO**.

Address: 30  
Auto: 10  
[STO] OPTION

4. Press **F>** and scroll to "SECRET".

OPTION  
RING TYPE  
SECRET

5. Press **F>**.

SET SECRET  
123-456-7890  
[STO] SET

6. Press **F>** to put a mark "✓" on the number to be secret.

SET SECRET  
✓123-456-7890  
[STO] SET

7. Press **STO**.

Address: 30  
Auto: 10  
[STO] OPTION

8. Enter **3** **0** and press **↓** **F>** to store it.

#30 Stored  
80 Empty  
19 Used

### To Recall a Secret Number

**Example:** To recall the number 1 2 3 4 5 6 7 8 9 0 stored in the address 30.

1. Use Phonebook Search Mode to recall a secret number.

SECRET  
T30 CODE





2. Press .

SECURITY  
CODE:  
  
OK

3. Enter the four-digit security code and press .

123-456-7890  
TASO MENU

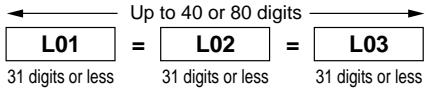
## Link Dialing

This feature permits you to link groups of numbers to be sent in sequence. The linked numbers can be stored in memory. When dialed, the first group of numbers will be sent in digital signaling, and the rest of the numbers will be sent in Touch Tone™ group by group each time you press .

### To Store Linked Numbers in Phonebook

Linked Numbers can be stored using any of the procedures described under memory operations (at a specific address, with a Name Tag, at the next vacant memory location or as secret). The only difference is, that a Link Mark “ = ” must be entered between the linked numbers. The link mark is entered using the key sequence .

You can store Linked Numbers with Link Marks “ = ” up to 40 digits for the address 01 to 90, and up to 80 digits for the address 91 to 99 in the phonebook.











The example on the next page shows how to store a Linked number at a specific memory address.

1. Enter the first number.
2. Press . A link mark “ = ” will be added at the end of the number.
3. Enter the second number. If you wish to link additional number(s), return to 2.
4. Press , then enter the memory address (01 ~ 99).





**Example:** To link 3 numbers and store in Address 35.

1. Enter **7** (PQRS) **4** (GHI) **6** (MNO) **3** (DEF) **4** (GHI) **7** (PQRS) **9** (WXYZ) .  

2. Press **F>** .  

3. Press **F>** .  

4. Enter **1** **2** (ABC) **3** (DEF) .  

5. Press **F>** .  

6. Press **F>** .  

7. Enter **1** **2** (ABC) **3** (DEF) **4** (GHI) **5** (JKL) **6** (MNO) **7** (PQRS) **8** (TUV) **9** (WXYZ) **0** (OPER) .  

8. Press **STO** **STO** **3** (DEF) **5** (JKL) **↓** **F>** .  


**Note:** While entering a linked number, you may review all the parts of that number, even those already entered.

Press **F>**, scroll to "VIEW TEL#" and press **F>**. The linked numbers you have just entered will be displayed one by one each time you press **F>**.

### To Place Calls using Linked Numbers

1. Press **Ⓜ** (Rcd), and select the linked number you want to call. (See **Phonebook Recall** on page 31.)
2. Press **☎**. Then the **☎** indicator will light as the first number is dialed.
3. Press **☎**. The second linked number will be sent in Touch Tone™ signals. Succeeding numbers can be sent sequentially by pressing **☎** again.





## Voice Activated Dialing (VAD)

With this feature, you can make a call from your phonebook by just saying the name. You can register, in your own voice, names for up to 20 numbers in your phonebook.

### Voice Registration

**Example:** Store the telephone number 1 2 3 4 5 6 7 8 9 0, and register the name "Katie".

1. Enter the telephone number (1 2 3 4 5 6 7 8 9 0).

2. Press **(STO)** **(STO)** **(STO)** .

VOICE DATA  
ENTRY  
YES  
NO

3. Press **(F2)** .

4. After you hear the voice prompt, "Name, please", speak "Katie" into the microphone of the handset. You will hear back "Katie" repeated from the handset.

Voice Dial  
Data Entry

5. After you hear the voice prompt, "Again", repeat the name "Katie". You will hear "Katie" repeated from the handset again.

6. If the registration is successful, you will hear the prompt "Entry Completed".

7. Your voice registration status is displayed.

Voice Data  
19 Empty  
1 Used

8. And your phonebook status is displayed.

#25 Stored  
89 Empty  
10 Used




- Notes:**
1. Please register names with your normal tone of voice, and in a quiet environment.
  2. For better recognition, it is recommended that very similar sounding names should not be registered.
  3. The maximum length of names that the phone will accept is 2 seconds.
  4. The same person's voice that was used to record the names must be used for dialing, otherwise the VAD feature may not work properly.







## Reviewing the Registered Name


1. Press  to recall the number from the phonebook.
2. Press  and scroll to "REPLAY".
3. Place the phone near your ear, and press .
4. You will hear the registered name.



**Note:** Addresses with voice are marked with "V".









## Voice Activated Dialing

**Example:** Dial the number by speaking "Katie".

1. Press and hold .
2. Listen to the phone say "Name, please", then speak into the microphone "Katie".
3. You will hear from the phone, "Calling Katie".
4. Katie's number in the phonebook will be automatically dialed.

**Notes:** 1. If you hear "Did you say 'Katie'?", please answer to it "Yes" or "No".  
2. When you use this feature through car kit option, it is recommended that you speak slightly louder for better recognition.

## To Register a Name to a Number Stored in Memory

1. Press  to recall the number from the phonebook.
2. Press , scroll to "MODIFY" and press  again.
3. Press   .
4. After the screen displays "PHONEBOOK OVERWRITE", press .
5. You will have on the screen "VOICE DATA ENTRY".
6. Press  and go to the step 4 of **Voice Registration** on page 40.

**Note:** In case dual numbers or linked numbers are stored in the phonebook, the primary number or the first number can be dialed using VAD.





## To Delete the Registered Name

1. Press to recall the number from the phonebook.
2. Press , scroll to "ERASE" and press again.
3. Scroll to "VOICE DATA" and press .
4. You will have on the screen "VOICE DATA ERASE". Scroll to "YES" and press .

## Call History

This feature recalls outgoing Call History and incoming Caller ID numbers. This is convenient for redialing recently called numbers or for returning missed calls by using the stored Caller ID. (See **Caller ID with Name** on page 20.)

### Call History Memories

Memory	Description
OUTGOING	Last 10 numbers you dialed. Address 01 to 10.
INCOMING	Last 10 numbers you answered or missed. Address 01 to 10.
SCRATCHPAD	Last 3 numbers you wrote during calls. Address 01 to 03.



You can access the memory in two ways, Scroll and Shortcut.

### By Scrolling

1. Press and scroll to "HISTORY".
2. Press and scroll to the menu item you want.
3. Press to select.
4. To review the numbers in memory, scroll with or .
5. After a number is displayed, it can be easily dialed, by simply pressing .





### Shortcut:

- Press to display the latest number in the outgoing history memory.
- Press to display the latest number in the incoming history memory.

## To Review Outgoing Call History

**Example:** To recall a number from Outgoing History.

1. Press .  
The most recent call is displayed.
2. Scroll with or to review other numbers.
3. You can place a call by simply pressing .

When duplicate numbers are called, only the latest call is stored in the outgoing call history memory.

## To Review Incoming Call History

**Example:** To recall a received Caller ID from Memory Stack.

1. Press .  
The most recent call is displayed.
2. Press . A time stamp is shown, if available.
3. Press .  
A name is shown, if available in your phonebook.
4. You can place a call by simply pressing .

In the incoming call history, the calls are marked with “♦” or “⊕”. Numbers with “♦” represent calls you missed, and numbers with “⊕” represent calls that you answered. When duplicate numbers are received, only the latest call is stored in the incoming call history memory.

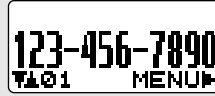




## To Review Scratch Pad

**Example:**

1. Press .



2. Scroll with or to review other numbers.
3. You can place a call by simply pressing .

## To Save a Number to Phonebook

The numbers of Call History and Scratch Pad Memory can be stored in your phonebook. You can add a name in the same way as "MODIFY". See **To Modify Numbers and Names** on page 34.

**Example:** To save a received Caller ID to Phonebook.

1. Recall a number.



2. Press and scroll to "SAVE".



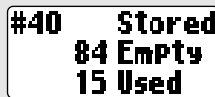
3. Press .



4. Press .



5. Enter as an address, and press .



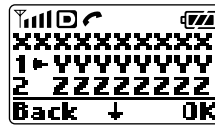


## WEB BROWSING

When operating in the Digital mode, you can access various internet websites directly from your cellular phone. Please contact your Service Provider for details of the available services. See **Web Browser Setup (F72)** on page 73.

### Web Access

1. Press and hold . The Web Browser will start. The cached information may be displayed.
2. To access the network, press and hold while indicator is on. Your phone will display your service provider's website with a flashing .
3. Scroll the page by or .
4. Press <sup>S1</sup> or <sup>S2</sup> to select the menu option in the bottom line of the display.
5. To return to the previous page, press .
6. To terminate the network access, press . The indicator will go out. You can still browse the cached information.
7. Press again to close the web browser.



### Browser Menu

Press key while the browser is active to see the browser's local menu.

1. **Help:** To get help information.
2. **Home:** To get back to the Home page. Press and hold will do the same.
3. **Mark Site:** To store the current page in your bookmark list.
4. **GoTo URL:** To input URL (Uniform Resource Locator), and access that page.
5. **Show URL:** To display the URL of the current page.
6. **Restart:** To clear the cache memory in your browser.
7. **Phone.com:** To display the version of your browser.
8. **Advanced:** To use for security.





## Alpha Entry in Browser Mode

“Alpha” mode will automatically be active when it is necessary to enter alphabet character such as URL.

Example:



### ALPHA/alpha — Alphabet Mode

Press to switch upper and lower cases. Press to move the cursor to left, and to right. To exit the Alphabet Mode, press <sup>S2</sup>.

### SYM — Symbol Mode

By pressing <sup>S1</sup>, “SYM1” (symbol) mode will be active. Scroll “SYM1” to “SYM4” by or , and press the corresponding digit key ( to <sup>WXYZ</sup>) to select.

### NUM — Numeric Mode

Press <sup>S1</sup> <sup>S1</sup> to set “NUM” (numeric) mode. Press <sup>S1</sup> again to reset to “Alpha” mode.

### Alphabet Mode

Key	1 press	2 press	3 press	4 press	5 press
1	Blank	1	@	/	:
2	A/a	B/b	C/c	2	
3	D/d	E/e	F/f	3	
4	G/g	H/h	I/i	4	
5	J/j	K/k	L/l	5	
6	M/m	N/n	O/o	6	
7	P/p	Q/q	R/r	S/s	7
8	T/t	U/u	V/v	8	
9	WXYZ	W/w	X/x	Y/y	Z/z
0	OPER	0	.	,	?

	*	@	-	_	/	\$	%	(	)	+
	#	.	,	?	!	'	"	;	:	

### Symbol Mode

	1	2	3	4	5	6	7	8	9
SYM1	.	!	?	,	-	'	"	(	)
SYM2	@	#	:	/	\$	&	%	+	*
SYM3	;	<	>	=	[	]	_	{	}
SYM4	~	`	^		\				










## MESSAGING FEATURES

Your CDM-9000 Audiovox Cellular Telephone has been engineered to operate with the latest technology that will allow you to enjoy the benefit of Voice Mail Notification and Text Messages. Please note that operation of these features depends on the Cellular System and therefore may not be available in all areas.

### Message Indicator

A message indicator  shows you the current status as explained below.

 <b>Flashing</b>	You have new Text Messages or new Voice Mail Notification.
 <b>Steady</b>	You have Text Messages or Voice Mail Notification, which you have seen already.
 <b>off</b>	Neither Text Message nor Voice Mail Notification.


In addition to the  indicator, whenever your Voice Mail contains unreviewed messages, you will occasionally hear a short beep as a reminder.



## Voice Mail




### Voice Mail Notification

Your cellular telephone notifies you when new messages are in your Voice Mail. When messages are left in your Voice Mail, the  indicator at the upper right of the display flashes to alert you.

#### Normal Voice Mail Notification

When your phone is notified by the cellular system that there are messages in your Voice Mail, the following occurs.

1. The phone sounds a short beep tone.
2. The  indicator at the upper right of the display flashes to alert you.

The display indicates "NEW MESSAGE" with animation.



3. The Phone's Memory Stack is updated as to the number of unreviewed messages in your Voice Mail.





### Voice Mail Notification with Mail Retrieval Service (MRS)

1. The phone sounds a short beep tone.



2. Press to answer the incoming call, your phone will be connected to your Voice Message Service so that you may retrieve your messages.
3. If you choose not to answer the incoming call, "Message Retrieval" will be stored in the stack for retrieval of your messages at a later time.

### To Display the Number of Voice Mail Messages

#### Example:

1. Press . A mark "\*" is flashing, when a new message is available.



2. Press to select "VOICE".



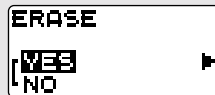
The number of messages in your Voice Mail will be displayed.

3. If a Text Message is attached to the Voice Mail Notification, the Text Message can be reviewed by . Otherwise this step is skipped.

4. Press . Scroll to "QUIT" or "ERASE" the notification you reviewed.



5. Press .



6. To erase the Voice Mail Notification, scroll to "YES", otherwise "NO", and press .

### Voice Mail Dialing

You can store one set of linked numbers in a specially provided memory, and access these numbers with one touch of the "Voice Mail Access" key .







### **To Store the Voice Mail Access Number**

Please see **To Store Linked Numbers in Phonebook** on page 38, and follow the steps 1 ~ 3 to make a set of linked numbers. Press **(STO) (STO) (V+) (v) (F+)** to store. Up to 80 digits of linked numbers can be stored including link mark “ = ”. You can also add a Name Tag (up to 20 to 24 characters) with your voice mail number. (See **To Store a Name with Phone Number** on page 27.)

### **To Call Your Voice Mail**

1. Press and hold **(V+)**. The first number will be displayed and dialed.
2. Press **(V+)**. The second number will be displayed and sent in Touch Tone™ signal.
3. The succeeding numbers can be sent sequentially by pressing **(V+)**.




### **To Review the Voice Mail Access Number**

1. Press **(Rcl)** to select the Phonebook Address Mode.
2. Press **(V+)**. The first linked number in **(V+)** will be displayed.
3. Press **(F+)** (one or more times) to display the remaining linked numbers in **(V+)**.



## **Text Messages (Short Message Service)**

Your phone is able to receive and display Text Messages of up to 255 characters long. The Text Message memory stack can store up to 30 messages. When an SMS message is received, the following occurs.

1. A short beep tone sounds.
2. The  indicator at the upper right of the display flashes to alert you. The display indicates “**NEW MESSAGE**” with animation. 
3. The Text Message just received is stored in the Memory Stack. To review stored messages, see **To Review a Text Message** on page 50.
4. If the Memory Stack is full, any new Text Messages will not be stored, and you will have the display: 





## To Review a Text Message

Text messages are stored in the address 01 to 30 in the memory stack. The address 01 has the last message. Every message moves to the next address when a new message is stored.

**Example:** To display a Text Message stored in the Memory Stack.

1. Press and scroll to "TEXT". You have now 10 Text Messages out of 30 memories. A mark "\*" is flashing, when a new message is available.



2. Press . The first Text Message is displayed. A longer message will be automatically scrolled every 6 seconds.



3. Press or wait for 6 seconds to review an optional information.



4. Press or wait for 6 seconds. If a Callback Number is displayed, you can dial it by simply pressing .



5. Press and scroll "QUIT" or "ERASE" for the message that you just reviewed.



6. Press to select.



7. To erase the Text Message, scroll to "YES", otherwise "NO", and press .
8. To review another message, scroll with or .

**Note:** New Text Messages are marked with "\*". Text Messages you have already reviewed are marked with "◆".





## FUNCTION MENU

### To Access Function Menu

Various phone settings can be changed through Function Menu to customize your phone's functions to fit your convenience. See **Function Menu Tree** in the following page. You can reach the Function you want to access in two ways; Scroll and Shortcut.

#### By Scrolling

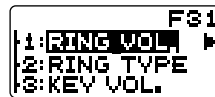
1. Press to enter Main Menu.



2. Scroll with or key to the desired item in the Main Menu.



3. Press to enter the submenu.



4. Scroll with or key to the desired item in the submenu.



5. Press to enter the function.

#### By Shortcut

Each Function has its shortcut number for direct access. For example, to enter the function "RINGTYPE" (F32), press .

#### To Exit from Function Menu

- To return from a submenu to the main menu, press .
- To exit from Function Menu, press .

**Notes:** 1. A mark "▶" at the right in a menu prompt you that you can see its detailed items by pressing .

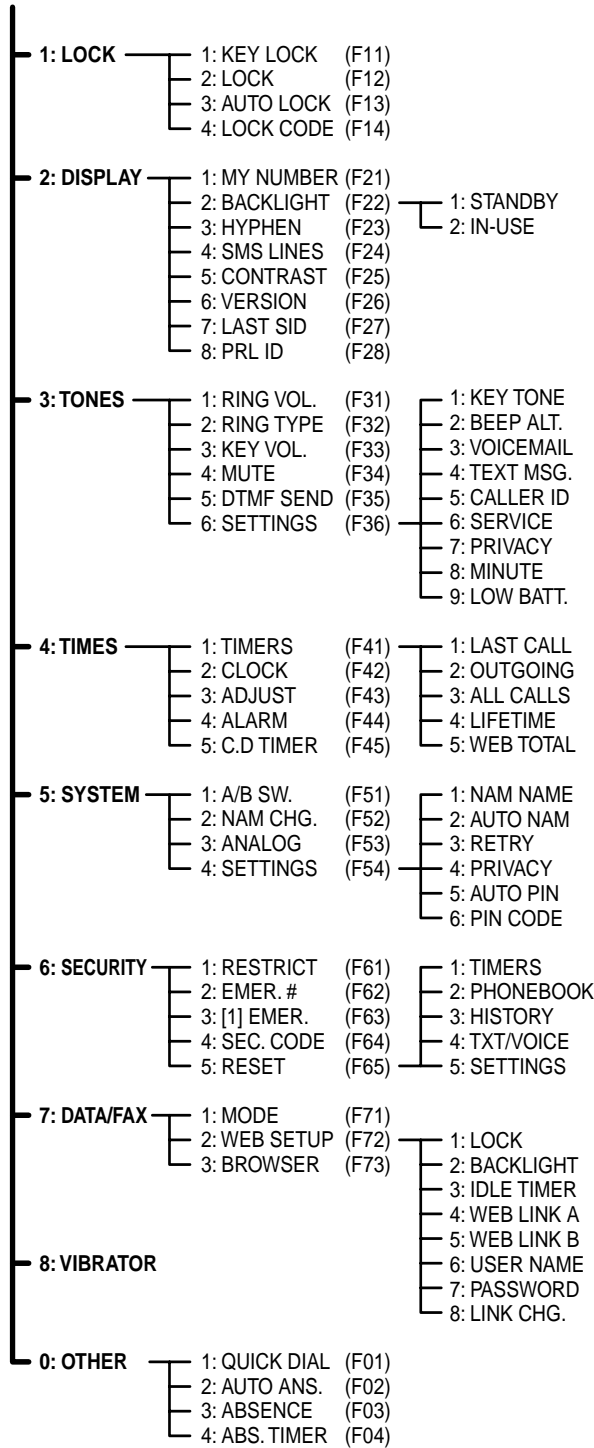
2. A mark "▶" shows the current setting of the function.





## Function Menu Tree

Main Menu ..... Submenu ..... Branch





## Lock Features

### Security Code and Unlock Code

Your phone is equipped with the Security Code and the Unlock Code to access various security features. You may change the preset codes for added protection.

Code	Preset	Description
Security Code	1234	To access Secret Number, to set Call Restriction, etc.
Unlock Code	1234	To unlock the Phone

When “**SECURITY CODE:**” is displayed, you need to enter your four-digit security code.




See **To Change the Security Code (F64)** on page 71.  
See **To Change the Unlock Code (F14)** on page 54.


### Keypad Lock (F11)

This mode is useful for preventing inadvertent pressing of keys. (For example, when the phone is in a purse or pocket.)








With this feature on, the following functions are still available.

- Incoming calls can be answered with .
- Programmed emergency numbers can be called. (Except for **OneTouch Emergency Call**.)

When this feature is on, the following functions are not available.

- Automatic Answering
- Any Key Answering
- OneTouch Emergency Call
- Quick Dialing
- Turning off the phone by .

#### To Activate/Deactivate this Feature:



1. Press    to activate “**Keypad Lock**” mode. 
2. Press    again to deactivate.





## Phone Lock (F12)




This mode is useful to prevent unauthorized use of the phone. With this feature on, the following functions are still available.

- Incoming calls can be answered with .
- Any Key Answering
- Programmed Emergency Call
- OneTouch Emergency Call
- Turning off the phone by .

The following functions are not available when this feature is on.

- Automatic Answering
- Quick Dialing

### To Activate:







1. Press  **1**  to activate "Phone Lock" mode. 

**Note:** The phone will remain locked even if the power is turned off.



## Automatic Phone Lock (F13)




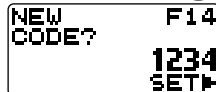

If you activate this feature, the phone will automatically go into the phone lock condition after it is turned off. (See **Phone Lock (F12)** above.) When you turn the phone on, you must enter the four-digit unlock code before it operates. (See **To Unlock the Phone** below.)

1. Press  **1** .
2. You can turn this feature on/off by  or .
3. Press  to set. 

## To Unlock the Phone

1. Enter the four-digit unlock code.
2. The "Phone Lock" indicator will go out.

## To Change the Unlock Code (F14)

1. Press  **1** .
2. Enter the four-digit security code and press .
3. The current unlock code will be displayed. 
4. Enter a new four-digit unlock code and press .

