

LG-HD8280

User Manual

CDMA PHONE

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Chapter 1. Basic Functions

1. Power On the Mobile Phone

1. Open the Folder.
2. Press the END Key.
3. The LED turns on and Power ON Animation is played. You can hear the starting sound and the initial screen will appear.

Power On-Animation can be changed in MENU ↵ Settings ↵ Display ↵ Theme -> Power n.

If it is set to the etiquette mode or vibration mode, vibration icon will appear in the screen and the phone will vibrate.(Refer to the Etiquette Functions)

2. Power Off the Mobile Phone

1. Open the Folder.
2. Press the END Key for about 3 seconds.
3. The Power OFF Animation will proceed together with termination sound, and the power will turn off.

Power Off Animation can be changed in MENU ↵ Settings ↵ Display ↵ Theme -> Power Off.

If there is any abnormal operation or you cannot turn off the power, separate the battery and insert the battery again. Then turn it on again.

When you power on the mobile phone after turning it off, try it in about 5 seconds.

3. Make a Phone Call

1).Ordinary IDLE Status



- Open the Folder.
- Enter the area code and phone number of the recipient or the mobile phone number and then press the SEND.
- If you enter wrong number, press 'C' (if you press short, one letter will be deleted. If you press it long(about 3 seconds), all letters of the number entered, you can end a call by pressing the SEND/END Key of the earphone. will be deleted at one time)

- Enter the number and press the SEND Key to display the screen showing that a call is being connected.

- When the call is being connected, connect sound will be heard according to the setting.

- The screen will display the call duration time and the time you make a call while you are talking over the phone.

- Close the folder or press the [END/PWD] Key to end a call. If the earphone is inslf the other party ends a call first, it will be automatically disconnected.

The call is not disconnected even if you close the folder while the earphone is inserted.

2) How to Use One touch Key

If the phone number of the other party you want to make a call is saved in the one touch numbers of the Phonebook, press the relevant address for 2 second to try to make a call to the number saved. There are 2 kinds of method of making a call in this case.

? If it is in '1' address, press '1' of the Keypad for 2 seconds.

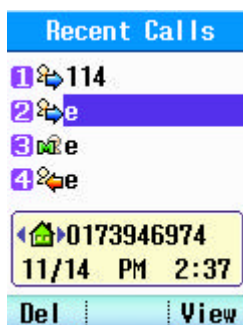
? Or, press '1' and then the SEND Key.

If the digit of the address is over 2.

? ' If you make a call to the number in 20' address, press '2' short like 1 above, and press '0' long for about 2 seconds.

?Or, press '20' and then the SEND Key to make a call.

3) How to Make a Call to the Recent Number



Press the SEND Key in IDLE status.

When a call history list appears, select the number you want and press the SEND to make a call.

40 numbers will be displayed in Outgoing, 40 in Received, 20 in 20 and 20 in In Call.

The phone numbers will be divided into Received, Outgoing, Missed, In Call according to the icon.

4) How to Search and Make a Call to a Number Saved in Calls.

For the recent outgoing call number, select the phone number you want in



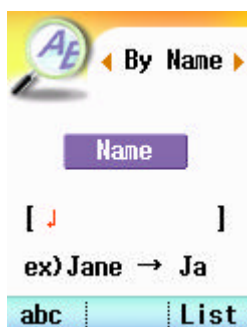
MENU ↵ Records ↵ Outgoing, and press the SEND key to make a call.

For the recent received call number, select the phone number you want in MENU ↵ Records ↵

Received, and press the SEND key to make a call.

For the recent missed call number, select the phone number you want in MENU \leftarrow Records \leftarrow Missed, and press the SEND key to make a call.

5) How to Search and Make a Call to a Number Saved in Phone Book.



Press the 'Find' key in the standby screen, or select Menu \leftarrow Names \leftarrow Find.

Select the search item you want from By Name, By Num or By Group.

Enter the search keyword in the item selected to search.

Select the call number in the searched results and press the Send key.

6). How to Make a Call to SMS Incoming Number

When SMS is displayed in the screen, press the SEND Key to connect a call to the Callback number.

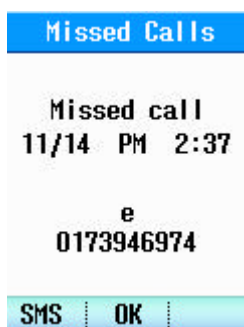
4. How to Receive a Call

- 1) If you hear ringer sound or detect the vibration mode, open the Folder to receive a call. When the folder is open, press any key except the END Key to receive a call. If the earphone is inserted, press the SEND/END key of earphone key one time to receive a call.
- 2) When the call is over, press the [END/PWR] Key or close the Folder. If the other party ends a call first, it will be automatically disconnected. After a call is over, it displays the standby screen.

You can receive a call by opening the folder or pressing any key according to the setting of receiving a call. This can be set in Menu \leftarrow settings \leftarrow Call Setting \leftarrow Call Answer.

- ? You can eliminate the bell sound if you press the END key one time when a ringer sound is heard. After that, you can receive a call by pressing any key except the END key. Press the END key one more time to disconnect a call if you don't want to answer a call.
- ? If you set it to the manner mode, you can stop the vibration in the method same as the one above. The process after that is same as above.
- ? The alert of message will be given in vibration if it is in manner mode.

5. How to Check a Missed Call



If the user fails to answer a call, it displays the recent time and number of missed calls in the screen. When you press the OK Key or [END/PWD] Key, or close the folder, the message of absent call will disappear. (This function is supported only when you have applied for caller identification service.)

You can check the phone number of missed calls in Names -> Missed. Press the SEND Key while the Missed message is displayed in the screen to connect a call to the number you missed.

6. Etiquette Function

In etiquette mode, all Key MODE, alert sound, connect sound are muted, and the phone is changed to vibration mode regardless of the current receiving mode. Press the Asterisk(*) Key in lower left of the phone long for about 2 seconds in Ring MODE. Repeat the same to release. Unless it is released by pressing the Asterisk(*) Key, this setting will continue even if the power is OFF/ON.

7. Lock Function

This function is to lock the phone so that the other person cannot use. Press the sharp(#) key in the lower right of the phone long for about 2 seconds to set the lock function. When the lock function is set, a call can be made to the emergency numbers saved in the Emergency Number. The password is set to 4 digits of '0000' by default.

EMER : This function is used to make a call to the numbers saved using the Emergency Call function. 3 numbers can be saved. Change the setting in MENU ↗ Settings ↗ Security ↗ Emergency Num

The call cannot be connected to other numbers except the emergency numbers saved in the Emergency.

Cncl : press this key and enter the password to release the lock status.

The password can be changed in Menu ↗ Settings -> Security ↗ New Lock Code

8. How to Use Ear Microphone.

This function is to enable the user to make a call using the Ear Microphone so that the user can use the phone while driving or walking, without holding the phone with hands.

1) To make a call using Ear Microphone

- ☞ Open the Ear Microphone cap of the mobile phone and connect the Ear Microphone to the connection port.
- ☞ Open the Folder and enter the phone number. Press the SEND button to make a call. Or, press the button in the Ear Microphone one time if you want to make a call to the last outgoing number in the standby status..
- ☞ To end a call, press the button in Ear Microphone in call status, or the End key. If the other party ends a call first, it will be automatically disconnected.

A call will not be disconnected even if you close the Flip once a call is connected.

2) To receive a call using Ear Microphone

- ☞ Connect the Ear Microphone to the phone.
- ☞ When a ring sounds, press the button in Ear Microphone one time to make a call.
- ☞ To end a call, press the button in Ear Microphone one time or the End key to end a call. If the other party ends a call first, it will be automatically disconnected.

9. To Enter Letter

This phone provides 7 types of entering the letter such as English lowercase (abc), English uppercase (ABC), ENG, PINYIN, NUMBER, STROKE, and SYMBOL. Press the left key in keypad and select the input mode you want. The order and function of the types are as shown below. Use the right key for Symbol.

- Abc Alphabet lowercase mode
- ABC Alphabet uppercase mode
- ENG English word completion type mode
- NUMBER Number input mode
- SYMBOL Special characters

- English input mode

For example, if you want to type the letter, "Test"



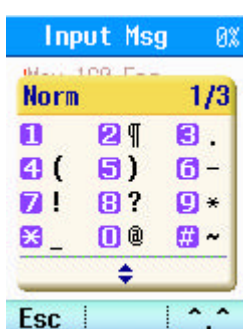
Press the MENU key in the lower right and select the Mode you want to use. To enter English uppercase, "T", select ABC MODE

and press 8 in the keypad. To enter the letter “ test” , switch the mode to abc, and press the keys, 8->3->3->7->7->7->7->8 in the order named in the keypad to complete the characters.

- Number Input Mode

To enter the number next to the letter, change it to NUMBER MODE and then press the Keypad to enter the number.

- Symbol Input Mode



When you want to enter special characters, press the right MODE key to select the SYMBOL MODE. And press the UP / DOWN Key to search the Symbol you want. When you finish entering, press the number in the left of the special characters you want in the Keypad to display the SYMBOL. Or, press the OK key.

Input Mode: there are over 8 kinds of entering methods such as normal, delight, angry, surprise, animal, etc, condition, template.

10. Available Functions in Call



1. User Number Sending Function

This function is to promptly and simply send the user phone number when it is necessary to enter his own number while in call such as Page or ARS call. Select MENU \sphericalangle Send Number while in call to send the user phone number to the other party. At this time, a number sending sound is heard.

2. Outgoing Sound Block Function

This function is to block the outgoing sound for a few minutes so that the dialogue cannot be heard to the other party when the user needs to talk to the 3rd person in his side. The user can listen to the dialogue of the other party while the other party cannot hear the user. Press MENU \sphericalangle Mute on/off while in call to repeat the setting and release.

3. Search Function In Call

This function is to search the numbers saved in the phone book. Select the

mode you want to use in MENU \approx Find in call status, to display the selection Mode for search (by Name, by Number, by Group) and search.

\approx MEMO

If you need to write down the phone number of the other party while in call, press the Memo key in the right of the call screen to display the input screen where you can enter the number.

SAVE : Save at In call Memo of Calls

CANCEL : Cancel this operation and go back to the call status.

11. Hotkey Menu

This is the Navigation Hotkey to be operated in Idle status.

1) UP/DOWN/LEFT/RIGHT key executes the following functions when you press it short or long (for about 2 seconds).

UP Short :

DOWN Short : shows all lists saved in phonebook.

Long : shows Text msg , Voice msg, Today Sch.

LEFT Short : moves to the profiles Menu.

RIGHT Short : moves to the messages.

2) HOT Key

Left hot key : Moves to menu.

: moves to My Menu.

Right hot key : Moves to the Find Menu in Name menu.

: Moves to the camera Menu.

ok hot key : Moves to Mobile Shop.

12. Charge Mode



If you connect the charger while the battery is connected and the phone is off, or if you press the END key for about 2 seconds and turn the power off while the phone is on status and the charger is connected, the screen will display the Chinese text '充电中' and the filling of battery repetitively. When the charging is finished, it will display the letter '已充'.

and the image of fully filled battery. When you remove the cable during charging, the power will be turned off. When you turn it on again, press the END key.

Chapter 2. Messages Functions

1. New Msg

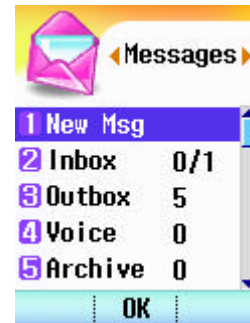
MENU -> Messages -> New Msg is the function to send a text message.



1) Enter the Phone Number of the recipient and press the OK Key.

Last : you can select the phone number to send a message among the list of number you sent the message.

Find : this function is to search the number to receive a message. Refer to MENU ↗



Names ↗ Find.

2) Enter the message you want to send in Input Text window. Refer to <To Enter Letter > for how to enter the text. Up to 160 English letters(70 Chinese letters) can be sent.

SAVE MSG asks you whether you want to save the sentence you 've just entered.

SAVE : save the sentence

PASS : do not save the sentence.

You can set Msg Type and Msg Save in Meg ↗ Msg Settings.

2. Inbox

MENU -> Messages -> Inbox is the function to check the incoming text message. You can identify checked message(postcard opened) and unchecked message(postcard unopened) using the shape of postcard in the left.(up to 50 messages can be saved including the number of card saved). It displays the number of read message among the total of messages.

FORWARD : this function is to send the contents received by the 3^d party. The input process at the time of selecting this function is proceeded in the order of 1. New Meg function. The contents received here will be displayed in INPUT BOX window and you can edit the received contents in this window.

Reply : this function is to send the message to the sender. When this function is selected, the number of the sender will be automatically entered in the phone number of the recipient.

Delete : this function is used to delete the incoming message.

To Archive : if you want to save and store the message, move the message here.

To Phone : The message in UIM move from the card to phone. (in UIM only)

To UIM : The message in phone move for the phone to card (in phone only)

3. Outbox

MENU -> Messages -> Outbox saves the contents of the message you sent to others. Check and edit the saved contents, and send them to others. (Up to 20 messages can be saved) You can set whether to save the message in Menu ↗ Messages ↗ Msg Settings ↗ Msg Save.

4. Voice

MENU -> Messages -> Voice is to check the incoming voice message saved in the voice mail system. With CALLBACK No., you can connect a call to the contact number of the other party who sent a message immediately by pressing the SEND key. If the other party didn't leave a message, it will display the number to check the text message together with the asterisk(*).

5. Archive

This function is to separately save the message saved in the card or phone.(the number of messages saved differs depending on the number of cards saved.)

FORWARD : this function is to send the received contents to the 3rd party other than the original sender. When you select this function, input the message in the order shown in 1. New Message function. Incoming contents are displayed in INPUT TEXT window where you can edit the incoming contents.

Reply : this function is to send the message to the sender. When you select this function, the number of the sender will be automatically entered in the number of recipient.

Delete : this function is to delete the incoming message.

To Inbox: this function is used to move the message you want to save in the phone.

6. Draft

If there is an incoming call while you write the message, or the call is disconnected while you write the message while in call, it saves the messages that are being written. Only 1 message you have recently created will be saved. You can

send the message same as in Messages \rightarrow New Msg.

7. Template

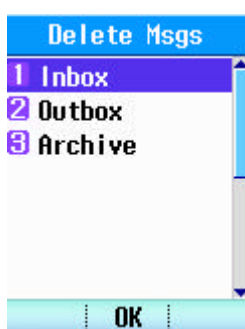
This function is to save the frequently used sentences in advance and to use later. It is used to send message in Messages \rightarrow New message. The sentences saved in Template can be edited.

Edit : this function is to edit the contents entered.

View : this function is to check the contents entered.

Forward : this function is to forward the contents selected.

8. Delete Msgs



MENU \rightarrow Messages \rightarrow delete Msgs is the function to delete the message saved in Inbox, Outbox, and Archive.

Select each item and press the OK Key to confirm and delete the message.

9. Msg Settings



MENU \rightarrow Messages \rightarrow Msg Settings is the menu to set the function for receiving voice message or for sending the message.

9.1) Msg Type

This function is to set the speed of sending messages at the value you set. You can select among Normal, Hurry, Urgent, Prompt.

Normal : send the message at the normal speed.

Hurry : send the message at the speed faster than Normal.

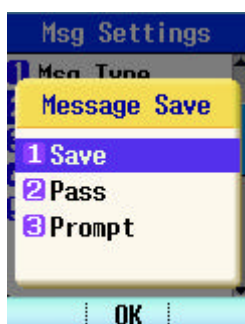
Urgent : send the message at the speed faster than Hurry.

Prompt: display the window asking the type of message transmission speed.

9.2) Msg Save

This function is to set whether you will save the sent message in outbox and you can select among Save, Pass, Prompt.

Save : save the sent message in the outbox.



Pass : do not save the sent message.

Prompt : check whether to save the message or not whenever sending message.

9.3) Vmail Alert

This function is to notify incoming of voice message.

9.3.1) Num of msgs : set whether to display the phone number that sent the message.

9.3.2) During call : set whether to notify the incoming of voice message during call.

9.3.3) Vmsg find : is used to connect to check the voice message.

9.4) Text Color

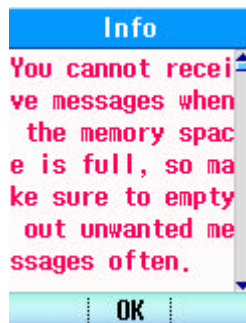
: Text Color selected.

9.5) BG Color

: BG Color selected.

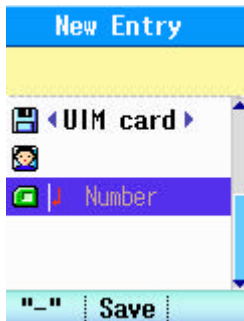
10) Info

It explains function of menu.



Chapter 3 Names

1. New Entry



MENU -> Names -> New Entry is a function that registers telephone numbers and personal informations in the phone book. There are UIM card and Phone mode. In Phone mode, various information (name, group, memo, E-mail, house, office, mobile phone, pager and secret) may be registered regarding person to be entered. This information may be referred easily and, when performing a search (refer to Find), desired phone number may be found quickly and simply.

More than 1,000 entries (1,000 persons in Phone, maximum entries in UIM C) may be registered in the Phone Book. For each entry, 8 items of detail (group, memo, E-mail, house, office, mobile phone, pager and speed dial) may be entered in the Phone while only entered phone number may be saved in UIM card.

When transferring from phone to card, only representative telephone number is saved.

Using left/right navigation key, select where to save between Phone and UIM. UIM Card is set as default. If one of UIM and Phone is full, navigation key cannot be moved to the item that is full already. If both are full, Add function may not be executed.

☞ How to save in UIM

Using left/right key, select between Phone and UIM card. UIM Card is set as default.

If UIM Card is selected as a place to be saved in, go down one step using DOWN key.

Enter the name of person to save. Refer to <To Enter Letter>.

Enter the telephone number then save.

UIM ia mode where entry is saved in UIM Card that only name and telephone number may be entered. For name, maximum of 14 English characters, 6 Korean or 6 mixture of English and Korean characters may be entered. For telephone number, maximum of 20 digits may be entered. (This is item supported by card.) Speed Dials may not be set when saving in the card.

☞ How to save in the Phone

Using left/right key, select between Phone and UIM card.

If Phone is selected as a place to be saved in, go down one step using DOWN key.

Enter the name of person to save. Refer to <To Enter Letter>.

For name, maximum of 14 English characters or 7 mixture of English and Chinese characters may be entered.

Using UP/Down key, select an item to enter. ICON sets security for each group, note, E-mail, house, office, mobile phone and pager.

Group is composed of total 10 items that are No Group, Family, Relatives, Friend, Colleague, School, Senior, Junior, VIP and Club. With these, managing and searching may be conveniently done.

Enter simple personal information in Note.

Enter e-mail address of person to be saved in E-mail.

Enter numbers for house, office, mobile phone and pager. Speed Dials may be set by pressing Fast on the right when entering. Speed Dials may be set for each of 4 items. Speed Dial may be set up to no. 99.

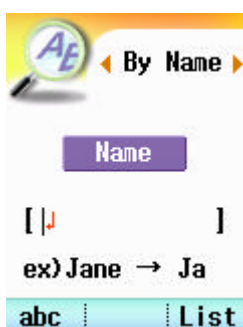
“ - “ is used while entering the telephone number to be able to check it easily. For telephone number, maximum of 32 digits may be entered including “ - “.

Security for entered telephone number may be set to prevent it from leaking to others.

When entering more than 2 telephone numbers, select the mainly used phone number as default using left/right key.

After entering of information is finished, press Save key to save.

2. Find



MENU -> Names -> Find is function that searches for saved telephone numbers. User may select among By Name, By Number and By Group when performing a search.

by Name : A mode that performs search using name. Refer to <To Enter Letter> on how to enter a name in this mode. Search shall be performed

only if name entered includes its first letter. Search shall not be performed if name is entered starting on the middle letter.

by Number : A mode that performs search using telephone number. It searches



for matching telephone numbers up to 12 digits.

by Group : A mode that performs search using assigned group. Select among No Group, Family, Relatives, Friend, Colleague, School, Senior, Junior, VIP and Club then press List to perform a search.

When List is pressed, it shows all information saved under selected item.

We don't support the Pinyin order sort when viewing data of UIM card.

3. Caller Group



MENU -> Names -> Caller Group is a function that modifies or edits entries assigned and divided by group when saved using Add. It also may edit name, ring sound and image of each group. Groups are classified as Family, Relatives, Friend, Colleague, School, Senior, Junior, VIP and Club.

~~⌨~~ Edit : Edits name, ring sound and image of group

~~⌨~~ View : Checks items of saved groups

Move to desired group.

Press Edit key to edit.

Edit 4 items that are Name, Melody, Image and LED.

Name : edit name of the group

melody : change the ring sound heard when a call is incoming.

Image : change the image displayed on screen when a call is incoming.

LED : change the flicker pattern led of extern LCD

If Download under Melody -> Download is deleted ring sound is set back to default.



Press Save key to store items.

Press Reset key to initialize all items

View : Use to check on saved items

Del : Select a group to delete then press Delete Key

Add : Press Add Key to search for entry from the list to set and add to a group.

4. Speed dials

MENU -> Names -> Speed dials is a function that assigns speed dial for entered

telephone number. Maximum of 99 persons may be assigned.

Press Reg key.

Search for desired item in Find.

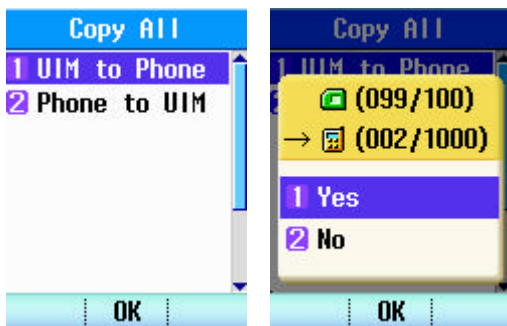
Select an item using up/down key then press Edit key.

Select the telephone number to set then press Fast key.

Search for desired address then press OK key.

Speed Dials may be set up to 99.

5. Copy All



MENU -> Names -> Copy All is a function that transmits all saved information from UIM Card to Phone and vice versa.

Select desired item from UIM to Phone or Phone to UIM.

Arrow shall be indicated on the place to save and transmission shall be confirmed.

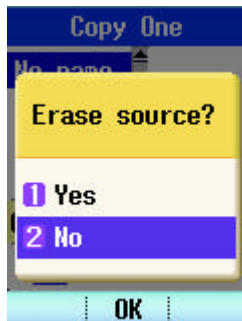
Select Yes then press OK key. Transmitting screen shall be displayed and count shall go up to saved quantity.

Menu status shall be displayed back after completion of copying.

If recipient has lower saving capacity than transmitter, quantity to be saved shall be over the limit that it shall be asked if to save only quantity possible before proceeding.

Existing information is not deleted.

6. Copy ONE



MENU -> Names -> Copy One is function that transmits saved information, one by one, from UIM Card to Phone and vice versa.

Select desired item from UIM to Phone or Phone to UIM.

Search for desired item to transmit when Find window is displayed.

Select desired item then press Copy.

A message indicating completion of transmission shall be displayed and menu status shall be displayed back.

Existing information is not deleted.

7. Capacity



MENU -> Names-> Capacity indicates quantity of phone book presently saved in the card and the phone. It is indicated as used quantity/available quantity.

8. Delete Names

MENU -> Names \simeq Delete Names is a function that deletes all presently saved information of Phone book.

Password is confirmed to prevent from others deleting it.

Select desired item among No, All, Phone Only and UIM Only.

A message indicating completion of deletion shall be displayed and menu status shall be displayed back.

NO : returns to previous screen without any performing any task

All : deletes all information saved in the phone and UIM card.

Phone Only : deletes information saved in the phone only.

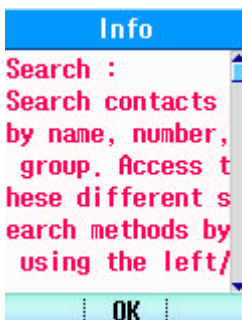
Card Only : deletes information saved in the UIM Card only.

9. My Phone Num



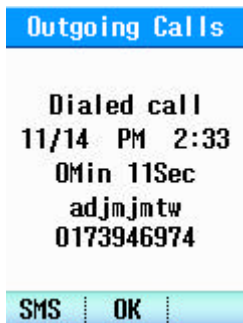
MENU -> Names \simeq My Phone Num is a function to check user's own telephone number and it may be edited.

0. Info



Chapter 4 Records Functions

1. Outgoing

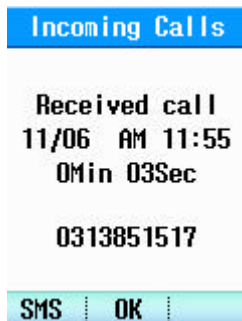


MENU -> Records -> Outgoing shows the list of the recent outgoing numbers.(save up to 40 numbers) This information includes the phone number or name(if it is saved in the phone book), whether it was outgoing, date and time of sending. If there are over 40 outgoing numbers, the oldest number will be deleted and new number will be saved in No. 1 address. If



you press the VIEW key, you can check the calling time. But, the phone number display will be supported if you have applied for caller identification service.

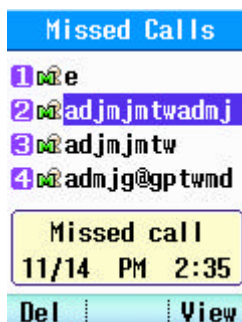
2. Incoming



MENU -> Records ->Incoming shows the list of the recent received numbers.(save up to 40 numbers.) This information includes the phone number or name (if it is saved in the phone book), whether it was received, date and time of receiving. If there are over 40 received numbers, the oldest number will be deleted and new number will be saved in No. 1 address. If you press the VIEW key, you can check the calling time. But, the phone number display will be supported if you have applied for caller identification

service.

3. Missed



MENU -> Records -> Missed is the function to check the missed calls (save up to 20 numbers.) This information displays the phone number or name(if it is saved in the phone book), and the date of receiving. If there are over 20 missed calls, the oldest number will be deleted and new number will be saved in No. 1 address. But, the phone number display will be supported if you have applied for caller identification service.

4. In-call Memo

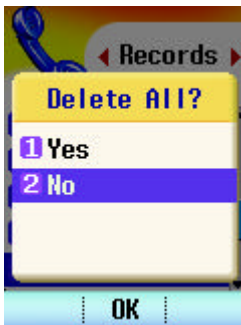
MENU -> Records -> In-call Memo is the function to check the number while in call (save up to 20 numbers) It displays the number the user entered while in call. If there are over 20 numbers saved, the oldest number will be deleted and new number will be saved in No. 1 address.

VIEW : displays the order, date, time and phone number saved.

DELETE : deletes the selected number.

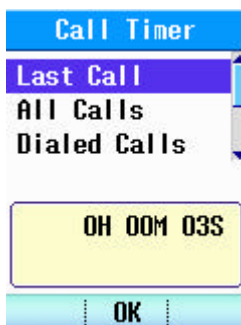
Add : is displayed if the phone number is not saved.

5. Delete All



MENU -> Records -> Delete All is the function to delete all numbers saved in Received, Outgoing, Missed and In-call Memo.

6. Call Timer



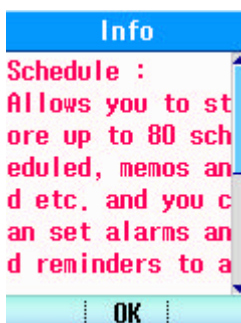
MENU -> Records -> Call Timer is the function to display the number of call and the calling time. There are 5 modes.

Last Call : displays the time of the last call.

All Calls : shows total number of Received and Outgoing Calls and total call time.

Dialed Calls : shows the number of outgoing call and total outgoing call time.

7. Info



Chapter 5 Camera Function

1. Photo

MENU ↗ Camera ↗ Photo is a function that takes photograph.

A) Take Photo

MENU ↗ Camera ↗ Photo ↗ Take Photo is a function that takes one copy of still photo. Maximum of 500 photos may be saved if size is set as basic (160*160).

Number of photos that may be saved depends on the size of photo. Press Set key to configure. From Set item, use Next key to change menu and left/right key to change set value.

Take : use in taking photos

Set : set the picture size, color, quality, zoom and brightness

Size - sets size of photo. Size may be set as 48*80, 160*120, 320*240 or 640*480

Color - may select color or black/white

Quality - a function that sets quality of photo. It may be set among Low, Normal or High

Zoom - set value changes depending on Size

Size 48*80 ? may set up to level 2

Size 160*160 ? may set up to level 2

Size 320*240 ? may set up to level 2

Size 640*480 ? fixed on level 1

Brightness - sets brightness of photo up to level 5

Next : moves to menu needed in setting the camera

Modi : modifies value of selected menu. Value may be changed using Left /Right as well.

Flash : if you insert the camera flash turn on the light

Before pressing Set, some functions may be set using Navigation key. UP / DOWN key sets Zoom function and LEFT / RIGHT key sets Brightness.



B) Sticker Photo : MENU ↗ Camera ↗ Photo ↗ Sticker Photo is a function produces

various effects on photos using background images. 15 background images are available for selection.

Take : use in taking photos

Size : fixed at 120*120

Color : fixed as color

Picture Quality : a function that sets quality of photo. It may be set among Low, Normal or High

Zoom : may be set up to level 2

Brightness : sets brightness of photo up to level 5

Set : moves to a menu to set above functions

Deco : moves to a screen for selecting background images

Next : moves to a menu needed in setting the camera

Modi : modifies value of selected menu

C) Series Photo : MENU ↗ Camera ↗ Photo ↗ Series Photo is a function that takes photos consecutively.

Take : use in taking photos

Size : sets size of photo. Size may be set as 160*120, 320*240 or 640*480

Color : may select and set from 6 colors available; Normal, Black/White, Warm, Cool, Fog and Negation

Picture Quality : a function that sets quality of photo. It may be set among Low, Normal or High

Zoom : set value changes depending on Size

Size 160*160 ? may set up to level 2

Size 320*240 ? may set up to level 2

Size 640*480 ? fixed on level 1

Brightness : sets brightness of photo up to level 5

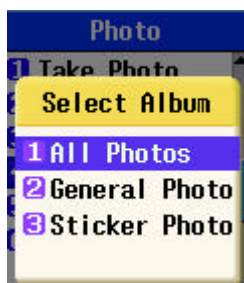
Number of consecutive photos : 9 photos for 160*160, 6 photos for 320*240 and maximum of 3 photos for 640*480 may be taken consecutively.

Set : moves to a menu to set above functions

Next : moves to a menu needed in setting the camera

Modi : modifies value of selected menu

D) My Album : MENU ↗ Camera ↗ Photo ↗ My Album is a function that user may check and change name of photos taken. Saved photos may be separated into All Photos, General Photo and Sticker Photo



and it may be checked accordingly.

Menu : may select and use Delete, Rename, Set Lock, Theme, List and Send Mail functions.

Delete : deletes selected photo

Rename : changes name of the photo

Set Lock : sets security for the photo

Theme : selects and sets the photo as Theme image

List : shows list of photos with date

Multi : shows 6 photos at a time on the screen when there are several photo. By selecting a photo, its taken date and time may be checked.

E) Settings

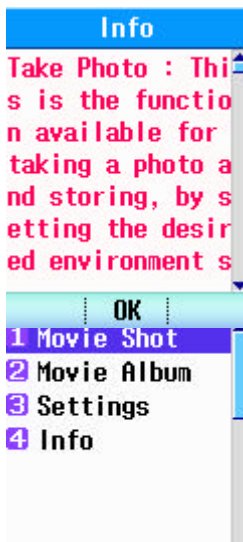
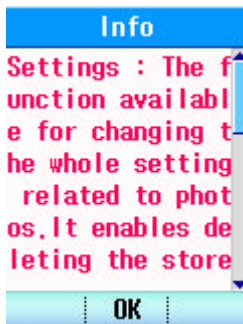


1. Delete Album : deletes saved picture. Confirmation is first asked then deletes desired item among All Photos, General Photo and Sticker Photo.

2. Lock Album : enables only user to see saved motion picture

3. Shutter Sound : generates a sound when taking a picture. 7 sounds are available including silent.

4. Info



F) Info

2. Movie

MENU \searrow Camera \searrow Movie \searrow Movie Shot is function that shoots motion pictures. Screen size is fixed at 120*120. With default set value, maximum of 4 movies may be saved. This depends on change in set value for Save Time.

A) Movie Shot : shoots a motion picture

Size : size of motion picture is fixed at 120*120

Color : fixed as color

Picture Quality : a function that sets quality of photo. It may be set among Low, Normal or High

Zoom : may be set up to level 2

Brightness : sets brightness of photo up to level 5

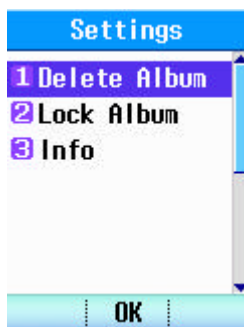
Save Time: 10, 20 and 30 seconds motion picture may be saved

B) Movie Album : checks saved motions picture. It also changes name of saved motion picture or deletes it.

Ren ; changes name of a saved motion picture

Del : deletes a saved motion picture

C). Settings

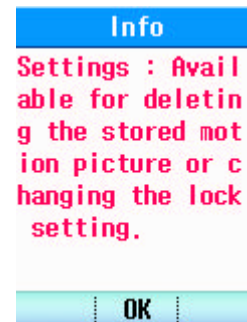


MENU ↗ Camera ↗ Movie->settings deletes a saved picture or motion picture or change its other settings.

Delete Album : deletes all saved motion picture

Lock Album : enables only user to see saved motion picture

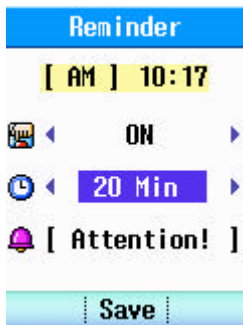
Info



For UIM card supporting UTK Menu, UTK Menu is displayed additionally on the last menu. Sequence of UTK Menu may differ depending on the card.

Chapter 6 Schedule Functions

1. Reminder



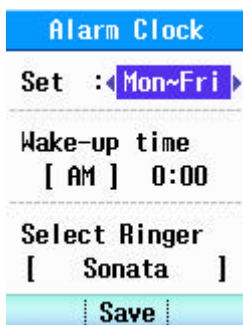
MENU -> schedule -> Reminder is the function to remind the user at the time you set.

Alarm : the function to set whether to use the user Reminder and can be set to ON/OFF.

Time : set the time to give alarm. It is available in 8 modes such 5 Min, 10 Min, 20 Min, 30 Min, 45 Min, 1 Hour, 2 Hour, 3 Hour.

Bell : the function is to set the ringer sound you want.

2. Alarm Clock



MENU -> Schedule -> Alarm Clock is the function to set the alarm periodically. If you press the OK Key when the alarm rings, it asks whether you will sound the alarm again in 5 minutes. If you cancel, it release the alarm currently given. If you set 5 minute setting, it gives alarm in 5 minutes after you press the key. If there is no key input for some period of time in Snooze selection, it will be automatically set the alarm in 5 minutes.

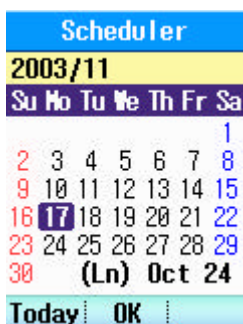
Set : is the setting mode and is available in 5 modes such as Cancele, Once, Mon~Fri, Mon~Sat, Daily.

Wake-Up Time : set the time the user wants.

Select Ringer : set the ringer sound the uer wants.



3. Scheduler



MENU -> Scheduler -> Scheduler is the function to enter the schedule, reserved call, anniversary day and memo. This function gives the alarm at the designated time of the designated date.

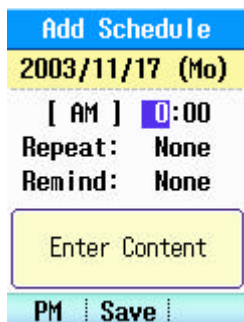
Set the date first to execute the Scheduler. Select the year, month and date with UP/ DOWN/ LEFT/ RIGHT Key.

- Press the TODAY to automatically move to the today 's date.

The setting screen of Schedule provides 4 settings such

as Schedule, Reserve Call, Anniversary and Memo. Each mode can be set with the LEFT/RIGHT Key. Up to 80 can be saved in a total of 4 modes.

(A) MENU -> Scheduler -> Scheduler -> Add is the mode to save the schedule.



Time, Repeat, Remind and Input data are available. Press ADD Key in the lower left to enter.

- A. Time is to set the time and left Key changes PM/AM.
- B. Repeat is to set the repetition frequency in the unit of None, Weekly and Monthly.
- C. Remind is to select the setting with the left

Key, and to set how many hours in advance the bell will be sounded, based on the time you set.

ADD : to enter the Schedule

VIEW : to check the Schedule saved.

Edit : to edit the contents saved

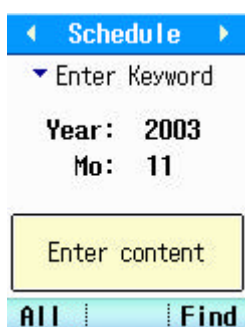
Enter Content : to enter the contents of Schedule

(B) MENU -> Scheduler -> Scheduler-> Reserve Call is to notify the user to make a call to the number you set at the time reserved in advance. It can be entered by pressing the ADD.

(C) MENU -> Schedule -> Scheduler -> Anniversary is the function to reserve the anniversary day. It can be entered by pressing the ADD.

(D) MENU -> Schedule -> Scheduler -> Memo is the function to write short memo and is used by entering the ADD. Write and save the sentence in input window.

4. Find sch.



MENU -> Schedule -> Find Sch. Is the search function and is available in 5 modes.

A) Schedule is the mode to search the schedule information saved in the Schedule and provides Year, Month, and Enter Content. All in Year and Month is to search the month you want of all years and the Month is to search all months of one year. If both are ALL, search all items.

Press the ALL, the left key in Enter Keyword status, to move to ALL MODE and search all schedules matching the date conditions.

ALL : select all items

Find : used to search after setting the item you want.

B) Reserve Call is the mode to search the reserve call information saved in Schedule, and is available in Year, Month and Enter Content. All in Year and Month is the ALL YEAR and is to search the month you want of the all years, and Month is to search all months of one year. Search all items if both are all.

Press the ALL, the left key in Enter Keyword status, to move to All MODE and search all schedules matching the date conditions.

C) Anniversary is the mode to search the anniversary saved in Schedule, and is available in Year, Month, and Enter Content. All in Year and Month is the ALL YEAR and is to search the month you want of the all years, and Month is to search all months of one year. Search all items if both are all.

Press the ALL, the left key in Enter Keyword status, to move to All MODE and search all schedules matching the date conditions.

D) Memo is the mode to search the memo information saved in Schedule and is available in Year, Month, and Enter Content. All in Year and Month is the ALL YEAR and is to search the month you want of the all years, and Month is to search all months of one year. Search all items if both are all.

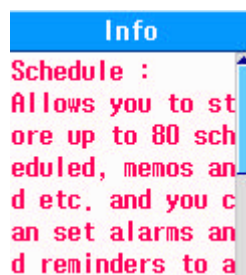
Press the ALL, the left key in Enter Keyword status, to move to All MODE and search all schedules matching the date conditions.

E) All is the mode to search all information saved in Schedule and is available in Year, Month and Enter Content. All in Year and Month is the ALL YEAR and is to search the month you want of the all years, and Month is to search all months of one year. Search all items if both are all.

5. Delete Old

MENU -> Schedule -> Delete Old is the Schedule MENU and is to delete the contents of schedule that has passed based on the date among the schedules saved in Schedule MENU. 4 menus of Schedule, Reserve Call, Anniversary and Memo saved in the schedule display the number of schedules passed. If you want to delete, press the OK key and Delete key.

6. Info



Chapter 7. Profiles Functions

1. Vibrate Only

Manner Mode setting

2. General

1) Call Alert



MENU -> Profiles \approx General \approx Call Alert is a function that sets method of alerting the user of an incoming phone call.

Ringer Sound : Alerts the user of an incoming phone call through a sound

- i. Crescendo : Ring sound volume gradually increases.

- ii. Vibration : Alerts the user through vibration.

- iii. Vib & Ring : Alerts the user through both vibration and ring sound.

- iv. Vib->Ring : Alerts initially by vibrating for 3 times and then generating ring sound.

- v. Lamp+Mute : Alert is displayed only on LED. No vibration or ring sound is generated.



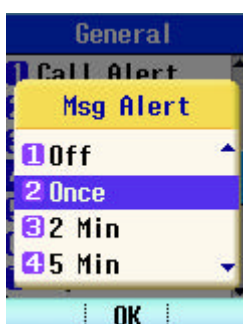
2) Ring Tones

MENU ->Profiles-> General \approx Ring Tones is a function that sets ring sound. Selection may be made from various ring sounds.



3) ringer Volume :

MENU -> Profiles->General-> Ringer Volume is a function that sets the volume of ring sound. Volume may be set, including silent, from 8 different levels.



4) Msg Alert :

MENU -> Profiles \approx General \approx Msg Alert is a function that alerts the user when a message is received. Depending on setting, alert may be generated periodically on set time, once or none at all. There are 7 different modes which are; Once, 2



Min, 5 Min, 10 Min, 30 Min, and 1 hour.

5) Msg Tones

MENU -> Profiles ↗ General ↗ Msg Tones is a function that sets the sound of message alert and it has 4 modes to select from.



6) Key Tones

MENU -> Profiles ↗ General ↗ Key Tones is a function that sets the sound played when a key is pressed. It has 5 modes to select from



7) Key Volume

MENU -> Profiles ↗ General ↗ Key Volume is a function that adjusts the volume of the sound played when user presses a key. It has 8 different mode including silent.

- 3.Silent
- 4.Meeting
- 5.Outdoor
- 6.Headset
- 1)Call Alert



MENU -> Profiles ↗ Headset ↗ Call Alert is a function that sets method of alerting the user of an incoming phone call.

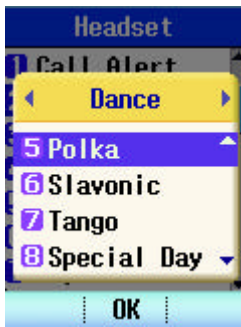
Ringer Sound : Alerts the user of an incoming phone call through a sound

vi. Crescendo : Ring sound volume



gradually increases.

- vii. Vibration : Alerts the user through vibration.
- viii. Vib&Ring : Alerts the user through both vibration and ring sound.
- ix. Vib->Ring : Alerts initially by vibrating for 3 times and then generating ring sound.



- x. Lamp+Mute : Alert is displayed only on LED. No vibration or ring sound is generated.

2) Ring Tones

MENU -> Profiles-> Headset \approx Ring Tones is a function that sets ring sound. Selection may be made from various ring sounds.

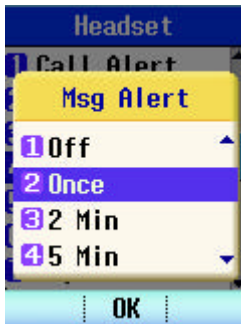
3) Ringer Volume :

MENU -> Profiles-> Headset-> Ringer Volume is a function that sets the volume of ring sound. Volume may be set, including silent, from 8 different levels.



4) Msg Alert :

MENU -> Profiles \approx Outdoor \approx Msg Alert is a function that alerts the user when a message is received. Depending on setting, alert may be generated periodically on set time, once or none at all. There are 7 different modes which are; Once, 2 Min, 5 Min, 10 Min, 30 Min, and 1 hour.

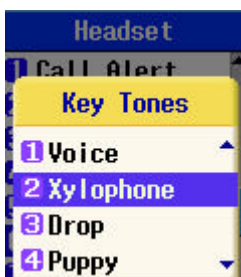


5)Msg Tones

MENU -> Profiles \approx Headset \approx Msg Tones is a function that sets the sound of message alert and it has 4 modes to select from.



6)Key Tones

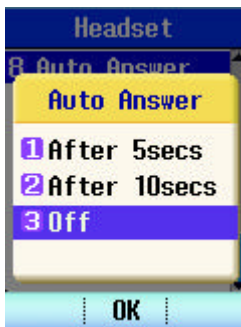


MENU -> Profiles ↗ Headset ↗ Key Tones is a function that sets the sound played when a key is pressed. It has 5 modes to select from



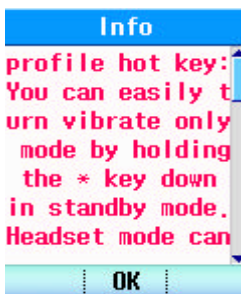
7)Key Volume

MENU -> Profiles ↗ Headset ↗ Key Volume is a function that adjusts the volume of the sound played when user presses a key. It has 8 different mode including silent.



8)Auto answer

7. info



Chapter 8. Settings

1.Call Divert

1)All Voice



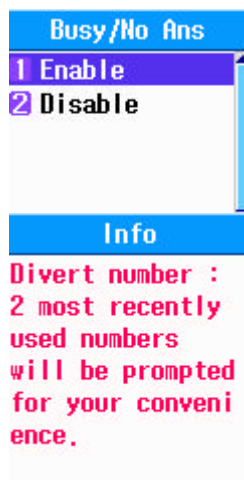
2) Busy



3) Not Answered



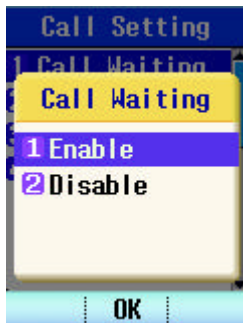
4)Busy/No Ans



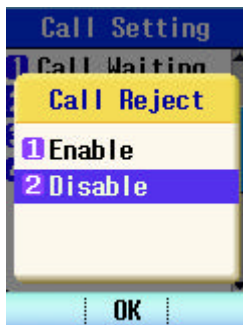
5)Info

2. Call Setting

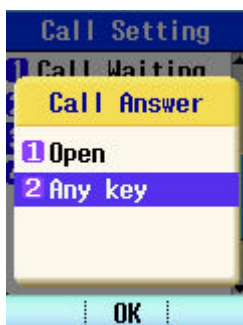
1) Call Waiting



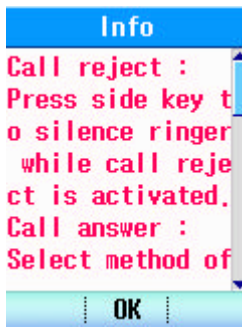
2) Call Reject



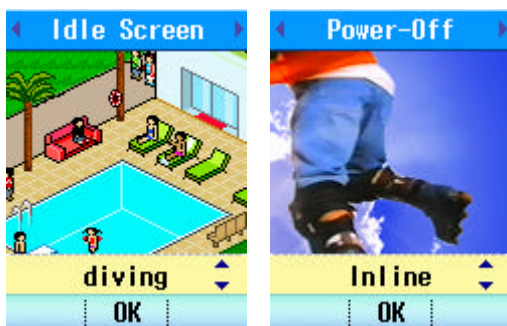
3) Call Answer



4) Info



3. Display



1) Theme

MENU -> Settings \approx Display \approx Theme is a function that enables selection of desired animation, still photo or downloaded image for screen display on Idle Screen, Power-on, Power-off, Outgoing Call and Received Call.

I. For Idle Screen, 2 animations,

3 still photos and a downloaded image may be set.

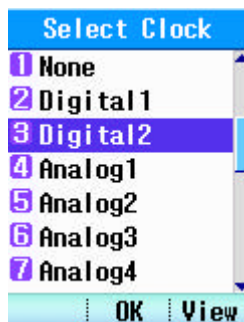
II. For Power-on, 2 animations, 3 still photos and a downloaded image may be set.

III. For Power-Off, 2 animations, 3 still photos and a downloaded image may be set.

IV. For Outgoing Call, only 1 animation may be set.

V. For Incoming Call, 1 animation, 3 still photos and a downloaded image may be set.

2)



Clock Type

MENU -> settings \approx Display \approx Clock Type is a function that changes the image to be displayed on stand-by screen.

There is 6 setting mode available which are; None, Digital1, Digital2, Analog1, Analog2, and Analog3. Digital2 is set as default.

View : Image to be displayed on stand-by screen may be previewed.



3) Banner

MENU -> setting \approx Display \approx Banner is a function that sets texts displayed on stand-by screen. Default texts in the card are displayed upon initial power-on if there are no texts saved by user. User 's text is displayed if user has saved texts of own.

Align : 3 modes are available - Middle, Right and Left

Font : 2 modes are available ? Border and Frame

Color : 5 modes are available - White, Black, Yellow, Blue and Red

Bgclr : This is background color and 5 modes are available - Sky, Green, Red, Blue and White

4) Menu Skin



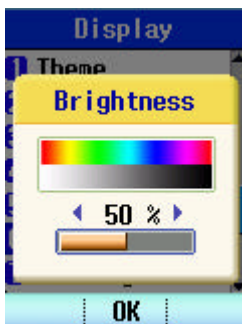
MENU-> Settings->Display->Menu & Skin is a Background color selected.



5) Dialing Font

MENU -> settings \approx Display \approx Dialing Font is a function that sets the size of number displayed on screen when entering phone number. 2 setting modes are available which are Large and Small.

6) LCD Contrast

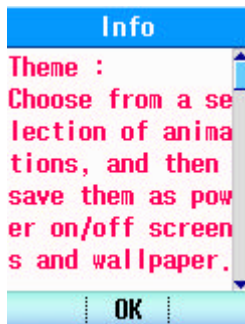


MENU -> settings -> Display -> Brightness is a LCD screen Brightness selected.



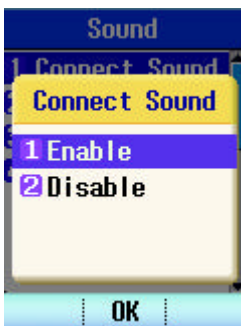
7) Backlight

MENU -> settings ↗ Display ↗ Backlight is a function that sets brightness of the screen.



8) Info

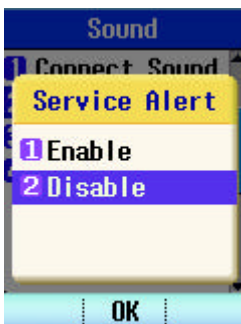
4. Sound



1) Connect Sound

MENU->settings-> Sound->connect Sound

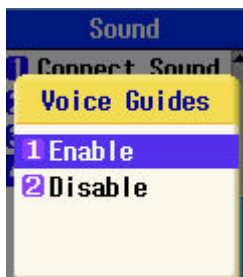
a function that generates a sound when phone call is connected. A sound is always played upon termination of a phone call regardless of the setting.



2) Service Alert

MENU->Settings-> Sound -> Service Alert

generates a sound upon entering or exiting a service area.

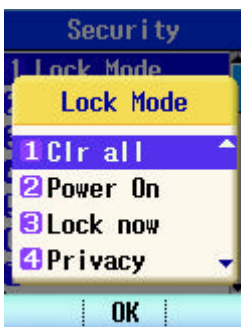


3) 1Minute Call

MENU -> setting ↗ Sound ↗ 1Min Alert is a function that generates a sound for every 1 minute connection during a phone call.

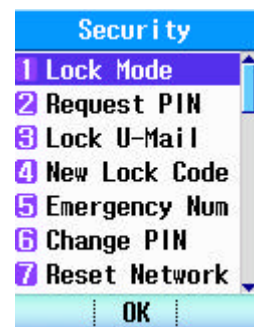
4) Info

5. Security



Lock Mode

MENU -> Settings ↗ Security ↗ Lock Mode is a function that enables user to configure the terminal depending on operating environment. Initial password is '0000'.



I. Clr All

Clr All is a function that cancels set security of all items.

II. Power On

Power On is a function that sets security option upon every power-on. By pressing Cancel key and entering password after completion of booting, terminal may be used.

III. Lock now

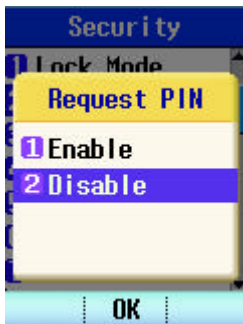
Lock Now is a function that turns on security option immediately.

IV. Outgoing

Outgoing is a function that sets security for outgoing calls.

V. International

International is a function that sets security for making international calls.



Request PIN

MENU -> Settings ↗ Security ↗ Request PIN is a function that may disable use of the phone by using the password of UIM Card after it is inserted. This function sets the phone to disable the use of it if incorrect password is entered for 3 times. If incorrect PIN of the card is entered for 3 times, card is disabled. In this case, contact China Unicom for assistance. PIN number of card differs depending on the card

manufacturer.

Enable : Boots after confirming password of the card.

Disable : Boots without confirming password of the card.



Lock U-Mail

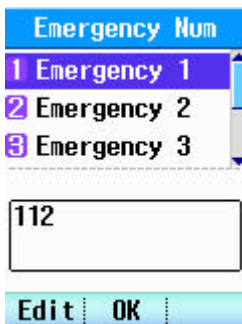
MENU->Settings-> Security->Lock U-Mail

Enter Password, Enter New Lock Code, Re-Enter Code

New Lock Code

MENU -> settings ↗ Security ↗ New Lock Code is a function that enables changing of old password to a new one.

When this function is selected, old password is entered and, if correct password is entered, then followed by entering new password for 2 times to confirm. If the new password entered for 2 times do not match each other, a message notifies so and new password shall be entered again. Initial password is set as '0000'.



Emergency Num

MENU -> settings ↗ Security ↗ Emergency Num is a function that enables to make a call in an emergency situation using the phone. In this function, a call can be made even if the phone is set as Lock. Emergency number may be set up to 3 numbers. Emergency Number may be modified using Edit key. Initially, '112' is set as Emergency No. 1. A call shall not be connected if a number other than

Emergency number is entered.

Change PIN

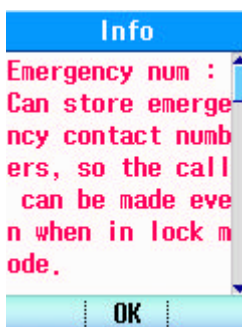
MENU -> settings ↗ Security ↗ Change PIN is a function that enables changing of the PIN number, which is saved in the card. Initially, old PIN is confirmed when this function is selected and, if correct PIN is entered, then followed by entering new password for 2 times. If the new password entered for 2 times do not match each other, a message notifies so and new password shall be entered again. Initial PIN number differs depending on the card manufacturer.

To use this function, MENU -> settings ↗ Security ↗ Request PIN shall be set as Enable.

Reset Network



Info



MENU -> settings ↗ Security ↗ Reset Network is a function that changes back settings made by user in menus such as MENU ↗ Calls ↗ Call Divert, Call Setting to default. If this function is set as Enable, a call shall be connected for 2 seconds then be terminated.

6. Phone

1) Language

MENU -> Settings ↗ Phone->Language is a function that sets language to be used. This function provides 2 language options, which are Thai and English.

2) Data Svc



MENU -> Ssettings ↗ Phone ↗ Data Svc is a function used when connecting to PC.

HSPD USB : use USB port to connect PC

115K : A method that uses UART to connect with PC

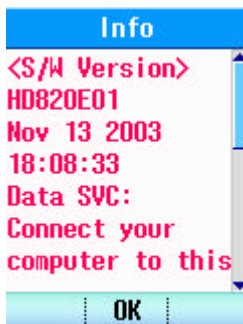
Modem/Fax : Mode employed when using Modem/ Fax

3) Data/Fax In



MENU -> settings ↗ Phone ↗ Data/Fax In is a function to select between Modem and Fax for wireless communication. It is set as Disable when the phone is turned off and then on.

4) Info



Chapter 9. Internet function



1) Start U-Magic

MENU->Internet->Start U_Magic is connect Mobile Shop

2) Internet SPD



MENU->Internet->Internet SPD is Society for the Prevention of Crime high and low selected.

3) Set U-Magic



MENU->Internet->Set U-Magic is Society for the Prevention of Crime high and low selected.

3)-1 Dial In Number

Dial in number input

3)-2 User name

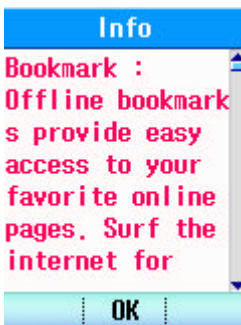
user name input

3)-3 Password

Password input

3)-4 Default Value

5) Info



Chapter 10. Fun & Util

1. Game

1) SpaceBall

MENU -> Game -> SpaceBall is a simple game that is playable on the mobile phone.
Refer to instructions on how to play the game.



2) Mtangram

MENU -> Game -> Mtangram is a simple game that is playable on the mobile phone.
Refer to instructions on how to play the game.

2. Calculator



MENU -> Fun & Util -> Calculator is the calculation performing simple calculations such as addition, subtraction, multiplying and dividing. The result of calculation can be 7 digits of integer and 2 decimal points.

To explain each Key,

* : used to indicate the decimal point.

: used to change the number mark

+, -, =, ? : used to perform calculations such as addition, subtraction, multiplying and dividing.

AC : delete the numbers displayed in the screen.

Exit : return to the Menu screen.

Enter the number you want to calculate.

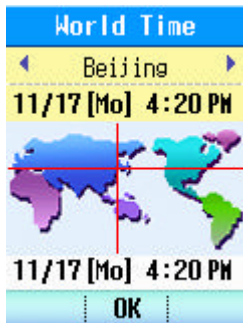
If there are numbers below decimal point, press * and enter the number below the decimal point.

Enter the calculation mark using UP/DOWN/LEFT/RIGHT Key.

Enter the number you want to calculate as shown in 2 above and press the OK key to display the result value.

If you want to enter again, press the AC Key in the lower left and enter the number, or directly enter the number you want to enter.

3. World Time



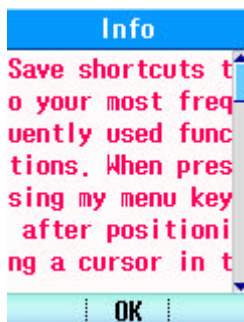
MENU -> Fun & Util -> World Time is the function to check the time of major cities in the world.

4. Info



Chapter 11. My Menu Function

1. Info



Appendix 1. Installation

1. Installing a Battery Pack

- 1) The Battery pack is keyed so it can only fit one way. Align the groove in the battery pack with the rail on the back of the phone until the battery pack rests flush with the back of the phone.
- 2) Slide the battery pack forward until you hear a “click”, which locks the battery in place.

2. For Traveler Charger Use

- 1) Plug the charger into a wall outlet. The charger can be operated from either a 110V or a 220V source. When AC power is connected to the traveler charger, both the green and red LED's blink once.
- 2) Insert the jack of Traveler charger to the bottom of handset or a spare battery pack into the individual battery pack slot. Red light indicates battery is being charged.. Green light indicates battery is fully charged.

Appendix 2. RF Exposure Statement

WARNING! Read this information before operating the phone.

In August 1996, the Federal Communications (FCC) of the United States, with its action in Report and Order FCC 96-326, adopted an updated safety standard for human exposure to radio frequency(RF) electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies.

The design of this phone complies with the FCC guidelines and these international standards.

CAUTION

Use only the supplied and approved antenna. Use of unauthorized antennas or modifications could impair call quality, damage the phone, void your warranty and/or result in violation of FCC regulations.

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with skin, a minor burn may result. Contact your local dealer for a replacement of antenna.

Body Worn Operation

This device was tested for typical body-worn operations with the back of the phone kept 1.5 cm from the body. To comply with FCC RF exposure requirements, a minimum separation distance of 1.5 cm must be maintained between the user's body and the back of the phone, including the antenna, whether extended or retracted. Third-party belt-clips, holsters, and similar accessories containing metallic components should not be used. Body-worn accessories that cannot maintain 1.5 cm separation distance between the user's body and the back of the phone, and have not been tested for typical body-worn operations may not comply with FCC RF exposure limits and should be avoided.

For Your Safety FCC Part 15 Class B Compliance

This device and its accessories comply with part 15 of FCC rules. Operation is subject to the following two conditions: (1) This device and its accessories may not cause harmful interference, and (2) this device and its accessories must accept any interference received, including interference that may cause undesired operation.