

# PCS 1900 MOBILE STATION HANDHELD PORTABLE TELEPHONE

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M4 Social  
(MT-239)

*User Operations Manual  
Part 1*

Version 1.0

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# **1. INTRODUCTION**

## **1.1 SERVICES & FEATURES**

### **1.1.1 SERVICES**

	M4 Social
Tri-codec (FR+HR+EFR)	Yes
Emergency Call and ECC management	Yes
SDN names presentation line by line	Yes
Service Operator Direct access	Yes
Voice Mail indication Icon/Alert	Yes
Voice Mail indication with line/Nb msg	Yes
One(Dedicated) Key for Voice Mail Listening	Yes

**1.1.2 SERVICES: SMS AND BROADCAST**

	M4 Social
Support of concatenated SMS MT	Yes
Writing of concatenated SMS on Contact	Yes
Compression of User Data 03.42	-
New SMS indication Icon/Alert	Yes
Specific SMS Alert	Yes
One (Dedicated) Key SMS Reading	Yes
Storage of SMS in EEPROM	Yes (10)
Storage of SMS class3 on DTE	Yes
Separated Presentation of SMS MT/MO	Yes
Presentation in chronological order	Yes
Status of used/free	Yes
Forward function	Yes
SMS Call-back function	Yes
<b>Status Report Storage in eeprom</b>	<b>Yes (10)</b>
Status Report Storage in SMSR	Yes
Time Display in Status Report	Yes
SMS Parameters	Yes
SMS-CB	Yes
CB Message Type Selection	Yes
SMSCB and Data Transfer 07.05	Yes

**1.1.3 SERVICES: SUPPLEMENTARY SERVICES**

	M4 Social
Call Forwarding	Yes
CFU Icon management	Yes
Forwarded -To- Number storage	Yes
Voice Mail choice for FTN	Yes
Time entry when CFNRy (5s-30s)	Yes
CF adaptive menu in function of CSP	Yes
All CF options for all basic services	Yes
FTN controlled when FDN active	Yes
Display of details for conditions	Yes
Call Barring	Yes
Call Holding	Yes
Call Waiting	Yes
CLIP status (MMI sequence + menu)	Yes
display withheld numbers	Yes
CLIR status (MMI sequence + menu)	Yes
CLIR per call basis (MMI sequence + menu)	Yes
Settings for all calls	Yes
CLIR and "Bis" function	Yes
COLP (MMI sequence + menu)	MMI sequence only
COLR (MMI sequence + menu)	MMI sequence only
Network Selection (Manual/Automatic)	Yes
CNAP (US only)	Yes
AoC	Yes
14,4 kbits/s (US only)	Yes

**1.1.4 SERVICES: MEMORY RELATED FUNCTIONS**

	M4 Social
Management of SIM Memories	Yes
Management of Phone Memories	Yes (1*200)
Speed Dialling	9
Numeric Recall	SIM/EEPROM
Last Dialed Number	EEPROM
Deletion of LND one by one	Yes
SS per call basis in LND	Yes
Direct access to phonebook names	Yes
Alphabetical Recall (ADN)	SIM and Phone
Presentation of Directory Numbers mix option	Yes
Wild character entry	Yes
FDN	Yes
Phonebook access always available in FDN mode	Yes
Copy between SIM and Tel Phonebook	Yes
MSISDN reading/writing	Yes
Unanswered Call in EEPROM	10
Received Call in EEPROM	10



**1.1.5 ADVANCED FEATURES**

	M4 Social
Scratchpad in EEPROM	20 entries
Agenda with call-back	Yes (20 entries)
Currency Converter	Yes
Talk Time Management	Yes
Talk Time for outgoing/incoming calls	Yes
"InfoConso" feature	Yes
Call timer reminder	Yes
Language Selection(Manual)	Yes
Language Selection, Automatic by SIM	Yes
Language Reset by MMI sequence	Yes
Hidden Menu	Yes
Customer Service Profile	Yes
Adaptive menu generalisation	Yes
Dialling in menu instead go to idle	Yes (gen. menus)
Two Line Service (ALS)	Yes
Line Names	Yes
Auto Answer	Yes
Automatic Retry	Yes
Any Key answer Option	Yes
Programmable Key	Hotkey

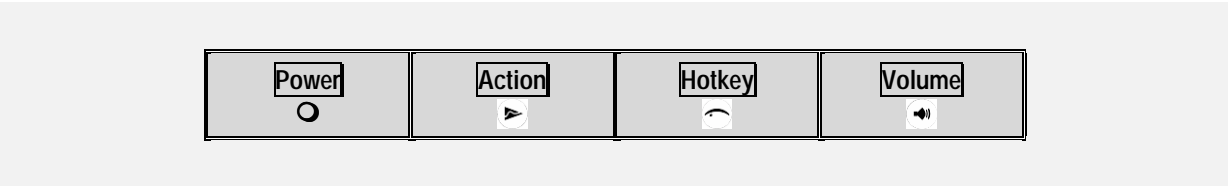
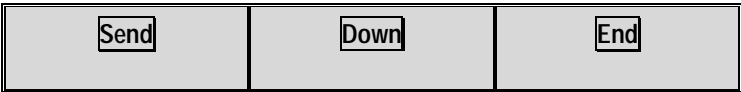
**1.1.6 OTHER FEATURES**

	M4 Social
Ciphering Indicator	Yes
Keypad lock	Yes
Keypad lock dedicated key	Yes
Keypad lock restored after a call	Yes
Volume Control	Yes
Master Volume Control	Yes
Ring Tones (r ) and melody (m) Selection	Yes(4r + 16m)
Ramping Ring Tone	Yes
Melody/Ring tone distinction by Phone directory	Yes
Display View Angle Control	Yes
Animated Welcome Message	Yes
Reset Phone to Factory Default settings	Yes
SIM PIN Control	Yes
Unlock Code Control	Yes
DTMF Transmission	Yes
SIM Locking	Yes
Auto SIM Locking	Yes
International Country codes table	Yes

1.2 PRODUCT KEYPAD




The product has a keypad composed of the following keys:

The semantics are as follows:






## 1.3 KEYPAD USAGE

### 1.3.1 IDLE STATES

State	Left softkey	Right softkey	Send	End				*I#	[0..9]
0 Idle no com no icon	Names	Menu	Last dial	-		Volumes		*I#	Digits // Speed dial
					Keylock		Shortcut		
						AlertMode			
1 Idle no com 1 icon	Read (Direct access to event)	Menu	Last dial	Change left softkey to Names		Volumes.		*I#	Digits // Speed dial
					Keylock		Shortcut		
						AlertMode			
2 Idle no com > 1 icon	Read (Idle Menu access)	Menu	Last dial	Change left softkey to Names		Volumes		*I#	Digits // Speed dial
					Keylock		Shortcut		
						AlertMode			
3 Idle no com Digits	Store	Clear // Clear All	Send	Back Idle		Volumes		*I#	Digits
					-		Shortcut		
						AlertMode			
4 Idle menu	Select	Exit // Back Idle	Selected item related function	Back Idle		Volumes		Next / Prev. item	-
					-		Shortcut		
						Next Item			
5 Incoming Call	(Deflect)	Stop ring	Accept call	Reject call (UDUB)		-		DTMF tones	DTMF tones
					-				
						-			
6 Outgoing Call	(Transfer)		-	End Outgoing		Vol. acc.		-	-
					-				
						-			
7 Idle 1 com No digits	Names	Menu	Hold / Retrieve	End all calls		Vol. acc.		DTMF tones	DTMF tones
					Call opts		Shortcut		
						// Mute			
8 Idle 1 com digits	Store	Clear // Clear All	Hold + Send	End all calls		Vol. acc.		DTMF tones	DTMF tones
					Call opts		Shortcut		
						// Mute			
9 Call waiting	Replace	Reject (UDUB)	Accept call	End the established call		Vol. acc.		DTMF tones	DTMF tones
					-		Shortcut		
						// Mute			
10 Idle 2 com no digits	Names	Menu	Call swap	End all calls		Vol. acc.		DTMF tones	DTMF tones
					Call opts		Shortcut		
						// Mute			
11 Idle 2 com digits	Store	Clear // Clear All	-	End all calls		Vol. acc.		DTMF tones	DTMF tones
					Call opts		Shortcut		
						// Mute			
12 1 active + 1 held + 1 waiting	Replace	Reject (UDUB)	Call swap	End the established calls		Vol. acc.		DTMF tones	DTMF tones
					-		Shortcut		
						// Mute			
13 Idle + Network event	Names	Menu	Ack event or event specific action	Clear event (with confirm.)		Volumes		Next / Prev. page	-
					Event opts		Shortcut		
						Next page			

### 1.3.2 MENUS, LISTS AND EDITORS

State	Left softkey	Right softkey	Send	End				*I#	[0..9]
14 Menu / Setting list / Question	Select	Exit // Back Idle	-	1) end the established calls 2) Back idle	-			Next / Prev item	-
15a Header (SMS MT)	Read	Exit // Back Idle	Call Nb (Sender, Nb in SMS)	1) end the established calls 2) Back idle	Actions_1			Next / Prev msg	-
15b Header (SMS MO)	Read	Exit // Back Idle	Send the message	1) end the established calls 2) Back idle	Actions_2			Next / Prev msg	-
16a Message zoom (MT)	Delete	Exit // Back Idle	Call Nb (Sender, Nb in SMS)	1) end the established calls 2) Back idle	Actions_3			Next / Prev msg	-
16b Message zoom (MO)	Delete	Exit // Back Idle	Send the message	1) end the established calls 2) Back idle	Actions_4			Next / Prev msg	-
17 Quick ADN	Edit	Exit // Back Idle	Call selected item	1) end the established calls 2) Back idle	Actions_5			Next / Prev card	Quick access to names
18 Last dial, Rec. Unanswered	Details	Exit // Back Idle	Call selected item	1) end the established calls 2) Back idle	Actions_6			Next / Prev entry	-
19a XY Editor									
21 1-2 coms Volume mode	Vol-	Vol+	-	1) end the established calls 2) Back idle		Vol+ (circ.)		DTMF	DTMF
					-		Shortcut		
						// Mute			

### 1.3.3 EDITORS FUNCTIONS

	Normal press					Long press				
Editor	0	1	2..9	*	#	0	1	2..9	*	#
19b X Phone number	0	1	2..9	*	#	0	1	2..9	*, , +, p	#
19b X Numeric	0	1	2..9	No action	No action or decimal point	0	1	2..9	No action	No action or decimal point
19b X alpha-numeric	0	1, -, ' @ : ?	Chars and 2..9	shift next char	space	0	1	2..9	Toggle caps lock	special chars access

## 1.4 ACTIONS MENUS CONTENTS

Corresponding to each state above, when relevant, an actions menu is defined with the following items. In each actions menu, the first items are those that have no direct access.

Action menus			
7 Idle 1 com No digits	8 Idle 1 com digits	10 Idle 2 coms no digits	11 Idle 2 coms digits
AutoDtmf Hold   Retrieve Mute  Unmute End call	AutoDtmf [Private With (if conference)] Hold   Retrieve Mute  Unmute [End X (if conference)] End Call	AutoDtmf Swap Join Transfer Mute  Unmute End Held End Active End All	Swap Join Transfer Mute   Unmute End Held End Active End All
13 Idle + Network event	15a SMS MT header Actions_1	15b SMS MO header Actions_2	16a Message zoom (MT) Actions_3
Network event dependent	Read text Delete Reply Forward Numbers	Read text Delete Status Send	Delete Reply Forward Numbers
16b Message zoom (MO) Actions_4	17 Quick DN Actions_5	18 LND, Received, unanswered Actions_6	
Delete Edit Status Send	Edit Delete Copy Move Call	Store Delete Delete All Edit Details Call	

## 1.5 TONES

The tones defined by the GSM recommendations can all be generated as often as required.

Tones may be turned ON or OFF, according to user preference, using the silent alert mode.

Dual Tone Multi Frequency (DTMF) tones are used as Numeric key feedback tones except when entering a secret code. When dialling SDN and information numbers, DTMF tones feedback may be suppressed as an operator option.

All tone volumes can be set in the "Settings/Volumes" menu.

## **1.6 BACKLIGHT MANAGEMENT**

The management of the backlight includes the LCD and the KEYBOARD.

If the mobile is charging, the backlight is Off, except during connection and disconnection phases where a 10-second backlight switch on is made. This applies for all power sources except Full H/F.

In the case of a full F/H kit (H/F kit with power source), the backlight is switched on in a permanent mode, whatever is the backlight setting status.

The backlight operates according to its Setting in the "Settings" Menu when the phone is used as a handheld, with no power connection.

### **1.6.1 BACK LIGHTING BEHAVIOUR WITH ELECTRICAL CONNECTIONS**

This paragraph describes the behavioural specification of the back lighting. The LCD and the keypad are backlighted together in all situations. The back lighting management cases are:

- Connection of the mobile to a Cigarette Light Adapter or AC/DC,

- Connection of the mobile to a Hands Free (H/F) car-kit,

- Connection to a Desk Top Charger (DTC),

- Key press or network event with display and mobile connected to a H/F kit, CLA, AC/DC or DTC,

- Key press or network event with display or , connected to a power source and mobile charging is terminated,

- Incoming Call.

The back lighting is managed via a phone Setting. Some connections enforce temporarily this Setting (connection to a H/F kit enforces the Setting to "On"). The mobile can be charged in either "Switch Off" or "Switch On" state.

## 1.7 BATTERY CHARGING AND DISPLAY

If the mobile is being charged:

- **If the mobile is On**, the battery charge process is confirmed by a round robin display in the battery icon of the Idle screen. The LED is not affected by the charging process.
- **If the mobile is Off**, the charging process is confirmed by a large animation on the screen. At end of charging, the screen displays the information charge ended with a full battery icon and a relevant text such as "Battery Full". During the charge process, the LED is switched on RED, at end of charge, the LED is switched on GREEN.

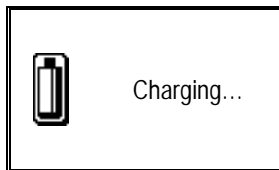
### 1.7.1 CHARGING AND MOBILE ON



#### Idle screen and charging process:

The battery icon is switched in a round robin manner. At end of charge, the icon remains steady with all bars full.

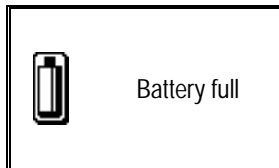
### 1.7.2 CHARGING AND MOBILE OFF



Charging...

#### Charging process and mobile off:

The display indicates that the charge process is in progress  
The LED is switched on RED



Battery full

#### Charging process and mobile off:

End of charging display  
The LED is switched on GREEN.



## 1.8 LED BEHAVIOUR AND CONNECTIONS

A bicolour LED is present on the mobile front. In a hardware point of view, it can be viewed as two red and green LED's that are never switched "ON" at the same time. The LED appearance gives information about the mobile status and events, as indicated below. Priorities between events are given. The mobile keeps track of all Led related events and manages the Led behaviour accordingly to the priorities indicated.

Mobile state	Event	LED colour/behaviour	Status priority
Off	Charge completed	Green Steady	1 (Most important)
	Charging	Red Steady	2
On	Incoming call ringing	Green/ Flashes quickly	1 (Most important)
	Alarm clock, diary event	Red/ Flashes quickly	2
	Mobile registered to a network	Off	3
	Charge completed	Off	4
	Charging	Off	5

## 1.9 READING THE IMEI

Every GSM telephone has a unique identity that is given by its IMEI (International Mobile Equipment Identity) which is a 14-digit number. The IMEI of a phone is followed by the check digit and the Software Version (16 digits in fact) can be seen in the display as follows :

Press : \*#06#

IMEI:  
1233345678910112  
1



### IMEI display:

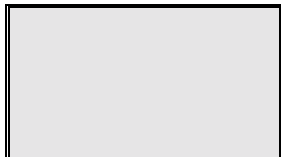
A press on softkeys clears the display.

A 3 seconds timer clears also the display automatically.

## 2. MOBILE SWITCHING ON AND OFF

### 2.1 MOBILE SWITCH-ON BY THE USER

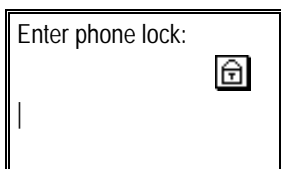
To switch the phone on, press and hold the **Power** key. The "AUDIO POWER ON TONE" tone is played if the alert mode is not "Vibrate only", otherwise a short vibrator activation is performed.. Before the mobile becomes ready for use, the following operations sequence takes place. It is called the "Power On" sequence.



"End of tests"

#### Self check screen:

The whole screen is blacked. The mobile performs various controls on internal components.



"1234"

#### Phone lock entry screen:

A password editor is entered

If the phone lock code is set, it is requested at this stage.

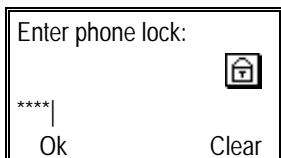
The phone lock code is a 4-digit numeric code.

In case of error, you have an infinite number of trials.

Phone lock code entry

You can also enter the international emergency number 112 that will be called in this case

During the call, no other phone feature is available. After the end of the call, the phone returns to the lock code sequence request with an empty entry.



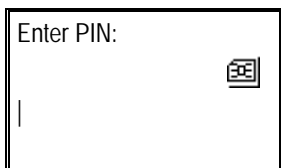
Ok

#### Phone lock entry screen:

Press **Ok.** softkey to validate the lock code

Press **Clear** softkey to erase the last character. Long Press **Clear** softkey to erase whole entry

Phone lock code validation



"0000"

#### PIN entry screen:

A password editor is entered.

If the PIN control is active on SIM, it is requested at this stage.

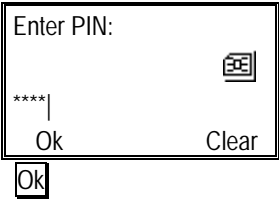
The PIN code is a 4-digit to 8-digit number.

The behaviour when entering a PIN is described in Annex B.

PIN entry

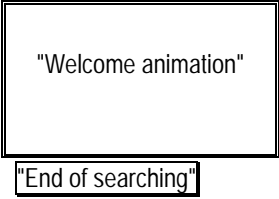
You can also enter the international emergency number 112 that will be called in this case

During the call, no other phone feature is available. After the end of the call, the phone returns to the PIN sequence request with an empty entry.



**PIN entry screen:**

Press **#** or **Ok** softkey to validate the PIN.  
Press **Clear** softkey to erase the last character. Long Press **Clear** softkey to erase whole entry  
PIN validation



**Welcome animation screen:**

During the display, the mobile determines the language to be used. A network search is also performed during this animation.  
All keys, while in this state, have the same functions as in Idle screen.  
Access to all mobile functions is allowed during the animation display.



**Idle screen:**

When the mobile is registered, a "**AUDIO\_SVC\_TONE**" tone is played (according to the current alert mode Setting) and the idle screen is displayed. The phone is now ready for use.  
If the ring volume is Off, the ring-off icon is displayed in Idle screen.

2.2 MOBILE SWITCHING OFF BY THE USER

To switch the phone Off, press and hold the **Power** key, at any moment, except when the keypad is locked and when a call is engaged.



Idle screen:

**Power** long press

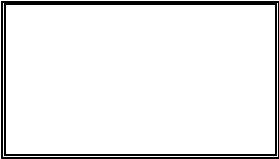
To switch off the mobile  
A " **AUDIO\_POWER\_OFF\_TONE**" tone is played at the same time if the key tone is not silent.  
If the mobile switching off is due to a lack of battery power, the switching off sequence is not displayed.



**Switch Off animation screen:**  
A single message can also be displayed.  
During the display, the mobile is disconnected from the network.

**End of sequence**

The mobile disconnects from the network.



Mobile switched off screen:

### **3. STAND-BY STATE DESCRIPTION**

#### **3.1 PRESENTATION**

The idle state with no established call is the Stand-by State.



This state allows reaching the main menu, the quick ADN list consultation for calling, the direct number dialling, and the last numbers dialled list direct access.

#### **3.2 INFORMATION DISPLAY IN IDLE STATE**

##### **3.2.1 PERMANENT DISPLAY**

Permanent display means a display that is always present in normal Idle State. Some other information may overlap these ones, but the cases are always transitory.






When no phone number is entered, the idle screen information are, when available:

-  The RSSI level, if a network is available,
-  The battery level,
- The network operator name. If the mobile cannot register on one of the available networks, A blank area is displayed. If the mobile cannot find a network, the label "No Network" is displayed.
- The time (hour: minute) and date (day/month),  
The Service provider name, if the SIM card has the EF<sub>SPN</sub> file,
- Two softkeys, labelled **Names** (left) and **Menu** (Right).








##### **3.2.2 ADDITIONAL DISPLAY**

Some graphic icons provide additional information, when relevant. These pieces of information may be missing depending on current mobile situation. All icons (except the alarm icon, displayed near the time information) are displayed in the Idle screen icon bar, on top of the screen.

##### **3.2.2.1 NETWORK RELATED INFORMATION**

	Roaming icon, displayed only if the mobile is camped on a network which is not the user "Home network"
	New received SMS icon
	New received Voice mail icon (distinctive icons for all lines, line 1 and line 2)
	Unanswered calls icon
	Call diverting icon (divert unconditionally): displayed if this function has been set by the user with the corresponding service menu item,

### **3.2.2.2 MOBILE SETTINGS INFORMATION**


	Ring off icon
	Line 2 in use (for DCS only). When using line 1, no indication is displayed,
	Keypad is locked,
	SMS full icon (same icon as new SMS, but blinking),
	The clock alarm icon, when a clock alarm is set,
	The vibrator alert mode, displayed when activated,
	Home zone indicator

### **3.2.2.3 VOLATILE DYNAMIC INFORMATION**

- CB idle: CB Idle messages are directly displayed on the idle screen and overlap other information (Service provider name for instance). The information is updated as soon as necessary.

## **3.2.3 INFORMATION MANAGEMENT IN IDLE SCREEN**


### **3.2.3.1 BATTERY ICON**

The battery icon () indicates the battery charge level, with a **3 levels** bar graph icon. The icon blinks when the battery becomes too low for normal operation. For the first time the battery becomes low, a "pop-up" warning screen is displayed and has to be acknowledged by the user. An "**AUDIO\_LOW\_BATTERY\_ALARM\_TONE**" tone is played at the same time. If the battery charger is plugged during the pop-up screen display, this one is removed from the screen.

During battery charging, the battery icon displays a cyclic animation indicating the charging process. When the battery is full, the cyclic display is stopped and the icon remains static with full Power State.

See preceding section, on connected parts, for the display during charging process.

### **3.2.3.2 RSSI LEVEL DISPLAY**


The **4 levels** RSSI icon () indicates the radio signal quality as perceived by the mobile when it is camped on a network. If the mobile cannot register on a network, no icon is displayed.

### **3.2.3.3 NETWORK OPERATOR NAME**


This information is managed as follows:

- If the mobile can register on a known network, the corresponding name (without country code) is displayed. If the network is unknown, the country abbreviation and network number are displayed instead,
- If the mobile is unable to register on one of the available networks, the area is blank,
- If the mobile finds no network, the text "No Network" replaces the network operator name.

### **3.2.3.4 ROAMING ICON**

The roaming icon () is shown if the mobile is camped on a network that is different from the HPLMN. When roaming in the home country, the network operator name remains the one of the home network, otherwise the name of the visited network is shown.


### **3.2.3.5 SMS ICON**

This icon () is switched on in the following conditions:


- No SMS icon and The left softkey is labelled **Names**: no new SMS received and SMS storage is Ok,
- SMS icon blinks and the left softkey is labelled **Names**: The SMS storage is full,
- SMS icon (non blinking) and the left softkey is labelled **Read**: New SMS have been received,
- SMS icon blinks and the left softkey is labelled **Read**: New SMS have been received and the SMS storage is full.

Depending on the number of networks events pending (SMS, Voice Mail, unanswered calls), the **Read** softkey gives access to the event related function directly or to the Idle menu.

### **3.2.3.6 NEW RECEIVED VOICE MAIL ICON MANAGEMENT**


This icon () is switched on when a SMS indicating a voice mail message has been received and not yet listened to. The left softkey behaviour and label is the same as for a new SMS event. A message in Idle screen indicates also the fact that new voice mail are waiting (x voice mails). When the mobile is not engaged in a call, a "AUDIO SMS TONE" tone is played each time such an indication is received. The icon and information are removed when the user calls the related voice mail boxes.

### **3.2.3.7 NEW UNANSWERED CALLS ICON MANAGEMENT**

The "New Unanswered Calls" icon () is switched on when calls have been received, but not answered and when the user has not yet accessed the unanswered calls list from the Idle screen or from the menus. The left softkey behaviour is the same as for new SMS management.

In complement to the icon, a message in Idle screen indicates also that unanswered calls have been received (x unanswered), but not yet checked.

### **3.2.3.8 CALL DIVERTING ICON**


If the call diverting status "Always" is active and known (for the current line in use), the corresponding icon "" is displayed on the idle screen. No icon is displayed when the calls are not diverted or when the call diverting status is unknown. The icon status is stored in mobile non-volatile memory.

At mobile power on:


If the SIM card contains the EF/CFU file, the icon is displayed according to the state indicated in the file and also to the current line in use,

Otherwise the icon is displayed according to the state indicated in non-volatile memory and according to the SIM card associated id.


### **3.2.3.9 RING OFF ICON**

This icon () is shown if the ring volume is set to Off and the alert tones is "Ring only", "Vibrate then ring", "Vibrate and ring".

### **3.2.3.10 VIBRATOR ALERT TONES**

This icon () is displayed in the icon bar when the Alert mode is set to "Vibrate only" or "Vibrate then ring". This icon is displayed at the same place as the Ring off icon, and has priority on display. When setting the Alert tones to "Ring" or "Vibrate and Ring" and if the ring volume is Off, the Ring off icon then replaces the vibrator mode icon..


### **3.2.3.11 DCS LINE 2 ICON**

This icon () is shown if the mobile currently uses the DCS line 2. No icon is shown in case of DCS line 1 usage.

### **3.2.3.12 CB IDLE MESSAGES DISPLAY**

CB messages are directly displayed on the Idle screen. The display principles make use of the largest possible area, but the Network operator name is preserved in any case. So, these messages are displayed on the bottom part of the screen. Two lines of the Idle screen is used for CB Idle display. This information may be hidden in some case, when more important information has to be displayed (Such as network events notifications).


### **3.2.3.13 OTHER CB MESSAGES DISPLAY**

CB messages are displayed on the Idle screen. If required, the whole screen is used for such a display. If the message is too long to be entirely displayed, a scrolling is provided using the  key. A CB message must be acknowledged by the user to be removed from the screen. After display, the screen content becomes the one before the CB display.

### **3.2.3.14 DATE AND TIME DISPLAY**

The Date and Time are displayed permanently in Idle screen. The time is displayed on a 24-hour display basis(Hour, Minute), the date is displayed according to the date format chosen when entering the date value. The year is not displayed. In case of a numerous of network events, the information is temporarily hidden.

### **3.2.3.15 HOME ZONE INDICATOR**

This icon () is displayed in the icon bar when the mobile is in the user home zone, if this information is available from the network. Generally, the user home zone allows to have preferential charge when calling.

### **3.2.3.16 CLOCK ALARM INDICATOR**

This icon () is displayed near the current time information, when the clock alarm is active.

### **3.2.3.17 GENERAL INFORMATION DISPLAY FOR NETWORKS EVENTS**

When several network events are received, the following information are displayed in the Idle screen:

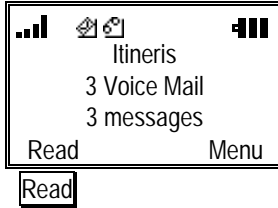
- The relevant icons are displayed on top of the screen,
- For each network information, a complementary text is displayed, with the following policy:
  - For the first event, the area used to display CB Idle message is used (for instance : 3 messages)
  - For the second event type, the area used to display the time and date is used (for instance, 2 voice mail),
  - For the third one, the area used to display the network operator name is used (for instance (2 unanswered).
- The left softkey is renamed **Read** in this context.

### **3.2.3.18 ACCESS TO NETWORK EVENTS**

The left softkey is context sensitive:

- If no network event has to be managed, the softkey label is labelled **Names**.
- If only one network event has to be managed, the softkey label is changed to **Read** and gives a direct access to the network event related function,
- If several network events are to be managed, the softkey label is changed to **Read**. In this case, the softkey gives access to an "Idle menu" that gives access to the related functions,
- In case of **Read** softkey, the left softkey can be changed to **Names** again by a press on the **End** key. Returning from the phonebooks or the menu in this condition will restore the **Read** softkey and access again to the pending network events.



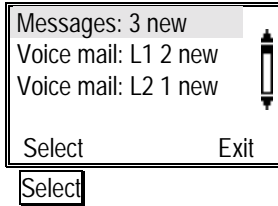
**Example:****Idle screen:**

2 network events icons are displayed in the status bar.

The left softkey label is changed to **Read**.

The display indicates the pending events: Voice mail, SMS

Access to the Idle menu

**Line Menu screen:**

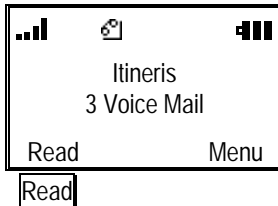
The number of events is given for each event type, when available.

Access to new received SMS process

**New SMS read process:**

The process is similar as an inbox consultation, except that old SMS are not shown.

"End of SMS consultation" A return to Idle is realised

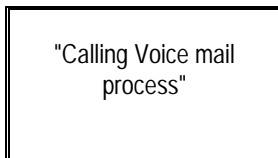
**Idle screen:**

The voice mail icon is now alone in the icon bar

The left softkey label remains **Read**.

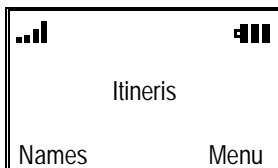
A text on the screen indicates the pending network events, here 3 new voice mail messages

Direct access to the voice mail calling process.

**Calling Voice mail process:**

The voice mail is called directly

"End of Voice mail consultation" A return to Idle is realised

**Idle screen:**

No more network event icon

The left softkey has now its normal usage.

### 3.3 SHORT-CUTS FROM IDLE WINDOW

#### 3.3.1 QUICK ADN DIRECT ACCESS


A press on the **Names** softkey gives access to the quick ADN, allowing a quick way for dialling. See memory section for details.

When the left softkey is reserved to access the pending network events menu and is labelled **Read** in this case, a press on the **End** key allows to restore the **Names** label for the softkey. On return from the menus, the previously removed **Read** softkey is restored automatically.

#### 3.3.2 GENERAL MENU ACCESS

A press on the **Menu** softkey gives access to the general menu, allowing managing all phone functions.

#### 3.3.3 DIRECT ALERT TONES ACCESS

A long press on the  key gives access to the alert mode menu, with a direct choice between (Vibrate and Ring). See the setting section for details

#### 3.3.4 KEYPAD LOCK

A press on the **Action** followed by a press on **#** key locks/unlocks the keypad. In the locked state:

- The way for unlocking the keypad is indicated to the user on each key press, via an information screen,
- No sounds are generated on key presses,
- The backlight is "switched on" on key presses,
- The left softkey is hidden and the right softkey label is **Unlock**.
- The keypad locked icon is displayed between the softkeys.
- The keypad unlock is obtained by a press on **Unlock** or **Actions** followed by a press on **#**

While in locked state:

- Dialling emergency numbers is possible: international number 112, and all emergency numbers stored on SIM. Receiving a new call unlocks the keypad automatically, allowing answering to the call. After call termination, the locked state is retrieved automatically.


#### 3.3.5 SPEED DIALLING

Long presses on **1** to **9** keys allow dialling the corresponding associated phone number. The **1** key is devoted to voice mail.

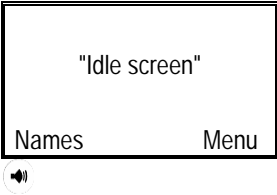
#### 3.3.6 LAST NUMBERS DIALLED LIST

A press on **SEND** while in Idle state displays the Last Numbers Dialled list with the most recent call displayed first. A new press on **SEND** calls this number. See LND list management for details.

#### 3.3.7 VOLUMES CONTROL

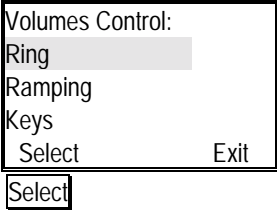
A press on the volume () key gives access to the volumes control menu. When entering the function, a volume menu is displayed allowing to choose which volume to operate on, with the ring volume at first position.

The behaviour is the same as the access to the volume control via the menus. After tuning of one of the volumes, the process returns directly to the volume menu.



Idle screen:

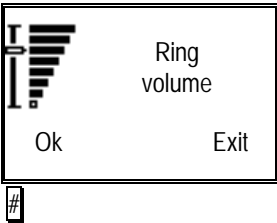
Access to volumes control



Master volume control menu

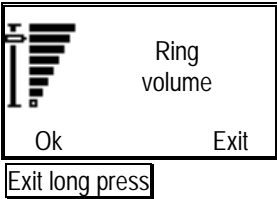
Press key to choose the volume to tune, in a circular way.  
The ( ) and ( ) keys allow also a menu navigation.

Master volume tuning selection



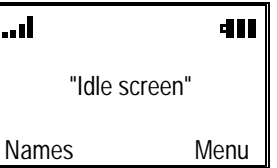
Ring volume control screen:

Press key or ( ) and ( ) keys to adjust the control  
8 steps are offered for volume tuning. Press on the corresponding key adjust the volume to the same value (Press on sets the volume to )  
When going outside the bounds, a " AUDIO\_VOLUME\_KEY\_ERROR\_TONE " tone is played  
Increase the ring volume control value  
The " AUDIO\_VOLUME\_RING\_TONE " is played according to the value and the master volume current value.



Ring volume control screen:

Return to Idle screen



Idle screen:

**3.3.8 PROGRAMMING THE HOTKEY**

On the Social mobile phone, the hotkey is user programmable. This can be realised using the " Settings/hotkey " menu item or by a long press on the hotkey. See the Setting chapter for details.

## **4. MMI POLICY**





This section presents the different principles used in MMI policy.

### **4.1 DIRECTION ARROWS MANAGEMENT**

In order to indicate that several screens are available for the current display, two arrows are displayed between the softkeys. The two arrows have the following meaning:

Drawing	Meaning
	First page of display
↑	Page in the middle of pages list
↑	Last page of display
	Only one page of display.

4.2 USE OF FUNCTION KEYS IN MENU

Press  key to navigate in the menu. Continuous presses allow fast navigation. The navigation is done in a circular way. After the end of the menu, an automatic return to the beginning is performed. Another way to navigate is the use of  (to navigate ) and  keys (to navigate ), but this requires opening the flip.

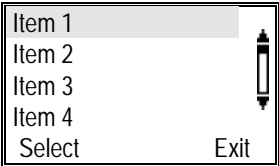
Press **Select** softkey to select the current item.

Press **Exit** softkey to exit to the parent menu.

To directly return to Idle, long press **Exit** softkey or press **END** if no call is connected .

4.2.1 LINE MODE MENUS

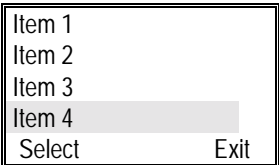
Example: the menu has 7 items.



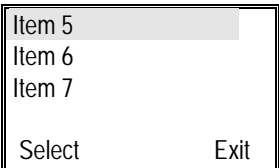
Line Menu screen:  
the current highlighted item is Item 1




Press 3 times



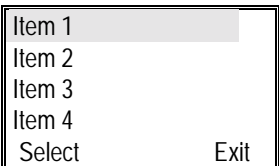
Line Menu screen:  
The current highlighted item is Item 4



Line Menu screen:  
We change of group of menu items: this allows a faster view of the next items.  
the current highlighted item is now Item 5.  
This page has 3 items. A press on  while on item 7 will go to the first screen above.



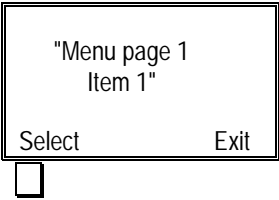
Press 3 times



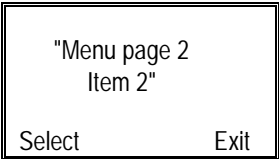
Line Menu screen:  
Return to the first group of items.

4.2.2 PAGE MODE MENUS

Same navigation principles as for line mode menus.



Page Menu screen:



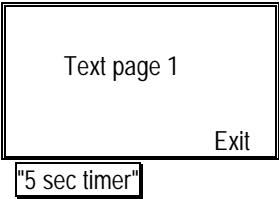
**Page Menu screen:**  
When on the last page, Press  to go to the first page

4.3 AUTOMATIC SCROLL

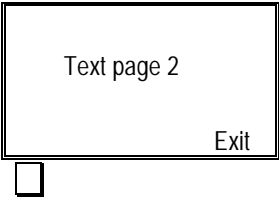
Automatic scroll is used to display some large text information, such as SMS text, CB text, etc. The automatic scroll is entered after a 5 seconds duration with no user action. Once started, each page is displayed during 5 seconds. If the user makes an action (such a manual scroll), the automatic scroll procedure is restarted after this delay.

The information is scrolled in pages units.

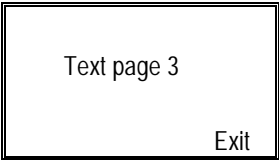
An example is given below.



**Text display:**  
Page 1 of text  
  
Goes to the next page



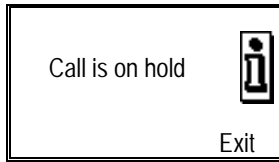
**Text display:**  
Page 2 of text  
  
Goes manually to the next page



**Text display:**  
Page 3 of text

## 4.4 INFORMATION MESSAGE DISPLAY PROCEDURE

This window is composed of a text area and an icon area. An example is shown below.



### Information display:

The way to exit is to press the softkeys only.

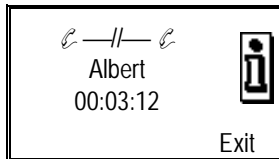
**END** keys have a function related to the current call situation.

Presses on numeric keys have no actions.

This information is displayed during 3 seconds and can be exited by a press on any softkey.

## 4.5 RECAPITULATION DISPLAY PROCEDURE

This window is composed of a text area and an icon area.



### Recapitulation display:

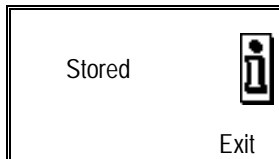
The way to exit is to press the softkeys only.

**END** keys have a function related to the current call situation.

Presses on numeric keys have no actions.

This information is displayed during 3 seconds and can be exited by a press on any softkey.

For the settings modifications, a recapitulation display is made in any case when a setting is changed. This relates to all phone settings and also for supplementary services settings and all alert tones settings. No such screen when the settings are not changed. The standard recapitulation screen in these case is as follows:



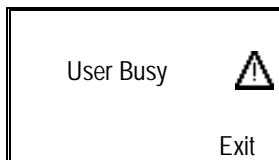
### Recapitulation display:

For setting modification

Duration 1 second. Exit possible by **Exit**.

## 4.6 ERROR DISPLAY PROCEDURE

This display procedure allows the display of a recapitulation screen. This window is composed of a text area and an icon area. The icon is an error typical one. Example:



### Error display:

The way to exit is to press the softkeys only.

**END** keys have a function related to the current call situation.

Presses on numeric keys have no actions.

The screen is automatically removed after 3 seconds of display.

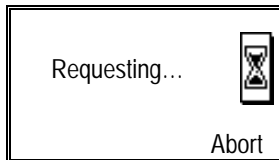
An error beep signals the problem at the time of display.

This information is displayed during 3 seconds and can be exited by a press on any softkey.

## 4.7 TRANSITION DISPLAY PROCEDURE

The transition procedure is used when a requested user action cannot be performed immediately (for instance, setting a network service, which calls the network to realise the action). The behaviour is as follows:

- If the action cannot be realised within a one-second delay, a waiting screen is displayed during the action. This display is composed of a text area and an icon area. The icon is a wait typical one and may be an animated one. In this case, the sequence is displayed as often as necessary until action completion. Example:



**Transition display:**

Depending on the context, an **Abort** softkey may be displayed.

- When the action has been completed or not, a result screen is displayed, which explains the new situation, in relation to the user requested action. Example:



**Recapitulation display:**

The way to exit is to press the softkeys only.

**END** keys have a function related to the current call situation.

Presses on numeric keys have no actions.




## 4.8 BINARY CHOICE PROCEDURE

This procedure is used to select a value between two ones: Yes or No, On or Off or any other labels, but with only 2 possible and exclusives options. A question procedure is a particular case of a binary choice procedure.

The window is composed of a title area, a text for option 1, a text for option 2, an icon area indicating a choice between two answers.

If no setting is attached to the choice, the user is proposed to validate the positive answer, performing the action associated to the question.

Example:

Delete entry?	
Yes	
No	
Select	Exit

**Binary choice display (no setting):**

Same navigation principles as in menus


Press **Select** softkey to select the current item.

Press **Exit** softkey to exit to the parent menu, Long press on **Exit** goes directly to Idle screen

Press **END** key (if no call) to directly exit to the idle screen.

If a phone setting is attached to the choice, the screen is entered with the current setting of the related function. In this case, the user has to choose the other item if he wants to change the setting value.

Example:

Voice mail alert:	
On	
Off	
Select	Exit

**Binary choice display:**

When entering the question, the current voice mail alert setting value is "On"

## 4.9 GENERAL USER ENTRY POLICY

### 4.9.1 DISPLAY

The display contains:

- An optional header,
- An entry.

The punctuation symbol at the end of the text header is part of the header. It can be ":" or "?" or even left away if required to solve a translation problem.

### 4.9.2 FUNCTION KEYS USAGE

The function keys usage depends on the context. The principal types of entries are studied below.

### 4.9.3 USE OF END KEY

A press on **END** during menu or entry operations will terminate all (active or held) connected calls (**END** is a mean to exit the menus when no call is connected). So, in this situation, use the **Exit** softkey to exit the menus or memories). A normal press on **Exit** exits to the parent process, a long press on **Exit** directly exits to the Idle screen.

## 4.10 NUMERIC AND FLOAT EDITOR

### 4.10.1 SCREEN EXAMPLES

Enter unit:	
Ok	Exit

Numeric entry without initial entry:

PPU	
0.2345	
Ok	Clear

Numeric entry with initial entry:

### 4.10.2 KEY USAGE

Normal press					Long press				
0	1	2..9	*	#	0	1	2..9	*	#
0	1	2..9	No action	No action or decimal point	0	1	2..9	No action	No action or decimal point
Ok softkey	Exit softkey	Clear softkey			Ok softkey	Exit softkey	Clear softkey		
Entry validation	Exit to parent menu / process	Clear last digit	Goes one char right (circular)		-	Exit to Idle	Erases whole entry	Goes to end of entry	

### 4.10.3 DESCRIPTION

A vertical line cursor is used ( | ) with the convention: (Digit before cursor)|(Digit at cursor).

When entering digits, the right softkey is changed to **Clear**, the left softkey appears if the minimum entry size is reached and is labelled **Ok** in this case.

The entry mode is only replace (the entered digit replaces the digit before cursor position, if any).The number is displayed left justified.

An " AUDIO DIGIT KEY TONE" is played for each key press. When the maximum entry size is reached, an "AUDIO KEY ERROR TONE" tone is played and the entry remains unchanged.

## 4.11 ALPHANUMERIC EDITOR

### 4.11.1 SCREENS EXAMPLES

Name:

|

Ok Exit

Alphanumeric entry without initial entry:

Name:

Albert |

Ok Clear

Alphanumeric entry with initial entry:

For SMS and scratchpad editors, the default letter case is lower case. For other editors, the default letter case is uppercase.

### 4.11.2 KEY USAGE

Normal press					Long press				
0	1	2..9	*	#	0	1	2..9	*	#
0	1,.,'@:?	Chars and 2..9	shift next char	space	0	1	2..9	Toggle caps lock	special chars access
Ok softkey	Exit softkey	Clear softkey			Ok softkey	Exit softkey	Clear softkey		
Entry validation	Exit to parent menu / process	Clear last digit	Goes one char right (circular)		-	Exit to Idle	Erases whole entry	Goes to end of entry	

### 4.11.3 DESCRIPTION

A vertical line cursor is used ( | ) with the convention: (Character before cursor)|(Character at cursor).

If empty entry, the left softkey is labelled **OK** or is missing (if a minimum entry length is required). The right softkey is labelled **Exit**.

Characters are inserted using the keypad, before the character at cursor position. The right softkey is changed to **Clear**, the left softkey appears if the minimum entry size is reached and is labelled **OK** in this case.

The entry mode is only insertion (the entered characters are inserted after the character before cursor).

Presses on keys display the corresponding character set available on the key. Successive key presses allow to choose the desired character from the list displayed on the top of the screen.

The text is displayed left justified and starts from the left upper corner of the screen.

An " **AUDIO DIGIT KEY TONE**" is played for each key press. When the maximum entry size is reached, an " **AUDIO KEY ERROR TONE**" tone is played and the entry remains unchanged.

#### 4.11.4 CHARACTERS SETS

A set of characters is associated to each numeric key except 0. These characters are accessed by successive short presses on the key, in a round robin manner. The associated set of characters is language dependent. For instance, here are the lists for English and French.

See in Annex A the complete sequences of character sets for 3 European languages. A extract of this annex is given below.

	French		English	
Key	Lower	Upper	Lower	Upper
0	0		0	
1	1.,-'@:?		1.,-'@:?	
2	abc2àç	ABC2	abc2	ABC2
3	def3éè	DEF3É	def3	DEF3
4	ghi4	GHI4	ghi4	GHI4
5	jkl5	JKL5	jkl5	JKL5
6	mno6	MNO6	mno6	MNO6
7	pqr7	PQR7	pqr7	PQR7
8	tuv8üü	TUV8	tuv8	TUV8
9	wxyz9	WXYZ9	wxyz9	WXYZ9

#### 4.11.5 SPECIAL CHARACTERS PAGES

The special characters are set in 3 pages that are accessed by a long press on "#". A page scroll is then possible using the direction keys. A direct symbol selection is made using the [1..9] keys. After that, the display returns to the alphanumeric entry.

The special characters pages contents are as follows:

(	)	%
!	;	"
_	i	¿

+	#	*
/	&	=
<	>	\$

¥	\$	£

Example:

Chicken stock has been unblocked. Note that if A

Ok Clear

Alphanumeric entry screen:

# long press

To access the special characters pages

1:(	2:)	3:%
4:!	5:;	6:¥
7:£	8:\$	9:¿
Exit		

**Special characters screen:**

Select directly the right character by a press on the corresponding position key on the keypad (Press **1** to select "(", **2** to select ")", Press **9** to select "€", etc.)

Press **0** (circular) or Press **\*** and **#** to view other pages..

**6**

To select the "¥" character

Chicken stock has been  
unblocked. Note that if A  
:¥|  
Ok Clear

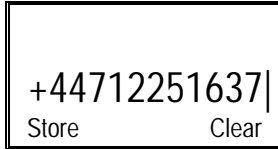
**Alphanumeric entry screen:**

the = symbol has been added to the text at cursor position

**☞ Note: The order of characters displayed here in the special characters pages is only an example and may be different in the final product.**

## 4.12 DIALLING ENTRY

This entry mode is entered when dialling a phone number from the Idle screen. The number is displayed right-justified. The number is displayed in double-height digits if it can fit on one LCD line, otherwise normal height characters are used.



### Dialling screen:

Use **0** to **9**, **\*** and **#** for entry

Press **Clear** softkey to erase last char.

Long press **Clear** softkey to return to Idle.

**Store** allows to store the number in memories

The entry is displayed in double height characters if the number can fit on a line, otherwise normal size characters are used.

Press **SEND** key to send the call.

A press on **END** terminates previously connected calls if any or returns directly to Idle

Direction keys have no usage related to the entry.

A telephone number (including « P » symbols) can be up to 46 digits in length and one "+" for international Dialling. Digits after the maximum number of digits will not be accepted

Long press on **\*** gives access to \*, +, P (pause).

An "AUDIO\_DIGIT\_KEY\_TONE" is played for each key press. When the maximum entry size is reached, an "AUDIO\_KEY\_ERROR\_TONE" tone is played and the entry remains unchanged.

### 4.13 "NUMBER CORRECTION BEFORE DIALLING" ENTRY

This kind of editor is entered when a number containing wild characters is called from the memories. Before calling, the number has to be completed by the user at calling time.

+447 _2251__	
Ok	Clear

#### Number correction screen:

Press **Clear** softkey to erase the last entered character.

Long press **Clear** softkey to erase all entered characters

**OK** validates the entry and sends the number.

Wild characters are indicated by \_.

The entry is displayed in double height characters if the number can fit on one line; otherwise normal size characters are used.

Press **SEND** key to send the call (This is allowed only if no wild characters remain).

A press on **END** terminates previously connected calls if any or returns directly to Idle.

☐ key allows navigating through the wild characters, in a circular way.

New characters can be added after the rightmost one (Use **0** to **9**, **\*** and **#** are allowed).

### 4.14 PHONE NUMBER ENTRY

This mode is entered when a phone number is required to continue the current process.

Phone number:	
+44712251637	
Ok	Clear

#### Phone number entry screen:

Press **Clear** softkey to erase last char.

Long press **Clear** softkey to clear the whole entry.

When allowed, press **SEND** to call the number. In some circumstances, **SEND** has no effect

Press **OK** to validate the entry and return to the parent process.

A press on **END** terminates previously connected calls if any or returns to Idle

Press on ☐ to navigate in the number. A long press goes to the end of the number, short presses allow a circular navigation in the number.

A telephone number (including « P » symbols) can be up to 46 digits in length and one "+" for international Dialling. Digits after the maximum number of digits will not be accepted

Long press on **\*** gives access to \*, +, P (pause), \_ (wild character) characters.

The initial entry can be empty or a previously entered or selected number.

On empty entry,

- the **Clear** softkey is renamed **Exit** and allows to leave the current process
- the **OK** softkey is replaced by a **Names** softkey (depending on the context), allowing an access to phone books



## 4.15 PASSWORD ENTRY

### 4.15.1 SCREEN EXAMPLE

Enter PIN:	Password entry screen:
****	
Ok	Clear

### 4.15.2 KEY USAGE

Normal press					Long press				
0	1	2..9		#	0	1	2..9		#
0	1	2..9		Entry validation	0	1	2..9		Entry validation
Ok softkey	Exit softkey	Clear softkey	SEND key		Ok softkey	Exit softkey	Clear softkey		
Entry validation	Exit to parent menu / process	Clear last digit	Emergency call / Error		-	Exit to Idle	Erases whole entry		

### 4.15.3 DESCRIPTION

The password entry mode is activated when entering passwords: Phone lock, PIN, PIN2, PUK; PUK2, Call barring password.

The entry is displayed left justified. A vertical line cursor indicates the entry point. No initial entry is possible. "\*" are echoed when entering digits.

Depending on the circumstances, the right softkey may have an **Exit** label on empty entry, allowing leaving the process, otherwise the softkey has no label associated with.

The left softkey becomes **Ok** only when the minimum password length has been reached.

As the **#** key has to be allowed for the PIN validation, it is also allowed for all passwords validation in addition to the **Ok** softkey.

During the mobile initialisation phase, the user must be able to start an emergency call set-up even at password entry. As a consequence if the user validates a SOS phone number followed by **SEND**, a SOS call is initiated. When the call is ended, the password editor will be reached back with an empty entry.

## 4.16 DIALLING IN MENUS

Dialling in the main menu structure is possible at any moment except:

- In terminal operations menus, that require an answer for a precise operation,
- In the options menus.

Due to **\*** and **#** keys usage for menu scrolling, the dialled number cannot starts with one of these two characters. When dialling in menus is performed, the current menu position is lost and dialling is made as for a normal dialling from the Idle screen.

## **5. MAKING AND RECEIVING CALLS**

### **5.1 MAKING A SINGLE CALL**

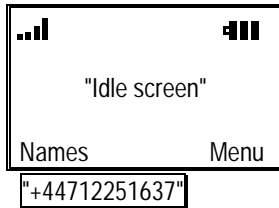
Sending a call is one of the most important functions of a phone. Sending a call can be realised using the following ways:

- Once in Idle display, enter a phone number followed by a press on the **SEND** key,
- Scan through the phonebook., accessed via the **Names** softkey, scrolling in the list using the **□** or **↑**, **↓** keys and pressing **SEND** to call the current card number,
- Scan through memories, accessed by the **Menu** softkey, "Memory/Recall" item and doing the same actions as above,
- Calling a number from the last numbers dialled list, accessed by a press on the **SEND** key while no call, scrolling through the list using the **□** or **↑**, **↓** keys and pressing **SEND** to recall the current card number,
- Calling a number from the "Received" and "Unanswered" calls list, via the **Menu** softkey, followed by "Memory/Call Register" item selection and selecting the corresponding list. Once on the list, doing the same actions as for the "Last dialled numbers" list,
- Calling a number included in a received SMS during SMS inbox consultation (see this section for details),
- Calling a number included in a CB message,
- Calling a number stored in the memo, by an access to the Scratchpad (see corresponding section),
- Calling a number from the network operator SDN or Information numbers lists,
- Calling the voicemail, the "InfoConso" service, etc.

The following paragraphs describe only the first case.

## 5.1.1 MAKING A CALL FROM THE IDLE SCREEN

### 5.1.1.1 DIALLING A NUMBER



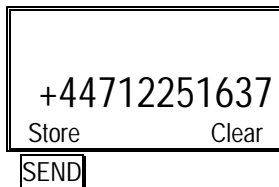
#### Idle screen:

Use the numeric keys 0 to 9, \*, and # to enter the desired telephone number.

International calls can be made using the local international access code or by using the \* key.

By a long press on the key, the "+" symbol will be displayed; this shall be followed by the country code and the subscriber number

During a telephone number input the \* key also can be used to enter « Pause » characters in the telephone number sequence. When the \* key is held down, the « P » symbol will be inserted.



#### Dialling screen:

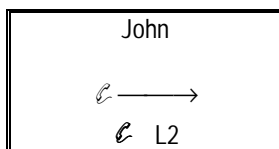
**Clear** allows to erase the last character

**Store** allows to store the number in memories

The entry is displayed in double height characters if the number can hold on a line.

Sends the call

A telephone number (including « P » symbols) can be up to 46 digits in length and one "+" for international Dialling. Digits after the maximum number of digits will not be accepted



#### Calling screen:

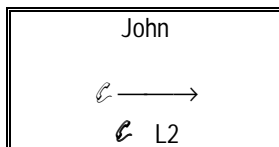
An animation shows the progress of the call

The "Off-hook." icon is switched on

Press **END** to terminate the call

The dialled number is compared with the numbers stored in all memories. If a match is found, the corresponding name is displayed instead of the phone number.

No line is indicated, so the call is set-up from the line 1, otherwise the line 2 is indicated

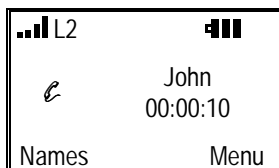


"John answers"

#### Calling screen:

John is alerted

The ringing tone is heard in the ear-piece. When the call is connected, the connected call screen (with the call timer) is displayed.



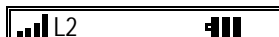
#### Connected call screen:

John is connected

The micro is switched on automatically.

### 5.1.1.2 LIST OF INTERNATIONAL COUNTRY CODES FOR DIALLING

If the international prefix "+" is dialled as first character, the user is proposed an access to a list of international country codes, allowing a more reliable entry mode. Example:



#### Idle screen:

"Idle screen"	
Names	Menu
***long press	

Starting composing a new phone number with a "+" as first digit

Codes	+ Clear
Codes	

**Dialling screen:**

**Clear** allows to erase the last character

**Codes** allows to consult a list of international country codes

The entry is displayed in double height characters if the number can hold on a line.

Consult the list of codes

England	
France	
Germany	
Italy	
Select	Exit
***Select	

**List of country codes:**

Fast access is allowed using the keypad: 2 starts in the countries from A, or B (after two presses) or C after 3 presses, 3 starts with country with a D, etc..

A subset of 32 countries is proposed.

Selects Italy

	+39
Store	Clear

**Dialling screen:**

The code for Italy has been appended to the entry.

The list of countries includes the following countries:

Algeria	Germany	Argentina	Australia	Austria
Belgium	Brazil	Canada	Denmark	Spain
United States	Finland	Greece	Hong-Kong	Iran
Ireland	Israel	Italy	Japan	Lebanon
Luxembourg	Morocco	Mexico	Norway	New Zealand
Netherlands	Portugal	United Kingdom	Singapore	Sweden
Switzerland	Tunisia	France	Russia	Estonia
Latvia	Lithuania	China		

## **5.2 SENDING DTMF TONES DURING OUTGOING CALL**

Sending DTMF tones is possible during the outgoing call state. In this case, presses on **0** to **9**, **\*** and **#** keys results in sending DTMF tones to the remote user. No display is done for such entries. The DTMF tone corresponding to the key pressed is played in the ear-piece as feedback.

### **5.1.2 ERROR CASES**

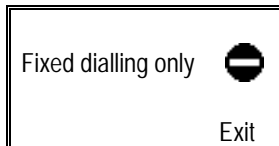
In each case of error, a warning tone signals the problem and at the same time, an information screen is displayed during 3 seconds. A press on any softkey allows exiting the screen.

#### **5.1.2.1 ERRORS DUE TO LOCAL PROBLEMS**

The phone may reject the call in the following cases:

- ◆ When the call is refused due to fixed dialling mode (Error message "Fixed Dialling only"),
- ◆ Two calls are already connected: a third one cannot be set-up (Error message "Not allowed"),
- ◆ The SIM has a limited amount of charge and the limit is already reached, so the new call cannot be set-up (Error message "Max cost reached"),
- ◆ The phone number structure is unrecognised or is incorrect (Error message "Entry Error"),

In these cases, an information screen is displayed immediately, indicating the reason of the problem and the display returns to Idle screen or Call connected screen, as appropriate. An example of such a screen is displayed below.



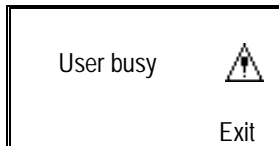
Error screen:

### **5.1.2.2 ERRORS DUE TO REMOTE PARTY PROBLEMS**

- ◆ User busy (Error message "User busy"),
- ◆ No response ("No response"),
- ◆ Incoming calls barred (Error message "Call barred"),
- ◆ User unreachable (Error message "Call failed"),
- ◆ The remote party has changed of number (Error message " Number changed "),
- ◆ Other cases (Error message "Call failed").

Depending on the reason, the auto-retry is activated or not and if the Setting is on. In these cases of errors, supervisory tones are played to signal the problem to the user.

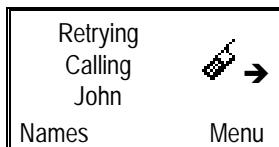
Example:



Error screen:

### **5.1.3 THE AUTORETRY FEATURE**

If the auto-retry is activated, the following screen is displayed after the error message display.



**Auto-retry screen:**

The auto-retry name blinks when in this state  
The process is cancelled by a press on any key.

The auto-retry is possible only in no calls situations.

A press on any key clears the auto-retry screen. In this case, the recall number is definitively stopped. The display goes to the relevant state that caused the auto-retry stop. If the auto-retry is not stopped, the call is tried again using the same parameters as for the first time.

Each time a call is tried, a warning tone indicates the calling process activation. The calling process is executed as for a normal call. If the call fails, the return to auto-retry is automatic and a new attempt will be tried after a defined duration.

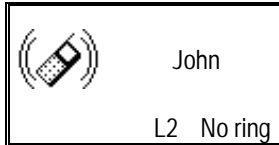
The number of attempts depends on the cause of the failure. For example, if the called party was busy, 10 attempts will be made. If the call set-up fails after the allowed number of attempts is reached, the auto-retry screen is erased and the display returns to the Idle screen content.

If the retry attempt succeeds, it will proceed like a normal call and the auto-retry feature is deactivated.

## 5.2 RECEIVING A CALL

This paragraph relates the display and actions when receiving a call in Idle state only.

### 5.2.1 RECEIVING A CALL: DISPLAY



Incoming call screen:

- A phone ringing animation is displayed
- The ringing tone is played according to the phone Setting (ring tone or Names, ring volume, ramping option)

The line used for the call is given in the screen.

The right softkey allows to stop the ring. Once stopped, the sk label is suppressed

The line which has been call, in case of such a feature (ALS)

The backlight is switch on in a steady mode (if ring is active) or flashes (if no ring),

The LED flashes green.

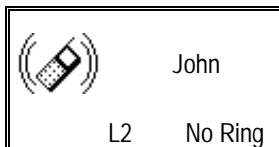
Depending on information availability, the calling user identity can be displayed in the following forms:

- "Call", if the calling party number is not available,
- "Withheld", if the number has been hidden by the calling user, via the CLIR service,
- "Number", if the number is provided and not found in memories,
- "Name", if the number can be matched with one of the memories cards.

### 5.2.2 RECEIVING A CALL: ACCEPT

In the case of an incoming call, the different possible actions are as follows.

#### 5.2.2.1 ACCEPT THE CALL

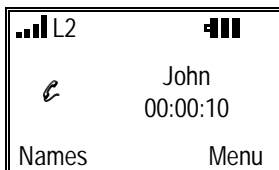


Incoming call screen:

SEND

Accepts the call

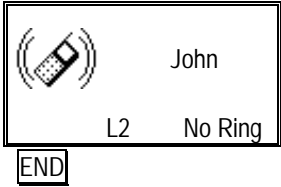
The incoming call identification is added to the "Received calls list ➤" automatically, with the following information, when available: caller phone number or name (if found in Phonebooks).



**Connected call screen:**

See description in next section

5.2.3 RECEIVING A CALL: REJECT (BUSY)



Incoming call screen:

Rejects the call  
The call is then rejected with a busy cause, sent to the calling user.  
The call identification information are added to the " Received calls list ➤ " with the calling party phone number (if available) or name (if the phone number has been found in memories).



Idle screen:

5.2.4 SENDING DTMF TONES ON CALL RECEPTION

Sending DTMF tones is possible during the incoming call state. In this case, presses on 0 to 9, \* and # keys results in sending DTMF tones to the calling user. the corresponding digits are echoed on the screen at the same time. As feedback, for each key, the corresponding DTMF tone is played when pressing on the key.

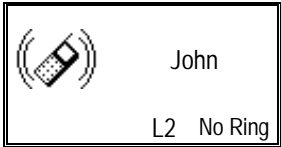


5.2.5 ADDITIONAL MESSAGES RECEIVED DURING INCOMING CALL STATE

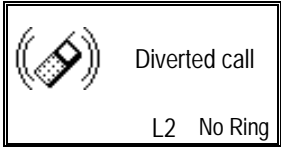
During these states, additional messages can be received, depending on network capacities and depending on network services activation. Such messages include:

- Call is a diverted one (the call was for another user and is diverted to you),
- Call divert is active (the network informs you the call diverting service is active),
- Call is transferred (the call is a call that the calling user transfers to you).

These information are displayed in an information screen displayed briefly while the call is waiting/ringing. Such a screen is given here:



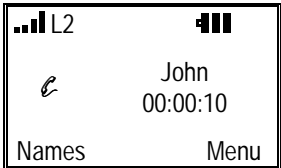
Incoming call screen:  
The line used for the call is given in the screen.  
The right softkey allows to stop the ring.



Incoming call screen:  
If the call is a diverted one or r is a transfered one, the incoming call screen displays also information about this.  
The display switches between all these information with the same global screen structure

SEND

Press on **SEND** or **END** to manage the call as normal  
Accepts the call  
The incoming call identification is added to the "Received calls list ➤ " automatically, with the following information, when available: caller phone number or name (if found in Phonebooks).  
In the case of a waiting call, softkeys are used as normal instead of **SEND** and **END** keys for call management.  
In case of several information displayed in the incoming call screen, the switch timing is 2 seconds.



**Connected call screen:**  
See description in next section

## 5.3 DURING THE SINGLE CALL

### 5.3.1 ONE CALL: DISPLAY



#### Connected call screen:

The call duration indicates the hours, minutes and seconds and is updated in real time. If the costs are computed and the Credit limit value is not 0 on the SIM card, the remaining cost is displayed instead of the call duration.

the remote user phone number or corresponding name (if found in memories) is displayed, A graphic drawing shows the current status of the call (active or held)

The Off-hook icon is displayed steady

Press **Names** to access to the quick ADN,

Press **Menu** softkey to access the general menu

Press **SEND** to hold/retrieve the call,

Long press **down** to mute/unmute the micro

Press **Actions** to access the options menu (call contextual menu)

Press to adjust the audio volume.

The status bar gives all information related to the call : line in use, EFR, micro muted, RSSI and battery level.

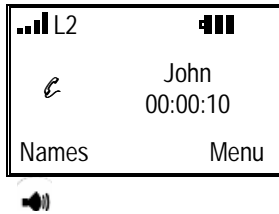
#### 5.3.1.1 ICONS IN SUCH STATE

While in a call, the icon bar can display any of the following icons:

	Line 2 in use (for DCS only). When using line 1, no indication is displayed
	Home zone indicator
	Micro is muted
<TBD>	High Quality Sound
<TBD>	Call is not enciphered (This icon is managed on operator request only)

### 5.3.2 ONE CALL: DIRECT ACTIONS

#### 5.3.2.1 SPEECH VOLUME ADJUSTMENT



##### Connected call screen:

Press adjust the audio volume.

A bar graph is displayed during tuning and the audio level is modified accordingly.

Special tones indicate that the minimum or maximum level has been reached.

8 levels are foreseen for audio adjustment.

Access to speech volume control



##### Ring volume control screen:

Continuous presses on key allow an continuous audio level increase or decrease operation (In a circular way). The conversation volume is played as tuning feedback

The function is exited when no actions on keys after 2 seconds or by a press on any key.



Increase the volume control value.

The volume is immediately modified and no validation is needed to confirm the modification.

An other way to tune the volume is to use the left softkey (volume decrease) or right softkey (volume increase). An

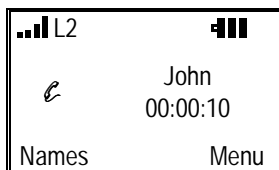
"AUDIO\_VOLUME\_KEY\_ERROR\_TONE is played when overstepping the bounds).



##### Ring volume control screen:

"Timer"

Leave the process



##### Connected call screen:

#### 5.3.2.2 SENDING DTMF TONES

If the connected call is active, entering sends DTMF tones to the remote party. At the same time, digits are displayed on the screen as for a dialling screen. The DTMF tone feedback corresponding to the key pressed is played at the same time, as long as the key is pressed.

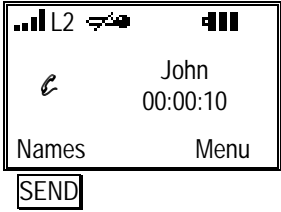
#### 5.3.2.3 MAKING A NEW CALL

The same means used to make a new call from the idle screen can be used to make a new call while in a conversation. The current connected call is put on hold automatically and the new call becomes active when connected. After the new call connection, the display is a "two connected calls" one. See details below for this display. The feature with the international country codes access is also available.

#### 5.3.2.4 END THE CALL

See next section

5.3.2.5 HOLD AND RETRIEVE OPERATIONS

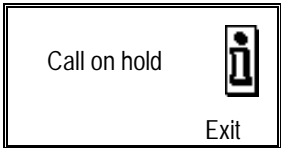


**Connected call screen:**  
The micro is muted.  
Press **SEND** to hold the active call.

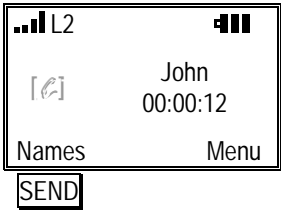
Holds the call



Transition screen:  
the screen is displayed only if the operation duration exceeds 1 second.

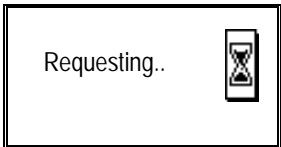


Information screen:  
Display during 2 seconds

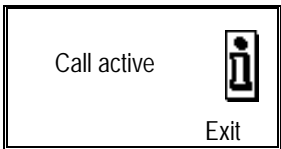


**Connected call screen:**  
Press **SEND** to retrieve the held call

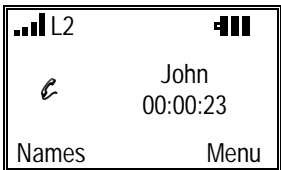
Retrieves the call



Transition screen:  
the screen is displayed only if the operation duration exceeds 1 second.

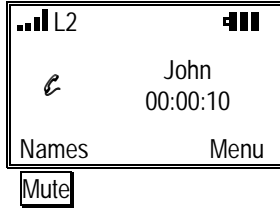


Information screen:  
Display during 2 seconds



**Connected call screen:**  
Retrieving a call unmutes the micro automatically

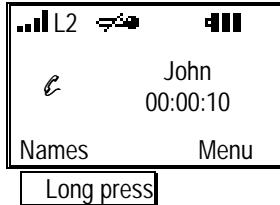
### 5.3.2.6 MUTING AND UNMUTING THE MICROPHONE



#### Connected call screen:

Long Press  key to directly unmute the microphone.

Mute the micro



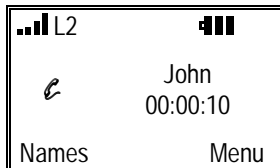
#### Connected call screen:

The micro is muted.

Long Press  key to directly unmute the microphone.

Unmutes the micro

**Note:** the micro is automatically unmuted when the call is retrieved (i.e. during swap operations). This allows to talk with no additional action as soon as the retrieve operation is terminated.



#### Connected call screen:

The micro is active again.

### 5.3.2.7 MENU AND NAMES ACCESS


Press **Names** to access to the **quick ADN**, press on **Menu** to access to the **Main Menu**. The same operations as normal accesses to these services are allowed. The connected call remains connected during menu and names operations.

If you were in the menus or editing a SMS at the time of incoming call connection, the menu context is preserved as long as no menu access is made during the call. In this situation, during the call, a press on **Menu** gives access to the menu root and the current operation context is lost. Nevertheless, if a SMS was being written at the time of call, the SMS text is saved (in RAM memory only) and a new SMS composition access will display the saved text as initial entry.

**Note:** A press on **END** during these operations will terminate all (active or held) connected call (**END** can be used to exit the menus when no call is connected only). So, in this situation, use the **Exit** softkey to exit the menus or memories).

### 5.3.3 ONE CALL: "OPTIONS" MENU

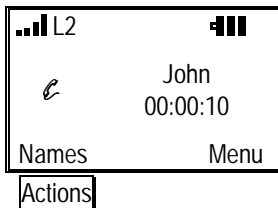
Press **Actions** key to access to call related operations menu:

Item	Function
AutoDTMF	To enter a DTMF string and send it, available only if the call is active: - This item allows you to enter a DTMF string and send it to the remote party, - The string can be entered directly or can be selected from the memories, - A waiting screen is displayed during the DTMF transmission.
Hold   Retrieve	To hold the active call or retrieve the held call (Same actions as a press on <b>SEND</b> key) The item is Hold is the connected call is active, Retrieve otherwise.
Mute   Unmute	To Mute or unmute the micro (same actions as a press on the  key) The item is Mute if the micro is active, Unmute otherwise. An icon in the icon bar indicates the
End call	Allows to end the call (Same actions as a press on the <b>END</b> key, see next section).

### 5.3.4 THE AUTO-DTMF FEATURE

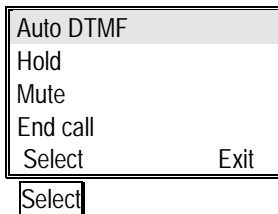
Another way to send DTMF tones is via the options menu, using the Auto-dtmf item. This item opens a phone number editor where the user can enter a GSM string. Pressing SEND sends the DTMF string, as described below.

The user can get a DTMF string from the memories (**Names** softkey) or can store a new one before sending it (**Store** softkey).



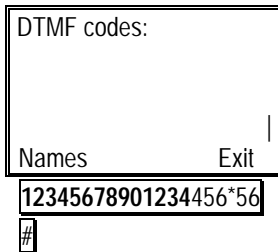
Connected call screen:

Options menu access



Options menu:

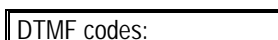
Selects Auto-dtmf item



DTMF string entry:

Names = access to phone book in order to select a dtmf string

DTMF string entry



DTMF string entry:

Store = the string can be stored in phone books as a normal phone number

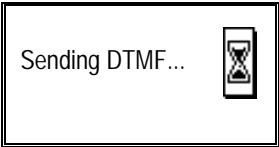
1

2345678901234456\*56#

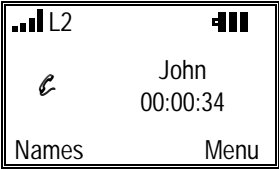
StoreClear

Send

Sends the DTMF string



Transition screen:  
The string is being transmitted



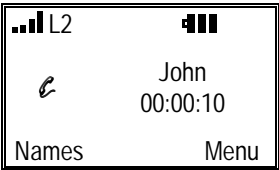
Connected call screen:

### 5.3.5 ONE CALL: RECEIVING NOTIFICATIONS MESSAGES

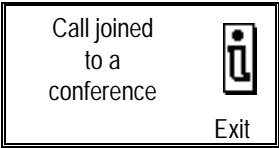
Notification messages can be received while connected. For example:

- You are joined to a conference call,
- You are split from a conference call,
- The other party has put you on hold,
- The other party has retrieved the conversation,
- The call has been transferred to another party,
- Etc.

Example::

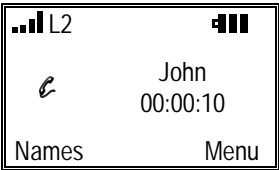


Connected call screen:



Information screen:  
A warning beep is played at the same time.  
Exit by any softkey

"Right softkey" Exits the screen



Connected call screen:



### 5.3.6 ONE CALL: COST CONTROL OPERATIONS

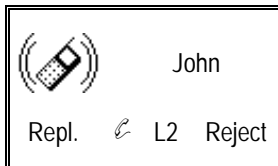
During the call, and if the network provides the service, the call cost is calculated in real time, based on network information. Files on the SIM stores also values related to the cost management (ACMMax file, ACM file). If the ACMMax value is set to a non-zero value, the call is terminated when the ACM reaches the ACMMax value. In this situation, when the ACM reaches the ACMMax, an " **AUDIO AOC TONE**" tone is played in the ear-piece in order to inform the user.

### 5.3.7 ONE CALL: RECEIVING A NEW CALL

Such a situation is called "Call waiting" and is submitted to your network subscription.

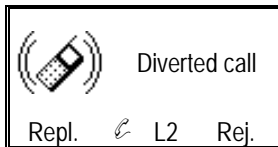
If you have not subscribed to the service, this situation cannot occur and the network rejects new incoming calls directly with a "busy" cause.

#### 5.3.7.1 ONE CALL + WAITING: DISPLAY



##### Waiting call screen:

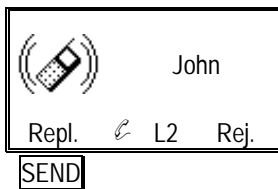
- An animation with a phone ringing is displayed (waiting call animation)
  - The " **AUDIO CALL WAITING TONE**" is played
  - The caller identity is managed as for an incoming call
  - The line which has been call, in case of such a feature (ALS), if line 2, is indicated
  - The backlight is switch on in a steady mode (if ring is active) or flashes (if no ring),
  - The LED flashes green.
  - The "Off-hook" icon is displayed indicating a call already established
- Press **Repl.** to replace the current call
- Press **Rej.** to reject the waiting call.
- Press **SEND** to accept the waiting call (the current one is automatically put on hold if necessary)



##### Waiting call screen:

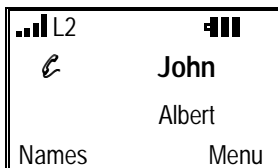
- As for an incoming call, information about the waiting call can be displayed during the incoming call state.
- The keypad keys and softkeys roles remain the same as for a waiting call.

#### 5.3.7.2 ONE CALL + WAITING: ACCEPT THE WAITING CALL



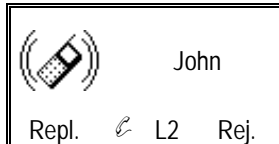
##### Waiting call screen:

- Accepts the waiting call
- If active, the connected call is put on hold automatically.

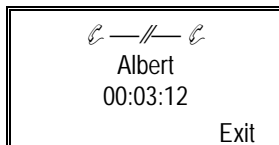


##### Two calls screen:

- Albert has been put on hold.

**5.3.7.3 ONE CALL + WAITING: END THE CONNECTED CALL**Waiting call screen:**END**

Ends the connected call

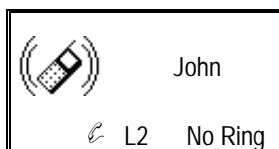
Call Ended screen:

3 seconds display

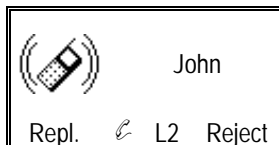
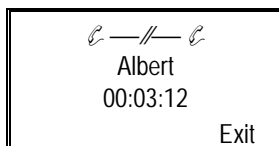
Press any softkey to clear the screen

**"Right softkey"**

The clear the screen

Incoming call screen:

the display, the ring tone and backlight are changed accordingly.

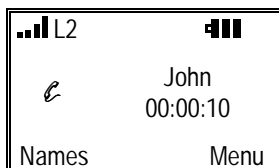
**5.3.7.4 ONE CALL + WAITING: REPLACE THE CONNECTED CALL BY THE WAITING ONE**Waiting call screen:**Repl.**To replace the call. The sequence **1 SEND** has the same effectCall Ended screen:

3 seconds display

Press any softkey to clear the screen

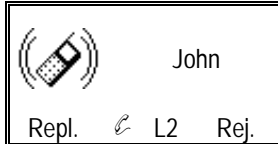
**"Right softkey"**

To erase the screen

Connected active call screen:

Conversation with John

### 5.3.7.5 ONE CALL + WAITING: REJECT THE WAITING CALL



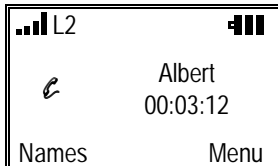
Waiting call screen:

**Rej**

To reject the call

The call identification information is added to the "Received calls" list.

The calling party will receive a "busy" cause to his call and may make new call attempts.



Connected active call screen:

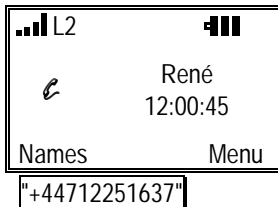
Conversation with Albert continues

## 5.3.8 ONE CALL: MAKING A TRANSFER WHEN MAKING A NEW CALL

While making a new call, you can make a transfer between the call already connected and the new one being called. The transfer operation is made using the Transfer softkey when displayed (The transfer is only possible when the new called user is being alerted).

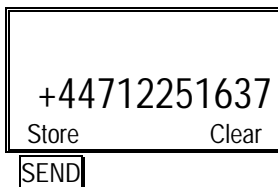
### 5.3.8.1 TRANSFER (NORMAL CASE)

The operations are as follows:



Connected call screen:

Making a new call



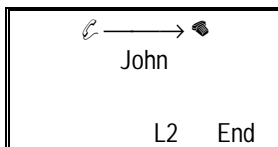
Dialling screen:

**Clear** allows to erase the last character

**Store** allows to store the number in memories

The entry is displayed in double height characters if the number can hold on a line.

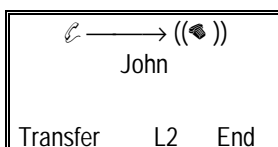
Sends the call



Calling screen:

An animation shows the progress of the call

Press **END** key or softkey to cancel the new call..



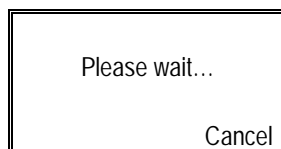
Calling screen:

John is alerted.

The **Transfer** softkey is displayed allowing a transfer between the two calls.

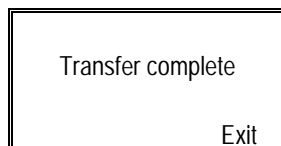
The ringing tone is heard in the ear-piece. When the call is connected, the connected call screen (with the call timer) is displayed.

**Transfer**

**Transition screen**

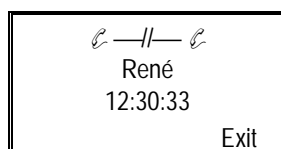
The transfer is being completed between René and John.

"Transfer completed"

**Information screen**

The transfer is complete between René and John.

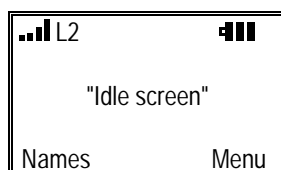
**Exit**

**Call Ended screen:**

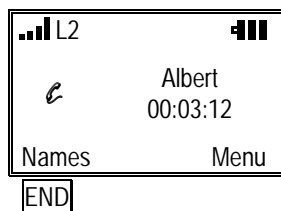
Call with René is ended

"Right softkey"

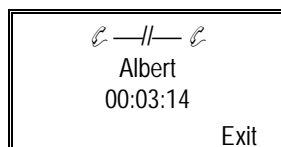
To exit the display

**Idle screen:****5.3.8.2 TRANSFER (FAILED)**

In case of unsuccessful outcome, an information message is displayed with the error message "Failed" and we return to the state before the transfer (the outgoing call remaining alerted) or connected (if the new called user has answered to the call). Depending on the network load of traffic, the calls being transferred may be kept or lost.

**5.4 CALL TERMINATION****5.4.1 ENDING A SINGLE CALL****Connected active call screen:**

To terminate all calls

**Call Ended screen:**

If the call cost has been computed and a cost limit is defined, the call cost is displayed instead of the call duration, otherwise the call duration is displayed only.

"Right softkey"

To exit the display

"Idle screen" or  
"Mobile state before call"

Idle screen or other state:

See paragraph on context management for precise behaviour.

### **5.4.2 END OF THE CALL BY THE REMOTE PARTY**

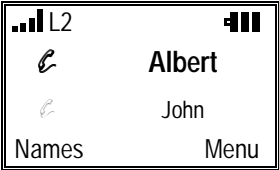
The same behaviour as above applies.

5.5 TWO CALLS MANAGEMENT

This situation occurs when :

- You make a new call while already engaged in a conversation,
- You answer to a waiting call.

5.5.1 TWO CALLS: DISPLAY



Two calls screen:

On top, A status bar indicates the RSSI and battery level, the use of line 2, EFR, etc.

- The names/Number or labels Call 1/Call 2 of the two remote parties are displayed,
- Drawing/Icons indicate the current call state for each call

Press **SEND** to swap between the two calls

Press **Names** to access the quick ADN

Press **Menu** softkey to access the general menu

Long press **down** to mute/unmute the micro

Press **Volume** to adjust the audio volume.

If a name is known, it is displayed to identify the call or the label Call i is displayed according to the call numbering order (starting from 1).

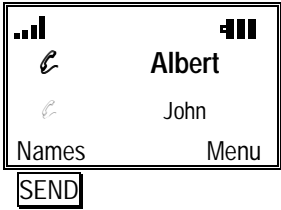
The status bar gives all information related to the call : line in use, EFR, micro muted, RSSI and battery level, not enciphered call (operator specific), etc..

5.5.2 TWO CALLS: DIRECT OPERATIONS

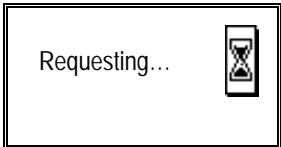
5.5.2.1 LIMITATIONS

**Note:** You cannot make new calls in this situation.

5.5.2.2 SWAP OPERATIONS



**Two calls screen:**  
The call with Albert is connected, the call with John is on hold  
Press **SEND** to swap the two calls.

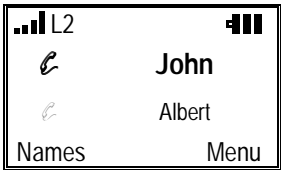


**Transition screen:**  
Displayed only if the operation duration exceeds 1 second.



**Confirmation screen:**  
The operation result is given  
One second display, exit by any softkey.

"Timer"



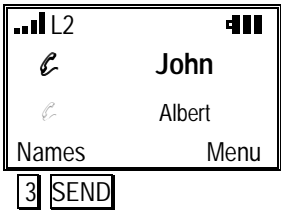
**Two calls screen:**  
Now the call with John is connected, the call with Albert is on hold  
The line may change, according to the line used by the call with Albert.  
If the micro was muted, it is automatically unmuted.

5.5.2.3 MAKING A CONFERENCE CALL

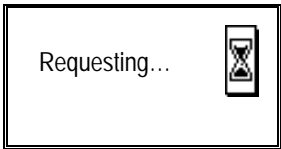
Press **3** **SEND** to make a conference call. The two remote parties and you can hear each other. The conference call is active automatically and the microphone automatically unmuted. A conference call can also be realised by the options menu Join item.

The display is changed to the one of a conference call. See conference calls management for details.

**Note:** a conference call cannot be created from calls connected to different DCS lines. The network will reject a "Join" request in this situation.

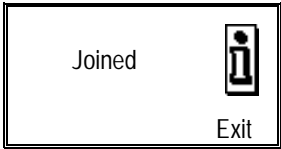


**Two calls screen:**  
Now the call with John is connected, the call with Albert is on hold  
The line may change, according to the line used by the call with Albert.  
If the micro was muted, it is automatically unmuted.



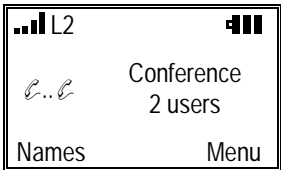
"Network answer"

**Transition screen:**  
Displayed only if the operation duration exceeds 1 second.



"Timer"

**Confirmation screen:**  
The operation result is given  
One second display, exit by any softkey.



**Conference call screen:**  
The two calls are joined now.



### 5.5.3 TWO CALLS: "OPTIONS" MENU

Press **Actions** to access to call related operations menu:

Item	Function
<b>AutoDtmf</b>	To enter a DTMF string and send it, available only if the call is active: <ul style="list-style-type: none"> <li>- This item allows you to enter a DTMF string and send it to the remote party,</li> <li>- The string can be entered directly or can be selected from the memories,</li> <li>- A waiting screen is displayed during the DTMF transmission,</li> <li>- The DTMF string is sent to the current active call remote party</li> </ul>
<b>Swap</b>	To swap the calls (Same action as a press on the <b>SEND</b> key)
<b>Join</b>	To make a conference call. The active and held calls are joined together. Each party can then hear all other parties. See conference calls management for details. See below for a screens sequence example. Same actions as a press on <b>3 SEND</b>
<b>Transfer</b>	To make a transfer between the two connected calls. See description below. Same actions as a press on <b>4 SEND</b>
<b>Mute  Unmute</b>	To Mute or unmute the micro (same actions as a long press on the <b>[ ]</b> key)
<b>End held</b>	To end the held connected call. A "Call Ended " screen is displayed during 3 seconds and can be erased by a press on any softkey. After that, the display returns to the call connected state, related to the call being active. Same actions as a press on <b>0 SEND</b>
<b>End active</b>	To end the active connected call. A "Call Ended " screen is displayed during 3 seconds and can be erased by a press on any softkey. After that, the display returns to the call connected state, related to the call being held. The remaining call stays in held state. Same actions as a press on <b>1 1 SEND</b> or <b>1 2 SEND</b> When ending the active call, the held call is automatically retrieved (no need to make a manual retrieve operation)
<b>End all</b>	Allows to end the connected call (Same actions as a press on the <b>END</b> key).

### 5.5.4 TWO CALLS: RECEIVING A NEW CALL

This situation is submitted to network capacities and subscription options.

- ❑ Two Calls + Waiting: display

The display is the same as for a waiting call described above.

#### 5.5.4.1 TWO CALLS + WAITING: DIRECT ACTIONS

You have the choice between:

- Either reject the waiting call (Press on **Rej.** softkey),
- Replace the current active call by the new one (Press on **Repl.** Softkey),
- Swap the two connected calls (Press on **SEND** key),
- End connected calls (Press on **END** key).

### 5.5.5 TWO CALLS: MAKING A TRANSFER

A transfer can be performed only between single connected calls. The transfer is initiated by the following means:

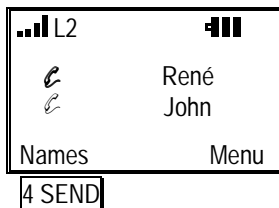
Either by the SS string **4 SEND**

Or by the actions menu Transfer item.

While making a new call, you can make a transfer between the call already connected and the new one being called. The transfer operation is made using the Transfer softkey when displayed (The transfer is only possible when the new called user is being alerted).

#### 5.5.5.1 TRANSFER (NORMAL CASE)

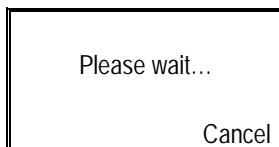
The operations are as follows:



**Two calls screen:**

Calls with René and John.

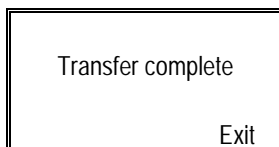
Making a transfer between the two calls



**Transition screen**

The transfer is being completed between René and John.

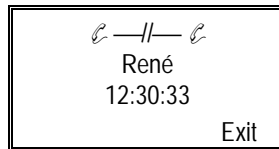
"Transfer completed"



**Information screen**

The transfer is complete between René and John.

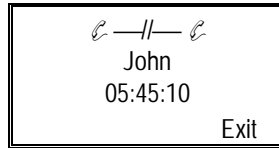
**Exit**



**Call Ended screen:**  
Call with René is ended

"Right softkey"

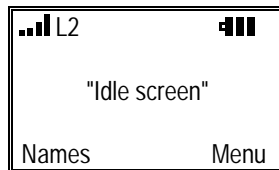
To exit the display



**Call Ended screen:**  
Call with John is ended

"Right softkey"

To exit the display



**Idle screen:**

#### **5.5.5.2 TRANSFER (FAILED)**

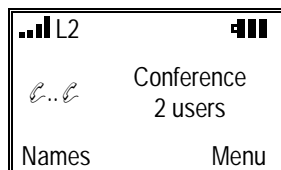
In case of unsuccessful outcome, an information message is displayed with the error message "Failed". Depending on the network, load of traffic we return to the two connected calls screen with no change or we loose the two already connected calls.

## 5.6 CONFERENCE CALLS MANAGEMENT

A conference call is initiated by a first Join operation between an active and a held call. The result is a conference call with two remote participants.

**Note:** the number of remote parties in a conference is limited to 5. Making a conference call is submitted to your subscription options and depends on network services capabilities.

### 5.6.1 CONFERENCE CALL: DISPLAY



#### Conference call screen:

- A graphic drawing indicates the call situation
- The label Conference with the number of participants
- The "Off-hook" icon indicates that calls are connected
- Two softkeys (**Names** and **Menu**) allow access to the quick ADN and main menu
- The icon status bar gives all information related to the call state (Line 2, EFR, call not enciphered (operator specific), etc..)

### 5.6.2 CONFERENCE CALL: "OPTIONS" MENU

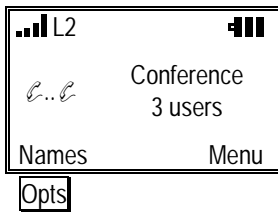
#### 5.6.2.1 "OPTIONS" MENU CONTENT

Press **Actions** key to access to conference call related operations menu:

Item	Function
AutoDtmf	To enter a DTMF string and send it, available only if the call is active: <ul style="list-style-type: none"> <li>- This item allows you to enter a DTMF string and send it to the remote party,</li> <li>- The string can be entered directly or can be selected from the memories,</li> <li>- A waiting screen is displayed during the DTMF transmission,</li> <li>- The DTMF string is sent to all the remote parties</li> </ul>
Private with	This item allows making a private conversation with one of the conference participants, putting all other participants on hold. See description below. The item is hidden if the conference is in held state. Same actions as the sequence <b>2</b> <b>x</b> <b>SEND</b>
Hold   Retrieve	To put the conference call on hold or retrieve it. The same behaviour as for a single call is applied to the conference call Another way is to press <b>SEND</b> to hold or retrieve the conference.
Mute   Unmute	To Mute or unmute the micro (same actions as a long press on the <b>[Mute]</b> key)
End_X	Allows ending a call with one of the participants. See description below.
End All	Allows ending the conference call (Same actions as a press on the <b>END</b> key).

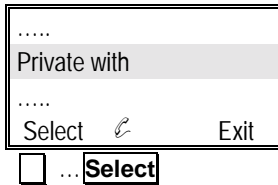
### 5.6.2.2 MAKE A PRIVATE CONVERSATION

To make a private conversation with one of the participants, **when the conference call is active**, press **[2] [x]** **SEND** to put all calls on hold except the call "x" which remains active. (x is in **[1]** .. **[5]** is the rank of the call to be split from the conference). This can be also realised using the options menu as shown below:



**Conference call screen:**

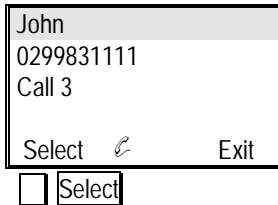
Access to the options menu



**Options menu:**

Scroll down using or key, up using key.  
Scroll in menu and Press **Select** to select item

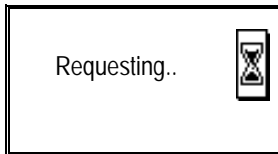
To select Private with item



**List of participants screen:**

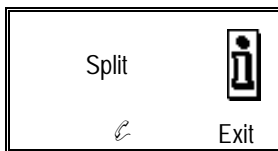
Scroll down using or key, up using key.  
Scroll in menu and Press **Select** to select item

To select 0299831111 user



**Transition screen:**

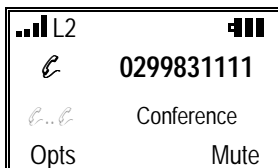
The split operation is in progress



**Confirmation screen:**

The operation result is given  
One second display, exit by any softkey.

"Timer"



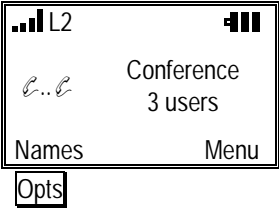
**Call + Conference screen:**

The private conversation is now with 0299831234  
The micro is automatically unmuted  
The line is indicated, if line 2 and ALS service

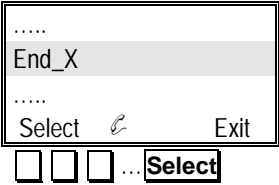
5.6.2.3 END A PARTICULAR CALL OF THE CONFERENCE

To end a particular conversation with one of the participants, **when the conference call is active**, press **[1]** **[x]** **SEND** (x is in **[1]** .. **[5]** is the rank of the call to be ended).

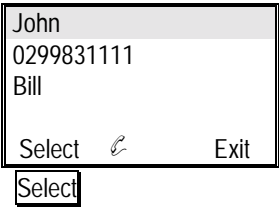
This can be also realised using the options menu as shown below:



Conference call screen:

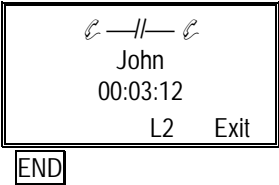


Options menu:  
Scroll down using or key, up using key.  
Scroll in menu and Press **Select** to select item



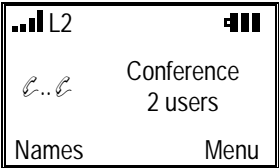
List of participants screen:  
Scroll down using or key, up using key.  
Scroll in menu and Press **Select** to select item

To terminate with John



Call Ended screen:  
The call with John is ended  
3 seconds display

To exit the display



Conference call screen:  
Two calls remain in conference

## **6. MANAGING CALLS AND COSTS**

### **6.1 PRESENTATION**

This section describes all call-related facilities allowing a better control of the phone regarding calls:

- The Call Register allows to manage lists of numbers saved by the phone on particular events: Last numbers dialled, Received calls and Unanswered calls lists,
- The call timers management allows to see the duration of calls and to reset the counters,
- The call costs management allows to see the costs of calls, reset the values and adjust the costs parameters: ACM, ACMMax, PPU and currency name,
- The line selection allows selecting a line for next calls. This feature is shown only if the ALS service is present on the SIM.

**Information:** See Annex A for the Call supervision menu structure.

### **6.2 USING THE CALL REGISTER**

#### **6.2.1 LAST NUMBERS DIALLED LIST (LND)**

##### **6.2.1.1 LND LIST CONTENT**

**The list contains the 10 last numbers dialled.** Particular options that have been used at call time (additional strings, such as a CLIR option Setting by a GSM sequence, or the use of pause character and DTMF strings joined to the number) are also stored in the list.

The last number dialled is displayed first. An identical number appears only one time in the list. This list is common to all DCS lines and is saved in phone non-volatile memory only.

Each entry contains the following information:

- The dialled string,
- The date and time of the call,
- The call duration (if call was connected).

When displaying the list in a global view, each entry is displayed on one line with the following content:

- Either the called party phone number, if no match is found in phone books, or the called party name if a match is found in phone books,

A list entry is displayed on one page with the following content:

- Either the called party phone number, if no match is found in phone books, or the called party name if a match is found in phone books,
- The date and time of the call,
- The call duration (in case of connected call)

##### **6.2.1.2 LND ACCESS**

To access the list directly, press **SEND** while in Idle State. The other access is by the menu (Press Menu softkey ), via the "Calls & Times/CallRegister/LastDial" folder.

### **6.2.1.3 LND DISPLAY**

The list is displayed in a line mode list, the most recent card being displayed first. While in the list:

- Press **[ ]** or **[\*]** key to scroll down in the list (circular navigation),
- Press **[#]** key to scroll up in the list,
- The list is scrolled in a circular mode,
- Press **[SEND]** to call the current highlighted item.
- Press **[Exit]** softkey to exit from the list.
- Press **[Details]** softkey to view the card details,
- Press **[Actions]** key to access the options menu with the following items:

Item	Function
Store	To store the current entry phone number in memories
Delete	To delete the current entry.
Delete All	To delete all items
Call	To call the current entry phone number
Details	To view the details on the current highlighted item.



### **6.2.1.4 LND EXAMPLES**

#### **6.2.1.4.1 Calling an entry**

Calls log	
Call timers	
Call costs	
Line	
Select	Exit

Call supervision menu:

Select

Validates the Calls log entry

Last Dial	
Unanswered	
Received	
Select	Exit

Call Registers menu:

Select

Validates the Last Dial entry

Alfred	
Thierry	
0299831111	
0299111111	
Exit	
Details	

**Last dial list:**

Alfred has been the last number dialled

SEND

Calls Alfred

"Calling process for Alfred"
---------------------------------

Calling screen:

6.2.1.4.2 Deleting an entry from the list

Last Dial	
Unanswered	
Received	
Select	Exit

Call Registers menu:

Select

Validates the Last Dial entry

Alfred	
Thierry	
0299831111	
0299111111	
Exit	
Details	

Last dial list:

Alfred has been the last number dialled

Actions

Call options menu

Store	
Delete	
Delete All	
Edit	
Select	Exit


Options menu:

Scroll down using ☐ or ☐ key, up using ☐ key.

Scroll in menu and Press **Select** to select item

☐ Select

Selects Delete item

Deleted	
	
Exit	

information screen:

The entry has been deleted.

3 seconds display

Exit by any softkey

"Timer"

exits the information screen.

Thierry	
0299831111	
0299111111	
René	
Exit	
Details	

Last dial list:

Thierry is now the current item of the list

6.2.1.4.3 **Deleting all entries**

- ◆ In this case, a binary choice procedure (Yes/No) is called before deleting all entries. A result screen all entries deleted is displayed when the operation is completed.

6.2.1.4.4 **Viewing entry details**

Alfred	
Thierry	
0299831111	
0299111111	
	Exit
Details	

View

Last dial list:

Alfred has been the last number dialled

To view entry details

Alfred	
0299831111	Last
12/08 -13:45	Dial
00:30:23	
Edit	Exit

Details on last call to Alfred:

The name and phone number, the date and time are displayed.

Exit allows exiting the detailed view and returning to the global view on the same entry.

Edit allows number modification before calling.

The screen displays the date, time end duration of the call if available.

## **6.2.2 UNANSWERED CALLS LIST (UCL)**

### **6.2.2.1 LIST CONTENT**

**This list contains the last 10 received, but unanswered,** calls information.

An incoming call is considered as Unanswered if no action has been made on call arrival and the call has been either terminated by the network or diverted to another number via the call diverting service.

This list is common to all DCS lines and is saved in phone non-volatile memory.

The most recent unanswered call is displayed first.

If unanswered calls are stored and the list has not been accessed, the "Unanswered calls" icon is displayed in the Idle screen, on the left softkey. See Idle screen description for details.

The UCL list is stored in phone non-volatile memory only.

Each entry contains the following information:

- The calling party phone number, if available,
- An indication if the calling party number was withheld,
- The date and time of the call.

When displaying the list in a global view, each entry is displayed on one line with the following content:

- Either the calling party phone number, if no match is found in phone books, or the calling party name if a match is found in phone books, or "Unknown", if the number is unavailable, or "Withheld", if the number was withheld by the calling party.

A list entry is displayed on one page with the following content:

- Either the calling party phone number, if no match is found in phone books, or the calling party name if a match is found in phone books, or "Unknown", if the number is unavailable, or "Withheld", if the number was withheld by the calling party.
- The date and time of the call.

### **6.2.2.2 LIST ACCESS**

#### **6.2.2.2.1 Access via the menus**

The normal way is by the menu via the Calls & Times / Call Register / Unanswered folder.

When accessing the list from the menu, all the unanswered calls are listed.

#### **6.2.2.2.2 Access to the new unanswered calls**

When new unanswered calls are received, they are indicated by an icon in Idle screen, a textual information and the left softkey is labelled Read in this case. In these conditions, the "Read" softkey gives only access to the new unanswered calls. The icon and Idle related information are removed when accessing the list via the softkey or via the menu. List usage

The same functions as the those used for the LND list management are available. For examples, see also LND list examples.

### **6.2.3 RECEIVED CALLS LIST (RCL)**

#### **6.2.3.1 LIST CONTENT**

**This list contains the last 10 received (answered or rejected),** calls information.

An incoming/waiting call is a received one if it has been answered to or if it has been rejected.

This list is common to all DCS lines and is saved in phone non-volatile memory. The most recent received call is displayed first. The same phone number appears only one time in the list. The RCL list is stored in phone non-volatile memory only.

Each entry contains the following information:

- The calling party phone number, if available,
- An indication if the calling party number was withheld,
- The date and time of the call.

When displaying the list in a global view, each entry is displayed on one line with the following content:

- Either the calling party phone number, if no match is found in phone books, or the calling party name if a match is found in phone books, or "Unknown", if the number is unavailable, or "Withheld", if the number was withheld by the calling party.

A list entry is displayed on one page with the following content:

- Either the calling party phone number, if no match is found in phone books, or the calling party name if a match is found in phone books, or "Unknown", if the number is unavailable, or "Withheld", if the number was withheld by the calling party.
- The date and time of the call,
- The call duration, if connected.

#### **6.2.3.2 LIST ACCESS**

From the Idle screen, press on the **Menu** softkey to access the general menu. Then, using the navigation, select the "Calls & Times/CallRegister/Received" folder.

#### **6.2.3.3 LIST USAGE**

The same functions as the LND list are available. See also LND list for examples.

6.3 CALL TIMERS MANAGEMENT

Showing the call timers

6.3.1.1 PRESENTATION

Two views of presentation are provided: a global view and a detailed view. The global view is directly displayed when entering the folder. The detailed view is entered during global view display, via the **Details** softkey.

For calls, connected or not, refer to Annex H table for call timers management.

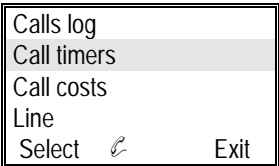
6.3.1.2 ACCESS

Via the general menu in the "Calls & Times/Call Timers/Show" folder.

6.3.1.3 CALL TIMERS: GLOBAL VIEW

The "Calls & Times/Call Timers/Show" folder allows to display all call times information: Last call time, all call times, and, if ALS service is active, all call times with line 1, all call times with line 2. For each display, the times for incoming and outgoing calls are given.

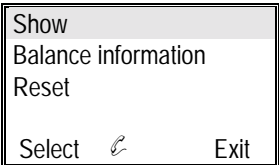
Example:



Call supervision menu:

Select

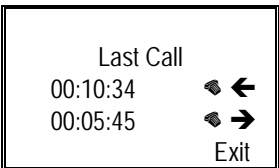
Validates the Timers entry



Call Timers menu:

Select

Validates the Show entry



Show Timers:

Scroll down using  or  key, up using  key.

Go to next screen

Global:

All Calls

00:45:30

00:23:00

Details

Exit



Show Timers:

**Details** allows to view all calls details

Go to next screen

Global:

All Calls L1

00:30:30

00:10:00

Details

Exit



Show Timers:

**Details** allows to view all calls details

(This screen is displayed only if two lines are managed (ALS))

Go to next screen

Global:

All Calls L2

00:15:00

00:13:00

Details

Exit



Show Timers:

**Details** allows to view all calls details

(This screen is displayed only if two lines are managed (ALS))

Go to next screen

Last Call

00:10:34

00:05:45

Exit



Show Timers:

No details for the last call

Exits

Show

Balance information

Reset

Select

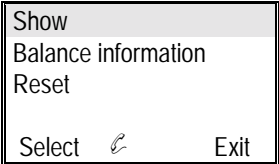
Exit

Call Timers menu:

6.3.1.4 CALL TIMERS: DETAILED VIEW

This view is accessed via the left softkey (labelled **Details**) while in global view, when relevant. It gives access to a global table which details all call information by category: Voice calls (Home, national roaming, international roaming), If fax and/or data calls have been made, the same details are displayed).

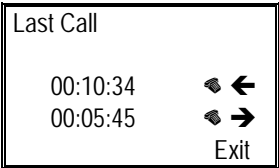
Example:



Call Timers menu:



Validates the Show entry

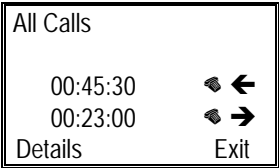


**Show Timers:**

Scroll down using or key, up using key.



Go to next screen

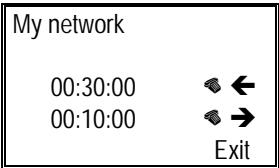


**Show Timers:**

**Details** allows to view all calls details



View details



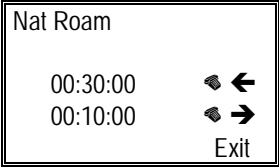
**Show Timers details:**

Scroll down using or key, up using key.

**Exit** exits to global view



View next screen



**Show Timers details:**

View next screen



Intl roam

00:05:30

00:03:00

Exit

◀

▶



Show Timers details:

View next screen

My network

00:30:00

00:10:00

Exit

◀

▶

Exit

Show Timers details:

Exits to global view

All Calls

00:45:30

00:23:00

Details

Exit

◀

▶



Show Timers:

Go to next screen

All Calls L1

00:30:30

00:10:00

Details

Exit

◀

▶



Show Timers:

Displayed if (ALS) only.

Go to next screen

Etc.

6.3.2 USING THE BALANCE INFORMATION SERVICE

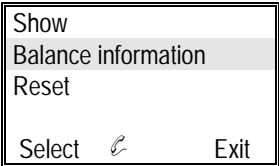
6.3.2.1 PRESENTATION

The "InfoConso" allows setting and calling the number provided by the network operator (To consult information about charging). This information is saved in phone non-volatile memory.

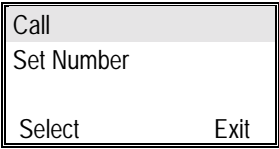
6.3.2.2 ACCESS

The access is by the menu in the "Calls & Times/Call timers/Balance information." folder.

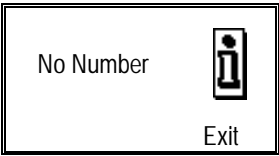
6.3.2.3 EXAMPLE: SETTING AND CALLING THE COST INFORMATION NUMBER



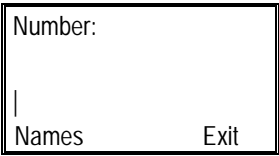
Select Validates the Balance Information entry



Select Validates the Call entry



Right softkey Go to next screen



123456 Number entry

Number:

123456|

Ok

Clear

Number entry:

OK

Entry validation

Stored



Exit

Information screen:

Right softkey

Go to next screen

"Calling process"

Calling process:

The calling process is started after storage because the menu option is entered to call the service.

### 6.3.3 RESETTING THE CALL TIMERS

#### 6.3.3.1 PRESENTATION AND ACCESS

This allows to set all call timers to 0. The phone lock code entry is requested for this operation.

Access by the menu in the "Calls & Times/Timers/Reset" folder.

#### 6.3.3.2 EXAMPLE

Call Timers menu:

Select

Validates the Reset entry

**Binary choice screen:**

The positive answer is selected as initial answer.

Select

Validates the Yes choice

**Lock code entry:**

Password editor.

The lock code is requested for resetting all timers

"1234"

Lock code entry

**Lock code entry:**

Ok

Lock code validation

**information screen:**

3 seconds display or exit by any softkey.

Right softkey

Go to next screen

Call Timers menu:

6.4 CALL COSTS MANAGEMENT

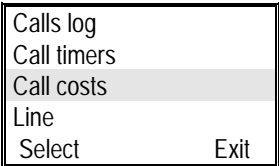
6.4.1 SHOWING THE CALL COSTS

6.4.1.1 PRESENTATION AND ACCESS

This allows showing the call costs: last call cost, all call costs since last reset, remaining cost. The displayed values are those stored on the SIM (for all calls cost) or temporarily in the mobile (for the last call cost if the mobile has not been switched off since the last call). The costs are displayed in unit or currency, depending on the cost display Setting.

Access by the menu in the "Calls & Times/Costs/Show" folder.

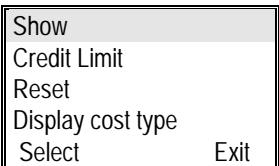
6.4.1.2 EXAMPLE



Call supervision menu:



Selects the Costs entry






Call costs menu:



Selects the Show entry



Call costs sequence:

Scroll down using  or  key, up using  key.



Go to next screen

All Calls costs  
since last reset  
120,35 FFR  
Exit

Call costs sequence:



Go to next screen

Remaining credit  
No limit  
Exit

Call costs sequence:



Go to next screen

Last Call cost  
12,00 FFR  
Exit

Call costs sequence:

Exit

Exits

Show  
Credit Limit  
Reset  
Display cost type  
Select Exit

Call costs menu:

## **6.4.2 MANAGING THE CREDIT LIMIT VALUE**

### **6.4.2.1 PRESENTATION AND ACCESS**

The user can set a cost limit value for his calls or set a no limit value. When the limit is reached, all connected calls are terminated automatically and you cannot make any more calls. The credit limit change operation needs to enter the PIN2 code.

Access via the menu in the Calls & Times/Costs/Credit Limit.

### **6.4.2.2 CREDIT LIMITS AND CALLS**

If the accumulated credit reaches the credit limit value, all chargeable calls are barred: this includes all outgoing calls (except calls to emergency services) and all incoming calls, when charge is applied to such calls (this is possible in international roaming). In this case, an error message is given for outgoing calls.

During a call, the phone advises the user when the accumulated charge becomes too near to the credit limit value by an information screen coupled to an "AUDIO AOC TONE" tone. This allows you to recharge the credit limit value or to inhibit any limit. Note that this requires the PIN2 code knowledge.

6.4.2.3 EXAMPLES

Credit limit: no limit defined

Show  
Credit Limit  
Reset  
Display cost type  
Select                      Exit

Call costs menu:

Select

Validates the Credit Limit entry

Credit Limit  
No Limit  
  
Edit                      Exit

Credit Limit screen:

Edit

Credit information modification

Enter PIN2:  
  
|  
  
Exit

PIN2 entry screen:  
Password editor

1234

PIN2 entry

Enter PIN2:  
  
\*\*\*\*|  
Ok                      Clear

PIN2 entry screen:

OK

PIN2 entry validation

Set limit  
In \$:  
|  
  
Exit

Credit Limit entry screen:

A float editor is entered for this entry  
long press "#" inserts a decimal point  
the current currency is \$

123#45

Credit limit entry

Set limit  
In \$:  
123.45|  
Ok                      Clear

Credit Limit entry screen:

OK

Entry validation



Credit Limit  
123.00 \$  

Exit

Exit

**Information screen:**  
The value is rounded due to storage constraints  
Exit after 3 seconds or by a press on **Exit**

Exits

Show  
Credit Limit  
Reset  
Display cost type  
Select 

Exit

Call costs menu:

**Credit limit: a limit is defined: Setting no limit**

Show  
Credit Limit  
Reset  
Display cost type  
Select 

Exit

Call costs menu:

Select

Selects the Credit Limit entry

Credit Limit  
123.00 \$  

Edit 

Exit

Actions

**Credit Limit screen:**  
Options menu allows to set another limit or to set a no limit value

Access to the options menu

Edit  
Set no limit  

Select 

Exit

Call costs action menu:

Select

Selects the Set no Limit entry

Enter PIN2:  

|

Exit

1234

PIN2 entry screen:

PIN2 entry

Enter PIN2:

\*\*\*\*|

OkClear

PIN2 entry screen:

OK

PIN2 entry validation

Credit Limit

No Limit

Exit

information screen:

Exit after 3 seconds or by a press on 

Exit

Exit

Exits

Show

Credit Limit

Reset

Display cost type

SelectExit

Call costs menu:

6.4.3 RESETTING ALL CALL COSTS

6.4.3.1 PRESENTATION

This item allows setting all call costs to 0.

6.4.3.2 EXAMPLE

Call costs menu:

Show

Credit Limit

Reset

Display cost type

Select

Exit



Validates the Reset entry

Reset costs:

Yes

No

Select

Exit



**Binary choice screen:**  
The positive answer is selected as initial answer.  
  
Selects the Yes choice

Enter PIN2:

|

Exit



PIN2 entry

Enter PIN2:

\*\*\*\*|

Ok

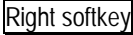
Clear



PIN2 entry screen:  
  
PIN2 entry validation

All costs reset

Exit



Information screen:  
  
Exits

Call costs menu:

Show

Credit Limit

Reset

Display cost type

Select

Exit

6.4.4 CHOOSING THE COSTS DISPLAY MODE

6.4.4.1 PRESENTATION

This item allows the user to choose the display mode of the costs: either in units or in currency. If currency is chosen, the user has to enter the currency name and the unit value in this currency.

Example

6.4.4.2 DISPLAY MODE: CURRENCY, CHANGE TO UNITS

Show	
Credit Limit	
Reset	
Display cost type	
Select	Exit

Call costs menu:

Select
--------

Selects the Display cost type item

Units	
Currency	
Select	Exit

Display cost type Menu:

The current display mode is highlighted when entering the item.

--

Validates the Units item

Units	
Currency	
Select	Exit

Display cost type Menu:

Select
--------

Selects the Units item

Show	
Credit Limit	
Reset	
Display cost type	
Select	Exit

Call costs menu:

**6.4.4.3 DISPLAY MODE: UNITS, CHANGE TO CURRENCY**

Show	
Credit Limit	
Reset	
Display cost type	
Select	Exit

Call costs menu:

Select

Selects the Display cost type item

Units	
Currency	
Select	Exit

Display cost type menu:

Select

Selects the Currency item

Display: FFR	
Unit = 0,70 FFR	
Edit	Exit

Display cost type screen:

You can change the parameters by a press on **Edit**

Exit

Exits

Show	
Credit Limit	
Reset	
Display cost type	
Select	Exit

Call costs menu:

**6.4.4.4 DISPLAY MODE: CURRENCY, MODIFY THE CURRENCY PARAMETERS**

Show	
Credit Limit	
Reset	
Display cost type	
Select	Exit

Call costs menu:

Select

Selects the Display cost type item

Units	
Currency	
Select	Exit

Display mode menu:

Select

Selects the Currency item

Display: FFR  
Unit = 0,70 FFR

EditExit

Display mode screen:

Edit

Edit the currency parameters

Enter PIN2:

|

Exit

PIN2 entry screen:

1234

PIN2 entry

Enter PIN2:

\*\*\*\*|

OkClear

PIN2 entry screen:

Ok

PIN2 entry validation

Currency:

FFR|

OkClear

Currency entry screen:

Alphanumeric editor

If the user clears the whole entry, he is proposed to access a list of currencies where he can choose the currency name.

Clear long press \$

\$ is selected as currency

Currency:

\$|

OkClear

Currency name entry screen:

Ok

Entry validation

Unit in \$:

|

OkClear

Unit in currency entry screen:

Float editor

The currency name is taken into account immediately.

Float editor. # long press is for decimal point entry.

0#0045

Unit entry

Unit in \$:

0.0045|

OkClear

Unit in currency entry screen:

OK

Entry validation

Display: \$

Unit = 0,0045 \$

Exit

information screen:  
Exit after 3 seconds or after a press on Exit

Exits

Show

Credit Limit

Reset

Display cost type

SelectExit

Call costs menu:

## **6.5 SELECTING A LINE (DCS FEATURE)**

### **6.5.1 PRESENTATION**

This menu allows to select a DCS line for outgoing calls and to lock or not on this line. The menu content is adaptive depending on the current Setting and on the current network (international roaming). The line names are those stored in the SIM EF<sub>MSISDN</sub> file.

This menu is hidden if the ALS service is not activated on the SIM.

### **6.5.2 EXAMPLES**

#### **6.5.2.1 ACCESS TO LINE STATUS**

Calls log	
Call timers	
Call costs	
Line selection	
Select	Exit

Calls & Times Menu:

Select

Selects Line entry

Office	
Personal	
Select	Exit

Line status display  
The current line is Office



6.5.2.2 CHANGING OF LINE

Calls log	
Call timers	
Call costs	
Line selection	
Select	Exit

Calls & Times Menu:

Select

Selects Line entry

Office	
Personal	
Select	Exit

Line status display  
The current line is Office

☐

Change of line

Office	
Personal	
Select	Exit

Line status display  
The current line is now Personal

Select

Choice confirmation

Calls log	
Call timers	
Call costs	
Line selection	
Select	Exit

Calls & Times Menu:

Note: The line name can be changed via the "Phone Book/Own numbers" menu.



## **7. USING THE VOICE MAIL**

### **7.1 VOICE MAIL CONFIGURATION**

#### **7.1.1 PRESENTATION**

The Services/Voicemail/Number and Services/Voicemail/Alert menu items allow to configure the voice mail phone number and the voice mail alert mode. These settings relate to the current DCS line in use.

The voice mail phone number is defined as follows:

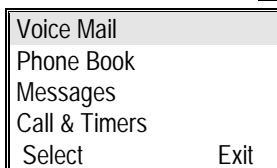
- If the SIM card includes a file for voice mail numbers storage, this file content is used as voice mail phone numbers,
- Otherwise, the voice mail phone number is stored in the phone non-volatile memory. This field remains unchanged even if the SIM has a voice mail phone number defined. This field has to be edited before usage. The SIM can contain a voice mail phone number for each line.

The voicemail alert mode allows setting on or off an audio signal on each voicemail indication arrival. The alert will be played immediately if no call is connected, otherwise after the end of the call.

**☛ By default the voice mail number is empty and the voice mail alert is set.**

#### **7.1.2 VOICE MAIL MENU ACCESS**

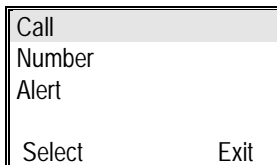
From the menu, Press **Select** softkey when on the voice mail item. The voice mail menu is displayed.



Main Menu:

**Select**

Selects Voicemail item



**Voice mail menu:**

Scroll down using or key, up using key.

Press **Select** softkey to enter the selected item,

Press **Exit** softkey to exit to main menu, Long press **Exit** to go directly to Idle

### 7.1.3 SETTING THE VOICE MAIL PHONE NUMBER

Voice Mail:
0299111111
Ok Clear
Ok

#### Voice mail number entry: phone number editor

If a number is already stored in the voice mail number storage, this number is displayed. If no number is stored, the display indicates no number

In case of empty entry, an access to the memories is offered via a **Names** softkey.

Return to the voicemail menu after completion or validation

If the number is not user editable on SIM, only an information screen is displayed and the user is only allowed to exit the display.

Call
Number
Alert
Select Exit

#### Voice mail menu:

### 7.1.4 SETTING THE VOICE MAIL ALERT MODE

Call
Number
Alert
Select Exit
Select

#### Voice mail menu:

Selects the voice mail alert mode

Voice mail alert:
On
Off
Select Exit
Off

#### Voice mail alert choice procedure:

The current Setting is highlighted as initial entry.

Scroll down using **↓** or **↓** key, up using **↑** key.

Change to On

Voice mail alert:
On
Off
Select Exit
Select

Voice mail alert choice procedure:

Validation

Call
Number
Alert
Select Exit

#### Voice mail menu:

## 7.2 CALLING THE VOICE MAIL

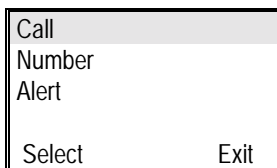
### 7.2.1 PRESENTATION

Reading the voice mail can be realised via the following means:

- Direct access via the idle menu, when voice mail messages are indicated in the voice mail, using the right softkey (A voice mail icon is displayed in the softkey in this case),
- Access by the menu, via the Voicemail/Call folder.

If missing in the setting, the voicemail phone number is requested and stored before calling.

### 7.2.2 CALLING THE VOICE MAIL A NUMBER IS DEFINED



#### Voice mail menu:

Press **Select** or **SEND** to call the voice mail

**Select**

Selects the Call item : the call to the voice mail is started.



#### Calling screen:

Call is being proceeding in the network.



#### Alert screen:

Remote party is alerted (the remote party phone rings).

Etc..

### 7.2.3 CALLING THE VOICE MAIL NO NUMBER IS DEFINED


Call	
Number	
Alert	
Select	Exit

**Select**

#### Voice mail menu:

Press **Select** or **SEND** to call the voice mail

Calls the voice mail

No number	
	Exit

**"any softkey"**

#### Information screen:

If no number is defined, an information screen is displayed and an error beep is played. The screen is displayed 3 seconds.

Press any softkey to go to the next screen.

Enter Number:	
Names	Exit

**"777"**

#### Number entry screen:

You can enter the number directly  
Press Names to search a number in memories

Voice mail number entry (777)

Enter Number:	
	777
Ok	Clear

**Ok**

#### Number entry screen:

Validation of number. The number is saved. The call is started at the same time.

The remaining part of the call procedure is similar as above.

"Calling Process"
-------------------

#### Calling process

Call is being proceeding in the network.