

# Voice/Videophone Calls

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## Making a Voice/Videophone Call

\* As N-07A is not equipped with the front camera, during a videophone call, you can send only the substitute image (Chara-den) or image from the rear camera to the other party. You can change the substitute image (Chara-den) to other data such as an image of My picture in "Select image".

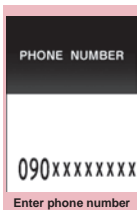
→ P.75

### 1 Enter the phone number of the other party

Always start by entering the area code, even for calls within the same area.

You can enter up to 80 digits for the phone number.

However, only the last 26 digits are displayed.



Function menu → P.56

<When you enter a wrong number>

#### ■ To insert a number

Press to move the cursor to the number to the left of the position where you want to insert the number, then enter the number.

#### ■ To delete a number

Press to move the cursor to the number you want to delete, then press .

Hold down for 1 second or longer to delete all the numbers to the left of the cursor and the number in the cursor position.

#### ■ To re-enter the number

Move the cursor to the beginning or end of the number and hold down for 1 second or longer to return to the standby screen.

<Videophone>

#### ■ To change the substitute image (Chara-den)

▶ (FUNC) ▶ "Select image" ▶ "Chara-den" ▶ Select Chara-den

### 2 (voice call), (V.phone)

<Voice call>

flashes while dialing and lights up during the call.

#### ■ If you hear the busy tone

The line is busy. Call again after a while.

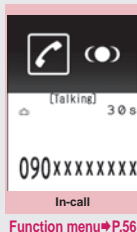
#### ■ If you hear a message saying that the other party cannot be reached

The other party's mobile phone is not turned on or is out of signal range. Call again after a while.

#### ■ If you hear a message requesting your caller ID

Call again with caller ID notification enabled.

→ PP.51, 64



<Videophone>

flashes while dialing a videophone call and lights up during the call.

#### ■ If a videophone call is not connected → P.57

#### ■ To switch between substitute image and camera image

▶ (FUNC) ▶ "Substitute image" ↔ "Camera image"

#### ■ To switch the main screen

▶ (1 second or longer)  
"Change main disp." → P.56

#### ■ To enlarge the camera image to be sent

▶ Adjust the zoom using

Zoom → P.227

#### ■ To mute the voice to send

▶

The "MUTE" icon is displayed.

To cancel muting, press again.



- To switch the setting of Hyper Clear Voice → P.60
- To switch a voice/videophone call during a call → P.57
- To put the current voice/videophone call on hold → P.70
- To switch between the FOMA terminal and Bluetooth device (P.375)

▶  (1 second or longer)

- When the 2in1 is in Dual mode

The Outgoing number selection screen appears. Select a phone number.

### 3 To end the call, press

#### NOTE

##### <Voice call>

- The Power saver mode is activated if you do not execute touch operations and key operations for 15 seconds during a call.

##### <Videophone>

- If you make a videophone call to an emergency number (110, 119 or 118) from the FOMA terminal, the call is automatically changed to a voice call.
- You cannot receive i-mode mail or a MessageR/F during a videophone call (you can receive SMS). Received mail is kept at the i-mode Center and can be retrieved using "Check new messages" after the videophone call.
- Digital communication charges are still applied to the caller when the substitute image is displayed during a videophone call.
- During battery charge, if a videophone call and a 1Seg recording are going on simultaneously, a camera-off message may appear and the Camera may be turned off automatically depending on the FOMA terminal temperature.

### How to view the videophone screen

You can use the videophone call function between the terminals that support the DOCOMO videophone system.

- DOCOMO videophone conforms to "the 3G-324M<sup>2</sup> standard set down in the international 3GPP<sup>\*1</sup> standards". Your FOMA terminal cannot connect to a videophone terminal that uses a different system from DOCOMO videophones.

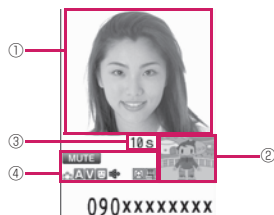
\*1: 3GPP (3rd Generation Partnership Project)

A regional standardization body established to develop commonly applied technical specifications for 3rd-generation mobile communications systems (IMT-2000).

\*2: 3G-324M



An international standard for 3rd-generation mobile videophones.



#### ■ Videophone screen






- ① Main screen (Camera image of the other party is displayed at the time of purchase)
- ② Sub-screen (Your own substitute image is displayed at the time of purchase)
- ③ Call duration
- ④ Settings

  : Hyper Clear Voice (Low/High)




  : Sending or receiving voice/  
Transmission error




  : Sending or receiving video/  
Transmission error

   : Camera image/Substitute image/  
Chara-den being transmitted

  : Hands-free ON/OFF

 (Blink): Muting

   : Photo mode (Portrait/Scenery/  
Close-up)

   : Key operation mode (DTMF  
mode<sup>\*1</sup>/Whole action mode<sup>\*2</sup>/  
Parts action mode<sup>\*2</sup>)

\*1: "Send DTMF tone/DTMF tone OFF" → P.56

\*2: "Using Chara-den" → P.74

FUNC

## Enter phone number screen (P.54)

**Notify Caller ID** → P.64

**Prefix numbers** → P.65

**Chaku-moji** → P.63

**Int'l call** → P.59

**Multi Number** → P.401

**Add to phonebook** → P.81

**Compose message**\* ..... Composes an i-mode mail with a phone number pasted in the recipient field.

**Select image** ..... Selects the substitute image used during a videophone call.

\*: Not available when 2in1 is in B mode.

FUNC

## In-call screen (P.54)

**Bluetooth/Phone** ..... Switches between the FOMA terminal and Bluetooth device (P.375).

**Choku-Den** ..... The "Choku-Den screen" appears.

**Phonebook** ..... The "Phonebook list screen" appears.

**Redial** ..... The "Received calls list screen" appears.

**Received calls** ..... The "Redial list screen" appears.

**Voice memo** → P.363

FUNC

## Videophone in-call screen (P.54)

**Substitute image** ⇔ **Camera image** ..... Switches between the substitute image and the camera image.

**Change main disp.** ..... Changes the main display. The screen changes in the order of "Displaying the image from the other party's camera on your main screen." → "Displaying the image from your own camera on your main screen." → "Displaying only the image from the other party's camera." → "Displaying only the image from your own camera."

**Bluetooth/Phone** ..... Switches between the FOMA terminal and Bluetooth device (P.375).

**V.phone settings** ..... Sets the screen for videophone call.

**Visual prefer.** ..... Sets the image sent to and received from the other party from "Normal/Prefer img qual/Prefer motion spd". This setting is only retained during the call.

**Brightness**\* ..... Five brightness levels (-2 to 0 to +2) are available.

**White balance**\* → P.220 (an item of shooting menu)

**Color mode set**\* ..... Selects the image effect from "Normal/Sepia/Monochrome". This setting is only retained during the call.

**Photo mode**\* → P.220 (an item of shooting menu)

**Chara-den set.** ..... You can set the followings when Chara-den is used. This setting cannot be set for the camera images.

**Switch Chara-den, Action List, Change Action** → P.314 (Function menu item)

**Switch image** ..... Displays the image selected in "Substitute image" (P.75) on the other party's display.

**Display light** ..... Specifies whether to keep the backlight on or to turn it on according to what is set in "Lighting" on "Backlight".

**Voice memo** → P.363

**Own number** ..... Displays your phone number during a videophone call.

**Send DTMF tone** ⇔ **DTMF tone OFF** ..... Sets/cancels push signal transmission mode during Chara-den.

Except for Chara-den, videophone calls are always in push signal transmission mode.

**Change to voice** → P.57

\*: This function is not available when the transmission of a substitute image is ON.

## ● If a videophone call is not connected

When a videophone call is not connected, the cause of the failure appears.

- The cause may not appear depending on the situation.
- Depending on the type of other party's phone or the possible lack of a network service subscription, the reason may not accurately reflect the other party's actual status.

Display	Cause
Check number then redial	The called phone number is not used
Busy	The line is busy <ul style="list-style-type: none"> <li>• This message may also appear during packet communication.</li> </ul>
Busy with packet transmission	The other party is using packet communication
Out of service area/power off	The other party is out of service area or the phone is turned off
Your call is being forwarded	The call is being forwarded (A Videophone call is made when the forwarding number is for a 3G-324M-compatible videophone)
Redial using voice call	The phone for the forwarding number is not compatible with videophone calls
Please activate caller ID before dialing again	The other party sets the Caller ID request service
This number is not available.	The other party sets the Nuisance call blocking service
Upper limit has been exceeded Connection failed	The upper limit set for a Limit billing plan (Type Limit and Family Wide Limit) is exceeded
Connection failed	You connected without notifying your caller ID (when dialing into visualnet, etc.) <ul style="list-style-type: none"> <li>• This message may also appear in other situations</li> </ul> Set the caller ID notification to "ON" and retry
Please make your call from the i-mode web page	You attempted to make a videophone call to watch V-live without browsing the i-mode official site

- If the videophone call is not connected, your call is automatically switched to a voice call when you set "Auto redial as voice" to "ON". However, the call may not be handled in this way if you call an ISDN synchronous 64K access point, ISDN videophone which does not support the 3G-324M standard (as of December, 2008) or if you dial a wrong number. Note that call charge may be applied in some cases.

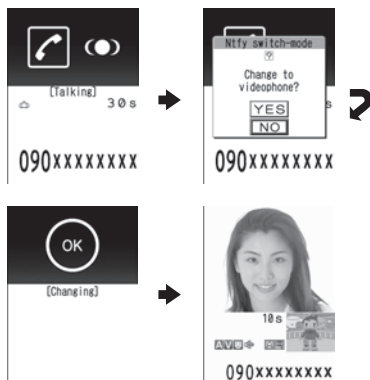
## Switching a Voice/ Videophone Call during a Call (Caller)

- You can use this function with the terminals compatible with voice call/videophone call switch.
- You can switch the voice call only when you are the caller.
- To switch the call, the receiver needs to set "Ntfy switch-mode" to notify the switch beforehand.  
→ P.75

<Example: To switch a voice call to a videophone call>


### 1 In-call screen (P.54) ▶ (V.phone) ▶ "YES"

While switching, the screen which indicates that the calls are being switched appears and the voice guidance is played.



The digital communication fee is charged after the appearance of this screen.

### ■ To switch a videophone call to a voice call

- ▶ Videophone in-call screen (P.54) ▶  (FUNC)
- ▶ "Change to voice"

#### NOTE

- It takes about 5 seconds to switch the calls. Note that the signal quality may affect how long it takes.
- You cannot switch the calls during calling in the following cases:
  - When the other party is holding the call
  - When the other party activates Record message
- The displayed call duration is reset to 0 second each time the calls are switched. However, the total time for voice and videophone call is displayed after ending a call.
- Depending on the other party's communication conditions or the signal quality, you may not be able to switch the calls and the call may be canceled.
- When the call is switched, the first dialed or received call is registered to the Redial/Dialed calls records or Received calls records.

#### <When switching from voice call to videophone call>

- If the caller is using i-mode, the i-mode communication is canceled to switch to videophone.
- If the other party is using packet communication (including i-mode), you cannot switch the calls.
- You cannot switch the calls when "Call Waiting" is activated.

## Making International Calls

<WORLD CALL>


WORLD CALL is an international dialing service that can be used from DOCOMO mobile phones.

FOMA service subscribers are also subscribed to "WORLD CALL" when they subscribe to the FOMA service. (This excludes subscribers who declared that they did not require the service.)

- WORLD CALL can be used to call around 240 countries and regions worldwide.
- The "WORLD CALL" is charged with your monthly call charges.
- In addition to dialing a phone number, you can make an international call by adding "+" or selecting "Int'l call" or "Prefix numbers" from the function menu in the "Enter phone number screen" and the detail screens of "Phonebook/Received calls/Dialed calls/Redial" screens.

- This service is not available in some payment plans.

For additional information regarding WORLD CALL, refer to the contact information provided on the back of the manual.

"International videophone calls" can be made to users of some specific overseas 3G mobile terminals by pressing  (V.phone) to make the call after using the dialing procedure below.

- See the DOCOMO website for information on accessible countries and operators.
- Depending on the other party's terminal, the image of the other party displayed on your FOMA terminal may be distorted or the connection may fail when making an international videophone.

## Using dial keys to make international calls

### 1 Dial the number in the following order: 010 → Country code → Area code (Long distance code) → The other party's phone number

If the area code (long distance code) begins with "0", omit the first "0". However, to call to ordinary phones in Italy, "0" is required.

You can also make an international call by dialing the number in the following order: 009130 → 010 → Country code → Area code (Long distance code) → The other party's phone number

### 2

The international call is made.

## Quick and simple procedures for making an international call

- You can store the country codes and IDD prefix codes in "Int'l dial assistance".

### ● Using "+" to make an international call

By using the "+" that is automatically replaced with the "IDD Prefix Code" set in the "Auto int'l call set.", you can make international calls without dialing the IDD prefix code.

- As "Auto int'l call set." in "Int'l dial assistance" is set to "ON" (automatically added) at the time of purchase, the FOMA terminal automatically dials the IDD prefix code.

- 1** On the standby screen, dial the following; + (0 (1 second or longer)) → Country code → Area code (Long distance code) → The other party's phone number

If the area code (long distance code) begins with "0", omit the first "0". However, to call to ordinary phones in Italy, "0" is required.

- 2**  "Dial"

The international call is made.

■ To make a call without converting "+" into the IDD prefix code

▶ "Original phone No."

■ To cancel the call

▶ "Cancel"

- Making an international call from the function menu**

You can make an international call by adding a country code and IDD prefix code from the function menu.

- You can use the international dial function from the "Enter phone number screen" and the detail screens of "Phonebook/Received calls/Dialed calls/Redial" screens.

<Example: To use the international dial function from the enter phone number screen>

- 1** Enter the phone number of the other party

- 2**  (FUNC) ▶ "Int'l call" ▶ Select the country code ▶ Select the IDD prefix code

The selected country code and IDD prefix code are added. If the area code (long distance code) begins with "0", the first "0" is automatically deleted (except when "Italy" is selected for the country code).

- 3** 

The international call is made.

#### NOTE

- Even if Caller ID Notification is active, the caller ID may not appear properly depending on the operator. In this case, calls cannot be made from the Received calls screen.

## Making the setting for the international call <Int'l dial assistance>

You can set the automatic conversion of "+", and also edit and store the country codes and IDD prefix code for international calls.

- 1**  ▶ "SETTINGS/SERVICE" ▶ "Dialing" ▶ "Int'l dial assistance" ▶

Select any item:

**Auto int'l call set.**..... You can set the automatic conversion of "+" when you make an international call.

▶ "ON" ▶ Select a country code ▶ Select an IDD prefix code

■ When you do not convert automatically

▶ "OFF"

**Country Code setting**..... Stores up to 22 country names and country codes used when you make an international call. See the DOCOMO website for information on country codes.

▶ Highlight an item ▶  (Edit) ▶ Enter the country name ▶ Enter the country code

■ To delete a number

▶  (FUNC) ▶ "Delete" ▶ Selects the deleting method

**IDD Prefix setting**..... Stores the IDD prefix name and IDD prefix code used when you make an international call. Up to 3 entries can be stored.

▶ Highlight an item to be stored or changed ▶  (Edit) ▶ Enter the IDD prefix name ▶ Enter the IDD prefix code

■ To delete a prefix

▶  (FUNC) ▶ Selects the deleting method


## Using Hands-free Call during a Call



<Hands-free>

You can hear the other party's voice from the speaker while talking.

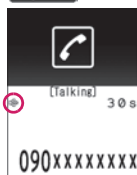
### 1 In-call screen (P.54) ( ON )

▶ “YES”

“” appears and you can hear other party's voice through a speaker during a hands-free call.

While ringing, you can switch to hands-free operation by pressing  (  ON ) ⇄

 Off ).




Ex. Voice call



Ex. Videophone call

#### ■ To cancel the hands-free operation

▶ Press  (  Off ) during a hands-free call

“” disappears when you make a voice call.

“” is changed to “” in case of videophone.

### ● Notes on using the hands-free operation

It is recommended to keep a distance of about 30 cm from the FOMA terminal during a hands-free call. If the distance is longer or shorter than 30 cm, the other party may find it difficult to hear you or your voice may sound differently.

#### NOTE

- Move to an area where your call will not disturb other people before switching to a hands-free call.
- When a call is finished, the hands-free setting is canceled.

## Clearing Earpiece Volume


<Hyper Clear Voice>

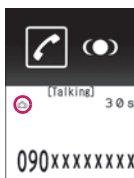
This function detects ambient noise and enables you to hear the other party's voice clearly.

- When Hands-free is “ON” or an earphone/microphone (optional) is connected, this function is disabled.

### 1 In-call screen (P.54)



“High” → “OFF” → “Low” switches each time you press .



Ex. Voice call




Ex. Videophone call

**High**……Regardless of ambient noise level, the function activates even in the quiet environment.

**Low**……The function activates only when the ambient noise level is high.

**OFF**……This function does not apply.

#### ■ To set from the main menu

▶  “SETTINGS/SERVICE” ▶ “Talk” ▶ “Hyper Clear Voice” ▶ “High”, “Low” or “OFF”

#### NOTE

- The sound quality or volume changes by this function, so set it depending on preference.
- The effects may be different depending on the other party's voice or the individual.
- This function works by the ambient noise that is detected with a microphone in the FOMA terminal (Phone), so it may work by your own voice.



## Using the Redial/Dialed Calls/Received Calls Record

<Redial/Dialed calls/Received calls>

Information on dialed or received calls, including the caller's phone number and the date and time are stored in the Redial/Dialed calls/Received calls record. You can make a call to the other party easily by using these records.

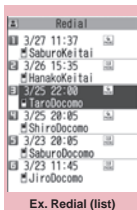
- When you make calls to the same phone number repeatedly, the latest entry is stored as the Redial record and separate entries are stored for the Dialed calls record.
- The Redial record can hold up to 30 phone numbers for voice/videophone calls.
- The Dialed calls/Received calls record stores up to 30 voice/videophone call entries and 30 packet communication or 64K data communication entries.
- If the maximum number of logs is exceeded, logs are overwritten starting with the oldest one.

<Example: To make a call from the Redial/Received calls list screen>

### 1 On the standby screen ▶ (Redial), (Received calls)

#### ■ To check the Dialed calls

- ▶  ▶ "OWN DATA" ▶ "Dialed calls"



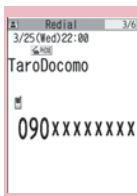
Ex. Redial (list)

Function menu▶P.62

### 2 Highlight the Redial/Received calls record entry

#### ■ To make a call after checking the details of the Redial/Received calls record

- ▶ Select the Redial/Received calls record entry



Ex. Redial (detail)

Function menu▶P.62

### 3 (voice call), (V.phone)

## ● Checking the number of missed calls










### ■ To confirm only the missed calls from the Received calls record

- ▶  ▶ "OWN DATA" ▶ "Received calls"

Total number of received calls, the number of missed calls and the number of unconfirmed missed calls appear.

When you select "Missed calls", only the missed calls appears.

### ■ Redial/Dialed calls/Received calls record icons

Icon <sup>*1</sup>	Description
	Incoming and outgoing/missed/unconfirmed missed voice calls
	Incoming and outgoing/missed/unconfirmed missed international voice calls
	Incoming and outgoing/missed/unconfirmed missed videophone calls
	Incoming and outgoing/missed/unconfirmed missed international videophone calls
B <sup>*2</sup>	Incoming and outgoing calls to B mode for 2in1 setting
	Recorded voice record message/videophone message
	Received calls with Chaku-moji
	Incoming and outgoing/missed/unconfirmed missed packet communication
	Incoming and outgoing/missed/unconfirmed missed 64K data communication
NO CONNECT	Incoming packet communication or 64K data communication that is received without external device connected
	Incoming and outgoing calls when the Time zone is other than "GMT+09" regardless of the "Auto time adjust" (P.51) setting (the summer time is displayed when you set the summer time)

\*1: Some icons look different between the detail screen and the list screen.

\*2: Displayed only when the 2in1 is in Dual mode.

**NOTE**

- If you use 2in1, up to 30 records are stored for each phone number. Also, when set to Dual mode, up to 30 Redial/Dialed calls/Received calls records for both phone numbers and total of the 60 records are displayed.

**<Redial/Dialed calls>**

- If you make a call by selecting Multi number from the function menu, the registered name and number of the additional number are displayed under the phone number in the Redial screen (detail)/Dialed calls record screen (detail). If you make a call without using the function menu, nothing is displayed even when "Set Multi Number" is set to additional number.

**<Received calls>**

- When "Missed calls display" in the "Ring time (sec.)" is set to "Not display" and you receive a call of which ring tone sounded for shorter time than the time set in the "Set mute seconds", the call is not displayed on the Received calls record.
- If the caller is using "Dial-in", a number different from the "Dial-in" number may be displayed.
- If the same phone number is registered in the multiple phonebook entries with different names, the name retrieved by the phonebook search in the order of reading is displayed in the Received calls record. → P.84
- When you have subscribed to Multi number and make a call from the Received calls record screen, the phone call is made from the number which received the call regardless of the "Set multi number" setting.
- When you receive a call for additional number of Multi number, the registered name of the additional number are displayed under the phone number in the Received calls record screen (detail).

FUNC

**Redial/Dialed calls/Received calls screen (P.61)****Notify Caller ID**<sup>\*1</sup> → P.64**Prefix numbers**<sup>\*1</sup> → P.65**Chaku-moji**<sup>\*1</sup> → P.63**Int'l call**<sup>\*1</sup> → P.59

**2in1/Multi Num.** <sup>\*1</sup>.....When 2in1 is set to ON and Dual mode, selects from "Number A, Number B, Cancel number" (P.405) (not available when A mode or B mode is set).

Selects from "Basic number, Additional number 1,

Additional number 2, Cancel number" (P.401) at the Multi Number when 2in1 set to OFF.

**Ring time**<sup>\*2,3</sup>.....Displays the missed call record entries with the ringing times.

**Add to phonebook** → P.82

**Look-up phonebook**....."Accessing the phonebook from the Redial or Dialed Calls record" → P.85

**Add desktop icon** → P.109

**Compose message**<sup>\*4</sup>.....Composes an i-mode mail with the phone number pasted in recipient field.

**Compose SMS**<sup>\*4</sup>.....Composes an SMS with the phone number pasted in recipient field.

**Search location**.....Access the i-mode site and execute imadoco kantan search using the phone number.

**Sent address**<sup>\*5,6</sup>, **Received address**<sup>\*2</sup>.....Displays each list screen.

**Select image**.....Selects the substitute image used during a videophone call.

**Big font** ⇄ **Standard font**<sup>\*3</sup>.....Switches the character size of the displayed name.

**Delete**.....Selects the deleting method from "Delete this, Delete selected, Delete all".

\*1: Available only for the detail screen.

\*2: Available only for the Received calls screen.

\*3: Available only for the list screen.

\*4: Available only when 2in1 is in A mode or Dual mode, and selecting the record screen for the A mode.

\*5: Available only for the Redial/Dialed calls screen.

\*6: Not available when 2in1 is in B mode.

**NOTE**

- Selecting "Delete all" from the Redial/Dialed calls record deletes all the Redial and Dialed calls records.

- When 2in1 is set to ON, selecting "Delete all" on the Redial/Dialed calls/Received calls screen deletes all Redial/Dialed calls/Received calls entries in A or B mode regardless of the 2in1 mode.

**<Compose message>**

- Compose mail with a mail address specified as the recipient when the mail address is stored in the phonebook together with the phone number. If multiple mail addresses are stored, the first address is used.

When making a voice call or videophone call, you can send a message (Chaku-moji) to the other party to show the summary of the call, etc. beforehand.

- 5 Chaku-moji messages are stored at the time of purchase. You can change the pre-installed Chaku-moji messages.
- You can include pictographs or face marks in Chaku-moji, and you can send a message of up to 10 characters including pictograph/symbol/double-byte character/single-byte character.
- For details on Chaku-moji and the compatible models, refer to the DOCOMO website or "Mobile Phone User's Guide [Network Services]".

## Storing, editing and setting messages

- 1  "SETTINGS/SERVICE" ▶  
"Service" ▶ "Chaku-moji" ▶ Select any item:

**Create message**.....Stores or edits frequently used Chaku-moji. You can store up to 30 Chaku-moji (including 5 pre-installed).

▶ **Highlight an item to be stored or edited** ▶

 (Edit) ▶ Enter the Chaku-moji

■ **To delete a message**

▶  (FUNC) ▶ "Delete" ▶ Selects the deleting method

**MSG display settings**.....Set the Chaku-moji display setting for an incoming call with Chaku-moji from "Display all messages, Only number in PH-book, Calls with Caller ID, Hide all messages".

**3D message display**.....Sets whether to display Chaku-moji in 3D animation.


### NOTE

- You cannot delete the pre-installed Chaku-moji. Even when you change a pre-installed Chaku-moji and delete the Chaku-moji, it is restored to the default.

## Making a call with a message


You can add Chaku-moji when making a voice or videophone call from the "Enter phone number screen" and the detail screen of the "Phonebook" or "Redial/Dialed calls/Received calls".


<Example: To make a call with Chaku-moji from the enter phone number screen>

- 1 **Enter phone number screen (P.54)**  
▶  (FUNC) ▶ "Chaku-moji" ▶  
**Select any item:**


**Create message**.....Enters Chaku-moji. You can enter up to 10 characters.

**Select message**.....Selects from the stored Chaku-moji.



You can edit Chaku-moji by pressing  (Edit) on the message selection screen.

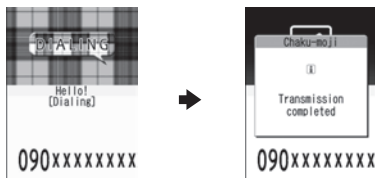
**Sent messages**.....Selects from the previously sent Chaku-moji. You can edit Chaku-moji by pressing  (Edit) on the sent message screen.

■ **To delete the entered Chaku-moji (to make a call without Chaku-moji)**

▶  (FUNC) ▶ "Chaku-moji" ▶ "Create

message" ▶ Clear all the entered Chaku-moji

- 2  (voice call),  (V.phone)



When the other party's terminal receives Chaku-moji, the result "Transmission completed" appears.

### NOTE

- Sending Chaku-moji is charged. Receiving Chaku-moji is not charged.
- You can store up to 30 Chaku-moji in the sent messages record (if you use 2in1, up to 30 sent messages records when set to each mode, and up to 30 sent messages records for each and total of the 60 records are stored when set to Dual mode). When you send same Chaku-moji repeatedly, only the latest one is recorded. When the entries exceed the maximum number, entries are overwritten from the oldest entry.

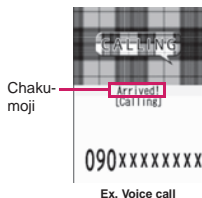
**NOTE**

- If the receiver's terminal is under conditions such as followings, Chaku-moji cannot be sent. In this case, no sending charges apply.
  - The terminal is not compatible with Chaku-moji ("Transmission failed" appears)
  - Chaku-moji does not appear on the screen of the receiver terminal because of the "MSG display settings" on the receiver terminal ("Transmission failed" appears)
  - When Public mode (Driving mode) is set
  - The ringing time for recording message is set to 0 second.
  - "✖" or the FOMA terminal is turned off.
- Depending on the signal status, sending result does not appear on the sender terminal even when the receiver terminal receives Chaku-moji. In this case, sending charges apply.
- You cannot send or receive Chaku-moji when using the FOMA terminal overseas.

### ● When you receive a voice or videophone call with messages

The Chaku-moji appears on the ringing screen. The Chaku-moji disappears when you answer the call.

- The received Chaku-moji is displayed in 3D animation.

**NOTE**

- Even when you receive a call whose ring tone sounded for shorter time than the time set in the "Set mute seconds" of "Ring time(sec.)", Chaku-moji is displayed and recorded in the Received calls record.
- Some pictographs are not displayed in 3D animation.
- Depending on the status of the sender or receiver, Chaku-moji may not be displayed even if you receive a call with Chaku-moji.
- When the Original lock is set to "Chaku-moji", Chaku-moji is not displayed even if you receive a call with Chaku-moji. You can view the Chaku-moji in Received calls after releasing the lock.

### ● Displaying message from the received calls record

When you receive Chaku-moji, the "✍" icon appears on the Received calls record, and you can check the Chaku-moji message on the "Received calls screen (detail)".

**NOTE**

- Even when you make a call using the Received calls record, the Chaku-moji in the record is not sent.

### Setting Notifying/Withholding of Caller ID When Making a Call

#### Adding the "186"/"184" prefix to the other party's phone number

To provide your caller ID, add the "186" prefix when you dial the phone number. To withhold your caller ID, use the "184" prefix.

##### ■ To provide your phone number

186-(The other party's phone number) ▶  (voice call),  (V.phone)

##### ■ To withhold your phone number

184-(The other party's phone number) ▶  (voice call),  (V.phone)

#### Selecting to Notify/Withhold your caller ID from the function menu

Select Notify/Withhold your caller ID from the function menu of the detail screen such as "Enter phone number screen" and "Phonebook/Received calls/Dialed calls/Redial".

<Example: To make a voice call from the Enter phone number screen>

#### 1 Enter the phone number of the other party

#### 2 (FUNC) ▶ "Notify Caller ID" ▶ "OFF" or "ON"

##### ■ To cancel "Notify Caller ID"

▶ "Cancel prefix"

When "Cancel prefix" is selected, the "Caller ID Notification" setting is applied.

#### 3 (voice call), (V.phone)

## Sending Push Signals Quickly

<Pause dial>

By sending push signals from the FOMA terminal, you can use services such as ticket ordering and bank balance requests.

You can store the dialing data used as push signals to Pause dial beforehand and send it quickly. Inserting p (pause) into the dialing data allows you to send data with a separation where a pause lies.

- You can store only 1 dialing data.
- You can enter numbers from 0 to 9, the # and \* symbols, and p (pause) for dialing data.
- You cannot enter p (pause) in succession or at the beginning of the dialing data.

### 1 “SETTINGS/SERVICE”▶ “Dialing”▶“Pause dial”

#### ■ If there is dialing data already stored

The stored dialing data appears.

If you send the displayed dialing data as it is, then go to Step 3.


#### ■ To delete a dialing data

▶  (FUNC)▶“Delete”

### 2 (Edit)▶Enter the dialing data

Press  to ,  and  to enter the dialing data.


#### ■ To enter p (pause)

▶  (1 second or longer)

### 3 (Send)▶Enter the dialing data

The FOMA terminal calls the entered phone number and displays the dialing data up to the first p (pause) while the dialed phone is ringing. p (pause) is not displayed.

### 4

Each time you press , the dialing data up to p (pause) is transmitted. Once the FOMA terminal has finished sending the last number, the in-call screen reappears.

#### ■ To transmit all the dialing data at once

▶  (1 second or longer)▶“Send at one time”

It may not be possible to send all the data at once to some recipients.

## NOTE

- Some phones may be unable to receive push signals.

## Using the Prefix Function

You can store the prefix numbers such as IDD prefix code (WORLD CALL) and 186/184 for notifying/withholding your caller ID beforehand and add these prefix numbers when you make calls.

### Storing the prefix numbers

<Prefix setting>

- You can store up to 7 prefix numbers.
- You can enter numbers from 0 to 9 and the #, \* and + symbols.

### 1 “SETTINGS/SERVICE”▶ “Dialing”▶“Prefix setting”

#### ■ To delete a prefix

▶  (FUNC)▶Selects the deleting method

### 2 Highlight the item to store or change▶ (Edit)

### 3 Enter the name to be stored

### 4 Enter the numbers (prefix)

### Making a call with the prefix number

<Prefix numbers>

- You can add the prefix numbers from the “Enter phone number screen” and the detail screens of “Phonebook/Received calls/Dialed calls/Redial” screens.

<Example: To make a voice call by adding prefix numbers from the enter phone number screen>

### 1 Enter the phone number of the other party

### 2 (FUNC)▶“Prefix numbers”▶ Select the stored name▶

## Setting Sub-addresses When Making Calls

<Sub-address setting>

You can set whether to specify “\*” in the phone number as a separator so that the numbers following “\*” are recognized as a sub-address (ON, OFF).

- Sub-addresses are used in ISDN to identify calls made from specific communications devices and to select content in “V-live”.

- 1 **MENU** ▶ “SETTINGS/SERVICE” ▶ “Dialing” ▶ “Sub-address setting” ▶ “ON” or “OFF”

### NOTE

- In the following cases, “\*” does not function as a sub-address separator. The entered number including “\*” is recognized as an ordinary phone number:
  - When the “\*” is entered at the beginning of a phone number
  - When “\*” immediately follows “186”/“184” at the beginning of a phone number
  - When “\*” immediately follows a number entered using “Prefix numbers”
  - When the phone number contains “\*590#/\*591#/\*592#”

## Setting the Alarm Used for Reconnection

<Reconnect signal>

When the signal quality deteriorates during a voice/ videophone call and the call drops out, the FOMA terminal will automatically reconnect the call if the signal quality quickly improves. Set the type of alarm when a call is reconnected for this function.

- The interval for reconnection varies depending on communication conditions or the signal quality. It takes about 10 seconds.

- 1 **MENU** ▶ “SETTINGS/SERVICE” ▶ “Talk” ▶ “Reconnect signal” ▶

### Select an alarm tone

Select from “No tone, High tone, Low tone”.

### NOTE

- Call charges apply in the interval (up to about 10 seconds) for reconnection.

## Blocking Out Ambient Noise

<Noise reduction>

This function suppresses ambient noise and makes it easier for the other party in a voice or videophone call to hear you.

- 1 **MENU** ▶ “SETTINGS/SERVICE” ▶ “Talk” ▶ “Noise reduction” ▶ “ON” or “OFF”

## Making Hands-free Calls in the Car

<In-car Hands-free>

You can make or receive voice calls with hands-free compatible devices by connecting the FOMA terminal to hands-free compatible devices such as the In-Car Hands-Free Kit 01 (optional) or a car navigation system.

For information on how to use the hands-free device, refer to the manual provided with the device. The FOMA In-Car Hands-Free Cable 01 (optional) is required to use the In-Car Hands-Free Kit 01.

### NOTE

- To operate from the hands-free device, set the USB mode to “Communication mode”.
- The display and ring tones used for incoming calls and mail are as specified in the FOMA terminal settings.
- When the hands-free device is set to emit the sound from the hands-free device, the ring tone still sound through the hands-free device even when the FOMA terminal is set to Manner mode or the ring volume is set to “Silent”.
- When the Public mode (Driving mode) is set, operation for incoming calls and messages is as specified in the “Public mode (Driving mode)” settings.
- When the Record message is set, operation for incoming calls is as specified in the “Record message” settings.
- When the hands-free device is set to emit the sound from the FOMA terminal, operation when the FOMA terminal is closed during a call is as specified in “Setting when folded”. When the hands-free device is set to emit sound from the hands-free device, folding the FOMA terminal does not affect the call status regardless of the “Setting when folded” setting.

## Receiving a Voice/ Videophone Call

\* As N-07A is not equipped with the front camera, during a videophone call, you can send only the substitute image (Chara-den) or image from the rear camera to the other party. You can change the substitute image (Chara-den) to other data such as an image of My picture in "Select image".  
→ P.75

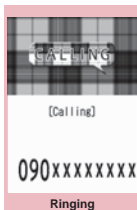
- If the "Answer incoming" option on "Setting when opened" (P.351) is set "ON", the FOMA terminal is turned on when it is opened, enabling you to answer incoming calls.
- Note that you cannot make a call with the FOMA terminal closed.

### 1 Voice/Videophone call is received

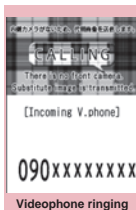
The ring tone sounds and the illumination lamp flashes.

#### ■ When you receive a call with Chaku-moji

The Chaku-moji appears on the ringing screen, videophone ringing screen. → P.64



Function menu → P.67



Function menu → P.67

#### ■ To put a voice/videophone call on hold while the FOMA terminal is ringing → P.70

### 2

#### ■ Operations during a videophone call

You can perform various operations such as changing the camera image to the substitute image, muting the sound. → P.54

#### ■ To switch the setting of Hyper Clear Voice → P.60

#### ■ When the other party switches a voice/videophone call during a call → P.68

#### ■ To put the current voice/videophone call on hold → P.70

#### ■ To switch between the FOMA terminal and Bluetooth device (P.375)

▶  (1 second or longer)

### 3 To end the call, press

#### Display while receiving a call

##### ■ When the other party's phone number is notified

The other party's phone number appears on the screen. When the caller is stored in the phonebook, the name stored in the phonebook appears. (With the "Security Code" being set "YES", only the name is displayed while the Keypad lock is set.) → P.80

- If the same phone number is registered in the multiple phonebook entries with different names, the first name retrieved by the phonebook search in the order of reading appears. → P.84
- If the caller is stored as secret data, the name or other information does not appear and only the phone number appears.
- When you receive a call for additional number of Multi number, the registered name of the additional number is displayed on the ringing screen.

##### ■ When the other party's phone number is not notified

#### Ringing screen/Videophone ringing screen (P.67)

**Call Rejection** ..... Terminates the receiving call without answering.

**Call Forwarding** ..... Forwards the call. The call is forwarded regardless of the "Call Forwarding" setting "Activate/Deactivate".

**Voice Mail** ..... Connects the call to the voice mail service center regardless of the "Voice Mail" setting "Activate/Deactivate".

**Change Display** ..... Switches the display from additional number 1 or 2 to the number from which the call is forwarded. This can be selected when receiving multi number call (for additional number 1 or 2) and the call is forwarded at the same time.

#### NOTE

- You can receive a call using an earphone/microphone (optional). → P.369

## NOTE

- If you have subscribed to the Call waiting, Voice mail or Call forwarding service, activate "Set in-call arrival" and set "Incoming Call Mng" to "Answer", you will hear a short double-beep ("bibip") when you receive a call when you are already on a call.
  - If you subscribe to the Voice mail or Call forwarding service, you can answer the call by ending the current call.
  - If you subscribe to the Call waiting service, you can answer the voice call by putting the current call on hold and you can answer the videophone call by ending the current call.
- You can set the operation for calls from the caller not stored in the phonebook. → P.131
- You can set the restriction for each phone number stored in the phonebook. → P.129

## &lt;Videophone&gt;

- It may take a few seconds to switch from a camera image to a substitute image (Chara-den) depending on the Chara-den.

## When the Other Party Switches a Voice/Videophone Call (Caller)

When you receive a voice/videophone call, the other party can switch the call between voice call and videophone call.

- The receiver cannot switch a voice call to a videophone call.
- To switch the call, the receiver needs to set "Ntfy switch-mode" to notify the switch beforehand. → P.75
- You can use this function with the terminals compatible with voice call/videophone call switch.

<Example: When the other party switched a voice call to a videophone call>

### 1 In-call screen (P.54) ▶ The other party switches to a videophone call

While switching, the screen which indicates that the calls are being switched appears and the voice guidance is played.

When the voice call is switched to the videophone call, the substitute image is sent to the other party.



### ■ When the other party switched a videophone call to a voice call

▶ Videophone in-call screen (P.54) ▶ The other party switches to a voice call  
The videophone call is switched to the voice call.

## Using the Dial Keys to Answer a Call

<Answer setting>

You can use this setting to turn off the ring tone or answer the phone quickly when you receive a call.

### 1 [MENU] ▶ "SETTINGS/SERVICE" ▶ "Incoming call" ▶ "Answer setting" ▶ Select any item:

**Any key answer**……Valid for voice calls. You can answer the call by pressing any of the following keys.

[Left Arrow], [Right Arrow] (Answer), [0] to [9], [\*], [CLR], [M], [D], [V]

\* For videophone calls, you can answer the call only by ordinary key operations ([Left Arrow] or [Right Arrow] (Subst.)).

**Quick silent**……Pressing any of the following keys or opening the FOMA terminal stops the ring tone while the caller continues to hear the ring tone.

[0] to [9], [\*], [CLR], [D], [V] or [M] (for voice calls only)

To answer the call, press [Left Arrow] or [Right Arrow] (Answer/Subst.).

**OFF**……You can answer the call only with the ordinary key operations.

[Left Arrow], [Right Arrow] (Answer/Subst.)



## NOTE

- Even when "Quick Silent" is ON, a call is initiated when the FOMA terminal is opened if "Setting when opened" option is set ON.
- Even when "Quick silent" is set, the "Any key answer" function is used in Manner mode.
- Even when "Any key answer" and "Quick silent" are set, if you press **[5]** (ON/OFF of ECO mode) or **[8]** (ON/OFF of privacy angle) for 1 second or longer, "Any key answer" or "Quick silent" functions do not operate.

## Ending/Holding Calls with the FOMA Terminal Closed

<Setting when folded>

You can set how your FOMA terminal operates when it is closed during a voice or videophone call.

### 1 **[MENU]** ▶ "SETTINGS/SERVICE" ▶ "Slide-style setting" ▶ "Setting when folded" ▶ Select any item:

**No tone**.....Mutes the sound. The other party does not hear the hold tone.

**Tone on**.....Puts a call on hold (holding). When the FOMA terminal is closed, the other party hears the hold tone. For videophone calls, the image for holding is sent to the other party.

**Speaker ON**.....The hold tone is sent to the other party and also plays through the speaker.

**Speaker OFF**.....Only the other party hears the hold tone.

**End the call**.....Ends the call. It is the same operation as pressing **[END]**.

## NOTE

- When Manner mode is set, no sound is played through the speaker even if "Speaker ON" is set.
- When an earphone/microphone (optional) is connected, this function is disabled.
- Even if the "Tone on" setting is selected, closing the FOMA terminal activates the "No tone" setting if "Call Waiting" is switched on.

## Adjusting the Earpiece Volume

<Volume>

### 1 On the standby screen **[VOLUME]** (1 second or longer)

#### ▶ Adjust the volume with **[VOLUME]**

Pressing **[VOLUME]** (1 second or longer) displays the earpiece volume screen. If no operation is conducted for 2 seconds or longer when the earpiece volume screen is displayed, the earpiece volume screen is expired.

You can adjust the volume in 6 steps from "Level 1" (quietest) to "Level 6" (loudest).



#### ■ To adjust the earpiece volume during a call



## NOTE

- If you adjust the volume during a call, the adjusted setting is retained after you end the call.

## Adjusting the Ring Volume

<Ring volume>

You can adjust the volume of the ring tone for a incoming call, mail, chat mail, Messenger/F or i-concier information in 6 steps for each type of call. You can also set to silent or to gradually get louder.

- Restricting the speaker's volume level when the ring/alarm tone starts off → P.96

### 1 **[MENU]** ▶ "SETTINGS/SERVICE" ▶ "Incoming call" ▶ "Ring volume" ▶ Select an item to adjust its volume:

Select "Phone" to adjust the ring tone volume for voice calls and 64K data communication.

Select "Mail" to adjust the ring tone volume for i-mode mail, Area Mail, SMS or packet communication.

### 2 Use **[VOLUME]** to adjust the ring volume ▶ **[SET]** (Set)

#### ■ To raise the volume gradually

▶ Press **[VOLUME]** in "Level 6"

When set to "Step", the ring volume becomes louder and louder in every 3 seconds.

### ■ To set to silent

- ▶ Press in "Level 1"

### NOTE

- The ring volume setting specified for "Phone" in this function is also applied to the "Select ring tone" setting for a voice call, the alarm tones for "Schedule" and "To Do list".
- The ring tone is played in low volume (e.g., immediately after a call), and then it gradually gets louder and louder until it reaches the volume specified in the "Ring volume".

## Holding the Ringing/Current Call

<Answer hold/Holding>

<Example: To put the ringing call on hold>

### 1 While ringing

The FOMA terminal makes three rapid beeps and puts the call on hold.

The caller hears a message saying that you cannot answer at the moment and the call is held without hanging up.



### ■ To put the current call on hold

- ▶ During a call ▶ **CLR**

### ■ To end the call during answer hold/holding

- ▶

### 2 Press to resume the call

### ■ While current call on hold

- ▶ or **CLR** ▶ "YES"

### NOTE

- Call charges apply while putting the ringing call or current call on hold.

## Setting the hold tone <Hold tone setting>

You can set the guidance messages to the other party during the answer hold.

- You cannot change the hold tone that is played during a call.

### 1 ▶ "SETTINGS/SERVICE" ▶ "Talk" ▶ "Hold tone setting" ▶ "On hold tone" ▶ Select any item:

Select from "Tone 1, Tone 2, Voice announce 1", "Voice announce 2".

\*: Not available when no Voice announce is recorded.

## Using the Public Mode

The Public mode (Driving mode/Power OFF) is an automatic answering service provided to keep manner in public circumstances.

- When Public mode and network services are set concurrently, Voice Mail service\*<sup>1</sup>, Call Forwarding service\*<sup>1</sup> and Caller ID Request service\*<sup>2</sup> take precedence over Public mode.

\*1: For a voice call whose ring time is not "0 second", a service activates after the Public mode announcement is played.

\*2: When the caller notifies the caller ID, Public mode activates.

- Public mode does not work for a call from a phone number registered for Nuisance Call Blocking.

## Using the Public Mode (Driving Mode)


<Public mode (Driving mode)>

During Public mode, a caller hears a message that you cannot answer the call because you are driving or you are in the place you have to refrain from calling (on the train or bus, in the theater, etc.), then the call ends.

- Public mode can only be set/released from the standby screen. (It can also be set/released when the " " icon is displayed.)
- You can still make calls when the FOMA terminal is in Public mode.
- This function is not available during data communication.
- When you receive a call of "User unset" while Caller ID Request is set to "Activate", caller ID request message is announced. (The Public mode message is not announced.)

## 1 On the standby screen


### ▶ (1 second or longer)

Public mode is set and "" appears.

03.27 FRI 11:37

When you receive a call, the caller hears the message "I cannot answer the call because I am driving or I have to refrain from calling now. Please call back later".

### ■ To release the Public mode (Driving mode)

▶ On the standby screen ▶  (1 second or longer)

Public mode is canceled and "" disappears.

## NOTE



- The Public mode setting takes priority when "Record message" is "ON".
- The Public mode setting takes priority when Manner mode is set at the same time.
- If you make a voice call to an emergency number (110, 119 or 118) while Public mode is set, Public mode is released.
- The following tones do not sound in Public mode:
  - Ring tone for voice/videophone call
  - Ring tone for mail or message
  - Alarm tone
  - Wake-up tone
  - Slide sound
  - Charge sound
  - Software tone for i-appli
  - Ring tone for packet communication/64k data communication

## ● When Public mode (Driving mode) is set

The FOMA terminal does not ring when you receive a voice or videophone call. Calls are logged in the "Received calls" record as "Missed calls" record, and the "Missed call" desktop icon appears on the standby screen.

- A caller making a voice call hears a message that you cannot answer the call because you are driving or you are in the place you have to refrain from using mobile phones, then the call ends.
- A caller making a videophone call sees the Public mode video message on his or her display, then the call ends.
- When you receive a mail, the ring tone does not sound and the "New mail" desktop icon appears on the standby screen.

## NOTE



- If the power is off or "" is displayed, the message for "" is announced instead of the Public mode message even when Public mode is set.

## Using the Public Mode (Power OFF)

<Public mode (Power OFF)>

During Public mode (Power OFF), a caller who made a call while the FOMA terminal is turned off hears a message that you cannot answer the call because you are in the place you have to turn off the mobile phone (in the hospital, on the airplane, around the priority seat on the train, etc.), then the call ends.



## 1 On the standby screen

▶  2 5 2 5 1 ▶ 



Public mode (Power OFF) is set. (Nothing changes on the standby screen.)

When you receive a call after setting Public mode (Power OFF) and turning off the FOMA terminal, the caller hears the message "The person you are calling is in an area where cell phone should not be used. Please call back later."

### ■ To cancel the Public mode (Power OFF)

▶ On the standby screen ▶  2 5 2  
5 0 ▶ 

### ■ To check Public mode (Power OFF) setting

▶ On the standby screen ▶  2 5 2  
5 9 ▶ 



## ● When Public mode (Power OFF) is set

The setting is valid until "✳25250" is dialed to release the Public mode (Power OFF). The setting is not canceled only by turning on the FOMA terminal. The Public mode (Power OFF) message is announced even when you are in an out-of-service area or where the reception is very poor.

- A caller making a voice call hears a message that you cannot answer the call because you are in the place you have to turn off the mobile phone, then the call ends.
- A caller making a videophone call sees the Public mode (Power OFF) video message on his or her display, then the call ends.

## When You Cannot Answer a Received Call

<Missed call>

When you cannot answer a received call, the  appears on the standby screen. When you select , you can check the date, time and the caller ID about the call.

- If you set the "Display missed call" option "ON" in "Setting when opened" (P.351), you can check who has made missed calls immediately after the FOMA terminal is opened.

### 1 On the standby screen

Select ""

The Missed calls list screen appears.

### ● Flashing of the Illumination lamp


When there is a missed call, new mail, new chat mail, the illumination lamp keeps on flashing in its set color.

- Phone/Videophone: Color set for "Phone"
- New mail/Area Mail: Color set for "Mail"
- New chat mail: Color set for "Chat Mail"

#### ■ Flashing color and conditions

- The lamp does not flash when the Missed info of "Illumination" is set to "OFF".
- The lamp flashes in the default color when Gradation is set in "Illumination".
- You can set the specified color for the caller/sender in the phonebook. → P.87
- The lamp does not flash in Public mode (Driving mode).

#### ■ To turn off the lamp

- Selects the icon for "Missed call", "New mail" or "Chat mail" in the display or push  (1 second or longer) to check the description.

## Having the Caller Leave a Message

<Record message>

When you cannot answer a voice or videophone call, this function allows you to record a message from the caller on your FOMA terminal.

- The voice call can record 5 messages up to 20 seconds, and the videophone call can record 2 messages up to 20 seconds for each 1 case.

### Setting Record message



#### 1 "SETTINGS/SERVICE" "Incoming call" "Record message" Select any item:

**ON**.....Select the desired type of answer message from "Japanese 1/Japanese 2/English/Voice announce 1"/Voice announce 2", then set the record message.

**OFF**.....Cancels the Record message setting.

\*: Not available when no Voice announce is recorded.

#### 2 Enter the ringing time (000 to 120 seconds in 3 digits)

The record message is set and  and  appear on the standby screen.

#### NOTE

- To give priority to "Record message" function when "Voice Mail", "Call Forwarding" and "Record message" are set at the same time, set the ringing time of Record message shorter than that of Voice mail and Call forwarding.
- If the mute time set in "Ring time(sec.)" is longer than the ringing time set for the Record message function, the FOMA terminal switches directly to Record message without ringing first. To have the FOMA terminal ring before it records a message, make sure that the ringing time for Record message is longer than the mute time.
- You can use "Ring tone/Image" (for each phonebook entry) to set an answer message for each phone number and "Ring tone/Image" (for the phonebook group) to set an answer message for each group.

## When you receive a call with “Record message” set to “ON”

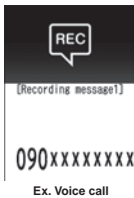
The record message activates when the set time is elapsed.

- To the caller of a voice call, the answer message is played and the recording starts.
- To the caller of a videophone call, the “Preparing” image is sent and the answer message is played, then the “Recording” image is sent and the recording starts.

### ■ When message recording starts

- The recording screen appears. With the FOMA terminal open, the caller’s voice can be heard through the earpiece during message recording.

### ■ To answer a voice/ videophone call while recording



### ■ When message recording ends

- The original screen reappears and the “Missed call” desktop icon and “Record message” desktop icon appear on the standby screen. You can check the contents by selecting the one of the desktop icons. → P.73
- Number of recordings are displayed with icons on the icon display area at the top of the screen.

to : Recorded voice messages (the number indicates the number of messages)

/ : Recorded videophone messages (the number indicates the number of messages)

\* When Auto voice memo is set to ON, the following icons appear but the number of messages does not:

: Recorded voice message

: Both Record message and Auto voice memo

### NOTE

- You cannot answer another call while recording a message.
- When the Manner mode is set, you cannot hear the caller’s voice during a message recording.

## Having Callers Leave a Message during an Incoming Call

<Quick message>

Even when the “Record message” function is not set to “ON”, you can record messages while receiving a call by pressing a key.

### 1 While ringing

The recording of the message starts.

#### ■ To set the FOMA terminal to Manner mode at the same time recording is started

▶ While ringing ▶

### NOTE

- You cannot set “Record message” to “ON” with this operation.
- When you receive a voice or videophone call when the messages are full, the record message is not activated and the FOMA terminal keeps on ringing (when is pressed, the ringing continues at the setting of “Manner mode set”).

## Playing/Erasing Recorded Messages and Voice Memos

You can play/erase Recorded Messages, Recorded Video Messages, Voice Memos and Auto voice memo.

- When there is a recorded message which has not been played, “” (for a recorded message) or “” (for a recorded video message) appears on the standby screen.

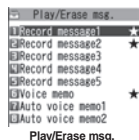
<Example: To check the recorded message which has not been played>

### 1 On the standby screen Select “” (for a recorded message) or “” (for a recorded video message)

“★” appears for the recorded item.

#### ■ To play a message with a menu operation

▶ ▶ “LIFEKIT” ▶ “Play/ Erase msg.” (voice) or “Play/ Erase VP msg.”



### ■ To erase Recorded Messages or Voice Memos

▶ **[ch]** (FUNC) ▶ Selects the erasing method

### ■ To paste a function as a desktop icon

▶ **[ch]** (FUNC) ▶ "Add desktop icon"

## 2 Select the item to play

### <Record message/Voice memo/Auto voice memo>

The FOMA terminal beeps and playback begins. When the playback ends, the FOMA terminal gives 2 short beeps and the "Play/Erase msg. screen" reappears.

### ■ To play the next message while playing a message

▶ **[v]**  
Each time you press **[v]**, the messages are played from the newest one in the order of Record message → Voice memo → Auto voice memo.

### ■ To stop the playback

▶ **[■]** (Stop) or **[CLR]**  
The "Play/Erase msg. screen" reappears.

### <Record VP message>

The playback starts. When the playback ends, the "Play/Erase VP msg. screen" reappears.

### ■ To play another message while playing a message

▶ **[c]**

### ■ To adjust volume while playing a message

▶ **[v]**

### ■ To switch ON/OFF of the speaker while playing a message

▶ **[ch]** (FUNC) ▶ "Speaker ON" or "Speaker OFF"

### ■ To pause the playback

▶ **[■]** (Stop)  
To resume playback, press **[■]** (Play).

### ■ To stop the playback

▶ **[CLR]**  
The "Play/Erase VP msg. screen" reappears.

### ■ To make a voice/video call to the phone number displayed while playing a message

▶ **[v]** (voice call), **[v]** (V.phone)

### ■ To erase the playing message

▶ **[ch]** (FUNC) ▶ "Erase" ▶ "YES"

## NOTE

- When 2in1 is in A mode or B mode, "★" does not appear for the recorded message recorded in the unused phone number. When set to "Dual mode", "★" appears for the recorded message recorded in the both phone numbers.

## Using Chara-den

This function sends a cartoon character instead of your own image when you make a videophone call. Chara-den → P.313

- You can display your favorite Chara-den if you set "Substitute image" of "Select image" to "Chara-den" beforehand.

You can also use Chara-den by setting Chara-den in the phonebook or Ring tone/Image function.

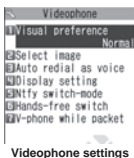
## 1 While sending substitute image (Chara-den) during a videophone call ▶ Control your Chara-den by pressing the dial keys

Pressing a dial key makes the character perform the action assigned to that key. "Displaying/Using Chara-den characters" → P.313



## Setting Functions for the Videophone

### 1 MENU ▶ “SETTINGS/SERVICE” ▶ “Videophone”



### 2 Select any item:

**Visual preference**.....Selects the image quality of videophone calls from “Normal, Prefer img qual, Prefer motion spd”.

**Select image** → P.75

**Auto redial as voice**.....Sets whether to switch to a voice call when a videophone call cannot be made (ON, OFF).

#### Display setting

**Main display**.....Selects the image displayed on the main display from “Other side, My side”.

**Ntfy switch-mode** → P.75

**Hands-free switch**.....Sets whether to switch to Hands-free automatically when starting a videophone call (ON, OFF).

**V-phone while packet** → P.76

## Setting the image sent during videophone calls

<Select image>

- You can set a JPEG image whose file size is 100K bytes or less and not larger than 854 dots wide × 854 dots high, or a GIF image whose file size is 100K bytes or less and not larger than 854 dots wide × 480 dots high or 480 dots wide × 854 dots high (except for the files with restrictions).

### 1 Videophone settings screen (P.75) ▶ “Select image” ▶ Select any item:

**On hold, Holding** (When holding a call), **Substitute image, Record message** (When activating Record message), **Preparing** (When sending the answer message), **Voice memo** (When activating Voice memo)

### 2 Select the image to be sent:

**Pre-installed**.....Sends only a message.

**Original**.....Sends an image and a message.

**Chara-den**\*.....Sends the image selected in “Substitute image” (P.314).

Priority order for Chara-den setting → P.82


\*: Available only when “Substitute image” is selected.

■ **To change from original to Chara-den**  
▶ [ch] (FUNC) ▶ “Change setting”

## Setting for Switching between Voice Call and Videophone Call

<Ntfy switch-mode>

You can set whether to notify the other party that your FOMA terminal supports the switch between a voice call and a videophone call.

- The other party cannot switch the call when set to “Indication OFF”.
- You cannot set this function during a call or while “ ” appears.

### 1 Videophone settings screen (P.75) ▶ “Ntfy switch-mode” ▶ Select any item:

**Indication ON, Indication OFF, Check Indication**

## Setting the answer mode when you receive a videophone call during i-mode <V-phone while packet>

- As the multi access function cannot be used for videophone, incoming videophone calls during i-mode communication or while sending or receiving mails are handled according to this setting. → P.445

### 1 Videophone settings screen (P.75) ▶“V-phone while packet”▶Select any item:

**V-phone priority**……Switches to the videophone ringing screen. When you answer the incoming videophone, i-mode communication is disconnected.

**Packet downld priority**……Rejects the incoming videophone call.

**V-phone answerphone**……If you have subscribed to the “Voice Mail Service”, the videophone call is connected to the Voice Mail service center regardless of “Activate, Deactivate” setting of Voice Mail. When you have not subscribed to this service, “Packet downld priority” is activated.

**Call forwarding**……If you have subscribed to the Call Forwarding Service, the videophone call is forwarded regardless of “Activate, Deactivate” setting of “Call Forwarding”. When you have not set a forwarding number or subscribed to this service, “Packet downld priority” is activated.

#### NOTE

##### <Visual preference>

- If the signal quality deteriorates during a videophone call, the image may become grainy or patchy regardless of the settings in “Visual preference”.

##### <Select image>

- If you delete the original still image, the “pre-installed” image is displayed (sent).
- When the Chara-den character set as the substitute image is deleted and the “Chara-den” substitute image cannot be displayed, the pre-installed “ビーンズ (Beans)” is sent. If you delete the pre-installed “ビーンズ (Beans)”, the “Pre-installed” substitute still image is sent.

#### NOTE

##### <Auto redial as voice>

- When a videophone call is switched and redialed as a voice call, the call is charged as a voice call and digital communication charges are not applied.
- When a call is redialed, only the voice call records are logged in the “Redial/Dialed calls” record.
- Even if “Auto redial as voice” is set to “ON”, it may not be possible to redial due to the conditions of the network or the other party, such as busy.

##### <Hands-free switch>

- The FOMA terminal does not switch to hands-free mode automatically in the following cases even when “Hands-free switch” is set to “ON”:
  - While Manner mode is set
  - When an earphone/microphone (optional) is connected (however, the microphone operation follows the “Headset mic. setting”).
  - When holding a call or Record message is activated for the incoming call
- Regardless of this setting, if the other party switches a voice call to a videophone call, the FOMA terminal keeps defaulting to the hands-free setting (P60) that has been previously selected for a voice call before switching to a videophone call.

##### <V-phone while packet>

- Even when set to “V-phone priority”, you cannot answer the videophone call if you are using multi access such as using the i-mode communication during a voice call.
- When set to “Packet downld priority”, “V-phone answerphone” or “Call forwarding”, the received videophone calls are recorded as “Missed calls” in the “Received calls”.
- Even when set to “V-phone priority” or “Packet downld priority”, “Voice Mail” or “Call Forwarding” service is activated if the ring time for the “Voice Mail” or “Call Forwarding” service is set to 0 second.



## Using the Videophone Connecting to External Devices

You can make or receive videophone calls from external devices such as the PC by connecting to the FOMA terminal with the FOMA USB Cable with Charge Function 02 (Optional).

To use this function, you have to install a videophone application on the dedicated external device or PC and prepare commercially available devices such as an earphone/microphone and USB compatible Web camera.

- Set the USB mode setting to "Communication mode". There is no specific setting for connecting external devices.
- For details on the operational environment, settings, operations of the videophone application, refer to the manuals supplied with the external terminals.
- "ドコモテレビ電話ソフト (DOCOMO Videophone Software)" (only in Japanese) is available as the application which is compatible with this function. You can download the Software from the website of DOCOMO Videophone Software (only in Japanese).  
(For details of the PC operating environment, etc., refer to the support website.)

<http://videophonesoft.nttdocomo.co.jp/>  
(Only in Japanese)

### NOTE

- You cannot make a videophone call from the external device during a voice call.
- When you have subscribed to either of the Call Waiting service, Voice Mail Service or Call Forwarding and you receive a videophone call from an external device during a voice call, you can answer the call after ending the current call. When you receive a voice call, videophone call or 64K data communication during a videophone call from the external device, you can answer these calls in the same way.