Voice/Videophone Calls

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Making a Voice/Videophone Call

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.

Enter phone number
Function menu➡P.4

<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 CLR.
Hold down CLR 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 CLR for 1 second or longer to return to the standby screen.

<Videophone>

■ **To make a videophone call with 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.

In-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. →P.56

<Videophone>

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

Videophone in-call
Function menu➡P.4

■ **If a videophone call is not connected →P.4**

■ **To switch between camera image and substitute image**
▶ (FUNC)▶"Substitute image"⇔"My side"

■ **To send video from the rear camera**
▶● (Change)
Each time you press ● (Change), the front camera/rear camera switches.

■ **To switch the main screen**
▶● (1 second or longer)
"Change main disp." →P.4

■ **To enlarge the camera footage to be sent**
▶Adjust the zoom using ●
Zoom →P.170

■ **To mute the voice to send**
▶ (マナー) (1 second or longer)
The " MUTE " icon is displayed.
To cancel muting, press (マナー) for 1 second or longer again.

■ **To switch a voice/videophone call during a call→P.5**

■ **To put the current voice/videophone call on hold→P.18**

■ **When the 2in1 is in Dual mode**

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

3 To end the call, press PWR HLD

NOTE

<Videophone call>

- 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.
- During battery charge, when you talk over the videophone using the rear camera and record 1Seg at the same time, it may be possible that the videophone automatically turns into no camera talking after "Camera Off" message appears. It depends on how high the FOMA terminal is heated.
- Digital communication charges are still applied to the caller when the substitute image is displayed during a videophone call.

Videophone

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

- DOCOMO's Videophone is compliant with the 3G-324M*2 international standard established by the 3GPP*1 (the 3rd Generation Partnership Project that sets standards for 3rd generation mobile communications systems). Connections with videophones using different standards cannot be made.

*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.

■ **How to view the videophone screen**

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

: Sending or receiving voice/Transmission error
: Sending or receiving video/Transmission error
: Sending camera image/substitute image/Chara-den
: Handsfree ON/OFF
MUTE : Muting
: Visual check in progress
: Photo mode (Portrait/Scenery/Close-up)
: Key operation mode (DTMF mode*1/Whole action mode*2/Parts action mode*2)

*1: "Send DTMF tone/DTMF tone OFF"→P.4
*2: "Using Chara-den"→P.23

FUNC Enter phone number screen (P.2)

Notify Caller ID → P.56

Prefix numbers → P.14

Chaku-moji → P.11

Int'l call → P.7

Multi Number → P.412

Add to phonebook → P.95

Compose message* → P.200

Select image·····Select Me/Chara-den for the image used during a videophone call.
Select "Release settings" to cancel the setting.

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

FUNC Videophone in-call screen (P.2)

Petit message → P.26

Decoration → P.26

Off decoration·····Delete the displayed message or stamp.

Substitute image⇔**My side**·····Switch between the camera image and the substitute image.

Rear camera⇔**Front camera**·····Switch between the front and rear cameras.
This setting is only retained during the call.

Change main disp.·····Change 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".

Visual check⇔**Visual check off**·····Check your appearance with the front camera during a videophone call. Or ends checking. "" appears and the substitute image is sent to the other party during the visual check.

V.phone settings·····Set the screen for videophone call.

- **Visual prefer.**·····Set 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**·····Set image color tones. → P.159
  This setting is also applied to the equivalent camera functions.
- **Color mode set**·····Select Normal/Sepia/Monochrome as an image effect .
  This setting is only retained during the call.
- **Photo mode**·····Set the mode suited to the scene being shot. → P.159
  This setting cannot be set for the front camera.

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

- **Switch Chara-den**
- **Action List**
- **Change Action**
- **Switch image**·····Display the image selected in "Substitute image" (P.24) on the other party's display.

Display light·····Set lighting of backlight.

- **All time ON** (default)
- **Same as backlight**·····Light according to Lighting in Display light.

FrontCamera Rev.·····Set whether to display your camera image as a mirror image (ON) or normal image (OFF) on the FOMA terminal during a call.

Own number·····Display your phone number during a videophone call.

Send DTMF tone⇔**DTMF tone OFF**·····Set/Cancel push signal transmission mode during Chara-den.
Except for Chara-den, videophone calls are always in push signal transmission mode.

Change to voice → P.5

Loc. notification → P.270

● 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 • This message may also appear during packet communication, depending on the other party's terminal.

Display	Cause
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 has set the Caller ID request service
This number is not available	The other party has set 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	Set the Caller ID Notification to "ON" and retry • This message may also appear in other situations You connected without notifying your caller ID (when dialing into visualnet, etc.)
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 supported, 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 May, 2008) or if you dial a wrong number. Note that call charges may be applied in some cases.

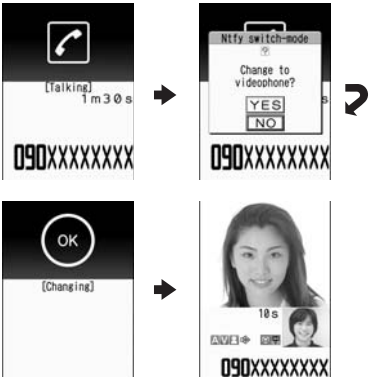
Switching a Voice/ Videophone Call during a Call (Caller)

● You can use this function with 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 of the switch beforehand. →P.24

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

1 In-call screen (P.2)▶● (V.phone)▶"YES"

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



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.2)▶ (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

Continued on next page

NOTE

- The displayed call duration is reset to 0 second each time the calls are switched. However, the total time for a voice and videophone call is displayed after ending the 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 receive the message "No Switch" meaning 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 (However, this excludes subscribers who stated that they did not require the service.).

- You can make a call to approximately 240 countries and regions worldwide.
- "WORLD CALL" is charged with your monthly FOMA call charges.
- In addition to directly 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 or detail screens of the Phonebook/Redial/Dialed calls/Received calls.
- This service is not available with some payment plans.

For additional information regarding WORLD CALL, call the number for general inquiries 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 such as 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 call.

Dialing a phone number to make an international call

1 Dial the phone number in the following order: 010 → country code → area code (long distance code) → other party's phone number

If the area code (long distance code) begins with "0", omit the first "0". However, to call fixed-line phones in Italy, "0" is required.
You can also make an international call by dialing the phone number in the following order: 009130 → 010 → country code → area code (long distance code) → other party's phone number.

2 [☎]

The international call is made.

Simple procedures for making international calls

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

Using "+" to make an international call

You can make an international call without dialing the IDD prefix code by using "+", which is automatically replaced by the IDD prefix code set for the "Auto int'l call set".

- Since "Auto int'l call set." in "Int'l dial assistance settings" 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 for 1 second or longer) → country code → area code (long distance code) → other party's phone number

If the area code (long distance code) begins with "0", omit the first "0". However, to call fixed-line 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.

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

1 Enter the phone number of the other party

2 ch (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.

Making the setting international calls

<Int'l dial assistance settings>

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

1 MENU ▶"Settings"▶"Dialing"▶"Int'l dial assistance"▶Select any item:

Auto int'l call set.……Set the automatic conversion of "+" for when you make an international call.

▶"ON"▶Select a Country code▶Select an IDD Prefix code

■ **When you do not want to convert automatically▶"OFF"**

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

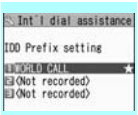
▶Highlight an item▶✉ (Edit)▶Enter the country name▶Enter the country code

Country code setting

Function menu➡P.7

IDD Prefix setting……Store the IDD prefix name and IDD prefix code to use when you make an international call. You can store up to 3 entries.

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



IDD prefix setting

Function menu➡P.13

FUNC Country code setting screen (P.7)

Edit

Delete……Select Delete this/Delete selected/Delete all.

Using Handsfree Call during a Call

<Hands-free>

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

1 In-call screen (P.2)▶ ✉ (ON)

" " appears and you can hear other party's voice through a speaker during a handsfree call.

While your terminal is ringing, you can switch to the handsfree operation by pressing ✉ (ON / Off).

Ex. voice call

Ex. videophone call

■ **To cancel the handsfree operation**

▶Press ✉ (Off) during a handsfree call

" " disappears when you make a voice call or PushTalk call. " " is changed to " " in the case of a videophone.

● Notes on using the handsfree operation

It is recommended to keep a distance of about 30 cm from the FOMA terminal during a handsfree 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 handsfree call.
- When a call is finished, the handsfree setting is canceled.

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 calls, videophone calls, and PushTalk calls.
- The Dialed calls/Received calls record stores up to 30 voice call, videophone call, and PushTalk call entries and 30 packet communication and 64K data communication entries.
- If the maximum number of entries is exceeded, entries are overwritten starting with the oldest one.
- About Redial/Dialed Calls/Received Calls Record of PushTalk→P.87

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

1 On the standby screen▶ (Redial)/ (Received calls)

■ **To check Dialed calls**

▶MENU MULTI▶"Own data"▶ "Dialed calls"

Ex. Redial (list)

Function menu➡P.9

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.9

❸ (voice call), (V.phone), (PushTalk)

● Checking the number of missed calls

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

▶MENU/MULTI▶"Own data"▶"Received calls"

The 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 appear.

■ Redial/Dialed calls/Received calls record icons

Icon*1	Description
PHONE / MISS /	Incoming and outgoing/missed/ unconfirmed missed voice calls
INTL PHONE / INTL MISS /	Incoming and outgoing/missed/ unconfirmed missed international voice calls
PHONE / MISS /	Incoming and outgoing/missed/ unconfirmed missed videophone calls
INTL PHONE / INTL MISS /	Incoming and outgoing/missed/ unconfirmed missed international videophone calls
/ MISS /	Incoming and outgoing/missed/ unconfirmed missed PushTalk calls (one-to-one communication)
/ MISS /	Incoming and outgoing/missed/ unconfirmed missed PushTalk calls (communication with multiple parties)
B *2	Incoming and outgoing calls to B mode for 2in1 setting
MSG / MSG	Recorded voice record message/ videophone message
	Received calls with Chaku-moji
PACKET · PACKET / MISS /	Incoming and outgoing/missed/ unconfirmed missed packet communication
64k / MISS /	Incoming and outgoing/missed/ unconfirmed missed 64K data communication
NO CONNECT	Incoming packet communication or 64K data communication that is received without an external device connected
GMT	Incoming and outgoing calls when the Time zone is other than "GMT+09" regardless of the "Auto time adjust" 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

- When 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 a total of the 60 records are displayed.

<Redial/Dialed calls>

- Setting "Restrict dialing" deletes all the Redial/Dialed calls records.
- 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 a 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 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.98
- 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 the additional number of Multi number, the registered name of the additional number is displayed under the phone number in the Received calls record screen (detail).

FUNC **Redial/Dialed calls/Received calls screen (P.8)**

Notify Caller ID*1 →P.56

Prefix numbers*1*2 →P.14

Chaku-moji*1*2 →P.11

Continued on next page

Int'l call[*1*2]→P.7

2in1/Multi Num.[*1*2*3]→PP.412, 413

Select PushTalk[*4*5]……Redial/Dialed calls/Received calls of PushTalk →P.87

Ring time[*6*9]……Display the missed call record entries with the ringing times.

Add to phonebook……Select Add to phonebook/Add to PushTalk[*5]/Add to PushTalk Group registration[*5] for the registration destination. "Adding to the phonebook from Redial or Dialed Calls record" →P.96

Look-up phonebook[*2]……"Accessing the phonebook from the Redial or Dialed Calls record" →P.99

Add desktop icon→P.122

Compose message[*2*5]→P.200

Compose SMS[*2*5]→P.235

Search location[*2*]……Connect to i-mode website and run イマドコかんたんサーチ (Easy location search) using the phone number.

Sent address[*7*8]

Received address[*6]

Select image[*2]……Select My side/Chara-den for the image used during a videophone call.
Select "Release settings" to cancel the setting.

Big font⇔Standard font[*9]……Switch the character size of the displayed name.

Delete……Select Delete this/Delete selected/Delete all.

*1: Available only for the detail screen.
*2: Not available for PushTalk (communication with multiple parties) record screen.
*3: When the 2in1 setting is set to ON, select from "Number A/Number B/Cancel number" (P.417) (unavailable when A mode or B mode).
When the 2in1 setting is set OFF, select from "Basic Number, Additional Number 1, Additional Number 2, and Cancel number" (P.413).
*4: Available only for PushTalk (communication with multiple parties) record screen.
*5: Available only when 2in1 is in A mode or Dual mode, and the record screen for the A mode is selected.
*6: Available only for the Received calls screen.
*7: Available only for the Redial and Dialed calls screen.
*8: Not available when 2in1 is in B mode.
*9: Available only for the list screen.

NOTE

- Selecting "Compose message" enables you to compose a mail with a mail address specified as the address only when the mail address is stored in the phonebook together with the phone number.

NOTE

- Selecting "Delete all" from the Redial/Dialed calls record deletes all the Redial and Dialed calls records. Note that selecting "Delete this" or "Delete selected" for the Redial record does not delete the entries of Dialed calls record, and selecting "Delete this" or "Delete selected" for the Dialed calls record does not delete the entries of the Redial record.

Using Chaku-moji <Chaku-moji>

When making a voice call or videophone call, you can send a message (Chaku-moji) to the other party to show a 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 pictograms or face marks in Chaku-moji, and you can send a message of up to 10 characters including pictograms/symbols/double-byte characters/single-byte characters.
- For details on Chaku-moji and the compatible models, refer to the DOCOMO website or "Mobile Phone User's Guide [Network Services]".
- Chaku-moji is not compatible with PushTalk.

Adding, editing and setting messages

1 MENU/MULTI ▶"Settings/Servie"▶"Service"▶"Chaku-moji"▶Select any item:

Create message……Store 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

Create message list
Function menu➡P.11

MSG display settings……Set the Chaku-moji display setting when you receive a call with Chaku-moji.

Display all messages

Only number in PH-book……Display only the Chaku-moji messages from senders stored in the phonebook.

Calls with Caller ID……Display only the Chaku-moji messages from senders providing caller ID.

Hide all messages

3D message display·····Set whether to display Chaku-moji in 3D animation.

FUNC **Create message list screen (P.10)**

Edit

Delete·····Select Delete this/Delete selected/Delete all.

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", “Redial”, “Dialed calls” or “Received calls”.

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

1 Enter phone number screen (P.2)▶ [ﾒﾆｭｰ] (FUNC)▶"Chaku-moji"▶Select any item:

Create message·····Enter Chaku-moji. You can enter up to 10 characters.

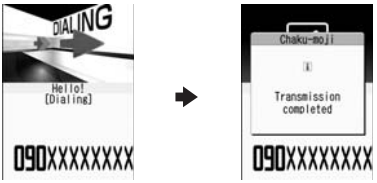
Select message····· Select the stored Chaku-moji. You can edit Chaku-moji by pressing [✉] (Edit) on the message selection screen.

Sent messages·····Select 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)**

▶[ﾒﾆｭｰ] (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 charges apply for Chaku-moji. Receiving charges do not apply for Chaku-moji.
- You can store up to 30 Chaku-moji in the sent messages record (if you use 2in1, up to 30 for the sent message records when set to each mode, and up to 30 each for both sent message records and a total of the 60 records are stored when set to Dual mode). When you send the same Chaku-moji repeatedly, only the latest one is recorded. When the entries exceed the maximum number, entries are overwritten from the oldest entry.
- If the receiver's terminal is under conditions such as the following, 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)
  - Public mode (Driving mode) is set
  - The ringing time for a recording message is set to 0 second.
  - "圏外" or the FOMA terminal is turned off.
- Depending on the signal status, the 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.

Continued on next page

When you receive a voice or videophone call with message

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.

Ex. Voice call

NOTE

- Even when you receive a call whose ring tone sounded for a 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 pictograms 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. In this case, Chaku-moji is stored to the Received calls record after releasing the lock.

Displaying a 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.

Showing/Hiding Caller ID When Making a Call

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

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

- Adding the “186” or “184” prefix to phone numbers is not valid when making PushTalk calls.

■To provide your phone number

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

■To withhold your phone number

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

Showing/Hiding your caller ID from the function menu

Show/Hide your caller ID from the function menu of a detail screen such as the “Enter phone number screen”, “Phonebook”, “Received calls”, “Dialed calls” or “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.

Storing dialing data as pause dial record entries

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

- Only one dialing data can be stored.
- 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 MENU ▶"Settings"▶"Dialing"▶"Pause dial"

■ **If there is dialing data already stored**
The stored dialing data appears.

Pause dial

Function menu➡P.13

2 ✉ (Edit)▶Enter the dialing data
Press 0 to 9, # and ✳ to enter the dialing data.

■ **To enter p (pause)**
▶✳ (1 second or longer)

FUNC **Pause dial screen (P.12)**

Edit

Send pause dial……Enter the phone number of the other party and sends the dialing data.
Each time you press ☎, the dialing data up to p (pause) is transmitted.

Delete

Transmitting the dialing data as a pause dial

1 MENU ▶"Settings"▶"Dialing"▶"Pause dial"▶● (Send)

2 **Dial the phone number of the destination**▶☎
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.

3 ☎
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

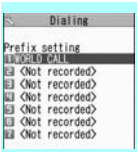
You can store prefix numbers such as IDD prefix code and 186/184 for notifying/withholding your caller ID beforehand and add these prefix numbers when you make calls.

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 MENU ▶"Settings"▶"Dialing"▶"Prefix setting"



Prefix setting

Function menu➡P.13

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

3 **Enter the name to be stored**

4 **Enter the numbers (prefix)**
You can enter up to 10 digits.

FUNC **Prefix setting screen (P.13)/IDD prefix setting screen (P.7)**

Edit……Edit the prefix number or IDD prefix code.

Delete this*1……Delete one prefix number.

Delete*2……Delete one IDD prefix code.

Delete all……Delete all prefix numbers or IDD prefix code.

*1: Available only with the Prefix setting screen.
*2: Available only with the IDD prefix setting screen.

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” or “Redial”.

<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 or 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"▶"Dialing"▶"Sub-address setting"▶"ON" or "OFF"**

NOTE

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

Setting the Alarm Used for Reconnection <Reconnect signal>

When the signal quality deteriorates during a voice/videophone call or PushTalk communication 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 with this function.

- The length of time required for reconnection varies depending on communication conditions or the signal quality. It takes about 10 seconds.

1. **MENU▶"Settings"▶"Talk"▶"Reconnect signal"▶Select an alarm tone**
   Select “No tone”, “High tone” or “Low tone”.

NOTE

- Call charges apply during the period up until reconnection (up to about 10 seconds).

Blocking Out Ambient Noise <Noise reduction>

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

1. **MENU▶"Settings"▶"Talk"▶"Noise reduction"▶"ON" or "OFF"**

Making handsfree Calls in the Car <In-car Hands-free>

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

NOTE

- When the handsfree device is set to emit the sound from the handsfree device, the ring tone still sounds through the handsfree 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 Record message is set, operation for incoming calls is as specified in the "Record message" settings.
- When sound is set to be emitted from the FOMA terminal, operation when rotating the display counterclockwise during a call is as specified in "Setting when folded". When sound is set to be emitted from the handsfree device, rotating the display counterclockwise does not affect the call status regardless of the "Setting when folded" setting.

Receiving a Voice/ Videophone Call

1 Receiving a voice or videophone call

The ring tone sounds and the incoming call lamp flashes.

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

The Chaku-moji appears on the ringing screen or videophone ringing screen. →P.12

Ringing

Function menu➡P.15

Videophone ringing

Function menu➡P.15

■ **To put a voice/videophone call on hold while the FOMA terminal is ringing →P.18**

2

■ **To answer a videophone call with the substitute image**

▶● (Subst.)

■ **Operations during a videophone call**

You can perform various operations such as changing the camera image to the substitute image, changing the front camera to rear camera, and muting the sound during a videophone call. →P.2

■ **When the other party switches a voice/ videophone call during a call →P.16**

■ **To put the current voice/videophone call on hold →P.18**

3 To end the call, press PWR HLD

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 (only the name is displayed while Keypad lock is set). →P.94

- If the same phone number is registered in multiple phonebook entries with different names, the first name retrieved by the phonebook search in the order of reading appears. →P.98
- If the caller is stored as secret data, the name and other information does not appear and only the phone number appears.
- When you receive a call for the 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**

The reason for not notifying appears.

FUNC Ringing screen/Videophone ringing screen (P.15)

Call Rejection·····Terminate the received call without answering it.

Call Forwarding·····The call is forwarded to the forwarding number regardless of the Activate/Deactivate setting of Call Forwarding.

Voice Mail·····The call is forwarded to the voice mail service center regardless of the Activate/Deactivate setting of Voice Mail.

Change Display·····Switch the display from the additional number 1 or 2 to the number from which the call is forwarded. This can be selected when receiving a 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 a flat-plug earphone/ microphone with switch (optional). →P.387

Continued on next page

NOTE

- If you receive a call when using the view style, switch the display to the standard type to answer the call.
- You can receive a call using a flat-plug earphone/microphone with switch (optional). →P.387
- If you have subscribed to the Call waiting, Voice mail or Call forwarding service and you 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 during a call.
  - If you subscribe to the Voice mail or Call forwarding service, you can answer a call by ending the current call.
  - If you subscribe to the Call waiting service, you can answer a voice call by putting the current call on hold and you can answer a videophone call by ending the current call.
- You can set the operation for calls from callers not stored in the phonebook. →P.148
- You can set the restriction for each phone number stored in the phonebook. →P.146

<Videophone>

- You can also answer the call by pressing [✉] (V.phone).
- 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 a voice call and videophone call.

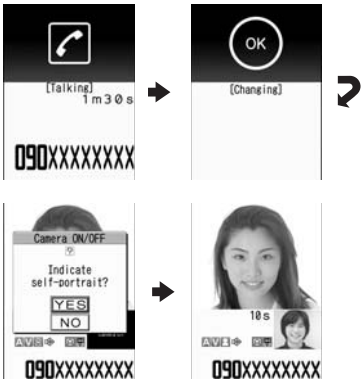
- The receiver cannot switch a call.
- To switch the call, the receiver needs to set "Ntfy switch-mode" to notify of the switch beforehand. →P.24
- You can use this function with terminals compatible with voice call/videophone call switch.

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

1 In-call screen (P.2)▶The other party switches to a videophone call▶"YES"

During switching, the screen which indicates that the calls are being switched appears and voice guidance is played.
When a voice call is switched to a videophone call, the camera image is sent to the other party.

■ **To send substitute image to the caller**
▶"NO"



■ **When the other party switched a videophone call to a voice call**
▶Videophone in-call screen (P.2)▶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 MULTI]▶"Settings"▶"Incoming call"▶"Answer setting"▶Select any item:

Any key answer……Valid for voice calls and PushTalk call. You can answer a call by pressing any of the following keys.
[☎⇆], [●] (Answer), [0] to [9], [✱], [CLR], [✉], [iα], [▲] (マナー), [✥] (for voice calls only), or [🔊] (for PushTalk calls only)
* For videophone calls, you can answer the call only by ordinary key operations ([☎⇆], [●] (Subst.) or [✉] (V.phone)).

Quick silent……Pressing any of the following keys or opening the FOMA terminal stops the ring tone, while the caller continues to hear ringing.
[0] to [9], [✱], [CLR], [✥], [iα], [▲] (マナー) or [✉] (for voice calls/PushTalk calls only)
To answer the call, press [☎⇆], [●] (Answer/Subst.) (for unfolded FOMA terminal only), [✉] (V.phone) (for videophone calls only), or [🔊] (for PushTalk only).

OFF……You can answer the call only with ordinary key operations.
[☎⇆], [●] (Answer/Subst.) or [✉] (V.phone) (for videophone calls only), [🔊] (for PushTalk only)

NOTE

- 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 emergency mode) or 8 (ON/OFF of privacy angle) for 1 second or longer, "Any key answer" or "Quick silent" functions do not operate.
- When "Any key answer" is set and you press ▲ (マナー) while the FOMA terminal is folded, the voice call is put on hold. At this time, the other party hears the hold tone when "Setting when folded" is set to "Tone on", but the other party does not hear the hold tone when "No tone" or "End the call" is set.

Ending/Holding Calls with the FOMA Terminal rotated counterclockwise

<Setting when folded>

You can set how your FOMA terminal operates when the diplay is rotated counterclockwise during a voice or videophone call.

1 MENU ▶"Settings"▶"Talk"▶"Setting when folded"▶Select any item:

No tone……Mute the sound. For videophone calls, Substitute image is sent to the other party. The other party does not hear the hold tone.

Tone on……Put a call on hold (holding). When the display is rotated counterclockwise, the other party hears the hold tone. For videophone calls, the call hold image 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……End the call. This is the same operation as pressing PWR HLD.

NOTE

- When Manner mode is set, no sound is played through the speaker even if "Speaker ON" is set.
- When a flat-plug earphone/microphone with switch (optional) is connected, this function is disabled.
- Even if the "Tone on" setting is selected, rotating counterclockwise activates the "No tone" setting if "Call Waiting" is switched on.
- This setting does has no effect during PushTalk communication. The operation is in accordance with "Setting when folded" of the PushTalk settings.

Adjusting the Earpiece Volume

<Volume>

1 On the standby screen▶○ (1 second or longer)▶Adjust the volume with ○

Pressing ○ (1 second or longer) displays the earpiece volume screen. If no operation is performed for 2 seconds or longer while the earpiece volume screen is displayed, earpiece volume adjustment ends.
You can adjust the volume in 6 steps from "Level 1" (quietest) to "Level 6" (loudest).

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

During a voice call: ○ (1 second or longer)
During a videophone call: ○

- You can also adjust the volume with ▲ (マナー)/▼ (☼).

NOTE

- If you adjust the volume during a call, the setting is retained after you end the call.
- You can also adjust the volume during PushTalk call and a handsfree call.

Adjusting the Ring Volume

<Ring volume>

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

1 MENU ▶"Settings"▶"Incoming call"▶"Ring volume"▶Select an item to adjust the 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 ○ to adjust the ring volume▶● (Set)

■ **To raise the volume gradually**

▶Press ○ when "Level 6"
When set to "Step", the ring volume becomes louder every 3 seconds.

Continued on next page

■ **To set to silent**

▶Press ◉ when "Level 1"

An icon appears in the standby screen for you to confirm that "Silent" is set.

: "Silent" is set for "Phone", "Videophone" and/or "PushTalk"

: "Silent" is set for "Mail", "Chat mail", "MessageR", "MessageF" and/or "i-Concier"

: Both " " and " " are set

NOTE

- The ring volume setting specified for "Phone" in this function is also applied to the "Select ring tone" setting for a voice call, and the alarm tones for "Schedule" and "To Do list".

Holding the Ringing/Current Call <Answer hold/Holding>

<Example: To put a ringing call on hold>

1 While ringing▶PWR HLD

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/call hold**

▶PWR HLD

2 Press ☎ to resume the call

You can also use CLR to cancel holding when you have put the current call on hold.

NOTE

- Call charges apply while a ringing call or current call is put on hold.

Setting the hold tone <Set hold tone>

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

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

1 MENU▶"Settings"▶"Talk"▶"Set hold tone"▶"On hold tone"▶Select the hold tone

Select "Tone 1", "Tone 2", "Voice announce 1*" or "Voice announce 2*".

* : Not available when no voice announcement is recorded.

Using the Public Mode

The Public mode (Driving mode/Power OFF) is an automatic answering service provided for public places and circumstances in which mobile phones should not be used.

Using the Public Mode (Driving mode) <Public mode (Driving mode)>

When Public mode is set, a caller hears a message notifying that you cannot answer the call because you are driving or in a place where you have to refrain from talking on the phone (on the train or bus, in the theater, etc.), and then the call ends.

- Public mode can only be set or canceled from the standby screen (It can also be set or canceled when the " " icon is displayed.).
- You can still make calls when Public mode is set.
- This function is not available during data communication.
- When you receive a call with no caller ID while Caller ID Request is set to "Activate", the 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.

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

■ **To cancel 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".

NOTE

- 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 canceled.
- The following tones do not sound in Public mode:
  - Ring tone for voice call/videophone/PushTalk call
  - Ring tones for mail and message
  - Various alarm tones
  - Wake-up tone
  - Charge sound
  - Software tone for i-αppli
  - Ring tone for packet communication/64k data communication
  - Search request notification tone for GPS function

When Public mode (Driving mode) is set

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

- A caller making a voice call hears a message notifying that you cannot answer the call because you are driving or in the place where you have to refrain from using a mobile phone, and then the call ends.
- A caller making a videophone call sees the Public mode video message on his or her display, and then the call ends.
- An incoming PushTalk call is not answered. The caller who made the PushTalk call sees the "Connection failed" message on his or her display. In the case of a conversation between three or more people, the participating members are notified that you are driving.
- If the FOMA terminal is set to Public mode (Driving mode) while network services are activated, received calls are handled as shown in **Table 1** (P.20).
- 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 "圏外" is displayed, the message for "圏外" is announced instead of the Public mode message even when Public mode is set. However, in the case of PushTalk, "Not participating" is displayed to the members.

Using the Public Mode (Power OFF) <Public mode (Power OFF)>

When Public mode (Power OFF) is set, 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 where you have to turn off the mobile phone (in a hospital, on an airplane, around a priority seat on a train, etc.), and 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 mobile phones 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 the 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 cancel the Public mode (Power OFF). The setting is not canceled by just 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 notifying that you cannot answer the call because you are in a place where you have to turn off the mobile phone, and then the call ends.
- A caller making a videophone call sees the Public mode (Power OFF) video message on his or her display, and then the call ends.
- An incoming PushTalk call is not answered. The caller who made the PushTalk call sees the "Connection failed" message on his or her display. In the case of a conversation between three or more people, the participating members are notified that you are not participating.
- If the FOMA terminal is set to Public mode (Power OFF) while network services are activated,

Continued on next page

received calls are handled as shown in **Table 1** (P.20).

When You Cannot Answer a Received Call <Missed call>

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

● "Icons providing information" →P.123

1 On the standby screen▶●▶Select " Miss "

To check the information with the FOMA terminal folded

When there is a missed call, new mail (i-mode mail, Area Mail, or SMS) or new chat mail, the incoming call lamp keeps on flashing. If you press ▼, a voice notifies you of information such as the name of the caller or sender.

1 Press ▼ with the FOMA terminal folded

A voice notifies you of the information in accordance with the setting of "Info notice setting".

● Flashing of the Incoming call lamp

When there is a missed call, new mail, new chat mail or other information, the incoming call lamp keeps on flashing in the corresponding color set in "Illumination".

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

■Flashing color and conditions

- The lamp does not flash when missed info of "Illumination" is set to "OFF".
- The lamp flashes in the default color when gradation is set in "Illumination".
- You can set individual illumination settings in the phonebook.
- The lamp does not flash in Public mode (Driving mode).

[Table 1] Handling of received calls when network services and Public mode (Driving mode/ Power OFF) are set

Service name	When a voice call is received	When a videophone call is received
Voice Mail Service	• Connects to the Voice mail service center after announcing the Public mode message.*	• Connects to the Voice mail service center without showing the Public mode video message.
Call Forwarding Service	• Transfers the call to the forwarding number after announcing the Public mode message.* • Whether or not the Public mode message is announced depends on the setting of the call forwarding service.	• Transfers the videophone call to the forwarding number without showing the Public mode video message. • Calls to videophones will not be connected unless the forwarding party has a videophone set to comply with 3G-324M.
Nuisance Call Blocking	• When a call is received from a phone number registered for nuisance call blocking, announces a message notifying that a connection could not be established, and then ends the call. • For another phone number, ends the call after announcing the Public mode message.	• When a call is received from a phone number registered for nuisance call blocking, shows a video message notifying that a connection could not be established, and then ends the call • For another phone number, ends the call after showing the Public mode video message.
Caller ID Request	• When the caller does not notify the caller ID, ends the call after announcing the caller ID request message. • When the caller notifies the caller ID, ends the call after announcing the Public mode message.	• When the caller does not notify the caller ID, ends the call after showing the caller ID request video message. • When the caller notifies the caller ID, ends the call after showing the Public mode video message.

* : If the ring time is set to 0 second, the Public mode message is not announced and the "Voice Mail Service" or "Call Forwarding Service" applies. In addition, calls are not recorded in the "Received calls" record and the "Missed call" desktop icon does not appear.

■**To turn off the lamp**

- Select the icon for "Missed call", "New mail" or "Chat mail" on the display to check the information, or press CLR (1 second or longer).

Setting the Notification Method for Missed Calls <Info notice setting>

You can set the notification method for when ▼ is pressed with the display at the initial position.

- The setting items and notification methods by pressing ▼ are as follows:

■**When there is a missed call, new mail, etc.**

Setting item	Tone and vibration*1	Incoming Call Lamp
ON	The "Bibip, bibip" tone plays.	The incoming call lamp lights for about 6 seconds in the color set for "Illumination". If there are different types of information such as a call and mail, the lamp changes to each of the corresponding color at 1-second intervals.*2

■**When there is no missed call, new mail, etc.**

Setting item	Tone and vibration*1	Incoming Call Lamp
ON	The "bibibip" tone plays.	The lamp flashes in "Color 7" for about 6 seconds.

*1: Vibration notifies you of the information when "Phone" of "Vibration" is set to other than "OFF".

*2: If "Gradation" is set for the flashing color of "Illumination", the lamp flashes in default colors for missed calls, new mail, and new chat mail.

1 MENU ▶"Settings"▶"Incoming call"▶"Info notice setting"▶"ON" or "OFF"

■ **When ボイス (Voice) is selected**

If you set "日本語" (Japanese) in the setting of "Select language", you can select "電子音" (electronic sound), "ボイス" (voice) and "OFF". You can set the voice to read out (ON) the name or not (OFF) when the caller is stored in the phonebook or when the recording of the message.

NOTE

- This function alerts you using a "YES" indication when a desktop icon such as the "Missed call", "New mail", or "Chat mail" is displayed on the standby screen. →P.123
- You cannot use ▼ to check for missed calls or new mail in the following cases:
  - When playing music with the Music player/ Music&Video Channel
- The volume is set to "Level 2" in "Ring volume".
- Opening the FOMA terminal during the notification stops the notification.
- If the reading of caller's name is not stored in the phonebook or the name stored in the phonebook is not displayed, the caller's name is not read out even when "名前通知" (name notification) of "ボイス" (voice) is set to "ON" in Japanese language mode.

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.

- Each message can be up to 20 seconds long, and 5 messages can be recorded for voice calls and 2 messages can be recorded for videophone calls.

Setting Record message

1 MENU ▶"Settings"▶"Incoming call"▶"Record message"▶Select any item:

ON……Select Japanese 1/Japanese 2/English/Voice announce 1*/Voice announce 2* as a desired type of answer message, and then set the record message.

OFF……Cancels the Record message setting.

* : Not available when no voice announcement 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 the "Record message" function when "Voice Mail" "Mall 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.

Continued on next page

NOTE

- If the mute time set for "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 has elapsed.

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

■ When message recording starts

- The recording screen appears. The caller's voice can be heard through the FOMA terminal earpiece during message recording.

■ To answer a voice call during recording

▶[☎]

■ To answer a videophone call during recording

▶[☎] to answer with the camera image or ● (Subst.) to answer with the substitute image

Ex. Voice call

■ 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 information by selecting one of the desktop icons. →P.22
- The number of recordings is indicated by icons in the icon display area at the top of the screen.

to : Recorded voice messages (1 to 5)

/ : Recorded videophone messages (1 or 2)

NOTE

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

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, record message is not activated and the FOMA terminal keeps on ringing (when [#] is pressed, the ringing continues in accordance with the setting of "Manner mode set").

Playing/Erasing Recorded Messages, Voice Memos and Record VP message

- When there is a recorded message which has not been played, " " (Record message) or " " (Record VP message) appears on the standby screen.

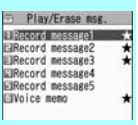
<Example: To check a recorded message which has not been played>

1 On the standby screen Select ▶● ▶" " (Record message) or " " (Record VP message)

"★" appears for the recorded item.

■ To play a message with a menu operation

▶[MENU MULTI]▶"LifeKit"▶"Play/Erase msg." or "Play/Erase VP msg."



Play/Erase msg.

Function menu➡P.23

2 Select the item to play

<Record message/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.
You can also play the messages by pressing [1] (☼) on the standby screen.

■ **To play the next message while playing a message**
▶[1] (☼)
Each time you press [1] (☼), the recorded messages are played from the newest one.

■ **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**
▶○

■ **To adjust the volume while playing a message**
▶○

■ **To switch the speaker ON/OFF 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 call, videophone call, or PushTalk call to the phone number displayed during the playing of a message**
▶[☎] (voice call), [✉] (V.phone), (PushTalk)
Only one-to-one communication is possible for PushTalk.

■ **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 recorded messages that are recorded for both phone numbers.

[FUNC] **Play/Erase msg. screen (voice/video) (P.22)**

Play, Delete this, Delete rec. msg.*, Delete all……
Select one of the items to perform the operation.

* : Available only with the Play/Erase msg. screen.

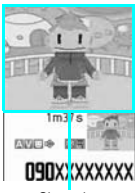
Using Chara-den

This function sends a cartoon character instead of your own image when you make a videophone call.
"Chara-den"→P.315

- 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.
- To switch from the camera image to Chara-den during a videophone call, select "Substitute image" from the function menu.

1 When you receive a videophone call, press ● (Subst.)

2 Control your character by pressing the dial keys

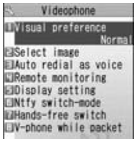


Chara-den

Pressing a dial key makes the character perform the action assigned to that key.
"Using Chara-den characters"→P.315

Setting Functions for the Videophone

1 MENU/MULTI ▶"Settings"▶"Videophone"



Videophone settings

2 Select any item:

Visual preference……Select Normal/Prefer img qual/Prefer motion spd as an image quality of videophone calls.

Select image→P.24

Auto redial as voice……Set whether to switch to a voice call when a videophone call cannot be made (ON or OFF).

Display setting……Set the image displayed on the main display or how to display your own camera image.

- **Main display**……Select Other side/My side for the image displayed on the main display.
- **Front camera Reverse**……Set whether to display your camera image as a mirror image (ON) or normal image (OFF) on your FOMA terminal.

Ntfy switch-mode→P.24

Hands-free switch……Set whether to switch to handsfree automatically when starting a videophone call (ON or OFF).

V-phone while packet→P.24

Setting the image sent during videophone calls <Select image>

You can select the image sent instead of the camera image.

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

1 Videophone settings screen (P.24)▶"Select image"▶Select any item:

On hold, Holding, Substitute image, Record message, Preparing, and Voice memo

2 Select the image to be sent:

Pre-installed……Send only a message.

Original……Send an image and a message.
To change the image, select My picture via Change setting of the function menu.

Chara-den*……Send the image selected for Substitute image.
Function menu of "Chara-den list screen"→P.316
Priority order for Chara-den setting→P.96
To change the Chara-den, select a Chara-den from the Chara-den list via Change setting of the function menu.

* : Available only when "Substitute image" is selected.

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 switching between a voice call and a videophone call.

- The other party cannot switch the call when "Indication OFF" is set.
- You cannot set this function during a call or while "圏外" appears.

1 Videophone settings screen (P.24)▶"Ntfy switch-mode"▶Select any item:

Indication ON, Indication OFF……Activate or deactivates the Ntfy switch-mode.

Check Indication……Display the "Ntfy switch-mode" setting.

Setting the answer mode for receiving 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.454

1 Videophone settings screen (P.24)▶"V-phone while packet"▶Select any item:

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

Packet downld priority……Reject the incoming videophone call.

V-phone answerphone……If you have subscribed to the "Voice Mail Service", the videophone call is forwarded to the Voice Mail service center regardless of the Activate/Deactivate setting of Voice Mail. If 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 to the forwarding number regardless of the Activate/Deactivate setting of Call Forwarding. If 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.

<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 record is logged in the "Redial/Dialed calls" record.
- Even if "Auto redial as voice" is set to "ON", dialing may not be possible because of conditions of the network or other party, such as the line being busy.

<Hands-free switch>
- The FOMA terminal does not switch to handsfree mode automatically in the following cases even when "Hands-free switch" is set to "ON":
  - While Manner mode is set
  - When a flat-plug earphone/microphone with switch (optional) is connected (the microphone operation is in accordance with the "Headset mic. setting")
  - When holding a call or Record message is activated for the incoming call

NOTE

<V-phone while packet>
- Even when "V-phone priority" is set, you cannot answer the videophone call if you are using multi access such as i-mode communication during a voice call.
- When "Packet downld priority", "V-phone answerphone" or "Call forwarding" is set, the received videophone calls are recorded as "Missed calls" in "Received calls".
- Even when set to "V-phone priority" or "Packet downld priority" is set, the "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.

To enlarge the image to be sent

Enlarge your image and send it to the other party during a videophone call.

- When you are using the rear camera, the zoom can adjust your image in 16 steps from 1x to approximately 4x. When you are using the front camera, the image can be adjusted in the 2 steps of 1x and approximately 2x.
- Each of the zoom ratios are retained if you switch between the front camera and rear camera during a videophone call. If you end the videophone call, the zoom ratio returns to 1x (standard).
- The image cannot be enlarged when you are sending the substitute image.

1 **During videophone call▶Press ⊙ to adjust the ratio**

Decorating the videophone call screen

<Decorate videophone call>

Decorate your videophone call screen (your camera image) with a stamp and frame.

1 **Videophone in-call screen (P.2)▶[ch] (FUNC)▶"Decoration"▶Select any item:**

Frame……Select a frame from the Frame selection screen.

Stamp……Select a stamp from the Stamp selection screen and decide the paste position.

■To erase a frame or stamp

Select “Erase message” or “decoration” from the function menu of the videophone in-call screen.

NOTE

- If “Front camera Reverse” is set to “OFF” for your camera image, the decoration is displayed normally, and a stamp with text can be read correctly.

Sending a message during a videophone call (sending camera image)

<Short message>

1 **Videophone in-call screen (P.2)▶[ch] (FUNC)▶"Petit message"▶Enter a message**

The message is displayed. The message disappears automatically after approximately 15 seconds.

■ To canceling entering a message in the enter text screen

▶To erase all the message▶[CLR]

■ To erase the message manually after it is displayed

▶[CLR] (1 second or longer)

You can also erase a message by selecting "Off decoration" from the function menu.

NOTE

- If “Front camera Reverse” is set to "OFF" for your camera image, the decoration is displayed normally, and text can be read correctly.

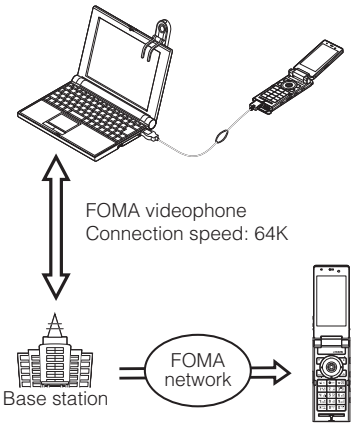
Using the Videophone Connected to External Devices

You can make or receive videophone calls from external devices such as a PC by connecting to the FOMA terminal with the FOMA USB Cable with Charge Function 01/02 (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". No specific settings are required to connect external devices.
- For details on the operating environment, settings, operating procedure of the videophone application, refer to the manuals supplied with the external devices.
- "ドコモテレビ電話ソフト (DOCOMO Videophone Software)" (Japanese) is compatible with this function.
  You can download the software from the webpage for DOCOMO Videophone Software (Japanese). (For information such as details on the PC operating environment, refer to the support website.)

http://videophonesoft.nttdocomo.co.jp/ (Japanese)



NOTE

- You cannot make a videophone call from the external device during a voice call.
- When you have subscribed to either of Call Waiting, Voice Mail 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 the call in the same way.