Adding phone numbers, e-mail addresses & personal information

☛ With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the title of the field you wish to add information to and press **Softkey 1**. The field will be displayed at the top of the screen with the next field shown below.

☛ Add the required number or information to the selected field (see page 29 for text entry procedures) and either press **Softkey 1** to save the additions or the ▼key to enter the field below and make further additions if required and then press **Softkey 1**. The phone details will be re-displayed.

☛ Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Creating a group name

There are 20 group headings available to allocate phone numbers to (including 'No group'). The groups that can have their names edited are called group 1 to 19 when your phone first arrives. To change these names to be representative of the phone numbers that are to be allocated to them, you must change their names as follows:

☛ Press (MENU) **0 5**. The list of group names is displayed.

☛ Use the ▼ and ▲ keys to highlight the group name you wish to change and press **Softkey 1**. The group name edit screen will be displayed.

☛ Use the text entry procedure (see page 29) to enter the required name and press **Softkey 1**. The group list will be re-displayed. Either select another group name to alter and repeat the procedure or press **Softkey 2** to return to the phonebook menu.

Add a phone record to a group

To make it easier to search for numbers, it is possible to create a group name (see above), e.g. work, golf, family, etc. and then allocate numbers to the group. To do this, proceed as follows:

☛ With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the group field and press **Softkey 1**. The group name list will be displayed.

☛ Use the ▼ and ▲ keys to highlight the group name you wish to add the record to and press **Softkey 1**. The phone record details will now be re-displayed.

☛ Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Ungroup a phone number

If you wish to remove a number from a group, proceed as follows:

☛ With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the group field and press **Softkey 1**. The group name list will be displayed.

☛ Use the ▼ and ▲ keys to highlight 'No group' and press **Softkey 1**. The phone record details will now be re-displayed.

☛ Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

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Add a voice recall recording

Up to 10 records in the phone memory phonebook can have a voice recall recording allocated to them so you can display the entry by saying the recall word(s) into the phone's mouth piece. To create a voice recall recording, proceed as follows:

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- Press **1**. The training screen will be displayed, prompting you to say the word(s) to use as a recall recording.
- Speak into the phone's mouth piece as you would if you were making a call. The recording will be repeated in the earpiece and you will be prompted to repeat the word(s). If you say the words incorrectly on the second attempt, you will be prompted again. When you have repeated the words correctly, the phone record details will be re-displayed showing the voice field as 'set'.
- Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Playing a voice recall recording

To play a voice recall recording that has been allocated to number, proceed as follows:

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- Press **2**. The voice recall recording for the selected phone record will be played in the phone's earpiece and the phone record details will be re-displayed.
- Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Editing/deleting a voice recall record

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- Press **3**. A screen asking you to confirm the deletion will be displayed.
- Press **Softkey 1** to delete the recording.

If you wish to replace the recording, press **Softkey 1** and repeat the '**Add a voice recall recording procedure** ' from the second step above.

If you just wished to delete the recording, press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

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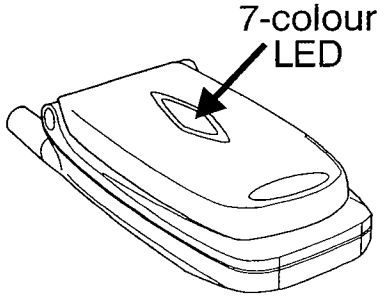
To use the voice recall facility, see page 14

Allocate an LED colour

If you wish the LED to flash a certain colour when a particular phone number calls your phone, proceed as follows:

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the LED field and press **Softkey 1**. The LED on/off screen will be displayed.
- Press **Softkey 1**. A list of the LED colours will be displayed.
- Use the ▼ and ▲ keys to highlight the LED colour required (as each colour is highlighted, an example will be displayed by the LED - see right) then press **Softkey 1** to make your selection. The phone record details will be re-displayed showing which colour LED has been allocated.
- Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.



Allocate a phonebook picture

To display one of the 10 phonebook pictures stored in your phone when a particular phone number calls you, proceed as follows:

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the picture field and press **Softkey 1**. The phonebook picture on/off screen will be displayed.
- Press **Softkey 1**. The first phonebook picture and its title will be displayed.
- Use the ▼ and ▲ keys to the phonebook pictures in turn and when the required picture is displayed, press **Softkey 1**. The phone record details will be re-displayed showing a phonebook picture has been 'set'.
- Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Phonebook pictures can be uploaded to a special NEC web site and then downloaded to your phone (see page 54).

A phonebook picture can be allocated to more than one phone record.

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Allocate a ring melody

If you wish a specific ring melody to sound when a particular phone number calls your phone, proceed as follows:

- With the required phone record's details displayed in the edit mode, use the ▼and ▲keys to highlight the melody field and press **Softkey 1**. The melody on/off screen will be displayed.
- Press **Softkey 1**. The list of melodies will be displayed with a ✔ next to the current melody.
- Use the ▼ and ▲ keys to highlight the required melody (an example of each melody will be played when they are highlighted) and press **Softkey 1**. The phone record details will be re-displayed showing the melody title in the melody field.
- Press **Softkey 2** to return to the edit menu or ⏻ to return to the standby screen.

Deleting a single phonebook record

- When any phonebook record is highlighted, the edit menu can be displayed by pressing the (MENU) key.
- Press **2**. The confirmation screen will be displayed.
- Press **Softkey 1** to delete the record or **Softkey 2** to cancel the action.

Move/copy a record between locations and/or phonebooks

To move or copy a phone record from one location to another within a phonebook or from the phone memory phonebook to the SIM phonebook (or vice versa), proceed as follows:

- When any phonebook record is highlighted, the edit menu can be displayed by pressing the (MENU) key.
- Press **3** to move a record or **4** to copy it. The enter location screen will be displayed.
- To move/copy the record to the new location suggested, press **Softkey 1**.

  To move/copy the record to another location within the same phonebook, key in the location required and press **Softkey 1**. If the location is already in use, you will be prompted to press **Softkey 1** to confirm the replacement.

  To move/copy the record to another phonebook, press the key until the required phonebook is displayed. The Enter location screen for the selected phonebook will be displayed. To move/copy the record to the location suggested, press **Softkey 1**. To move/copy the record to another location, key in the location required and press **Softkey 1**. If the location is already in use, you will be prompted to press **Softkey 1** to confirm the replacement. The edit menu will be displayed.
- Press ⓘ to return to the standby screen.

Package copy

To copy multiple phone records in the SIM memory to the phone memory, copy *1* phone number to the SIM memory, or to copy all memory records to the SIM memory, proceed as follows:

- Press (MENU) **0 6**. The package copy menu will be displayed.
- Press **1** to copy multiple records to the phone memory by location number, **2** to copy first located phone number type to the SIM memory, or **3** to copy all phone number types to the SIM memory.
- If you selected option **1**, you will be prompted to enter the location from which the copy will start and then the location at which the copy should end and then press **Softkey 1**. If you wish to copy all records, just press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.

  If you selected option **2**, you will be prompted to enter the location from which the copy will start and then the location at which the copy should end and then press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.

  If you selected option **3**, you will be prompted to enter the location from the record will be copied and then press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.
- Press ⓘ to return to the standby screen.

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If a record is moved/copied from the phone memory to the SIM memory, the name will be truncated to the number of characters allowed by your SIM and you will be requested to select which number in the record you wish to move or copy.

If a record is moved/copied from the SIM memory to the phone memory, you will be prompted to enter the phone number type before the record is stored (see page 23).

When records are copied from the phone memory to the SIM memory, the name will be truncated to the number of characters allowed by your SIM and, if a single record is being copied, only the first phone number in the record will be stored. If a multiple copy is carried out to the SIM, each number will be allocated a location.

When records are copied from the SIM memory to the phone memory, it will be assumed the number is a home number.

Delete all phone records

To delete all phone records in your phone memory only, proceed as follows:

☛ Press (MENU) **0 7**. A deletion confirmation screen will be displayed.

☛ Press **Softkey 1** to delete all the phone records, or **Softkey 2** to cancel the operation.

The Delete all phone records facility is not applicable to the SIM memory.

Scratchpad number

Your phone has a scratchpad facility that enables you to take down a telephone number during a call and then make a call to it when you have finished. This scratchpad number can be stored in memory for future use.

Noting & calling a scratchpad number

☛ During a call, key in the number to be placed in the scratchpad. It will be shown on your phone's screen.

☛ Press the ⏻ key when the call is finished. The number will still be displayed. Press the ✆ key. The number displayed will be called.

Storing a scratchpad number

☛ With the scratchpad still displayed, press the 📖 key. Enter name will be displayed.

☛ Key in a name associated with the number (see page 29 for the text entry procedure). Press the ▼ key to confirm you have completed the text entry. The cursor will enter the number entry area

☛ To store the number in the next available location, press the ✆ key. To store the number in a specific location, key in the location number required and then press the ✆ key.

Information numbers

Your phone has a menu option which will enable you to access Network and Service provider specific numbers (e.g. Billing enquiries, Customer care, etc.). This option will only work if you have an appropriate SIM card in your phone.

To access these information numbers, proceed as follows:

☛ Press (MENU) **0 9**. A list of available numbers will be displayed.

Information numbers will only be available if they are supplied by your Service provider.

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Text entry & number editing

This section describes how you enter text (letters, numbers and symbols), your own phone numbers and modify phone numbers when required.

Text entry

Whenever you need to enter text (for short messages, storing names with numbers, etc.), successive presses of a number key will display different characters as shown in the tables below. Pressing the ✱key toggles between lower case, shift (upper case for one letter) and caps lock (permanent upper case). Whenever a text entry screen is displayed, the (MENU) key will display a menu that enables you to select normal text (ABC), T9™ Text Entry (T9) or numeric entry (123) - see the tables that follow for symbol to key allocation in these entry modes. For phone number editing facilities, see page 31.

Normal text (ABC)

Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	1 . , ? ! - ' @ :		7	P Q R S 7 Π Ρ Σ	p q r s 7 β
2	A B C 2 Ä Å Æ Ç	a b c 2 ä å à æ ç	8	T U V 8 Ü	t u v 8 ü ù
3	D E F 3 Δ É Φ	d e f 3 è é	9	W X Y Z 9 Ω Ξ Ψ	w x y z 9
4	G H I 4 Γ	g h i 4 ì	0	Space 0 $ £ ¥ € #	
5	J K L 5 Λ	j k l 5	✱	Toggle Shift/Caps lock (⬆ =shift ⬆ =Caps lock)	
6	M N O 6 Ñ Ö Ø	m n o 6 ñ ö ò ø	#	Active symbol mode	

T9™ Text Entry

Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	. , - ? ! ' @ : 1		7	P Q R S 7	p q r s 7
2	A B C 2	a b c 2	8	T U V 8	t u v 8
3	D E F 3	d e f 3	9	W X Y Z 9	w x y z 9
4	G H I 4	g h i 4	0	Space if no word highlighted Select T9 word when a word is highlighted	
5	J K L 5	j k l 5	✱	Toggle Shift/Caps lock (⬆ =shift ⬆ =Caps lock)	
6	M N O 6	m n o 6	#	Active symbol mode or Next T9 candidates if highlighted	

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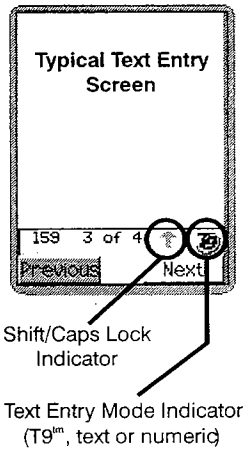
T9 TEXT INPUT

Not applicable to text entry in the WAP mode.



When entering normal (ABC) text, and the character you require is displayed, press the ▶ key to move to the next character position (if you wait for more than 1 second, the cursor will move one character to the right automatically).

*If you make a mistake, use the ◀ ▶ ▲ ▼ keys to place the cursor to the right of the incorrect character then press the **C** key.*

Numeric entry (123)

Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	1		7	7	
2	2		8	8	
3	3		9	9	
4	4		0	0	
5	5		*	Disabled	
6	6		#	Active symbol mode	

Symbol mode

In the symbol mode each key will display a symbol according to its Candidate page (see the table below). By pressing the # key in a text entry mode the symbol mode will be turned on. Use the ▼ and ▲ keys to select the candidate pages and then press the appropriate number to select the required symbol.

Candidate Page	Symbols											
	1	2	3	4	5	6	7	8	9	*	0	#
1	.	!	?	¿	_	'	"	:	;	Space	&	
2	^	|	~	%	_	=	+	-	/	*	Space	#
3	(	)	[	]	{	}	<	>	/	\	Space	&
4	.	$	€	£	¥	¢	§	¤	/	@	Space	#

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Edit your own phone number

To edit your own number, proceed as follows:

Add an own phone number

☛ Press (MENU) **6 4**. Your own number will be displayed.

☛ Use the **C** key to delete individual characters or hold it down to delete all characters and then use the keypad to enter the correct number.

If an own number has not been previously entered a blank screen will be displayed.

Phone number editing

Your phone enables you to edit phone numbers in the following circumstances:

- When a number is displayed whilst in standby. . . . . (standby screen number)
- When a scratchpad number is displayed whilst in a call . . . . . (standby screen number)
- During the storage of an own phone number. . . . . (standby screen number)
- During the entry of a divert-to number. . . . . (divert number)
- When short message destination number is displayed. . . . . (stored number)
- When your short message service centre number is displayed. . . . . (stored number)
- When a number is displayed whilst in any of the phonebooks (ADN or FDN). . . . . (stored number)

Editing

A short press of **C** will delete the number to the left of the cursor, a long press will delete the entire number. When a number key is pressed, it will be inserted at the cursor position.

Entering special characters

Entering a + symbol (for international numbers, see page 11)

Before you can enter a + symbol in a number, the cursor must be at the beginning of a number. To enter a + symbol, press and hold down the **0** key for about a second.

Entering a pause (for DTMF dialling)

If you want to enter a pause in a number, make sure the conditions in **Entering a + symbol** above do not apply first and then press and hold the # key down for about a second.

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T9™ Text Input

Your phone incorporates T9™ Text Input, enabling fast, easy and intuitive text input. Your phone's keypad provides the following T9™ Text Input functions with the required phone record's details displayed in the edit mode:

- Press (MENU) then **1** to select T9™ Text Input (T9), **2** normal text input (ABC), **3** numeric input (123) or **4** to select the options menu. The options menu allows you to Edit, Clear, Copy or Paste.
- Press # when a word is highlighted to display other matching words.
- Press **0** to complete word and insert a space.
- Press **2** to **9** to enter text (default - lower case) as described on page 29.
- Press * to change from lower case shift (one character upper case) or caps lock (all characters upper case).
- Press **C** to delete a single character or space.
- Press the ▲ ▼ ◀ and ▶ keys to move the cursor within text.

Security

The facilities outlined in this section enable you to protect your phone from improper and unauthorised use.

FDN setting

☛ Press (MENU) **7 7** then press **Softkey 1** to turn FDN on or **Softkey 2** to turn it off.

You may be requested to enter your PIN 2 code to change the FDN setting.

Security codes

You may be required to enter one of the five security codes (shown below). When the phone prompts you for one of these codes, use the keypad to enter the appropriate number and press **Softkey 1**.

- PIN 1 code (provided by your Network to protect your SIM card if it is stolen)
- PIN 2 code (provided by your Network for AoC and FDN services protection)
- PUK code (personal unblocking key in case you forget PIN 1 code)
- PUK2 code (personal unblocking key in case you forget PIN 2 code)

PIN 1 code

Your phone can be set up so it needs your PIN 1 code entered at power up before the phone can be used at all. If the PIN 1 code is not entered, not even incoming calls can be answered. If you enter your PIN 1 code incorrectly more than three times (not necessarily in the same session) not even the correct PIN 1 code will work and you will have to contact your service provider for a PUK code to unblock your SIM card.

☛ Press (MENU) **7**. The security menu will be displayed.

☛ Press **2** to turn PIN 1 code entry on (Enable) and **3** to turn it off (Disable). You will be prompted to enter your PIN 1 number to confirm the change.

Changing your PIN 1 code

☛ Press (MENU) **7 1**. The PIN 1 change screen will be displayed.

☛ Key in the current code. You will be prompted to enter the new code and then to enter it again as confirmation. A confirmation screen will be displayed momentarily and then the security screen will be displayed.

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See also: FDN storage on page 20.

The FDN facility is network dependant.

*If you forget any of these codes, **ALWAYS** contact your service provider as they are the **ONLY** source for your codes.*

The PIN 2 code is SIM card related and may only be available from your service provider.

Some SIM cards are set up so that PIN 1 number entry cannot be turned off.

PIN 2 code

Your phone supports advanced feature (e.g. FDN) that may require a PIN 2 code to be entered before they can be accessed or modified. If the PIN 2 code is entered incorrectly 3 times, you will need to contact your service provider for a PUK 2 code.

Changing your PIN 2 code

☛ Press (MENU) **7 4**. The PIN 2 change screen will be displayed.

☛ Key in the current code. You will be prompted to enter the new code and then to enter it again as confirmation. A confirmation screen will be displayed momentarily and then the security screen will be displayed.

Bar calls

This facility allows you to restrict the following types of calls made or received on your phone.

- *All outgoing*
- *International outgoing*
- *International outgoing except to home*
- *All incoming*
- *Incoming if abroad*

☛ Press (MENU) **7 5**. There will be a delay while your phone checks its barring status with your network and then the call barring screen will be displayed.

☛ Use the ◀ ▶ ▲ and ▼ keys to select the type of barring (shown above) and whether it should be for Speech, Data, FAX or SMS then press **Softkey 1**. When a selection has been made, the selected setting will have a red bar over its icon.

☛ When the setting has been made, press the ↶ key and then enter your Network barring password.

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If ALS is active on your phone, the icons for line 1 will be red and for line 2 they will be green.

Call barring facilities (barring, cancelling barring and checking barring) are network services and may require a password.

Messages & voice mail

Short messages overview

Standard messages

Your phone can send and receive standard messages, each containing 160 text characters. The phone can store up to 255 received messages on your SIM card. When you receive a message, your phone will ring, the message icon will be shown on your phone's display and its LED will flash blue.

Your phone will automatically send a message to the service centre when your SIM memory is full. When the service centre has been informed that your SIM is full, an error message will be displayed and it will not send your phone any further messages until your SIM has some free message space. Your phone will automatically notify the service centre there is more space and message reception will resume.

When you send a message you can attach a receipt request. This will cause the service centre to send you a message indicating whether your original message was delivered successfully or not.

Auto display

With Auto display set to On (see Message setup on page 37), after your phone has alerted you to the incoming message it will display the option to view the message now (**Softkey 1**) or later (**Softkey 2**).

Options

Your phone's SMS facilities can be customised to work the way you wish (e.g. Delete, Forward, Reply, etc.). Details of these options and how to set them up can be found in Message options on page 37.

Area messages (cell broadcast messages)

These messages are sent by the network to all phones in a certain area and can be viewed in the normal way (see page 38).

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Bearer type

Although CSD is the normal bearer type for your SMS messages, you can elect to use GPRS instead. To select which bearer type you wish to use, proceed as follows:

- Press (MENU) **3 5 7** then press **1** to select CSD to be the bearer, or **2** for GPRS.
- Press ⏻ to return to the standby screen.

The Short Message Service is network dependant.

Although your phone can store up to 255 messages, your SIM card may limit this to a smaller number.

Setting the bearer type is service provider and/or network dependent. Please check with your service provider before you attempt to select GPRS to be your message bearer.

Reading messages

☛ To view the incoming message list from the standby screen press **Softkey 1**. To have a choice of either the incoming or outgoing messages, press (MENU) **3 1** then press **1** to view incoming messages or **2** to view outgoing messages. The appropriate message list will be displayed.

☛ Use the ▲ and ▼ keys, if necessary, to scroll through the message list then press **Softkey 1** to read the required message.

☛ Use the ▲ or ▼ key as necessary to scroll through the message.

☛ Press the (MENU) key to copy the text contents into memory in order to edit the text later.

Press **Softkey 1** to enter the edit/send menu (see below).

☛ When you have finished viewing the messages and you do not wish to proceed to the edit/send message menu, keep pressing the **C** key to retrace your steps through preceding menus until you return to the standby screen.

See also: Auto display on page 34.

The messages in the lists are displayed with the latest first

A ✱ displayed next to an incoming message indicates it is unread. A ✱ displayed next to an outgoing message indicates it is unsent.

Options menu

To access the functions available in this menu, press **Softkey 1** whilst viewing a message. The menu will vary according to whether the message was incoming or outgoing:

New/old incoming messages

☛ Press the relevant key(s) according to the table right.

Delete: Deletes the message.
Forward: Opens the write screen displaying the original message for you to edit and forward to a third party.
Reply: Opens the Write screen so you can compose a message to reply to the sender.
Entry Phonebook: Prompts you to enter the sender's phone number into your phonebook.

Incoming Function	Key
Delete	1
Forward	2‡
Reply	3‡
Entry phonebook	4

If you wish the network to provide you with a status report regarding the delivery of the message, ensure the status report option is set to 'on' before you send the message (see page 37).

The reply facility uses the phone number of the person who sent the message.

Sent/unsent outgoing messages

☛ Press the relevant key(s) according to the table right.

Delete: Deletes the message.
Write: Opens the Write screen containing the message for you to edit and send.
Auto Redial List: Displays a list of numbers you can send the message to.

Outgoing Function	Key
Delete	1
Write	2‡
Auto Redial List	3

‡ Key in or edit the message as appropriate (see page 36).

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Creating a short message

To create a short message, proceed as follows:

- Press (MENU) **3 2**. The message entry screen will be displayed.
- Enter your message (up to 160 characters) using the procedure detailed on page 29.
- If the (MENU) key is pressed at any time during message creation, the Edit menu will be displayed. Press **1** to turn T9 on, **2** to turn normal text entry on, **3** to turn numeric entry on or **4** to open the options menu (press **1** for edit, **2** for the clear mode, **3** to copy text or **4** to paste text).
- When you have created your message, press **Softkey 1**. The message destination list will be displayed.
- Press **1** to open the Auto redial list, **2** to select a number from the phonebook, or **3** to manually input the destination number.
- When you have selected or entered the phone number you wish to send the message to, press **Softkey 1**. The send message menu will be displayed.
- Press **1** to send and store the message, **2** to just send the message or **3** to just save the message.
- Whilst a message is sent, a name, number and a phonebook picture will be displayed (if a name and phonebook picture have been stored against the number in your phone memory phonebook). If there is no name or phonebook picture stored against the phone number you are sending the message to, the number and a graphic will be displayed until the message has been sent and you get a confirmation message displayed.

Deleting a message

To delete a message, proceed as follows:

- Press (MENU) **3 3**. Press **1** to display the incoming message list or **2** to display the outgoing message list. The selected message list will be displayed.
- Use the ▼ and ▲ keys to highlight the required message and then press **Softkey 1**. A confirmation screen will be displayed.
- Press **Softkey 1** to delete the message and return to the list or **Softkey 2** just to return to the message list.
- Either repeat the procedure or press **Softkey 2** to return to the delete menu.

Whilst creating a short message, a counter is displayed at the base of the display showing the number of characters remaining out of the 160 allowed per message.

When you are in the ABC (normal text) mode, any word entered that is not in the T9 dictionary will be added automatically.

If you receive a call while you are creating a message, the message will be saved automatically for you to complete later.

If there is no space left in your SIM's memory to store the message, the message cannot be stored.

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Message setup

The following facilities

Voice mail number

To set up your Voice mail centre's number, proceed as follows:

☛ Press then (MENU) **3 5 1**. The Voice Mail number screen will be displayed.

☛ Enter the relevant number or edit the existing one and press **Softkey 1**.

Auto display

To enable a prompt to be displayed on your phone's screen, enabling a message to be viewed as soon as it is received, proceed as follows:

☛ Press (MENU) **3 5 2**.

☛ Press **Softkey 1** to toggle between on and off.

SMS centre number

To set up your SMS centre's number, proceed as follows:

☛ Press (MENU) **3 5 3**. The SMS centre number screen will be displayed.

☛ Enter the relevant number or edit the existing one and press **Softkey 1**.

Valid time

To set the time your messages will be held by your network, proceed as follows:

☛ Press (MENU) **3 5 4**.

☛ Select the required time scale by pressing the appropriate number (see table right).

☛ Press **Softkey 1** to store the selected valid time.

Status report

To select whether or not a status report request is attached to all messages sent, proceed as follows:

☛ Press (MENU) **3 5 5**. The status report on/off menu will be displayed.

☛ Press **Softkey 1** to toggle between on and off.

Delete voice mail icon

If your network does not turn off your voice mail icon automatically when you have listened to all your messages, proceed as follows:

☛ Press (MENU) **3 5 6** to turn your voice mail icon off manually.

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This feature is disabled when ALS is active.

*When you have completed any of the setup menu functions, you will be returned to the option menu. Press **C** once to return to the message menu or twice to return to the standby screen.*

Time	No.
12 hours	1
1 day	2
1 week	3
1 month	4
Max time	5

The Delete voice mail icon facility is Network dependant.

Cell broadcast messages

These messages are sent by the network to all phones in a certain area.

Reading cell broadcast messages

☛ Press (MENU) **3 6 1**. The message will be displayed.

☛ Use the ▼ and ▲ keys to scroll through the message.

☛ Press **Softkey 1** when you have read the message. The cell broadcast menu will be re-displayed.

Auto displaying cell broadcast messages

If auto display is turned on, cell broadcast messages will be shown on your phone's display as they are received. To turn auto display on or off, proceed as follows:

☛ Press (MENU) **3 6 2** . The auto display menu will be displayed.

☛ Press **Softkey 1** to turn auto display on or **Softkey 2** to turn it off. With auto display On, a ✔ will be displayed over its icon.

Cell broadcast message filter

The message filter gives you the following choices:

- All (view all cell broadcast messages)
- None (view no cell broadcast messages)
- List (view only cell broadcast message types from the filter list)

The default setting is All.

To set the filter, proceed as follows:

☛ Press (MENU) **3 6 3** . The filter menu will be displayed.

☛ Press **1** to view all cell broadcast messages, **2** to view none and **3** to manage the filter list (see below).

☛ When you have made your selection (and altered the filter list if applicable), the chosen option icon will have a ✔ over it.

☛ Press **Softkey 2** to return to the cell broadcast main menu.

Cell broadcast filter list

To add to or edit the cell broadcast message filter list, proceed as follows:

☛ Press (MENU) **3 6 3 3**. The cell broadcast message filter list will be displayed. If there are no cell broadcast message type codes in the list you will be prompted to add one. Press **Softkey 1**, key in the relevant code and press **Softkey 1** again.

For information regarding cell broadcast message codes, contact your service provider.

☛ With the filter list displayed, either press **Softkey 2** to accept its contents and return to the main menu or use the ▲and ▼ keys to highlight a cell broadcast message code and then press **Softkey 1** to open the options menu. If you press **1** you will be prompted to add a code (see the procedure above). If you press **2** the highlighted filter code will be deleted.

If when you delete a code there are no more codes in the list, you will be prompted to enter another code.

DRAFT

Cell broadcast languages

To set the language of your cell broadcast messages, proceed as follows:

☛ Press (MENU) **3 6 4**. The cell broadcast message language list will be displayed with a ✔ next to the currently selected language.

☛ Use the ▼ and ▲ keys to select the required language and press **Softkey 1**.

☛ Press **Softkey 2** to apply the setting. The cell broadcast main menu will be displayed.

Voice mail

Your phone supports voice mail, allowing incoming calls to be diverted to the voice mail service provided by your network.

When you are called, your current divert settings will dictate if the call is diverted to your voice mailbox. When you next turn on your phone, the network will send you a signal informing you that you have voice mail waiting. This will cause the voice mail icon ( ) to be displayed on your phone. You can then call your voice mail centre and listen to your message(s).

Diverting your incoming calls to voice mail

Divert your call in the normal way (see page 14) but enter your voice mail service centre number as the number to divert to.

Storing/changing your voice mail number(s)

Before you can use the voice mail retrieval menu option you must store your voice mail retrieval number (see page 37).

The above option is SIM dependent.

Retrieving your voice mail

To retrieve your voice mail, proceed as follows:

☛ Press (MENU) **3**. Then press **7** to be connected to your voice mail centre on line 1, or **8** to be connected to your voice mail centre on line 2 (ALS active).

Fast dial access to your voice mail

☛ Press and hold the **1** key to access your voice mail (in a GSM network, this will only work if you have a number stored in voice mail 1 - see page 37).

DRAFT

The number of broadcast languages which can be selected simultaneously varies depending on your SIM. A warning message appears if more broadcast languages than allowed are selected and an attempt is made to apply them.

The Voice Mail facility is network dependant.

Contact your Service Provider for details of your voice mail number, and any other options associated with this facility.

Some networks send a voice mail signal which turns on your message icon ( ).

You can also store your voice mail number in your phonebook with names . This means when you retrieve your voice mail the stored name will be displayed on your phone.

When you use the Fast dial access facility with ALS active, the voice mail will be retrieved for your default line.

If your phone is displaying the message icon ( ) but you have no new messages, it could mean your network uses the same icon for messages and voice mail.

Accessories

Currency converter

This facility allows you to convert an amount of money from a source currency into the equivalent amount in any one of 25 other countries' currencies.

To convert an amount of money from one currency to another, proceed as follows:

☛ Press (MENU) # **2**. The currency converter screen will be displayed.

☛ Press the ▼ key. The source currency code will be highlighted.

To change the source currency, either use the ◀ and ▶ keys to scroll through the currency codes (see table right for a list of codes and their respective currencies and regions) or press (MENU) **1** to bring up the currency list then use the ▲ and ▼ keys to highlight the required currency and press **Softkey 1**. The current currency will have a ✔ next to it.

☛ Press the ▼ key. The destination currency code will be highlighted.

To change the destination currency, either use the ◀ and ▶ keys to scroll through the currency codes (see table right for a list of codes and their respective currencies and regions) or press (MENU) **1** to bring up the currency list then use the ▲ and ▼ keys to highlight the required currency and press **Softkey 1**. The current currency will have a ✔ next to it.

☛ Press the ▼ key. The exchange rate will be highlighted.

If you wish to change the exchange rate, delete (using the **C** key) and insert numbers (using the keypad - press the (MENU) key for a decimal point) as required. To clear the rate in order to re-enter it completely, press **Softkey 2**.

☛ Press the ▼ key. The money field will be highlighted.

☛ Use the keypad to enter the amount of money you wish to convert (press the (MENU) key for a decimal point) and then press **Softkey 1**. The resulting conversion will be shown in the result field and the current settings will be stored.

If you make a mistake whilst entering the amount, use the **C** key to delete individual numbers or press **Softkey 2** to clear the entire amount and start again.

☛ To convert another amount with the same settings, enter the new amount and press **Softkey 1**.

To start again with different settings, press the ▼ key.

To reset all the currencies to their initial values, press (MENU) **2**.

To exit the currency converter, briefly press the ⏻ key. The standby screen will be displayed.

DRAFT

Code	Currency	Region
DEM	D. Mark	Germany
AUS D	Dollar	Australia
ESP	Peseta	Spain
EUR	Euro	Europe
SF	Franc	Switzerland
FRF	Franc	France
GBP	Stg. Pound	England
NZ D	Dollar	New Zealand
NLG	Guilder	Holland
IEP	Punt	Ireland
ITL	Lira	Italy
JPY	Yen	Japan
PTE	Escudo	Portugal
RUR	Ruble	Russia
TRL	T. Lira	Turkey
USD	Dollar	USA
ZAR	Rand	South Africa
USR1	User defined 1	
USR2	User defined 2	
USR3	User defined 3	
USR4	User defined 4	
USR5	User defined 5	
USR6	User defined 6	
USR7	User defined 7	
USR8	User defined 8	

Scheduler

The scheduler allows you to enter reminders and appointments for particular times and dates (a total of 600 events).

Making an entry in the scheduler

- Press (MENU) # **3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.
- Press **Softkey 1**. The day's schedule list screen (if any) will be displayed.
- Press (MENU) 2 to display the schedule entry screen.
- Press **Softkey 2** to set the date of the scheduled event. Use the keypad to enter the year for the scheduled event (if necessary) then press the ▼ key to enter Month field.
- Use the keypad to enter the month for the scheduled event (if necessary) then press the ▼key to enter Date field.
- Use the keypad to enter the date for the scheduled event (if necessary) then press the ▼key to enter Time field.
- Key in the time of the scheduled event and then press **Softkey 1**. You will be returned to the add scheduled event screen.
- Press the ▼ key to highlight the description field and press **Softkey 2**. The description entry screen will be displayed.
- Use the normal text entry procedures (see page 29) to enter a description of the scheduled event and then press **Softkey 1**. The add schedule screen will be displayed. If the schedule information is now complete, press **Softkey 1**. If there are no schedule clashes, you will be returned to the schedule list screen.
- Press **Softkey 2** to return to the weekly or monthly schedule display or briefly press ⏻ to return you to the standby screen.

Only the 24 hour format can be used for time entry for a scheduled event.

If there is already an identical schedule stored, you will be informed and returned to the time and date screen.

Viewing the scheduled events

- Press (MENU) # **3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.
- Use the ▲ or ▼ key to display the last or next week or month respectively if necessary and the ◀or ▶key to display the previous or next day respectively until the required date is highlighted.
- Press **Softkey 1**. The highlighted day's schedules (if any) will be displayed. Use the ▲or ▼key to highlight the required scheduled event and press **Softkey 1**. The selected scheduled event will be displayed.

  To edit the displayed scheduled event, press **Softkey 1**.

  To delete the displayed scheduled event, press **C**. The delete confirmation screen will be displayed. Press **Softkey 1** to delete the event or **Softkey 2** to return to the event details screen.

  To view the scheduler's option menu, press (MENU) (see page 42).
- Press **Softkey 2** to return to the weekly or monthly schedule display or briefly press ⏻ to return you to the standby screen.

DRAFT

Scheduler's option menu

The scheduler's options menu allows you to add, edit, copy, delete and view the status of scheduled events as follows:

☛ Press (MENU) # **3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.

☛ Use the ▲ or ▼ key to display the last or next week or month respectively if necessary and the ◄or ►key to display the previous or next day respectively until the required date is highlighted. Then press **Softkey 1**. The day's schedules (if any) will be displayed.

☛ Use the ▲ or ▼ key to highlight the required scheduled event and press (MENU). The scheduler's option menu will be displayed. Key in the appropriate number to select the required option (see table right) or use the ▲or ▼key to highlight the required option and press **Softkey 1**.

Home
This option, if selected when viewing the calendar, will return you to today's date in the weekly or monthly calender display. If this option is selected when viewing a day's schedule list, it will return you to the first schedule in today's list.

Add
This option allows you to add a scheduled event based on the scheduled event highlighted when the option menu was entered, if applicable (see the fourth step of Making an entry in the scheduler on page 41).

Edit
This option allows you to edit the scheduled event that was highlighted when the option menu was entered, if applicable (see the fourth step of Making an entry in the scheduler on page 41).

Delete
Selecting this option will delete the scheduled event that was highlighted when the option menu was entered, if applicable.

Delete all
Selecting this option causes a warning screen to be displayed to confirm the deletion. Press **Softkey 1** to delete all scheduled events and return to the weekly or monthly schedule display screen.

Status
This option shows how many scheduled events there are. It also displays how many more scheduled events can be created.

Delete today
This option allows you to delete all scheduled events for the selected day. The confirmation screen will be displayed. Press **Softkey 1** to confirm the deletion. The weekly or monthly schedule display screen will be displayed.

Delete previous days
This option allows you to delete all scheduled events prior to the day that was selected when the options menu was displayed, or the current date if the options menu was selected from the weekly or monthly display. Press **Softkey 1** to confirm the deletion. The weekly/monthly schedule display screen will be displayed.

Copy
This option allows you to copy the contents of a scheduled event to become another. The time and date setting screen will be displayed. Carry out the procedures as from the fifth step of Making an entry in the scheduler on page 41. All the other scheduled event's details will also be available for change.

☛ Press **C** or **Softkey 2** to return to the weekly or monthly schedule display or briefly press ⏻ to return you to the standby screen.

Option	No.
Home	1
Add	2
Edit	3
Delete	4
Delete all	5
Status	6
Delete today	7
Delete previous days	8
Copy	9

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ToDo list

This feature allows you to set up to 100 ToDo tasks that should be finished by a certain date. You can choose to display all ToDo tasks, or just finished or unfinished ToDo tasks. Each task is identified by a description (of up to 32 characters) and its start due date.

Creating a ToDo task

- Press (MENU) # **4**. The list of stored tasks (if any) is displayed.
- If there are no ToDo tasks listed, press **Softkey 1**. If there are ToDo tasks listed, press (MENU) **1**. The ToDo entry screen will be displayed showing the Start date (the current date - highlighted), Due date (the current date) and status (Unfinished).
- If you wish to accept the current date as the Start date, press the ▼key. This date will be stored and the Due date field will be highlighted.

  If you wish to change the Start date from the current date, press **Softkey 2**. The enter start date screen will be displayed. Key in the required year, month and date. When the contents of a field is correct, press the ▼key to go to the next field.

  When the Start date has been entered, press **Softkey 1**. The ToDo entry screen will again be displayed.
- Press the ▼ key to highlight the due date field.
- If you wish to accept the current date as the Due date, press the ▼key. This date will be stored and the Status field will be highlighted.

  If you wish to change the Due date from the current date, press **Softkey 2**. The enter start date screen will be displayed. Key in the required year, month and date. When the contents of a field is correct, press the ▼key to go to the next field.

  When the Due date has been entered, press **Softkey 1**. The ToDo entry screen will again be displayed.
- Press the ▼ key to highlight the finished/unfinished field then press **Softkey 2** *only* if you wish to change the current state.
- Press the ▼ key and then press **Softkey 2** to display the ToDo task description entry screen. Use the normal text entry methods (see page 29 for text entry methods) to enter a description of up to 32 characters for the ToDo task. When you have entered the required text, press **Softkey 1**. The ToDo list screen will be displayed. Press **Softkey 2** to return to the Accessories menu or briefly press ⏻ to return to the standby screen.

If there are no ToDo tasks stored, you will be prompted to create one.

The type of ToDo task displayed in the list will depend on the setting of the display filter (see page 45).

If an invalid date is entered, an error screen will be displayed and then the Previous date entry screen will be redisplayed.

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Viewing ToDo task details

☛ Press (MENU) # **4**. The list of stored tasks is displayed.

☛ Use the ▲ and ▼ keys to highlight the required ToDo task and press **Softkey 1**. The selected ToDo task's start date, due date, Status (finished or unfinished) and description will be displayed.

To view the details of the previous or next ToDo task in the list, press ▲ or ▼ key respectively.

To edit the currently displayed task, press **Softkey 1**.

To delete the currently displayed task, press **C**.

To view the options menu press the (MENU) key (see below for details of the options menu).

☛ Press the **Softkey 2** key to return to the ToDo task list or briefly press the ⏻ key to return to the standby screen.

ToDo options menu

The ToDo options menu allows you to add, edit, delete individual ToDo tasks, delete all ToDo tasks, view the overall ToDo status, change the status of ToDo tasks, delete finished ToDo tasks, and view ToDo tasks by some filters. To use the ToDo options menu, proceed as follows:

☛ Press (MENU) # **4**. Use the ▲ and ▼ keys to highlight the required ToDo task and press the (MENU) key. The ToDo options menu will be displayed.

☛ Key in the appropriate number to select the required option (see table right) or use the ▲ or ▼ key to highlight an option and press **Softkey 1**.

Add
This option allows you to add a ToDo task based on the ToDo task highlighted when the option menu was entered (see the second step of Creating a ToDo task on page 43).

Edit
This option allows you to edit the ToDo task that was highlighted when the option menu was entered (see the second step of Creating a ToDo task on page 43).

Delete
Selecting this option will delete the ToDo task that was highlighted when the option menu was entered.

Delete all
Selecting this option causes a warning screen to be displayed to confirm the deletion. Press **Softkey 1** to delete all ToDo tasks and return to the Accessories menu.

Status
This option shows the current number of unfinished and finished tasks there are, and how many more tasks can be created.

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Option	No.
Add	1
Edit	2
Delete	3
Delete all	4
Status	5
Finished/unfinished	6
Delete finished item	7
Display filter	8

If you select the delete option, the selected ToDo task will be deleted immediately. No warning is given.

Finished/unfinished
This option changes the status of the selected ToDo task from finished to unfinished or vice versa.

Delete finished items
When selected this option will display a prompt that requires you to confirm that all finished ToDo tasks will be deleted. Press **Softkey 1** to delete all finished ToDo tasks or **Softkey 2** to cancel. Whichever option is selected you will be returned to the ToDo list.

Display filter
This option allows you to select which types of ToDo task are displayed in the ToDo task list. Key in the appropriate number to select the required display filter (see table right) or use the ▲ or ▼ key to highlight an option and press **Softkey 1**.

If there are no matching ToDo tasks when you have finished making you filter selection, you will be returned to the display filter screen, other wise you will be returned to the ToDo list screen.

☛ Press **Softkey 2** key will display the ToDo list or briefly press the ⏻ key to return to the standby screen.

Option	No.
Unfinished	1
Finished	2
All	3

Calculator

The calculator can perform addition, subtraction multiplication and division. It also has a memory function. To access and use the calculator, proceed as follows:

☛ Press (MENU) **# 1**. The calculator screen will be displayed.

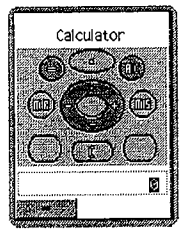
☛ The table right shows which keys perform which calculator function.

☛ To add 123 to 567:

Press **1 2 3** then ▶

Press **5 6 7** then **Softkey 1**

The answer (690) will be displayed.



Calculator screen

Key	Calculator function
▶	Addition (+)
◀	Subtraction (—)
▲	Multiplication (X)
▼	Division (÷)
(MENU)	Decimal Point (.)
Voice	Memory Read (MR)
🕮	Memory Store (MS)

The calculator also has a temporary memory accessed by the 🕮(Memory Store) and 💬(Memory Read) keys. An example of its use is as follows:

☛ To carry out the calculation 1 2 + 3 x 5, proceed as follows:

Press **1 2** then 🕮 to temporarily store the number 12. An **M** will be displayed to the left of the calculation field.

Press **3** then ▲ then **5** then **Softkey 1**. An interim result of 15 will be displayed.

Press ▶ then 💬 then **Softkey 1**. The final result of 27 will then be displayed.

☛ Briefly press the ⏻ key to return to the standby screen.

The calculator can display a result of up to 10 digits with a maximum of 8 decimal places. If a calculation results in a number greater than the above maximums, 'Error' will be displayed.

The ↶ key performs no function.

DRAFT

Games

Your phone incorporates 2 games to play:

- Thief
- Belt

Thief

Game concept

You are a thief. You are in an airtight labyrinth, where flying bat-like monsters live. Steal as many jewels as you can, find the key for the door and escape from the labyrinth before your oxygen runs out.

The maze will be constructed at random using 4 screens (2 x 2) for the first level, and 16 screens (4 x 4) for higher levels.

The oxygen decreases 1% every 2.5 seconds. When your Oxygen is gone, the game is over.

You have a gun with which to kill the monsters. When one is hit, it will turn to yellow for a moment and then disappear. Monsters will appear again at random. Your gun has 5 bullets at the start of the game but more are available for you to pick up on your way around the labyrinth (3 in the first level and 6 in higher levels).

If you collide with a monster, your oxygen decreases by 5% and your character will blink for 2 seconds. If you touch the monster again while blinking, there is no additional penalty.

When the game ends (whether it is "Game Over" or "Stage Cleared"), the result screen will appear. The result screen displays the number of the jewels you stole and the number of monsters you defeated.

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How to play

- Press (MENU) # **6 1**. The thief game will start.
- In the first level, you start with 49% oxygen left, whilst in higher levels you start with 99%. Use the ◀ ▶ ▲ ▼ keys to move your character around the labyrinth. As you cross a jewel, bullet or the key they will be picked up automatically. The number of bullets you have left (including the ones you pick up) will be displayed at the base of the screen as will the key when you pick it up.
- Only when you have picked up the key will you be able to go through the exit door and win the game.
- Press (MENU) key to fire your gun in the direction you are going.
- Press (MENU) key to start the game again once a game is over. The game will start on a higher level if you won the previous game, or the same level if you lost.
- Press **C** to return you to the games menu or ⏻ to return you to the standby screen.

*Press **Softkey 1** to adjust volume between off, mid and high.*

Belt

Game concept

You are a luggage loader and are loading parcels into trucks. The parcels are colour coded to be the same colour as the truck they must be loaded into. In between the parcels and their respective trucks are a series of conveyor belts which can move the parcels to the left or to the right. You must switch the conveyor belts' direction to guide the luggage to the appropriate truck. Each parcel that you direct correctly will score 1 point. When 4 parcels miss their respective truck, the game is over. When you load 100 parcels correctly you will go on to the next level.

How to play

- Press (MENU) # **6 2**. The conveyor belt game will start.
- Each conveyor belt has a key symbol under it. The direction of the conveyor belt (indicated by arrows at each end) will be reversed by pressing the appropriate key. Belts 1 & 3 and 7 & 9 are linked as pairs, so that pressing either key will change the direction of both belts (see table right).
- Press (MENU) key to start the game again once a game is over.
- Press **C** to return you to the games menu or ⏻ to return you to the standby screen.

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Key	Changes Direction of
1	Belt 1 & 3
2	Belt 2
3	Belt 1 & 3
4	Belt 4
6	Belt 6
7	Belt 7 & 9
8	Belt 8
9	Belt 7 & 9
*	Belt *
#	Belt #

*Press **Softkey 1** to adjust volume between off, mid and high.*

Voice record/memo

This facility allows you to record in-call conversations and make voice memos. Up to 10 separate call recordings or voice memos can be stored. The maximum time for all recording or voice memos is approximately 15 seconds.

In addition to making and playing back in-call recordings and voice memos, your phone allows you to view a list of all recordings in date/time order, allocate or edit voice memo titles and delete individual or all recordings.

Recording a phone call

If you intend to record a phone call, you MUST inform the other party first.

- During a call press and ***hold*** the key. The Record ready screen will be displayed.
- Press **Softkey 1** to start recording the received voice only. An animated status bar showing the time elapsed and the time left will be displayed on your phone's screen.
- To pause recording, press **Softkey 1**. To resume recording, press **Softkey 1** again.
- To stop recording, press **C** or or **Softkey 2**. Recording will stop immediately. If you have not stopped the recording manually after either approximately 15 seconds or by the time the remaining recording time is elapsed (whichever comes first), the recording will stop automatically. When a recording is stopped (either manually or automatically) the Voice Memo menu will be displayed. The recording itself will be stored along with the time and date. If you wish to add a label to this recording, see page 50.
- Press **C** or to return to the standby screen.

Recording a memo

To enter the memo record mode, proceed as follows:

- With your phone in standby, press . The voice menu will be displayed.
- Press **Softkey 1**. The Record ready screen will be displayed.
- Press **Softkey 1** to start recording. An animated status bar showing the time elapsed and the time left will be displayed on your phone's screen.
- To pause recording, press **Softkey 1**. To resume recording, press **Softkey 1** again.
- To stop recording, press **C** or or **Softkey 2**. Recording will stop immediately. If you have not stopped the recording manually after either approximately 15 seconds or by the time the remaining recording time is elapsed (whichever comes first), the recording will stop automatically and the Voice Memo menu will be displayed. The recording itself will be stored along with the time and date. If you wish to add a label to this recording, see page 50.
- Press **C** or to return to the standby screen.

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Playback

To play back a particular voice record, proceed as follows:

- Press 💬 **2**. The list of the recordings available is shown displaying date, time and label (if any) for each.
- Use the ▲ or ▼ key to highlight the required recording and then press **Softkey 1**. The Playback ready screen will be displayed.
- Press **Softkey 1**. The recording will be played back through your phone's earpiece.
- To pause play, press **Softkey 1**. To resume play, press **Softkey 1** again.
- To end the playback before it has finished, press **Softkey 2**. When the playback has ended (either manually or automatically), the Voice Memo menu will be re-displayed.
- Press **C** or ⏻ to return to the standby screen.

Deleting recordings

You can either delete all recordings at once (see Options menu below) or individual recordings. To delete individual recordings, proceed as follows:

- Press 💬 **4**. The list of the existing recordings is shown displaying the date, time and label (if any) for each.
- Use the ▲ or ▼ key to highlight the required recording and then press **Softkey 1**. The recording will be deleted.

Voice memo options menu

This menu allows you to record, edit a voice memo's title, delete individual recordings, delete all recordings, view the recording facility status, play a recording or view the recordings list. To select an option from this menu, proceed as follows:

- Press 💬 either in a call or from the standby screen and then select the appropriate number from the table right.

Record
This will record a voice memo if there is no call in progress or make an in-call recording if a call is in progress (see page 48).

Playback
This will display the list of recordings available and allow you to play them back (see Playback above).

Label
This selection allows you to change the title of a voice memo (see Labelling a recording on page 50).

Delete One
This selection will delete the selected recording (see Deleting recordings above).

Delete All
This selection will prompt you to press **Softkey 1** to delete all recordings or **Softkey 2** to cancel the operation.

Option	No.
Record	1
Playback	2
Label	3
Delete one	4
Delete all	5

DRAFT

Labelling a recording

To label a voice recording, proceed as follows:

- Press 💬 **3**. The list of recordings will be displayed.
- Use the ▲ and ▼ keys to highlight the recording label you wish to edit.
- Press **Softkey 1**. The cursor will be in the label description area and the recording details will be displayed: date and time it was created, its playing time and whether it has been played or not.
- Press (MENU) to display the text entry mode/options menu.

  Press the appropriate key to select T9™ Text Entry, standard text entry, numerals or another option (see table right).
- Make the necessary changes by moving the cursor with the ◀ and ▶ keys and using the **C** key to delete characters or just enter characters using the keypad.
- Press **Softkey 1** when complete.

Option	No.
T9	1
ABC	2
123	3
Options	4

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WAP facilities

What can I download

Your phone supports the downloading of four different types of content:

- Ringer Melodies
- Phonebook Pictures
- Standby screen pictures/wallpapers
- Animations

You can download NEC content or you can create your own content to download to your phone.

What are ringer melodies?

Ringer melodies are the melodies your handset plays when you receive a call. The ring melodies are 16 channel. This means that up to 16 different sounds can be played at the same time giving an excellent sound quality.

What are phonebook pictures?

A phonebook picture is a picture that you assign to a person in your phonebook. When that person calls or sends you a text message, the allocated phonebook picture will appear on the phone showing you who is trying to contact you. These phonebook pictures are 256 colour and you can downloaded them to your phone. Your phone can store a maximum of 10 phonebook pictures.

What are wallpapers?

Wallpaper is an image that is displayed as the background for your standby screen. These pictures are 256 colour and you can download them to your phone. Your phone can store a maximum of 2 wallpapers.

What are animations?

Animations are 10 frames long and are played when the phone is turned on. These are 256 colour and you can download them to your phone. Your phone can store 2 animations.

NEC web site

The phone is supported by a web site at www.NECmobile.com. Access this site from your PC and you can select content from the wide variety available. Tools are provided to help you create your own content both on and offline. At this web site you will also be able to import content. If you have electronic pictures in JPEG, GIF or BMP format they can be imported and downloaded to your phone.

For example with your phone you can now have:

- A personal cartoon animation - when you turn the phone on
- A picture of your last holiday - as your background wallpaper
- A picture of your friends or partner - when they call you
- High quality music - when you receive a call

Find all this and more at www.NECmobile.com

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To find out how to download ring melodies, phonebook pictures, wallpaper and animations, see page 54.

NEC WAP site

Your phone is also supported by a WAP site at www.NECmobile.com. Access this site from your handset and you can select and download content from the wide variety available. So, you don't need a PC to take advantages of these great new services.

Further information

For more details on NECmobile.com visit www.NECmobile.com on your PC, or www.NECmobile.com on your handset.

WAP setup

To set up your phone to access WAP information on the Internet, proceed as follows:

Setup

☛ Press (MENU) **2 5**. The list of available connections is displayed.

☛ To alter or enter information into a connection, use the ▼ and ▲ keys to highlight a connection name and press **Softkey 1**. The list of available connection attributes is displayed.

☛ Use the ▼ and ▲ keys to highlight an option and fill it in with the following information:

Choose Preset	Choose proxy from default registrations provided
Name	Edit proxy's name
Homepage	Edit URL of proxy's homepage
Security	Turn security setting on or off
IP Address	Edit IP address . If you do not have an IP address, leave this blank and the network will provide you with a temporary address at connection time.
Bearer	Choose which type of connection you require: Data or GPRS
Dial-up Number	Enter the telephone number to dial to make a connection to your WAP service provider (Data only)
Connect Type	Select the connection line type: ISDN or modem (Data only)
AP Name	Enter the address of the external data network you want to connect to, either an IP address or a text string (GPRS only)
User Name	Enter your user ID to enable you to log on to the external data network
Password	Enter your password to enable you to log on to the external data network

☛ When you have finished entering or editing the connection information. Press **Softkey 2**. The connection list will be displayed.

☛ Either set up one or more of the remaining 4 connections or press **Softkey 2** to return to the WAP settings menu.

☛ To set the default connection, use the ▼ and ▲ keys to highlight the required connection name, press **Softkey 1** and then **Softkey 2**. This connection will now have a ✔ next to it and be the connection used when you connect to the Internet.

Font

To set up the font size used when you are browsing WAP sites, proceed as follows:

☛ Press (MENU) **2 6**. and then use the ▼ and ▲ keys to highlight the required font size and press **Softkey 1**.

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The connection with a ✔ next to its name will be the connection used when you make a WAP connection to your Home page on the Internet (see page 54).

Adding favourites

You can build up a list of 20 favourite WAP sites as follows:

☛ Press (MENU) **2 7**. The Enter favourite URL screen will be displayed.

☛ Either enter the required URL address (80 characters maximum) or edit any existing text accordingly (see page 29 for procedures) and then press **Softkey 1**. The Enter favourite name screen will be displayed.

☛ Either enter the required name (16 characters maximum) or edit any existing text accordingly (see page 29 for procedures) and then press **Softkey 1**. The new favourite will be added to the end of the favourites list which will be displayed.

☛ Either use the ▼ and ▲ keys to highlight a favourite URL to visit and then press **Softkey 1** to connect to it, or press **Softkey 2** to edit or delete the highlighted favourite (see below), or press **C** to return to the WAP settings menu.

Editing/deleting favourites

☛ Press (MENU) **2 3**. When the list of favourites is displayed use the ▼ and ▲ keys to highlight the required favourite and press **Softkey 2**. The favourite edit menu will be displayed.

☛ Press **1** to edit the favourite or **2** to delete it from the list.

If you selected edit (option **1**), the text editing screen will be opened with the favourite's URL displayed. Use the text editing procedures (see page 29) to alter the URL as required then press **Softkey 1**. The favourite's name will now be displayed.

Use the text editing procedures (see page 29) to alter the name as required then press **Softkey 1**. The option menu will be re-displayed.

☛ Either select another favourite to delete or edit or press **C** to return to the WAP settings menu.

Setting the linger time

The linger time will cause the connection to be broken if the connection has not been used for a preset amount of time. To set this time delay, proceed as follows:

☛ Press (MENU) **2 8**. The linger time setting screen will be displayed.

☛ Enter the time delay required and press **Softkey 1**. You will be returned to the WAP setting menu.

Clear cache

If you start a WAP session using the last page visited, the information will be restored from a cache memory. If, however this page has been updated since your last visit, the updated page will not be displayed. To avoid this possibility clear the cache as follows:

☛ Press (MENU) **2 9**.

Reset all

☛ Press (MENU) **2 ✱**. All WAP settings will be reset to their original states.

GPRS auto attach

☛ Press (MENU) **✱ 4** to turn GPRS auto attach on or off.

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*If you wish to add a favourite during a WAP session, press and hold the # key and press **1**.*

*If the favourite list is full (i.e. there are 20 WAP sites in the list) you will get a message to delete a favourite from the list (see **Editing/deleting favourites** below).*

Logging on to a WAP site

There are three types of WAP connection:

- Connect to the Home page of the default connection
- Connect to a favourite URL from your favourites list
- Connect to a specific URL

Connect to the Home page of the default connection

☛ Press (MENU) **2 2**. When the connection is made the home page specified in the selected connection (see page 51) will be accessed.

☛ Press the ⏻ key to terminate the session.

Connect to a favourite

To connect to a favourite URL from your favourites list, proceed as follows:

☛ Press (MENU) **2 3**. The favourites list will be displayed.

☛ Use the ▼ and ▲ keys to highlight the required favourite and press **Softkey 1**. When the connection is made, the selected favourite WAP site will be accessed.

☛ Press the ⏻ key to terminate the session.

Connect to a specific URL

To connect to a specific URL, proceed as follows:

☛ Press (MENU) **2 4**. The URL entry screen will be displayed.

☛ Use the text editing procedures (see page 29) to enter the URL address then press **Softkey 1**. When the connection is made, the required URL will be accessed.

☛ Press the ⏻ key to terminate the session.

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Downloading

To download ring melodies, pictures/wallpapers, phonebook pictures, etc. to your phone, proceed as follows:

☛ Access a suitable WAP site (e.g. www.NECmobile.com) using one of the above methods.

☛ Follow the links to the required download area and use the ▼ and ▲ keys or number keys to select the data you wish to download.

☛ A download progress screen will be displayed. You will then be prompted to select a suitable location for the data.

☛ Press **Softkey 1** when you have selected the location. You will be informed when the download is complete.

☛ Either make other selections for download and repeat the procedure, or press the ⏻ key to terminate the session.

The following icons may appear at the top of your phone's display during a WAP session:

Indicates a secure connection.

Indicates there is a WAP message ready to send.

Indicates you have received a WAP message.

*If you wish to go to a favourite during a WAP session, press and hold the # key and press **1**.*

*If you wish to go to a specific URL during a WAP session, press and hold the # key and press **2**.*

*If you wish to add a favourite during a WAP session, press and hold the # key and press **3**.*

Downloaded data overwrites existing data.

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