CDMA PORTABLE
CELLULAR TELEPHONE
SCH-670

## OW NER'S MANUAL

## Safety Pr ecautions

The illustrations below indicate the safety precautions to be taken when using your cellular telephone.


The use of cellular phones in an aircraft:

- Is dangerous to aircraft operations.
- May disrupt the cellular network.
- Is illegal.

Failure to observe in-flight regulations may lead to the suspension of cellular services and/or legal action.


NEVER use your phone while driving, even if hands free operation is allowed. ALWAYS park your vehicle first.

In some countries, it is illegal to use mobile and radio telephones while driving.


You are advised to turn off the phone when at a gas station.

NEVER store or carry inflammable gas, liquids or explosive materials in the same compartment as your cellular phone.


DO NOT use the Travel Charger if: The power cord is damaged.

- The phone has been dropped or undergone a shock.

Have an authorized service center repair the phone. NEVER try to repair the phone by yourself.

The SCH-670 product contains the following parts.


## Symbols

$\frac{1}{\text { (1) }}$
(1) $=$ Step number

## 148

Important
Note

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Front View of the Phone


RCL : recalls stored memory entries
FCN : helps access special features
SEND : makes a call
CLR : clears messages on LCD
END/ \& ends a call. Also it turns
power on and off
0~9 : Number Keypad
$\uparrow$ adjusts volume or
scrolls options menu
Microphone


LCD Display and Indicators


Installing the Battery Pack


1. To attach the battery pack after charging, align it with the phone about $1 \mathrm{~cm}\left(1 / 2^{\prime \prime}\right)$ away from its place so that the two arrows on the phone are seen, the battery charge contacts pointing downward.

2. Slide the battery pack upw ards until it clicks firmly into position.

Result: Your phone is now ready to be turned on.

3. To remove the battery pack, release it by pressing the button on the rear of the phone.

4. Slide the battery pack dow nw ard about $1 \mathrm{~cm}\left(1 / 2^{\prime \prime}\right)$ and lift it aw ay from the phone.


## Char ging a Batter y

Your phone is powered by a rechargeable Li-ion batteries. A travel charger and desk-top charger are provided with your phone. Use only approved batteries and chargers. Ask your local SAMSUNG dealer.

The phone can be used while the battery is charging.

Note: You must fully charge the battery before using your phone for the first time.

Us ing a Tr avel Char ger


1. Connect the lead from the travel charger to the bottom of the phone. Check that the arrow on the lead connector is facing tow ards the front of the phone.
2. Connect the charger to a standard AC wall outlet.

When the battery is charging, the battery icon in the bottom left-hand corner of the display fills repeatedly. A flat battery (standard) is fully charged in approximately 180 minutes.

3. When charging is finished, disconnect the charger from the phone and power outlet.

Disconnect the charger from the phone by pressing the grey tabs on either side of the connector and pulling the connector out.

Tips on Battery Char ging (Desk-top Char ger)

- The lamp color indicates the charging status as follows:

| Slot Status | Charging | Standby | Completed | Temperature <br> holding |
| :--- | :---: | :---: | :---: | :---: |
| Front (phone <br> charging lamp) | red | (off) | green | Yellow |
| Rear (battery <br> charging lamp) | red | yellow | green | Yellow |

If the lamp blinks yellow, the battery pack is not properly inserted or the contact of the charging terminal is stained or rusty. When this occurs, remove the battery pack, check the charging terminals and reinsert the battery pack. If this does not w ork properly, replace the battery pack with a new one.


The full charging time is different according to the battery type as follows:
(min)

| Standard | M edium |
| :---: | :---: |
| about 150 | about 210 |- If both the front and rear slots are occupied, the charging time may be longer.

- When both the front and rear slots are occupied, the front slot charges first.
- It is normal for the battery pack to become warm during charging.

| Status | Battery | Standard (BTL1024) | Medium (BTL1624) |
| :---: | :---: | :---: | :---: |
| Talk mode |  | about 150 min | about 240 min |
| Standby mode | SLOT 0 | $15-25 \mathrm{hr}$ | $25-35 \mathrm{hr}$ |
|  | SLOT 1 | $30-40 \mathrm{hr}$ | $40-55 \mathrm{hr}$ |
|  | SLOT 2 | $50-70 \mathrm{hr}$ | $60-95 \mathrm{hr}$ |

B. The operating time varies according to the service mode you are using.

- If you stay in no-service area for a long time, the operating time may be shorten.
- The standby time is different according to the service type provided from the supplier.
- The battery is a consumable product, so that the battery life will be reduced. We guarantee the battery for 6 months. When the battery life is reduced by half, purchase new battery.


## Checking the Battery Char ge Level

The battery charge level is displayed at the left corner of the LCD display.


The number of blocks represents the battery charge level.

Example:
Battery fully charged
[. 3attery low

When the battery drops to a low level, the phone beeps and the battery icon turns to $\square$.- If any button is pressed in the low battery status, the LCD backlight lamp is not turned on.


- If the battery is fully discharged, a warning tone sounds three times and the power is turned off.


## Turning the Phone On and Off

The phone can only place and receive calls when it is turned on.

1. To turn on the phone, press END/ and hold.

Result: The phone

- Beeps
- Displays the greeting message, your phone number, and current date and
 time.If the phone is locked, the message 'LOCKED' is displayed. To unlock the phone, enter the lock code. You can place a 3-digit emergency call when the phone is locked.


2. To turn off the phone, press END/ until you hear a beep tone.


## Extending the Antenna

For best performance, extend the antenna fully when you use the phone.
3. When you have entered the whole number, press SEND.

Result:

- The number is dialed.
- The INUSE indication is displayed.
If the connect tone feature is set, you can hear the connect tone when your phone is connected to the basestation system to make a call.

4. If the other party answers, begin the conversation.

Result: Call time is displayed. For further details, see 'Call Time Display' under 'Automatic Feature Setup' on page 68.

5. When you have finished the call: - Close the cover.
or

- Press END/事


## Making a Call

You can only make a call when the phone is turned on.


1. Open the cover, and enter desired telephone number, including the area code.

Result: The number entered is displayed.

2. If you make a mistake:

- Press CLR once or more until the
incorrect digit or digits are cleared.
- Continue entering your number.

To clear the whole number, press
CLR and hold.

## Using One Touch Silent Mode

You can set the phone not to make any sound, for example, ringer or keytone at the touch of a button. When you attend a meeting or you are on the public
place (theater or subway), you can use this feature not to bother anyone.


1. Press and hold木- in Standby mode.

Result: The phone vibrates with
message' Change to Silent mode' in the display.
2. To release the Silent mode, press and hold $\boldsymbol{\text { 木 }}$ - again.

Result: The phone is reset to the alert type previously chosen. The message, for example, 'Change to BELL mode' is displayed.

E

- If you try to select alert type while the phone is under the silent mode, message 'Restricted by Silent mode' is displayed and the phone returns to Standby mode.
- If you turn off the phone, the silent mode is reset to the alert type previously chosen.


## Receiving Calls

You can receive calls when the phone is turned on.

1. When there is an incoming call, the phone rings.
E. You can choose the alert type; bell, vibrator, lamp, or vibrator+bell. For details, see page 21.

- If there are missed calls you did not answ ered, the number of the calls appears on the first line of the display.
- If the call is made on a cellular phone and the caller's cellular phone number is already stored in your phone's memory, your phone displays the caller's number and name (if stored with the number).

2. To answer the call:

If the cover is... Do...
Closed
Already opened
Open the cover
Already opened Press any button.
3. Begin the conversation.
4. When you have finished the call: - Close the cover or

- Press END/

F. If 'Restrict Incoming Call' feature is activated and there is an incoming call, the message 'PAGE RESTRICTED' is displayed and you can not answer the call. For details, see page 70.



## Adjusting Volumes

You can adjust the volume of the sounds generated on your phone.

## Ringer Volume

This function is only available in standby mode.


1. Press:
$\rightarrow$ FCN
$\quad$ followed by
Numeric buttons $\mathbf{5}$ and $\mathbf{1}$
2. Press $\boldsymbol{\uparrow}$ or until you reach the desired volume level.

## Mute

This feature allows you to mute the phone's microphone, so you can have a private conversation with someone without the person at the other end listening.

This function is only available during a telephone conversation.

1. Press FCN while you are over the phone.

2. Press numeric button 3.

Result: The message mute is displayed. The person you're talking to can no longer hear you, but you can hear your correspondent.

3. Press FCN and numeric button $\mathbf{3}$ again when you wish to resume the conversation with your party.

Result: The message mute disappears on the display and you can speak with your party.


## Recor ding the Other Person's Talking

Dur ing Telephone Conver sation


1. To record, press FCN during a
telephone conversation.
2. Press numeric button 1. The LCD displays'Recording'.

3. To listen to the recording, press FCN in Standby mode, then press numeric buttons 4 and 7.

## Choosing Alert Type

You can choose a call alert type that informs you of an incoming call. There are bell, lamp indication, or vibration modes.

## 1. Press: <br> - FCN

followed by

- Numeric buttons 2 and 1.

Result: The alert type currently selected is displayed.

2. Press $\uparrow$ or $\downarrow$ until the desired mode is displayed.

Result: The alert types you can choose are displayed:

- BELL : the bell sounds and the receiving lamp flickers.
VIBRATOR : the phone vibrates and the receiving lamp flickers.
LAM P : the receiving lamp flickers
- VIB + BELL : the phone vibrates three times, then the bell sounds and the receiving lamp flickers.

3. Press STO

Result:

- $\mathbf{x}$ ! appears if the LAM P mode is selected.
- appears if the VIBRATOR or $V I B+B E L L$ mode is selected.

B. When you use the hands-free kit, you cannot choose the VIBRATOR, LAM P or VIB+BELL indication modes.
- The VIBRATOR and VIB+BELL mode are not available in some countries.


## Choosing Ringer Bell

You have a choice of 13 different ringer bells to inform you of an incoming call.


1. Press FCN.

2. Press numeric button $\mathbf{2}$ twice.

3. Press $\uparrow$ or $\downarrow$ repeatedly until you find the desired ringer bell.

Result: Each time you press $\uparrow$ or $\downarrow$, a different ringer bell sounds.

4. Press STO.

## Redialing the Last Numbers

Your phone stores the last 10 calls you made and received. You can scroll through the numbers and easily dial the number.

## To Scan and Redial

1. Press:

- RCL
followed by
- Numeric button $\mathbf{1}$ and RCL.

Result: The last number and the time
you called or you received are displayed.
2. Press $\uparrow$ or $\downarrow$ until the desired number is displayed.

Result:

- The last number is stored in 'LAST $0^{\prime}$. The 10 recently called, received, or missed numbers are displayed from 'LAST 0 ' to 'LAST 9'.
- Each entry is preceded by one of three letters; "l" for incoming, "0" for outgoing, or " M " for missed call.

| 3. To... | Press... |
| :--- | :--- |
| Redial the number <br> in the display | SEND |
| Exit this function | END/ $\mathbf{C}$ |




## Finding an Empty Memor y Location

You can search an empty memory location before you store the phone numbers into the memory.

## Any Empty Location



## Empty Location Under a Specified Group

You can search an empty location under a specified group. For details, see 'Storing Numbers into Numeric Group' on page 30.

1. Press RCL and numeric button $\mathbf{1}$
2. Press:

- Group number (0-7)
followed by
* 

Example: To search for an empty location from 20 to 29, press numeric
 button 2.
3. Press $\uparrow$ or to display the other available locations.

## Stor ing Numbers in Memory

You can store the numbers that you dial frequently in the memory for a convenient dialing.

- Up to 80 numbers can be stored in memory location 00-79.
- M emory locations from 00 to 09 are used for one-touch dial.
- To help identify the numbers stored in the memory, you can associate a name with each one.


1. Enter the desired telephone number of up to 31 digits including the area code.

Result: The numbers entered are displayed.

## 2. Press STO.

Result: The LCD displays a message to enter a memory location number.

3. To...

Assign a specific location

Store the number
in the first
available location


Press...
2-digit location number betw een 00 through 79

天
-
4. To enter the name, press the button marked with the desired letter.
E. For details on entering name, see 'Entering Name in M emory' on page 28.

- If you do not wish to enter a name, just skip over this step.
- If you are selecting a location betw een 0 and 9 , precede that number with a zero (0).
- If there is no empty location, the message MEM. (00-79) IS FULL is displayed.
- If the message 'Memory Used! Store? Yes' is displayed, a number has already been stored in the memory location chosen. Press $\boldsymbol{\uparrow}$ or $\downarrow$ :

To...
Replace it with the new one Assign another location

## Choose...

YES, then STO
NO, then STO

- The customer service phone number is prestored to the location 00 at factory. If you do not modify the location, you can see CUSTOMER SVR and the service phone number in the display while you are searching for numbers in memory. For details on 'Searching for Numbers in M emory', see page 32.


## Enter ing Name in Memory

Names of up to 12 letters can be stored together with phone numbers in the memory.


1. Start when the LCD prompts to enter name.
2. Press the number button marked with the desired letter.

Result: The first letter marked on the button is displayed. For example press 5 for the letter ' J'.
3. If necessary, press the same button until you find the desired letter.

4. When the desired letter appears, press another number button marked with the next desired letter.

Result: The cursor moves to right and displays the next letter chosen.
5. Repeat steps 3 and 4 for each letter.

If you press $\uparrow$ and $\downarrow$ the cursor moves to the left and right. Use these buttons to correct a w rong letter or insert a space betw een the letters.


## Cor recting a Name or Number



If you make a mistake while entering a name or number, you can correct it in the following way.

## 1. To correct a letter or digit:

- Press CLR once or more until the incorrect letter or digit is cleared.
- Continue entering your name or number.


2. To clear the whole name or number, press CLR for more than one second.


## Stor ing Numbers into Numer ic Group

You can store the associated numbers in a group.

## Example:

individual phone numbers ; 00-09

- office phone numbers ; 10-19
- business phone numbers ; 20-29


1. Enter the desired telephone number, including the area code.

Result: The number entered is displayed.

## 2. Press STO.



Result: The LCD prompts to enter memory location number.
3. Enter the location group number ( $0-7$ ).0: From 00 to 09
1: From 10 to 19
2: From 20 to 29

7: From 70 to 79

## 4. Press $\boldsymbol{E}$

[. - If there is no empty location, the message ' MEM. (X0-X9) IS FULL' is displayed.

- If you want to enter a name, enter the name. For details, see 'Entering Name in M emory' on page 28.

5. Press STO.

## One-Touch Dialing

Memory locations 00 to 09 are special one-touch locations. You can dial the phone numbers stored in the memory from 00 to 09 simply by pressing one button.

1. Press and hold the second digit of the memory location containing the number to be dialed.

For example: Location no.09
Press 9 and hold.
Result: The number stored is

- Displayed
- Dialed



## Two-Touch Dialing

Once you have stored phone numbers in the memory, you can dial them easily whenever you want.

1. Press the first digit briefly, then hold down the second digit of the memory location.

For example: Location no. 23
Press 2 briefly and hold down 3.
Result: The number stored is
Displayed

- Dialed



## Searching for Numbers in Memory

If you do not remember which telephone numbers have been stored in the various memory locations, you can scan through the locations until you find the one you are looking for.

## By Location Number



1. Press RCL and numeric button $\mathbf{1}$.
2. Enter the number of the memory location at which you wish to start the scan.

3. When you have found the desired number:

To...
Press...
M ake the call
SEND
Exit the function
END/象

## By Name

1. Press:

- RCL andnumeric button 2.

Result: The messages SORT NAMES and then 'ENTER NAME' are displayed.

2. Enter all or the first part of the name to search by using the number button marked with the desired letter.

Example: Enter A to find all names beginning with the letter A.
3. Press RCL.

Result:
The number of the name matching the request is displayed.

- The first name is displayed with:
- The memory location number.
- The telephone number.- If the message ' NAME NOT FOUND' is displayed, the name matching the request is not in the memory.
- If the message ' NO STORED NAME' is displayed, the number stored with the name is not in the memory.


## By Partial Phone Number



| To... | Press... |
| :--- | :--- |
| Make the call | SEND |
| Exit the function | END $/$ 申 |

## Erasing Numbers in Memory

If you store a new number into an occupied location, the new number replaces the old number automatically. If you want to delete the old number without storing a new one, do the following:

To Erase a Specific Number


1. Press CLR and hold.
Result: The telephone number on the
display is erased.

## 2. Press STO.

3. Enter the location number under which the phone number you want to erase is stored.


## 4. Press $\uparrow$ or $\downarrow$ :

To...
Choose...
Erase the location
yes
Choose another location no


## 5. Press STO.

Result: The stored phone number is erased and the message ' CLEARED' is displayed.

To Erase All Numbers in Memory

1. Press:
$\quad$ FCN
$\quad$ followed by

- Numeric button $\mathbf{0}$.


Cancel this operation No

## 5. Press STO.

Result: The message ' ALL
MEMORIES ARE CLEARED is displayed.


## Voice Dialing

This feature allows you to dial a phone number just by saying a name into the phone. To use this feature, you have to record name and phone number (up to 20) into the phone.

Recor ding Name


1. Press FCN.
2. Press:

- Numeric button 4
followed by
- Numeric button 1

Result:Your phone announces 'Please say name'.
3. Say the desired name.

Result: Your phone plays back the name, then announces 'Please say name again' to confirm the name.


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4. Say the name again.

Result: Your phone plays back the name and announces 'Please enter phone number, then press the "STO" button.'

If the phone fails to recognize the name correctly, it announces 'Please say name again.'
5. Enter the desired phone number.
6. Press STO

Result: The phone announces 'Recorded' when recording is finished successfully.
. If If the phone announces 'Your instruction can not be processed. Please try again', recording is not completed properly. Try to record the name again.


Tips on Recording Name

- Avoid recording similar names phonetically. If you record a similar name to the one already in memory, the phone announces 'Please try another name since a similar name already exist.'
- Avoid recording in a noisy place.
- Speak clearly and naturally.
- The person who will use the phone should record the name. The phone does not recognize the name if the voice sounds differently.
- Avoid too long or short name. It is recommended to contain 2 to 5 syllables.
- If this feature does not w ork properly, erase the name, and record with another name.
- It is recommended to practise several times to obtain best result.
- You can record up to 20 names. If you record more than 20, the phone announces 'Voice M emory full.'

Checking Recoded Name


1. Press FCN.
2. Press:

- Numeric button 4 followed by
- Numeric button 4

Result: Your phone plays the recorded name.
4. Press CLR when you find the name.

Result: Your phone announces 'Deleted', then you hear the next name.

| 5. To... | Press... |
| :--- | :--- |
| Exit the function | END/ $\boldsymbol{\text { ¢ }}$ |
| Erase another one | Repeat Steps 3-4. |

Er asing Recor ded Name


1. Press FCN.

## 2. Press:

- Numeric button 4 followed by
- Numeric button 3

Result: Your phone announces 'Press
the "CLR" button, if you want to delete a name.'

3. Press $\uparrow$ or repeatedly until you
find the one you want to delete.


All Names

1. Press FCN.
2. Press:

- Numeric button 4 followed by
- Numeric button 5


3. Press STO.

Result: Your phone sounds a long beep
and all names are deleted.


## Using Voice Dial

In Automatic Mode


1. Open the cover.

Result: Your phone announces 'Please say name.'
2. Say the name you want to make a call.


Result: Your phone plays the name and announces 'Calling in progress', then dials the number stored with the name.

- If the phone plays a different name, press END/ $/$ and start over again.
E. To activate automatic voice dial mode, you have to turn the automatic voice dial feature on. See page 44
- You can dial a phone number using number keypad when you hear 'Please say name.'


## In Manual Mode



1. Press FCN.
2. Press:

- Numeric button 4 followed by

- Numeric button 2

Result: Your phone announces 'Please say name.'
3. Say the name you want to make a call.

Result: Your phone plays the name and announces 'Calling in progress', then dials the number stored with the name.


If the phone plays a different name, press END/象 and start over again.

## Tips on Using Voice Dial

- Speak clearly and naturally. If you sound the name in a different tone from the one you recorded, the phone does not recognize the name. The phone announces 'Please say name again.' If you fail several times, the phone announces 'Your instruction can not be processed. Please try again'.
- Avoid using in a noisy place. If not, the phone announces 'Please retry in a quiet place.'
- If you do not speak name within a specified time, the phone will beep and the message 'Time over' will be displayed.


## Turning Tones On and Off

## Keytone

You can press a number during conversation without transmitting the annoying beep tones to the person to whom you are speaking.

This function is only available during a telephone conversation.

2. Press:

- Numeric button 4
followed by
- Numeric button 6

|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... |  |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |


|  |  |
| :--- | :--- |
| 3. Press $\uparrow$ or $\downarrow:$ |  |
| To... | Choose... |
| Turn the feature on | YES |
| Turn the feature off | NO |

4. Press STO.
5. Press FCN.

To Turn On/Off Automatic Voice Dial Feature


## Call Release Tone

This feature enables the phone to sound a release tone when a call is released. When you purchase your phone, the release tone is preset to ' $\mathrm{NO}^{\prime}$ '.


1. Press FCN.

2. Press STO.

## Connect Tone

This feature enables the phone to sound a connection tone when your phone is connected to the basestation system to make a call. When you purchase your phone, the connection tone is preset to ' $\mathrm{NO}^{\prime}$ '.


## Sending Your Own Phone Number

You can send your phone number with a simple press of buttons.

This function is only available during a telephone conversation.


1. When the pager asks you to enter your phone number after calling paging system, press:

- FCN
followed by
- Numeric button 9 .

Result: 'SENDING DTMF'appears in the display. While the message blinks several times, your phone number is dialed automatically.

## Displaying Your Own Phone Number

You can check your own phone number.


1. Press:

- RCL followed by
- Numeric buttons 1 and \#

Result: The message phone \#: and your own phone number are displayed.If you have your own phone numbers more than one number, press $\boldsymbol{\uparrow}$ or to check the next number.

## System Selection

The system selection feature of your phone enables you to choose which of the system providers you will use.

## 1. Press FCN.

2. Press:

- Numeric button 6.

3. Press $\uparrow$ or $\downarrow$ repeatedly until the desired mode is displayed. See 'System M ode'.
4. Press STO.

## System M ode

System A Only: Your phone will use only system A.

System A is preferred: Your phone will seek service on system A. If the call cannot be completed, the phone will automatically seek service on system B.
System B Only :Your phone will use only system $B$.

System B is preferred: Your phone will seek service on system B. If the call cannot be completed, the phone will automatically seek service on system A.
Home System Only : Your phone can place and receive calls only on your home system. Roaming in other cities is not possible.


## Message Service

This feature allows the phone to receive alphanumeric messages or voicemails. Contact your service provider for availability of this feature.
[1. Your phone can receive up to 10 text messages or one voice mail.

- Each message can contain a maximum of 160 alphanumeric characters.
- The messages are stored in the order they were received.


## Finding Out You Have a Message

Your phone alerts you when you have new voicemail or text messages in several ways:


- If the message is urgent, 'URGENT !' is displayed instead of 'NEW'.
- If a caller left a callback number, your phone displays the number.
- If the memory is full with messages, 'Memory Full !' is displayed. You must erase the old messages to receive a new message.

To Retrieve Messages in Voicemail

1. Press:
FCN
followed by
Numeric button 7 .
Result:
Your phone displays the message
options you can choose;
1:Voice, $2:$ Text, $3:$ Erase
All, $4:$ SMS Alert.
Use $\uparrow$ or to see the option
hidden in the display.
The total number of new messages
is also displayed.
2. To listen to new or saved messages, press the numeric button 1.

Result: Your phone displays:

- Total number of messages stored in the voicemail center
- Date and time the message was received


## 3. Press SEND.

Result: Your phone calls and connects to the Voice M ail center.
4. You can check the voicemails by following the directions provided by your service provider.


To Read Text Messages


1. Press:

- FCN
followed by
- Numeric button 7.

Result:
Your phone displays the message options you can choose;
1:Voice, 2:Text, 3:Erase
All, 4:SMS Alert.
Use $\boldsymbol{\uparrow}$ or to see the option hidden in the display.

- The total number of new messages is also displayed.

2. To read the text messages, press the numeric button 2.

Result: Your phone displays:

- Date and time the message was received
- Callback number (if a caller left)

3. Press $\uparrow$ or to scroll through the available messages.
4. After you read the message:

| To... | Press... |
| :--- | :--- |
| Display the | Numeric |
| previous message | button $\mathbf{7}$ |
| Display the next | Numeric |
| message | button $\mathbf{9}$ |
| Erase the message | CLR |
| Exit this function | END/ $\mathbf{}$ |

## Callback

1. When you're reading a text message, if the person who called you left a callback number, your phone displays the page number. instantaneously by pressing SEN D.


## To Erase All Messages

1. Press:

- FCN
followed by
- Numeric buttons 7 and 3.


| 2. To... | Press... |
| :--- | :--- |
| Erase all messages | CLR |
| Cancel and exit <br> this function | END/ $\boldsymbol{\text { ¢ }}$ |



## To Choose Alert Type for Message Receiving

When a message is received, the phone can alert you with the alert type chosen every 2 minutes until the message is checked.


1. Press:

- FCN
followed by
- Numeric buttons 7 and 4.

2. Press $\uparrow$ or until you find the desired alert type.

Result: There are three receiving alert modes (OFF, ONCE, EVERY 2 MIN) available.

## 3. Press STO.

## Setting Alarm

You can set the phone to sound an alarm at an appointed time. If you set an alarm time, the phone will sound an alarm automatically at the appointed time.

To Set Alarm

| 1. Press: |
| :--- |
| FCN |
| followed by |
| Numeric buttons $\mathbf{3}$ and $\mathbf{2}$. |
| 2. Press numeric button $\mathbf{1}$ to choose |
| 'Set'. |
| 3. Press $\uparrow$ or $\downarrow$ to choose the alarm |
| mode. |
| Result: Each time you press $\uparrow$ or $\downarrow$, |
| ' ONE TIME' or ' DAILY' is |
| alternatively displayed. |
| ONE TIME : Alarm will be |
| activated one time. |
| DAILY : Alarm will be activated |
| on a specified time every day |
| unless you release the alarm |
| feature. |

4. Press STO

Result: If any alarm time is already set, the message 'ALARM TIME' and the appointed time are displayed.
5. Enter the time you want to set.

Result:

- If the current time is already set, you can specify the alarm time. Enter the hour and minute.
- If the current time is not set, enter the time duration your phone has to wait in minutes.If you enter the invalid number, move the cursor to the desired digit by pressing $\uparrow$ or $\downarrow$ and correct the number.




## DTM F Dialing

This feature allows you to utilize additional phone services, such as accessing an alternate long distance network, signaling pager, or banking by phone. The following two features will make it easier to send DTMF tone.

If ' SILEnT' is displayed, turn on the keytone. See 'Turning Tones On and Off' on page 45.

## Using Memory

If you want to use this feature, store the numbers (ID code, credit card number, etc) in a memory location.


## Using Pause

You can insert a pause once or more between the DTMF tones. You can dial up to 36 digits including the pause.

5. Press SEND again.If a pause is inserted more than once, press SEND repeatedly to transmit the next number after the pause.
Result: When the special service answers, you hear the announcement to enter the numbers.

1. Enter the phone number of the
service that you wish to access.

## 2. Press: <br> - STO followed by <br> - \#

Result: The pause indication ' p ' is displayed after the phone number.
3. Enter the number to be dialed in DTM F.

## 4. Press SEND.

## Timers

Your phone provides versatile features related with timer as follows:

- Checking W orld Time
- Setting Current Time
- Checking Last Call Time
- Checking Cumulative Air Time
- Clearing Cumulative Air Time


## To Check W orld Time

1. Press FCN.
2. Press numeric buttons $\mathbf{3}$ and $\mathbf{1}$.

Result: The cities you can choose are displayed as follows:
Hongkong, Bangkok, Beijing, Cairo, Caracas, Chicago, Denver, Honolulu, London, Los Angeles, M oscow, New Delhi, New York, Paris, Rangoon, Rio de J aneiro, Rome, Samoa, San Francisco, Seoul, Sydney, Tokyo, Teheran, W ellington.
3. Press $\uparrow$ or $\downarrow$ until you find the desired city.

Result: You can check the time of 24 cities.



4. Enter the desired city number.

Result: The current time of the desired city is displayed.


| 5. To... | Press... |
| :--- | :--- |
| Check time <br> for other cities | $\uparrow$ or $\downarrow$ |
| Exit this function | CLR |

If the LCD displays 'PLEASE ENTER CDMA SERVICE FOR TIME' when you try to check world time, you cannot get correct world time information unless you set correct current time. To set a current time, or to check the current time, see 'To Set and Change Current Time' on page 61.

To Set and Change Current Time

1. Press FCN.
2. Press numeric buttons $\mathbf{3}$ and $\mathbf{0}$.

Result: The current time, if any previously set, is displayed.

$\underline{ }$
3. Enter the current time using the number button.
. - Press the number button in sequence of month/day/year/ hour/minute.

- If you entered wrong number, move the cursor to the desired digit by pressing $\uparrow$ or $\downarrow$ and then correct the number.

Example: For M arch, 15th, 1998, 2:15PM , enter 031519981415 in sequence.


## 4. Press STO

Result: The current time is displayed.
C. If you enter an invalid time, the message' INVALID TIME' is displayed.


## To Check the Last Call or the Cumulative Air Time

This feature allows you to check the duration of the last call or the cumulative air time.


1. Press FCN.


| 2. To check... | Press... |
| :--- | :--- |
| Last call | Numeric <br> time |
| button 3 <br> twice |  |
| Cumulative <br> air time | Numeric <br> buttons $\mathbf{3}$ <br> and 4. |
|  |  |

Result: The call time chosen is
displayed in year/day/hour/
minute/second.

3. Press END/ to exit this function.

To Erase the Cumulative Air Time

1. Press FCN
2. Press $\uparrow$ or $\downarrow$ to choose YES.

## 4. Press STO.

Result: 'AIR TIME IS CLEARED' is displayed and all cumulative air time is deleted.


## Using Calculator

You can calculate using the phone.


## 1. Press:


followed by

- Numeric button 1, 9 .

Result: ' CALCULATOR' is displayed.

2. Enter the number. The calculator can show a maximum of 7 digits.


| $\begin{array}{l}\text { 4. Enter the other number you want to } \\ \text { calculate. }\end{array}$ |  |
| :--- | :--- |
| 5. To... | Press... |
| See the result | FCN. |
| Calculate other numbers | $\begin{array}{l}\text { Repeat steps } \\ 3 \text { and 4. }\end{array}$ |
|  | $\begin{array}{l}\text { CLR } \\ \text { (Hold down). } \\ \text { Clear the value } \\ \text { Return to Standby mode }\end{array}$ |
| END/ $/ \boldsymbol{C}$ |  |

3. Press STO repeatedly until the desired calculation symbol (,,+- ,, /) appears.

Result: The number you entered moves in the bottom line.

Using Stop Watch

1. Press:

- FCN
followed by
- Numeric button 1, $\mathbf{0}$.

Result: Timer is displayed.


| the timer keeps counting. |  |
| :--- | :--- |
| 4. To... | Press... |
| Resume | STO. |
| Reset to zero | FCN. |
| Exit | END/ $\boldsymbol{\text { E }}$ |



## Automatic Feature Setup

You can change the status of an automatic feature already setup in your phone.

To Change the Status of Automatic Feature


1. Press:

- FCN
followed by
- Numeric button 1

Result: The features you can choose are displayed.

3. Press the function number of the feature.

The function numbers are as follows:
1: Auto Redial
2: Auto Receiving
3: Tone Length
4: Backlight
5: Call Time Display
6: Present Time Display
7: Release Tone Setting
8: Connect Tone Setting
9: Calculator
0 : Stop Watch
4. Press $\boldsymbol{\uparrow}$ or to choose the status you want.
5. Press STO.

## Selectable Features

Automatic Redial: When this feature is activated (YES mode), a number is automatically redialed if the call is not connected successfully. If the phone is connected to the system while redialing the number, you can hear the connect tone. If it is disabled (no mode), you must redial manually.

Automatic Receiving: If this feature is activated (YES mode) and a call is received, the phone will answ er the call automatically after 3 rings. If it is disabled (no mode), you must open the cover or press any button to answer the call.
DIf you have chosen LAM P, VIBRATOR, or VIB+BELL mode to alert the incoming call, the Automatic Receiving feature will not be activated.

Tone Length: You can change the tone length. Your phone is preset to Short at the factory. If the remote machine does not access the tone generated from your phone, change the tone length to Long.
When you call a paging system, your phone should be in Short mode.

Backlight: W hen you turn on your phone, the LCD display and keypad light up. You can choose from Aut omat ic or Always OFF. In Aut omat ic mode, the light goes off automatically 8 seconds after the last button is pressed. If you choose Always OFF mode, the light is always off.

Call Time Display: If this feature is activated (on mode), the call time counter is automatically displayed when the phone is connected to the system. You can check the call time during telephone conversation. In OFF mode, you must activate the call time display manually by pressing FCN and numeric button 2 while you are over the phone. To turn off the feature, press FCN and 2 again.
The call charge starts to count when the call is actually connected.

Present Time Display: If this feature is activated (on mode), the current time is displayed. In OFF mode, the current time is not displayed.

Release Tone: When this feature is activated (YES mode), the phone sounds a release tone when a call is released. In no mode, the phone does not generate a release tone. See page 46.

Connect Tone: When this feature is activated (YES mode), the phone makes a connection tone when your phone is connected to the basestation system to make a call. In no mode, the phone does not generate a connection tone. See page 47.

## Changing Gr eeting Message

This feature allows you to change the greeting message displayed when you turn on the phone.


## Restricting the Use of the Phone

You can restrict the use of the phone by unauthorized person. There are 4 restriction modes you can choose as follows:

- Restrict Dial from Memory: In this mode, you cannot access the memory feature. Storing number in memory or recalling number from memory is prohibited. If you try to use the memory feature, 'MEMORY IS RESTRICTED' is displayed.
- Restrict Incoming Call: In this mode, you cannot answer incoming calls. 'PAGE RESTRICTED' is displayed.
- Restrict International Call: In this mode, you cannot dial an international call number beginning 00 . If you try to dial a phone number beginning 00,' INT. CALL IS RESTRICTED' is displayed.
- Restrict Special Call: In this mode, you cannot dial a special phone number having 2 digits or less. If you try to dial a number less than 2 digits, 'SPEC. CALL IS RESTRICTED' is displayed.

In all restriction mode, you are allowed to make emergency calls.

1. Press:

- FCN
followed by
- Numeric button 0

Result: The LCD display asks to enter your lock code.

$\qquad$
2. Enter the lock code.

Result: If the correct lock code is entered, the Setup menu is displayed.

[.]. The lock code is preset to 0000 at factory.

- For further details on the lock code, see 'Changing Lock Code' on page 73.


3. Press 4 to select 'Restrict' function.

Result: The restriction modes you can choose are displayed.


## Changing Lock Code

When you purchase your phone, the lock code is preset to 0000.
4. Enter the new lock code.
5. Press STO.
The lock code must be 4 digits.
'TOO you enter fewer than 4 digits,
displayed and the phone returns
to step 4.
4. To restrict... Press...

Memory dial Numeric button 1
Incoming call Numeric button 2
International call Numeric button 3
Special call Numeric button 4


| 5. Press $\uparrow$ or $\downarrow:$ |  |
| :--- | :--- |
| To... | Choose... |
| Turn on the feature | YES |
| Turn off the feature | NO |


6. Press STO.


| 4. To restrict... | Press... |
| :--- | :--- |
| Memory dial | Numeric button 1 |
| Incoming call | Numeric button 2 |
| International call | Numeric button 3 |
| Special call | Numeric button $\mathbf{4}$ |

## Locking the Phone

If you lock the phone, calls can not be made until correct lock code is entered. You can, however, still receive incoming calls.
.1. When 'LOCKED' is displayed, pressing the lock code allows you to use the phone until you turn off the phone. If the phone is turned on, the lock status is reset.

- You can make an emergncy call while the phone is locked.


1. Press andhold \#.
2. Enter the lock code.

The lock code is preset to 0000 . An asterisk (木) is displayed for each digit entered.

## 3. Press $\uparrow$ or $\downarrow$ :

## T0...

Turn on the feature
Turn off the feature
NO
4. Press STO.

## Warning Beep Gener ation

You can set your phone to generate beeps

- every one minute during your phone conversation to indicate the call time passed.
- when service area is changed.


2. Enter the lock code.
Result: The lock code is preset to 0000. An asterisk (木) is displayed for each digit entered.

| 3. To set... | Press... |
| :---: | :---: |
| One-minute beep during conversation | Numeric button 5 |
| Service area change alert | Numeric button 6 |


| 4. Press $\uparrow$ or $\downarrow$ : |  |
| :--- | :--- |
| To... | Choose.. |
| Turn on the feature | YES |
| Turn off the feature | NO |

5. Press STO.



## Choosing NAM

NAM feature allows you to subscribe to one or more service networks.


```
1. Press:
- FCN
followed by
- Numeric button 0
```


2. Enter the lock code.

Result: The lock code is preset to
0000. An asterisk (木) is displayed for each digit entered.

3. Press numeric button 9 to choose 'Set NAM ' function.
4. Press $\uparrow$ or to choose the desired NAM mode.

Maximum of 4 NAM selections are available.
5. Press STO.

## Setting the Phone to Send PIN

If your system supplier provides this service and you have PIN assigned by the system supplier, you can set your phone to send PIN when you make a call. This feature prevents the phone being used by unauthorized person. For information on this service in detail, contact your system supplier.

1. Press:
FCN
followed by

- Numeric button 0


3. Press numeric button 2.

| 4. Press $\uparrow$ or $\downarrow:$ |  |
| :--- | :--- |
| To... | Choose... |
| Turn on the feature | Prompt |
| Turn off the feature | Never |



5. Press STO.

## To Use the Feature



1. If you've chosen 'Prompt' to send PIN, the LCD prompts you to choose to send PIN or not each time a call is connected.


| 2. To... | Press... |
| :--- | :--- |
| Send PIN | $\boldsymbol{\approx}$ |
| No send | $\#$ |

## Vocoder Mode

This phone is set to ' EVRC FORCED'for the best quality of your call.
If you use this phone abroad, please refer to the network service provider for more information.


1. Press:

- FCN
followed by
- Numeric button 9 and 2.

2. Press $\uparrow$ or $\downarrow$ until the desired mode is displayed. (EVRC FORC, VOICE 13K, VOICE 8K, EVRC NORM)

## 3. Press STO.

Result: The phone is reset and return to the standby mode.

## System Reset

This feature changes the status of the phone to manufacturer's default status. If you want to reset all changed status to manufacturer's default status, use this feature.

 converted to the default status.
conver

## Cleaning Your Cellular Phone

There are no specific cleaning requirements for your cellular phone.


1. Use a damp cloth to clean your cellular phone. Do not allow water to get into the phone, particularly the battery.

2. Do not use abrasive pow ders or sponges or any solvents, such as trichlorethylene or acetone, as they may damage the plastic surfaces.

## Battery Safety Precautions

The illustrations below indicate the precautions to be taken with the battery packs.

DO NOT use or charge the batteries in extreme temperature conditions:

- Above $95^{\circ} \mathrm{F}\left(35^{\circ} \mathrm{C}\right)$
- Below $41^{\circ} \mathrm{F}\left(5^{\circ} \mathrm{C}\right)$

Any replacement battery pack must be of the same manufacturer and type. Used batteries should not be disposed of in a fire or waste bin. Dispose of them in accordance with local legislation.

DO NOT disassemble the battery packs. There are no user-serviceable parts inside it. DO NOT drop the batteries or subject them to physical shocks.




Keep the batteries out of children's reach.


If the batteries are not used for a long period of time (about one year), their service life may be reduced. Store them in a cool, dry place.


Cigarette Lighter Charger Kit (CLC14)

Allows you to charge your batteries in your vehicle.

Cigarette Lighter Charger (CHG21)

It is used in common with SCH-470 and SCH-570.


## Desk Top Charger

(DTC24)


## Ear M icrophone (EM P20)

## B attery

BTL1024S : Standard battery BTL1624M : M edium battery

## Tr oubleshooting

Before contacting an authorized service center, perform the following simple checks. They may save you the time and expense of an unnecessary service call.

NOSVC is displayed in the display.

- Make sure you are in the service area.
- If you have changed the service system, wait for about 2 minutes.
- M ake sure you have chosen correct service mode (See page 49).
- Sometimes, NOSVC indication appears briefly. It is normal.

Beep tone sounds when you make a call.

- The call is not made successfully.
- When beep tone sounds, press SEND again so that the number is redialed automatically.
- To cancel automatic redial, press END/事.

Ringer bell does not sound and receiving lamp flickers.

- You have set the phone to the lamp mode (See page 21).

LOCKED is displayed and you cannot make a call.

- The phone is locked.
- Press lock code (Default:0000).
- If you forgot the lock code, consult with the service center.


## Battery usage time is different with that of this manual.

- If there are lots of tries to make a call in no-service area, the usage time may be reduced.
- After charging, please store battery in a cool, dry place.

The phone isn't turned on, even though the battery is full. - Remove battery from the phone and reattach it.

The phone does not w ork properly, or does not w ork at all.

- Remove battery from the phone and reattach it.

MAINTENANCE REQUIRED is displayed

- Make sure the phone is registered to use.


## Nothing is displayed

- Check that the battery pack has been charged and installed correctly.
- Check that the phone has been switched on (Press END/ $\boldsymbol{\psi}$ for more than one second).

You have entered a number but does not dial.
Have you pressed the SEND button?

- Is the cellular phone service cur rently available (SvC displayed)?
- Are you accessing the right cellular netw ork (if the phone is programmed for dual netw ork use)?


## Your party cannot reach you

- Is your phone switched on (Press END/ - for more than one second)?
- Are you accessing the right cellular netw ork (if the phone is programmed for dual netw ork use)?


## Your party cannot hear you

- Have you switched off the microphone (MUTE displayed)?
- Are you holding the phone close enough to your mouth? The microphone is located at the bottom of the phone.

The phone starts beeping and $\square$ flashes on the display

- The battery pack is insufficiently charged. Replace the pack and recharge it fully until the lamp on the charger turns green.


## The audio quality of the call is poor

- Check the signal strength indicator ( $\boldsymbol{\text { I }}$ ) on the display; the number of bars indicate the signal strength from strong ( 1 III) to weak (1).
- Try extending the antenna, moving the phone slightly or moving closer to window if you are in a building.


## No number is dialed when you recall a memory location

- Check that the numbers have been stored correctly, by using the memory scan feature (See page 32).
- Re-store them in the memory, if necessary.


## If the above guidelines do not enable you to solve the problem, take a note of:

- The model and serial numbers of your phone
- Your warranty details
- A clear description of the problem

Then contact your local dealer or SAM SUNG Authorized Service Center.

## LCD Messages

| AIR TIME IS CIEARED | Cumulative call time is cleared. |
| :---: | :---: |
| ALL MEMORIES <br> ARE CLEARED | All the phone numbers stored in memory are cleared. |
| ALL MEMORIES <br> ARE EMPTY | There is no phone number stored in memory. |
| INT.CALL IS RESTRICTED | While the phone is restricted, you have tried to make an international call beginning 00 . |
| INVALID TIME | You have entered invalid or no time. |
| LAST CALLS ARE CLEARED | All the phone numbers in redial memory are cleared. |
| LOCATION EMPTY | The memory location you chose is empty. |
| MAINIENANCE REQUIRED | The phone number is not registered in the base station. |
| $\begin{aligned} & \text { MEM. (00-79) IS } \\ & \text { FULL } \end{aligned}$ | There is no empty location under which you can store phone numbers. |
| MEMORY IS RESTRICTED | While the phone is restricted, you have tried to make a call by memory dial. |
| MEMORY USED! <br> CLEAR? YES | A phone number stored in the selected memory location is cleared. |
| MEMORY USED! STORE? YES | A phone number is already stored in the selected memory location. |
| NAME NOT FOUND | The name you are trying to recall does not exist. |


|  | NO LAST CALL | There is no phone number stored in redial memory. |
| :---: | :---: | :---: |
|  | NO MATCH NUMBER | The phone number you are trying to recall does not exist. |
|  | NO PHONE NUMBER | You have pressed SEND without entering a phone number. |
|  | No SERVICE | The phone is out of service area. |
|  | NO STORED NAME | Name is not stored with the phone number into memory. |
|  | PAGE RESTRICTED | While the phone is restricted, you have tried to answer call. |
|  | PLEASE ENTER CDMA SERVICE FOR TIME | You have tried to check world time while the current time is not set. |
| - | REDIAL CALL FAIIED | The call cannot be made completely even after automatic redialing. |
|  | SEARCHING EMPTY MEMORY | The phone is searching empty memory. |
|  | SPEC.CALL IS RESTRICTED | While the phone is restricted, you have tried to make a special call. |
|  | TOO FEW DIGITS! | Too few digits for your lock code. |
|  | WAIT TO RESET PHONE | The phone is being initialized. |
|  | Restricted by Silent mode | While silent mode is selected, you can not change the alert type and can not adjust keytone. |

## Summary

| BASIC OPERATION |  |
| :---: | :---: |
| Turning on and off | END/ ${ }^{\text {¢ (press and hold) }}$ |
| Making a call | Phone number + SEND |
| Adjusting volume |  |
| - Ringer | $\mathbf{F C N}+\mathbf{5}+1+\mathbf{~} / \downarrow$ |
| - Speaker | (while over the phone) FCN twice+ $\uparrow / \downarrow$ |
| - Keytone | $\mathbf{F C N}+5+2+\mathbf{t} \downarrow$ |
| Mute | (while over the phone) $\quad \mathbf{F C N}+3$ |
| Choosing alert type | FCN + $\mathbf{2 + 1}+\mathbf{+} / \downarrow+$ STO |
| Choosing ringer bell | FCN $+2+2+\uparrow / \downarrow+$ STO |
| Last 10 number |  |
| - Scanning and dial <br> - Erasing all numbers in redial memory | $\mathbf{R C L}+\mathbf{1}+\mathbf{R C L}+\boldsymbol{\uparrow} / \downarrow+$ SEND <br> FCN $+\mathbf{0}+$ lock code $+\mathbf{8}+$ <br> $\uparrow / \downarrow+$ STO |
| Using One Touch Silent mode | ※ (press and hold) |
| Auto lock | \# (press and hold) |
| MEMORY DIALING |  |
| Finding empty location | $\mathbf{R C L}+\mathbf{1 + 玉}+\mathbf{+} / \downarrow$ |
| Finding empty location under a specified group | RCL + 1 +0-7 + $\mathbf{E}+\mathbf{+} / \downarrow$ |

Storing numbers into
$\left.\begin{array}{ll}\text { - Specific memory } \\ \text { location }\end{array} \quad \begin{array}{l}\text { Phone number + STO + } \\ \text { location }(00-79)+\text { name }+ \text { STO }\end{array}\right\}$

Calling numbers by

- One-touch

0-9 (hold the last digit of the hot line memory 00-09)

- Two-touch 10-79 (press shortly the first
digit and hold the last digit)

| Scanning memories by |  |
| :--- | :--- |
| - Location number | RCL $+1+$ location $(00-79)+\boldsymbol{\uparrow} / \downarrow$ |
| - Name | RCL $+2+$ name $+\mathbf{R C L}+\boldsymbol{\uparrow} / \downarrow$ |
| - Partial phone |  |
| number | The first part of phone number as |
| long as you know + RCL $+\uparrow / \downarrow$ |  |

Erasing numbers stored in

- Specific memory CLR (hold) + STO + location location (00-79) + STO
- All memories
$\mathbf{F C N}+\mathbf{0}+$ lock code $+\mathbf{7 + \boldsymbol { \uparrow } / \downarrow + \mathbf { S T O }}$


## VOICE DIALING

Recording Name $\quad \begin{aligned} & \text { FCN }+\mathbf{4}+\mathbf{1}+\text { Say name (twice) }+ \\ & \\ & \text { Phone number }+ \text { STO }\end{aligned}$
Phone number + STO
Checking Name
FCN $+4+4$
Erasing

- A particular name $\mathbf{F C N}+\mathbf{4}+\mathbf{3}+\boldsymbol{\uparrow} / \downarrow+$ CLR + END
- All names

FCN + $4+5+$ STO
Using Voice Dial

- In automatic mode Open the cover + Say name
- In manual mode $\quad$ FCN $+\mathbf{4 + 2}+$ Say name
- To turn on/off FCN +4+6+4/ゅ+STO automatic voice dial feature
- To listen to the $\quad$ FCN + 4+7 recording of the other's talking
- To record
(while over the phone) $\mathbf{F C N}+\mathbf{1}$


## USEFUL FEATURES

Turning off keytone (while over the phone) FCN + 4
Sending own number (while over the phone) FCN +9

| Own number display | RCL + $1+\#$ |
| :---: | :---: |
| Selecting system | FCN $+6+\uparrow / \downarrow+$ STO |
| Message service |  |
| - To retrieve voice mail | FCN + $7+1+$ SEND |
| - To read text message | $\mathbf{F C N}+7+2+\boldsymbol{\downarrow}$ - |
| - To callback | SEND + SEND |
| - To erase all messages | FCN + $7+3+$ CLR |
| - To choose alert type | $\mathrm{FCN}+7+4+\uparrow / \downarrow+$ STO |
| Setting alarm |  |
| - Turn on | $\begin{aligned} & \mathrm{FCN}+\mathbf{3}+\mathbf{2}+\mathbf{1}+\boldsymbol{\uparrow} / \downarrow+\mathrm{STO}+ \\ & \text { alarm time + STO } \end{aligned}$ |
| - Turn off | $\mathrm{FCN}+3+2+2+\uparrow / \downarrow+$ STO |

DTMF dialing

- Using memory dial (while over the phone) RCL + $\mathbf{1}+$ location (00-79) + FCN + SEND
- Using pause insert Phone number + STO + \# + Phone number + SEND + SEND

Calculating with the phone FCN $+1+9$

Stop Watch
$\mathrm{FCN}+1+0$ the other's talking

| Checking world time | $\mathbf{F C N}+\mathbf{3 + 1}+\boldsymbol{\uparrow} / \downarrow+$ city number |
| :---: | :---: |
| Setting current time | $\mathbf{F C N}+3+0+$ time $+\mathbf{S T O}$ |
| Checking last call time | FCN＋ $3+3$ |
| Cumulative call time |  |
| －Checking | FCN $+3+4$ |
| －Erasing | $\mathrm{FCN}+3+5+\uparrow / \downarrow+$ STO |

## ADVANCED FEATURES

selectable features setup
－Automatic redial $\quad \mathrm{FCN}+\mathbf{1}+\mathbf{1}+\boldsymbol{\uparrow} / \downarrow+$ STO
－Automatic receive $\mathrm{FCN}+\mathbf{1}+\mathbf{2}+\boldsymbol{\uparrow} / \downarrow+\mathrm{STO}$
－Tone length
$\mathrm{FCN}+\mathbf{1}+\mathbf{3}+\boldsymbol{\uparrow} / \downarrow+\mathrm{STO}$
－LCD Back light
FCN $+\mathbf{1}+\mathbf{4}+\boldsymbol{\uparrow} / \downarrow+$ STO
－Call time display
FCN $+\mathbf{1}+5+\uparrow / \downarrow+$ STO
or
（while over the phone） $\mathbf{F C N}+\mathbf{2}$
－Current time display FCN＋1＋6＋4／$\downarrow+$ STO
－Release tone
FCN＋1＋7＋ヶ／ゅ＋STO
－Connect tone
FCN＋1＋8＋4／t＋STO
Changing greeting
FCN $+\mathbf{0}+$ lock code $+\mathbf{1}+$ new message
greeting + STO
Restrict phone use
－No memory dial
$\mathbf{F C N}+\mathbf{0}+$ lock code $+\mathbf{4 + 1}+$ $\boldsymbol{\uparrow} / \downarrow+$ STO
－No incoming call FCN $+\mathbf{0}+$ lock code $+\mathbf{4 + 2}+$ $\boldsymbol{\uparrow} / \downarrow+\mathbf{S T O}$
－No international $\quad$ FCN +0 ＋lock code $+4+3+$ call
－No special call $\uparrow / \downarrow+$ STO
$\mathrm{FCN}+\mathbf{0}+$ lock code $+4+4+$个／$\downarrow+$ STO
Changing lock code FCN＋ $\mathbf{0}+$ current lock code $+3+$ new code + STO

| Lock／Unlock the phone | press and hold \＃＋lock code＋ $\uparrow / \downarrow+\text { STO }$ |
| :---: | :---: |
| One－minute beep during conversation | $\begin{aligned} & \text { FCN }+\mathbf{0}+\text { lock code }+\mathbf{5}+\boldsymbol{\uparrow} / \downarrow \\ & + \text { STO } \end{aligned}$ |
| Service area change alert | $\begin{aligned} & \text { FCN }+\mathbf{0}+\text { lock code }+\mathbf{6}+\mathbf{\uparrow} / \\ & + \text { STO } \end{aligned}$ |
| Choosing NAM | $\begin{aligned} & \text { FCN }+\mathbf{0}+\text { lock code }+\mathbf{9}+\mathbf{\uparrow} / \downarrow \\ & + \text { STO } \end{aligned}$ |
| Setting to send PIN | $\begin{aligned} & \text { FCN }+\mathbf{0}+\text { lock code }+\mathbf{2}+\boldsymbol{\uparrow} / \downarrow \\ & +\mathbf{S T O} \end{aligned}$ |
| System reset | $\begin{aligned} & \text { FCN }+\mathbf{0}+\text { lock code }+\mathbf{0}+\boldsymbol{\uparrow} / \downarrow \\ & + \text { STO } \end{aligned}$ |


| BASIC DEFITION |  | MTERM P PHONE BDOK |  |
| :---: | :---: | :---: | :---: |
| Make a call | Phone number + SEND | Store numbers | Ptione number + STO |
| Adiust speaker whlurie | whe on the phone: FCN twipe $+\mathbf{t} \downarrow$ |  | + feration min-79) <br> + name $+\mathbf{S T O}$ |
| Adjust alert volume | FCN $+5+1+4 / \downarrow$ | One-thuch dialing | $0-9$ hor the last any at the bot we memort Dit29. |
| Mite | Whe on the phone, FCN +3 | Twotrouch dialing | 10-79 press shortiy the thist digit and |
| Sean last calls and dial | $\begin{aligned} & \text { RCL }+\mathbf{R C L}+\mathbf{+}+\downarrow \\ & + \text { SEND } \end{aligned}$ |  | houd the lastogy |
| Lockiunlock the phone | Press and hold \# + look conde $+\mathbf{t} / \boldsymbol{+}$ STO | - Lncation number <br> - Name | RCL $+1+$ location (00-79) $+\mathbf{t} / \downarrow$ RCL +2 + name $+\mathbf{R C L}$ |
| Silent mare | pressamotaic, |  | $+1 / 1$ |
| Anto lock | $\begin{aligned} & \text { (press and hold) \#) } \\ & \text { + lolk minde }+\boldsymbol{\uparrow} / \downarrow \\ & +\mathbf{S T 0} \end{aligned}$ | Erasing a speefific memoy lncation | CLR prata $+\mathbf{S T O}$ Incation (10n-79) $\mathbf{S T O}$ |



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