8. USERS MANUAL

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Safety Precautions

Read these simple guidelines. Failure to comply with them may be dangerous or illegal. For more detailed safety information, see “Safety Information” on page xx.

Road safety comes first
Do not use a hand-held mobile phone while driving; park the vehicle first. Remember that in some countries, it is illegal to use a mobile phone while driving.

Switch off when refuelling
Do not use the phone at a refuelling point (service station) or near fuels or chemicals.

Switch off on aircraft
Mobile phones can cause interference. Using them on aircraft is both illegal and dangerous.

Switch off in hospital
Follow any regulations or rules. Switch phone off near medical equipment.

Respect special regulations
Follow any special regulations in force in any area and always switch off your phone whenever it is forbidden to use it, or when it may cause interference or danger (in a hospital for example).

Interference
All wireless phones may be subject to radio interference, which may affect their performance.

Use qualified service
Only qualified service personnel must repair equipment.

Use sensibly
Use only in the normal position (to ear). Do not touch the antenna unnecessarily when the phone is switched on.

Accessories and batteries
Use only SAMSUNG-approved accessories and batteries.

Radio frequency exposure information
In August 1996, the Federal Communications Commission (FCC) of the U.S. adopted an updated safety standard for human exposure to radio frequency electromagnetic energy emitted by FCC regulated transmitters. These guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards.

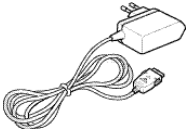
To maintain compliance with FCC RF exposure guidelines, if you wear a handset on your body, use the Samsung-supplied or approved carrying case, holster, or other body-worn accessory.

If you do not use a body-worn accessory, ensure the antenna is at least (1.0cm) from your body when transmitting. Use of non-approved accessories may violate FCC RF exposure guidelines.

Unpacking

Your package contains the following items.

Phone


Travel Adapter

Standard Battery

Owner's Manual

Hand Strap

In addition, you can obtain the following accessories for your phone from your local SAMSUNG dealer:

- Ear microphone
-
-

Standard, and Extended Li-Ion batteries

-
-

Your Phone

Phone Layout

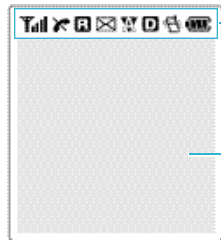
The following illustration shows the main elements of your phone.

Key	Functions
MENU	Enters the menu facility.
OK	*In the menu facility*, selects a menu function or stores information that you have entered. *In Standby mode*, quickly enters the **Voice Record** menu. When pressed and held down, starts recording a voice memo.
OK	*In the menu facility*, scrolls through the menu options. *In Standby mode*, ^ allows you to enter the **Game** menu and V changes the item to display on the Standby mode. And < allows you to enter the **Message Kit** menu and > to find a Phonebook entry by its name.

Key	**Functions** *(continued...)*
	Makes or answers a call. *In Standby mode*, recalls the last number dialed.
	Ends a call. Also switches the phone on and off when pressed and held. *In the menu facility*, returns to Standby mode and cancels your input.
CLR	Deletes characters from the display. *In the menu facility*, returns to the previous menu level.
0 2 9	Enters numbers, letters and some special characters.
*	*In Standby mode*, quickly enters the **Voice Dial** menu. When pressed and held, activates voice dialing. *In the text entry mode*, # changes the case.
#	*In Standby mode*, quickly enters/exits the silent mode. *In the text entry mode*, inserts a space.

Display

The display comprises two areas: an upper line of static icons, and the lower text and graphic area. The following icons display at power-on:



Icons

Signal strength : Shows the received signal strength. The greater the number of bars, the better the signal strength.

Service: Appears when a call is in progress.

No Service: Appears when you are outside a service area. With it displayed, you cannot make or receive calls. Wait a little while for a better signal or move into an open area to regain the service.

Roaming: Appears when you are out of your home area and have registered with a different network (when travelling in other countries, for example).

Icons *(continued...)*

New Message: Indicates that there is a new message waiting to be checked.

Analog mode: Indicates that the phone is operating in Analog mode.

Digital mode: Indicates that the phone is operating in Digital mode.

Vibration mode: Appears when the ring volume for calls is set to **Vibrate**.

Battery status: Shows the level of your battery. The more bars you see, the more power you have left.

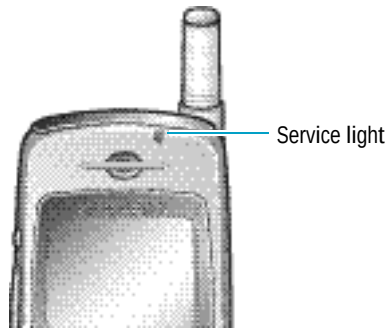
Backlight

The display and keypad are illuminated by a backlight. When you press any key, the backlight illuminates. It turns off if no key is pressed within a given period of time, depending on the **Backlight** option set in the **Display** menu.

To specify the length of time the phone waits before the backlight turns off, set the **Backlight** menu option (**6-1**); see page xx for further details.

Service light

The service light is in the top right-hand of the phone. It flashes to indicate incoming call or message. Also, the service light flashes for a few seconds when you turn on the phone.



Getting Started

Installing the UIM Card

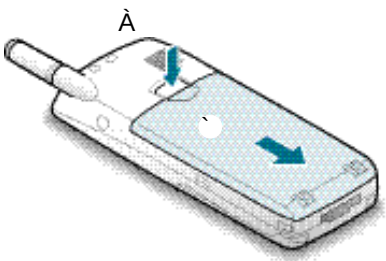
When you subscribe to a network, your are provided with a plug-in UIMcard loaded with your subscription details (CHV code, available optional service and so on).

Important! The plug-in UIM card and its contacts can be easily damaged by scratches or bending, so be careful when handling, inserting or removing the card.
Keep all UIM cards out of the reach of small children.

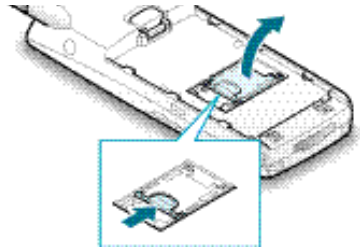
1. If necessary, switch off the phone by holding down until the power-off animation begins playing.

2. Remove the battery. To do so:

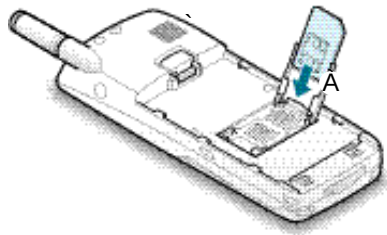
   À Press and hold the catch above the battery on the back of the phone.
   ` Slide the battery toward the bottom of the phone and take it away.



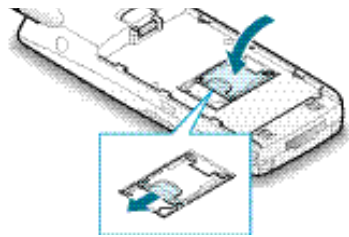
3. Slide the ivory lock in the UIM card holder right the bottom of the phone to unlock the UIM card holder and lift it up.



4. Insert the UIM card ensuring that the cut corner is at the bottom left and the gold contacts of the card face into the phone. Replace the card holder.

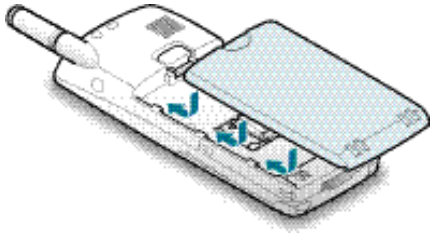


5. Slide the ivory lock left to lock the card holder.

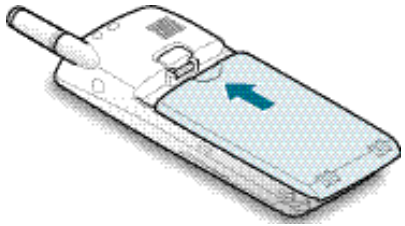


6. Reinstall the battery. To do so:

À Place the battery so that the tabs on it align to the notches on the back of the phone.



` Slide the battery toward the top of the phone until you hear a click.



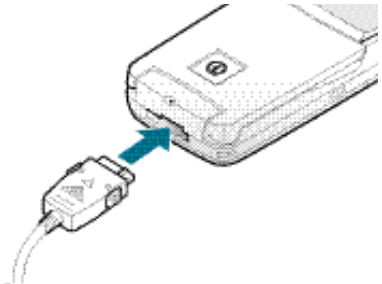
Charging a Battery

Your phone is powered by a rechargeable Li-ion battery.

A travel adapter is provided with your phone. Use only approved batteries . Ask you local SAMSUNG dealer for further details.

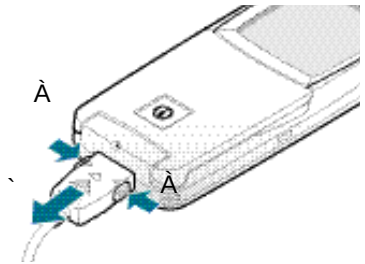
Note: You must fully charge the battery before using your phone for the first time. The phone can be used while the battery is charging.

1. With the battery in position on the phone, connect the lead from the travel adapter to the jack at the bottom of the phone.



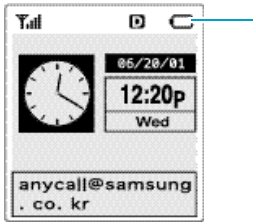
2. Connect the adapter to a standard AC wall outlet.

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



Low Battery Indicator

When the battery charge level gets low, the battery sensor blinks an empty battery icon at the top right corner of the display and sounds a tone.



If the battery level gets too low, the phone will turn off automatically. Unfortunately, if this happen, you'll lose whatever you are doing, including dropping your call. Watch the battery strength icon and make sure your battery is adequately charged.

Switching the Phone On / Off

1. Open the flip cover.

2. Hold down for more than one second to switch the phone on.

3. If the phone asks for a CHV code, enter the CHV code supplied with the UIM card. For further information on the CHV code, see page xx.
   The service light in the top right corner of the phone flashes, and an alert sounds. When the system locates services, you can see the following idle screens on the main display.

   If the phone is out of service, the No Service icon appears in the display. In this case, you cannot place and receive calls. You can try again later when service is available.

   Note: You can change the display language via the **Language** menu option (**6-5**).

3. When you wish to switch the phone off, hold down for more than two seconds.

WARNING!
Do not switch on the phone when the mobile phone use is prohibited or when it may cause interference or danger.

Note: Do not touch the antenna on the phone unnecessarily when the phone is switched on. Contact with the antenna affects call quality and may cause the phone to operate at a higher power level than otherwise needed.

Changing the Display for Standby Mode

Your phone provides you with a variety of items to display in Standby mode. You can change the idle screen with ease to one of the following items depending on your preference.

- Clock and calendar: displays a clock with a daily pad calendar. This is default display.
- World clock: displays two clocks showing the time in the time zones selected in the **World Time** menu option (see page xx).
- Digital clock: displays the digital clock.
- Wallpaper 1 and 2: displays the wallpaper animations selected in **Idle 1** and **Idle 2** under the **Animation** menu option (see page xx) respectively.

To change the display in Standby mode, press down navigation key repeatedly until you find the desired display.

CHV Code

The CHV code supplied with the UIM card helps you protect the UIM card against unauthorized use. When requested the code, key in the appropriate code (displayed as asterisks for security). If you enter an incorrect CHV code three times in succession, your UIM card is blocked. To unblock the card, contact your service provider.

You can enable or disable the code using the **R-UIM Setup** menu option (**9-0**). For further information on the CHV code, see page xx.

Your Phone's Mode

Standby Mode

Standby is the most basic state of your phone. The phone goes into Standby mode soon after you turn it on, or whenever you briefly press . When your phone is in Standby mode, you will typically see the current date and time. If you enter a phone number, you can press to dial it, or press to save it in the internal phone book.

Press at any time to return to Standby mode. Be careful; if you are on a call when you press , you will return to Standby mode, but it also disconnects the call. Press several times or hold it down to return to Standby mode without ending the call.

Talk Mode

You can place and answer calls only when your phone is turned on. During a call, the phone is in Talk mode. While you are in Talk mode, pressing MENU gives you a list of options referred to as "In-Call Options." See page xx for details on the options.

Power Save Mode

Your phone comes with a Power Save feature that will automatically be activated if your phone is unable to find a signal after 15 minutes of searching. While this feature is active, the phone's battery charge will conserved. The phone will automatically recheck for a signal periodically.
To manually force the phone recheck for a signal, press any key. A message on the display let you know when your phone is operating in Power Save Mode.

Lock Mode

When you lock your phone using the **Lock Mode** menu option (see page xx), you cannot use the phone. Even in Lock mode, you can receive messages and calls, but cannot place an outgoing call until you unlock the phone.

To unlock the phone, press MENU, and enter the lock code. The phone returns to Standby mode.

Call Functions

Making a Call

To make a call, proceed the followings:

1. In Standby mode, enter the area code and phone number.

   While entering a phone number, press MENU to insert a hard or two-second pause or a hyphenation. For more information on pause dialing, see page xx.

2. Press SEND. The phone places the call to the entered phone number.

Note: If you have set the time interval for automatic redialing in the **Auto Retry** menu option (see page xx), and nobody answers to you or the line is busy, the phone automatically retries to make the call.

Correcting the Number

To clear...	**Then...**
The last digit displayed	Press CLR .
The whole display	Hold down CLR for more than one second.

Ending a Call

When you have finished your call, press

The call time (length of the call) displays with the number of the called party. If the number is stored in your Phonebook, the name is displayed. If there is no match in Phonebook, you can press and store the number to the Phonebook. For further information on storing the number in the Phonebook, see page xx.

Or, simply close the flip cover to end a call.

Redialing the Last Number

To redial the number you dialed last, press twice.

The phone stores the last 10 numbers dialed so that you search for the desired number in the Outgoing call log. To recall any of these numbers, proceed as follows.

1. If there are any characters on the display, return to Standby mode by pressing .
2. Press The list of outgoing calls are displayed.
3. Press up or down navigation key (or the volume keys on the left side of the phone) to scan through the list until you find the required name or number.
4. Press to dial the displayed number.

Making a Call from the Phonebook

You can store the phone numbers called regularly in memory, called Phonebook. You then simply recall the number to dial. For further information on Phonebook, refer to page xx.

Prepend Dialing

The Prepend option lets you add digits such as area codes and network feature activation codes to a phone number that is in your Call logs before dialing it. (The prepended phone number cannot be more than 10 digits.)

To prepend the phone numbers stored in the Call logs:

1. Access the desired call log.
2. When the desired phone number displays, press to access the **Options** menu.
3. Press to select the **Prepend** option.
4. Enter the area code or feature code.
5. Press to dial the number.

Speed Dialing

Once you have stored phone numbers labeled with Speed Dial in the phonebook memory, you can dial them easily whenever you want. See below.

One-Touch Dial

Memory locations 01 through 09 are special one-touch locations. You can dial the phone numbers stored in the Phonebook memory from 01 through 09 simply by pressing one button.

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

For example: Location no. 009
Press 9 and hold.

The number (and name) stored is displayed, then dialed.

Two-Touch Dial

Memory locations 10 through 99 are special two-touch locations.

Press the second digit briefly, then hold down the third digit of the memory cell.

For example: Location no. 023
Press 2 briefly and hold down 3.

The number (and name) stored is displayed, then dialed.

Three-Touch Dial

Memory locations 100 through 350 are special three-touch locations.

Press the first and the second digit briefly, then hold down the third digit of the memory cell.

For example: Location no. 123
Press 1 and 2 briefly, then hold down 3.

The number (and name) stored is displayed, then dialed.

Emergency Dialing

You can place calls to hard-coded emergency numbers (911, *911, and #911) or three specified number in the emergency number list even if your phone is locked or all outgoing calls are restricted. For further information on emergency numbers, refer to page xx.

Pause Dialing

When you call automated system, like banking services, you are often required to enter a password or account number. Instead of manually entering the numbers each time, you can store the numbers in your Phonebook, separated by special characters called pauses.

There are two kinds of pauses that can be entered on your phone:

- Hard pause: A hard pause stops the dialing sequence until you press .
- Two second pause: A two second pause stops the dialing sequence for two seconds and then automatically sends the remaining digits.

Note: Multiple two second pauses can be entered to extend the length of a pause. For example, two consecutive two second pauses cause a total pause time of four seconds. However, keep in mind that pauses count as digits towards the 32 digit dialing maximum.

Storing Pauses in a Phonebook Entry

To store a number in your Phonebook that contains pauses:

1. Enter the phone number you want to store (such as the bank's teleservice phone number).
2. Press MENU. The Dial options display.

3. Press 1 or 2 ABC to enter the desired pause.
   - Press 1 for **P pause**. The letter "P" displays in the number, meaning that a hard pause will occur at that point in the dialing sequence.
   - Press 2 ABC for **T pause**. The letter "T" displays in the number, meaning that a "Timed" pause will occur at that point in the dialing sequence.
4. Enter the digits that need to follow the pause (such as your account number).
5. Store the number in your Phonebook as you normally would by pressing OK and following the screen prompts.

Pause Dialing from a Stored Phonebook Entry

1. Dial the number from the Phonebook.
2. If you stored the number using a two second pause(s), your phone transmits the number that follows the "T" pause two seconds after connection.

   If you stored the number using a hard pause(s), wait for the appropriate prompt from the number you are calling (credit card number, back account number, etc.). When prompted, press to send the DTMF number that follows your hard pause.
3. "SENDING DTMF" flashes on the display and the transmitted tone sounds.

Manual Pause Dialing

You can enter pauses manually using the Dial options during the dialing process.

1. Enter the phone number of the service you want to call (such as a bank's teleservice phone number).
2. Press MENU to display the Dial options.
3. Press 1 for **P Pause**. The phone displays a "P" meaning a hard pause. Enter the number to be sent after the pause and then press SEND. After connecting, press SEND again to transmit the additional number.

   Press 2 ABC for **T Pause**. The phone displays "T" meaning a timed pause. When prompted, enter the number to be sent after the pause and then press SEND. The phone transmit the number that follows the pause two seconds after connection.

Voice Dialing

Before using the Voice dialing feature, you must record the name and number in your phone using the **Voice Dial** menu. For further details, see page xx.

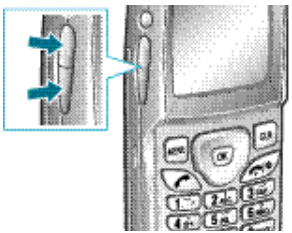
Note: You can quickly enter the **Voice Dial** menu by pressing #*! in Standby mode.

1. To place a call, press and hold #*! down, or open the flip cover, depending on the **Set Active** menu option (**7-1-3**). See page xx.
2. At the voice prompt, say the name into the microphone.
   - If the phone recognizes the name, the phone attempts a connection.
   - If the phone does not recognize the name, the screen prompts for the name again.
   - If the phone is unable to recognize the name after three attempts, the message **Did not match any voicetag try again** is displayed. Try the call again later, or check the recorded name.
3. The phone dials the corresponding number.

Adjusting the Volume

During a call, if you want to adjust the voice volume, use the volume keys on the left side of the phone.

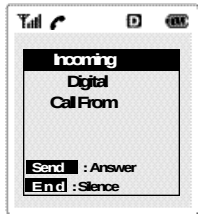
Press to increase and to decrease the volume. The illustration on the display shows all eight levels (the more bars, the louder). No bars indicates the key beep is turned off.



In Standby mode, you can adjust the ringer volume for calls using these keys.

Answering a Call

When somebody calls you, the phone alerts you by ring, blinking service light and the following screen on the display.



If the caller can be identified, the caller's phone number (or name if stored in your Phonebook) is displayed.

1. If necessary, open the phone. Press to answer a call.

   If the **Answer Mode** menu option (**9-3**) is set to **any key**, you can answer a call by pressing any key except .
   If the menu option is set to **flip open**, you can answer a call simply by opening the phone.

2. End the call by closing the phone or pressing .

Notes:

- You can answer a call while using the phonebook or menu features. The current operation will be interrupted.
- If you cannot answer an incoming call, you can set the phone to answer the call by the greeting message and record the caller's message. For further information, see page xx.

In-Call Options

Your phone provides a number of functions that you can use during a call. You may not utilize all of these functions at all times. Many of the in-call options are network services.

Press MENU during a call to access the following in-call options:

Mute/Quit: allows you to switch your phone's microphone off, so that the other party cannot hear you.

Example: You wish to say something to another person in the room but do not want the other party to hear you.

Calls : allows you to access the **Calls** menu. See page xx.

Phonebook: allows you to access the **Phonebook** menu. See page xx.

Silent/Quit: does not transmit the key tones. It allows you to press keys without hearing annoying key tones during a call.

Send Tel #: sends DTMF tones of your number.

My Phone #: shows your phone number.

Quick-switching to Silent Mode

Silent mode disables all sounds on the phone. This feature is best used in situations where the phone might disturb others, such as a meeting, library, theater, etc. Your phone can be set to silent mode with a press of a key.

To enter Silent mode, press and hold down *.

Pressing and holding down * once again exits silent mode.

Viewing Missed Calls

If you fail to answer a call for any reason, the phone indicates a missed call by displaying a text notification on the screen. Additionally, if caller information is available, a Missed entry is created, and the screen displays the phone number of the most recent missed call.

When the display informs you of the call you missed, press to call the displayed number, or OK to clear the message and return to Standby mode.

To view the list of the missed calls, refer to '**Missed**' on page xx.

Call Waiting

You can answer an incoming call while you have a call in progress, if this service is supported by the network. Contact your service provider to activate Call Waiting.

When a waiting call is detected, the incoming call alert sounds (network dependent) and a text notification displays. To answer a waiting call:

1. To answer the call, press . The phone connects the calling party, and places the current party on hold.

2. Press again to switch between two parties.

Call Forwarding

This feature provides the option of forwarding incoming calls to another phone number, even while your phone is off. Activating Call Forwarding does not affect outgoing calls made from this phone. Contact your service provider to activate Call Forwarding.

Three-Way Calling

This feature enables you to conduct conference calls with two separate parties at the same time. The phone records only the first party into the Outgoing Calls Log. But, you are billed airtime for each of the outgoing calls separately. Contact your service provider to activate Three-Way Calling.

During a three-way call, if one of the callers hangs up, you and the remaining caller will stay connected. If you initiated the call and you hang up first, all three parties are disconnected.

1. During a conversation, press . The phone places the other party on hold.

2. Enter the phone number for the third party, and then press again.

3. When the third party answers, press again to begin your three-way call.

Entering Text

When using your phone, you will need to enter text at many times. For example, when storing a name in the Phonebook, writing a text message or scheduling events in your calendar. You can enter alphanumeric characters into your phone by using your phone's keypad.

You are provided with the following text input modes;

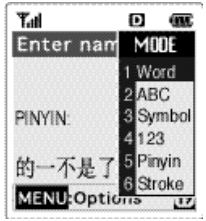
- **Pinyin**: allows you to enter the Chinese character using its pinyin spelling, the phonetic system.
- **Stroke**: allows you to enter the Chinese character using the individual strokes labeled on keys.
- **Word**: allows you to enter the English characters with only one keypress per character.

Note: The Pinyin, Stroke and Word mode use the T9 input method. T9 mode automatically compares your key presses to an internal linguistic database to determine the correct word.

- **ABC**: allows you to enter English characters by pressing the key labeled with the desired character repeatedly until the character displays.
- **Symbol**: allows you to enter various symbols and special characters.
- **123**: allows you to enter numbers.

Changing Text Input Mode

1. In text entry screen, press MENU.

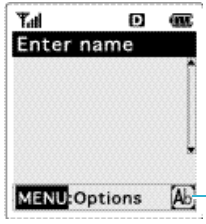


2. Scroll to the desired mode by pressing up or down navigation key.

3. To select the highlighted mode, press OK.

   You can change between **Word** and **ABC** mode to enter English words and choose **Pinyin** or **Stroke** to enter Chinese characters. To include a symbol or number(s) between characters, **Symbol** and **123** modes are also available.

4. You will find the selected text input mode indicator at the bottom right of the display.



Text input mode indicator

Note: If you want to exit the Options screen without changing to a new mode, press CLR.

Chinese Pinyin Mode

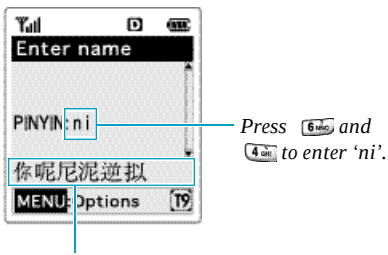
Pinyin is a system to mark Chinese pronunciation in Latin alphabets. With the pinyin input method, you can enter Chinese characters by keying in the pinyin string from the phone keypad and the phone automatically presents the matching alternatives.

This mode allows you to enter Pinyin characters with only one key press per letter.

Typing Characters in Pinyin Mode

1. Press keys corresponding to the phonetic spelling, referring to the Roman letters printed on the keys. Notice that the choices in the Character Selection Map change.

Example: Typing 你 in Pinyin mode



2. If you cannot find the desired character from the display, press up or down navigation key to scroll through choices in the Character Selection map.

   When the character you are typing appears in the Character Selection Map, you may select it, without completing the Pinyin spelling or entering the tone for the character.

3. To select a character, press 1 to activate the Character Selection Map. A number (1 to 6) is added to the beginning of a corresponding character. With the Character Selection Map being activated, a normal press on 1 to 6 selects the corresponding character.

Press 1 to select 你 with the Character Selection Map being activated.

Notes:

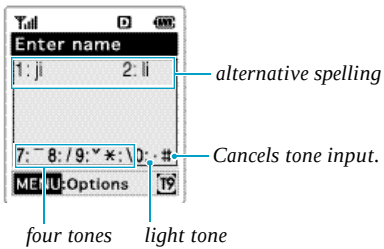
- To insert a space when entering a text, press * when the cursor blinks in the Text Area.
- To remove the activate character in the Character Selection Map, press CLR.

Using Tone Key in Pinyin Mode

Entering the tone of a character you are typing narrows the number of choices in the Character Selection Map. Entering the tone for a character is optional, but it is especially useful if the Pinyin spelling is similar between characters.

To enter the tone of a character, proceed as follows:

1. Enter the Pinyin spelling. For example, press 5 JKL and 4 GHI to get 'li'. Then, press *# to display a Tone menu. The display shows alternative Pinyin spelling and the four tone keys.



2. Press the associated key to correspond to a tone with the character. For example, press 7 PQRS to associate the first tone. You can also press the appropriate key to select an alternative Pinyin spelling.

3. With the Character Selection Map being activated, a normal press on 1 to 6 MNO selects the corresponding character.

Notes:

- You may delete a previously entered tone by pressing *# .
- To exit the Tone menu without making a selection, press CLR .

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Inserting a Space

Insert a space between the characters, press *# in Text Area.

Clearing Strokes and Characters

Press CLR one or more times to remove strokes to the left. Once the Pinyin Area is empty, pressing CLR removes characters from the Text Area.

Chinese Stroke Mode

This mode allows you to enter individual Chinese strokes, in written order - from top to bottom, and from left to right.

Even though there are many different strokes used to create Chinese characters, the strokes are classified into 5 basic categories; heng, shu, pie, dian and zhe. The basic strokes are printed on the keypad, on keys 1 to 5.

To enter a stroke, press the key printed with the stroke that most closely represents the exact stroke you desire. The table shows the stroke/key relationship:

Categories	Keys	Strokes Represented in Each Category
—	1	— ㇀
丨	2	丨 亅
丿	3	丿 乛
丶	4	丶 乀
一	5	㇇ ㇉ ㇈ ㇄ ㇅ ㇆ ㇌ ㇊ ㇍ ㇎ ㇏ ㇁ ㇂ ㇃ ㇋ ㇐ ㇑ ㇒ ㇓

Typing Stokes and Characters in Stroke Mode

1. To type a character, press keys corresponding to its component strokes. Press keys on the handset in the order that you would write the strokes, using one press per desired stroke.

Example: Typing (力) in Stroke mode

Key Stroke Area. Press 5 to enter —, then 3 to enter 乛.

The Character Selection Map. To select 力, press 7.

2. The phone displays your strokes in the Key Stroke Area and offers character choices in the Character Selection Map. As you enter strokes, notice that the choices in the Character Selection Map change.

   To scroll through choices in the Character Selection Map, press the navigation key.

Note: If you are uncertain of the order of one or more strokes, press 6 in place of each questionable stroke. Continue entering strokes until the character is displayed in the Character Selection Map or until you have finished the character.

3. When the character you are typing appears in the Character Selection Map, you may select it without finishing the stroke sequence for the character. Characters displayed in the Character Selection Map correspond to keys **7** to **#** on the keypad. To select a character from the Character Selection Map and add it to your message, press the corresponding key 7 PQRS to *#.

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Inserting a Space

Insert a space between the characters, press *# in the Text Area.

Clearing Strokes and Characters

Press CLR one or more times to remove strokes to the left. Once the Stroke Area is empty, pressing CLR removes characters from the Text Area.

Word Mode

To type a word, press keys corresponding to the letters you need. Remember the following as you are typing:

1. Press keys on the phone just once per desired letter. For example, to enter 'hello', press 4 GHI, 3 DEF, 5 JKL, 5 JKL, 6 MNO.

2. The word you are typing appears in the display. It may change with each key press.

3. Type to the end of the word before editing or deleting any keystrokes.

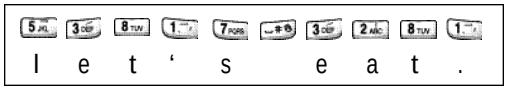
4. Complete each word with a space by pressing *#.

If the word that appears in the display is not the word that you desire, press 0 one or more times to display alternate word choices for the keys you have typed. (For example, 'of' and 'me' both shares the sequence 6 MNO, 3 DEF. The phone displays the most commonly used choice first.)

To type words not found in the T9 mode, change the text input mode to ABC mode.

Smart Punctuations

Period, hyphen, and apostrophe are available on 1 . T9 applies rules of grammar to insert the correct punctuation. Notice that 1 is used twice in this example to display two punctuation marks:



Changing Case

To shift the case of the next letter(s) that you type, press * . There are three shift states: Lower Case, Initial Capital and Capitals Lock.

Including a Number

You can include a number between letters without exiting the **Word** input mode. Press and hold the desired number key.

Scrolling

- To move the cursor left or right through your text message, press left or right navigation key.
- To scroll through alternate word choices for the keys you have entered, press 0 .

Clearing Letters and Words

Press CLR one or more times to clear letters to the left. Press and hold down the key to erase a word.

ABC Mode

When typing in **ABC** mode, you should press key labeled with the required letter:
-Once for the first letter
-Twice for the second letter
-And so on.

For example, you press 2 three times quickly to display the letter “C” , 5 two times quickly to display the letter “K”. So, this method is called Multi-tap typing.

Refer to the table below for the list of characters assigned on each key.

List of characters available:

Key	Characters in the Order Displayed
1	1 . @ , : ? - ; ’ / ( ) ! # % & * < > _ + = ” \ { } $ [ ]
2	A B C 2
3	D E F 3
4	G H I 4
5	J K L 5
6	M N O 6
7	P Q R S 7
8	T U V 8
9	W X Y Z 9
0	0

(Caps Lock mode)

The cursor moves to the right when you press a different key. When entering the same letter twice (or a different letter on the same key), just wait for a few seconds for the cursor to move right automatically, and enter the next letter.

Changing Case

To shift the case of the next letter(s) that you type, press . There are three shift states: Lower Case, Initial Capital and Capitals Lock.

Inserting a Space

Press to insert a space between the words.

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Clearing Letters and Words

Press one or more times to clear letters to the left. Press and hold down the key to erase a words.

Symbol Mode

Symbol mode enables you enter symbols into a text message.

Press left or right navigation key to display more symbol sets.

Press keys corresponding to the desired mark, then the phone automatically switches back to the text entry mode used just prior to selecting Symbol mode.

123 Mode

123 mode enables you to enter numbers into a text message. Press keys corresponding to the desired digits, and manually switch back to the text entry mode of choice.

Using the Menus

The phone offers a range of functions that allows you to tailor the phone to your needs. These functions are arranged in menus and submenus.

The menus and submenus can be accessed by scrolling or using the shortcuts.

Accessing a Menu Functions by Scrolling

1. In Standby mode, press MENU to access the main menu facility.

2. Scroll with the navigation keys to reach the desired main menu, e.g. **Sounds**. Press OK to enter the menu.

3. Find the menu option you want, for example, **Key Beep**, by scrolling with up or down navigation key. Press OK to enter the menu option.

   If the menu you have selected contains submenus, repeat this step.

4. Scroll with up or down navigation key to find the setting of your choice.

5. Press OK to confirm the chosen setting.

Notes:

- To return to the previous menu level, press CLR .
- You can exit the menu without changing the menu settings by pressing .

Accessing a Menu Functions by Using its Shortcut

The menu items (menu, submenus and setting options) are numbered and can be accessed quickly by using their shortcut number.

1. In Standby mode, press MENU to access the menu facility.

2. Within three seconds, key in the first digit of the shortcut number. Repeat this for each digit of the shortcut number.

   Example: Setting **Connect** tone to **On**

   Press 5 JKL , 4 GHI , and 3 DEF .

   5 for **Sounds**, **4** for **Alerts**, **3** for **Connect**

3. Find the setting of your choice by pressing up or down navigation key , then press OK .

Note: The numbers assigned to each menu function are indicated on the list on page xx.

List of Menu Functions

The list shows the menu structure available and indicates the number assigned to each option.

1: Calls

- 1-1: Outgoing
- 1-2: Incoming
- 1-3: Missed
- 1-4: Erase Logs
  - 1-4-1: Outgoing
  - 1-4-2: Incoming
  - 1-4-3: Missed
  - 1-4-4: All
- 1-5: Air Time
  - 1-5-1 Last Call
  - 1-5-2 Total
  - 1-5-3 Erase Total
  - 1-5-4 Lifetime

2: Phonebook

- 2-1: Find Name
- 2-2: Add Entry
- 2-3: Find Entry
- 2-4: RelationSrch
- 2-5: Add email

3: Games

- 3-1: Push Push
- 3-2: Fly Ribon
- 3-3: Puzzle World
- 3-4: SpiderHunter

4: Scheduler

- 4-1: Today
- 4-2: View Month
- 4-3: Date
- 4-4: To Do List
- 4-5: Countdown
- 4-6: World Time
- 4-7: Calculate
- 4-8: Alarm Set

5: Sounds

- 5-1: Ringer Vol
  - 5-1-1: Calls
  - 5-1-2: Messages
  - 5-1-3: Alarm
- 5-2: Ringer Type
  - 5-2-1: Voice Calls
  - 5-2-2: Messages
  - 5-2-3: Alarm
  - 5-2-4: Data/Fax In
  - 5-2-5: Schedule
- 5-3: Key Beep
- 5-4: Alerts
  - 5-4-1: Minute Beep
  - 5-4-2: Service
  - 5-4-3: Connect
  - 5-4-4: Disconnect
  - 5-4-5: Fade
  - 5-4-6: Roam
  - 5-4-7: Privacy
- 5-5: Voice Volume
- 5-6: Roam Ringer
- 5-7: Power On/Off

6: Display

- 6-1: Backlight
- 6-2: Banner
- 6-3: Animation
  - 6-3-1: Power On
  - 6-3-2: Power Off
  - 6-3-3: Idle 1
  - 6-3-4: Idle 2
- 6-4: My Phone#
- 6-5: Language
- 6-6: Set Time
- 6-7: Auto Hyphen
- 6-8: LCD Contrast
- 6-9: Version

7: Voice Kit

- 7-1: Voice Dial
  - 7-1-1: Record
  - 7-1-2: Play/Erase
  - 7-1-3: Set Active
  - 7-1-4: Training
  - 7-1-5: Undo Train
- 7-2: Voice Memo
  - 7-2-1: Voice Memo
  - 7-2-1: Call Answer

8: Message Kit

- 8-1: New Message
- 8-2: Inbox
- 8-3: Outbox
- 8-4: MSG Setup

9: Setup

- 9-1: Auto Retry
- 9-2: Auto Answer
- 9-3: Answer Mode
- 9-4: Tone Length
- 9-5: Set NAM
- 9-6: Roam Option
- 9-7: Data/Fax
- 9-8: Whisper Mode
- 9-9: Security
  - 9-9-1: Lock Mode
  - 9-9-2: Restrict
  - 9-9-3: Lock Code
  - 9-9-4: Emergency #
  - 9-9-5: Send PIN
  - 9-9-6: Clear MEM
  - 9-9-7: Reset Phone
  - 9-9-8: Privacy
- 9-0: R-UIMSetup
  - 9-0-1: Enable PIN
  - 9-0-2: Disable PIN
  - 9-0-3: Change PIN

Calls

You can use the **Calls** menu to:

- View and dial the last outgoing or incoming numbers.
- Erase the numbers in the call logs.
- View the duration of calls.

Outgoing

Menu 1-1

The phone stores up to 10 outgoing calls you dialed. When you access this menu, the list of the outgoing calls is displayed.

1. Press up or down navigation key to find the desired number
   (or name if saved in Phonebook).

2. Press OK to select the highlighted number.
   The dialed number (and name if stored in Phonebook) is displayed.

3. If you want to access **Options**, press MENU. The following options are available:

   - **Talk**: dials the selected number.
   - **Save**: allows you to save the number in the Phone book.
   - **Call info**: shows the date and time when the call was made.
   - **Prepend**: allows to add an area code or feature code to the number before calling the number.

   If you want to place a call to the displayed phone number, press . To exit the call log, press .

Incoming

Menu 1-2

This option lets you view the last 10 calls received (if you are subscribed to the caller ID service). When you access this menu, the list of the incoming calls is displayed.

For further information on scrolling through the list and accessing a call log, see “Outgoing” on page xx.

Missed

Menu 1-3

If the caller identification is available (contact your service provider), your phone keeps a list of 10 incoming calls that you failed to answer.

For further information on scrolling through the list and accessing a call log, see “Outgoing” on page xx.

Erase Logs

Menu 1-4

You can erase the entries stored in each of the three call logs or all three logs at once.

The following options are available:

Outgoing: The calls you made are erased.

Incoming: The calls you received are erased.

Missed: The calls you missed are erased.

All: All calls you made, received and missed are erased.

When a confirming message pops up, press OK to erase the log. If you want to cancel the operation, press CLR.

Air Time

Menu 1-5

Your phone records the amount of airtime (or talk time) used. Using this option, you can view the number of the calls to or from your phone, and the airtime for all calls. You can easily erase the airtime measurement at any time.

The following options are available:

Last Call: shows airtime of the last call.

Total: shows the number of all calls made to or from your phone and total duration of the calls since the air time counter was lastly set to zero by using the **Erase Total** option.

Erase Total: erases the "Total" airtime measurement and resets the air time counter.

Lifetime: shows the number and total duration of all calls made to or from your phone since the phone was shipped from the factory.

Phonebook

You can store phone numbers and their corresponding names in the memories of your UIM card and the phone. You can store up to 350 entries in each memory. The UIM card and phone memories, although physically separate, are used as if they were a single entity, called the Phonebook.

Find Name

Menu 2-1

This option allows you to find an entry by its name.

Note: You can locate Phonebook entries by name quickly when the phone is in Standby mode. Press left soft key to access this menu in one step.

1. Press up or down navigation to scroll to the desired name.

   You can also enter the character(s) of the name by pressing the associated alphanumeric key(s). The character(s) appears in the text entry box at the bottom of the display. Using this method, the phone searches for the names in the list containing that character(s), and then displays the first name in that section of the list.

2. When the desired entry is highlighted, press OK to access the entry.

   Note: If you have stored the several numbers into different categories under one entry, they are listed under the name. Press up or down navigation key to find the number you want.

3. The phone shows the details on the name.
   Press to place a call.

With an entry selected, if you press MENU, you can access the following options:

Talk: dials the number.

Add #: allows you to add a new entry or a number to an existing entry.

Edit: allows you to edit phone number, name, location number, label category and so on.

Erase: erases the number.

Name Ring: allows you to designate a unique ring tone to signal an incoming call from the number.

Email adr: allows you to store an email address in the entry.

Add Entry *Menu 2-2*

This menu allows you to store number with a name in your Phonebook. You can store up to 350 entries. Each entry can contain up to 32 digits with an associated name of up to 12 characters in English or 6 characters in Chinese.
Each entry is divided into 7 categories (Speed Dial, Home, Office, Mobile, Pager, Fax, and Voice Dial).

Creating a New Entry

1. Enter a phone number and press OK.

2. Your phone asks if you want to make a new entry. Press OK to confirm.

3. Highlight the desired option you want to customize by using the navigation key and press MENU. The following options are available:

   - **Name**: Enter the desired name. You can enter up to 12 characters in English or 6 characters in Chinese. For further information on how to enter text, see page xx.
   - **Location**: The first available location displays. If necessary, enter the location number using the number keys, or press up or down navigation key to scroll to the desired location.
   - **Storage**: Select the memory where the entry is stored, from **Phone** and **Card**.
   - **Secret**: To set the number in secret, select **On**. Setting **Secret** prevents a number from being displayed when it is accessed by unauthorized user, or dialed. When you have made the number secret, only a person with your phone's lock code can view the number.

- **Category**: Select the label for the number. The available categories are Speed Dial, Home, Office, Mobile, Pager, Fax, No Label, or Voice Dial.

  Note: If you store a number with the label 'Voice Dial', the phone prompts you to record a name after you complete customizing all other options by pressing [OK]. For more information on recording a name for voice dialing, see page xx.

- **Relation**: Select the desired one of the four predefined relation groups, where the entry is included. Grouping the entries enables you to locate only the numbers in the desired group. See page xx.

- **Ringtype**: Select the unique ring type for the entry. By selecting different tones, incoming voice calls which have caller ID can be distinguished from those that do not.

4. Press [OK] to accept the setting for the selected option.

5. Repeat steps 3 and 4 to customize another option.

6. Press [OK] to save the entry.
   After storing, the phone displays the phonebook entry number you saved and the remaining entries you can further store phone numbers, then automatically returns to Standby mode.

Storing Phone Numbers at Call End

To store a phone number at your call end:

1. Press [PWR] to end the call. The call time and the phone number display.

2. To store the phone number, press [OK].

3. To complete storing the number, follow the instructions in "Creating a New Entry."

Adding a Number into an Existing Entry

You can store up to eight numbers per entry by assigning them to different categories. Note that you cannot duplicate same categories for one entry. For example, you can only have one number labeled 'Mobile' for the selected entry.

1. In Standby mode, enter a number and press [OK].

2. When your phone asks if you want to make a new entry, find the desired entry using up or down navigation key and press [OK].

3. Press up or down navigation key repeatedly to go to the Category field and press [MENU].

4. Find the desired category label using up or down navigation key and press [OK].

5. Press [OK] to store the number.

Note: If you have selected the label already used for another number, the message asking if you want to overwrite the number appears along with a warning tone. Press [CLR] and select a new one.

Find Entry

Menu 2-3

This option allows you to find an entry by its location number.

1. Enter the location by pressing the numeric keys.
2. When the desired entry displays, press [OK] to place a call.

Note: If you have stored the several numbers into different categories under one entry, they are listed under the name. Press up or down navigation key to find the number you want.

If you press [MENU], you can access the options. For further information on **Options**, refer to the **Find Name** menu on page xx.

Relation Search

Menu 2-4

This option allows you to find an entry by its relation group.

1. Select the group containing the entry you want to find using up or down navigation key and press [OK]. The phone lists all entries in the selected group.
2. Scan through the list using up or down navigation key to find the desired entry.

Add email

Menu 2-5

This option allows you to store an e-mail address as a phonebook entry.

1. Enter the e-mail address and press [OK].

   For further information on entering text, see page xx.

   Note: You can insert **.com** or **.net** which is often used for e-mail addresses from the Mode popup list when pressing [MENU].

2. The phone asks if you want to make a new entry. Press [OK] and complete storing the address.

   For more information on creating a phonebook entry, see page xx.

Games

You can enjoy several games using your phone. Your phone has the following games.

- Push Push
- Fly Ribon
- Puzzle World
- SpiderHunter

1. Press up or down navigation key to scroll to one of the games and press [OK].

2. Press [OK] to start the game.

On the game screen, press [MENU] to get help on the game if available. To go back to the game, press [CLR].

To quit the game, press [PWR] at any time.

Note: The key operation may vary depending on the selected game. Please use the onscreen help.

Scheduler

The Scheduler feature enables you to:

- Keep track of important dates and events.
- Create a list of things to do.
- Set and count D-Day.
- Check the time in another part of the world.
- Use the phone as a calculator.
- Set the phone to ring at a specified time.

Today

Menu 4-1

You can schedule up to 9 events for the current day indicating each event's start and end time. You can be alerted by the Calendar function before an event is commenced. Events scheduled for future dates automatically appear on your Today events schedule on that particular day.

Scheduling an Event

1. Enter your event information and press [OK] to accept your input.

   You can enter up to 32 characters in English or 14 characters in Chinese. For further information on how to enter text, see page xx.

2. Enter the Start time and date using the numeric keys, and press [OK].

   Note: Use the volume keys on the left side of the phone to toggle between AM and PM.

3. Enter the End time and date using the numeric keys, and press [OK].

4. Select when an alarm will notify you of your event by pressing up or down navigation key. Selecting **No alarm** does not ring the alarm.

5. Press [OK] to save your event.

Adding, Editing, or Erasing an Event

If you already scheduled events when you select the **Today** menu option (**4-1**), the events are displayed. Press left or right navigation key to select the event you want to view. If necessary, press up navigation key to display more contents in the selected schedule.

The following options are available when you press [MENU].

Add new: allows you to add a new event.

Edit: allows you to edit a selected event.

Erase: allows you to erase a selected events.

After you select an option, press [OK]. Then follow the screen prompt.

View Month

Menu 4-2

This option allows you to view the past or future month as well as the current month in calendar format. In this option, the current date is highlighted on the calendar. Days with the scheduled events are marked with ⌐ in front of them.

- You can move to the next or the previous day by pressing left or right navigation key.
- You can move up or down the Calendar by one week by pressing up or down navigation key .
- To display the next or previous month, use the volume keys on the left side of the phone.

The following options are available when you press [MENU].

View: allows you to view the scheduled events of the selected day.

Add new: allows you to add a new event on the selected day.

Creating a New Event

Scroll to the desired date in the calendar using the navigation keys and volume keys and then press to confirm the selected date. And schedule a new event referring “Today” on page xx.

Adding, Editing, or Erasing an Event

When a scheduled event is displayed, press [MENU] to access the **Options**.

For further details on the options, refer to “Today” on page xx.

Date

Menu 4-3

This feature allows you to specify the date you want to view so that you can easily go to the day without scrolling through the Calendar. Once the date is obtained, you can create, edit and delete events on your calendar.

Enter the desired date using the numeric keys, and press [OK]. When the day you selected is highlighted, press [OK] to access it.

To create, edit or erase the events, refer to “Today” on page xx.

To Do List

Menu 4-4

This feature allows you to draw up a list of tasks you need to do and assign a priority and deadline to them. You can store up to 20 tasks.

Creating a To-Do Item

1. Enter the task contents and press [OK].

   You can enter up to 32 characters in English or 14 characters in Chinese. For further information on how to enter characters, see page xx.

2. Enter your deadline using the numeric keys.

   Note: Use the volume keys on the left side of the phone to toggle between AM and PM.

3. Select **High** or **Low** priority using up or down navigation key .

4. Press [OK] to store the task.

Adding, Editing and Erasing a To-Do Item

If tasks are already defined in the To Do List when you select the **To Do List** menu option (**4-4**), the most lately created task is displayed with the deadline and the associated priority (**[Hi]** for high priority or **[Lo]** for low priority).

Scroll to the desired item by pressing left or right navigation key.
The following options are available when you press [MENU].

Add new: allows you to add a new task.

Edit: allows you to edit the selected task.

Erase: allows you to erase the selected task.

After you select an option, press [OK]. Then follow the screen prompt.

Countdown

Menu 4-5

This menu helps you know how much time it takes you to do something, or how many months, days, hours and minutes until a specific event. You can create up to 5 Countdown timers using this feature.

Creating a Countdown Timer

1. Enter a name for your new Countdown timer and press [OK].

   You can enter up to 16 characters in English or 8 characters in Chinese. For further information on entering text, see page xx.

2. Enter the date and time that you want to count down from.

   Notes:
   - Use the volume keys on the left side of the phone to toggle between AM and PM.
   - You can enter the years between 1980 and 2099 for the year.

3. Press [OK] to save the item.

Adding, Editing and Erasing a Countdown Timer

If a Countdown timer is already defined when you select the **Countdown** menu option (**4-5**), the defined Countdown timer is displayed.

If there are more than one items defined in the menu, scroll to the desired item by pressing up or down navigation key, and press [OK].

The following options are available when you press [MENU].

Add new: allows you to create a new item.

Edit: allows you to edit the item.

Erase: allows you to delete the item.

After you select an option, press [OK]. Then follow the screen prompt.

World Time

Menu 4-6

You may want to call a friend in another part of the world but wondered what time of the day it is there. To know what time it is, use this menu option.

You can set two world clock; 'Current' and 'Another' time zones. Use them to find out the time in the two different parts of the world. For example, set the 'Current' to Las Vegas and 'Another' to Korea. You can easily see the time difference between them.

To set the current and another clocks:

1. Press left or right navigation key to highlight **Current**.

2. Press up navigation key to highlight the World Map field.

3. Press left or right navigation key to scroll to the desired time zone.

   The 24 time zones (identified by a major city, state, region or country in a time zone) are available.

4. If you want to view more details on the selected time zone, press up navigation key.

   The popup list shows you the other city or country in the time zone. You can also view the time zone's offset from GMT (Greenwich Mean Time) and the name of the time zone. 'GMT-10 HST', for example, means that the selected time is 10 hours behind GMT and is Hawaii Standard Time.

5. If you want to identify the time zone by the other city or country, select desired one from the list and press [OK].

   Otherwise, press [CLR] to exit the popup list.

6. Press left or right navigation key to highlight **Another**.

7. Repeat steps 2 to 4 to set another clock.

The following time zones are available:

- London, UK : Portugal
- Finland : Greece
- Oman : U.A.E.
- Kyrgyzstan : Tajikistan
- China : Hong Kong
- Guam : Sidney
- New Zealand : Kamchatka
- Hawaii : Aleutian Island
- Los Angeles : S.F.
- Chicago : Mexico City
- Fredrictown : Venezuela
- Atlantic
- France : Germany
- Moscow : Saudi Arabia
- Uzbekistan : Pakistan
- Vietnam : Thailand
- Korea : Japan
- Magadan : Solomon Island
- Midway Islands : Samoa
- Alaska
- Denver : Phoenix
- New York : Atlanta
- Rio de Janeiro : Argentina
- Cape Vede : Azores

Calculate

Menu 4-7

Using this feature, you can use the phone as a calculator. The calculator provides the basic arithmetic functions: addition, subtraction, multiplication and division.

Performing a Calculation

1. Enter the first number using the numeric keys.

2. Set the operator for your calculation by pressing the navigation keys until the required arithmetic symbol appears: + (add), - (subtract), x (multiply), / (divide).

3. Enter the second number.

4. To calculate the result, press [OK].

5. Repeat steps 1 to 4 as many times as required.

   Each time you change the operator without pressing [OK], the previous calculation is performed and the result is displayed as the top number in the display.

Notes:

- To erase any mistakes and clear the display, press [CLR].
- Use [*] to enter a decimal point and [#] to change the sign of a number to a negative (-).

Alarm Set

Menu 4-8

This option allows you to set the alarm to ring at a specific time.

To set the alarm, proceed as follows:

1. Select the alarm frequency option by pressing up or down navigation key and press [OK].
   - **Daily**: the alarm rings every day at the same time.
   - **Once**: the alarm rings only once and is then deactivated.
2. Enter the required time when an alarm rings using the numeric keys.

   Note: Use the volume keys on the left side of the phone to toggle between AM and PM.
3. Press [OK] to save the setting.

To stop the alarm when it rings, simply open/close the phone or press any key.

To deactivate the alarm, access the Alarm Set menu option, select **Off** in the frequency options and press [OK].

Sounds

You can use the **Sounds** menu to customize various sound settings, such as the:

- Ringer volume, type, and tone
- Key beep and voice volume
- Alert sounds and a ringer for the roaming calls
- The ringer which sounds when the phone is switched on or off

Ringer Volume

Menu 5-1

This menu option allows you to adjust the ringer volume.

Calls: allows you to adjust the ringer volume for the incoming calls.

Note: You can adjust the the volume using the volume keys on the left side of the phone in Standby mode.

Messages: allows you to adjust the ringer volume for the incoming messages.

Alarm: allows you to adjust the ringer volume for an alarm.

Press up or down navigation key(or volume keys on the left side of the phone) to adjust the volume. The illustration shows the volume level (the more bars, the louder).
Selecting **Vibrate** switches the phone to vibration mode. An incoming call vibrates the phone.
Selecting **1-Beep** sounds a beep.
Selecting **Silent** does not sound the ring.

Ringer Type

Menu 5-2

This option allows you to set a unique ring for voice calls, messages, data/fax, alarm, and schedule. Select a unique ring tone from 10 melodies. As you change it, it sounds for a few seconds.

Voice Calls: allows you to set a unique ring for incoming voice calls.

Messages: allows you to have distinctive rings for voicemail notifications, text messages, and browser messages respectively.

Alarm: allows you to have a distinctive ring for an alarm.

Data/Fax In: allows you to be alerted with a distinctive ring tone when you are faxed or received a data through the phone (dependent on the network).

Schedule: allows you to have a distinctive ring for an schedule alarm.

Key Beep

Menu 5-3

This option allows you to adjust the tone volume that the keypad generates each time you press a key.

Press up or down navigation key (or volume keys on the left side of the phone) to adjust the volume. The illustration shows the volume level (the more bars, the louder). Selecting **Silent** turns off the key beep.

Alerts

Menu 5-4

Your phone gives audible alerts (beeps) at a specified time to inform you that certain things have happened. The alerts only occur in your earpiece so the other party does not hear them.

The available alerts are:

Minute Beep: With this menu option set to **On**, the phone sounds an alert 10 seconds before each elapsed minute to remind you of the length of the current call.

Service: With this menu option set to **On**, the phone sounds an alert when you exit service area or when you return to a service area.

Connect: With this menu option set to **On**, the phone sounds the connect tone when your call is connected to the system.

Disconnect: With this menu option set to **On**, the phone sounds the disconnect tone when a call is disconnected.

Fade: With this menu option set to **On**, the phone sounds an alert when a dropped call occurs during conversation in response to a signal fade.

Roam: With this menu option set to **On**, the phone sounds an alert when your phone starts roaming.

Privacy: With this menu option set to **On**, the phone sounds an alert when you loose a private encrypted CDMA line.

Voice Volume

Menu 5-5

This option enables you to adjust the voice volume of the earpiece.

Press up or down navigation key to adjust the volume (or volume keys on the left side of the phone). The illustration shows the volume level (the more bars, the louder).

Note: You can adjust the volume using the volume keys on the left side of the phone during a call.

Roam Ringer

Menu 5-6

You can set the phone to use a distinctive ring for incoming roaming calls.

Press up or down navigation key to choose **On** to use a distinctive ringer or **Off** to use a normal ringer.

Power on / off

Menu 5-7

This option allows you to turn on or off the phone sounds when it is switched on and off.

Press up or down navigation key to select **On** to turn the sound on or **Off** to turn it off.

Display

The Display feature enables you to:

- Set the length of time for backlight.
- Create your own greeting, and select an animation to be displayed in Standby mode or when powered on or off.
- Adjust the screen contrast of both LCD screen.
- View the version of your phone.

Backlight

Menu 6-1

You have several options for setting how the LCD backlight operates. When the flip cover is closed, the backlight remains off thus conserving battery power. When the flip cover is open, the length of time that the backlight remains on can be set as explained below. Remember that backlight use drains your battery faster.

The following options are available:

30 (**/15/7**) **seconds:** The backlight comes on when you press a key or receive a call and switches off 30(/15/7) seconds after the last key is pressed.

flip open: The backlight comes on each time you open the phone.

always off: The backlight is not used.

always on: The backlight remains on while the phone turns on.

Banner

Menu 6-2

This option allows you to set a banner message to be displayed at the bottom of the display in Standby mode. It can also be used as your ID when sending an e-mail.

To change the banner:

1. If necessary, press CLR repeatedly to clear off the old greeting.

2. Enter your banner message up to 32 characters in English or 14 characters in Chinese by using the alphanumeric keys. For further information on how to enter letters, refer to page XX.

3. When entering is completed, press OK to save the new banner.

Animation

Menu 6-3

Your phone displays animated images in Standby mode or when it is turned on or off. This setting is just for fun and grins, so have fun with it.

The following options are available:

Power On: You can select an image to be displayed when you switch the phone on. 4 images are available. Also, you can download up to 4 images from the wireless web.

Power Off: You can select an image to be displayed when you switch the phone off. 4 images are available. Also, you can download up to 4 images from the wireless web.

Idle 1 (/**2**): You can store an animation to **Idle 1** and **Idle 2**. These two animations will be used as one of the items to be displayed in the Standby mode.

My Phone Number

Menu 6-4

This option shows your phone number.

After viewing the number, pressing OK returns to Standby mode.

Language

Menu 6-5

Sets the language of voice prompts, menus and key-input.

Select the desired language by pressing up or down navigation key. The available languages are **English**, **Chinese**.

Note: This setting does not affect the Web Browser.

Set Time

Menu 6-6

This option allows you to set the current date and time.

To set the date and time, proceed as follows:

1. Select **On** by pressing up or down navigation key and press OK.

   Selecting **Off** returns to Standby mode.

2. The current time, if set, displays. Enter the current time and date using the numeric keys.

   The month, day, hour and minute must be entered with 2 digits. The year requires all four digits. And you must enter the hour in 12-hour format.

   Note: Use the volume keys on the left side of the phone to toggle between AM and PM.

3. When entering is completed, press OK to save the time and date.

   If you enter a wrong time, the phone displays '**Invalid time**' and prompts you to enter again.

Auto Hyphenation

Menu 6-7

With this menu option set to **On**, your phone automatically hyphenates numbers when you dial a number. This hyphenates numbers as follows: 000-000-0000. Digits following a pause are not hyphenated.

LCD Contrast

Menu 6-8

The menu allows you to adjust the brightness of the main and front LCD screens.

Press up navigation key to make the screen brighter, and down navigation key to make the screen darker. You can also use the volume keys to adjust the brightness.

Each time you press the key, you will see the selected status of the LCD.

Version

Menu 6-9

This option allows you to view the software and hardware versions of your phone. This feature is helpful if you have to call customer care.

Voice Kit

In this menu, you can use the phone's voice features such as:

- voice dialing
- voice memo
- call answer

Voice Dial *Menu 7-1*

When your phone is in digital mode, you can call up to 20 stored entries by speaking the name into the microphone. Using the Voice dialing option requires that you first program the phone to recognize the name of the person you are calling.

Note: You can enter quickly this menu by pressing in Standby mode.

Record

This option allows you to record names and register numbers for subsequent voice dialing. The phone provides voice prompts and screen displays to guide you through the recording process.

1. Say the name you want to program at the prompt. The phone stores the name as a first sample.

2. Respond to the prompt by repeating the name after the beep. The phone stores the name as a second sample, and then prompts you to enter the phone number.

3. Enter the phone number by pressing the numeric keys and press OK.

4. Complete storing the number into Phonebook referring page xx.

Note: You can also program the phone for voice dialing by accessing the **Phonebook** menu. Use **Add Entry** menu under **Phonebook** to store a phone number, then select **Voice Dial** from the label category. For Further details, see page xx.

Tips on Recording Name

- Avoid recording similar names phonetically. If you record a similar name to the one already in memory, the phone requests another name.
- 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 too short name. Names with two to five syllables are recommended.
- If this feature does not work properly, erase the name, and record with another name.
- It is recommended to practice several times to obtain best result.
- You can record up to 20 names. If you try to record more than 20, the phone announces 'Memory is full'.

Play / Erase

This option allows you to check or erase an individual voice dial entry. A list of the entries displays.

Press up or down navigation key to scan through the list and find the desired entry.

Press OK to play back the recorded name.

Press MENU to access the following options:

Info: shows the Phonebook information on the selected entry.

Erase: erases the selected entry.

Erase all: erases all entries in the Voice Dial list.

Talk: places a call to the number stored in the selected entry.

Phonebook: allows you to edit the Phonebook information on the selected entry.

Play all: plays back all names in the Voice Dial list.

Set Active

Voice Dialing is always active once you have programmed the phone to accept voice dialing entries and the associated phone number.

To place a call using Voice Dialing, simply press and hold *# in Standby mode and then say the name into the phone after you hear the prompt.

You can also initiate a Voice Dialing call just by opening the flip, when you select this option.

*** Only:** enables Voice Dialing only by pressing and holding *# .

*** or Flip:** enables Voice Dialing by pressing and holding *# or by opening the phone.

Training

You can set your phone to get your voice confirmation before dialing with your voice if there is similar names phonetically and the phone is confused which number you want to dial.

To activate this feature, you must train your phone to recognize the control words Yes and No.

Once the control words are recorded, the phone will try to get your voice confirm unless you select the **Undo Train** menu option (**7-5**) if the phone is confused with similar names.

To record control words:

1. The phone will prompt you to say the control word Yes. Say 'Yes.'

2. At a confirming prompt, say 'Yes' again.

3. The phone will prompt you to say the control word No. Say 'No.'

4. At a confirming prompt, say 'No' again.

Undo Train

If you do not want to be asked to confirm the name by the phone when voice dialing, activates this menu option to cancel the trained control words. Even though the name you said is confusing with another, the phone dials the number as it recognizes.

Press OK to activate this menu.

To deactivate this menu option and you want to set the phone to ask your confirm before dialing, you must train the phone again using the Training menu option (**7-4**).

Voice Memo

Menu 7-2

This menu allows you to:

- record a voice memo to memorize the things you must remember.
- set the phone to answer an incoming call with a greeting message and record the caller's message.

You can record the voice memos and caller's messages up to 8 minutes in all.

Note: You can quickly enter this menu by pressing OK in Standby mode.

Voice Memo

You can record voice memos. When recording, a timer displays to show you the elapsed time. When recording time expires, an alert sounds to indicate and you can save the memo already recorded by that time.

Recording a New Memo

1. Press OK when **Record** is highlighted.
   If there is no recorded memo when you access this menu option, the phone asks if you want to record a new memo. Press OK to start recording.

   Note: Pressing and holing OK in Standby mode begins recording a voice memo immediately.

2. Wait until a prompt beep sounds and record the voice memo by speaking into the microphone.

   While recording, you can pause recording by pressing left navigation key, and resume by right navigation key.

3. When recording is completed, press OK.

4. Press up or down navigation key to select **Save** from the list and press OK .

   If you want to play back the memo you have recorded, select **Play**.

   If you want to discard the currently recorded memo and re-record a new one, select **Record**.

   If you want to quit saving the recorded memo, select **Quit** or press END.

5. Enter the title for the memo and press OK. For further information on how to enter text, see page xx.

   If you press OK without entering a title, the memo is saved labeled with 'No Title'.

Note: When your phone is in analog mode, this function is not available.

Playing Back or Erasing a Recorded Memo

1. Press up or down navigation key to select **Play/Record**, and press OK .
   The list of the recorded memos appears.

2. Press up or down navigation key to scroll to the desired memo and press OK to play it back.

   While playback, you can pause playing by pressing left navigatio key , and resume by right navigation key.

3. If you want to access the following options, press OK.

   - **Info**: shows the detailed information on the memo, such as the title, elapsed time, memory used for the memo and the time when the memo was recorded.
   - **Erase**: erases the selected memo.
   - **Erase All**: erases all of the recorded memo.

4. Press CLR to go back to the previous screen or END to return to Standby mode.

Call Answer

Using this menu, in case that you are not able to answer an incoming call, you can set your phone to answer calls with the predefined greeting message that came with the phone or your own message and record the caller's message.

Turning on or off Call Answer

1. Press OK when **On/Off** is highlighted

2. Select **Enable** to turn on this feature or **Disable** to turn off using up or down navigation key.

3. Press OK to save the setting.

4. If you turned on Call Answer, the phone shows the current configuration for the Call Answer feature.

   To change them, press right navigation key and configure the options. See page xx.

   If you are satisfied with the current settings, press [OK].

With this feature enabled, the phone answers the incoming calls, and the callers can leave you the message after a greeting message.

Notes:
- While recording the caller's message, you can answer the call by pressing [ ].
- When your phone is in analog mode, this function is not available.

Configuring the Call Answer Options

1. Press up or down navigatio key to scroll to **Config**, and press [OK].

2. Press up or down navigation key to scroll to the desired option, and press [OK].

   The following two options are available:

   - **Greeting**: allows you to record your own greeting message and select the desired message to be played at an incoming call. For further information on the greeting message, see page xx.

   - **Screening**: turns on or off the screening speaker which allows you to listen to the caller's message while the caller is leaving it.
   - **Wait time**: sets the time the phone waits before answering the call with the greeting message. You can select one among **After 3 sec**, **After 5 sec**, and **After 10 sec**. Selecting **No ring** plays back the message as soon as the phone receive signal of a call.

3. After setting the options, press [OK] to save the setting.

4. Press [CLR] to back up one menu level. Or, press [ ] to return to Standby mode.

Recording and Selecting a Greeting Message

You have a predefined greeting message to be played when a call comes in. Also, you can have one greeting message recorded as your preference.

To record your own message:

1. Access the Call Answer menu option.

2. Press up or down navigation key to scroll to **Config**, and press [OK].

3. When **Greeting** is highlighted, press [OK].

4. Press up or down navigation key to scroll to **Record** and press [OK].

5. Wait until a prompt beep sounds and record the voice memo by speaking into the microphone.

   While recording,you can pause recording by pressing left navigation key , and resume by right navigation key.

6. When recording is completed, press OK. The phone automatically saves and activates the message.

7. If you want to play back the currently selected message, highlight **Play** and press OK.

   If you want to record a new message, highlight **Record** and press OK. Repeat steps 5 to 6.

   Note: Each time you record a message, your phone automatically overwrites the old message.

   If you want to select a greeting message to be played, highlight **Select** and press OK . Select **Mine** to use your own message and **Default** to use the default message and press OK .

8. Press CLR to back up one menu level. Or, press PWR to return to Standby mode.

Listening to the Caller's Messages

1. Press up or down navigation key to scroll to **Inbox** , and press OK. The list of the recorded memos appears.

   Note: If the phone has the caller's messages waiting to be checked, it displays the total number of the messages and the date and time when the last message was recorded. Pressing OK takes you to Inbox.

2. Press up or down navigation key to scroll to the desired message and press OK to play it back.

   While playback, you can pause playing by pressing left navigation key , and resume by right navigation key.

3. If you want to access the following options, press MENU.

   - **Info**: shows the detailed information on the memo, such as the caller's number (if identified), elapsed time, memory used for the message and the time when the memo was recorded.
   - **Erase**: erases the selected message.
   - **Erase All**: erases all of the recorded messages.
   - **Talk**: places a call the caller's number (if identified).
   - **Save**: stores the caller's number (if identified) into your Phonebook.

4. Press CLR to back up one menu level. Or, press PWR to return to Standby mode.

Message Kit

Your phone can receive voicemail notification, text messages, and pages. Also, your phone can send text messages and pages if your system supplier provides this service.

Incoming messages are received even when your phone is in Lock mode. However, the screen will not display information about the message. To access the message, or to return a call other than an emergency or priority number, unlock the phone to proceed.

If you are on a conversation, and you receive an incoming message, your phone automatically mutes the ringer (this is to avoid ringing in your ear while you are trying to converse).

You can quickly enter the Message menu, press left navigation key in Standby mode.

New Message

Menu 8-1

You can create short text messages to send to other mobile numbers.

1. Enter the desired message content and press [OK].

   You can enter up to 14 characters in Chinese or 32 characters in English. For further information on how to enter text, see page xx.

2. Enter the phone number, and press [OK].

   You can recall the phone number from your Phonebook or enter an e-mail address to send a web message. Press [MENU] and select **e-mail** to enter e-mail address or **Phonebook** to recall a number from Phonebook.

3. If necessary, edit the Call back number to which the recipient of your message will call back to send you a reply message and press [OK].

   The call back number is set to your phone number by default.

4. Press [SEND] to transmit the message.

Inbox

Tentative

Menu 8-2

Your phone can store up to 95 messages until the total length of the message exceeds 16 kbytes. This storage capacity includes all message types: numeric page, VMN (Voicemail Notification), text and browser message. If your message memory gets full, the screen displays a text notification and rejects additional incoming messages until you erase the stored messages.

Note: When the phone receives a message, an alert sounds, a text notification with the call back number and memory used for the message displays. Press [OK] (or [SEND]) to view (or listen to) the message.

Voice

Press up or down navigation key to scroll to the desired of the mails in the list and press . The phone plays back the voice mail.

Text

Press up or down navigation key to scroll to the desired one of the messages in the list and press OK. The phone displays the message contents. If necessary, press up or down navigation key to scan through the contents.

While viewing a message, press MENU to access the following options.

Call back: places a voice call to the call back number of the message.

Forward: allows you to send the message to the other person.

Save addr: allows you to save the sender's phone number into your Phonebook. For further information on storing a number, see page xx.

Erase: erases the message.

Detail: displays detailed information on the messages, such as the date and time when the message was delivered from the sender's phone and received by your phone and the used language. If needed, press up or down navigation key to scan through the contents.

Reply: allows you to send a reply message to the sender.

Save cb#: allows you to save the call back number of the message.

Web

Press up or down navigation key to scroll to the desired one of the messages in the list and press OK. The phone start the Web browser displays the message contents. If necessary, press up or down navigation key to scan through the contents.

While viewing a message, press MENU to access the following options.

Outbox

Menu 8-3

Your phone can store up up to 95 transmitted messages until the total length of the message exceeds 16 kbytes. You can review or resend the messages stored in Outbox, if needed.

When you enter the Outbox menu, you can see the message list. The marker **!** next to the message means that it is urgent.

Press up or down navigation to scroll to the desired message and press OK to review the message. The display shows the date and time when the message is created, the designated number (and name if saved in Phonebook) and message contents.

If necessary, press up or down navigation to scan through the contents.

While reviewing a message, press MENU to access the following options.

Call: places a voice call to the designated number.

Re-send: allows you to resend the message. For further information on sending a message, see page xx.

Save addr: allows to save the designated number into your Phonebook. For further information on storing a number, see page xx.

Erase: erases the message from Outbox.

Detail: displays detailed information on the message, such as the date and time when the message is transmitted or created and the option settings. If needed, press up or down navigation to display more contents.

MSG Setup

OK-4

Using this menu, you can set up the various options for the message. Also, you can erase all incoming or outgoing messages.

General

You can set up the following options for incoming messages.

Scroll Timer: If an incoming message is too long for the display, the phone displays it by scrolling the screen automatically. You can set the time when the phone scrolls to the next screen. Selecting **Off** does not scroll automatically. You should scroll to next screen manually using up or down navigation.

Msg.Remind: When a message is received, the phone alerts you by the selected ring. You can set how often you want to be alerted. Selecting **Off** does not alerts you the incoming message, but the New Message icon will appear.

New Message

You can set up the following options as default setting when creating a new message. For further information on the options, see page xx.

Call Back #: You can set the call back number. Your phone number is preset at factory.

Save Message: allows you to set whether you want the transmitted message to be saved in Outbox or not. Select **On** to save the message after transmission or **Off** not to do.

Entry Method: You can select the text input mode between **Word** and **Alphabet** (ABC).

Delivery Ack: allows you to activate or deactivate the delivery acknowledgement feature. When this is activated (set to **Request Ack**), the network informs you whether your message has been read or not by the recipient. Select **Yes** to turn on the feature or **No** to turn it off.

Erase

Using this menu option, you can erase all messages in each of three message boxes; Voice mail box, Inbox and Outbox.
You can also erase all of the messages at one time.

Setup

Many different features of your phone can be customized to suit your preferences.

Auto Retry *Menu 9-1*

With this menu option activated, your phone will automatically retry the call up to 10 times when a connection fails.

To activate this feature, select how often the phone will automatically retry the call. **60 Seconds**, **30 Seconds**, and **10 Seconds** are available.
Select **Off** deactivates this feature.

Auto Answer *Menu 9-2*

With this menu option activated, the phone automatically answers calls after predefined rings. This option is useful while driving, for instance.

To activate this feature, select how many times your phone rings before answering an incoming call. **1 Ring**, **3 Rings** and **5 Rings** are available.

With this menu option set to **Off**, the phone does not answer an incoming call, and if you do not answer the call, it is stored in Missed Call log (see page xx).

Answer Mode

Menu 9-3

This menu option allows you to select how to answer an incoming call. It is preset to **SEND key**. The following options are available:

SEND key: The phone answers only when you press .

flip open: The phone answers when you open the phone.

any key: The phone answers when you press any key except .

Tone Length

Menu 9-4

The tone length setting enables you to select **Normal** or **Long** DTMF (dual-tone multi-frequency) tones. When you use a teleservice (such as your bank account) and press the keys to enter numbers into the teleservice, you are sending DTMF tones. The system used by the bank or other service determines if you need short or long DTMF tones. If the service is digital (which most are these days) normal DTMF will almost always work. However, some new systems and almost all older (analog) systems require you to use long DTMF tones. Many home answering machines require long DTMF tones.

Set NAM

Menu 9-5

Your phone can store two NAMs (NAM stands for Numerical Assignment Module-essentially your telephone number). This means you can have two phone number on your phone, and you can quickly and easily switch your service back and forth between the two numbers.

When you access this menu, the phone will immediately reboot and acquire service using the new NAM setting.

Roam Option

Menu 9-6

Your phone allows you to control your phone's roaming ability. Roaming is a feature which is only relevant in areas where there are at least two cellular service providers having valid roaming agreements. Roaming allows you to register your phone on one of the networks, but use the facilities of the other if your own network is not available. This system priority feature allows you to program your phone for optimum operation when within your home service area or when outside your home service area.

You should always check your phone's display because it will let you know when you're outside the service provider network and whether your phone is operating in another network.

- your home network : Only the Digital Mode icon displays.
- Other CDMA networks: The Roaming icon and the Digital Mode icon display.
- Other Analog network: The Roaming icon and the Analog Mode icon display.

You have two option which allows you to control the phone's roaming ability.

No Roaming: With this setting, you cannot roam. If your home system is not available, your call will not be connected and the No Service indicator is displayed.

Standard: Your phone automatically search for a first available one of all types of service according to the Preferred Roaming List supplied by the service provider.

Data / Fax

Menu 9-7

Your phone is capable of sending and receiving digital data and fax call when connected to a computing device (laptop, desktop, handheld, palmtop, etc.) running Windows NT, Windows 95 or later. The phone functions just like a typical modem on your PC, enabling you to use wireless data involving a wide variety of Windows software applications.
To use digital data or fax services with your phone, you will need to obtain digital data/fax kit from your service provider. This kit will contain the necessary cables, software, and documentation required for you to connect and use your phone with your computing device.

Note: The phone must be on a digital network to receive or send fax and data.

The following options are available:

Data/Fax Off: Your phone receives voice calls only.

Fax for Powered Off: Your phone receives fax calls until you power off and back on the phone.

Fax for Next Call: Your phone receives fax calls for next 10 minutes.

Data until Powered Off: Your phone receives data calls until you power off and back on the phone.

Data for Next Call: Your phone receives data calls for next 10 minutes.

Receiving a Fax or Data File

To receive a fax or data, ensure that your phone is connected to your PC and is powered on, and select a desired option.

When you receive a fax call, set up the **Answer** mode in the Fax program on your PC and click on **Receive** and select one of the following:

- Automatic Receive (recommended)
- Manual Receive

Sending a Fax or Data File

When connected to a computing device, your phone allows wireless fax and data transmissions. Your computing device software initiates the call to the destination phone number. The phone functions as a wireless modem to send the fax or data file to the number designated by your PC software.

Whisper Mode

Menu 9-8

Whisper mode automatically increases the receiving sensitivity of the microphone to obtain the maximum quality of a call even when you speak in a softer voice so that the caller can hear you as if you are speaking normally.

Note: It is not recommended that the ear piece be used while using Whisper mode. Audio level may increase without notice depending on the surrounding conditions.

Select **On** to use this mode, or **Off** not to use it.

Security

Menu 9-9

Your phone provides you with various security options, including a user-programmable lock code and special number features.

To access the Security menu, you must enter the 4-digit lock code. It is preset to 0000 by default.

Lock Mode

Locking the phone limits use of the phone except an emergency call.
When the phone is Lock mode, the phone receives incoming calls and messages.

The following options are available:

Never: the phone remains unlocked.

On Power Up: the phone locks automatically at the next time your phone turned on.

Now: the phone locks immediately.

Once your phone is locked, you can see the message 'Locked' at the bottom of the display.

To place an emergency call in Lock mode, enter the number and then press . The phone recognizes the hard-coded emergency numbers or three programmed emergency numbers (**Menu 9-9-4**).

To unlock the phone, press

and enter the 4-digit lock code. The phone is immediately unlocked.

Restrict

This feature allows you to restrict outgoing calls from your phone except emergency calls by the hard-coded emergency numbers (911, *911 and #911) or three programmed emergency numbers (**Menu 9-9-4**). Once you restricted the phone, storing a number is also unavailable.

Select **Yes** to turn this feature on or **No** turn it off.

Lock Code

This feature allows you to change your current lock codeto a new one. The lock code is preset to 0000 at factory.

Enter a new, four-digit lock code and enter the code once again at a prompt.

Note: Your phone does not allow viewing of the lock code for security reason. So, if you have changed the lock code, be sure to write down or memorize it.

Emergency Number

Your phone provides the option of storing three emergency numbers. All these numbers can be manually dialed at any time even when your phone is locked.

IMPORTANT NOTICE!
Because of various transmission methods, network parameters and user settings used to complete a call from your wireless phone, a connection cannot always be guaranteed. Therefore, emergency calling may not be available on all wireless networks at all times.
DO NOT depend on this phone as a primary method of dialing 911 or for any other essential or emergency communications.
Remember to always turn your phone on and check the adequate signal strength before placing a call.

To store a emergency number:

1. Press up or down navigation key to find the desired location and press [OK].

2. Enter the desired number and press [OK] to save the number.
   Each emergency number can be up to 10 digits long. The number already stored in the selected location is automatically deleted when you enter a new number.

To make an emergency call in Lock mode, simply enter a programmed number, then press [SEND].

Send PIN

Note: Your service provider must enable this feature and assign you a PIN in order for this feature to work.

This feature prevents your phone from being used by unauthorized persons. The feature is only available if your service provider supports this service and you have a PIN (Personal Identification Number) assigned by the system supplier. Contact the service provider for complete information on this feature.

The following options are available:

Never: The option is not activated.

Prompt: When you make a call, you are asked to send PIN.

Clear Memory

This menu allows you to erase all data you have stored in the phone's memory, such as phonebook entries, tasks, schedules, call logs and so on.

When a confirmation displays explaining that you will clear all data in the phone memory, press OK to confirm. The phone reboots (turns itself off then on), then returns to Standby mode.

Or, press CLR to cancel your selection and exit this menu.

Reset Phone

Resetting the phone returns to all user-selectable options to the default settings.

When a confirmation displays explaining that you will reset the phone, press OK to confirm. The phone reboots (turns itself off then on), then returns to Standby mode.

Or, press CLR to cancel your selection and exit this menu.

Privacy

Used only in digital networks, Voice Privacy encrypts the voice channel so that people cannot eavesdrop on your conversation.

The following options are available.

Enhanced: turns this feature on. The phone will make and receive calls on an encrypted high security line.

Standard: turns this feature off. The phone will use a standard line for calls.

Note: This feature may not be available in all areas. Contact your service provider for details and availability.

R-UIM Setup

Menu 9-0

When you subscribe a network, you are provided the CHV code, which is a password for use of the UIM card. Using this menu, you can enable the CHV code to avoid using the card by the unauthorized user. Also, you can change the code as you want.

The following options are available:

Enable CHV: activates use of the CHV code. With the code enabled, you must enter your CHV code each time you switch the phone on. Consequently, any person who does not have the code cannot use your card without your approval.

Disable CHV: deactivates use of the CHV code. Any person can access the data in your UIM card.

Change CHV: allows you to change the CHV code as your preference. Enter a new code up to 8 digits. Then, enter the new code again when prompted for confirmation.

Using the Batteries

Your phone is powered by a rechargeable Li-ion standard battery.

Precautions When Using Batteries

- Never use any battery that is damaged in any way.
- Use the battery only for its intended purpose.
- If you use the phone near the network's base station, it uses less power; talk and standby times are greatly affected by the signal strength on the cellular network and the parameters set by the network operator.
- Battery charging times depend on the remaining battery charge and the type of battery used. The battery can be charged and discharged hundreds of times, but it will gradually wear out. When the operation time (talk time and standby time) is noticeably shorter than normal, it is time to buy a new battery.
- If left unused, a fully charged battery will discharge itself over time.

- Use only Samsung-approved batteries and recharge your battery only with Samsung-approved. Do not leave the battery connected for more than a week, since overcharging may shorten Its life.

- Extreme temperatures will affect the charging capacity of your battery: it may require cooling or warming first.

- Do not leave the battery in hot or cold places, such as in a car in summer or winter conditions, as you will reduce the capacity and life-time of the battery. Always try to keep the battery at room temperature. A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged. Li-ion batteries are particularly affected by temperatures below 0 °C (32 °F).

- Do not short-circuit the battery. Accidental short circuiting can occur when a metallic object (coin, clip or pen) causes a direct connection between the + and - terminals of the battery (metal strips on the back of the battery), for example when youcarry a spare battery in a pocket or bag. Short-circuiting the terminals may damage the battery or the object causing the short-circuit.

- Dispose of used batteries in accordance with local regulations. Always recycle. Do not dispose of batteries in a fire.

Safety Information

Traffic Safety

Do not use a hand-held mobile phone while driving a vehicle. If using a hand-held phone, park the vehicle before conversing. Always secure the phone in its holder, do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.

The use of an alert device to operate a vehicle's lights or horn on public roads is not permitted.

Remember, road safety always comes first!

Operating Environment

Remember to follow any special regulations in force in any area and always switch off your phone whenever it is forbidden to use it, or when it may cause interference of danger.

When connecting the phone or any accessory to another device, read its user's guide for detailed safety instructions. Do not connect incompatible products.

As with other mobile radio transmitting equipment, users are advised that for the satisfactory operation of the equipment and for the safety of personnel, it is recommended that the equipment should only be used in the normal operating position (held to your ear with the antenna pointing over your shoulder).

Electronic Devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your mobile phone.

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (20 cm) be maintained between a hand-held mobile phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.
Persons with pacemakers:

- Should always keep the phone more than 6 inches (20 cm) from their pacemaker when the phone is switched on;
- Should not carry the phone in a breast pocket;
- Should use the ear opposite the pacemaker to minimize the potential for interference.
- If you have any reason to suspect that interference is taking place, switch off your phone immediately.

Hearing Aids

Some digital mobile phones may interfere with some hearing aids. In the event of such interference, you may want to consult your service provider.

Other Medical Devices

Operation of any radio transmitting equipment, including cellular phones, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your phone in health care facilities when any regulations posted in these areas instruct you to do so.
Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (for example, electronic fuel injection systems, electronic anti-skid (anti-lock) braking systems, electronic speed control systems, air bag systems).
Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Switch your phone off in any facility where posted notices so require.

Potentially Explosive Atmospheres

Switch off your phone when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Users are advised to switch off the phone while at a refueling point (service station). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats; chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or particles, such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

Vehicles

Only qualified personnel should service the phone, or install the phone in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty which may apply to the unit.

Check regularly that all mobile phone equipment on your vehicle is mounted and operating properly.

Do not store or carry flammable liquids, gases or explosive materials in the same compartment as the phone, its parts or accessories.

For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including both installed or portable wireless equipment in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

Switch off your phone before boarding an aircraft. The use of mobile phones in an aircraft may be dangerous to the operation of the aircraft, disrupt the wireless telephone network and may be illegal.

Failure to observe these instructions may lead to the suspension or denial of telephone services to the offender, or legal action, or both.

Emergency Calls

Important!
This phone, like any mobile phone, operates using radio signals, wireless and landline networks as well as user-programmed functions which cannot guarantee connection in all conditions. Therefore, you should never rely solely upon any wireless phone for essential communications (for example, medical emergencies).

Remember, to make or receive any calls the phone must be switched on and in a service area with adequate signal strength. Emergency calls may not be possible on all wireless phone networks or when certain network services and/or phone features are in use. Check with local service providers.

To make an emergency call:
1. If the phone is not on, switch it on.
2. Key in the emergency number for your present location (for example, 911 or other official emergency number). Emergency numbers vary by location.
3. Press <TALK>

If certain features are in use (keyguard, restrict calls, etc.), you may first need to turn those features off before you can make an emergency call. Consult this document and your local cellular service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember that your phone may be the only means of communication at the scene of an accident - do not cut off the call until given permission to do so.

Radio Frequency (RF) Signals

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies:

- American National Standards Institute (ANSI) IEEE. C95.1-1992
- National Council on Radiation Protection and Measurement (NCRP). Report 86
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Ministry of Health (Canada), Safety Code 6.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg. Tests for SAR are conducted using standard operating positions specified by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operation can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) as required by the FCC for each model. (Body-worn measurements differ among phone models, depending upon available accessories and FCC requirements). While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement.

For body worn operation, to maintain compliance with FCC RF exposure guidelines, use only Samsung-approved accessories. When carrying the phone while it is on, use the specific Samsung belt-clip that has been tested for compliance.

Use of non-approved accessories may violate FCC RF exposure guidelines and should be avoided.

For additional information concerning exposure to radio frequency signals, see the following websites:

Federal Communications Commission (FCC) RF Safety program (select "Information on Human Exposure to RF Fields from Cellular and PCS Radio Transmitters"):
http://www.fcc.gov/oet/rfsafety

World Health Organization (WHO) International Commission on Non-ionizing Radiation Protection (select Qs & As):
http://www.who.int/emf

United Kingdom, National Radiological Protection Board: http://www.nrpb.org.uk

Cellular Telecommunications Industry Association (CTIA): http://www.wow-com.com

U.S.Food and Drug Administration (FDA) Center for Devices and Radiological Health:
http://www.fda.gov/cdrh/consumer/

Care and Maintenance

Your phone is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfill any warranty obligations and allow you to enjoy this product for many years. When using your phone, battery, OR any accessory:

- Keep it and all its parts and accessories out of small children's reach.
- Keep it dry. Precipitation, humidity and liquids contain minerals that will corrode electronic circuits.
- Do not use or store it in dusty, dirty areas as its moving parts can be damaged.

- Do not store it in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store it in cold areas. When the phone warms up (to its normal operating temperature), moisture can form inside the phone, which may damage the phone's electronic circuit boards.
- Do not drop, knock or shake it. Rough handling can break internal circuit boards.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean it. Wipe it with a soft cloth slightly dampened in a mild soap-and-water solution.
- Do not paint it. Paint can clog the device's moving parts and prevent proper operation.
- Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications of attachments could damage the phone and may violate regulations governing radio devices.
- If the phone, battery, or any accessory is not working properly, take it to your nearest qualified service facility. The personnel there will assist you, and if necessary, arrange for service.

Glossary

Airtime - Actual time spent talking on the wireless phone. Most carriers bill customers based on how many minutes of airtime they use each month.

Antenna - A device for transmitting or receiving signals. The size and shape of antennas is determined, in part, by the frequency of the signal they receive. Wireless phones and the base station must have antennas.

Base Station - The fixed radio transmitter/receiver that maintains communications with mobile radio telephones within a given area. (Typically called a cell or cell site)

CDMA - (Code Division Multiple Access) A spread-spectrum approach to digital transmission. With CDMA, each conversion is digitized and then tagged with a code. The mobile phone deciphers only a particular code to pick the right conversation off the air. The transmitted signal is just above noise level across the available bandwidth.

Channel - Communications signals transmit along paths called channels.

Codec - Compression & Decompression.

Deactivation - The process of rendering a wireless phone inactive.

DTMF - (Dual-tone Modulated Frequency) You send DTMF signals when you enter numbers by pressing the digit keys.

EVRC - (Enhanced Variable Rate Codec) EVRC is a new global standard for compressing and decompressing voice signals. EVRC uses a lower bit rate (the number of bits sent per second) than existing CDMA vocoders, while providing significant improvements in voice quality. This technology enables your phone to provide superb voice quality while benefiting from the ability to process more cellular voice calls using less bandwidth than the voice codecs in CDMA networks today.

Frequency - A measure based on time, as one or more waves per second, in an electrical or light wave information signal. A signal's frequency is stated in cycles-per-second or Hertz (Hz).

Hands-Free - A feature that permits a driver to use a wireless phone without lifting or holding the handset - an important safety feature for automobiles, tractors and most other motorized vehicles.

LCD - (Liquid Crystal Display) Commonly used to refer to the screen display on the wireless phone.

LED - (Light Emitting Diode) Commonly used to refer to a small light on the wireless phone or on the Desktop . The LED lights on the phone to indicate an incoming call.

Prepend - The addition of a prefix, such as an area code, to a phone number.

RF - Radio Frequency

Roaming - The ability to use a wireless phone to make and receive calls in places outside of the home service area.

Service Charge - The amount paid each month to receive wireless service.

Standby Time - The amount of time a fully charged wireless portable or transportable phone can be on and idle without being in use. (See Talk Time)

Talk Time - The length of time a person can talk on a portable or transportable wireless phone without recharging the battery.

Vocoder - Voice Coder. A device used to convert speech into digital signals.

Wireless - Radio-based Systems that allow transmission of telephone or data signals through the air without a physical connection, such as a metal wire (copper) or fiber optic cable.