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**General information**

**Battery care**

DMP330 is powered by a rechargeable battery.

◆ The battery can be charged and discharged hundreds of times but it will eventually wear out. When the operating time (talking time and standby time) is noticeably shorter than normal, user should buy a new battery at this time.

◆ Unplug the charger when not in use. Don't leave the battery connected to a charger for longer than a week, since overcharging may shorten its lifetime.

◆ Overcharging may shorten its lifetime, and if left unused a fully charged battery may discharge itself over time.

◆ If the phone is not in use and charged for a long time, over-discharge may happen.

◆ Over-discharge may cause DMP330 to be charged abnormally and the indication of battery in charge cannot be seen immediately once the battery is charged. The indication of battery in charge may only be seen after 20 minutes.

- Temperature extremes can affect the ability of your battery to charge.

- Do not use any charger or battery that is damaged in any way.

- Use the battery only for its intended purpose.

- Extreme temperatures will affect the charging capacity of your battery.

- Do not leave the battery in hot or cold places, such as in a car in summer or winter condition.

- Do not short-circuit the battery. Short-circuiting the terminals may damage the battery or the connecting object.

- Dispose of batteries according to local regulations. Always recycle. Do not dispose of batteries in a fire.

**Access codes**

**PIN code**

The PIN (Personal Identification Number) code protects your SIM card against unauthorized. Your SIM card usually supplies the PIN code.

📩 *Note: User may need to obtain the password from your service provider.*

📩 *Note: If user key in an incorrect PIN code three times in succession, user may need to key in PUK code.*

### PIN2 code

The PIN2 code may be supplied with the SIM card. Some functions will require PIN2 support.

📩 *Note: Your may need to obtain the password from your service provider.*

### PUK code

The PUK (Personal Unblocking Key) code is required to change a blocked PIN code. The PUK code is required to change a blocked PIN2 code.

📩 *Note: User may need to obtain the password from your service provider.*

📩 *Note: If user keys in an incorrect PIN2 code three times in succession, user may need to key in PUK2 code.*

📩 *Note: If user key in an incorrect PUK code ten times in succession,*

*the SIM card cannot be used anymore. Contact your service provider for a new card.*

**Phone code**

Phone code protects the phone against unauthorized use. It is not activated in default. User can activate this function and change the default phone code (1122) to any four to eight-digit personal codes.

**Care and maintenance**

Read this information before using your mobile phone.

Your mobile phone is a highly sophisticated electronic device. When use DMP330, battery, charger or any accessory, please read this first.

**Product care**

◆ Keep your mobile phone and all its parts out of young children's reach.

◆ Keep your mobile phone dry.

◆ Avoid exposing your mobile phone to extreme hot or cold temperatures.

◆ Avoid placing your mobile phone close to lit cigarettes, naked flames or any heat source.

◆ Do not attempt to disassemble it. Non-expert handling of the device may damage it.

◆ Do not drop, knock or shake it. Rough handling can break internal circuit boards.

◆ Do not paint your mobile phone as the paint could obstruct the earphone, microphone or any moveable parts and prevent normal use.

◆ Treat your mobile phone with care, keep it in a clean and dust free place.

◆ Do not touch the antenna 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 that needed and shorten talk and standby times.

◆ Hold the phone as user speaks to any other telephone. While speaking directly into the microphone, angle the antenna in a direction up and over your shoulder. If the antenna is extendable/retractable, it should be extended during the call.

**Important safety information**

**FCC Regulations**

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This device has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiated radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**RF Exposure Information (SAR)**

This device meets the government's requirements for exposure to radio waves.　This device 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.

The exposure standard for wireless devices 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 accepted by the

FCC with the device 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 device while operating can be well below the maximum value.    This is because the device is designed to operate at multiple power levels so as to use only the poser required to reach the network.    In general, the closer you are to a wireless base station antenna, the lower the power output.

The highest SAR value for the device as reported to the FCC when tested for use at the ear is 0.564 W/kg for PCS Head SAR and 0.2 W/kg for WLAN Head SAR and when worn on the body, as described in this user guide, is 0.864 W/kg for PCS Body SAR and 0.434 W/kg for WLAN Body SAR. (Body-worn measurements differ among device models, depending upon available enhancements and FCC requirements.)

While there may be differences between the SAR levels of various devices and at various positions, they all meet the government requirement.

The FCC has granted an Equipment Authorization for this device with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines.    SAR information on this device is on file with the FCC and can be found under the Display Grant

section of http://www.fcc.gov/oet/fccid after searching on FCC ID: D6XDMP330.

For body worn operation, this device has been tested and meets the FCC RF exposure guidelines for use with an accessory that contains no metal and the positions the handset a minimum of 1.5 cm from the body.   Use of other enhancements may not ensure compliance with FCC RF exposure guidelines.   If you do no t use a body-worn accessory and are not holding the device at the ear, position the handset a minimum of 1.5 cm from your body when the device is switched on.

## Radio frequency energy

Your mobile phone is a radio transmitter and receiver. When the phone is turned on, it receives and transmits radio frequency (RF) energy. Depending on the type of mobile phone user posses, it operates on different frequency ranges and employs commonly used modulation techniques. The system that handles your call when user is using phone controls the power level at which DMP330 transmits.

**Specific Absorption Rate (SAR) information.**

DMP330 has been designed to comply with applicable safety requirement for exposure to radio waves.   This requirement is based on scientific organizations through periodic and thorough evaluation of scientific studies. These guidelines include safety margins designed to assure this safety of all persons, regardless of age and health.

- ◆ The radio wave exposure guidelines employ a unit of measurement known as the Specific Absorption Rate, or SAR. Tests for SAR are conducted using standardized method with the phone transmitting at this highest certified power level in all used frequency bands.

- ◆ The SAR limit recommended by the international Commission on Non-Ionizing Radiation Protection (ICNIRP), which is 2W/kg averaged over then (10) gram of tissue.

- ◆ This highest SAR value for this model phone tested by ADT for use at the ear is 0.49W/kg (10g).

- ◆ SAR data information for residents in countries/regions that have adopted the SAR limit recommended by the

Institute of Electrical and Electronics Engineers (IEEE), which is 1.6 W/kg averaged over one (1) gram of tissue.

**Electronic devices**

Most modern electronic equipment is shielded from RF energy. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone, therefore:

◆ Do not use your mobile phone near medical equipment without requesting permission.

**Pacemaker**

Mobile phones may affect the operation of some implanted cardiac pacemakers and other medically implanted equipment. Pacemaker manufacturers recommend that a minimum separation of 20 cm (6 inches) be maintained between a hand-held wireless 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 20 cm (6

inches) 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 user has any reason to suspect that interference is taking place, switch off DMP330 immediately.

**Hearing aids**

Some hearing aids might be disturbed by mobile phones. In the event of such disturbance, user may want to consult your service provider, or call the customer services line to discuss alternatives.

**Aircraft**

◆ Turn off your mobile phone before boarding any aircraft.

◆ Do not use it on the ground without crew permission

To prevent interference with communication systems, user must not use your mobile phone while the plane is in the air.

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**Potentially explosive atmospheres**

Switch off DMP330 when in any area with a potentially explosive atmosphere and obey all signs and instructions. It is rare, but DMP330 or its accessories could generate sparks. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death. Areas with a potentially explosive atmosphere are often, but not always, clearly marked. They include fuelling areas, such as petrol station, below deck on boats, fuel or chemical transfer or storage facilities, and areas where the air contains chemicals or particles, such as grain, dust, or metal powders and any other area where user would normally be advised to turn off your vehicle engine.

**Driving**

Check the laws and regulations on the use of mobile phones in the areas where user drive. If user is going to use DMP330 while driving, please:

◆ Give full attention to driving

◆ Use handsfree. Law in many countries requires vehicle handsfree.

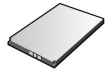◆ Pull off the road and park before making or answering a

call if driving conditions so require.

RF energy may affect some electronic systems in motor vehicles such as car stereo, safety equipment etc. in addition; some vehicle manufacturers do not allow use of mobile phones, unless the installation is supported by a handsfree kit with an external antenna in their vehicles. Check with your vehicle manufacturer's representative to be sure that your mobile phone will not affect the electronic systems in your vehicle.

**DMP330**
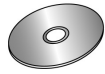
**Product Package**

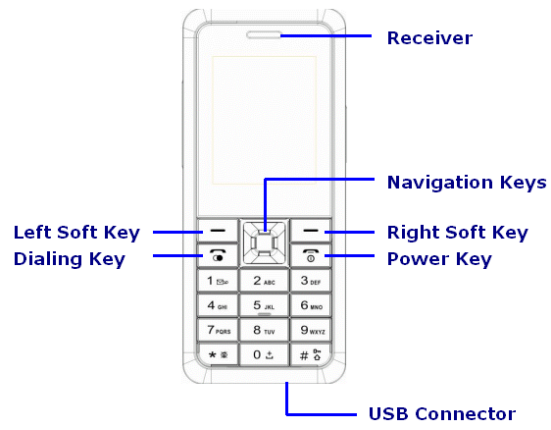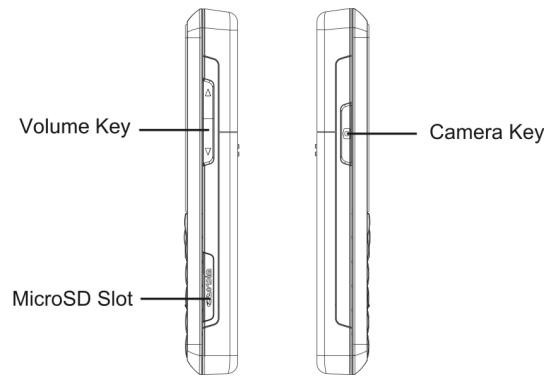The package includes the following elements:

Battery

Headset

Charger

Download cable

CD

**Phone Layout**



Receiver

Navigation Keys

Left Soft Key

Right Soft Key

Dialing Key

Power Key

USB Connector

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Volume Key

MicroSD Slot

Camera Key

## Keypad Description

| Key Icon | Key Name | Main Function Description |
|---|---|---|
| ☎ | Power Key | ◆ Hold this key for at least two seconds to power on/off the phone. <br> ◆ Reject an incoming call. <br> ◆ End a call in progress. <br> ◆ Go back to the idle screen. |
| ☎ | Dialing Key | ◆ Dial a phone call. <br> ◆ Confirm selection in menu operation. <br> ◆ Answer an incoming call. <br> ◆ Check the call history of dialed/missed/received calls in standby mode. |
| | Up/Down/Left/Right <br><br> Navigation Keys | ◆ Browse functions/options in menu operation. <br> ◆ Move the cursor in text editing. <br> ◆ Quick access to the following functions in idle screen: <br> ↑ : Audio Player <br> ↓ : Call Group of Friends <br> ← : Messages <br> → : Tone Setup |
| | Center Navigation Key | ◆ Confirm selection in menu operation. <br> ◆ Quick access to WLAN searching by holding two seconds at least |
| ▭ | Left Soft Key (LSK) | ◆ Enter the main menu in standby mode. <br> ◆ While checking recently called numbers, store the numbers in the phone book. <br> ◆ Confirm the setting. |

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| | | |
|---|---|---|
| ▭ | **Right Soft Key (RSK)** | ◆ Enter contact list in standby mode.<br>◆ Delete characters in text editing.<br>◆ (Press and hold 2 sec. or up) Delete all characters in editing mode. |
| 1 ☺ 2 abc 3 def<br>4 ghi 5 jkl 6 mno<br>7 pqrs 8 tuv 9 wxyz<br>0 ± | **Number Keys** | ◆ Key in alphabets of "A ~ Z" and "a ~ z"<br>◆ Key in numbers of 1, 2, ~ 9, 0.<br>◆ Hold key "1" for at least 2 seconds to enter voice mailbox.<br>◆ Hold one of keys "2" ~ "9" for dialing a predefined speed-dialed number.<br>◆ Long press key "0" in editing mode to generate a "Space" character<br>◆ Long press key "0" in phone number dialing to generate an international call prefix "+" , or "P", and "W" characters |
| ⁎ | **Extra Function Key** | ◆ Key in "*" character.<br>◆ Key in symbol characters such as ", : ; ?" in text editing.<br>◆ In idle screen, hold for at least 2 seconds, switch current user profile and silent profile alternatively |
| # | **Pause Key** | ◆ Key in "#" character<br>◆ In text editing, change types of input methods.<br>◆ In idle screen, hold for 2 seconds at least, activate key lock function. |

| | | |
|---|---|---|
| | **Volume Key** | ◆ Adjust keypad tone volume in standby mode.<br>◆ Adjust speech volume in talking mode<br>◆ Adjust music volume in audio player |
| | **Camera Key** | ◆ Hold on at least 2 seconds to enter camera function.<br>◆ Take the picture when in camera function<br>◆ Pause/Resume recording when in video recorder function |

**Icon Description on Standby Mode Screen**

User may see several icons showed on the status bar on the display, the following table describes the meanings of these icons.

| Icon | Description |
|------|-------------|
| ▮▮▮▮ | Battery level |
| | GSM signal strength |

| | |
|---|---|
| | WLAN signal strength |
| | WLAN signal in status bar |
| | WLAN off |
| | WLAN connecting |
| | WLAN disconnected |
| | VoIP registered |
| | Alarm |
| | Line 1/Line 2 |
| | Call forwarding for L1/L2/L1 and L2 |

| | |
|---|---|
| | GPRS registered/GPRS connected |
| | Headset plugged in |
| | New short message arrival |
| | MMS unread/busy |
| | Mute |
| | Sound recording |
| | Alter type: ringing |
| | Alter type: silent |
| | Alter type: vibration |
| | Alter type: vibration then ringing |
| | Alter type: vibration and ringing |
| | Voice mail L1/L2/L3 |
| | Roaming |
| | Missed call |

| | |
|---|---|
| | Keypad Locked |
| | Bluetooth on |
| | Bluetooth connected |
| | Bluetooth disconnected |
| | Email L1/L2/L3 |
| | WAP mail |
| | Stop watch |
| | Chatting room 1/2 |

**Getting Started**

**Installing the SIM card and the battery**

User needs to follow up the following steps to insert the SIM card and charge the battery before using the phone.

1. Press the back cover release button and take the cover away as shown in Figure 1

2. Lift the battery away as shown in Figure 2.

3. Insert and slide the SIM card and battery as shown in Figure 3.
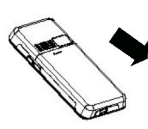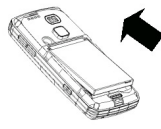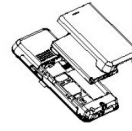


Figure 1          Figure 2          Figure 3

**Note:** *Keep all miniature SIM cards out of the reach of children.*

**Note:** *Be careful to handle, insert or remove the SIM card since the SIM card and its contact can easily be damaged by scratched or bending.*

**Note:** *Before installing/removing the SIM card, always make sure*

*that the phone is switched off.*

## Charging the battery

User must fully charge the battery before using DMP330 for the first time.

1.  Connect the lead from the travel adapter to the USB socket on the bottom of DMP330.
2.  Connect the charger to an AC wall outlet.



User can charge the battery through

- ◆ **Charger**: charge battery from a stand AC power outlet
- ◆ **USB cable**: charge battery from devices with USB host connector (e.g., desktop PC and laptop PC)

**Note:** *When you first use the phone, the battery has to be fully charged. It takes about 2.5 hours to finish charging an empty battery.*

### Charging through charger

1. Plug the charger connector into mini-USB socket at the bottom of phone when phone is either switched on or off.
2. User can hear a "beep" sound and see a message saying "Charger Connected", and then charging starts. At this moment, User can see the battery bar icon running on the main display screen.
3. Once the charging is completed, a full battery bar icon  appears.
4. Remove the charger, user will hear a "beep" sound again and see a message saying "Charger Removed."

### Charging through USB cable

1. Connect the USB cable to a desktop PC or a laptop PC which is switched on. Make sure the PC is not in sleep

mode.

2.  Plug the USB connector into mini-USB socket at the bottom of phone when phone is either switched on or off.

3.  User can hear a "beep" sound and see USB configuration menu in the display screen. Press [⌀] key, then charging starts. At this moment, user can see the battery bar icon changing on the main display screen.

4.  Once the charging is completed, a full battery bar icon [▮▮▮▮] appears.

5.  Remove USB cable, you will hear a "beep" sound again and see a message saying "Charger Removed."

[▶] *Note: When the battery level is low and indicated by '[▭]' on the display, user will hear a "beep" sound. When the battery level becomes too low and indicated by '[▭]' on the display, it shall be switched off automatically in a short time.*

[▶] *Note: If the phone is not in use and charged for a long time, over-discharge may happen. If user cannot see charging screen upon the connection of the charger, wait for a period of time and then the charging will be activated. In case that the charging screen cannot be shown always, contact service center.*

**Switching the phone on and off**

1.  Press and hold [icon] key.
2.  If the phone asks PIN code, key in the PIN code, and press [icon] Left Soft Key (LSK) to confirm.


[icon] **Note:** *If the phone shows "Insert SIM" when SIM card is properly inserted, contact your network operator or service provider.*

[icon] **Note**: *Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.*


**Function without plug-in SIM card**

DMP330 has some functions user can use without plug-in SIM card. Including:

- E-mail
- Call History
- Contact
- VoIP
- Services
- File Manager

- Camera
- Entertainment
- Audio Player
- Organizer
- Application
- Setting(except Call Setup and Shortcuts)

**Call Function**

This gives user information about the calling service that support in DMP330.

**Making a call from the Contact**

1. In standby mode, dial number and press [☎].

2. In standby mode, press [—] Right Soft Key (RSK) to enter **Name**, select one name from **Search** and follow by pressing [☎] key to dial.

3. User could also press **Menu** and choose to enter **Contact** submenu to make a call.

**Making an international call**

For international calls, long press key ⬜ for the international prefix (character "+").

Key in the country code, area code and the phone number.

Press ⬜ to call.

**Answering an incoming call**

Press ⬜ to answer the call.

**Rejecting the incoming call**

Press ⬜ to reject the call.

**Call waiting**

User can answer another incoming call while user has a call in progress.

During a call, press ⬜ LSK to enter option menu to hold a call.

**Making a conference call**

User can make conference call while user has multi calls in progress.

1. Make a call to the first participant.
2. Press ⊟ LSK and choose **New Call** to call the second participant as explained in Make a new call during a call.
3. Press ⊟ LSK and select **Conference**. This joins the calls to the conference.
4. Repeat step 2 and 3 to allow new participants to be connected to the conference call.
5. Press **Option** and select **End All** to end the call or press ☎.
6. Any call (participant) can be disconnected by press **Option** key and select **End Single.**


📩 **Note**: *Please user make sure if the operation supports this service or need to subscribe this service before using this function.*

**Tips for call options**

A call can be connected to any single caller by pressing **Option**. When user presses **Option** during an active call, user would see the following functions:

1.  **Hold**: put a call on
2.  **End**: end a call.
3.  **New call**: make a new call during an active call.
4.  **Contact**: shortcut to **Contact** menu.
5.  **SMS**: shortcut to **Messages** menu.
6.  **Sound recorder**: to record the conversation during an active phone call.
7.  **Mute**: set On/Off to mute the call during the conversation.
8.  **DTMF**: set On/Off for DTMF (Dual Tone Multi-Frequency) tone dialing system.

**Text editing using input method**

User can key in text by using the traditional method or predictive smart input. DMP330 is designed to support six languages: English, Spanish, French, German, Traditional Chinese and Simplified Chinese languages

**To select input method**

1. When key in text, press **Option** and select **Input Method**.

2. User can also change input method by short press ⌗5 key.

**To insert a space**

In T9abc, user could use ⎡0±⎤ key to insert spaces.

**Traditional English input**

DMP330 provides Multitap function. For example, press ⎡2abc⎤ key twice to display the letter "B", and press three times to display the letter "C". The following table shows the mapping of keypads of "0" ~ "9" and the associated characters.

**English characters table**

| Key | Unshifted Characters | | | | | | Shifted Characters | | | | | |
|-----|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | . | , | – | ? | ! | ' | . | , | – | ? | ! | ' |
|  | @ | : | 1  # $ / _ ( ) | | | | @ | : | 1  # $ / _ ( ) | | | |
| 2 | a | b | c | 2 | | | A | B | C | 2 | | |
| 3 | d | e | f | 3 | | | D | E | F | 3 | | |
| 4 | g | h | i | 4 | | | G | H | I | 4 | | |
| 5 | j | k | l | 5 | | | J | K | L | 5 | | |
| 6 | m | n | o | 6 | | | M | N | O | 6 | | |
| 7 | p | q | r | s | 7 | | P | Q | R | S | 7 | |
| 8 | t | u | v | 8 | | | T | U | V | 8 | | |
| 9 | w | x | y | z | 9 | | W | X | Y | Z | 9 | |
| 0 | 0 | | | | | | 0 | | | | | |

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**Text entry with "T9"**

"T9" uses a built-in dictionary to recognize the most commonly used word for every sequence of key presses.

The selected input method will be shown the icon in the indication bar. User can choose to turn on or off your T9 input method in option list.

| |
|---|
| Multitap ABC |
| Multitap abc |
| Numeric |
| Smart ABC |
| Smart abc |

**Messages**

User can view, edit, and send the message via this menu.

**SMS**

DMP330 also allows user to send and receive text message contain pictures or melodies.

**To write a message**

1.  In **Messages** menu, choose **SMS**, press **Ok**
2.  Choose **Write Message**, press **Ok** to write message.
3.  User can also personalize your message with more different special effects by selecting following functions in option list which are:

    ◆   **Use Templates**: User might insert default template for quick writing.

    ◆   **Insert Object**: User might insert picture, animation, melody and sound in your text message.

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- **Format Text**: User might choose text size, style, alignment or start new paragraph.

- **Insert PHB Number**: You can add number from phonebook

- **Insert PHB Name**: You can add name from phonebook

- **Insert Bookmark**: You can add bookmark from WAP

- **Input Method**: User might choose input method as user wishes.

*Note:* To quick access *Messages* function, user can press left key of ⊠ in standby mode.

*Note:* To key in the content, please refer to Subsection of "Text editing using input method."


## To read message

When user has received a message, the indicator ✉ will appear on the display. If your inbox is full, there will be a pop-up window to remind user to delete some of your old message.

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Otherwise, your message will be saved in the phone instead of SIM card.

1. In **Messages**, choose **Text Message (SMS)**, press **OK** and then select **Inbox.**

2. Choose the message user would like to read by pressing **OK** to view the content.

➡ **Note:** *The message user has received will be saved in SIM as default setting.*

When user read the message, DMP330 provides following selections for your option.

- ◆ **Reply:** Allow user to reply by sending a text message.

- ◆ **Delete:** Allow user to delete the message in progress.

- ◆ **Edit**: Allow user to edit the text message.

- ◆ **Forward:** Allow user to forward a text message.

- ◆ **Copy To Phone/SIM:** Allow user to copy the selected text message to DMP330/SIM.

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1. In **Messages**, choose **Text Message (SMS)**, press **OK** and then select **Inbox.**

2. Choose the message user would like to read by pressing **OK** to view the content.

➡ **Note:** *The message user has received will be saved in SIM as default setting.*

- **Move To Phone/SIM:** Allow user to move the selected text message to DMP330/SIM.
- **Chat:** Allow user to chat with the one sending message to DMP330.
- **Delete Al**l: Allow user to delete all message at once.
- **Copy All:** Allow user to copy all message to DMP330 at once.
- **Move All:** Allow user to move all message to DMP330 at once.
- **Use Number:** Allow user to save the number in your Contact.
- **Use URL:** Allow user to use the URL in DMP330.

**To send a message**

1. In **Messages**, choose **Text Message (SMS)** and press **OK.**
2. Choose **Write Message**; press **OK** to start writing message.

3.    After finishing the writing, select **Done** following by pressing **Option**.

↪ *Note: To use picture message function, your network operator or service provider support is necessary. Only phones that contain this function can receive and display picture message.*

DMP330 provides the following options:

◆    **Send Only:** Allow user to send a text message immediately.

◆    **Save And Send:** Allow user to save and send a text message.

◆    **Save:** Allow user to save the message and send it later.

◆    **Send to Many:** Allow user to send many contact at once. Successful sent message will not be stored in **Outbox**.

◆    **Send By Group:** Allow user to send a group user has grouped in the phone.

**Outbox Message**

After sending out the message, the message is saved in the

outbox folder if user choose "**Save And Send**". User is allowed to read message user has chosen to save with the following option:

1. In **Messages**, choose **SMS**,
2. Press **Ok** and then select **Outbox**.

You are allowed to read messages you have chosen to save with the following options:

- ◆ **Send:** Allow user to send the message.
- ◆ **Edit**: Allow user to edit the saved message.
- ◆ **Delete:** Allow user to delete the message in progress.
- ◆ **Copy To Phone/SIM:** Allow user to copy the selected text message to DMP330/SIM.
- ◆ **Move To Phone/SIM:** Allow user to move the selected text message to DMP330/SIM.
- ◆ **Delete All:** Allow user to delete all message in your outbox at once.
- ◆ **Copy All:** Allow user to copy all message to DMP330 at once.
- ◆ **Move All:** Allow user to move all message to DMP330 at once.

◆ **Use Number:** Allow user to save the number in your Contact.

◆ **Use URL:** Allow user to save the URL in DMP330.

## Template

There are several default templates in DMP330 for quick message writing. User can also edit these templates to preferred words or to erase template.

## Message Settings

DMP330 allows user to set up default settings on the SMS feature.

1. In **Messages**, choose **SMS**, press **Ok**

2. Choose **Message Settings**, press **Ok**.

DMP330 provides the following selections for your option:

◆ **Profile Setting:** If more than one message profile is allowed by your SIM, user may edit the profile

separately.

◆ **Common Setting:** User can enable or disable delivery report and reply path.

◆ **Memory Status:** Allow user to check the memory status of the SMS in term of in SIM or in Phone

◆ **Preferred Storage:** Allow user to change your preferred storage either SIM or phone.

◆ **Prefer Bearer**: Allow user to choose your preferred bearer-GSM or GPRS.

**Multimedia Message Service (MMS)**

The feature allows user to send the message that contains text, sound and a picture. Depending on the network, user may receive a text message that includes an Internet address where user can view the multimedia message.

DMP330 supports the following formats in MMS function.

1. **Picture**: JPG, GIF and BMP.

2. **Sound**: Scalable Polyphonic MIDI (SP-MIDI) and i-Meldoy.

📩 *Note: User is not able to receive multimedia message during a call, a*

*game, or any active WAP connection over GPRS data.*

**To write a MMS**

For availability to the multimedia messages service, please contact your network operator or service provider.

1.      In **Messages**, choose **MMS** and then press **OK**
2.      Choose **Write Message** followed by pressing **OK.**
3.      Add number or e-mail to To, Cc, and Bcc user wishes to send to. Then edit the subject and content by press **Edit**.
4.      In content, user is able to add text, image, audio and attachment in to the slide.

➦ *Note: To key in the content, user can refer to "Input method ".*
➦ *Note: To use picture message function, your network operator or service provider support is necessary.*

DMP330 provides the following selections for your option when editing the slides:

- ◆      **Done:** Allow user to exit the editing page and go back to Edit content page.
- ◆      **Input Method:** Allow to user change the input method.

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◆ **Add Image:** Allow user to add a picture in your message.

◆ **Add Audio:** Allow user to add an audio file in your message.

◆ **Add Video:** Allow user to add video file in your message.

◆ **Add Attachment:** Allow user to attach a file in your message.

◆ **Add Slider Before:** Allow user to add text before slider.

◆ **Add Slider After:** Allow user to add text after slider.

◆ **Add Bookmark Text:** Allow user to add bookmark in your message.

◆ **Preview:** Allow user to preview the slide(s) user just wrote.

◆ **Slide Timing:** Allow user to edit the sliding time.

**To send a MMS**

1.    In **Messages**, choose **MMS** and then press **OK.**
2.    Choose **Write Message** followed by pressing **OK.**
3.    After writing the message following by the below steps,

select **Done** to either **Send Only**, **Save and Send, Save To Drafts**, **Send Option,** or **Exit** the message.

4.    User can also choose the **Send Option** to edit the MMS otherwise the message will be sent as default setting.

➡ *Note: To key in the content, user can refer to "Input method ".*

➡ *Note: To use picture message function, your network operator or service provider support is necessary.*

DMP330 provides the following selections for your option:

- ◆ **Send Only:** Allow user to send a text message immediately.
- ◆ **Save And Send:** Allow user to save a message and send immediately.
- ◆ **Save To Drafts:** Allow user to save a message and send it later.
- ◆ **Send Option:** Allow user to personalize the sending option including Validity period, Delivery report, Read report, and Priority.
- ◆ **Exit:** Allow user to choose to save or not save the message user has written.

**Keypad information**

| Key | Character |
|-----|-----------|
| ▩ | Shift the cursor in text edit mode. |
| ⬚ ✱✱ | Insert symbol. |
| # ♭ | Change input method. |

## Inbox

DMP330 saves the multimedia message that has been received in the Inbox folder of the Multimedia message menu.

**To read received multimedia message**

1.     In **Messages**, choose **MMS** and then press **Ok**

2.     Select **Inbox** followed by pressing **Ok.**

3.     Choose a message, press **Option** to view the message.

DMP330 provides the following selections for your option:

◆     **View:** Allow user view a multimedia message immediately.

◆     **Reply:** Allow user to reply the sender.

◆     **Reply BY SMS:** Allow user to reply by SMS

◆     **Reply All:** Allow user to reply the group.

◆     **Forward:** Allow user to forward the message.

◆     **Delete:** Allow user to delete the selected message.

◆     **Delete All:** Allow user to delete the all message.

◆     **Properties:** Allow user to view the mailing list.

◆     **Use Details:** Allow user to either dial or save the phone number

**Outbox**

MMS that have not been sent will save in Outbox folder of the Multimedia message menu. The multimedia message that have been sent are saved in the Out box folder of the Multimedia message menu.

**To read outbox multimedia message**

1.    In **Messages**, choose **MMS**, press **Ok**, choose **Outbox**, press **Ok**

2.    Choose a message, press **Select** to view.

DMP330 provides the following selections for your option:

◆    **View:** Allow user to view a multimedia message immediately.

◆    **Forward:** Allow user to send the message to others.

◆    **Edit:** Allow user to edit.

◆    **Delete:** Allow user to delete the selected message.

◆    **Delete All:** Allow user to delete the all message.

◆    **Properties:** Allow user to view the mailing list

◆    **Use Details:** Allow user to either dial or save the

phone number.

**Draft**

DMP330 saves the multimedia message that has not been sent in the **Draft** folder of the Multimedia message menu.

**To read unsent multimedia message**

1. In **Messages**, choose **MMS** and press **OK.**
2. Select **Drafts** followed by pressing **OK.**
3. Choose a message, press **Option** to view the message.

DMP330 provides the following selections for your option:

◆ **View:** Allow user view a multimedia message immediately.

◆ **Send:** Allow user to send the message

◆ **Edit:** Allow user to edit the message.

◆ **Delete:** Allow user to delete the selected message.

◆ **Delete All:** Allow user to delete the all message.

◆ **Properties:** Allow user to view the mailing list

◆ **Use Detail:** Allow user to either dial or save the phone number.

**Templates**

This phone allows user to have a quick entry for your multimedia message.

1.  In **Messages**, choose **MMS** and press **OK.**
2.  Select **Templates,** press **OK**, select a template, press **Option**.
3.  Choose **Write Message** to send the multimedia message.
4.  Select **Done** to either send or save the message.

User can view the content of template by **View** option to read the slide and **Properties** to read the message content and size.

**Message settings**

Before user sends the MMS message, user needs to finish MMS setting

1.  In **Messages**, choose **MMS** and press **OK.**
2.  Select **Message Settings** and press **OK**.

DMP330 provides the following selections for your option:

◆    **Compose:** User can set your compose format

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from the following option

- Creation Mode: Free/Restricted
- Image Resizing: 160x120 / 320x240 / 640x480 / Off
- Auto Signature: On/Off
- 

◆ **Send:**

- Validity period: This is the duration that your message is stored at the Message Center. The option of length of time includes: Max/ 1 hour/ 12 hours/ 1 day/ 1 week
- Delivery report: User can turn **On** or **Off** this function if user wants to receive delivery report from service provider or not
- Read report: User can turn **On** or **Off** this function if user wants to receive report from service provider.
- Priority: User can choose message priority; the option includes Normal, High, and Low.
- Slide timing: User can set slide timing by own preference.
- Delivery Time: The option of length of time

includes Immediate/ In one hour/ 12 hours/ In 24 hours

- ◆ **Retrieve**:
    - ■ Home network: The option of home network includes Immediate/ Delayed/ Rejected
    - ■ Roaming: the option of roaming network includes As Home/Delayed/Rejected
    - ■ Read report: The option of read report includes On request/Send/Never send
    - ■ Delivery report: User can turn **On** or **Off** this function to request the network to send delivery reports of the past message.
- ◆ **Filter:**
    - ■ Anonymous: The option of anonymous includes Allow/Reject
    - ■ Advertisement: The option of advertisement setting includes Allow /Reject
- ◆ **Server Profile:**
    - ■ User may receive and send multimedia message through certain network or service provider. To activate or edit Profile detail setting, press **OK.**

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◆ **Memory Status**
 ■ User can check memory status.

📫 *Note: To finish the correct and valid MMS setting, user may contact the network service operator.*

## Chat

User can chat with friends using this function. There are 2 chat rooms.

Before chatting, user needs go to **Chat Room Info** to

1. Create a nickname by pressing **Edit**.
2. Then, input the mobile number or searching from contact.

### To start chatting

1. After chat room setting, press **Start New.**
2. Create a nickname by pressing **Edit**.
3. Then, user is allowed to write a message to the one user wishes to chat.
4. After finishing the writing, press **Send** to start chatting.

DMP330 provides the following selections when user starts to

chat

- **Send:** Allow user to send the message user has written.
- **Use Template:** Allow user to insert the template in your SMS template option.
- **Insert PHB Number:** Allow user to insert phone number from your contact.
- **Insert PHB Name:** Allow user to insert name from your contact.
- **Input Method:** Allow user to change your input method.

DMP330 provides the following selections during chatting,

- **Reply:** Allow user to reply the message sent by the one user chats with.
- **Use Number:** Allow user to save the number of chatter or number sent by chatter.
- **Clear Chat:** Allow user to clear your conversation.
- **Temp Leave:** Allow user to leave the chat room for temporality.
- **Quit:** Allow user to quit this chart room
- **Chat Room Info**: Allow user to read the chat room

information user has set.

📭 **Note:** *If user happens to leave the chat room temporarily, user can choose to **Resume** or **End** of chatting.*

## E-mail

DMP330 allows user to send and receive e-mail from GPRS or WLAN. If user is the first time to use this function, please setup E-mail profile first.

## Email Profile

In Email Profile, choose one of them and press LSK to edit and press OK. User has to setup Profile setting, Outgoing server, Incoming Server and Signature.

📭 **Note:** *Detail settings; please check your service provider.*

## Voice Mail Server

DMP330 allows user to access your voice mailbox with a quick way if your operator supports this function. Your voice mail number will be provided by your service provider and showed in

the phone. In the **Voice Mail** submenu, user can choose line 1 or 2 and option list including:

1.  **Edit:** Allow user to edit name & number of voice mail line 1.
2.  **Connect to voice:** Allow user to connect your voice mail box.

*Note: To use this function, user may need to enter the voice server number obtained from your service provider.*

### Broadcast Message

DMP330 allows user to receive commercial message. User can either enable or disable the receiving mode and set some other settings based on your personal preference.

DMP330 provides the following selections:

◆ **Receive Mode:** User can choose to receive or not receive the last broadcast message user has received.

◆ **Read Message:** User can read message by pressing **"OK"** or exit by pressing **"Back"**

◆ **Languages:** User can set up the languages of broadcast message user wants to receive.

◆ **Channel Setting:** User can add new channel where user wants the message to be received to the list. Then, select channel(s) from the select list. User is allowed to add, edit and delete it.

**Call History** 

DMP330 can save information for missed, received and dialed

calls, and the talking time as well as cost of your calls.

📑 **Note**: *Once the call list exceeds the memory limitation, the oldest one is deleted. User can save at least 20 calls in Missed, Dialed & Received calls per each list...*

📑 **Note**: *for Missed, Dialed & Received calls, user can press talk key ☎ to have a quick review. DMP330 provides several options if user selects a certain phone number.*

### Missed calls

DMP330 allows user to view the last 20 missed calls.

### To view missed calls

In **Call History** menu, choose **Missed Calls**; press **OK** to view the records.

### Dialed Calls

DMP330 allows user to view the last 20 outgoing calls.

### To view dialed calls

In **Call History** menu, choose **Dialed Calls** and press **OK** to

view the records.

## Received Calls

DMP330 allows user to view the last 20 received calls.

### To view received calls

In **Call History** menu, choose **Received Calls**; press **OK** to view the records.

When you choose the number, and press LSK, DMP330 provides the following selections for your option:

- ◆ **View:** Allow user to see the detail information of received calls, missed calls and dialed calls
- ◆ **Delete:** Allow user to erase the number from the list.
- ◆ **Save To Phonebook:** Allow user to save the number in SIM/phone.
- ◆ **Call Via VoIP:** Allow user to call the number that show in the screen through WLAN.
- ◆ **Call Via GSM:** Allow user to call the number that show in the screen through GSM.
- ◆ **Edit:** Allow user to edit the number

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- ◆ **Send SMS:** Allow user to send a text message the number showed in the screen.
- ◆ **Send MMS:** Allow user to send a multimedia message the number showed in the screen

## Delete Call Log

DMP330 provides the following call deletion functions to delete all call histories:

- ◆ **Missed Calls**
- ◆ **Dialed Calls**
- ◆ **Received Calls**
- ◆ **Delete All**

## Call Time

DMP330 allows user to view the timers for calls made and received.

1. In **Call History** menu, choose **Call Time**, press **OK**,
2. Choose an item, press **OK** to view the content.

DMP330 provides the following selections for your option:

- ◆ **Last Call Time:** List out the last call time of your

conversation
- **Total Sent:** Sum of total time user has called out.
- **Total Received:** Sum of total call time user has received.
- **Reset All Time:** Reset the time counter to zero.

## Call Cost

This function allows user to check the cost while making phone call.
DMP330 provides the following selections for your option:
- **Last Call Cost:** Last call user made
- **Total Cost:** Sum of costs user made so far
- **Reset Cost:** To reset the counter
- **Max Cost:** To set the max cost allowed
- **Price Per Unit:** To set the unit cost of the call

## SMS Counter

This function allows user to check the numbers of message. It is a counter. User may press reset to restart the counter.
- **Sent:** The message number user sent

◆ **Received:** The message number user received

## GRPS Counter

This function allows user to check the data size of GPRS packet user used.

◆ **Last Sent:** The message size user last time sent
◆ **Last Received:** The message size last time user received
◆ **All Sent:** The total message size user has sent
◆ **All Received:** The total message size user has received
◆ **Reset Counter:** To reset the counter

## Contact 

Your contact is saved either in the SIM card's memory or Phone's memory. User can also choose to save in both

memories.

## Quick Search

Allow user to search by character.

## Search Entry

Allow user to search names and numbers saved in the **Contact**.

## To search a number and a name

1.  In **Search Entry** submenu, key in full name or first character of contact person's name. The contact list will automatically jump to the contact list with the character user has entered or the matched contact will be shown.
2.  Select the one user wishes to call by pressing ☎ to start making a call.

User can also press **Option** to change input method or edit the selected phone number.

DMP330 provides the following selections for **Entry Option**:

◆ **Call Via VoIP**: Make a call through WLAN network.
◆ **Call Via GSM**: Make a call through GSM network.

◆ **Send SMS:** Allow user to send a short message.
◆ **Send MMS:** Allow user to send a Multimedia message.
◆ **View:** Allow user to read the contact person's information.
◆ **Edit:** Allow user to edit name & phone number of the contact person.
◆ **Delete:** Allow user to delete the selected contact person's information.
◆ **Copy**: Allow user to copy the contact person's information to phone or SIM. (depend on where user has saved the phone number)
◆ **Move**: Allow user to move the select contacted person's information to phone or SIM.
◆ **Duplicate**: Allow user to duplicate the selected contact person's information to the same memory storage.
◆ **Send vCard:** Allow user to send vCard to the selected contact person.

**Add New Entry**

Allow user add new name and number in the SIM or phone.

**To add a phone number and a name in Contact**

1. In **Contact** menu, choose **Add New Entry,** press **OK**.
2. Choose the storage user wishes to save by selecting **To SIM** or **To Phone** and pressing **OK.**
3. Key in the name, press **OK**, use navigation key to number column, key in the number.
4. User may also edit the name, home number, company name, email address, office number, fax number, birthday, caller group for individual contact when choose to phone and user can use left and right navi key to add or change picture, video, sound and caller group.

▣ *Note: DMP330 allows user to save 1000 entries of phone numbers.*

**Copy All**

User can copy and transfer DMP330 data from SIM to DMP330 (or from phone to SIM).

1. In **Contact** menu, select **Copy**.
2. Choose **From SIM** or **From Phon**e and press **OK** to copy

all the data to Phone or SIM.

**Delete**

DMP330 allows user to delete all numbers and names stored in the contact.

1. In **Contact** menu, select **Delete.**
2. Choose All From Phone, All From SIM or One By One and press OK to delete.

**Caller Group**

There are eight Caller groups in the phone, including **Friends**, **Family**, **VIP**, **Business**, **Colleague, Group 1, Group 2 and Group 3**.

**To add a name in a Group**

1. In **Contact** menu, choose **Caller Group**, press **OK**.
2. Choose a **Group**, press **OK**.
3. Choose Member List, press OK.

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4.   Press **Add**, then user may choose from the name from **Phone Book List** to add it in the Group.

➦ *Note: User needs to store contact information into the phone book first and then add the contact name into Caller group.*

In each Caller Group, you will have the following selections for each group:

- ◆  **Group Name**: Groups includes Friends, Family, VIP, Business and Others
- ◆  **Ring Tone:** Allow user to set the profile of ring tone for this particular call group
- ◆  **Pictures**: Allow user to set a picture for the group.
- ◆  **Video**: Allow user to set a video clip for the group.
- ◆  **Member List:** Allow user to add a member in the specified group.

## Search By Caller Group

You only can choose either GSM or VoIP to operate before enter search mode.   User can select an entry in caller group and press send key to make a call via GSM or VoIP according to current selected mode set in network setup.

**Extra Number**

Allow user to edit owner number, service dial number and SOS number for your personal preference.

➡️ *Note: Your service provider may program some special phone numbers into your SIM. It is not possible to modify the Service dial numbers if doesn't support.*

**Settings**

DMP330 provides user various setting option to personalize DMP330, including,

1.  **Memory Status:** User can check the phone's internal memory is unoccupied and how many name and number entries can still be stored in SIM card's and Phone's memory.
2.  **Preferred Storage:** User can choose your preferred storage in phone, SIM.
3.  **Fields**: User may customize the contact information user wants to show on your display.
4.  **My vCard**: Allow user edit your personal vCard saved in the handset

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- ◆ **Edit My vCard**: Enter the submenu, and user may input your vCard information
- ◆ **Send My vCard**: Allow user to send your vCard via SMS, MMS, Send by Bluetooth and Save to File.

**VoIP** 

DMP330 supports VoIP function through WLAN. It means user can make VoIP call through WLAN, not through GSM. In standby mode, when user inputs numbers and press option,

user can choose to make a call through either VoIP or GSM, according to your presetting mode selection.

If this is the first time for user to use the **VoIP** function, please follow the steps:

## Preferred Mode

DMP330 allows user to set to only one of the following modes for the use of GSM or WLAN network. In standby mode, press LSK, choose **Settings** and choose **Network Setup**. In Preferred mode, user can choose:

1.   **GSM Only**: Turn off WLAN/SIP function. If user wants to make VoIP/WLAN calls, should not choose this mode.
2.   **WLAN Only**: Turn off GSM/GPRS function.
3.   **GSM Preferred**: When user makes a new call by pressing [📞], GSM network will be the first priority network to connect.
4.   **WLAN Preferred**: When user makes a new call by pressing [📞], WLAN will be the first priority network to connect.

## Enable WLAN and search for network

To use the VoIP function through WLAN, user needs to turn on

WLAN first and choose one WLAN network to connect to. At the current time the GSM transmit signal will mute. In standby mode, press LSK and choose **VoIP**. Press **Wireless LAN** and choose **Enable WLAN,** DMP330 will turn on WLAN. And then choose **Search For Networks,** DMP330 will search and show WLAN network in the screen, user can press LSK to:

1. Connect the WLAN networks they want to. User may need to enter the password if the AP is proprietary and press Option to edit.
2. Define Access point to save the connected AP in the profile.

Except Enable/Disable WLAN and Search for network, user can:

1. **Access Point Settings** : To review the AP profile for connection, Edit, define new AP, Delete and change priority.
2. **Current Status: Show the information of WLAN.**

📩 *In standby mode, user can long press central navi-key to search and connect the Access point (enable the WLAN and search out the AP around) if no access point is defined in the Access Point Setting. Otherwise DMP330 will connect the AP automatically according to the priority order of AP profile defined in the Access Point Settings .*

📩 *For detailed settings, please check your operator.*

↱ *User can see the status (strength) of WLAN signals in the standby mode.*

**SIP Setting**

Sip is VoIP protocol and is used for setting up communications sessions such as conferencing, telephony and instant messaging on the Internet. You cannot use VoIP function until this function is well set up and you have to enter your user name and password for authentication before using this function. You can contact your network administrator or ISP for more information.

In standby mode, press LSK and choose **VoIP**. Press **SIP Setting** and choose **Profile Setting**. DMP330 can store 10 profiles. User can choose one of profile and press LSK to **Activate** or **Edit**. If user is the first time to use VoIP function. Please choose **Edit to** setup**:**

1.  **Common Setting**: Allow user to setup **Profile Name**, **Data Account** (Wireless LAN or GPRS), **Auto Login**: Allow user to choose turn on /off auto login and **Voice Mail Server**: Allow user to setup voice mail server.

2.  **Account Setting**: Allow user to input **SIP Server**, **SIP**

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**Port**, **Display Name**, **Username** and **Password** and **Auth Name**.

3. **Outbound Server**: Allow user to input **Status**, **Outbound Server**, **Outbound Port**, **Auth Name** and **Password**.

4. **Register Server**: Allow user to input **Status**, **Register Server**, **Register port**, **Auth Name** and **Password**.

5. **NAT Setting**: Allow user to input or show **Status**, **NAT firewall IP**, **STUN Server**, **STUN Port**.

6. **Port setting:** Allow user to input any RTP port number and Local port to avoid collision with others.

➡ *Detail settings; please check your service providers or operators .*

DMP330 provides Call Setting function to let user to set the desired call setting for the VoIP call function. In standby mode, press LSK and choose **VoIP**. Press **SIP Setting** and choose **Call Setting**.

1. **Auto Answer**: Allow user to choose to turn on/off auto answer.

2. **Auto Reject**: Allow user to choose to turn on/off auto reject.

3. **Auto Redial**: Allow user to choose to turn on/off auto redial.

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4. **Hide Caller ID**: Allow user to choose to turn on/off hide caller ID.

5. **DTMF**: Allow user to choose to **Inband/Outband/Off DTMF**.

6. **Comfort Noise**: Allow user to choose to on/off comfort Noise.

7. **Set Codec Order**: Allow user to set the priority of Codec.

*Note: When user makes a VoIP call, user must login SIP server (register VoIP service). DMP330 has 2 way to login SIP server:*

1. Traditional way: When user enables WLAN and chooses **Access point**, Press **Login** to login SIP server.

2. Auto login: In **SIP Setting**/**Profile Setting** and choose **Option** to **Common Setting** and choose **Auto Login.**

**Make a New VoIP Call**

When user finish setup by steps, user can make a VoIP call from DMP330. User may make a VoIP call through:

1. In standby mode, press LSK and choose **VoIP**. Press **Login.** When registering VoIP service for the activated SIP profile succeeds**,** then press **new call** and type in VoIP number/address user wants to call. After finishing

typing and press ![icon], DMP330 will dial to the caller through WLAN.

2. In standby mode, enter VoIP number and press LSK to choose **Call Via VoIP.**

*Note: There are some special functions in DMP330:*

- ◆ Auto login: In profiles settings, user can turn on auto login. When DMP330 turn on the WLAN profile, it will login SIP automatically.

- ◆ Call transfer: When user gets a VoIP call, press LSK and choose transfer and then dial VoIP number, the VoIP call will transfer to the other VoIP phone.

- ◆ Concall: When user A talk to B with VoIP call, user B can press LSK to choose new call and then dial VoIP call to user C, When C get the phone, A, B and C can make concall.

**Services**

Services describe in the following are supported by your service provider. If user can not connect either one of those services, user might contact with your service provider for further information.

**WAP**

DMP330s support Web Browser. User can obtain various services such as up-to date news, weather, sport, and other information as well as use e-mail and other Internet services. These services are designed and maintained by WAP service providers.

The WAP service use Wireless Markup Language (WML) on their WAP pages. User may not view the Internet web pages on DMP330.

➡ **Note:** *To activate WAP service, user may need to contact your service provider.*

➡ **Note:** *Do not switch the phone on when wireless phone use is prohibited or when it may cause interference or danger.*

**Homepage**

To access the browser from the standby mode, go to WAP in Service and press Homepage. Once connected, the homepage is displayed. The content depends on the service provider.

To exit the browser, press option/Exit key.

**Bookmarks**

User can use this menu to save URL addresses to quick access a website.

DMP330 also provides user for the following selections for your option.

- ◆ **Goto**: Allow user to link the website.
- ◆ **Edit:** Allow user to edit URL address.
- ◆ **Send:** Allow user to send Bookmark.
- ◆ **Delete:** Allow user to delete the selected bookmark.
- ◆ **Delete all:** Allow user to delete all bookmarks at once.

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◆ **Add Bookmark**: Allow user to add URL address.

## Recent pages

User can view the recent pages user has visited. Press **Goto** to connect the selected page.

## Enter Address

User can key in the URL address and enter the address followed by selecting **Done**. DMP330 will connect the URL user just keyed in. After the address is entered, user may select the URL and press **OK** to connect next time.

## Service Inbox

DMP330 is able to receive service message sent by your service provider. Service message are notifications of headlines or content, and they may contain address of a WAP service. User can get updated news or new WAP settings from your service provider.

The received WAP push message will be stored in the service inbox. User can press **Option** to either **Read, Delete** or **Delete**

**All** the push message(s).

## Settings

GPRS (General Packet Radio Service) is a technology that use for sending and receiving data over the mobile network. The applications that use GPRS are WAP services, MMS and SMS messages and GPRS dial-up (such as Internet and e-mail). User can set the phone to automatically register to a GPRS network when user switches the phone on.

## WAP Setting

◆ If the settings have made by the service provider, user may begin immediately without setting.

◆ If access profiles have assigned by your service provider, select a profile and activate it.

◆ Otherwise user may key in setting manually. For appropriate settings, contact your network operator or service provider.

***Key in the service settings manually***

1. In **WAP** menu, choose **Edit Profile** in **Settings**, and then press **OK**

2. Choose a profile, press **OK**, choose **Edit Profile**, press **OK** to start setting.

User needs to key in the information in Homepage, Data account, User name, Password, IP address and Connection type in DMP330. To get the information, user may need to contact your operator.

➡ ***Note:*** *In most cases, user only needs to use one of the default profiles to access the Internet. The settings are different from operator to operator. Please consult your operator or service provider for the correct settings and proceed with care. Wrong settings will cause the connection to fail.*

### Activate WAP settings

After user complete all WAP settings (see WAP settings function), in WAP Profile mode, please choose **Activate Profile**, and then press **OK.**

**Browser option**

User can set the timeout value for the browser. The purpose is to stop the browser connecting the website if the website does not respond within the timeout.   Also, user can choose either On or Off the image while browsing.

**Service Message Settings**

User can choose either receive or not receive the service message which would be saved in the service inbox sent by your service provider.

**Clear Cache**

The information or date user has accessed are all stored in the cache of the phone. A cache is a file buffer used to store date only temporarily. User can clear the history by selecting this option.

**Clear Cookies**

Under the consideration of privacy and security issue, we would

suggest user to clear cookies which may contain sensitive information just in case DMP330 is misplaced, lost or stolen.

**Trusted Certificates**

This function is to indicate your trusted certificate when browsing and also adding the trust list into the browser if needed.

**Data Account**

Default data accounts based on major operators at the time this phone is manufactured are provide.
User can access WAP via **GSM** or **GPRS**.

- To get the analogue number or ISDN number information, user may need to contact your operator for the service.
- To get the access point of GPRS, user may need to contact your operator for the service.

**GSM Data**

Press **Edit** to change the data account settings, including: Account name, Number, User name, Password, Line type, Speed and DNS.

**GPRS**

Press **Edit** to change the data account settings, including:
**Account Name**, **APN**, **User name**, **Password** and **Auth. Type**.

**File Manager**

In this menu, user can manage images, photos, recordings and tones user had. There will be three storages showed: Phone, DRM Rights and memory card if user plug-in memory card.

***To start view/organizing the File manager***

1. When user enters this menu, user may see Phone. User will also see one more drive named Memory Card if user inserts the MicroSD card in.

2. Scroll to the desired folder and press **Option** select option: **Open**, **Create Folder** and **Format**.

3. DMP330 provides the following selections for your option when user select the one of those folders **Received, Audio, Ebook, Photos, My Music, Images, Video**)

4. User can

**Open:** Allow user to open the folder.

**Create Folder:** Allow user to create new folder.

**Rename: Allow** user to rename the file.

**Delete:** Allow user to delete the selected file.

**Sort:** Allow user to sort the files by name, type, time and size.

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**Camera**

## Camera

User can use this phone in taking photos with the phone's built-in camera and adjust its settings. DMP330 supports horizontal OSD (On screen display) type operation style and only supports vertical type in 176x220 image size. The camera lens is on the back of the phone, and the display of the phone works as a viewfinder. If there's not enough memory for camera, user needs to delete old photos to free some spaces for new photos or user can choose to save photos in memory card. The status of your video camera setting will be displayed on the top of preview mode.

**Note**: *Do not use this feature when it violates local laws.*

### To start using Camera

1. User can activate camera function by:
● In Camera menu, select **Camera** and press **OK.**
● **Press right side key.**
2. User can take the picture by pressing central navi-key.

3. Press **Option** to personalize your camera setting.

4. Press Up and down Navi-key to zoom in/out. In 176*220 mode, other modes are left/right Navi-key.

5. Only 176*220 mode supports frame function.

📩 **Note**: *The photo will be saved in the folder called **Photo** of **File Manager** menu. User can also view the picture from by selecting Album from option list and user will jump to **Image Viewer.***

**To setup the Camera**

1. On the preview mode, user can press "**Option**". All option will be displayed in the bottom of screen, and user can adjust the setting through the preview mode directly and your setting will be displayed on the top of screen.

2. Using Navigation key up and down to select different camera settings and right & left to select your preference. The option list including:

| | | |
|---|---|---|
| | Video recorder mode | User can jump to video recorder mode by pressing OK |
| | Image viewer | User can review pictures user has taken by pressing OK |
| | Shutter sound | Sound off / Sound 1/ Sound 2/ Sound 3 |
| | EV | EV-4 / EV-3 / EV-2 / EV-1 / EV 0 / EV+1 / EV+2 / EV+3 / EV+4 |
| | Banding | 50 / 60 Hz |
| | Delay timer | Timer Off / 5, 10, 15 sec. |
| | Continue Shot | Off/ 1 Shot / 5 shot/ 9 shot |
| | Image Size | 176x220/ 320x240/ 640x480/ 800x600/ 1280x1024 |
| | Image Quality | Low / Normal / High |
| | White Balance | Auto / Daylight/ Tungsten/ Fluorescent/ Cloud/Incandescence |
| | Scene Mode | Auto / Night |

| | | |
|---|---|---|
| | Effect Setting | Normal/ Grayscale/ Sepia/ Sepia Green/ Sepia Blue/ Color Invert/ Gray Invert/ Blackboard/ Whiteboard/ Copper Carving/ Blue Carving/ Embossment/ Contrast/ Sketch |
| | Add Frame | Off / Frame 1 / Frame 2 / Frame 3 / Frame 4 / Frame 5 / Frame 6 / Frame 7 / Frame 8 / Frame 9/ Frame 10(only support in vertical mode) |
| | Storage | Phone / Memory Card |
| | Restore default | User can restore the factory setting by selecting this option. |

**Image Viewer**

All images from MMS, WAP and camera could be reviewed from here and storage is located in either phone or memory card. User may choose to view your images in List or Matrix Style. DMP330 provides the following selections for your option:

- ◆ View: Allow user to view the pictures saved in the File Manager.
- ◆ Image Info: Allow user to check the image detailed information.
- ◆ Browse Style: Allow user to select the style when user browse pictures.
- ◆ Forward: Allow user to forward your pictures as wallpaper, screen saver, power on/off display, contact ID or send to others via MMS, Bluetooth or E-mail.
- ◆ Rename: Allow user to rename the file name.
- ◆ Delete: Allow user to delete the pictures in the File Manager.
- ◆ Delete All Files: Allow user to delete all pictures in once.
- ◆ Sort: Allow user to sort your photos by name, type, time, size and none.

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◆　　Storage: Allow user to choose to store your pictures either in phone or memory card.

✎ **Note:** *Sending picture via MMS, the default size cannot be larger than 300KB. However, the maximum size of sending picture via MMS will be determined by your service provider.*

## Video Recorder

User can record the video clip through build-in camera. The status of your video camera setting will be display on the top of preview mode.

### To start using video recorder

1.　In Camera, select **Video Recorder** and press **OK, then press central key to start recording.**
2.　User can press **Option** to personalized your camera setting otherwise user might take the picture by Navigation Central Key or 　　　　　 **Slide Key Camera**
3.　To zoom screen in /out, please press Navigation left /right key.
4.　To change the brightness of background, press Navigation up /down key.

5. User can also press Navigation Central Key or ⟨ 📷 ⟩camera quick key to record/Pause. When user may press ⊟ RSK to stop recording, then the clip will be saved in the video folder of **File Manager** automatically. After recording, the clip will be saved as your setting.

6. User may review your video clips from video player.

➡ **Note:** *User can also quick access the camera function though quick key from right down side key.*

➡ **Note**: *The video clip will be saved in **Video Player** menu and **Video** folder in **File Manager**. User can also view the picture from Album from option list.*

➡ **Note**: *Volume Side key (right up 2 side keys) will be functioned as zoom screen in∤ and out.*

| | |
|---|---|
| ─ | Back / Stop (Right soft key) |
| ─ | Option (Left soft key) |
| ☐ | Record / Pause |

## To setup the Video recorder

1. On the preview mode, user can press "**Option**". All options will be displayed in the bottom of screen, and user can adjust the setting through the preview mode directly and your setting will be displayed on the top of screen.

2. Using Navigation key up and down select different camera settings and right & left to select your preference. The option list including:

| | To player | To video player | |
|---|---|---|---|
| | Camcorder setting | | White balance |
| | | | EV |
| | | | Night mode |
| | | | Banding |
| | Video Setting | | Video size |
| | | | Video quality |
| | | | File size limit |
| | | | Rec Time limit |
| | | | Record Audio |
| | | | Encode Format |

| | Effect Setting | Normal / Grayscale / Sepia / Sepia Green / Sepia Blue / Color Invert / Gray Invert / Blackboard / Whiteboard / Copper Carving / Blue Carving / Embossment / Contrast / Sketch |
|---|---|---|
| | Storage | Phone / Card |
| | Restore Default | User can restore the factory setting by selecting this option. |

**Video Player**

This folder saves videos that saved from phone or download from PC. This phone supports .3GP and .MP4 form with 176x144 video size.

**To play the video**

1.  In **Camera** menu, choose **Video Player**, select the file user wishes to play.
2.  After selecting a certain video clip, press **Option** and **Play.**

DMP330 provides the following selections for your option:

- ◆ **Play:** Allow user to play and view the video content.
- ◆ **Forward:** Allow user to forward the video to screen saver, power on display or power off display. User can also forward the video clip to contact as the caller ID or share with friend via MMS, Bluetooth or E-mail.
- ◆ **Rename:** Allow user to rename the video's name.
- ◆ **Delete:** Allow user to delete the melody saved in the **File manager.**

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- ◆ **Delete All Files:** Allow user to delete all video files saved in video **File Manager**.
- ◆ **Sort:** Allow user to sort the video clips by name, type, time, size and none.
- ◆ **Bluetooth Settings:** Allow user to listen through stereo BT (Bluetooth) device.
- ◆ **Storage:** Allow user to check the video's memory and format and play the video clip either from phone or memory card.

**Photo Editor**

This function allow user to edit/show photo.

**Photo Artist**

This function allow user to add text or special effect on your photo

- ◆ Select a photo from phone.
- ◆ User can choose Auto Resize or Main LCD Clip to show on the screen
- ◆ Use can press option to choose:

| Option | Description |
| --- | --- |
| Save as | Put the file name to be saved |
| Add effect | Grayscale/Sepia/Sepia green/Sepia blue/Color invert/Gray invert/Water color/Blur/Strong blur/More Sharpen/Median/Dilation/Erosion |
| Add frame | 10 frames user can choose |
| Add icon | 18 icons user can choose to add |
| Add text | User can add/edit text |
| Adjustment | Adjust image/color |
| Flip | Right/left/Upside/ downside |
| Help | Help information |

**Image Tile**

This function allow user to show 2/4/9 photos in screen.

**Slide Show**

This function allow user to show photos in the same folder automatically.

**Entertainment**

Under this menu, there are a couple of applications for user's Multimedia purpose.

**Java**

DMP330 is designed to support Java application. User is allowed to download and install more Java games or applications from either WAP or local (save in File manager).

**Java Setting**

◆ Java Audio: Off/ 1 to 6 level to be selected.

◆ Java Vibration: off/ on

◆ Java Network: Default / Profile 1 to Profile 10 can be set up.

◆ Heap size: Memory size for Java

**Games**

DMP330 builds in creative games for this product. User may use navigation key to select the games user would like to play. Then

press **OK** to select the game. After entering the game, user may use the option menu to start game from the menu option. User can also adjust the game setting at very beginning when user enters the game menu.

**Themes**

DMP330 build in 3 set themes, user may choose to change.

**Sound Recorder**

Sound recorder is a simple sound recording tool provided functionalities for user to manage voice files.

**To start recording**

1.	In Entertainment menu, choose Sound Recorder, press OK.
2.	Press **Option** and select **Record** and choose **OK** to start it.
3.	A file name to show the time will be assigned

automatically. You can either save as it is or change the different name to save the file.

📝 *Note: During recording, user may pause or stop the voice recording anytime by pressing soft keys.*

📝 *Note: After recording, the file is saved as AMR/WAV format.*

DMP330 provides the following selections for your option:

- ◆ **Record:** Allow user to record the sound during DMP330 call or other situation.
- ◆ **Play:** Allow user to play the sound record.
- ◆ **Append:** Allow user to record in the same file.
- ◆ **Rename:** Allow user to rename a file name.
- ◆ **Delete:** Allow user to delete the file saved in the sound recorder.
- ◆ **Delete All:** Allow user to delete all content saved in this folder.
- ◆ **Settings:** Allow user to choose your storage and file format.
- ◆ **Forward:** Allow user to forward the file to user profile or share to friends via MMS, Bluetooth or

E-mail.

## Melody Compose

This function allows user to compose a ring signal or melody.

### To start composing

1. In Entertainment menu, choose **Melody Composer**, press **OK** to enter.

2. Press Option and select **Add** to start composing your ring tone.

3. After finishing composing, press LSK to choose **Save,** the melody will be saved as IMY format.

### Key definition

| Key | Function |
| --- | --- |

| | |
|---|---|
| 1 ⮞ | Do |
| 2 ABC | Re |
| 3 DEF | Mi |
| 4 GHI | Fa |
| 5 JKL | Sol |
| 6 MNO | La |
| 7 PQRS | Si |
| 8 TUV | Vibration note |
| 9 WXYZ | Backlight |

| | |
|---|---|
| 0 ± | Rest |
| # 5 | Switch current musical note to sharp, normal or flat stats |
| ♣ ♠ | Change the beat length of current musical note |
| (navigation key) | Navigation key down to flat one octave of musical note. Also, user can disable vibration and backlight. |

User might change instrument through volume keys.

4. During composing melody, user may personalize the melody.

DMP330 provides the following selections for your option:

◆ **Play:** Allow user to listen the melody user has made.

◆ **Play Speed:** Allow user to adjust the three different play speeds.

◆ **Select Instrument:** Allow user to select your favor instrument.

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◆ **Save:** Allow user to save the melody

DMP330 provides the following selections for your option when user choice the saved melody.

◆ **Play:** Allow user to listen the melody user has created.
◆ **Edit:** Allow user to edit the selected melody.
◆ **Add:** Allow user to add more ring tone in the selected melody.
◆ **Rename:** Allow user to rename a file name.
◆ **Delete:** Allow user to delete selected melody in this folder. .
◆ **Delete All Files:** Allow user to delete all content saved in this folder.
◆ **Forward:** Allow user to forward the melody to user profile as ring tone or to share with friends by multimedia message, text message, Bluetooth or E-mail.

**Audio Player**

User may enter the audio player via main menu or use the navigation key to enter Audio player.

User also may download the music content via USB or other connection. Music tracks must to be saved in the **My Music**'s folder in the **File Manager** in order to be automatically detected and added into default play list. User may listen to the music by headset or loudspeaker. The easy user interface can be for user to control, play, pause, and stop the audio player as user wishes.

**Note:** *User can make or answer a call while using the audio player. During a call, the playback is paused.*

**Play the music**

| Four Ways Navigation Key | Audio Play Function |
|---|---|
| ♠ | ‖ Pause music |
| ♦ | ■ Stop |
| ➜ | ▶▶ Skip to next tracks |
| ◄ | ◄◄ Skip to previous tracks |
| Central | ▶ Play |

⏩ **Note:** *User can adjust this volume +/- through side keys.*

⏩ **Note:** *Your audio player will automatically detect and added into default play list.*

**List**

In the audio player menu, user may press Option and select **List** to access the following setting.

- ◆ Select one song and press **Option**
- ◆ In the option list, user will find
  - ■ **Play**: allow user to play the song immediately.
  - ■ **Detail**: show the channel, quality, size and time of selected song.
  - ■ **Add to Rings**: allow user to add the selected song as ring tone.
  - ■ **Refresh List**: allow user to refresh the list if user has changed the name of song. When any of new songs are downloaded in the audio profile, you have to press "Refresh list" to update your list for playing.

**Settings**

Allow user to select your play list from phone or card, to turn on the auto gen., to change the skin, equalizer, Bluetooth…etc.

| Settings | Item | Description and Choice |
|---|---|---|
| Player Settings | Pre. Play list | From Phone or Memory card |
|  | List Auto Gen | On/Off |
|  | Repeat | Off/One/All |
|  | Shuffle | On/Off |
|  | Background Play | On/Off |
| Display Settings | Skin | Skin1/Skin2 |
|  | Spectrum display | Off/Style1/Style2 |
| Sound Effects | Equalizer | Normal/Bass/Dance/Classical/Treble/Party/Pop/Rock |
| Bluetooth Settings | BT stereo output | Off/On |
|  | BT stereo headset | The BT device you select |

**Organizer**

**Calendar**

This feature allows user to keep track of your schedule and tasks that saved in calendar. User can also switch alarm with the task for reminding.

**To make a new note and reminder in Calendar first time**

1.  In **Organizer** menu, choose **Calendar** and press **OK**

2.  Choose a date and press **Option**. Choose **View Tasks** and press **OK.**

3.  Press Add to put the date, time, note.

4.  Choose **Alarm** to turn **On** or **Off** and "Repeat" to select of the schedule of alarm. Then press **Done** to either save or not to save the task.

**DMP330 provides the following selections for your option:**

- **View:** To view the task that stored in specified day.
- **Add:** To add new task in specified day.
- **Edit Task**: To edit the task in specified day.
- **Delete Task**: To delete the specific task.
- **Delete All**: To delete all tasks
- **Send vCalendar**: To send the task by SMS/MMS/Bluetooth, or save to file

**To quick jump to the wish date, user may:**

- In Organizer menu, choose Calendar and press OK
- Press Option, select Jump to Date and press OK

Key in year, month and day your wish to jump to follow by pressing **OK.**

**To do list**

This feature list out all your tasks user has added from calendar option. User can also view, edit or delete the tasks from the option under this feature. For first time use, user will need to do

the following steps:

1. Press **Add** to in the Task List
2. Edit your to do list by entering time, data, note.
3. User can choose to turn the alarm on as the reminder and schedule of alarm.
4. Finally, select "**Yes**" to save your to-do list.

Your to-do list will then be shown in this sub-menu and will be highlighted in your **Calendar**. DMP330 provides the same option as **Calendar** described in the above.


## Alarm

This function allows user to set the alarm to ring at the time specified. The alarm clock works even when the phone is switched off.

1. In **Organizer** menu, choose **Alarm** and press **OK**.
2. User may input at most 5 sets of alarm time and select one time to edit.
3. Choose Once/Everyday/Days for your alarm schedule followed by pressing OK.
4. User can also customize the ring type from ring tone or MP3 songs saved in DMP330 or memory card.

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**Memo**

This function allows user to write and protect your personal memo by setting the password.

1St time using memo

1. Pressing **Add** to add memo. User is allowed to edit the content and insert date and time from the option list.
2. After finish the content, you can choose to **Save Only** or **Save and Activate password**.

Reading memo

1. Go to **Memo** and selecting one of all notes created by you.
2. If the memo is saved without setting the password, then you can read it directly by selecting View in the option list
3. If the memo is saved with the password, then you have to enter the password in order to read the memo content.
   - The options in the memo including:
   - **Add**: Allow user to add more notes by press Add.
   - **View**: Allow user to read the selected memo.
   - **Edit**: Allow user to edit the selected memo. If the selected memo is protected with a password, then you have to enter the password before editing.
   - **Send Note**: Allow user to send a note to someone

by SMS. If the selected note is protected by a password, then you have to enter the password before sending.

◆ **Setup Password**: Allow user to setup password.

◆ **Delete:** Allow user to delete the selected note.

◆ **Delete all notes:** Allow user to delete all notes.

## E-book Reader

DMP330 supports user to read articles or document saved in .nfo, .txt and .pdb format under **E-book** folder of Gallery.

**For the 1st using**, user will need to follow the steps described in the below.

◆ Save the articles or document in **E-Book** folder under **File Manager**. Then, the articles will be generated into the **E-Book Reade**r's bookshelf.

◆ Goto **E-Book Reader** and select one article from bookshelf.

Pressing **OK** to start reading.

➡ *Note: User can also make the bookmark for next time reading.*

**To setup the E-Book Reader**

User is allowed to setup the articles through **Global Settings** in the option list with following settings

- **Font Style**: Your e-book reader supports **Normal, Italic** and **Bold.**

- **Font Size**: User can choose **Smal**l, Medium or **Larg**e font size for better viewing.

- **Scroll By**: User can scroll the article by **Page** or **Line**.

- **Auto Scroll**: User can turn auto scroll on or off.

- **Scroll Speed**: If user decides to turn on the auto scroll, then user can choose the speed.

- **Full Screen:** For better viewing, user can also choose to have full screen.

- **Encoding:** DMP330 supports 5 different types encoding which are **ASCII, UCS2, UTF8, Big 5 and G82312**.

**Application** 

**Bluetooth**

DMP330 is compliant with Bluetooth technology v1.2. Bluetooth technology enables wireless connection between electronic devices. The Bluetooth connection can be used to send images, video, texts and vCard.

 **Note:** *Support Bluetooth profiles include HSP, HFP, SPP, DUN, A2DP, AVRCP, FTP and OPP.*

**To start**

User will need to set up the Bluetooth connectivity with the device when first time using. After setting, user will be allowed to use Bluetooth by connecting w/ certain device. Whenever your Bluetooth connectivity is power on, the status bar will show  .

Blue icon represents connected w/ device; transparent icon represents invisible when someone tries to detect BT device.

**To set up & pair w/ BT headset**

1.  In **Application** menu, select Bluetooth and press **Ok.**
2.  User has to **power on** the Bluetooth connectivity of DMP330 and the device user wishes to connect first.
3.  After turning on, press **Inquiry Audio Device**. DMP330 will automatically search the Bluetooth device around. Choice the Bluetooth device you would like to connect and press **Bond** to pair the Bluetooth device. Both DMP330 and the Bluetooth device you would like to connect will ask for entering the "password". Either entering the Bluetooth device pre-set password if there is, or just entering the same numbers in both device and phone.
4.  In **My Device**, choose the Bluetooth device user wants to use, and then press **Option** to:
    ◆   Connect
    ◆   Disconnect
    ◆   Rename
    ◆   Delete

◆ Delete all

◆ Service list: Allow user to choose what profile user wants to use.

◆ Inquiry new device

**Note:** *Before using the BT headset, please make sure your device has been fully charged.*

**Note**: *The connected BT headsets will be saved in My Device list. In the future, if user wishes to connect user mobile phone with certain BT headset, user can select from My Device list for connection.*

**Note:** *If user wants to use stereo headset for audio player, please activate A2DP/AVRCP profile.*

## To use your mobile phone as modem

DMP330 can be used as modem for dialing up network. This function can only be used by PC supported Bluetooth technology. User will need to check with your service provider for setting.

## To send data using Bluetooth connectivity

1. Select the object that your wish to send

2.   Press **Option** and select **Forward**
3.   Choose To **Bluetooth** and select "Inquiry BT Device" to search new device or select the BT devices that have been in "My Device".
4.   Select the device user would like to share following by sending action.

**To receive data using Bluetooth connectivity**

When user receives data through Bluetooth, notify message will be pop-up for asking if user is willing to accept.   If user decided to receive the message, press **Ok** and the data will be saved in **Received** folder of **Gallery.**

**World Clock**

User can pick up the city simply using left and right key of Navigator. When the cross point out certain city, it will show the local date and time. Also, user may press **Option** to turn on/off **Daylight saving time for foreign** or to **Set Home city** via **Set Home City**.

📩   *Note: Home city in Time & Date sub menu of Settings will be also*

*changed according to your setting in this function.*

## Calculator

The calculator applies simple calculator function such as addition, subtraction, multiplications and division.

### To use the calculator

- ◆ In **Application** menu, choose **Calculator** and press **OK**

DMP330 provides the following compose mappings for your option:

- ◆ Four way key **Up**: + (Addition)
- ◆ Four way key **Down**: - (Subtraction)
- ◆ Four way key **Left**: * (Multiplication)
- ◆ Four way **Right**: ÷ (Division)
- ◆ Numeric **#** key: **.** (Point)
- ◆ Press **OK** to get the result.

**Note:** This calculator has a limited accuracy rounding errors may occur, especially in long divisions Unit Converter

## Unit converter

This feature helps user to either convert the weight or length in different unit.

Within **Weight** converter, users can converter Kg units expressed in Pound or Ounce units.

Within **Length** converter, user can have the following options:

- Km units expressed in Mile units
- M(Meter) units expressed in Yard or Foot units.
- Cm units expressed in Inch units.

After enter the amount to be converted, press "**OK**" to find out the result.

## Currency converter

This feature helps user to convert the currency in different rate user has entered. Within Currency converter, user can input the exchange rate and press "**OK**" to convert Local to Foreign currency.

**Health**

There are two features in healthy option, which are BMI and Menstrual

**BMI (Body Mass Index)**

This function helps to calculate your body fat in relation to your height and weight.

To calculate the BMI value process, user will need

1.    Select your gender by using navigation key.

2.    Enter your **height** in centimeters and **weight** in kilos by using the numeric keys and press "**OK**".

3.    Finally, your BMI ratio value will be calculated and display the result.

**Menstrual**

This feature helps to calculate lady's menstrual cycle and provide the information including:

◆    Probability of becoming pregnant on the current date

◆    Period during which it is possible to become

pregnant date of next period.

To check the menstrual cycle, user will need

> 1. Enter the starting date of the last period
> 2. Enter the average length of the menstrual cycle follow by pressing "**OK"** key.
> 3. To get detail information, select one of highlight date and press OK to display pregnant probability.

**Note:** *The result may not fit to your physical condition. This is only reference!*

## Stopwatch

This function is designed to store the timepiece which is to start or stop for exact timing.

To use stopwatch

1. In Organizers menu, choose **Stopwatch**, press **OK**.

2. User can select **Typical** or **nWay** stopwatch.

### Typical Stopwatch

DMP330 supports 2 different typical stopwatches: **Split Timing** and **Lap Timing.**

- **Split Timing:** When user press **Split,** the timepiece will be saved and continue to count when user press resume. The 2$^{nd}$ timepiece is recorded based on the continuously timing. User can save 20 split timepieces.

- **Lap Timing:** When user presses Lap, the timepiece will be saved and start the new timing when user presses resume. The 2$^{nd}$ timepiece is recorded in new timing. User can also save 20 lap timepieces.

- **View Record:** User can view those timepieces user has recorded or delete it.

**nWay Stopwatch**

DMP330 supports 4 times counting though navigation key (up/down/left/right)

- To start time counting, press one way of navigation key. Pressing center key to stop or resume the counting.

- The total timing will be summed on the top.

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◆ The timing will be memorized and saved in the phone automatically.

To clear the memory, long press center key "OK"

## Settings

### User profiles

User can set following different profiles to adapt to different environment conditions. DMP330 provides 7 different profiles, including:

### General

Standard profile as phone defaults setting.

### Meeting

Ring volume is set to be low and key tone is switched off

### Outdoor

Ring and key tone volume is set to be loud.

**Indoor**

Ring and key tone volume is set to be smaller.

**Headset**

Profile for headset plug-in.

**Silent:**

Ring volume quiet and vibration only

**Bluetooth**

Except default setting, when user can press LSK to choose **Custome** to change default setting. Including:

- Tone Setup
- Volume
- Alert Type
- Ring Type
- Extra Tone
- Answer mode

**Profile for activate Bluetooth.**

To activate the Profiles
1.      In **Profiles** menu, choose a profile followed by pressing **OK.**
2.      Choose Activate and press **OK.**

To edit the Profiles
User can customize the **General** profile setting to meet your preference.
1. In **Profiles** menu, choose a profile followed by pressing **OK**.
2. Choose **Customize** and press **OK**.

DMP330 provides the following selections for your personalize option:

◆    **Tone setup:** Allow user to set ring tone depend on your favor

◆    **Volume:** Allow user to adjust the volume of ring tone and key tone.

◆    Alert type: Allow user to select different alert type including Ring, Vibration Only, Vibration And Ring, Vibration Then Ring.

◆    **Ring Type:** Allow user to, single, repeat or

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ascending when incoming calls.

◆ **Extra Tone:** Allow user to either on or off 5 other tones, Warning, Error, Camp on, Connect and WLAN Alert.

◆ **Answer mode:** Allow user to choose "Any key" to answer the phone.

## Display Characteristic

This feature allows user to personalize your display setting by following option:

**Wallpaper:** To allow user to change wallpaper showed on idle screen.

1.  In **Settings** menu, choose **Display,** press **OK**.
2.  Choose **Wallpaper,** press **OK**.
3.  Choose **System** or **User Defines**, press **OK**.
4.  Choose wallpaper, press **View**, press **OK** to select as wallpaper.

**Screen saver:** To allow user to play different screen saver.

1.  User customize the screen saver's setting with the option of turning on or off the screen saver and waiting time from 5 sec to 1 min. when active the screen saver.
2.  After setting, user may select the screen saver either

from **System** or **User Defines**. The operation press is the same as **Wallpaper** display setting.

**Power On/Off Display:** This phone allows user to set the power-on/off animation from system, phone/card memory or disable animation. The support format will be MP4/ 3GP.

**Main Menu Special Effect:** Allow user to choose either turn on or off the main menu special main menu.

**Show Date And Time:** Allow user to show or not to show the date and time in the idle screen.

**Show Owner Number:** Allow user to enable/disable DMP330 number showed in the idle screen.

**Show Operator Name:** Allow user to choose either show or not to show your operator's name in the idle screen.

**Show WLAN/SIP Status:** Allow user to choose either show or not to show WLAN/SIP status in the idle screen.

**Phone setup**

**Time & Date**

This function allows user to set your home city, view and change the time and date set in DMP330. User can also choose to auto

update the date and time.

**Set home city**

DMP330 provides user over 50 major cities in the worlds.

1.  In **Settings** menu, choose **Time & Date**, press **OK**.
2.  Select "Set home city", press **OK.**
3.  All major cities are listed in the phone. User may user navigation keys to scroll up/down for your selection. Or, pressing first character of home city user wishes to find by numeric key for quick search.
4.  After finding your home city, press **OK** to back Time & Date submenu.

**Set time & date**

1.  In **Settings** menu, choose **Time & Date**, press **OK**.
2.  Set time & date by using navigation and numeric keys followed by press **OK**.
3.  User can choose turn on/off daylight saving.
4.  After finish, press **OK** to back Time & Date submenu.

**Set time format**

1. In **Settings** menu, choose **Time & Date,** press **OK**.
2. Choose **Set Format**, press **OK**.
3. User could set Time and Date Format as user wishes. After finish, press **OK**.

**Schedule power On/Off:　Allow user to turn on/off schedule**

**Language**

This phone allows user to set a language for the display in this phone.

1. In **Phone Setup Menu, c**hoose **Language,** press **OK**,
2. Choose a language, press **OK**.

**Preferred Input Method: Allow user to choose preferred input method**

**Greeting Text**

This function indicates message when user power on in main display. User may edit any message for your welcome note.

**Speed Dial: Allow user to turn on/off and set speed dial function.**

**Dedicated Key**

This function allows user to define your Navi-key since it is one of your dedicated keys.

**Auto Update Date And Time**

This function is to set the phone for updating the time and date automatically according to the current time zone.

1.  In **Phone setup** sub menu in **Settings**, choose **Auto Update**, press **OK.**

2.  Select **On** or **Off** to have the auto update function.

3.  Finally, choose **Yes** to confirm the request.

➡ *Note: Auto update of date and time does not change the time user has set for the alarm clock, calendar or the alarm notes. They are in local time. Updating may cause some alarms user has set to expire.*

**Flight mode**

DMP330 will switch off RF (GSM) functions and allows user to play the audio player during flight if user switches the mode to Flight Mode instead of Normal Mode. User will be able to listen to the music only.

- ◆ **Normal Mode:** GSM/GPRS network still works and user is allowed to make a call.
- ◆ **Flight Mode:** GSM/GPRS will be disable for security reason but you can listen to music on the airplane
- ◆ **Query When Power On:** In the mode, you will need to select either Normal or Flight mode whenever powering on DMP330.

**Misc. Setting**

Allow user to adjust LCD back light including brightness and time.

**LCD Backlight:**

You can set up the brightness and time of the backlight.

**Call setup**

**Caller ID**

This function allows user to either send or hide your ID during calling or sending out the message. DMP330 is defaulted in **Set By Network** which means your ID is determined by your service provider.

**Call waiting**

This network service enables user to be informed when someone is trying to reach user during another call.

1.    In **Settings** menu, choose **Call Setup**, press **OK**.

2.    You can choose either **Activate** or **Deactivate,** and press **OK**.

3.    Select **Query Status** will allow user to check if this function is activated or deactivated.

**Call divert**

User can set the call condition by which calls are diverted to

another numbers.

**To Set call divert**

1.    In **Settings** menu, choose **Call Setup**, press **OK**.

2.    Choose **Call Divert**, press **OK**, choose the divert selections, press **OK.**

3.    Choose **Activate**, press **OK**.

Enter the number user want to be diverted, press **OK**.

DMP330 provides the following divert selections for your option:

◆    **Divert All Voice Calls:** All voice calls are diverted.

◆    **Divert If Unreachable:** Calls are diverted when user not in a location covered by your service provider.

◆    **Divert If No Answer:** Calls are diverted when the call is not answered.

◆    **Divert If Busy:** Calls are diverted when DMP330 is engaged on other calls.

◆    **Divert All Data Calls:** All data calls are diverted.

◆    **Cancel All Diverts:** Cancel the above settings.

**Call barring**

This network service allows user to restrict incoming calls and outgoing calls from DMP330. A barring password is required for using the function

- ◆ **Outgoing Calls:** To bar **All Calls**/**International Calls**/ **International Call Except Home**
- ◆ **Incoming Calls:** To bar **All Calls**/**When Roaming**
- ◆ **Cancel All:** To cancel all the bar call setting (user will need to enter the barring password).
- ◆ **Change Barring Password:** To set barring call, user is asked to input user barring call password. This menu enables user to change your barring call password. To know the default password setting, please contact your service operator..

**Line Switching**

This is a network service to select phone line 1 or 2 that is subscriber number for making calls within ALS( auto line switching) setup submenu.

■ **Notice:** *If user select Line 2 but not subscribe this networks service, user will not be able to make a call.    However, calls on both lines can be answered regardless of the selected line.*

**Call time reminder**

This function allows user to set a time reminder during a call.

1.    Choose Call Reminder, press OK.

2.    Choose an item, press **OK**.

DMP330 provides the following time alert selections for your option:

- ◆    **Off**
- ◆    **Single**
- ◆    **Periodic**

■ **Notice:**    *The minimum time of Periodic is 30 seconds at least.*

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**Call Time Display**

This function allows user to enable/disable the call time shown on display

**Auto Redial**

This function allows user to set auto redial. Select **On** and DMP330 will make a maximum of ten attempts to connect the call after an unsuccessful call attempt.

**Closed user group**

This function allows user to set the limited call group. Only the person in the specific group is allowed to make call to and receive call from.

**Network Setup**

**Network Selection**

DMP330 provides user 3 selections for your network

connectivity.

**New Search:** User can always refresh your network connectivity before using network.
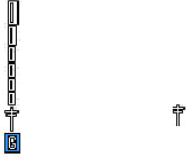
**Select Network:** DMP330 will list down the network list for your selection if user select **Manual** mode.
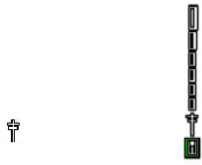
Selection Mode:

The function enables user to make operator selection by manual or automatically.

◆ Select **Automatic** mode, the phone automatically selects one of the cellular networks available in your area and then press **OK**.

◆ In **Manual** mode, the phone will show a list of available networks and user can select the desired network if this network has a roaming agreement with your home network operator,

| Preferred mode | Standby mode | Description |
|---|---|---|
| GSM only | | Only GSM Icon and GSM signal is displayed |
| WLAN only | | If login in SIP Server and VoIP available, "W" for VoIP icon and WLAN signal is displayed. If no SIP Server available, only WLAN signal is displayed |
| GSM preferred | | |

| GSM ready | | If GSM Service is available, both GSM Icon and signal is displayed. |
|-----------|--|------------------------------------------------------------------------|
| GSM not ready | | If GSM Service is not available. |
| WLAN preferred | | |

| SIP login | | If Login in SIP Server and VoIP available, "W" for VoIP icon and WLAN signal display. |
|-----------|---|---|
| SIP not login | | If No SIP Service, only WLAN signal display if AP is connected |

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**GPRS Connection**

The handset can change GPRS connection status, "**When Need / Always**", by press OK to switch.

**Security Setup**

**SIM Lock**

This function allows user to lock the phone with a specific SIM card. The feature is designed to prevent the use of DMP330 by means of another person's SIM cards if DMP330 becomes lost.

User can switch on or off to activate the PIN lock function.

**Phone Lock**

User can switch on or off to activate the phone lock function to protect DMP330. If user switches Phone Lock on, user needs enter the password to set the request on.   The default password is "1122".

**Auto Keypad Lock**

This allows user to lock the phone's keypad to prevent accidental key pressed.

In submenu, select the time that after the last key press will be disabled, then press **OK**.

**Fixed Dial**

This function dials only the numbers in the fixed dialing number (FDN). To save and edit numbers on the list, user needs the PIN2 code.

**Barred Dial**

User can switch mode on and off to have a restricted call. However, user needs to check if your SIM support this function or not.

**Chang Password**

◆ **PIN**: This allows user to change the PIN number.

◆ **PIN2**: This allows user to change the PIN2 number.

◆ **Phone lock**: This allows user to change the password.

**Restore Factory Settings**

This function allows user to reset the entire phone setting to the original setting when it is produced. The security code is needed to access. Default code is 1122.

**Sound Effect**

◆ **Equalizer**: Allow user to choose EQ (Normal/Classical/Pop/Bass/Party/Treble/Rock/Dance)

◆ **Call Background Sound**: DMP330 provides several background effects for users including:

Motorcycle, Sidewalk, MRT, Restaurant, Pub, Chord, Alarm, Dou, white noise. User also can use the voice user record.

**Shortcuts**

Allow user to choose what functions user wants to add or move into your shortcuts.

**Emergency Calls**

**Important:**

This phone, like any wireless phone, operates using radio signals, wireless and landline networks as well as user programmed functions. Because of this, connections in all conditions cannot be guaranteed. Therefore, user should never rely solely upon any wireless phone for essential communications (e.g. medical emergencies)
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 provider.