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## **1. For safe operation**

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### **Warranty of quality**\_\_\_\_\_

Vitelcom Mobile Co., Ltd. guarantees that this appliance conforms to the actions legislated by the board of directors, European Union Council 99/05CE on March 9, 1999 in Spain in accordance with 1890/2000 regulation established on November 20 with Euro-Parliament.

Model Name: **GRUNDIG mobile**

Made in Spain by Vitelcom Mobile Technology

If you want to get in touch with this mobile phone manufacturer, please contact the address shown below.

Vitelcom Mobile Technology Co., Ltd.

Av. Juan Lopez Penalver, 7

29590 Malaga - Espana

### **Information for safe operation**\_\_\_\_\_

Please read the following user manual carefully to keep from injuries.

### **About storage and maintenance**\_\_\_\_\_

Do not try to disassemble or repair the phone.

Avoid wet and damp places.

Do not use harmful detergent or harmful chemical materials to wash the phone.

Instead, use soft cloth to rub its appearance.

Do not inflict strong shock on the appliance.

The appliance shall be situated near the electronic switch for hands to reach

easily when the battery is charged.

Do not put the phone in high temperature environment, which may cause defects on the phone

The warranty on this phone will be invalid if it is repaired by an unauthorized person. And its maker does not take responsibility for the breakdown caused afterward.

Never extract the battery from the phone while turned on, which will cause defects on the phone.

For normal operation of the phone, atmospheric temperature shall be about 25 degrees.

Contact the agency you joined if the phone or its parts (charger, battery, and so on) malfunction.

## **Menu** \_\_\_\_\_

1. Phonebook
2. Message
3. Multimedia
4. Leisure
5. WAP
6. Calls
7. Extras
8. Setting

# Safety Information

## **1 . SAFETY INFORMATION FOR FIXED WIRELESS TERMINALS**

### **.POTENTIALLY EXPLOSIVE ATMOSPHERES**

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

### **INTERFERENCE TO MEDICAL DEVICES**

Certain electronic equipment may be shielded against RF signal from your wireless phone. (pacemakers, Hearing Aids, and so on) Turn your phone OFF in health care facilities when any regulations posted in these areas instruct you to do so. RF signals may affect improperly installed or inadequately shielded electronic system in motor vehicles.

### **.EXPOSURE TO RF ENERGY**

Use only the supplied or an approved replacement antenna. Do not touch the antenna unnecessarily when the phone is in use. Do not move the antenna close to, or touching any exposed part of the body when making a call.

## **SAFETY INFORMATION FOR RF EXPOSURE**

### **Body worn operation**

This device was tested for typical body-worn operations with the back of the phone kept 15 mm. from the body. To maintain compliance with FCC RF exposure requirements, use only belt-clips, holsters or similar accessories that maintain a 15 mm. separation distance between the user's body and the back of the phone, including the antenna. The use of belt-clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure requirements, and should be avoided.

# SAR INFORMATION

## THIS MODEL PHONE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radiofrequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health. The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6 W/kg. \*

Tests for SAR are conducted with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output. Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear and worn on the body) as required by the FCC for each model. The highest SAR value for this model phone when tested for use at the ear is 0.271 W/Kg and when worn on the body, as described in this user guide, is 0.187 W/Kg. (Body-worn measurements differ among phone models, depending upon available accessories and FCC requirements). While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement for safe exposure. The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone 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: TKHSP-740M**.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications Industry Association (CTIA) web-site at <http://www.wow-com.com>. \* In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

## **U.S.A.**

### ***U.S.FEDERAL COMMUNICATIONS COMMISSION*** **RADIO FREQUENCY INTERFERENCE STATEMENT**

#### **INFORMATION TO THE USER**

NOTE : This equipment 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 radiate 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 of a circuit different from that to which the receiver is connected.
- \*- Consult the dealer or an experienced radio/TV technician for assistance.

Changes or modification not expressly approved by the party responsible for Compliance could void the user's authority to operate the equipment. Connecting of peripherals requires the use of grounded shielded signal cables.

## **FCC Compliance Information**

This device complies with Part 15 of 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.

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## 2. Cellular Phone

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### **Opening/commencement of the phone** \_\_\_\_\_

Slightly push the upper from down below to open the phone.

If the phone is turned on, a lamp will be on the screen. The screen will be off if the phone is shut.

### **Button** \_\_\_\_\_

Arranged shapes and basic names of the buttons used on GRUNDIG mobile are as shown below;



#### **On/Off button**

Keep pressing this button  to turn the phone on and off.

Press this button to finish the call.

Press this button for return to the initial screen even if other applicable screen is displayed for some menu.


### Direction button

It allows the user to move to 4 directions (up and down, right and left) from the phone menu



Option list can be selected with this button.

Press the square button (OK)  in the center to select the list presently positioned.

When camera mode is positioned, press this central button  to take a picture. On the basic screen press the central upper button to display the call record. In the same way press the central bottom button to display the address book. Press the left button to show messages received and press the right button to start entering new text messages

### Alphabet/number button




0 to 9 is available for user to write number, text or symbol.

Buttons \* and # have lots of functions to be used variously in phone menu.

### Select button

Select button of Left  Right  executes the option right above.

### Send button


After pressing desired phone number, press the **send button**  to start the call to the number. If the line is not busy, press this button to show the phone numbers called before.

### LED display

Down below the direction button blue LED blinks every 2 seconds to let you know the phone is turned on.

If GRUNDIG mobile is recharged with the phone off, this LED will be turned on the same.

### Clear button

Press the clear button (CLR)  to delete the last number while entering numbers, to delete the last letter while entering names, or to return to the previous step while looking at the phone menu

### Camera button

Use this button located at the upper left side of the phone to take a picture or to execute camera mode where images can be enlarged or brightness can be increased or decreased.

### Sound button

This button tunes the volume with up&downkey, when a call is incoming.



## ***In the beginning*** \_\_\_\_\_

### **Installment of SIM card**

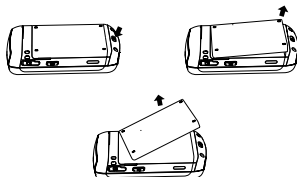
To answer the phone or to call, GRUNDIG mobile needs a SIM card available, which the communication company may have installed already.

*Note If GRUNDIG mobile is used, installation state of the SIM card will be displayed. If the SIM card is not installed, a paragraph "Confirm SIM card" will be displayed.*

### **Installment of SIM card**

- 1- Remove the battery after pulling the hook outward with GRUNDIG mobile turned off.

The battery since adhered to the cover will come out as one component.



- 2- After the battery is removed, insert the SIM card to the hole. At this moment, make sure the corner of card fits well on the rim of the hole so to insert the card, checking the remaining aspect.  
Insert SIM card as shown in the following figure.

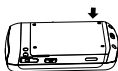


3 - As for the two holes, make sure the cover on the rear fits well to insert the battery.

Finally, keep pressing the lower of the cover till it sounds Tic .



3 - Pull the hook and insert the cover and the battery.

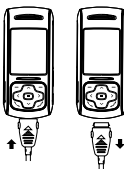


**Note** Follow these procedures or some defects may occur on the support parts of the entrance, which will not be guaranteed.

## Battery charge

1- Insert the charger as shown in the figure. The screen will display the "Battery is being charged" while the phone is turned on for several seconds before returning to the previous step. (your phone is available even during the battery is charged)


If the phone is turned off, display of "Battery is being charged" will be continuously displayed.



2- If the charge is completed, the screen will be as shown in the figure. To remove the charger hold and press the both ends to extract.

## Phone ON/OFF

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Keep on pressing the red button  for 5 seconds to turn on the phone. This function is designed to avoid unintentional ON or OFF of the phone when kept in a pocket or luggage.

### Start

If PIN enable setting on after the phone is turned on, you will be required to input 4-digit password. Input correct password and press **OK** button.



**Note:** If password is not input, only emergency call will be available with SOS button.

In case the phone has been off for long, you may be asked to make sure if date and time are correct.

If they are not correct, press **edit** button.

If the date is correct, press **OK** button.

If the date is not correct, input new date using the number on the button pad and then press **OK** button.



If the time is correct, press **OK** button.

If the time is not correct, input new time and then press **OK** button.



## Stand-by screen

*Note For about 1 minute and 30 seconds after the phone is on, its image and menu may be displayed a little slower than usual. This delayed time is for environmental setting of the menu. And the menu will not be displayed during this duration.*

After this duration, the speed will be back to normal.

Stand-by screen is displayed when the phone is available to answer or use to call.



## Upper part

\*It is a line to display the status of the phone with various icons.

\*It is a line to display the status of the phone company providing the mobile services.

**Central part:** If the phone is not available yet for services, bumpy paper type of background is displayed, where main menus are displayed here too.

**Lower part:** On the top, day, month, year and present time will be displayed. On the bottom, optional menu button will be displayed as a selection button. If services are not started for the phone, the option is displayed with **menu, wap and glass typed icon in the center**. If the phone is ready In the center of this selection menu, a room-shaped icon will be displayed.



- Press the selection button located below the menu in stand-by screen state so to display the main **menu**.
- Press the selection button located below the wap menu in stand-by screen state so to display the **WAP menu**.
- Press **the upper of the direction** button in stand-by screen state so to display the missed call.
- Press **the lower of the direction** button in stand-by screen state so to display the phonebook.
- Press **the left of the direction** button in stand-by screen state so to display the messages received.
- Press **the right of the direction** button in stand-by screen state so to display **new message** state.
- Press **OK** button to display multimedia state.

**Note** **OK** button even though displayed usually with a different function, has the same function as the selection button when pressed.

In order to press **OK** button, press the button located in the center of the direction button.

The direction button will be used mainly to appropriate functions of the phone.












- Keep on pressing **Start/End** button in stand-by screen state to turn off the phone.
- When the screen is in a normal state, press **Send** Button to display the call record.
- In order to make a call, press number first in stand-by screen state and **the call** button next. Keep on pressing one number among 2, 3 and 7 and a call to the number as input will be made. In the following table, various functions are described as applicable when number buttons are pressed for short or long in stand-by screen state.


They are company mode and individual mode, where a relevant SIM card mode will appear if any password is input in stand-by screen state. Company mode and individual mode have their own numbering system respectively.

	Short	Long
1	No.1	Call connected to voice box
2	No.2	Fast call
3	No.3	Fast call
5	No.5	Fast call
7	No.7	Fast call
9	No.9	Fast call
0	No.0	Symbol +
*	Symbol *	button has a function to move directly to audio mode menu where the bell volume of the phone can be adjusted.

Dual SIM card: Dual SIM card has 2 passwords and 2 relevant modes respectively.


## Icons displayed in stand-by screen state \_\_\_\_\_


Icon	Name	Description
	Antenna/GPRS	Always displayed to show service area if reached
	GPRS connection	Substituted for Antenna icon to show GPRS area if reached
	Service available level	Always displayed to show service available level (0 to 5) in a bar graph
	Service available level A	The greatest service available level with the maximum bars
	Bell mode	There are 6 modes available (sound only, vibrate only, sound after vibrate, sound with vibrate, silence, manner)
	Roaming state	Displayed while user is in other service area or receiving a call abroad
	Infrared mode	Displayed when connected via the infrared ray
	New multimedia message	Displayed when a multimedia message received
	New Message	This will be displayed when a new message is received.
	Messages full	Displayed when the memory reaches the capacity limit
	New voice message	Displayed when a new voice message is received

	Battery lef	Displayed approximately to show the actual capacity of the battery state
	Alarm	Displayed if alarm is set via the calendar

## Calls

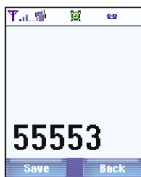
### Making a call

To make a call, press desired phone number in stand-by screen state and then **Call** Button (blue) .

If you input the wrong number, press **Clear** Button (CLR)  to delete the last number input. In order to delete a specific number, move the cursor right behind the number to delete (press the left of OK button) and then press **Clear** Button.

Press **End** Button (red)  to finish the call.

In the stand-by state of the phone, input number to display the following screen.



If "the inputed phone number" is displayed, just press Save Button and specify a save folder.



If "SIM card or the memory of the phone" is displayed automatically, specify a related type of the phone too.

(Refer to the user manual for more detailed procedures)

### Answering the phone

Press **Call (receive)** Button  to answer the phone call.





Press **Start/End** Button  not to answer the phone call.





### Whole menus

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In the stand-by state, press the **menu** button to go back to standard menu. Press the direction button (up/down/left/right) to get into menu desired. While pressing the menu button, press relevant number to get into the category applicable.

Figures of the icons, names of the categories, brief description of each menu and short-cut buttons are as in the following table;

Icon	Menu	Connection Button	Description
	Phone book	1	To save phone numbers
	Messages	2	To read and write text messages
	Multimedia	3	To deal with camera and image album
	Leisure	4	To download and select new video games and melody images

	WAP	5	To move to wap service menu
	Calls	6	To look through call record and voice messages sent and received
	Extras	7	To use calendar, calculator, downloading program, information on various events (meeting, birthday), etc.
	Setting	8	To specify volume, calling melody, background image and other environment of the phone

## ***Common screens and system in various menus \_\_\_\_\_***

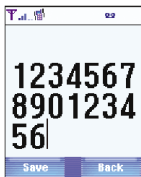
### **Input phone number**

When you start inputting number in stand-by state, the number will be displayed, moving from right to left as it is inputted. If the number input reaches the end of the left, the number will move to the upper line to prepare a space for the next numbers to input.

During inputting number, the screen will be as shown below.

In order to insert a number between numbers just entered, use the direction button (**up/down/left/right**) to move the cursor.

Press **CLR** button to delete the number on the left of the cursor.



## Writer

Writer is used to input phone number, text or number.

All kinds of writers (phone number, number, text) have their own functions respectively.

### Writer of phone number

It is used to input phone number from the phonebook. Above all, press number in stand-by screen state to get into the screen of writer function.

0 ~ 9 are available to enter, which has the following features.

- \* Press 0 to display + character.
- \* Press <\*> and <#> to input characters of <\*> and <#> respectively.
- \* Press **CLR** button to delete the last number input. Keep on pressing CLR button to delete the whole number input (whole number) and to return to stand-by screen state.

- \* Press **OK/Save/Enter button** (menu displayed on the left of the screen) to go to next step. Press **Previous** Button to go back to the previous step of the screen.
- \* Press Navigator Button (**up/down/left/right**) to move the cursor to the direction as designated.

### Writer of number

It is used to input password 1, password 2 and call-restricted password.

Press the following buttons to make use of its functions specified.

- \* Use the buttons 0 to 9 to press such number 0 to 9 as applicable.
- \* <\*> button has no function.
- \* # button is used to display the decimal point, excepting in the screen of password 1 and 2.
- \* Press **CLR** button to delete the last number input. Keep on pressing CLR button to delete the whole number input.
- \* Press **OK** button to go to next screen. Press **Previous** Button (Atras) to go back to the previous screen.
- \* Press the direction button **left or right** to make the cursor move to the direction as indicated.

### Writer of text

It is used to input text of names or messages. There are 4 input methods for text writer.

- \* **Capital letter input:** displays all the input text in capital letters. This can be used together with Multi Input and Smart Input which will be later described.
- \* **Small letter input:** displays all the input text in small letters. This can be used together with Multi Input and Smart Input.
- \* **Capital & Small letter input:** In case with Multi Input accompanied, this will change the text if once input by user, to small letters

automatically. In case with Smart Input accompanied, this will make the first letter be a capital letter, and the rest be small letters automatically.

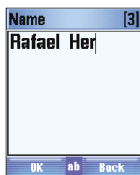
**In case with Number Input (1)**, number input is available fast. (Press number 0 to 9 to display 0 to 9 as applicable, and press # button to display the decimal point.)

**Note** Press <\*> shortly to change input sequence as follows;

AB, ab, Ab, 1.

Input method is displayed between the two menus in the center of the bottom line of the screen.

(See below):



As described above, there are two input methods.

- \* Multi Input (Multiple Input)
- \* Expected Input (Smart Input)

**Note** Keep on pressing <\*> button in text writer to change to other input method.

(Multi Input - Expected Input)

In the Expected Input method, the method is underlined. In case with the two accompanied, it will be displayed as below.

## Multi Input

This method operates differently according to the language specified.

If Spanish has been specified, following text will be displayed when you press one numeric button repeatedly.

Button Press	1ª Press	2ª Press	3ª Press	4ª Press	5ª Press	6ª Press	7ª Press
1	Space	.	,	@	/	1	
2	A/a	B/b	C/c	2	/	, /	/
3	D/d	E/e	F/f	3	/	Ø/	
4	G/g	H/h	I/i	4	œ	/	
5	J/j	K/k	L/l	5	J/j	K/k	
6	M/m	N/n	O/o	6	/	/	æ/
7	P/p	Q/q	R/r	S/s	7		
8	T/t	U/u	V/v	8	/	/	
9	W/w	X/x	Y/y	Z/z	9		
0	0						
*							
#							

## Smart Input

This makes fast text input available. With the improved technology of (Press and Expect), a function to expect is realized, making use of the dictionary prepared in the language specified.

In this way the writer provides the serial expected characters of text when the user presses the button once.

## Text selector

Press # button shortly in the screen of text mode to display text selector

which can display special characters which are not available in general text mode.

Move the direction button (**up/down/left/right**) on the text desired to select those special characters.

If you selected the special character, press **OK** button to input applicable character.

Characters available are as follows;



All the input methods and all the languages available in GRUNDIG Mobile have been summarized in the following table.

Input type	Input method	Mark	Language
Multi Input	Capital	<u>AB</u>	English & Spanish & French
	Small	<u>ab</u>	
	Capital & small	<u>Ab</u>	
	Number	1	
Smart Input	Capital	AB	English & Spanish & French
	Small	ab	
	Capital & small	Ab	
	Number	1	

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### 3. Phonebook




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In address book, phone number, name and other information are saved and displayed.


There are three points of contact in address book.

1. **SIM:** Information related with contact is saved in SIM memory only.
2. **Only the phone:** Information is saved in phone memory only.
3. **Double (copy):** Name and phone number of these contacts are saved in SIM memory and phone memory.  
Besides, there are three address books.
  1. **Mixed Phonebook:** Shows all contacts saved in SIM memory and phone memory.
  2. **Terminal Phonebook:** Shows double-saved contacts in both sides and information saved in phone memory only.
  3. **SIM Phonebook:** Shows double-saved contacts in both sides and information saved in SIM memory only.

A special icon represents each contact.

In this way, duplicate contact uses visit card-shaped icon , and SIM contact uses SIM card-shaped icon , and the next icon  is used for phone contact.

The followings are several rules used in address book.

- \* As specified, address book displays whole address book on the screen to show all contacts.
- \* In the address book, contact and contact group will be saved in the same list .

Group will be represented by a special icon.

- \* Information in the phone book is displayed in alphabetic order. Phone number correspondent to each name is marked on the right of the line



under the screen.

- \* Up to 14-character and 20-digit input can be saved in the phone book. (If the first text input is some symbol to represent international call, up to 21 is available)
- \* Up to 4 phone numbers are available for a name.
- \* Up to 250 addresses can be saved in SIM memory. (The number of addresses available differs from each other according to card capacity)
- \* Up to 500 entries can be saved in phone memory.
- \* If all the information of a name can not be displayed at a time on screen, press the direction button to move the information horizontally so to display and read the rest on screen (being accordingly changed) to the end.

"....." if displayed in the end of the screen means that there is more information to come.


## ***Mixed Phonebook***

This address book shows all the contacts saved in phone memory and SIM card memory.

The following figure shows the appearance of this screen.



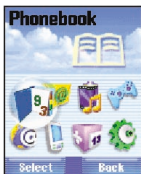
Below this screen (just above **the option and the previous** buttons) expected contact number is displayed.

Remember the icon  will disappear from this line if the contact is a group. Up to 750 contacts can be shown via the whole address book (phone memory plus SIM card memory in total)

### How to enter Mixed Phonebook

There are two methods to get into whole address book.

- Press **downward direction** button in background screen.
- In the basic menu screen, press **Select** Button while **address book** icon is selected.



To make a call, select the one desired and press **Call Button** .

Or find the entry to call directly on the list. Press only the first letter of the contact desired to call to display in alphabetic order all the names which have the letter in front.

Press option button **up/down** (any button if selected and kept on pressing, the selected one keeps on going up or down) to show option list which can be selected.

The options are as follow;

- \* View Card
- \* Call contact
- \* New contact
- \* Send a message

- \* Delete contact
- \* Delete All
- \* Copy contact to phone / SIM
- \* Change Phonebook
- \* New group
- \* Search
- \* Receive card(s)
- \* Own number
- \* Memory status

And options for group are as bellow;

- \* View group
- \* Send message to group
- \* New group
- \* Rename group
- \* Delete group
- \* New contact
- \* Receive card(s)
- \* Change Phonebook
- \* Memory status

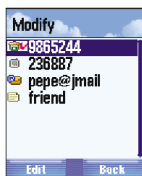
The function of each option is as follows;

In order to select one of them, select **direction** button first and then press **Select** Button.

## View card



This option shows details on contact being selected.

(See the figure below)









\*Name of contact is used as a title of View Card.

\*It shows phone number of contact selected.

\*Even if contact is empty since saved in phone address book, it always displays E-mail address icon  and reference .

\*Information correspondent to contact is displayed in the following order.

- Name of contact (it appears on the upper of the screen)
- Home phone number 
- Cell phone number 
- Company number 
- Fax 
- E-mail address 
- User's configuration (memo) 

- Attached image
- Attached sound
- Group joined

**Note** Use SIM card to display the phone number of the name selected only. Press Previous Button to go back to the previous screen. Press option button to display options which can be applied to the name selected.

### Call contact

It makes a call to the name (person) selected.

### Send a message

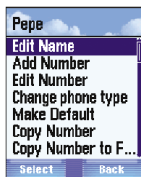
It sends a message to the name selected.

### Modify

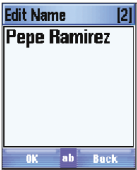
This option if selected can change the information of the name selected. Select information to change and press right softkey to display various options related with.

These options are different from each other according to the location where the name is (SIM address book, phone address book).

For example, the following options will be displayed if right softkey is pressed with the number selected.(See the figure below)



Each option displayed this moment can be applied as follows;

Name option	function
Edit Name:	<p>This option always appears regardless of the name selected. It changes the selected name to a different name. Even though the name saved in both sides is selected and changed, there will be no effect on the both memories. Changing name which is saved in both sides will be different between the two (SIM, phone): SIM memory keeps the name as before but the phone memory saves the changed name. In order to edit name, erase the text to change first, write new text thereon as desired and then press <b>OK</b> button. See the upper right of the screen. - Edit name: shows the number of the characters available to the maximum. (Up to 14 characters available for names)</p> 
Add number:	<p>adds phone number to a selected name. If this option is selected, a number pad is displayed where new phone number can be inputted. Then, press <b>OK</b> button and input desired number to be specified as home number, cell phone number, company number or fax number.</p>
Edit number:	<p>changes selected number. If this option is selected, you can get into screen to write number. This changes the</p>

	group type (home, company, etc.) of the selected phone number.
Copy Number	copies the number to phone.
Change phone typ	Change the type of phone number
Copy number to SIM:	<p>copies selected number to SIM card or phone number memory from the present location.</p> <p>Copy number to FDN: Fixed Dial number (FDN) functions to allow calls to be sent only to designated groups and specific phone numbers. And this option is used to copy selected phone numbers from FDN of SIM address book. To select this function, input password 2 (4-digit) and press OK button.</p>
Card melody:	specifies melody for phone number related with a name.
Card photo:	specifies an image for a name previously selected.



### **Delete contact**

deletes a selected name and its whole information contained. You will be asked to confirm before starting this option. Erase number: deletes presently selected name s number or E-mail address, etc. You will be asked to confirm before starting this option.

### **Copy number to SIM(or phone)**

copies selected phone number to SIM card or phone memory from the present location.

- If this is applied with the established number copied, the contact will be duplicated and displayed just once in the whole address book during Only Phone mode.
- And if the contact in the address book is of Only Phone mode, different from the saved number, a new contact of Only SIM mode will be created with the same name and the same phone number.
- If the contact is saved both sides, there will be no change even if the established number is copied.
- If the contact is saved both sides and a number different from the established number is saved with the same name, a new contact of Only SIM mode will be created.

### **Card melody**

It is used to specify desired melody for selected contact number. Select this option to display my melody screen and there select desired melody.



### Card photo

It is used to set desired image for selected contact.

Select this option to display my picture screen and there select desired picture.

### Send card

This option sends saved data in memory card to specific contact via infrared.

Select this option to display send card screen and select via IR to use it.

### Call Contact

It is the second option of the **address book**. Select number input in the previously selected contact to make a call. For this operation, select Call contact option on option screen and press **Enter** button to display selected contact and its related phone number list.

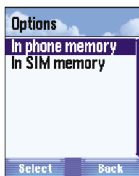
**Note:** If just one phone number is found available in the selected contact, press direct call button right there. Otherwise you can choose one of the phone number which is in the contact.

Press **call** button or green call button to send a signal to selected number and to display number on screen at the same time.

Press **previous** button to return to **address book** screen.

## New contact

This option adds new contact to address book. Select this option to display the following screen.



**Note:** New contact can not be made directly to whole address book.

For this operation, you should make it first in SIM or phone address book and then copy the contact to address book next. Select **"In phone memory"** to make contact in address book. Select **"In SIM memory"** to save contact in card. Select option as desired and press **Select** button.

**Note:** Press \* (asterisk) to specify phone using capital or small letters or shortcut button.

(Ab - change capital to small; 1 - number, AB - all capital, ab - all small)

Press Previous Button to display option screen again. Use numeric buttons to write name and then press OK button to save it. Press this button to display address book screen.

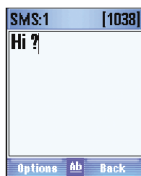
Input number with numeric buttons and then press **OK** button to save this number in memory and to display option screen of type. From here select the type of the phone number (home, mobile, work, fax.) and press **Enter** button. Press **Previous** Button to return to address book screen again and the name just input will be displayed.

### Send message

This option is used to send SMS (short message) or MMS (multimedia message) to previously selected contact. Details on these two messages are as follow;

### Short message

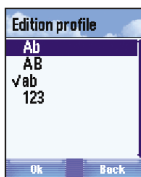
Select short message on **option** screen and press **Select** button to display number list applicable to the selected contact. If just one number is found available in the selected contact, start writing **text message** right there.



**Note:** If a message needs to be sent to several persons, you should add their numbers in “Add new recipient” options before writing the message. After a message is written (up to 1042 letters available for a message), press **option** button to display the various message functions as follows;



- \* **Send:** sends a text message to a receiver with this option designated (Press **Enter** button).
- \* **Add new recipient:** selects other SMS message receivers. To enter receiver setting screen, press **Enter** button to display the screen, and there write receiver's name desired or press the **name** to enter **address book** to select receivers.
- \* **Recipient list:** If this option is selected, previously selected list of receivers of text messages will be displayed. If you want to change the list, press option button again to display the screen, where you may **add recipient**, **Delete** or **Delete all** as desired.
- \* **Save:** saves the just written message in memory.
- \* **Alphabetic or numeric mode:** This option is used to select a function to write messages (characters, capital letter, small letter and numbers).



\* **Insert:** inserts selected **Picture, animation, melody, sound, symbol and Template** to a message to send. For example, you may select sound from the list as desired to insert. (When you selected, melody will sounds for a little while). The selected sound or melody will be heard when its receiver confirms the message. In this manner, choose **Template** option to select text prepared before on the list (e.g. Vergent! Please call! Where are you? etc.)

\* **Dictionary:** This option is used to correct or cancel spelling of the written message. Select **On** to start correcting spelling.

\* **Send option:** On this screen, you may select the valid period of written message (1 hour, 6 hours, etc.) and ensure the message is received.

Valid period of a message means time duration during the message stays in the communication network if not sent to its receiver. After this time, the message will be erased automatically even if not sent to its receiver.

This option sends multimedia message to previously selected contact.

How to send multimedia message is as follows;

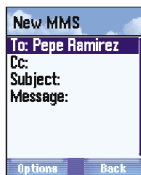
### **Multi-media message**

\* Select **Send message** on **option** screen and press **Enter**.

\* If the screen with several options appears, select **multimedia message** and press **Enter** again.

\* If there are several phone numbers in previously selected contact, you should select a number to send the message first.

\* New multimedia message screen will be displayed with the following options.



- **To:** where message receiver's contact will be displayed.
  - **CC:** where other receiver's contact will be displayed.
  - **Subject:** where title of message to send will be displayed.
  - **Message:** where text message to send will be input.
- \* Press option to add a new receiver. First, press option button, select Add recipient option and then press **Select** to get into number input screen. And there, write receiver's number or press **name** button to select in a address book list.
- Press **OK** button to return to new multimedia message screen. If the number of the multimedia message receivers are 2 or more, there will be all the numbers available to receive on the upper blank.
- \* Select **CC** on new multimedia message screen to send the multimedia message's copy to other receivers, and follow the procedures as specified above.
- \* Select Subject option to add title to a message to send and press Select button. On the screen displayed, write title and press **OK** button to finish.
- \* To add a message select **Message** option and press Select button. If the **option** button is pressed, the following options are displayed.

- **Send message:** If this option is selected, you may send the just written message to previously selected receiver(s).
- **Edit text:** It is used to edit text. (You may change text using Write Text or Delete Text function in the option menu of previously written text.)
- **Remove text:** It is used to remove the pre-inputted text.
- **Add picture:** It is used to attach picture or image already saved in the phone. Select the memory(internal or external) what you want to use and select the image to attach.
- **Add sound:** It is used to add desired sound to multimedia message. Select the memory(internal or external) what you want to use. (You may select the sound saved in the memory external memory or the sound being recorded to the phone using the microphone.)
- **Add page:** It is used to add up to 5 slides to a message to send. Each message is made up of one or more slides. Text, image and sound can be saved in each slide. Use the following options in option menu to add a new slide and its details. If a new slide is added, there will be 2 new options in the menu. They are Remove current page (used to delete attached file applied) and Go to page (used to apply another attached file among attached files saved.)
- **Save as draft:** saves the written multimedia message in Draft MMS folder.
- **Alphabetic or numeric mode:** You may select a mode to input messages. (Capital letters, small letters, etc.)
- **Dictionary:** You may correct spelling of the message written.
- **Page view:** displays the appearance of the present message s page.
- **MMS Preview:** displays all details of the completed multimedia message.
- **Object timing:** It is time required during each object on the page is displayed or played.  
Start time plus object time can not exceed the time required for page play time.
- **Page timing:** displays the play time in second during the attached file is played. (Up to 99 seconds available)

- **MMS priority:** displays priority of multimedia messages sent. (High, Medium, Low)
- **MMS information:** displays various details included in message. (It is a brief list.) Sender's name, receiver's name, title, specified priority, date sent, message capacity, etc.

## Delete contact

deletes selected contact from address book. How to delete from whole address book is as follows;

Contact type	Execute	Result
Mixed Phonebook	If Delete Contact option is selected, screen will be displayed to confirm.(Are you sure to delete?)	Delete contact from the whole address book
Terminal Phonebook	Delete contact from whole address book	The contact is deleted from all the address books
SIM Phonebook	The contact is left only in SIM address book	Delete contact from whole address book





Press No/Cancel to cancel the execution. Press Yes to delete contact, a message "Operation complete!" will appear.

After that, address book list will be displayed again. (You can see the deleted details.)

**Delete all:** deletes all contacts saved in selected address book (SIM, cell phone or whole address book).

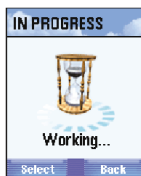
**Copy contact to SIM:** used to copy selected contact. You should copy only the name and number of contact as expected. This option can be executed to cell phone memory from SIM memory or to the contrary according to the following rules. (it is different according to the type of contact or copy.)

Contact type	Execute	Result
Copy	Copy contact	Since the contact is previously saved in both memories, copy of the contact to SIM memory is not available.
Only from cell phone		

If you want to copy contact saved in SIM or cell phone memory, or if the contact with the same name exists, you should newly make the contact with the same name in both memories (Including all the phone numbers which belong thereto). (However, the phone number will not be changed)

During copying contact, "In progress" screen will be displayed.

"Completed" or "Error in progress" screen will be displayed to inform you of the state. If memory is full, progress will not be successful but a message will be displayed to let you know insufficient capacity of the memory.



**Change phonebooks:** opens other address book. If this option is selected, the following options of menu will be displayed.

- \* **Mixed phonebook:** means both address books summed up.
- \* **SIM phonebook:** means address book saved in SIM card.
- \* **Terminal phonebook:** means address book saved in cell phone memory.

Select address book to open, and then press **OK**. The name of this option is **Mixed phonebook** where contact information is available after confirmed.

## New group

specifies group of contacts. The group of contacts means a meeting for user to send call and message to at once. For example, if one group is classified into family, friends, co-workers, etc., you may use this option conveniently to send the same message to all the members of a specific group as classified. Specify groups as applicable to receive group messages.

Up to 5 groups available.

Follow the procedures below to specify a group with new contact.

1. Select New Group on **option** screen. (From address book menu)
2. Press **select** button to display **Group Name** screen.
3. Write desired name using alphabet buttons. (Up to 14 characters available for a name)




Press **OK** button to finish. And you can see that the new group name is displayed on the next screen as specified.

4. It is empty at first since the group is newly specified (**Empty list**).  
Press **Add** button to add another contact to this group.
5. The following options will be displayed.
  - a. **New member**: It is used to appoint the contact on the established contact list to be a new member.

- b. **Create member**: In order to make a new member in a group, contact, its phone number and other procedures than described above for Make New Contact shall be fulfilled.
- c. **Remake group**: displays the screen to change previously specified group name to another name.

6. If new contact is made or added to group, **Call member**, **Add member** (with contact selected from established address book), **Create member** (starting from 0), **Remove member**, Set **Group melody** (any call to the group members will make specific melody sound) and Set **group Photo** are available.

If new group is made, press Previous Button  to display its name on the list.

## Search

This option is used to search for other contacts on the contact list.

Select Search option to display Search by name screen.

On the screen write more than 1 characters of the contact name to find.

If written, the applicable name with the same characters is displayed.

Now you may search up and down to find the name on the list.

For example, press No.2 button to fast reach names with the first character of C.

If there is no name with such a character, the button will show names with the next character (in alphabetical order).

## Receive card

It receives a phonebook data from PC through an infrared port.

If this option is selected, **Receive card** screen appears, where **Via infrared rays** option is available.

Press Enter button to start to receive messages via an infrared device.

If transmission is normal, new card will be added to address book.

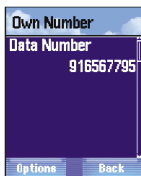
## Own number

My phone number(s) is saved in special address book inside SIM card. Select My Number option on **the phone call service** menu and press Enter to have access to this function. (If not informed of this route, please ask from the first).

All the lists of phone numbers belonging to **Own Number** will be displayed (For example, cell phone number, fax number, etc.).

How to add or cancel number is as follow;

1. Select specific number, press Add/ Delete, and then **Select**.
2. On the next screen all numbers belonging to the specific number are displayed. : Data, fax...f (see next figure)



Press Select

- a. **Add**: adds new phone number onto list
- b. **Edit**: writes or changes name added to the specific number or other number
- c. **Delete**: deletes selected phone number. Press Enter to finish.

## Memory status

This option is used to confirm the capacity and the condition of SIM card or phone memory.



On the **state** window, the following information is provided.

- \* Names saved in cell phone memory (up to 250 available)
- \* Phone numbers saved in cell phone memory (up to 500 available)
- \* The number of groups saved in cell phone memory (up to 5 available)
- \* The number of names saved in SIM card memory (up to 250 available)

## Group Setting /Group Work \_\_\_\_\_

If a user group is made, select address book option on the main menu and then desired group on the contact group list to perform group work.

Click **Option** button to display the following lists;

- \* View group
- \* Send message to group
- \* New group
- \* Rename group
- \* Delete group
- \* New contact
- \* Receive card
- \* Change phonebook

\* Memory status

Functions of these options are as follow;

### View group

It is used to view all the members belonging to selected group. On the list select a member and press/**Option** button to apply the followings:

Make a call to members, Delete, Add new member to group, Group melody or image setting.

### Send message to group

It is used to send SMS text message or MMS multimedia message to selected group members.

\* In the first case (text message), **SMS message** screen will be displayed to write message. Use the function with alphabet /number button or press **option** button to display **message option**. (Refer to **Send Message** described above).

If SMS message has been written with its receiver specified, press Send option to send the message to the designated number of the selected contact.

\* In the second case (**MMS message**), this option sends MMS multimedia message to selected members. First, select multimedia message on Select screen and press **Ok** to display **new MMS** screen. How to use this screen and its options has been described above (see Send Message).

If MMS message is written (including text, image, sound, etc.) with its receiver designated, you may send the message in the following procedures;

1. Select message on **new MMS** screen.
2. Press **Select** button to display **message** screen.
3. Press **Select/Option** button and select **Send Message** on the list displayed (first option of the list).
4. Press **Ok** button to send the message.

### **New group**

This option is used to add new group to address book. Select **new group** on Select screen and press **Ok** button to display **Group Name** screen. How to use this screen and its options has been described above (see New Group).

### **Rename group**

It is used to change selected group name. Select **Rename group** on Select screen and press **Ok** to display **Rename group** screen. Use numeric buttons to change to new name. Press **OK** button to finish.

### **Delete group**

It is used to delete selected group. Select **Delete Group** on Select screen and press **Ok** to display the following message screen to confirm "Delete?"

Press **Yes** button to delete the selected group and its all information, which will never be recovered. Now contact list in address book will be displayed. Press **No** button to cancel Delete and return to address book screen.



## **New Contact**

It is used to add new contact to address book. Select **New Contact** on option screen and press **Ok** to display **option** screen. How to use this screen and its options has been described above (see New Contact)

## **Receive card**

It is used to receive card through infrared port. If this option is selected, **Receive card** screen appears, where **Via infrared rays** option is available. Press **Ok** button to start to receive messages via infrared. If transmission is succeed, new card will be added to address book.

## **Change Phonebook**

As described in **Change PhoneBook** above.

## **Memory status**

As described in **Memory Status** above.

## **Terminal Phonebook** \_\_\_\_\_

It displays the contacts saved in phone memory and the contacts saved in both (cell phone and SIM card) only, thus to show details of whole address book always.

Follow the procedures below to set and apply phone address book.

1. Press **menu** button on background screen to display main **menu** with phone options.
2. Select **phonebook** and press **Ok** to display **phonebook** screen.

3. Press **option** button to display **option** screen.
4. Select Change **Phonebook** and press **Ok** to display Change **Phonebook** screen.
5. Select the last option on this screen and press **OK** button to set and apply Terminal phonebook.

**Note:** From now on, the Terminal **phonebook** will operate till other type of **phonebook** is selected (even if GRUNDIG mobile is turned off).

All the options related with **phonebook** are as specified in **Mixed phonebook** (excepting the following)

- \* **New contact (name):** Newly input contacts are saved all in the phone memory (they become the contacts only for the cell phone). Thus, right after this option is selected, Name screen will be displayed, where you should write new contact name and select a location to save this information (similar to whole address book)
- \* **Erase/Delete contact:** If this option is selected, only the contacts saved in phone memory will be deleted. In other words, if the same contact is saved in both, copy of the contact in SIM card is kept (still displayed in whole address book or SIM address book)
- \* **Copy name to SIM:** If this option is selected, copy of contact to SIM card memory is available. If the contact exists already in SIM card, a message will appear to let you know. Contact name and selected number only will be copied.

## ***SIM phonebook*** \_\_\_\_\_

SIM phonebook shows only the information saved in SIM card memory and the information saved in both, thus displaying whole address book always. Follow the procedures below to set and apply SIM address book.

1. Press **menu** button on background screen to display main **menu** with phone options.
2. Select **Phonebook** and press **Ok** to display address book screen.
3. Press **option** button to display **option** screen.
4. Select **Change phoneBook** and press **Ok** to display **Change phonebook** screen.
5. Select the second option on the screen and press **OK** button to set and apply SIM phonebook.

**Note:** From now on, the SIM phonebook will operate till other type of phonebook is selected (even if the terminal is turned off).

All the options related with SIM phonebook are as specified in Mixed phonebook (excepting the following)

- \* **View card:** With this option selected, SIM address book shows the following information only: Phone number included in contact, group the contact joined (if any).
- \* **New contact:** Newly input contacts are saved all in the SIM card memory. Thus, right after this option is selected, Name screen will be displayed, where you should write new contact name but you don't need to select a location to save this information (similar to whole address book)
- \* **Delete contact:** If this option is selected, only the contacts saved in SIM memory will be deleted. In other words, if the same contact is saved in both, copy of the contact in phone memory is kept.
- \* **Copy name to phone:** If this option is selected, copy of contact to phone memory is available. Contact name and selected number only will be copied.

The menu option named Message allows settings of text message, multimedia message, chatting, and environmental services for messages.


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## 4. Messages

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The menu defined as message allows text message, multimedia message, chatting, cell phone mailing, and connection to environmental services for messages.

Follow the procedures below to connect to message menu.

1. Press **menu** button in stand-by screen state of GRUNDIG mobile to display main menu.
2. Press the direction button to select message menu (second options available on the first line) 
3. Press **Enter** button to display **message** items on main menu.



The options on this menu are as follow;

- \* **New message:** As described before, it is used to write new text message and multimedia message.
- \* **Inbox:** Shows the list of text messages received.
- \* **Outbox:** Shows the list of text messages sent.
- \* **Setting:** changes environmental settings of communication system of messages.

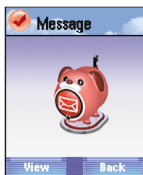
The following is about text messages, multimedia messages and options related with environmental settings.

## Receive text

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### Text message

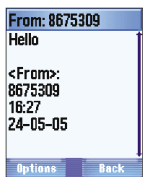
If receiving a new text message, the phone (SMS and EMS) will sound (sound can be cancelled if requested). And a screen appears to display the number of messages received.



Press **View** button to confirm the new text message, and press **Back** button to return to the previous screen.

- \* **Open**: opens the text message for you to read its details.
- \* **Send**: sends a message to other phone registered.
- \* **Erase**: deletes received messages from the list.

Select **Open** to display the received message including sender's phone number, received date and time, and its details. (See the figure below)



### Multimedia message

Reaction of the phone which received MMS message (multimedia message) is different based on the specified display option.

Recovery display can be defined as specified in the described procedures in <multimedia message>.

## **Send new message** \_\_\_\_\_

As previously described, two different types of messages can be sent.

- \* One is short message (SMS) composed of text only and the other is multimedia message (MMS) composed of text, image and music. How to use these is as follows;

### **SMS message**

Follow the procedures below to send a new SMS message.

1. Select **new message** on **message** menu and press **select** button or **OK** button.
2. Select **short message** on **new message** menu and press **OK** button.
3. Go to message writer separately specified and input text as desired.
4. Press **option** button to display **message option** screen.
5. Select one or more receivers of message to be sent.
6. If receivers are selected, select **Send** on **message menu** and press **Enter** button.



## **SMS message, New message**\_\_\_\_\_

Follow the procedures below to go to the menu related with Write text message.

1. Go to **message** menu.
2. Select new message and move the cursor on **short message** option.
3. Select **Enter**
4. Write text to send as desired.
5. Press **option** button.

It will display the following options on the screen.

- \* **Introduce recipient:** displays receivers of message. You may select receiver s name using **phonebook** or directly input phone number. You can select **Add new recipient** to send the same text to all receivers added at a time.
- \* **Save:** saves text which is not yet sent in phone memory. The text will be saved in unsent box in outbox folder.
- \* **Alphabetic or numeric mode:** shows how to input capital letters, small letters, capital and small letters, or numbers. Press <\*> button shortly to step to other various modes (Ab, AB, ab, 1).

- \* **Input** : allows user to insert some object in a message. For example, **image** (simple static picture), **animation** (small moving picture), **melody** (music), **sound** (simple bell), **symbols** (press <#> button to display text writer to select symbol as desired thereon), or **Template** which are available.

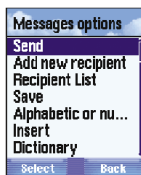
Insert one of 4 objects in a message to display a series of icons on the message (simple musical note, square)

- \* **Dictionary**: makes spelling dictionary **on** or **off**.
- \* **Sending option**: makes active or inactive the information menu on valid period of message (for example, 1 hour or 6 hours, up to 1 week) or confirmation of message if received or not.

The message whose valid period is over will not be sent but deleted.

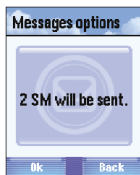
Confirmation of message allows you to ensure that the message is received.

If once details of message are specified, the receiver will display menu list related with the message (see the figure below).



- \* **Send**: sends a message to a specific receiver only. The number of text letters will be displayed on the screen as follows. Press **OK** button to send the message.



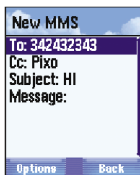


- \* **Add new recipient:** adds a new receiver of message.
- \* **Recipient:** shows the list of receivers of message. Press **option** button to input a new receiver or to delete the existing receiver
- \* Other options (**Save**, **Alphabet/Number mode**, **Insert**, **Dictionary**, **Send option**) are previously described.

## Multimedia message

Follow the procedures below to send a multimedia message.

1. Press **new message** on **message** menu.
2. Select **multimedia message** and press **Ok**.
3. Write the following; (see the figure below)



- a. **To:** where main receiver's phone number will be surely specified.  
Up to 1024 characters are available for receiver and up to 20 numbers for the phone number. Press **NAMES** menu to set receivers.

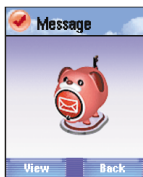
- b. **Cc:** where other receiver's contact will be displayed to receive copy of message. How to select receivers is as described previously. You may input several phone numbers or E-mail addresses to send a message to many receivers at a time through address book screen.
- c. **Subject:** where title of message will be displayed. Select this option and press **Select** button to go to Subject screen described previously to input up to 100 characters.
- d. **Message:** where details of message are written. This option is applied as described in < Send Message > and <Multimedia Message>. Press **option** button on **Send Message** to send the message written. On the next screen the capacity of the message will be displayed. Press **Ok** button to send the message. If you want to save the message before sending, select **Save as Draft** button on the menu and press **OK** button.

## ***In box*** \_\_\_\_\_

It is a space to save all the messages received including SMS, MMS and other messages to send. The received box includes all the lists of the messages received.

If a message is received, separately specified sound of bell will operate.

And as shown below, an image will be displayed on the screen.

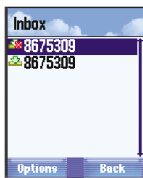


Select View button to see the message right after it is received. And press Previous Button to read it later. If Previous Button is pressed, envelope-shaped icon will be displayed on the upper of main menu screen, which means there is a message not read yet 📧 .

### View saved message not read yet

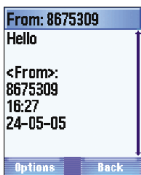
Follow the procedures below to read new message saved.

1. Select Inbox on **message** menu and press **option** button.
2. Following options are available on the **Inbox** menu.
  - a. **Read text message:** Select **text message** option to display text message list, received. Each message has an icon and sender's number. There are two kinds of icons;

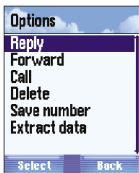


- \* 📧 This icon means that the message in the Inbox is not read yet.
- \* 📄 This icon means that the message in the Inbox is read already.

Select a text message to read now and press **option** button. Select **Open** (press Delete button if you want to delete it) and press **Ok** button to display the following screen showing such information as text message, sender's phone number, date and time when the message was sent.



- \* **Reply**: displays Write Text Screen to replay to the message received. Write message as desired. If you want to know how to write and send text message (SMS), refer to <New Message>.
- \* **Forward**: delivers the received message to others. Input the phone number directly thereon or select a receiver on **address book**. Then press **OK** button.
- \* **Call**: makes a call to message sender's number. Press **option** button to display the menu where Save address book, Make a call, Send number using MMS or SMS, and Send SMS & MMS message are available.
- \* **Delete**: This option allows you to erase text message that you read or get rid of all message.
- \* **Save number**: saves the phone number of text sender's in phone memory or SIM card (name of the phone user, type of the phone and number of home, company, cell phone, fax, etc.)
- \* **Extract data**: allows you to make use of the phone number, E-mail address or URL address saved in the text message received.



Select phone number and press **option** button to send phone number, MMS and SMS message making use of Save address book, Make a call and MMS & SMS message. Select E-mail address and press **option** button to send MMS to the selected mail address or use MMS or SMS to send the mail address.

Press **option** button with URL address selected to send the selected URL using SMS or MMS, to save the URL in WAP address book, and to have access to the address with its connected WAP page open.

**b. Read multimedia message (MMS):** Select multimedia message option to display the list of **multimedia messages** received and saved. Select message to read and press option button to display various **option** menus.

- \* **Save object:** saves melody and image attached.
- \* **Previous slide:** shows the previous slide.
- \* **Next slide:** shows the following slide.
- \* **Reply:** replies to message received.
- \* **Reply to all:** replies to all senders.
- \* **Forward**
- \* **MMS information:** displays additional information on the received MMS message.
- \* **Delete:** deletes selected MMS.
- \* **Delete all**
- \* **Call sender:** makes a call to MMS sender.
- \* **Extract data:** allow you to make use of the phone number, Email address or URL address saved in the MMS message received.

## Out box

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It is the place all sent messages are saved (messages sent or saved after written). The sent box saves two types of messages, which are SMS (text message) and MMS (multimedia message). Follow the procedures below to go to the sent messages box.

1. Press **menu** button on main menu screen.
2. Select **message** icon and press **Ok** buttons.
3. Select **Out Box** on the displayed list and press **select** button to display the screen as follows;



Where the following options are available:

- a. **Out box**: where **short messages** or **multimedia messages** sent or saved will be found. Select Sent Message and press option button to **open** or **delete** the message.

If a message is opened, the details of the message will be displayed on screen. The options related with Open Text Message are as follow;

1. **Forward**: forward text message
2. **Call**: makes a call to receiver of text message.
3. **Delete**: deletes text message.
4. **Save number**: saves receiver's phone number in SIM card or phone memory. The options related with multimedia message displayed on screen are as follow;

1. **Write**: edits all information related with To, Cc, details or message.
2. **Resend**: resends text message
3. **MMS information**: displays brief information related with multimedia message.
4. **Delete**: deletes multimedia message.
5. **Delete all**: deletes all multimedia messages saved in Sent Box.
  - b. **Un-sent**: shows **text message** or **multimedia message** not sent but saved only.

Other functions related with this option are the same as specified in **Sent messages**.
  - c. **Draft MMS**: Use **Save** button to display temporary box of multimedia messages saved. Refer to <Multimedia Message>. Go to Draft MMS screen to find MMS messages saved. Press **Details** Button on the temporary box list to edit. Press option button simply to have access to options related with selected temporary box. The options (**Edit**, **Send message**, **MMS information**, **Delete**, **Delete all**) are the same as described in **Sent Messages**.

## Options

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Follow the procedures below to get to message screen.

1. Press **menu** button on the phone screen
2. Select **message** icon and press enter button.
3. Select **Options** on the displayed list and press **select** button.

Then, 3 options will be displayed as follows;

## SMS Setting

It is used to define a series of text message options. The options displayed on screen are as shown below;

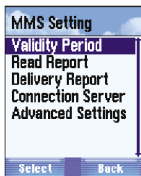


- \* **Center Number:** specifies number of message center. It is the phone number of the center for you to call in order to send or receive messages. Its service provider shall specify this number previously.
- \* **Reply path:** makes the application of the center on or off as necessary to send or receive messages.
- \* **Edit Preset:** edits details of messages saved in dictionary. Up to 5 messages can be saved in dictionary. The message saved in the phone is of up to 70 characters as described below;
  - Urgent!
  - Prease call!
  - Reminder!
  - Where are you?
  - Art airport
- \* **SMS configuration:** specifies sending type.
  - **GPRS only:** makes messages be sent only in GPRS type. And messages if not in GPRS type will not be sent.
  - **GPRS preferred:** makes messages be sent in GPRS type. And messages even if not in GPRS type will be sent in GSM type instead.
  - **GSM only:** makes messages be sent only in GSM type. And messages if not in GSM type will not be sent.



## MMS Setting

It is used to define a series of options for multimedia message. The options displayed on screen are as shown below;



- \* **Valid period:** Maximum period can be specified as necessary to make message sent.

If once the period is over, the message will be automatically deleted. 1 hour, 12 hours, 24 hours, 72 hours, 1 week and the maximum are available for the period. The maximum has been previously established by its service provider. However, the minimum is 1 hour as described above.

- \* **Read Report:** If this option is executed, you can be sure if its receiver has read the message or not. Once the receiver read the message, the time and date when the message was read will be sent to its sender. No option is available for this function. It lets you be sure if the message has been read by the receiver or not.

- \* **Delivery Report:** If this function is executed, the message sender will have information on message transfer from MMS service center, through which the message sender can be sure if the message has been read by the receiver or still saved in MMS service center. This information includes the receiver's phone number, message details, present state (if transferred or kept in MMS service center), transfer time and date.

If this function is executed, related information will be sent.

- \* **Connection Server:** It is used to specify the options related with

multimedia message server. In other words, it means the computer which sends multimedia message (MMS) sent or received by user.

- **MMS Profile:** This option is used to make MMS information transfer function active. Select desired information and press **option** button. And press **Details** Button to show details of the information described above.



Use Modify option to edit information.

- \* **Rename:** changes the name of information.
- \* **GSM Settings:** displays environmental setting of GSM connection and specifies number to call, type of terminal (analog or digital), and inactive duration till the service is available.
- \* **GPRS Settings:** helps to change the address of APN or communication network (e.g. wap. Movistar. es)
- \* **GSM/GPRS preference:** specifies connection type to use (**GPRS preferred, only GPRS or only GSM**)
- \* **Login name:** specifies name of the user (default is WAPTM).

- \* **Password**: means password to be used (default is WAPTM).
- \* **Gateway Address**: shows IP address of gateway. Default is 192.168.80.21. Contact service provider for further information.
- \* **Connection type**: displays connection type (**connection oriented, secured connection oriented, connection less, secured connection less**)
- \* **Homepage URL**: lets user go to URL address of wap.Movistar.com as specified previously.
- \* **DNS address**: shows IP address of DNS server.
- **MMS server address**: shows connection address to MMS service  
Select **MMS server address** and press **OK** button to change server address or to get into the server. Press **OK** button to make the address valid.

## CB Message

Group message means a text message which will be sent to all the members who have joined the communication company.

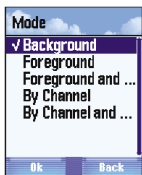
(Messages for common interest, ads, PR, etc., as displayed on the main menu of the phone)

These messages will be sent to all the phones located in designated places with the applicable channel setting.

**Note:** Select the following option on main screen to go to its sub-menu.

### Message/ Settings/ CB Message

- \* **Reception:** allows you to receive group messages if this option is selected.(Default is set to off)
- \* **Channels:** defines a channel to receive this kind of messages. Select a new channel from the list to display on screen and use **option** button to execute. If you want to add a new channel to list, select any channel and press **option** button and then **Add**. Input new channel number to number writer and press **OK** button (Up to 3-digit number is available and the number shall be surely input. If not, channel setting will not be available)  
The Write option of sub-menu edits name and number assigned to the selected channel on the list. Up to 10 channels are available.
- \* **Mode:** shows 5 methods to display received message on screen via this sub-menu (These methods specify environment of received group message or each channel used) (see the figure below)



In order to use a previous option, select the option and press **OK** button.

\* **CB LBT**: shows group messages recently received, not saved nor deleted on this screen. If there is no message, "List is empty" will be displayed. If there is any message, its related title will be shown. Press **details** button for further information. To save the message press **Yes** button, and press **No** to delete.

\* **Saved CB List**: shows group messages previously saved on screen (refer to Previous Option)

If there is no message, "List is empty" will be displayed. If there is any message, its related title will be shown. Press **option** button to delete messages open or saved.

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## 5. Multimedia

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The **multimedia** menu has a function related with taking pictures with digital camera.

Follow the procedures below to go to the multimedia menu.

1. In stand-by state, press **menu** button to display main menu option.
2. Select multimedia icon (first line, third option) and then press **OK**.

The icons are as follow;




A list for **multimedia** menu will be displayed, whose options are as follows;

- \* **Camera**: operates image camera.
- \* **My picture**: displays list of images taken by the built-in camera.
- \* **Motion Album**: displays list of video files taken or saved.

## Take a picture \_\_\_\_\_

There are three methods to take a picture with **GRUNDIG mobile**.


- \* **Fast access:** In stand-by state of the screen, press **OK** on the center of the direction button and select its icon .
- \* **Enter via main menu:** On the menu screen, select **multimedia** option and press **Enter** to display the list showing **camera** option to select. Press **Enter** again. If the camera operates anyway, let the phone stand lengthwise with its number pad downward, then catch hold of an object to take a picture of using the direction button (ensure that camera controller is located at the rear central upper of the phone) and press **OK** in the center to take a picture.
- \* **Hot Key:** In stand-by screen, press left side-upper key to initialize camera mode.


**Note:** Wait a few seconds for the digital sensor to adjust to digital tone of color when starting camera operation, which will make the quality of images excellent.

**Note:** Sound similar to the shutter of a camera will be heard for you to feel the same as with the actual camera when the moment a picture is taken.

If you want to delete the picture just taken, press **Cancel** and return to camera mode. On the contrary, if you want to save the picture, press **Save** in the album with a name you want. After then, the camera mode will be ready again. The automatically created names of the pictures taken and saved are of numeric date containing Year (2 digits), Month (2 digits) and Day (2 digits) with the sequence number of the pictures.

Ex.) 050212-7 means image number 07 taken on Feb. 12, 2005)

If once the camera starts to operate, just press option button  to specify environmental setting related (Mode, Size, Flash, Quality)  
Press **Option** to display setting option menu as follows;


- \* **Mode:** sets camera mode as necessary (3 modes available)
  - **Normal mode:** Press **OK**  to take a normal picture.
  - **Multishot Mode:** Press **OK** to take 9 pictures continuously.
  - **Motion mode:** makes and saves a video file as necessary in phone memory.
- \* **Size:** sets the resolution of images (4 levels available): Mega(1280 X960 pixels), VGA (649X480 pixels), QVGA (320x240 pixels) and Normal (128x60 pixels).
- \* **Flash:** where flashing can be active or inactive. Three methods are available; **Autoflash** (flashes whenever the camera takes a picture), **On** (flash are always on), **Off** (never flashes)
- \* **Quality:** sets image related quality (3 levels available: high, medium and low)

### Other options

The camera built-in GRUNDIG mobile includes functions of digital zooming and glossy adjustment.



If the camera starts to operate, the following icon will be displayed on the option below the screen (see Take a picture).

- \* You may enter camera setting option described above.
- \* If you want to enlarge or reduce image size, select the **upper** key (Enlarge image) and press **OK**. You can enlarge the image 5 times gradually. Pressing the **upper** again at the maximum zooming will lead to the minimum zooming function. The maximum zooming is available based on the size-related environment specified.(5 times of zooming will be available as described)
- \* Brightness can be adjusted higher or lower. If you want to apply this function, select **left** key and then press OK in the center.
- \* Effectiveness can be adjusted to each mode(eg. Normal, Black and White, Sepia, etc)
- \* If you press right option key  and select the icon, the camera mode will be cancelled and **multimedia** menu will be displayed again.

## View images & Play videos

It easily allows you not only to see, save or delete images or videos taken but also to change their names as follows;

Go to **multimedia** menu and find the following menu displayed, as described in the beginning in **multimedia** details.



## Image management

Select **My pictures** and select the memory(internal or external) and press **OK**. In several seconds, the list of images taken will be displayed just like downloaded or received images. These images will be arranged in date/time sequence. On the list, select any image you want to edit and press **Option** to display the following menu.

- \* **Open**: opens images on the phone screen.
- \* **Send**: sends images via infrared rays to user of text messages (only if there is no reserved right to the images)
- \* **Camera**: starts camera mode again.
- \* **Rename photo**: writes or edits names of images with name writer.
- \* **Delete**: deletes selected images.
- \* **New Folder**: makes a new folder.
- \* **Move**: move the image to internal/external memory.
- \* **Copy**: copy the image to internal/external memory.

The procedures described above will ask you to confirm.

## Video management


On multimedia menu, select **Motion Album** option and press **OK**. In several seconds, the list of videos will be displayed just like downloaded or received videos. These videos will be also arranged in date/time sequence. On the list, select any video you want to work on and press **Option** to display the following menu as in Image Management (open, send, camera, rename motion, delete)

## Work on image

You can work on images as you can enlarge, rotate, move or change names of images as follows;

### Rotate image

Follow the procedures below to execute this operation.

1. In stand-by state, select icon  to start camera mode.
2. Select **My picture** and press **Enter**.
3. Select an image to work on and press **Option** button.
4. Select **Open** and press **Enter** to display the selected image on the screen.

After the selected image is displayed on the screen, you can enlarge, reduce, move or rotate the image quick and simply;

Please find **R** (means rotation) between **Option** and **Back** buttons on the line below the screen. Press **Left** or **Right** key to rotate the image 90° to the left or right respectively. And press Up or Down key to go to next image.

## Send image \_\_\_\_\_

You can send image or video saved in album using multimedia message via infrared rays.

Follow the procedures below to apply this option.

1. Press **OK** button to start camera mode.
2. Select **My picture** and press **OK**.
3. Select an image or video to send and press **Option** button.
4. Select **Send** and press **Enter** to display the menu with two options as follows;

- a. **MMS**: where you can send image to selected receiver using multimedia message. Press Enter to display the screen to write multimedia message on.

Follow the procedures as described in Multimedia Message.

- b. **Infrared rays**: where you can send image to other device or equipment using infrared port (only if there is no reserved right to the image)

**Note**: Video file can't be sent while attached to multimedia message or infrared port.

### ***How to use image album*** \_\_\_\_\_

You can save images taken and received via multimedia message in image album. You can also make a multimedia message using the saved images.

**Note**: **GRUNDIG mobile** has a Digital Rights Management function to protect from illegal copy. Any image whose rights are reserved can't be sent)

Follow the procedures below to apply this option.

1. In stand-by state of **GRUNDIG mobile**, press **menu** button to display main menu option.
2. Use the direction button to select **multimedia** option.
3. Press **OK** to display **multimedia** option list.

## **MP3 Player** \_\_\_\_\_

Press Ok in idle states and go to MP3 player. You can play the MP3 sound as following below.

How to play the MP3 sound press 'List' and go to option.

- a. Play:** You can prelisten the MP3 sound before adding in MP3 play list.
- b. Add File:** Add the MP3 sound to MP3 play list.
- C. Add folder:** Add the MP3 sound folder to MP3 play list.
- d. Delete:** Deletes the MP3 sound that are in the MP3 play list.
- e. Delete all:** Deletes all the MP3 sound that are in the MP3 play list.
- f. File information:** Show the information about the MP3 file.

### **About the MP3 player**

- ☐ ☐ start/pause
- ☐ stop
- ☐ next
- ☐ previous

- ☐ normal
- ☐ one music report
- ☐ full repeat

## **Storage Selection** \_\_\_\_\_

You can select the default storage memory.

## **Format SD Card** \_\_\_\_\_

Formats the T-Flash if the card operates very slow.

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## 6. Leisure

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In Leisure menu, you can play and download the Games, melodies and images.

- Games: Play games and download such games via WAP server.
- Melodies: Operate/download the melodies to use.
- Images: Operate/download the images to use

### Games

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- \* **My Games:** Select 'My Games' in games menu to play the game.
- \* **Info:** Information about the game.
- \* **Download:** Select 'Download' to download the game via WAP server.
- \* **Setting**
  1. **Connection:** Set the item about downloading.
  2. **Execution:** Set the sound and backlight for games.
- \* **Memory:** Shows status of memory.

### Melodies

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- \* **List:** Shows the melodies which are available to use.
  1. **My melodies:** Shows the melody from FDA/MMS or recorded voice which are located in internal/external melody.
  2. **Default melodies:** Shows the melodies which are located in the phone by default.
- \* **Info:** Information about the melody.
- \* **Download:** Select 'Download' to download the melody via WAP server.

## **Images**

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\* **List:** Shows the images which are available to use.

1. **My picture:** Shows the images from FDA/MMS which are located in internal/external memory.

2. **Default picture:** Shows the images which are located in the phone by default.

\* **Info:** Information about the image.


\* **Download:** Select 'Download' to download the image via WAP server.

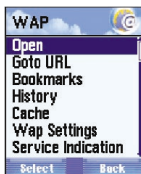
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## 7. WAP

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You may have access to WAP via two routes.

- \* In stand-by state of **GRUNDIG mobile**, press right option key .
- \* In stand-by state, press **menu** button and with WAP option selected, press **OK** to display the option list as shown below;



The following is available with the options displayed on this screen.

- \* Open
- \* Goto URL
- \* Bookmarks
- \* History
- \* Cache
- \* Wap Settings
- \* Service Indication
- \* Certificate

If you want to have information on such services, please contact your service guide of the communication company.




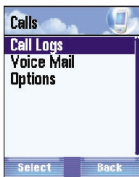
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## 8. Calls

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Through this **Calls menu**, you can move to call Logs, voice mail and mainly used number list.

1. Press **menu** when the phone is in stand-by state to display options on main menu.
2. Use the direction button to select a **Calls** icon (second line, second menu). The icons are as follow; 
3. Press **OK** button. The **Calls** option in principal menu will be displayed.

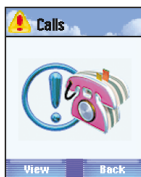


- \* **Call Logs**: displays 3 types of calls; missed, received and dialed number.
- \* **Voice Mail**: leaves a message to voice box of the phone called.
- \* **Options**: specifies environmental setting for call options. 4 options are as follows;

## Call logs management

Call lists saved in phone memory are classified into 3 types.

- \* **Missed**: means that a call is received but not answered, which displays the following screen.



- \* **Received**: means that a call is received and answered (to answer the call, press **Answer** button displayed as shown on the screen below).



- \* **Dialed numbers**: means that a call is sent.

The record of 3 types of the calls will be managed in the same manner.  
Follow the procedures below to see details of one among those three.

- \* Select **call** list on call screen (please be well informed of the route to be here in addition to the previous list). And press **OK** button.
- \* Go to **call list** screen of the 3 types of calls described above.
- \* Select a call list desired (**Missed, Received or Dialed Numbers**). And press **OK** button.

A list applicable to its selected type of calls will be displayed.

**Note:** If you want to see call record in stand-by state, press **Send** button (blue) directly to go to sent call list.

The list of calls displays phone numbers. If a number is identical to the number in the phone book, its contact name will be displayed instead of the phone number. The call record displays time and date when message is sent or received in regular order (first one on the list is the most recent record.)

A new effective call is recorded on the first place of the list. If the list gets full, the last record will be erased. If a previously recorded call is made or dialed again, its record will not be created again but just moved to the first place.

### **Missed**

Select In **Missed** option on **call logs** and press **OK** button to show record of calls received but not answered. Select the call not answered and press **option** button to see the following menu.

- \* Select one number on the list of calls not answered and make a call thereto (**Call**)
- \* Send a message to the selected number (**Send message**)  
Displays information of selected call on screen(details)(refer the dialed number)
- \* Save this number in phone address book or SIM card (**Save**)
- \* Delete the list of calls not answered (**Delete**)

### **Received**

On the **Call logs**, select **Received** option and press **OK** button to display the last list of calls answered. Select a call received and press **option** button to display **option** menu as before (**Missed**)

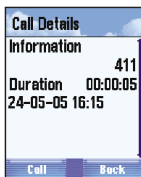
### **Dialed Numbers**

On the **Call logs**, select Dialed Numbers option and press **OK** button to

display the list of calls dialed.

Select a call desired and press **option** button to display new menu with the following options.

- \* **Call**: tries a call to the phone previously selected.
- \* **Send message**: sends a message (Short or multimedia) to selected number. Its writing type is identical to the type described in <Send new message >.
- \* **Details**: displays information of selected call on screen (see below).



- \* Name of the contact related with selected phone number in case this number exist in adress book
- \* Selected phone number
- \* Call duration
- \* Called time and date

Press Call button to make a call to the selected number. Press Previous Button to return to option menu.


- \* **Save**: allows you to add new contact to address book conveniently. You should specify where to save information and details of contact name, phone type, etc., as described previously in address book options.
- \* **Delete**: deletes selected number from call list, which needs your confirmation. Press Yes button to confirm Delete Call.

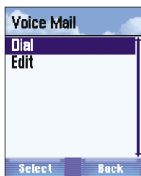


## Voice Mail

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It is an automatic answering machine (run by communication company) saying "Please, leave your message for me to call back" when the call can not be answered or the phone is out of service area or turned off. Follow the procedures below to enter the voice box.

1. In stand-by state of **GRUNDIG mobile**, press menu button to display main **menu** option.
2. Use the direction button to select **Calls** icon (second line, second menu) and then press **OK**. The icons are as shown below .
- 3 On call screen, select **voice mail** and press **OK** button to display voice box screen showing the options related with this function (See the figure below).



The options are as follow;

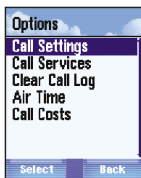
Whatever option is selected (**Dial**, **Activate** or **Voice mail greetings**), you may hear instructions if connected to the number you joined. And if any of those is unavailable, an error message will be displayed on screen of the phone.


In case a call is made to voice box, you will see the following display;



## Options

Call logs, Voice mail and Useful number has the identical options as shown below. You may get to its option menu through the following operation;



- 1 On the phone screen, press **menu** to display main menu option.
- 2 Use the direction button to select **Calls** icon and then press **Enter** (second line, second option). The icons are as follow; 
- 3 On Calls screen, select the **option** and press **OK** to enter **option** screen.

The following is to describe the option.

## Call settings

Select call option on **option** menu and press **Enter** (check previous procedures to know how to reach here) to display the following screen:



This option allows you to specify environmental setting through several special options related with call.

- \* **Any Key Answer:** starts connection if active to any call when any button on the pad is pressed. This option can be made **on or off** (Press **OK** button to have access to this option)
- \* **Open to Answer:** starts connection if **active** to any call when **GRUNDIG mobile** folder is opened. This option is initially kept **off**.
- \* **Auto Redial:** If this function of **GRUNDIG mobile** is selected, dialing will be repeated to any number if the connection is failed since in absence or not answered. In 5 seconds, the phone will try to make a call to the number again automatically. If you don't want to use this function, press Previous Button, or press OK Button to use. The call if the connection is failed again will be retried in 60 seconds. This function can be made **on or off**, however, kept inactive initially.

- \* **Auto Answer:** If this is selected, the call received will be automatically answered, which has 4 options (Press OK button to display those): off, 3 seconds, 5 seconds and 10 seconds. It is the duration just before the phone answers the received call automatically.
- \* **Speed Dialing:** If this option is applied, you can make a fast call. Select number and then press it to make a fast call thereto in stand-by state. How to make it available is as follows;

### Setting speed dial number

In **GRUNDIG mobile**, individual phone number can be set to each number button of 2 to 9 and 8. For example, if you want to set button No.7 for certain fast dial number, the procedures below shall be followed.

- 1 In stand-by state, press **menu** button to display main menu option.
- 2 Use the direction button to select **Calls** icon and then press **OK**.
- 3 On **Calls** screen, select **Option** and press **OK** to display option screen.
- 4 Select **Calls settings** and press **OK**.
- 5 Select **Speed Dialing** option and press **OK** button to go into **speed dial setup screen**.
- 6 Select option 7 and press **set** to display phone number list saved in address book.
- 7 Select any contact number you want to connect with button No.7 and press **OK**.



8 Press option button and select **Set or Delete** if you want to Edit or Delete the speed dial connection.


9 Keep on pressing **back** Button till you reach the screen in stand-by state.

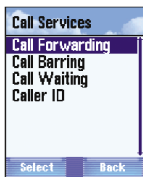
If the fast dial number is presently active, keep pressing button No.7 till the call is connected.

## Call Services

The call service includes such functions stand-by call, environmental setting and restricted display of sender.

The service is available as follows;

- 1 In stand-by state, press **menu** button to display main menu option.
- 2 Use the direction button to select **calls icon** and then press **OK**(second line, second option). The icons are as follow; 
- 3 On **Calls** screen, select Option and press **OK** to go to option screen.
- 4 Select **Call Services** and press **OK** button to display the following screen.



The options of this menu have the following functions related.

## Call Forwarding

It allows you to make received Call to go to other phone number. Select this option and press OK button to use this function, which has 4 sub-menus as follows;

- **Voice**: specifies received voice call.
- **Data**: specifies received data.
- **Fax**: specifies received fax.
- **All**: specifies all received calls.

You can specify the time when you want to set the option for all the received calls (For this operation, select an option of voice, data, fax or all and press **OK** button).

All calls of **data**, **fax** or **voice**: receives all types of calls selected.

- **Busy**: receives all calls selected even during you are connected with other phone.
- **No answer**: The service provider shall specify the number of bells to make In-absence mode active if call is not answered.
- **Unreachable**: receives all calls sent even if out of service area.
- **Unconditional**: cancels all the previous options if all the type of calls received is specified.

Once after the type and the number of calls received are specified, you should execute the applicable option. First,

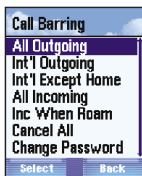
1. On the voice menu, select one of the present options (**Unconditional**, **Busy**, **No answer**, **Unreachable**) and press **OK**.

2. Select **Activate** to perform Received Call on the displayed menu. In addition, select **Activate** to specify calls received, select **Cancel** to cancel and select State to know the state of call received. And then press **OK**.
3. Select Activate and press Enter to display the following options;
  - a. **To Voicemail**: If this selected, calls will be sent to the voice box number as specified in your phone.
  - b. **To Phonebook**: If this option selected, calls will be sent to the single phone saved in address book. Select this option and press Enter to display details of address book.
  - c. **To other number**: If this option selected, calls will be sent to designated number (number writer will be displayed where up to 21 digits are available).

## Call Barring

This makes calls be sent and received only under the specified conditions. Select this option on menu to make use of this service.

Select **Barring Call** service and press **OK** to display its options as follows;



- \* **All outgoing Calls:** Restricts All outgoing calls, which is controlled by password.
- \* **Int'l Outgoing:** Restricts All outgoing calls to abroad, which is controlled by password.
- \* **Int'l Expect Home**  
 All Incoming: Restricts All incoming calls which is controlled by password.  
 Inc when Roam
- \* **Cancel All:** Cancel All the pre-setted restricts at a time, which is controlled by password.
- \* **Change Password:** In order to change password for call barring, select change password option and press OK. then input the correct existing password first and then new password twice(it is to confirm that the new password is correct).
- \* **Note:** The password used for call restriction shall be 4-digit number.

### **Call waiting:**

This service is used to make other call stand by while a precedent call is connected, which can be applied or cancelled as necessary. In order to apply this function, select **Stand-by call** option on call service menu (see the first of the manual if you are not familiar with the route to this screen) and press **Enter** to display the following options;

- \* **Apply**: applies Call Waiting call option.
- \* **Cancel**: cancels Call Waiting call option.
- \* **State**: displays the state of Call Waiting call.

Select **state** option and press **Enter** to show the state of stand-by call.

### **Caller ID:**

This will let you know the number and the name from which call is sent. In order to apply this function, select **Confirm sender** option on call service menu and press **OK** to display the following options;

- \* **Show caller:** shows sender's phone number
- \* **Hide own:** hides my phone number for its receiver not to see.
- \* **show connected:** displays sender's number for me conveniently to check the number if dialed wrongly or correctly.
- \* **Hide own when forward:** hides my number from its receiver's phone dialed wrongly. Select applicable option to use and press **OK**.

### **Caller ID**

In order to identify sender's phone number, select **Show Caller** or show connected option and press **OK**. On the succeeding screen, select **Status** and press **OK**.


## Hide own

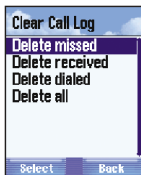
If you don't want to reveal your phone number to the phone dialed, select Hide own option and press OK. On the succeeding menu, select Cancel and press OK.

## Clear call Log

This option is used for you to erase all the call lists through call option menu. (Missed, Received, Dialed).

It will erase all the record of calls with ease.

1. In stand-by state, press **menu** button to display main menu option.
2. Use the direction button to select **Calls** icon (second line second option) and then press **OK**. The icons included are as follow; 
3. On calls screen, select **Option** and press **OK** to go to **option** screen.
4. Select **Clear call Log** and press **OK** to display the following screen.



- \* **Delete Missed:** deletes all calls in absence saved.
- \* **Delete Received:** deletes all received calls saved.
- \* **Delete Dialed:** deletes all sent calls saved.

\* **Delete all:** deletes all the lists of calls saved.

The procedures for each case above are identical as follows;


Select desired option and press OK to display a confirming screen.

Press Yes to erase or press No to cancel.

### **Air time**

This provides information on calling time used in total (time used for calls dialed and received including the last one).

Follow the procedures below to use this option.

1. In stand-by state, press **menu** button to display main menu option.
2. Use the direction button to select **calls** icon (second line, second option) and then press **OK**. The icons included are as follow; 



3. On **calls** screen, select **Option** and press **OK** to go to option screen.
4. Select **Air Time** and press **OK** to display the following information.



5. Press **Back** button to go out of this screen.
6. Press **Reset** button and select desired option on the menu below to set the counter to 0 (Zero)
  - a. **All**: erases all the accumulated time used for calls received and sent.
  - b. **Dialed**: erases the accumulated time used for calls sent.
  - c. **Received**: erases the accumulated time used for calls received.
  - d. **Last Dialed**: erases the time used for the last call.
7. Every option if selected will ask you to confirm.

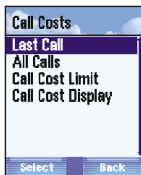
## Call costs

This informs you of the amount of total cost of all calls and the last call including the maximum amount/cost of calls. The cost may be expressed in some unit or currency. Follow the procedures below to go to this option.

1. In stand-by state, press **menu** button to display main menu option.
2. Select calls icon (second line, second option) and then press OK.

The icons are as follow; 

3. On **calls** screen, select **Option** and press **OK** to go to option screen.
4. Select **Call costs** and press **OK** to display the following options.




- a. Last call:** displays the cost of the last call, which can be expressed in specific unit or currency through **Display calling cost** option (described later)
- b. All calls:** displays the cost of all calls. Press Reset button to delete the cost displayed. The terminal will ask you to input PIN 2. The password shall be input correctly. If not, the cost of all calls will not be deleted. If so, a message The cost of calls is set to 0(zero) will be displayed.
- c. Call Cost Limit:** limits the maximum cost of calls available. Select this option to display **on or off** option screen. Then, select on and input PIN 2 correctly to display the screen to write the desired maximum cost of calls on. In order to **cancel** this option, select **off** and input PIN 2 correctly.
- d. Call Cost Display:** where display type of calling cost is specified with two options of specific **unit or currency**. If you want to change options, input PIN 2 correctly.

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## 9. Extras

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The options on **Extras** menu allow you to connect to other functions of the phone and SIM card (My services, Calendar, Applications). Follow the procedures below to enter **Extras** menu.

1. In stand-by state, press menu button to display main **menu** option.
2. Use the direction button to select **Extras** menu icon (third option, second line) and then press **OK**. The icons related are as follow; 

Option list related with **Extras** menu will be displayed as shown below;



How to operate each tool will be described later.

### **My Services** \_\_\_\_\_

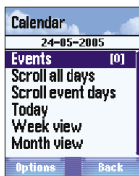
It allows you additional services with SIM card used in addition to functions available in **GRUNDIG mobile**, providing information on news, economics, sports, lottery and weather.

How various the services can be depends on the type of SIM card.

## Calendar

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On **Other** menus, select **Calendar** and press **OK** to go to its related option list, where you can set an alarm for a specific event.



Main options related with **Calendar** will be displayed as shown below;  
The title of the calendar screen is the date specified as seen (24-05-2005 on the previous screen). On the other hand, the number of **events** specified is displayed on the right side of the option line (The number of events is 0 on the previous screen).

### Events

On **Calendar** screen, select **Events** option and press **OK** to display the screen, where you can add, delete or execute an event.

Follow the procedures below to apply this function;

1. On **option** screen, select Add **event** and press **OK**.
2. Go to the screen where you can select the type of event to specify.
  - **Alarm**: sets an alarm for time Alert.
  - **Meeting**: sets an alarm for meeting.
  - **Birthday**: sets an alarm for birthday.
  - **Memo**: sets an alarm for other types of events.

**Note:** Definition of each alarm differs a little according to each case as follows;

3. Select an event type among three and press Enter (Up to 20 events can be added. And date and time of the phone are always used when a new event is added).
4. The following describes how to add text for event being specified.  
A text writing screen will be displayed for you to input 64 characters.  
After text is written, press OK button.
5. The next procedure is how to input event date (Default is the present date of the phone). Use Up/Down direction keys or input numbers directly on the key pad so to specify the date.

**Note:** Setting of starting time only will be enough for an event type of birthdays.

6. Now, Start and End time (when the phone operates the alarm) of desired event shall be set. Use the phone button directly or Up/Down button to input.
7. Now, how many times the event will be repeated shall be specified, where the following options are available. Select a desired option and press Enter.



You don't need to set the period in case of birthday event.

8. Set alarming time to inform you that an applicable event will be open. (Alarming time screen); None, 1 day prior, 30 minutes prior and 15 minutes prior are available, where you can select an exact time option you want. After a time option is selected, press **OK**.

You don't need to specify details as in alarm types or birthday event.


9. Finally, specify the type of alarm to inform you that an applicable event will be open. There are 2 types of alarm available.

A. **Visual**: uses blinking light to operate the alarm.

B. **Ring visual**: uses sound and light to operate the alarm.

Select a desired alarm type and press **OK** to finish all the procedures.

**Note:** The sound of the time alarm is different from that of the event alarm. When a call is received while an alarm operates, the alarm will stop till the call is finished. In the beginning the alarming bell will go on for 1 minute, and then for 5 minutes if not stopped by user. After the third bell, the alarm will stop then.

The following icons will be displayed on the icon bar of the upper screen when you specify the alarm. The screen of event alarm is as shown below; 



## View calendar

Any event once after specified can be checked everyday through the following options displayed on calendar screen;

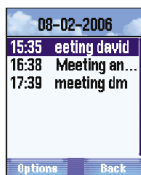
- \* **Events**: creates or changes events, which is previously described.
- \* **Scroll all days**: checks events displayed on calendar everyday. If this option is selected, the option button will have names of Next and Previous. Press Next button to go to next day on calendar, where the day s specified events will be displayed. Press Previous to go to previous day on calendar.
- \* **Scroll event days**: shows the event specified date only on calendar. Next and Previous option buttons will be displayed.
- \* **Today**: leads you directly to present event. With this option specified, select Option and press OK.
- \* **Week view**: shows the week of the present date. Any day if with any event will be displayed in "x" mark (See the figure below).



**Month view:** shows the month of the present date.

### Other event options

You can execute other operation on **calendar** menu. Select Event option on the displayed screen and press OK. Then, choose **Select** and press **OK** to display the **event** list arranged, based on specified date and its operation time (See the figure below).



\* **Details:** shows details of the event selected (type, date, operation time, related expression and alarming time)



- \* **Edit:** edits specific details related with event (Description, Date, start time, end time, frequency, etc.)
- \* **Delete:** deletes selected event. You will be asked to press **Yes** to confirm).

**Note:** Factors to be written for event are different according to its type. That is to say, all kinds of events do not have the same factors. See below;

- \* **Alarm:** description, time and date.
- \* **Meeting:** description, date, start time, end time, frequency, alarm type, alarm time.
- \* **Birthday:** description, date, time and alarm type.

Return to **calendar** menu, select **Event** option and press **Option** button to display the list familiar to you, where event options are available, however, some are not mentioned yet.

- \* **Select:** You can select the reserved events.
- \* **All event:** You can add a event.
- \* **Go to:** goes to the date designated on calendar in order to see the event set on the date described.
- \* **Delete past events:** deletes all the events which happened before today.  
Select this option and press **OK**. Then you will be asked to confirm.
- \* **Delete all events:** deletes **all** the events specified, which will ask you to confirm.


Press **Back** button to return to previous menu (It is the fastest route to get out of the calendar menu).

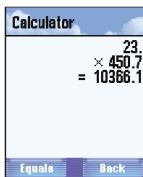
## Calculator

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GRUNDIG mobile calculator helps you to perform basic calculation work.

Follow the procedures below to use the calculator.

1. In stand-by state, press menu button to display main **menu** option.
2. Use the direction button to select Extras menus icon (third option, second line) and then press **OK**. The applicable icon is as shown below; 
3. Select **Calculator** and press **OK** to go to Calculator screen, where you can perform calculation work.
  - Use number keys to input numbers desired.
  - Use # key to display a decimal point.
  - Use \* key to make a negative number.
  - After desired number is input, press updown **Navigation** key to input the signs of +, -, x and ÷.
  - Input the first number and then the second number to calculate.
  - To get the result of the calculation, press "**Equals**" button (See the figure below).



- You can use the acquired result to apply to other calculation with **up/down navigation key** buttons. This calculator does not support simultaneous multi-calculation. You should divide the object into several in such a case and then perform each calculation in due consideration of calculation priority.


Press **Back** button to return to previous screen.

## Applications

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On **Applications** menu, you can find much newer and exciting applications all available to download.

Follow the procedures below to go to Applications **menu**.

1. In stand-by state, press menu button to display main menu option.
2. Use the direction button to select **Extras** menus icon and then press **OK**. The icons are as shown below; 
3. Select **Applications** and press **OK** to go to Applications screen with the options as follow;



- a. **Application list**: shows application list saved in **GRUNDIG mobile** or downloaded.
- b. **Download**: allows you to go to application download center provided in **GRUNDIG mobile**.
- c. **Setting**: sets application and downloading methods.
- d. **Memory**: shows the capacity of memory remained.

Note: This option is identical to the option described in <Games>.

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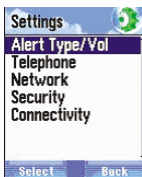
## 10. Settings

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In **Settings** menu, you can specify all appearances of **GRUNDIG** : (for bell volume of call received, calling bell melody, background screen image, other setting options of communication network, security and connection) Follow the procedures below to get to Setting menu.

1. In stand-by state, press **menu** button to display main menu option.
2. Use the direction button to select **Settings** icon (fourth option, second line) and then press **OK**.

The icons are as shown below; Option list of **Settings** menu is as shown below;



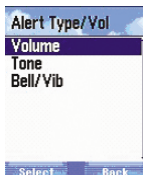
- a. **Alert Type/Vol** : sets bell volume of call received, or other options.
- b. **Telephone** : sets options related with the cell phone.
- c. **Network** : sets communication network to connect to the phone.
- d. **Security** : sets the appearance of security for Reject access or View phone list.
- e. **Connectivity** : sets infrared connection or modem.

Details of each option are as follows;

## ***Alert Type/Vol***

On **Settings** menu, select **Alert Type/Vol** option to specify bell volume of call received or other options.

**Note:** In stand-by state of the screen, keep pressing \*(asterisk) for a few seconds to change the option to manner mode, if you keep pressing \*(asterisk) for a few second again in manner mode it will change to the predefined mode.



1. **Volume:** Sets volume from Speaker&Earpiece and Ringer for hearing or speaking. Select applicable option and press OK. Press the upper of the center button to turn the volume up, or the lower to turn the volume down. After the volume is set, press OK to return to volume menu.

**Note:** 5 levels of volume are available; Min (1 bar), Low (2bars), Middle/Normal (3 bars), High (4 bars) and Max (5 bars).

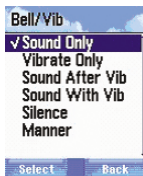


## 2. Tone : Set Ring tone and other sound options



- a. **Ringer Tone** : Sets melody for received call. Select this option and press OK to display My melodies (downloaded or from external memory) and Default Ring call(Boccherini ~ Maquina Escribir) and MP3 melodies.
- b. **Message Tone** : allows you to apply or cancel the sound function operated whenever the message is received(Off, Tone1 ~ Tone5)
- c. **Slide Tone** : allows you to apply or cancel the sound function operated whenever you slide up/down your cell phone.
- d. **Power Tone** : allows you to apply or cancel the sound function operated whenever you on/off your cell phone.
- e. **Key Tone** : allows you to apply or cancel the sound function operated if a button is pressed. Each button has an individual tone. Select off option if you want to make no sound when a button is pressed.
- f. **Error Tone** : allows you to apply or cancel the sound function operated if an error occurs on the phone (Default is set on).
- g. **Connect Tone** : allows you to apply or cancel the sound function operated whenever your phone is connected to the other.

### 3. Bell/Vib : Set the sound mode when the phone operates.



- a. **Sound Only** : Alerts(Ring) only with sound when you have a call or/and operates the phone.
- b. **Vibrate Only** : Alerts(Ring) only with vibration when you have a call or/and operates the phone.
- c. **Sound After Vib** : Alerts(Ring) with sound after the vibration when you have a call or/and operates the phone.
- d. **Sound with Vib** : Alerts(Ring) sound with vibration when you have a call or/and operates the phone.
- e. **Silence** : No Alerts(Ring) except LED blinking when you have a call or/and operates the phone [Sound in games, Alarm]
- f. **Manner** : No Alerts(Ring) only with vibration when you have a call or/and operates the phone [sound in games, Alarm]

## Telephone

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On **Setting**, select **Telephone** option and press **OK** to go to phone setting option which will show the phone screen as follows;

Each option includes the following menu;



### Ringingtones

On the **Telephone** screen, select melody setting option to go to **List of Melodies** or **Download** new melody.



## List of Melodies

On **Ringingtones** menu (refer to Setting phone bell for the route to this menu), select list of Melodies and press **OK** to display 2 options as follows.

- a. **My melodies:** Select the memory(internal or external) what you want to use and choose saved melody to play in the phone.
- b. **Default Ring Call:** It will display melody list included in GRUNDIG mobile. Select any melody you want to use as a phone bell and press Confirm (select the melody on the list and wait a few seconds if you want to hear it).

## C.MP3 Melodies

In this option you can use MP3 sound for the Ringtone. Press 'play' for prelisten, then press 'select' to set for the Ringtone.(If you want to clear the MP3 for Ringtone, please select again the default melodies or the melody which you download from WAP)

On **Ringingtones** menu, select **Download** option to have access to **melody downloading** service provided by the communication company. This service makes you download and save all types of melody in **GRUNDIG mobile**, for you to use as a phone bell. The downloaded melody will be saved in 'My melody" folder.

## Wallpapers

On the phone screen, select **wallpapers** option.

On **wallpapers** screen, select an image (taken or saved in **Picture** file, or downloaded via service provider, or existing) to use a background screen. The procedure to select is described in **Images** Option of **Leisure** menu.

## Time and date

On the **Telephone** screen, select **Time and date** option and press **OK** to display the 4 options as follows;

\* **Date:** Select this option and press OK to edit the date on the phone. Write new date on designated form (DD/MM/YYYY if written in Spanish). With number key, write down Day (2 digits), Month (2 digits) and Year (4 digits), and press OK button to confirm the change and return to previous screen. If you want to cancel the change or return to previous screen, just press back without pressing OK.



\* **Change Date format:** Select this option and press Enter to edit Date form displayed on the phone, where 3 options are available.

■ **DD-MM-YY:** established form (day-month-year)

■ **MM-DD-YY:** form in English (month- day- year)

■ **YY-MM-DD:** commonly used form in communication (year- month- day)

Select a desired form and press **Confirm** to return to **previous** option screen.

\* **Time:** Select this option and press **OK** to edit Time displayed on the phone. With number key, change Time as desired and press **OK** button to confirm the change and return to previous screen. If you want to cancel the change or return to previous screen, just press Back without pressing OK.

**Note:** If Time is based on 12 hours system, AM or PM can be selected as necessary. Select AM or PM and press **Up/Down** key.

- \* **Change Time format:** Select this option and press OK to edit Time form displayed on the phone, where 2 options are available.

- **24 hours:** it is an established option, where time is displayed 00:00 to 23:59 regardless of AM or PM. If you want this option, select Option and press **Confirm** to return to previous screen.

- **12 hours:** This option is based on 12 hours system, where 00:00 to 12:00 of AM and PM (before and after noon) is displayed. If you want this option, select Option and press **OK** to return to previous screen.

## Languages

On the **Telephone** screen, select Language option and press **OK** to display **Language** screen, where you can choose a language you want to use. (If a language is selected, all menu options, option button, message, form, etc. will be displayed in the language selected)

Available languages are as follows:

- \* **Automatic**
- \* **Español**
- \* **English**
- \* **Français**

On the list, select a language you want to apply and press **OK**. If **Automatic** is selected, the phone will select a language as specified in SIM card.

The phone will choose applicable country's cell phone code (MCC) and install its applicable language. If such information is not available or there is no SIM card in the phone, Spanish will be applied for you to use.

## Backlight

On the **Telephone** screen, select Setting **Backlight** option and press **OK** to display Backlight screen, where 2 options are available;

**Lighting (screen and key pad) and Time (duration the backlight is kept on when the phone is not operated).** Lighting has two options;

- \* **Normal mode:** with the highest illuminance, it operates whenever the user operates the key pad.
- \* **Dimmed mode:** with low illuminance, it operates if the user does not operate the phone for some specified time.

If you want to make the mode active in case the phone is not operated for some specified time, select **desired mode** on **Backlight** screen and press **OK** to display 2 options;

- \* **Normal:** Press **OK** to display time setting screen where you can set the time as desired to make the screen dim automatically if there is no key operation for specified time. 10 to 60 seconds are available. If an applicable option is selected, press **OK** button to return to previous screen.
- \* **Dimmed:** Press **OK** to display time setting screen where you can set the time duration how long the screen shall be kept dim. 10 to 60 seconds are available. If a desired option is selected, press **OK** button to return to previous screen.

## Consumption

On the **phone** screen, select Consumption and press OK to display 3 options of battery **consumption**; **Normal**, **Low** and **Very low** as described below

- \* **Normal**: LED will blink every 2 seconds.
- \* **Low**: LED will blink every 4 seconds.
- \* **Very low**: No blink

In the Low and Very low modes, 10 types of lighting are available.

## Dictionary

On the **Telephone** screen, select Dictionary option and press **OK** to display 3 setting items.

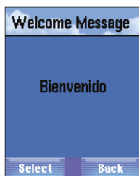
- \* **Personal dictionary**: It is used in Expected Mode when you write a message. If your phone dose not expect a word to input when you are writing a new message, you can add the word to the Personal dictionary for the phone to expect it later. Select **Personal dictionary** option and press **OK**. And then, press **On** and **OK** button.
- \* **Used word Dictionary** : If this option is selected, a word whenever input will be automatically saved in this dictionary, which will apply Expected mode for next messages.

If you want to apply this, press **OK** and select **On** to Confirm.

- \* **2nd language:** Expected mode is also applied to the 2nd language. In case with this option executed a word is not found in main language dictionary, the word will be searched for in the 2nd language dictionary. If you want to apply or cancel this option, with the option selected press **OK** and choose **English** or **Spanish** as necessary or **None** (if 2nd language is not necessary). After then, press **OK** button.

### Welcome message

This is used to specify an initial greeting which will be shown on the screen for a few seconds when the phone is turned on (How to set is described as shown below). The greeting is of text factor and graphic factor, which are all available for you to set. Select <Setting phone environment> and press **Enter** on the Greeting option to display **greeting message** with 2 options as follows;



- \* **Message:** This may or may not show text messages. Select a proper option and press **OK**. Select **On** and press **OK** to input a text message you want to display on the screen of the phone when it is turned on (up to 13 characters available). After desired text is input, press **OK**.

\* **Animation:** You may set animation option or may not if not necessary. Select a proper option and select on to **Confirming** to display the image played.



### Reset setting

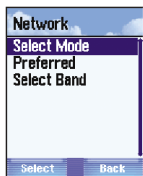
If you want to go back to initial environment after some environmental settings have been applied to the phone, simply select reset setting option and press OK to display **Reset setting to default?** . Select **Yes** or **No** as necessary.

**Note:** If once the initial setting is recovered, all the saved environment information will be deleted.

### Network

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Select **Network** on the setting menu to go to the setting option of **network** environment and press **OK** to display **network** related screen with menu options as follows.



- \* **Select Mode:** sets how to find communication network (Automatic, manual)
- \* **Preferred:** specifies environmental setting of communication network list as desired by user.
- \* **Select Band:** allows you to select frequency automatic, GSH900 / DCS1800 and PCS1900.

Each option will be described later.

### Select Mode

On **Network** screen, choose **select mode** and press **OK** to display select mode screen with 2 PLMN communication network options.

- \* **Auto: PLMN of desired communication network list** can be selected automatically. The highest frequency of **PLMN** will be always selected.
- \* **Manual:** While this option is selected, frequency of available PLMN communication network can be selected by hand. If this option is executed, Search screen will appear to search for all available PLMNs.



ROM of the phone if reserving PLMN information will display its name.  
Or national codes for communication network will be displayed.

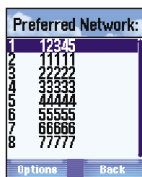
After such a communication network is selected, the phone will try to enter the communication network. The cell phone if registered completely will be in stand-by state. If not, the cell phone will display a list for you to search for other communication network.

## Preferred

It helps you to define PLMN list in preferred sequence.

Select Preferred on **Network** screen and press **OK** (See < Setting communication network environment> for the route to this option>).

**Preferred** is as shown below;



PLMN communication network connected will be displayed on this screen in preferred sequence.

Available **option** buttons are as follows:

- \* **Insert:** allows you to attach communication network code preferred.  
Input 5 digits of communication network code and press **OK** button.  
The code just specified will be input in front of the communication network code specified prior to this process.
- \* **Move:** moves a code onto other list. First, select a **desired code** and press **option** button. Then select **Move** and press **OK**.  
On Table of contents screen, a location desired on the list shall be specified. Press **OK** button to finish.

- \* **Delete**: deletes desired communication code from communication network list. Select communication network code to delete from the **preferred**. Choose its **option** and press **Delete** and **Enter**. Then press **Yes** to confirm.

## Select Band

This option is used to set environment of the phone in order to search for **communication network** automatically or by hand.

In case of manual mode, GSM900/DCS1800 or PCS1900 of frequency can be selected. For its details, choose select **Band** on Network screen and press **OK** to display **Band option** screen with previously described options

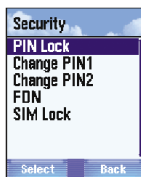
- \* **Automatic**: previously specified option
- \* **GSM900/DCS1800**
- \* **PCS1900**

Select a desired option and press **Confirm**.

## Security\_\_\_\_\_

The cell phone is of security system necessary to specify environment accordingly to personal need.

On Adjust menu, select **Security** to enter Setting security environment option (See <**Setting**> menu for the route to this). Then the following screen will be displayed, whose options are also available in other menu.



## How to apply or cancel password

Password input screen will appear whenever the phone is turned on if password has been specified. Correct password shall be input in order to use the phone (See the figure below).



**Note:** Correct password of 4 digits shall be input.

### 3 times of wrong password input

The phone will warn you that it would be the last chance for you to have access, displaying <One more incorrect password will close the password input screen>)

The password while input will be displayed in black dot on the screen to keep from exposed. 3 times of wrong password input will display PUK screen.

PUK (personal unlocked password) is of 8 digits necessary to cancel SIM card.

If PUK appears, press **Confirm**. Before the phone confirms PUK just input, you should input a new number. If they are identical, the phone will cancel the lock and you should remember the password just inputted. If PUK number is inputted incorrectly, all the procedures above shall be repeated. Retrying is available for 10 times. More than 10 times will make your card keep locked till repaired only by the communication company.

While the PIN and PUK is input, press **SOS** button to connect to emergent call.

In order to make password required whenever the phone is turned on, select PIN lock option and press **OK** to get to **PIN lock** screen. Select **On** and press **OK** to input password.

If the message <Input password> is displayed, input 4-digit password of the phone (You have 3 chances only as described) and press **OK** button. If password is correct, Password executed will be displayed.

If you want to cancel the password which was once set, go to **PIN Lock** screen and select off. Then press **OK** button and input correct password.

### **Change PIN 1 & 2**

In case you don't like the password 1 or 2 which was input in your phone, you can easily change it.

1. Select **Change PIN 1 or 2** on **Security** screen and press **OK** (See <Setting security environment> for the route to this option).
2. A message will be displayed, saying <Input old PIN>. Then input the **previous** password and press **OK** (You have 3 chances only. If the third password is incorrect again, the phone will be locked).
3. A message will be displayed, saying <Input new PIN>. Then input new 4-digit password and press **OK**.

4. A message will be displayed again, saying **<Verify new PIN>**. Then input new 4-digit password again and press **OK**. If they are identical, your password has been changed. If they are not identical for 2 times, a message **<You must enter the same PIN>** will be displayed, which means restart of the process from the beginning.

**Note:** Password 1 and 2 are of the identical system as described above.

## Setting FDN environment

Restricted call list is used to restrict the call only to specific phone number. On **Security** screen, select **FDN** option and press **OK** to display **FDN** screen with 2 options as follows;

- \* **FDN only:** decides to execute fixed phone as necessary. However, its default is Inactive. In order to execute this function, select On and press OK, where you will be asked to input correct PIN 2 (You have 3 chances only. If the third password is incorrect again, the phone will be locked).

Now, press **OK** button. If PIN 2 is correct, FDN call mode will operate and allows the call to be connected only to the number in FDN address.

If you want to cancel this mode, follow the same procedures as above.

- \* **Numbers:** specifies the number allowed to call when **Only FDN** mode is set active (which will be saved in FDN address book). Select **Numbers** option and press **OK** to display the list of existing phone numbers. If you want to add other number or cancel, press **Option** to display the following list for your easy access.

- \* **Details:** displays details of selected contact on FDN list.
- \* **New:** adds new number to FDN list (you will be always asked to input password 2).
- \* **Send message:** sends a message to selected number.
- \* **Call:** tries to connect to selected number.
- \* **Search:** uses address book to search for specific number saved in FDN list.
- \* **Delete:** deletes specific phone number (you will be always asked to input password 2).
- \* **Delete all:** deletes all the phone numbers saved in FDN (you will be always asked to input password 2).

## **SIM Lock**

Lock SIM card is used to keep the phone from robbed. If environment of the phone is specified only for a specific SIM card, it will not be compatible with any other SIM card.

The phone will have specific SIM code when SIM code of a specific SIM card is saved in phone memory. When the phone is turned on and when SIM card is inserted in the phone, it will be checked if identical to SIM code saved in the phone. if not identical, 112 emergency call mode only is available. Select **Lock SIM** option and press **OK** to specify Lock SIM card.

**SIM Lock** setting screen has the following options.

- \* On
- \* Off

**Note:** 3 chances are allowed for you to input correct PCK code. If all failed, PCK will be locked and you shall turn the phone off and then on.

**Note:** If you try to turn the phone on with different SIM card while SIM is set locked, the phone will show a message <This is an invalid SIM card>. Emergency call only will be available again.

## Connectivity

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It allows your phone to connect to other equipment, which is available via built-in infrared port and WAP connection as well. Select **Connectivity** sub-menu on the **Setting** option to specify connection environment as shown below;




### InfraRed

You can use the phone as a modem or receive data from other equipment via infrared port. Select Infrared option on **Connectivity** screen to apply this function (See <Connectivity>)

Press OK to go to the screen with the following option.

- \* **Modem:** makes the infrared port active or inactive necessarily to receive instructions from other equipment (Two options are available; **On** and **Off**. The existing option specified has been through confirmation).

Select On option and press **OK** to execute the infrared connection.

After the connection is set, infrared connection icon  will be displayed on the upper screen. While

While data is sent, this icon will blink.

**Note:** When the modem is operated by infrared rays, the connection via serial port will be cut off. And once the infrared connection expires, it will change to serial port connection.

- \* **IR Reception:** executes infrared connection in order to receive external data. Press **OK** on **On** option to apply this function. If this option is executed, infrared modem will be canceled automatically.

- \* **Connection Duration:** specifies connection duration via infrared rays. 1, 5, 10 and Until Deactivation are available. Default is 5 minutes.

- \* **My Objects:** displays MMS messages and data moved or received from infrared port or applications, any of which can be sent to others, being attached to a multimedia message later. All its saved files which have 5 sub-files available respectively can be sent via infrared port.



- **My Picture:** saves applicable format of images and allows you to connect to the images saved in Image album, where you can open the image file you want to send to other user, change its name or delete.
- **My Animation:** saves applicable format of animation and allows you to connect to the animation saved in the file folder, where you can open the animation file you want to send to other user, change its name or delete.
- **My Melodies:** saves applicable format of sound and melody and allows you to connect to the melody saved in the file folder, where you can open the melody file you want to send to other user, change its name or delete.
- **Various Objects:** saves other formats of files than compatible and allows you to save all kinds of files. This option has the same procedures as described above.
- **Object Inbox:** saves all the files related with multimedia messages, saved or received from other applications which have no file folder. How to apply this option is as described previously.

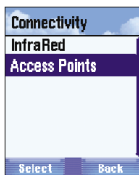
**Note:** The phone may receive various types of data (image, animation, melody or sound) from other equipment via WAP page, infrared port or cable. All the data will be saved in the **Object inbox** folder upon received. Press **Object inbox** folder option to enter the folder to manage the data saved therein.

Press **option** button to go to the following menu option.

- \* **Details:** shows details of a file saved (Number of files, Directories, size, Available Phone memory).
- \* **Open:** opens a file with suitable application. For example, JPEG image files will be opened by an image viewer, and MIDI sound files by a sound player.
- \* **Rename:** changes the name of a folder.
- \* **Delete:** deletes a folder selected.
- \* **New Folder:** makes a new file folder to save a group of files therein.
- \* **Sort:** arranges files in desired sequence.

## Access points

Select **Access Points** and press OK to display Condition screen as shown below (See <Connectivity>), where 5 connection conditions are displayed.

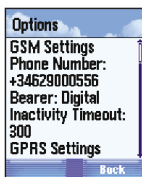


1. Select a connection condition desired and press **Option**.
2. On the displayed screen, select **Activate** and press **OK**.

3. On the confirming screen, press **Yes** to finally select the connection condition. Then, press **Back** to return to **Condition** screen.

Details of a specific condition are also displayed. Select **Option** and **Details** and press **OK** to get this information as similar as shown below.

Press **Previous** button twice to return to **Condition** screen, where you can finally change the environmental setting per condition respectively.



1. Select a desired condition to change and then press **OK**.
2. Select **Modify** and press **OK**.

Setting options of connection environment will be lengthily displayed on menu.

Refer to MMS options for details of meaning and function of this option.

1.0 version

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**Note:** *The details of this manual are regarded as correct at the moment when printed. However, Movistar reserves the right to change its details and functions without prior notice.*

*The functions and details described in this manual may have been already modified, based on the functions of **GRUNDIG mobile** on which SIM card is installed or the functions of the communication network.*

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### **Exception of quality warranty**

This warranty will be void in the following cases;

1. In case the product is misused or used for other purposes than specified in the present safety standard of its applicable country, or any instruction described in the manual is violated.
2. This warranty dose not include normal defects unavoidable during use.
3. This warranty dose not include normal defects unavoidable on plastic, paint, key pad or antenna.
4. Movistar is not liable to any defect caused by repair, change, or technical support provided by unauthorized service center or person, or any defect caused by other accessories than original. The original accessories are to be manufactured by Vitelcom and certified by Movistar.
5. This warranty dose not include defects on personal paint or parts.
6. Battery and charger will be guaranteed for 6 months only. If the battery is charged through other charger than Movistar's, this warranty will be void.
7. In case of defects caused by robbery, theft, thunder, fire, moisture, flood, electric waves of other equipment, electro-magnetic variables, electric wire, or natural disasters.
8. If the serial number is removed from the product, or erased, or illegible.

Separately from the legal warranty, those clauses above are the only resource for its maker or dealer to use in case of defects. In addition, this warranty excludes other warranties tacitly related with goods sales. Movistar has a right to hand over the freight expense (caused by delivery to service center) to user.

### **Conditions for complete warranty**

The quality of the product will be guaranteed by its provider Movistar for a period of one year upon purchased against defects or abnormal operation due to faulty materials or workmanship, when authorized engineer can repair or change the defective parts based on his judgment. If the customer is not satisfied with the result or the product falls still short of the optimum performance, the customer has a right to exchange the product for an equivalent one or to ask an equivalent refund to the product only providing that Movistar as the subject of quality warranty is informed of such fact within 10 days after the product repaired.

The person in charge of quality warranty shall pay back all the expenses paid first for the product and the phone card to complete the refund of the product.

During the warranty period, all the replaced defective parts will belong to the manufacturer.

Any customer who wants to make a protest against the warranty is to present the followings;

- a) The customer able to read, shall present the original warranty where purchase date, purchase shop, type of product, serial number, IMEI number, accessories manufacturing date and code are described, and the original statement of tax account,

Movistar considers that the period of quality warranty on the product is for 12 months after the date of purchase. The agent shall repair all the defective parts or product free of charge (parts, labor).

There will be no extension of warranty term on the repaired product.

Any change in this warranty is subject to prior written approval of Movistar. The user is recommended to read the instructions described in the manual thoroughly to make good use of the features of the product before operating.