## Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola C200 wireless phone.


Welcome-1
www.hellomoto.com
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2 - Welcome


## Contents

Welcome ..... 1
Safety and General Information ..... 5
Touring Your Phone ..... 12
Appearance ..... 12
Idle Mode Display ..... 14
Keys. ..... 15
Getting Started. ..... 19
Your SIM Card ..... 19
Battery Use ..... 20
Using Your Phone ..... 22
Turning on the Phone ..... 22
Making a Phone Call ..... 22
Ending a Call ..... 23
Answering a Call ..... 23
Turning Off the Phone ..... 23
Resetting the Time and Date ..... 23
One-touch Dialling ..... 24
Listening to a Voicemail ..... 24
Making an International Call ..... 24
Making an Emergency Call ..... 24
Dialling an Extension Number ..... 25
Last Missed, Dialled, and Received Calls ..... 25
Making an Abbreviated Call. ..... 25
Phone Book Directory Shortcut ..... 26
Messages Menu Shortcut ..... 26
Adding Phone Book Entries in Idle Mode ..... 27
Incoming Call Waiting ..... 27
Holding a Call ..... 27
Call Options Menu ..... 28

| ， | C200．book Page 4 Wednesday，August 27， 2003 4：50 PM |  |
| :---: | :---: | :---: |
| （6） |  |  |
|  | Adjusting the Earpiece Volume Initiating Keypad Lock |  |
|  | Input Mode Menu． | 31 |
|  | Selecting an Input Mode | 32 |
|  | Quick Access ． | 40 |
|  | Quick Access Menu． | 40 |
|  | Using the Quick Access Menu． |  |
|  | Menus ． | 41 |
|  | Using Menus | 42 |
|  | ［1］Phone Book（1） | 43 |
|  | ＊Audio Settings（2） | 49 |
|  | ${ }^{6}$ Messages（3） | 55 |
|  | $\boldsymbol{\gamma}$ Tools（4） | 65 |
|  | 需 Network（5） | 73 |
| － | ［13 Security（6） | 73 |
|  | ＂80木 Call Services（7）． | 76 |
|  | 핀｜l Setting（8） |  |
|  | Menu Structure Map | 84 |
|  | Care and Maintenance | 85 |
|  | Problems and Solutions | 86 |
|  | Specific Absorption Rate Data． | 90 |
|  | Warranty Information | 92 |

31
Input Mode Menu32
uick Access
40
Using the Quick Access Menu． ..... 40
Using Menus ..... 42
Hone Book（1） ..... 43Messages（3）55
Tools（4） ..... 65Ela Security（6）73
＂ब大＂Call Services（7） ..... 76Menu Structure Map84Problems and Solutions86
Warranty Information ..... 92



## Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION. READ THIS INFORMATION BEFORE USING YOUR PHONE.

The information provided in this document supersedes the general safety information in user guides published prior to December 1, 2002.

## Exposure To Radio Frequency (RF) Energy

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits RF energy. When you communicate with your phone, the system handling your call controls the power level at which your phone transmits.
Your Motorola phone is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

## Operational Precautions

To assure optimal phone performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards, always adhere to the following procedures.

## External Antenna Care

Use only the supplied or Motorola-approved replacement antenna. Unauthorised antennas, modifications, or attachments could damage the phone.
Do NOT hold the external antenna when the phone is IN USE. Holding the external antenna affects call quality and may cause the phone to operate at a higher power level than needed. In addition, use of unauthorised antennas may result in non-compliance with the local regulatory requirements in your country.

## Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone.

## Body-Worn Operation

To maintain compliance with RF energy exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this phone, if available. Use of accessories not approved by Motorola may exceed RF energy exposure guidelines. If you do not use one of the body-worn accessories approved or supplied by Motorola, and are not using the phone held in the normal use position, ensure the phone and its antenna are at least 1 inch ( 2.5 centimetres) from your body when transmitting.

## Data Operation

When using any data feature of the phone, with or without an accessory cable, position the phone and its antenna at least 1 inch ( 2.5 centimetres) from your body.

## Approved Accessories

Use of accessories not approved by Motorola, including but not limited to batteries and antenna, may cause your phone to exceed RF energy exposure guidelines. For a list of approved Motorola accessories, visit our website at www. Motorola.com.

## RF Energy Interference/Compatibility

Note: Nearly every electronic device is susceptible to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your phone may cause interference.

## Facilities

Turn off your phone in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care

6 - Safety and General Information

facilities that may be using equipment that is sensitive to external RF energy.

## Aircraft

When instructed to do so, turn off your phone when on board an aircraft. Any use of a phone must be in accordance with applicable regulations per airline crew instructions.

## Medical Devices

## Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches ( 15 centimetres) be maintained between a handheld wireless phone and a pacemaker.
Persons with pacemakers should:

- ALWAYS keep the phone more than 6 inches ( 15 centimetres) from your pacemaker when the phone is turned ON.
- NOT carry the phone in the breast pocket.
- Use the ear opposite the pacemaker to minimise the potential for interference.
- Turn OFF the phone immediately if you have any reason to suspect that interference is taking place.


## Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.

## Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your GP may be able to assist you in obtaining this information.


## Use While Driving

Check the laws and regulations on the use of phones in the area where you drive. Always obey them.
When using your phone while driving, please:

- Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.


## Operational Warnings

## For Vehicles With an Air Bag

Do not place a phone in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a phone is placed in the air bag deployment area and the air bag inflates, the phone may be propelled with great force and cause serious injury to occupants of the vehicle.

## Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless it is a phone type especially qualified for use in such areas and certified as "Intrinsically Safe." Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fuelling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders. Areas with potentially explosive atmospheres are often but not always posted.


## Blasting Caps and Areas

To avoid possible interference with blasting operations, turn OFF your phone when you are near electrical blasting caps, in a blasting area, or in areas posted "Turn off electronic devices." Obey all signs and instructions.

## Batteries

Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, bag, or other container with metal objects. Use only Motorola original batteries and chargers. Your battery or phone may contain symbols, defined as follows:


| Symbol | Definition |
| :---: | :---: |
| 1! | Important safety information will follow. |
| (4) | Your battery or phone should not be disposed of in a fire. |
| $\theta_{0}^{3}$ | Your battery or phone may require recycling in accordance with local laws. Contact your local regulatory authorities for more information. |
| 立 | Your battery or phone should not be thrown in the trash. |
| $\Theta$ Llion BAtT $\dagger$ | Your phone contains an internal lithium ion battery. |

## Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to blinking lights, such as when watching television
or playing video games. These seizures or blackouts may occur even if a person never had a previous seizure or blackout.

If you have experienced seizures or blackouts, or if you have a family history of such occurrences, please consult with your doctor before playing video games on your phone or enabling a blinkinglights feature on your phone. (The blinking-light feature is not available on all products.)
Parents should monitor their children's use of video game or other features that incorporate blinking lights on the phones. All persons should discontinue use and consult a doctor if any of the following symptoms occur: convulsion, eye or muscle twitching, loss of awareness, involuntary movements, or disorientation.
To limit the likelihood of such symptoms, please take the following safety precautions:

- Do not play or use a blinking-lights feature if you are tired or need sleep.
- Take a minimum of a 15 -minute break hourly.
- Play in a room in which all lights are on.
- Play at the farthest distance possible from the screen.


## Repetitive Motion Injuries

When you play games on your phone, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, or other musculoskeletal disorders:

- Take a minimum 15-minute break every hour of game playing.
- If your hands, wrists, or arms become tired or sore while playing, stop and rest for several hours before playing again.
- If you continue to have sore hands, wrists, or arms during or after play, stop playing and see a doctor.

10 - Safety and General Information

 compliance with

- The essential requirements and other relevant provisions of Directive 1999/5/EC
- All other relevant EU Directives


The above gives an example of a typical Product Approval Number.
You can view your product's Declaration of Conformity (DoC) to Directive 1999/5/EC (the R\&TTE Directive) at www.motorola.com/ rtte - to find your DoC, enter the product Approval Number from your product's label in the "Search" bar on the Web site

## Touring Your Phone

## Appearance



For information on how to use each key, see "Function Keys" on page 15.
Your phone may not appear exactly as the phone image above.


*For connection to the optional handsfree headset.


## Idle Mode Display



## Idle Display Icons

Icons are frequently shown on the idle display:


| Icon | Function | Descriptions |
| :---: | :---: | :--- |
| Fill | Signal <br> Strength | Signal strength of your <br> designated network. The more <br> bars displayed, the stronger the <br> signal. |
| - | Short <br> message | Receiving a short text message <br> or having unread messages. <br> (See page 55.) |
| 回 | Voice mail <br> waiting | You have a new voice mail. (See <br> page 62.) |
| 1今 | Call divert | All incoming calls are diverted to <br> a designated number. (See page <br> 78.) |
| L1 | Line in use | The current line in use. (See <br> page 80.) |

14 - Touring Your Phone


| Icon | Function | Descriptions |
| :---: | :--- | :--- |
| 四 | Vibration only | Your phone only vibrates without <br> ringing when a call comes in. <br> (See page 51.) |
| Battery | Battery power level, the more <br> the bars, the more the battery <br> power. Three bars: full. No bars: <br> Recharging immediately. The <br> icon scrolls during charging until <br> the battery is full. |  |
| $\Delta$ | Key lock | Key lock is activated. (See page <br> 30 and 82.) |
| $\triangle$ | Roaming | When your phone is not used on <br> your home network, this icon will <br> appear. |

## Keys

## Function Keys

In this user guide, press and hold means "pressing and holding a key for about 2 seconds," while press means "press and release a key immediately."
This listing does not include all operations of each key. Refer to related sections of this manual for other key commands.

| Keys | Commands and functions |
| :---: | :--- |
| $\Theta_{\sigma}$ | Power On/Off key <br>  <br>  <br>  <br>  <br>  <br>  <br> - Press and hold to switch your phone on/ <br> - Press to end or cancel a call. <br> - Press to return to the previous menu. |


| Keys | Commands and functions |
| :---: | :---: |
| (b) | Send/Answer key <br> - Press to send or answer a call. <br> - In idle mode, press and hold to redial the last call number. <br> - In idle, press to display last dialed / missed / received numbers. <br> - Press to select or activate an option. |
| ( | Menu key <br> - Access the main menu from idle. <br> - During a call, press to access the Call Options menu. <br> - During input, press to access the input mode menu. |
| $\checkmark$ | Right soft key <br> Executes the command shown at the bottom right of the display: <br> - In menus, press to select or activate an option (as select/ok/opion shows). <br> - In idle, press to access the Messages menu (as ${ }^{\ominus}$ shows). <br> - Confirms entered digits/text during input (as OK shows). |



| Keys | Commands and functions |
| :--- | :--- |
| 9 | Number keys <br> -In idle, press and hold to dial any of the <br> first 9 phone numbers saved in the <br> Phone Book. <br> - In menus, press to access a <br> corresponding option directly. |

## Alphanumeric Keys

Following is a list of the alphanumeric keys and their corresponding characters and symbols in input.

| Key | Lower case |
| :---: | :---: |
| 1 |  |
| 2 aso | $A B C 2 A ̊ A ̈$ åäà¢æ $\beta$ |
| 300 |  |
| 4 4 cm | GHI4€i ${ }^{\text {a }}$ |
| (5mid | JKL5 ${ }_{\text {- }}$ |
| 6 mmo |  |
| 7 7eas | PQRS7Пइキ§ |
| 8 mv | TUV8®üÜù |
| 9 mmaz | WXYZ9玉 |
| $0+$ | (Space) 0 |
| * ${ }^{(1)}$ | +-*/ $=$ |
| \# - | \# P |

18 - Touring Your Phone

## Getting Started

## Your SIM Card

To use your phone, you must insert a SIM card (Subscriber Identification Module) supplied by your network operator. The SIM card contains your subscription number and your phone number, as well as a memory where you can store phone numbers, messages, etc.

## Inserting Your SIM card

Note: Scratches can easily damage the metal contacts of the SIM card. Pay special attention to the SIM card when you handle and insert.
1 Remove the battery.
2 Locate the SIM card slot.
3 Place the SIM card into the slot, with the metal contacts of the SIM card facing down and its cut corner on the upper left.
4 Slide the latch onto the SIM card.


## Removing Your SIM Card



1 Remove the battery.
2 Slide the SIM card latch backward, then remove the card from the slot.


## Battery Use

Caution: Do not remove the battery when your phone is on-you may lose all your personal settings stored either in your SIM card or phone memory.

## Fitting the Battery

1 Place the battery into the handset, matching the battery contacts with the contacts on the battery compartment.
2 Push the battery door down on the phone and slide upwards until it snaps into place.



2 Remove the charger connector when charging is complete.
Tip: Full charging a new battery takes 24 hours. Recharging takes approximately 160 minutes. During charging, $\boldsymbol{m}$ will blink until the battery is fully charged.
Tip: If your battery is over-discharged, you cannot use the phone when you first connect the charger to the phone. You must charge the battery for at least an hour before you are able to use your phone again. When you connect the charger to a phone with an over-discharged battery, the phone's backlight flashes briefly.

## Using Your Phone

## Turning on the Phone

Press and hold $\underset{\sigma}{ }$ to turn your phone on.
1 Enter your PIN. If you type a wrong number while entering your PIN, delete the wrong number by pressing $\underset{\sim}{\sim}$ (DEL). When done, press $\sim$ (OK) or $\square$ to confirm.
Tip: PIN (Personal Identification Number) is a password provided by your network operator. With your PIN, you can use your SIM card and access the services offered by your operator.
Note: If you enter a wrong PIN three times in a row, your SIM card will be blocked. To unblock the SIM card, you need to enter the PUK (Personal Unblocking Key) of the card. Please call the operator, and ask for PUK.

## Making a Phone Call

1 Once your PIN is accepted, the phone will start searching for your designated network automatically, as © indicates. This may take a few seconds. When receiving network signals successfully, the phone beeps twice with its LCD display showing the network you connect to and then goes into idle mode.
2 Now you can dial a desired number using the keys on the keypad. Press $\underset{\sim}{\sim}$ (DEL) to delete wrong digits. Press $\square$ to send your call.
Note: When network service is not available, no signal level will be displayed on the screen.
Note: When connected to a network you do not have access rights to, you will only be able to make emergency calls. The signal strength for this network will still be displayed on the screen.

22 - Using Your Phone


Note: During a call, you can use the call options described on page 28.


## Ending a Call

When you finish a phone call, press $\underset{\sigma}{\infty}$ or $\underset{\sim}{\sim}$ (EXIT) to end the call and return to idle mode. Also press $\underset{\sigma}{\infty}$ or $\underset{\sim}{\sim}$ (EXII) if you want to drop a call after dialling.

## Answering a Call

When your phone rings or vibrates, the screen will display the name or the phone number of the caller.
Note: Network support dependent.
The name displayed depends on the data in the Phone Book. Press $\sim$ (OK) or $\square$ to answer a call.You can also answer incoming calls by pressing any key.
Note: To change the answering mode, you must go to Profiles under the Audio Setting menu. See page 51 for details.
If you want to reject a call, press $\underset{\sigma}{\square}$ or $\underset{\sim}{\sim}$ (EXII).

## Turning Off the Phone

Press and hold $\propto$ to turn your phone off.

## Resetting the Time and Date

When you turn off your phone, it saves the current time and date.
If you then remove and replace the phone's battery, the phone does the following the next time you turn it on:

- uses the last saved time and date as its current time and date
- displays the Set Time and Date menu

Press $\leadsto$ (CHANGE) to edit the time and date. (For more information, see "Set Time \& Date (8-2)" on page 82.)

Press $\rightleftharpoons \sqrt{\sim}$ (EXII) to use the saved time and date and go to the idle screen.


## One-touch Dialling

There are two ways of doing one-touch dialling while in idle mode:

- Press and hold $\rightarrow$. The last number you dialled will be dialled again automatically.
- You can dial any of the first 9 phone numbers saved in the Phone Book by pressing and holding its Phone Book location number. If the number is saved in the Phone Book at location 5 , for example, press and hold 5 mit to make the call.


## Listening to a Voicemail

In idle mode, press and hold $* \square$ to call your operator's voice mail center and listen to the voice mail left by a caller. You can also go to Voice Mail under the Message menu to make a voicemail call. If your operator's voice mail number has not been pre-stored, please refer to page 62 for further details.
Note: Voice Mail is network-support and subscription-dependent.

## Making an International Call

1 Enter the outgoing international code, or press and hold ${ }_{0+}$ until + is displayed.
2 Enter the recipient's national code, area code and phone number.
3 Send out your call by pressing

## Making an Emergency Call

Enter 112 (the international emergency number) and press ( 0 . This emergency call can be made without a SIM card inserted, as long as you are within the coverage of the type of network used by your phone.

24 - Using Your Phone

## Dialling an Extension Number

After you enter the telephone number, press and hold \# - for a second, and $\mathbf{P}$ will display on the screen. Enter the extension number, and press $\rightarrow$ to make the call.

## Last Missed, Dialled, and Received Calls

There are two scenarios in which you can review the most recently missed, answered and dialled phone numbers as well as the time and date information associated with the calls:

- If incoming calls were not answered, your phone displays a message of missed calls along with the number of call times. Press $\leadsto$ (SELECT) or $\square$ twice. The most recently missed call is displayed first. Then press (@) to display the missed call you want.
- In idle mode, press $\rightarrow$ to access a list of missed, dialled and received calls. The most recent is displayed first. Press (o) to scroll to the phone number you want.

When the phone number of a missed/dialled/received call appears on the screen, you can do the following:

- Press $\rightleftharpoons$ (SELECT) or $\backsim$ to redial the phone number.
- To store the phone number in your Phone Book, press and hold $Q$. Follow the prompts to enter the name and confirm the phone number. Then specify a location number and press $\rightleftharpoons$ (OK) or $\bigcirc$ to save.
Note: The phone number saved this way is stored in you SIM card memory. To save a phone number in the phone memory, go to "Add Entry to Phone (1-4)" on page 46.


## Making an Abbreviated Call

Type a location number of a desired Phone Book record and press \# ©. Then press $\rightleftharpoons$ (OK) or $\square$ to dial the displayed
number. You can also press (©) to scroll Phone Book numbers until the one you want appears.

## Phone Book Directory Shortcut

1 As [al on the idle screen indicates, press $\approx$ to access the Phone Book directory.
or
In idle mode, press and hold (Q) to access the Phone Book directory.
2 Press (@) to browse the entries (listed in alphabetical order).
[it] appears at the top left of the screen if the record you display is stored in the SIM card memory, while [2 shows up if the record is stored in the phone memory.
You can also find an entry by typing the first letter of its name. For example, to find a name that starts with "K", enter K and press $\leadsto$ (CALL) or $\quad$ ( The names starting with "K" will appear first. Scroll the names until you find the one you want.
3 When the desired phone number appears:
Press $\rightleftharpoons$ (SELECT) or $\square$ to dial the number.
or
Press and hold $\propto$ to edit the phone number record. You can edit the record in the same way you save a phone number in the Phone Book.

## Messages Menu Shortcut

As on the idle screen shows, press $\leadsto$ to enter the
Messages menu. For details on the Messages menu, see page 55.

26 - Using Your Phone


## Adding Phone Book Entries in Idle Mode



Enter a phone number and press $\sim$ (SAVE) or press and hold $\rightarrow$. Follow the prompts to enter the name and confirm phone number, specify a location number for the record, and press $\sim$ (OK) or $\qquad$ to save*.
Note: The phone number saved this way is stored in you SIM card memory. To save a phone number in the phone memory, go to "Add Entry to Phone (1-4)" on page 46.

## Incoming Call Waiting

If another call comes in while you are on the phone, you can:

- Press $0^{+}$and $\square$ to reject the waiting call.
- Press 1 and $\rightarrow$ to end the active call and connect the waiting call.
- Press $\mathbf{2 A B C}^{\text {and }}$ and to hold the active call and connect to the waiting call.
Note: Call Waiting is network-support and subscription-dependent.


## Holding a Call

When you are on a phone call and wish to dial another number, you can place the current call on hold by pressing $\leadsto$ (OPTION) or (). After a call is put on hold, 『1 appears. When the second call is connected, $1 \mathbf{1}$ will appear.
When you have an active call and a call that is on hold, press ( $)$ to switch calls.
When an active call ends, the call on hold will resume. You can also make a call on hold active again by pressing $Q$ if you have only a held call.
Note: This feature is network and subscription dependent.

Note: The figure next to $\mathbb{\checkmark} / \mathbf{\square}$ ("1" in the example above) indicates the number of held/active calls.

## Call Options Menu

When you are on a phone call, press © to access the Call Options menu listed below. Use (o) to scroll and press $\leadsto$ (SELECT) or $\rightarrow$ to access a selected option; press $\underset{\sim}{\sim}$ (QUIT) or $\underset{\sigma}{\infty}$ to leave a selected option.
Note: Options marked "*" are network and subscription dependent.

## *SIM Menu

Access the SIM Tool Kit menu.

## Mute

Mute the microphone so the person you are speaking with cannot hear your voice. 団 appears when this mode is on.

## *Messages

You can read, write and send messages with this function. For details on the Messages menu see page 55.

## *Conference

The Conference menu has the following options:
Note: The maximum number of parties allowed during a conference (multi-party) call varies, depending on the network you choose.

* End Call

During a multi-party call, you can end the call on one of the parties by selecting this function.

28 - Using Your Phone


This function is available when you have both active and held calls. Swap transfers the active call to hold and vice versa, so that you may converse with the other party.

* Hold

This function allows you to put a currently active call on hold, so that you can initiate a new call.

* Unhold

Once you end the new call while holding an old call, the old call can be made active again by selecting this function.

## * Join Call <br> Join Call

This function allows you to make a conference call.

* Private

Talk privately with one participant during a conference call.

* Transfer


This function allows you to end your own call and connect the active and held calls, so the callers of the active and held calls can speak with each other alone.

## Phone Book

You can access the Phone Book menu by selecting this item.

## Call List

View dialled, received, and missed calls. When the desired phone number appears, press $\rightarrow$ or $\leadsto$ (SELECT) to call, save, or delete the number.

## Adjusting the Earpiece Volume

When speaking on the phone, press (@) to adjust the volume.

## Initiating Keypad Lock

In idle, press and hold \# - to activate the keypad lock. When the lock is enabled, will appear at the bottom of the idle mode screen. To deactivate the lock, press $\leadsto$ (Unlock) or $(\square)$, then press $* \square$. You can also activate the keypad lock in the menu option Key Lock. See page 82.

## Input Mode Menu

Your phone provides several input methods when you wish to:

- write short messages
- enter names or numbers in the Phone Book

Note: For details on these features, see related sections of this user guide.


Message Editor Display


Phonebook Editor Display

## Selecting an Input Mode



On the editor screen, press © or press and hold $\qquad$ to access the input mode menu. Scroll the menu with (o) and press $\sim$ (SELECT) or $\rightarrow$ to select, or press a corresponding number key directly to choose from the following input modes:
Note: The factory default for the input mode is $A B C$ Input ( $A B C D$ ). However, you can set the default yourself. See "Input Mode (8-5)" on page 83. The default input mode you set appears automatically with the editor screen.
Note: The input mode menu may vary from market to market.

## Smart Input (ITAP)

The Smart Input system (or iTAP, as shown on the editor screen) analyses letters as they are being typed to come up with the right words, making text entry quick and easy. Smart Input (iTAP) is an efficient alternative to the traditional multi-tapping input, which requires you to press a key several times for an appropriate letter.

## Features of Smart Input (TAP)

- One key press per letter. No multi-pressing for entering letters.
- Comprehensive word database including common names.
- Widely used punctuation and symbols included.


## Smart Input (TAP) Keypad Mapping



## Tips for Using Smart Input (TAP)

## To enter words:

- Type a word by pressing a corresponding alphanumeric key only once for each letter, without having to consider the order of the alphabets indicated on the keys. The word you type will appear outside the text frame before you confirm it.
- To switch between upper case and lower case, press $0^{+}$. Press $\sim$ (DEL) once to delete a wrong letter; press and hold $\underset{\sim}{\int}$ to delete an entire word.
- The word changes as you type letters. Disregard what is on the screen until you type an entire word.
- If the word displayed is not the one you want after typing it completely, press \# 日 for the next word candidate. You can
also press (0) for the next/previous candidate. When the desired one appears, press $\sim$ (OK) or $\varnothing$ to put it inside the text frame, then a space will appear automatically between the word and the cursor. So you can type the next work directly without having to leave a space for it.
- After you enter a word in the text area, you can press (©) once to move the cursor to the insertion point of the next/last character; press and hold to move the cursor continuously.
- In the text area, press $\underset{\sim}{\sim}$ (DEL) once to clear one character; press and hold $\stackrel{r}{ }$ to clear all text.


## To enter punctuation and symbols:

- You can press and hold $*$ to display a bar of available punctuation and symbols at the bottom of the screen. Press (Q) to scroll the symbols one by one; press and hold (©) to scroll page by page. Press $\sim$ (OK) or $\square$ to enter a highlighted symbol, or press a corresponding number key for a desired symbol directly ( $1 \sim 9$ ~ $\mathbf{w \times v z}$, from left to right).
- Press $\underset{\sim}{\sim}$ (QUIT) or $\underset{\sigma}{ }$ to exit the punctuation \& symbol bar.


## Demo of Smart input (iTAP)

To enter Come home on the message editor screen:
 (b).


2 Press $0+0$ 2asc for the upper case $\mathbf{C}$. Then press $0+6$ mno 6 mvo 3 DeF for lower case $\mathbf{0}$, m, and e.


- Press and hold a corresponding key to shift among upper case, lower case and number.
- When you have entered a letter and want to enter the next one, you can wait for about two seconds until the cursor moves to the position of the next letter, or simply press a key immediately to enter it.
- If you type a wrong letter or number, you can move the cursor to it by pressing (Q), then press $\stackrel{\sim}{c}$ to erase it.
For example, to enter Love:
1 Press 5 mi three times for L.
2 Press and hold 6 moo to change to lower case and press the same key twice for 0 .
3 Press 8 ruv three times for $\mathbf{v}$.
4 Press 3 o® twice for $\boldsymbol{e}$.


## 123 Input

This input mode allows you to enter numbers using the alphanumeric keys $1-0+$. To enter punctuation, press and hold $*$ to display the punctuation and select.

## Insert Symbol

Displays the bar of punctuation and symbols. Use (@) to scroll the bar (press and hold (@) to scroll page by page) and when the desired symbol is highlighted, press $\underset{\square}{\square}(\mathrm{OK})$ or $O$. You can also press a corresponding number key ( 1 desired symbol.

## Select Icon

You can insert an animated icon into a text message you'd like to send by selecting this input mode.

36 - Input Mode Menu

When the icon list appears, use (©) to scroll to the animated icon you want, then press $\leadsto$ (SELECT) or $\square$ to put the icon in your message text. The icon you inserted is encoded in the form of three specific symbols. When done, press $\leadsto(\mathbf{O K})$ or $\bigcirc$.
Note: You must enter the icon before the 160th character.

- To view the actual icon along with the message text, you must go to Preview. See related sections in.
- To exit from the icon list without choosing an icon, press $\underset{\sim}{\sim}$ (QUIT) or $\qquad$
- To delete the icon from the message text, simply press $\underset{\sim}{\sim}$ to erase the symbols that represent the icon.
Note: Seleet leon is only available for message editing.
Note: Each message allows only one icon. The Select Icon option will not appear in the input mode menu if you already attached an icon to the message.
Note: You can also send an icon message by selecting Ieon Message in the Messages menu. See page 60.
Note: Icon message feature must be supported by your network operator and by the recipient's phone.


## Insert Quick Msg

Quick Msg is a list that allows you to compose messages and notes by making use of the sentences already stored in the phone.
In the menu option Select Quick Msg, you can customise the Quick Msg list by adding the sentences you wrote to the list. See page 60 for details.

## Quick Msg Listing

The following is the entries of the default Quick Msg list:


| No. | Phrases and Sentences |
| :--- | :--- |
| $1-5$ | Reserved for you to store the sentences <br> you wrote. <br> pee "Quegick 60 Msg ( $3-5$ )" on |
| 6 | I'm busy now, will call you later |
| 7 | Happy Birthday |
| 8 | Please call my mobile number |
| 9 | Please call office |
| 10 | I'm not coming home for dinner |
| 11 | I'm on my way, please wait |
| 12 | I love you |
| 13 | I'm sorry |
| 14 | Please call home |
| 15 | Merry Christmas |
| 16 | Happy New Year |
| 17 | Have a safe trip |
| 18 | Get well soon |
| 19 | Thank you |
| 20 | I arrived safely |
| 21 | Don't leave until I get there |
| 22 | Meet me at [time] [place] |
| 23 | I will be there in [xx] minutes |
| 24 | I'll be leaving at |
| 25 | Wish you success |

38 - Input Mode Menu

Note: The default Quick Msg list may vary from market to market.
Note: Insert Quick Mss is not available in Phone Book.

## Using Quick Msg Sentences

Scroll with (@) and press $\sim$ (SELECT) or $\square$ to enter a desired sentence, or press a corresponding number key to select ( 1 - 9 w×vz $)$. You can now modify the sentence into the message you want. If you wish to use the other input modes, press
©

## Select Dictionary

Select a dictionary database for the language that is currently used in iTAP mode. The default language is English

Note: The dictionary may vary from market to market.


## Quick Access

Quick Access is a ready menu of 9 regularly used features. It provides you with an efficient means to access these features directly and minimises the number of steps required for accessing via the main menu.

Note: The default Quick Access menu may vary from market to market.

## Quick Access Menu

In idle mode, press (@) to display the Quick Access menu.
Note: You can personalise the Quick Access menu as needed by selecting what features you want available in this menu. For information on the available Quick Access menu items and how to configure your Quick Access menu, see "Quick Access (4-6)" on page 70.
Note: The SIM Menu option is a network support and subscription dependent feature.
Note: For details on each menu option, please refer to related sections of this user guide.

## Using the Quick Access Menu

Press (Q) to scroll through the menu and press $\sim$ (SELECT) or (i) to access an option. You can also press a corresponding number key to get to a desired function directly. To exit from a Quick Access option or operation, press $\underbrace{\square}$ (QUIT) or ${ }_{\sigma}$.

## Menus

Your phone's main menu shows 8 animated images that represent options with related submenus.


## Using Menus



## Normal Access to an Option

For example, if you want to change the language setting:


Press (5) to access main menu.

Press (\%) for Setting and press $\rightarrow$ (SELECT) or 0


Press $\xlongequal{\sim}$ (QUIT or EXII) or $\underset{\sigma}{\infty}$ to return to the previous menu

## Shortcut Access

In the main menu, type a corresponding function code listed behind each option in the following sections. By means of the shortcut access you can quickly reach a desired function.

42 - Menus


For example, if you want to change the language setting (the function code for the language setting is 8-4):


Press corresponding number key for desired language.

Press 4 cmt to access Languaje.


## [1. Phone Book (1)

The Phone Book menu allows you to view the Phone Book directory you create and add and delete entries. In this menu you can choose from the following:



## Delete All (1-1-4)

Deletes all records of missed, received, or sent calls.

## Find Record (1-2)

Follow the prompt to enter the name. When done, press $\sim$ (OK) or $\rightarrow$. The corresponding location, telephone number and name will appear on the screen. You can also find a Phone Book record by typing the first letter of its name. For example, if the name starts with "K", enter K and press $\sim$ (OK) or $\bigcirc$. The names starting with " $K$ " will appear on the screen. Scroll through the names until the one you want appears on the screen.
Now you can press $\sim$ (SELECT) or $\square$ to choose from the options below:

## Call

Dials the number.

## Edit

You can edit the record here. Modify the name and number for the record.


## Delete

Deletes the record.

## Copy

Copies the record to another location. Choose to move the record to the SIM or phone memory, enter the location number, and press $\rightleftharpoons$ ( OK ) or 0 .

## Add Entry to SIM (1-3)

You can store Phone Book records in your SIM card memory:
1 Enter the name and phone number and press $\sim$ (OK) or (b).

2 Your phone will assign a location number for this record. Press $\underset{\sim}{\square}$ (OK) or $\bigcirc$ to confirm.
Tip: When you enter a new phone number, use the international number format: Press and hold $0^{+}$to display + and enter the corresponding country code and the phone number. By doing so, you do not have to change the records when you are roaming in other countries.

## Add Entry to Phone (1-4)

You can store Phone Book records in the phone memory by selecting this option. The steps are the same as described in "Add Entry to SIM."

## Delete (1-5)

You can erase Phone Book records that are no longer needed:

## By Name (1-5-1)

Deletes records by name.
Enter the name of the record and press record will display on the screen. Press delete.
 dele

## All In SIM (1-5-2)

Deletes all Phone Book records stored in the SIM card memory. You will be prompted to enter the phone code before you delete all records. Enter the phone code and press $\square$ (0K) or $\square$ to delete.

All In Phone (1-5-3)
Deletes all records stored in the phone memory. Steps are the same as described in "Delete All In SIM."

46 - Menus


## Service Number (1-6)



Under this option you can view and call the service phone numbers provided by your network operator. These numbers are stored and locked by your operator in your SIM card.
Note: Network/SIM card dependent.

## Own Number (1-7)

Sets or displays the record of your current SIM card number.

- If no own number records are saved in the memory, your phone displays No Records Add Record? Press $\sim$ ( OK ) or (b) and enter your name and phone number, then specify a location for this number (1 or 2).
- If you have already entered your own number data, press $\sim$ (OK) or $Q$ and choose to add a new record, edit or delete the current record.


## Status (1-8)

This menu option allows you to view the numbers of free and occupied Phone Book entries. The phone memory can store up to 100 Phone Book records, while the number of available entries in the SIM memory varies, depending on the network service you subscribe to.
The screen will show the numbers of available and occupied entries in the SIM card. You can press (Q) to view the numbers of free and occupied entries in the phone memory.

## Copy Record (1-9)

This function allows you to copy or move Phone Book records between the SIM and phone memories.

## SIM->Phone (1-9-1)

Copy or move Phone Book records from the SIM into the phone memory.

## Single (1-9-1-1)

Copy or move a single Phone Book record from the SIM memory into the phone memory.
Keep Original (1-9-1-1-1). Copy a single record from the SIM memory and paste it into the phone memory, while the original record is still kept in the SIM memory. Scroll through the records stored in the SIM memory. When the desired one appears, press $\rightleftharpoons(\mathrm{OK})$ or $\square$ to copy the record into the phone memory.
Delete Original (1-9-1-1-2). Remove a single record from the SIM memory and store it in the phone memory. Scroll through the records stored in the SIM memory. When the desired one appears, press $\leadsto(\mathbb{O K})$ or $\bigcirc$ and the record will be moved into the phone memory.

## All (1-9-1-2)

Copy or move all records from the SIM card into the phone memory.
Keep Original (1-9-1-2-1). Copy all of the records from the SIM memory into the phone memory, while the original records remain in the SIM memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press $\rightleftharpoons$ (OK) or $\square$ and all the records will be copied into the phone memory.
Delete Original (1-9-1-2-2). Remove all the records from the SIM and paste them into the phone memory.

Phone->SIM (1-9-2)
Single (1-9-2-1)
Copy or move a single Phone Book record from the phone memory into the SIM memory.

48 - Menus

Keep original (1-9-2-1-1). Copy a single record from the phone memory and paste it into the SIM memory, while the original record is still kept in the phone memory. Scroll through the records stored in the phone memory. When the desired one appears, press $\sim$ (OK) or $\quad$ to copy the record into the SIM memory.
Delete Original (1-9-2-1-2). Remove a single record from the phone memory and store it in the SIM memory. Scroll through the records stored in the phone memory. When the desired one appears, press $\sim$ (OK) or $\square$ to copy the record into the SIM memory.
All (1-9-2-2)
Copy or move all records from the phone memory into the SIM card.
Keep original (1-9-2-2-1). Copy all of the records from the phone memory into the SIM memory, while the original records remain in the phone memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press $\leadsto$ (OK) or $\bigcirc$ to copy all the records into the SIM memory.
Delete Original (1-10-2-2-2). Remove all the original records from the phone memory and paste them into the SIM.

## Audio Settings (2)

Adjust the audio settings of your phone.

## Ring Type (2-1)

Select a ring tone from a variety of melodies. The ring tone you set in this option will be used for the currently active profile. (See "Profiles (2-4)" on page 50 .) Scroll the list of the available ring tones and listen to a highlighted melody. Then press $\leadsto$ (SELECT) or ( $)$ to confirm your choice.

## Vibracall (2-2)

Select a desired vibration mode from the following options. The vibration mode you set here will be used for the currently active profile. (See "Profiles (2-4)" below.)

Off
Turn the vibration mode off. (This will automatically activate the ring alert.)

## Vibrate and Ring

The handset rings and vibrates simultaneously when a call comes in.

## Vibrate Only

The handset vibrates without ringing when a call comes in.

## Vibrate then Ring

When a call comes in, the handset vibrates five times first before it rings.

## SMS Alert (2-3)

Select an alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received. The alert tone you set in this option will be used for the currently active profile. (See "Profiles (2-4)" below.)

## Profiles (2-4)

This feature allows you to customise such audio settings as ring tones, vibration, ring volume, etc. to suit a variety of occasions. When you are in this menu, you will see a list of profiles. You can customise the settings of each profile and activate one of these profiles for a special event or situation.

## General (2-4-1)

## Activate (2-4-1-1)

Activates settings of the General profile.
Customise (2-4-1-2)
This menu allows you to customise the following as needed:
Vibracall. Sets the vibration mode:

- Off: Turn the vibration mode off.
- Vibrate and Ring: The handset rings and vibrates simultaneously when a call comes in.
- Vibrate Only: The handset vibrates without ringing when a call comes in. appears at the top of the idle screen when you select this mode.
- Vibrate then Ring: When a call comes in, the handset vibrates five times first before it rings.
Ring Type. Select a ringing mode from a variety of melodies. Scroll the options and listen to the highlighted melody. Then press $\sim$ (SELECT) or $\quad$ ) to confirm your choice.
Ring Volume. Adjust the ring volume level wili). A total of five levels are available. Press (o) to change the ring volume level and press $ح$ (SELECT) or $\bigcirc$ to confirm.
SMS Alert. Select the alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received.
Keypad Tone. This setting determines whether keypad tones will be sounded. Choose On or Off.
Answer By. Two modes are available for you to answer incoming calls:
- Any Key: The incoming calls can be answered by pressing any key.
- Send Key: The calls can be answered by pressing ( )

Connect Beep. This function allows your phone to beep, vibrate or flash backlight when the recipient answers your call.

## Silent (2-4-2)

Settings are predefined for occasions where silence is required (e.g., vibration on, ringer mode off, keypad tone off, etc.). You can adjust the settings in the same way you adjust General.

## Meeting (2-4-3)

Settings are predefined for the circumstances of a meeting. (e.g., vibration on, ringer mode off, etc.). You can adjust the settings in the same way you adjust Ceneral.

## Outdoors (2-4-4)

Settings are predefined for outdoor activities (e.g., ringer volume high). You can adjust the settings the same way you adjust General.

## Headset (2-4-5)

Settings are predefined for the occasions when the handsfree kit is connected to your handset. You can adjust the settings the same way you adjust Ceneral.

## Personal (2-4-6)

Options are the same as under General. Adjust the settings in the same way you adjust General.

## Edit Melody (2-5)

This function allows you to compose 5 ring melodies of your own using the available musical notes stored in your phone memory. Select an empty ring and the following scale will pop up:


52 - Menus


## Composing a Melody

To set the note length: Press a corresponding number key ( $1-0^{++}$) to place the musical note of a desired length on the scale (see the table below).
To set the pitch of a note-c, $d, e, f, g, a, b$ and the octave: When the note of a particular length appears, press the same corresponding number key ( $1-(9 \mathrm{w} \times 2 \mathrm{z})$ ) several times to move the note up and down on the scale.

- Press \# © to add \# (not available for e, b).
- Press (Q) to move the cursor between notes.
- Press $\underset{\sim}{\square}$ to delete a note; press and hold $\underset{\sim}{\square}$ to delete all notes.

Tip: The maximum duration of a score is 24 seconds. No further note entry will be allowed once this limit is reached.

## Keypad Mapping

The table below illustrates how to enter the musical notes of different length and symbols using their corresponding keys:


| Key | Note length | Note symbol | Note symbol (inverted) |
| :---: | :---: | :---: | :---: |
| 6 mvo | 3/8 | d. | ${ }^{\circ}$ |
| 7 Pans | 1/2 | d | $p$ |
| 8 ruv | 3/4 | d. | $p$. |
| $9 \mathrm{wx} \times 2$ | 1 | $\bigcirc$ | - |
| $0+$ | Rest | F7y? <br> Press same key repeatedly to produce desired rest note. |  |
| \# - | Sharp | * | * |

Note: The Flat (b) is not available, and *D has no function.

## Settings

When you finish the score of a melody, press $\leadsto$ or $\square$ to choose from the following:

## Play

Play the melody you just composed.

## Save Tone

Save the melody as an option of Ring Type in Profiles setting.
Edit
Edit the score of the melody.

## Rename

Change the name of the melody.
Note: You must save the melody before you change its name.
54 - Menus


## Timebeat

Adjust the time beat to the rhythm you want.
Note: You must save the melody before you change its time beat.

## Delete

Delete the melody.

## Send Melody

Send the melody to someone in the same way that you send a text message.
Note: You must save the melody before you can send it.

## Bessages (3)

The following options are network and subscription dependent.

## Inbox (3-1)

If a new message is received by the phone, a tone is sounded, and the prompt Read?" pops up with 匪. ( $\square$ also appears on the upper left of the idle screen). Press $\underset{\sim}{\sim}(\mathbb{O K})$ or $\square$ to display the message record directly, or enter this menu option to do so. Then you will see the record of the last received message showing its delivery time, date and phone number or caller ID (provided stored in the Phone Book). Press $\leadsto$ (SELECT) or $\square$ to read the message. If you have two or more new messages, press (Q) to browse the message records and press $\sim$ (SELECT) or $\square$ to read.
After reading a message, press $\leadsto$ (OPTION) or $\bigcirc$ for the following options:

## Reply

Reply to the message. When you are finished with a reply message, press $\sim(\mathrm{OK})$ or $\bigcirc$ to choose from the following options:

## Single Recipient

Send the reply message to one recipient. When the recipient's phone number appears, press $\square$ (OK) or $\square$ to send the message directly.

## Multiple Recipients

By Entry. You can send the message to recipients you select from your Phone Book entries. Scroll the entries and press $\sim$ (SELECT) to select the recipients. You can also press $\stackrel{\sim}{\sim}$ (CANCEL) to deselect a recipient. The maximum number of recipients that you can select is 10 . When done, press $\infty$ to show the list of the selected recipients. Press $\sim$ (CHANGE) if you want to change the list. (You change the list in the same way as you select/deselect a recipient.) Finally, press $\propto$ to send the message to the selected recipients.

## Select Icon

Insert an animated icon into the message. This option works the same way as Select Icon in the input mode menu. See "Select Icon" on page 36 for details on the Select Icon feature.
Note: The Select leon option will not appear if you already have an icon attached to the message.

## Preview

View the modified message. If the message comes along with an animated icon, the icon will pop up on the screen first, then you can press (Q) to display the text message.

## Save

Enter a phone number and press $\sim$ (OK) or $\square$ to save the message to Drafts to send later.

56 - Menus


## Delete

Deletes the message. When done, Deleted Read Next? will display on the screen. If you want to read the next message, press $\sim$ (OK) or $\rightarrow$. If you want to exit, press $\underset{\sim}{\sim}$ (QUIT) or $\underset{\sigma}{ }$

## Start Chat

This option allows you to initiate a chat session by replying to a received message in Inbox. You will be prompted to enter your nickname and a chat message. When done, press $\rightarrow$ (OK) or ( $)$ to initiate the chat session. For more information, see "SMS Chat (3-3)" on page 59.

## Call Back

Dials the number shown on the record of the received message.

## Edit

You can edit the received message. When done, press $\sim$ (OK) or to choose from the following options:

## Single Recipient

You can send the message to one recipient in two ways:

- Enter the recipient's phone number as you are prompted to do so and press $\sim$ (OK) or $\square$ to send the message directly.
- If you want to select a number from the Phone Book when you are prompted to enter the phone number, you can press $\checkmark$ (SELECT) or $\square$ and enter the recipient's name saved in the Phone Book. When the desired phone number appears, press $\leadsto$ (0K) or $\square$ to send the message. You can also press $\leadsto$ or $\square$ twice to select a phone number directly from the Phone Book without having to enter the name first.


## Multiple Recipients

By Entry. You can send the message to the recipients you choose from your Phone Book entries. Scroll the entries and press $\leadsto$
(SELEET) to select the recipients to whom you want to send message. You can also press $\xlongequal{-}$ (CANCEL) to deselect a recipient. When done, press $\propto$ to show the list of the selected recipients. Press $\Longrightarrow$ (CHANGE) if you want to change the list. (You change the list in the same way as you select/deselect a recipient.) Finally, press (b) to send your message to the selected recipients.

## Select Icon

Insert an animated icon into the message. This option works the same way as Select Icon in the input mode menu. See "Select Icon" on page 36 for details.
Note: You must enter the icon before the 160th character.
Note: The Select leon option will not appear if you already have an icon attached to the message.

## Preview

View the modified message. If the message comes along with an animated icon, the icon will pop up on the screen first, then you can press (©) to display the text message.

## Save

Enter a phone number and press $\leadsto$ (OK) or $\square$ to save the message to Drafts.

## Send

Forwards the received message to one or more recipients. You can do this the same way as described on page 57.

## Use Number

Displays and uses the phone number of the message.
If a message has more than one number, you can use (©) to scroll the numbers. When the desired one appears, press $\leadsto$ (SELECT) or $\infty$ to choose from the following:


## Save

Saves the phone number in the Phone Book. Enter the name and confirm the phone number. Then specify alocation number for the phone number. Press $\checkmark$ (OK) or $\bigcirc$ to save the number.

Call
Press $\sim$ (SELECT) or $\square$ to dial the number.

## New Message (3-2)

This function allows you to write short messages.
Write down the message you want. When done, press $\leadsto$ (OK) or $\quad$ to choose to send or save the message.

## SMS Chat (3-3)

Note: This feature is network support and subscription dependent.
You can engage in a peer-to-peer chat session by writing short messages to the other mobile phone user. There are three ways of initiating a chat session:

1 You can select a previously received message in Inbox and choose Start Chat to set up a chat session. See "Start Chat" on page 57.
2 When someone invites you to a chat by sending you a chat message, or when she/he accepts your chat invitation by replying to your chat message, the chat prompt will pop up showing her/his name followed by a message. Then you can choose to join the chat or reject the chat by pressing a corresponding soft key.
3 If you come to this SMS Chat menu to open a chat session, select Start Chat:

First enter a nickname you'd like to use during a chat. Then write down the message you wish to send and press $\sim$
$(\mathrm{OK})$ or $\bigcirc$. Finally enter the phone number of the person you
want to chat with and press $\underset{(0 K)}{\square} \rightarrow$ to send the message to invite the recipient to a chat.

When you have sent a chat message, the message is displayed on the screen as nickname: >message. Then you can continue the chat by sending another message.
If you want to leave the chat session screen, press $\underset{\sim}{\sim}$ (QUIT). Then you can enter this SMS Chat menu again and choose Resume Chat to go on with a chat session, or choose End Chat to terminate a chat session.
When you are interrupted by an incoming call during a chat session:

You can press $\quad$ to answer the call. Upon ending the call, the screen returns to idle. Then you may resume the chat session by selecting Resume Chat from the SMS Chat menu.
You can press $\underset{\sigma}{ }$ to reject the incoming call and continue the chat by selecting Resume Chat from the SMS Chat menu.
You can choose History from the SMS Chat menu and view a chat log recording the chat conversions. You can also erase the log data by choosing Erase lilistory.

## Icon Message (3-4)

In this option, you can first select an icon you like, then write down a text message you'd like to send with the icon. When done, choose to send or save the message.
Note: For concatenated SMS, you must enter the icon before the 160th character.

## Quick Msg (3-5)

This function allows you to personalise the Quick Msg list by writing and storing your own sentences. You can also use the sentences already stored in this list to edit a message.
60 - Menus


## To Write and Store Your Quick Msg Sentences

In the Quick Msg list, pick one out of the first five empty entries and select Edit to start writing your own sentences. When done, press $\sim$ (OK) or $\rightarrow$ to save the sentence. The screen will return to the Quick Msg list showing the sentence stored in the selected entry.

## To Access a Quick Msg Sentence You Wrote

In the Quick Msg list, scroll to a desired sentence you wrote and press $\underset{\sim}{\square}$ (SELEET) or $\triangle$, or press a corresponding number key to select. The following will appear:

## View

Displays the entire sentence. Then you can modify the sentence into the message you want. When finished, press $\leadsto$ (OK) or (b) to choose to send or save the message.

## Send

You can send the message to one or more recipients. You can do this the same way as described on page 57.

## Edit

Modify the sentence. When finished, press $\leadsto$ (OK) or $\square$ to save the modified sentence to its Quick Msg entry.

## Delete

Deletes the sentence. When done, the entry where the sentence was previously stored will become blank.

## To Access a Preset Quick Msg Sentence

In the Quick Msg list, scroll to a preset sentence you want and press $\sim$ (SELECT) or $\rightarrow$, or press a number key to select from sentences 6-9. Then choose View or Send. Operations are the same as described above.

## Drafts (3-6)

You can use this function to read the messages you saved. After entering this option, you will see the record of the last saved message showing its phone number and record number. Scroll the records until the one you want appears on the screen. Then press $\rightarrow$ (SELECT) or $\rightarrow$ to view the message. When finished, press

## Delete

Deletes the elected message.
When done, Deleted Read Next? will appear. If you want to read the next message, press $\checkmark$ (OK) or $\square$. If you want to exit, press $\underset{\sim}{\square}$ (QUIT) or $\overline{0}$

## Edit

Operation and submenu are the same as those of Editit in Inbox.

## Send

Sends the message to one or more recipients. You can do this the same way as described on page 57.

## Use Number

Displays and uses the phone number of the message.
Operations and submenu are the same as those of Use Number in Inbox. See "Use Number" on page 58.

## Voice Mail (3-7)

You can call the voice mailbox provided by your operator and listen to the voice mail left by a caller.
Once your voicemail box receives a message, the voicemail waiting icon pops up at the center of the screen. Press $\leadsto$ or ( ) to return to idle, and you will find 四 on the screen indicating a voice mail is waiting at line 1 . (回 will appear if line 2 is in use).

62 - Menus


Then you can press and hold $*$ to dial the voice mailbox number directly, or enter this menu option to do so.


Note: All voice mail icons are network support dependent. For how to designate the line in use, see "Line in Use (7-5)" on page 80.

Call (3-7-1)
Dial the voice mailbox number to listen to the voice mail.
Edit (3-7-2)
You can modify your voice mailbox number. Enter the voice mailbox number provided by your operator and press $\leadsto$ ( $\mathbf{O K}$ ) or

## Broadcast (3-8)

You can receive cell broadcast offered by your network operator, and choose preferred topics and languages.

## Receive (3-8-1)

Choose whether or not to receive the cell broadcast provided by your operator.

## Topics (3-8-2)

Display the topics of the broadcast message.
After entering this item, № Topiss Add Topic? will appear if no topics have been saved before. Press $\leadsto$ (OK) or $\subset$ and enter the topic you want. If you have entered a topic before, it will appear on the screen when you select this item. You can then choose to add a new topic, edit or delete the saved one.

## Language (3-8-3)

Display broadcast messages only in the languages you select. Scroll the languages and press $\sim$ (SEIECT) or $\square$ to select.

## Settings (3-9)

This menu includes several options to adjust the message settings:

## Route Center (3-9-1)

This option stores the phone number of the message center. The message you send is transmitted via this message center to the recipient.

Enter the message center number provided by your operator and press $\leadsto$ (OK) or $\square$ to save the number.

## Valid Period (3-9-2)

You can select the length of time that your text messages are stored at the message center while the message center attempts to deliver them.

## Reply Path (3-9-3)

You can ask the network to set the route of the reply message via your own message center. If you set this function on and send a message to someone and the person replies, the reply message will follow the path of the previous message that you sent.

## Notification (3-9-4)

If you activate this function, your network operator will send you a delivery report.

Format (3-9-5)
You can ask the network to convert your text message into different formats. Select from the following formats: Text, Paging, Voice, Email, and Fax.

## Delete All (3-10)

Deletes all messages.

## X Tools (4)

This submenu provides features to better your wireless life.

## * SIM Menu (4-1)

Your network operator provides this feature. Depending on your SIM card and the services provided, there will be several extra options under this option. However, if your network operator does not offer these services, this item will not be displayed on the screen. For details, contact your operator.

## Games (4-2)

## Snake (4-2-1)

Make the snake grow longer by feeding it with as many goodies as possible. Use 2 asc (up), 8 ruv (down), 6 mvo (right) and 4 mit (left), or (O) ( clockwise/ - counterclockwise) to direct the snake to a goody. The longer the snake, the higher the score. You are not allowed to stop the snake or make it go backwards. When the snake hits its own tail or eggs, or the surrounding frame, a game is over. Then the screen will show your score.
After you select this game, you will see the following:

## Continue

Resume a paused game. This item appears only when a game has been temporarily halted.

## New Game

Start a new game. If you want to exit the game before it is over (to halt a game), press $\bigcirc$. To resume a halted game, select Continue.

## Last View

Show the result of the last game you played.


## Top Score

Show the top score of a game ever played.

## Instructions

Read the instructions for the game.

## Vibrate On/Off

Turn the vibration effect on or off.

## Five Stone (4-2-2)

This is a two-player game. You will be playing against your phone.
One player has black stones; the other has white stones. The two players make moves in turn. A move is placing a stone on an intersection. A player wins the game if there are exactly 5 consecutive stones of his/her color on the board in the horizontal or vertical or diagonal direction.

## Starting the Game:

Before playing a game, you should decide which side plays first by choosing from the following options under New Game:

## Handset

Your handset plays first.

## Player

You play first.
Move the cursor as follows:

- 2 asc -up
- 8 ruv-down
- 6 mno-right

66 - Menus


- 4 cmII -left
- 1 -upper left
- 9 wxvz-bottom right
- 7 rans-bottom left
- 3 om -upper right

Press $\square$ or $\underbrace{}_{5 \text { ki }}$ to place a stone; press $\approx \underset{\square}{ }$ to undo one step.
The menu options in this game are exactly the same as those in Snake.

## Box World (4-2-3)

In this puzzle game your job is to get rid of all the boxes. This is done by pushing each of them onto a fixed black object. When you finish pushing all boxes onto the black objects, you pass the boxworld of the current level, and you can proceed with a new game of the next level.
Use the following keys to play this game:

- Move the pusher using $2_{\text {asc }}$ (up), 8 ruv (down), 6 mvo (right), 4 cmI (left), or (0) (up and down).
- Press $\underset{\sim}{\square}$ to undo one move. Press $\rightarrow$ to play the game all over again.
- Press $* \triangle$ to read the current status about this game, which includes:
- The number of the user's moves in this game.
- The least moves taken in a previous game.

The menu options in this game are exactly the same as those in Snake except that there is no Top Score.

## Set Alarm (4-3)



Set the alarm clock:

## Daily (4-3-1)

Sets the alarm to go off daily when the alarm time is reached, even if the handset is powered off.To set current time, use (o) to enter the hour, then press $0^{+}$and enter the minute the same way. You can also press number keys to enter time. If you want to clear numbers, press $\xlongequal{-\sqrt{n}}$ (DEL).

## Once (4-3-2)

Sets the alarm to go off only once.
Off (4-3-3)
Turn off the alarm clock.

## Calculator (4-4)

You can use your phone as a handy calculator. You can also use this feature to convert currency values.


68 - Menus

## Using the Calculator Feature

In this option, a cursor will appear at the upper left of the screen. Follow the chart below to enter numbers and arithmetic symbols.

| Key | Number/Function | Key | Number/Function |
| :---: | :---: | :---: | :---: |
| 1 | 1 | $9 \mathrm{wxv2}$ | 9 |
| 2 2sc | 2 | $0+$ | 0 |
| 3 DEF | 3 | * | +-*/ |
| 4 cmi | 4 | \# - | . () |
| 5 mm | 5 | $\stackrel{\square}{ }$ | Clear number/back to previous screen |
| 6 mno | 6 | (b) | Display result |
| 7 Peas | 7 | (Q) | Move the cursor |
| 8 ruv | 8 | ¢ | abort operation/exit calculator |

For example, to calculate the following formula:
$123 \times(456+34) / 4-2$
Press 1 2 2 ABC ( 3 def (twice) 4 cm
 (4 ctI$)$ (twice) $2^{\text {A } \mathrm{ABC}}$.
Press $\bigcirc$ and select Equals to display the result.
Converting Currency Values
1 When the calculator screen appears, press 0 .
2 Select Exchange Rate and press $\sim$ (SELECT) or $\square$.

3 Choose Local to Foreign or Foreign to Local to set the exchange rate. If you set Local to Foreign as "2", for example, the rate in Foreign to Local will become " 0.5 " automatically, and vice versa.
4 When the rate is set, press $\square$ (OK) or $\square$ to return to the calculator screen.
5 Enter the sum you want to convert and press $\bigcirc$
6 Choose To Local or To Foreign to see the converted figure.
According to the rate above, for example, if you enter " 20 " and choose To Local, the outcome will be $20^{*} 0.5=10$. If you choose To Foreign, the outcome will be $20 * 2=40$.
Tip: To exit from the calculator or currency converter feature, press (s).

## Hour Minder (4-5)

Set the hour minder. After you activate this feature, the phone beeps once an hour like a digital watch.

## Quick Access (4-6)

In this option, the screen will display a configuration list of 25 features as options for you to add to the Quick Access menu discussed in chapter 5 . With this configuration list, you can create a Quick Access menu of your own by choosing which features you want readily available.

Below is the configuration menu:

| Option | Functionality |
| :---: | :--- |
| Add Entry to SIM | Add new Phone Book entries to the SIM <br> card memory. |
| New Message | Write a new message. |
| Missed Calls | View and send/save/delete last missed <br> calls. |
| Profiles | Enable/Disable settings of a selected <br> profile. |
| Set Alarm | Set the alarm function. |
| sIM Menu | Access the SIM tool kit menu provided <br> by your operator (network support and <br> subscription dependent). |
| Inbox | Read messages stored in Inbox. |
| Vibrate On/off | Set the vibration mode. |
| Divert Call On/off | Activate/ cancel/check the Divert Voice <br> function. |
| Quick Msgs | Access the listing of Quick Msgs to send <br> a message. |
| Ring Volume | Adjust ring volume. |
| Last Call Timer | Display the duration of the last call. |
| Drafts | Access the outgoing SMS message list. |
| Switch Line 1/2 | Switch between Line 1 and Line 2. |
| Last Number Dialled | Display and call/save/delete last dialled <br> numbers. |
| Last Call Cost | Display the charge for the last dialled <br> call. |



| Option | Functionality |
| :---: | :--- |
| Last Calls Received | Display and call/save/delete the <br> numbers of last calls received. |
| Find By Name | Find a number by name in the Phone <br> Book. |
| Add Entry to Phone | Add new Phone Book entries to the <br> phone memory. |
| Voice Mail | Dial the voice mailbox number directly. |
| Phone Mute <br> On/Off | Mute and un-mute the microphone. <br> Change Band <br> CalculatorSelect the band to connect to (network <br> dependent). |
| SMS Chat | Access the SMS Chat menu. |
| Games | Access the Games menu |



## Customise the Quick Access Menu

Scroll to the configuration menu and press $\sim$ (SEIEET) or $\square$ to select a highlighted item, or press a corresponding key to select from item 1-9 directly. Then you will be prompted to specify a location in the Quick Access menu for the selected item. Enter a location number ( $1-9$ ) and press $\sim$ (OK) or $\square$. Settings Saved will appear indicating that the selected item has been successfully added to the Quick Access menu.

Tip: The Quick Access menu always has exactly nine options.
Tip: Items that are already listed in the Quick Access menu will be marked by a location number.
Tip: You can replace any of the nine Quick Access options with a different preset item listed in the configuration menu.

72 - Menus


## 兵 Network (5)



When turning on your mobile phone, the phone automatically connects to the designated network operator. This menu allows you to select an appropriate network operator and system as needed.

Note: Network and subscription dependent.

## Automatic (5-1)

The phone will perform another network operator search after this function is selected.

## Manual (5-2)

The phone lists the available network operators for you to choose from.

## 혀 Security (6)

This menu ensures the security of your phone by setting PIN check, phone code, SIM lock etc., as well as limitations on particular outgoing and incoming phone calls.

## Code Status (6-1)

PIN code (6-1-1)
Activate/Deactivate the PIN code.
Select on or off. When you change the PIN code status, you will be prompted to enter PIN.

## Phone Code (6-1-2)

Activate/Deactivate the phone code. The phone code helps prevent unauthorised use of your phone. When this function is on, you must enter your phone code every time you power on your phone.
(There is no limitation on the number of wrong attempts when you enter the phone code.)

Select On or Off. When changing the phone code status, you must enter your phone code. (The default phone code is 1234.)

## Change Code (6-2)

## PIN Code (6-2-1)

You can change your PIN. You need to activate your PIN as described in 6-1-1 before changing your PIN. First, enter the original PIN and press $\rightarrow$ (OK) or $\rightarrow$. Then enter the new PIN and press $\sim$ (OK) or 0 . Enter the new PIN again and press $\sim$ (OK) or $\square$ to confirm.

## PIN2 Code (6-2-2)

You can change PIN 2 code the same way you change your PIN.
Note: When you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your service provider.

## Phone Code (6-2-3)

You can change your phone code in the same way you change your PIN.

## Network Code (6-2-4)

You can change the network password in the same way you change your PIN.

## Fixed Dial (6-3)

You can set limitations on the numbers you can call.
Note: You must get PIN2 before you can use this feature.
Note: If you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your service provider.


## View (6-3-1)

You can view the fixed-dial numbers you set.

## Set Status (6-3-2)

Enables/disables this feature. You will be prompted to enter PIN2 when you activate this feature.

## Modify (6-3-3)

You need to enter PIN2 before you can add, edit and delete the records of your fixed-dial numbers.

## SIM Lock (6-4)

This function prevents unauthorised use of the phone with unknown SIM cards.
When you set this function on, if the SIM card in your phone is not the one used to enable this function, you will be prompted to enter the unlock code when you power on your phone. If you enter the correct unlock code, the phone recognises the SIM card automatically. The next time you power on your phone with this newly recognised SIM card, you will not be prompted to enter the unlock code. However, if you enter an incorrect unlock code, the phone displays Insert Correet SIM and functions as if the SIM cards were not inserted. Your phone can recognise up to 3 different SIM cards.
Note: There is no limitation on the number of wrong attempts when you enter the SIM lock code.

## Set Status (6-4-1)

Enables/disables the SIM lock. You need to enter the unlock code first before you change the SIM lock status. (The default unlock code is 00000000 .)

## Change Code (6-4-2)

Change the unlock code. You will be prompted to enter the original unlock code first. Enter the original unlock code and new unlock code twice and press $\leadsto(\mathbb{O K})$ or $\bigcirc$. The length of the code may vary from 1 to 8 digits, depending on your setting.

## "א Call Services (7)

Call Services provide several options to manage your calls.
Tip: Functions under this menu are network support and subscription dependent.

Call Records (7-1)
This menu contains records of call cost and duration.

## Time (7-1-1)

This function records the information of call duration.

## Last Call (7-1-1-1)

Shows duration of the last call in hours, minutes \& seconds.



## All Calls (7-1-1-2)

Shows the total duration of all types of calls.
Outgoing Calls (7-1-1-3)
Shows the total duration of all outgoing calls.
Incoming Calls (7-1-1-4)
Shows the total duration of all incoming calls.
Clear Time (7-1-1-5)
Clear all duration data.

## Cost (7-1-2)

This function records the information of call cost.
76 - Menus


Shows the cost of the last call.
Note: Network support dependent.
All Calls (7-1-2-2)
Shows the total cost of all calls.
Note: Network support dependent.
Clear Cost (7-1-2-3)
Clears all cost data.
Note: PIN 2 is required.
Tip: PIN2 is a second set of PIN that is used mainly to control limited services such as call cost limitation and fixed dialling numbers.
Tip: If entered incorrectly three times in a row, PIN2 will be locked up. To unblock PIN2, you need to enter the PUK2 code. Call the operator and ask for PUK2.

## Call Rate (3-1-3)

Cost Limit (3-1-3-1)
You can set a limit to the total call cost. Your phone cannot be used to make a pay call if call cost goes beyond that limit. When this function is activated, the remaining cost will appear on the screen.
On : Enable the cost limit function.
Note: PIN2 is required.
Off: Disable this function.
Currency (7-1-3-2)
Allows you to enter a preferred currency base for calculating the cost of your calls.
Note: PIN2 is required.

C200．book Page 78 Wednesday，August 27， 2003 4：50 PM

## Charge Unit（7－1－3－3）

Allows you to enter the unit price for calculating the cost．
Note：PIN2 is required．

## Call Divert（7－2）

You can choose from the following call divert modes as needed．

## Divert Voice（7－2－1）

Divert incoming voice calls to a designated phone number．

## Activate

Enables the Divert Voice mode．Enter the number to divert to and press $\sim(\mathbf{O K})$ or $\square$ ．When this mode is on， $1 \hat{\square}$ or 逢 will appear，depending on which line you divert．送个 will appear if you divert both Line 1 and Line 2.

Note：For how to designate the line in use，see page 80.
Cancel：Disables this function．
Status：Shows the status of this function．

## When Busy（7－2－2）

Incoming calls are sent to a designated number when your phone is busy．Settings are the same as those for Divert Voice．

## If No Reply（7－2－3）

When an incoming call is not answered，it will be sent to a designated phone number．Settings are the same as those for Divert Voice．

## Unreachable（7－2－4）

When the phone is off or located outside the network service area， incoming calls will be sent to a designated number．Settings are the same as those for Divert Voice．

78 －Menus


Divert Cond. (7-2-5)
Diverts all incoming calls to a designated number when your phone is busy, unreachable or there is no reply from your phone.

## Cancel All (7-2-6)

Cancels all call divert settings.

## Call Barring (7-3)

You can set up limitations to restrict outgoing or incoming calls.

## All Outgoing (7-3-1)

Bars all outgoing calls. Options are as follows:

## Activate <br> Activate

Enter the password provided by your network operator and press $\leadsto$ (OK) or $\bigcirc$ to enable this function.

## Cancel

Enter the password provided by your network operator and press

> Choose to enable/disable this function. $\sim$ (ок) $\propto$ to disable the function.
Status: Show the status of this function.

## Int'I Out (7-3-2)

Bars all outgoing international calls. Settings are the same as those for All Outgoing.

## Int Exc Home (7-3-3)

Bars outgoing international calls except calls that are connected to home country. Settings are the same as those for All Outgoing.

All Incoming (7-3-4)
Bars all incoming calls. Settings are the same as those for All Outgoing.

## In When Roam (7-3-5)

Bars incoming calls when roaming (when you are traveling abroad). Settings are the same as those for All Dutyoing.

Cancel All (7-3-6)
Cancels all call barring settings. Enter the password provided by your network operator and press $\leadsto$ ( $\mathbf{O K}$ ) or $\square$.

## Change Code (7-3-7)

Change the password for the Call Barring feature.

## Call Waiting (7-4)

When you are on another call and an incoming call is directed to your phone, an incoming call number and a call-waiting message will appear to remind you. Choose to activate, cancel or check the status of this function.

## Line in Use (7-5)

This function allows you to use two different telephone numbers for one single phone. You can designate the number used to make a call and use both of these numbers simultaneously to receive calls without having to use two phones to do so.
Choose Line or Line 2. The icon of the line you selected will appear on the idle screen.
Note: Network support dependent.

## Show Number (7-6)

You can decide whether or not to show your number on the recipient's phone when you make a call:

Preset (7-6-1)
Whether the recipient's phone will display your number depends on the default setting on the network side.

80 - Menus


## On (7-6-2)

The recipient's phone will show your number when you send a call.

## Off (7-6-3)

Your phone number will not appear on the recipient's phone.

## Setting (8)

This menu allows you to program the phone's various settings as needed.

## ScreenSaver (8-1)

This menu allows you to display the default animation stored in the phone memory. Note that when the screensaver is displayed on screen for more than one minute, the animation stops and becomes a still picture.

Off (8-1-1)
Deactivate the screensaver function. The LCD screen will display phone and network information in idle mode. No animation will appear if you select this option.

## Animation 1 (8-1-2)

Display the handset's default animation 1.
The screensaver you select will be displayed on the idle screen if no incoming call is received and you leave the keypad untouched for about 20-30 seconds. The screensaver will disappear temporarily if there is an incoming call received by the phone or when you touch any key on the keypad.

## Animation 2 (8-1-3)

Display the handset's default animation 2 . Scenarios are the same as described in "Animation 1 (8-1-2)" above.

## Clock (8-1-4)

Display the handset's default animation, which is a clock screensaver. To display the current time, you must first adjust the time setting. See "Set Time \& Date (8-2)" below. Other screensaver scenarios are the same as those described in "Animation 1 (8-1-2)" above.

## Set Time \& Date (8-2)

Sets current date and time to be displayed on the idle screen. To set the date, use number keys to enter year, month, and day, then press $\sim$ (OK) or $\square$ to confirm. To set current time ( 24 hr format), use (©) to enter the hour, then press $0^{++}$and enter the minute the same way. You can also use number keys to type the exact time directly. If you want to clear digits, press $\xlongequal{-}$ (DEL).

## Key Lock (8-3)

You can activate the keypad lock to prevent unintentional key-in actions, say, when you put your phone in a bag. In idle, you can also press and hold \# a to activate the lock. When the lock is enabled, will appear at the bottom of the idle mode screen. You still can answer phone calls by pressing $Q$. To unlock, press $\sim$ (Unlock) or $\quad($ ) then press $*$.

## Auto KeyLock (8-3-1)

The key lock will be activated approximately 30 seconds after you set this mode on.

Lock now (8-3-2)
Activate the key lock immediately.
Off (8-3-3)
Disable the function.


## Language (8-4)

You can select the language used to display information.
Tip: The language you choose will be stored in your SIM card memory. Accordingly, the language setting may change if you insert a different SIM card.

Tip: If you want to use the default language setting locked in the phone memory, select Automatic.

Input Mode (8-5)
You can set the default input mode that comes along with the editor screen.

## Time Alert (8-6)

Your phone will beep every minute during a call. Select On or Off.

## Auto Redial (8-7)

If you make a call that is not answered, your phone will redial the number continuously. Your phone will redial up to 10 times before the call is answered. Choose to turn this function on or off.

## Back Light (8-8)

Adjusts the duration of the LCD backlight. The backlight will be turned on the moment the phone receives calls, messages, etc., or when you touch any key on the keypad. Select a desired time period or choose to turn the backlight off.

## Restore (8-9)

Reset all settings to default. Enter the phone code (the default phone code is 1234) and press $\sim$ (0K) or $\propto$ twice to confirm.

## Menu Structure Map



## Care and Maintenance

Notice the following to ensure the proper usage and the life of your mobile phone:

- Keep your mobile phone and its accessories out of small children's reach.
- Keep your phone dry. Use your phone at a normal temperature. Temperature higher than $55^{\circ} \mathrm{C}$ or lower than $20^{\circ} \mathrm{C}$ (higher than $131^{\circ} \mathrm{F}$ or lower than $-4^{\circ} \mathrm{F}$ ) may cause damage to your phone.
- Do not use or store your phone in dusty or dirty areas if possible.
- Do not disassemble the phone.
- Do not use harsh detergents to clean the phone.
- If your mobile phone or its accessory is not working properly, contact your dealer immediately.
- Use only genuine batteries, battery chargers and accessories to ensure the proper function of your phone and battery life. Any malfunction or damage caused by the use of any thirdparty accessories will void the product warranty.
- Keep battery contacts and the charger port at the bottom of your phone from direct contact with conductive objects. Otherwise it may cause a short circuit and result in danger.


## Problems and Solutions

If you encounter any problems using your mobile phone, please refer to the following table. If the problem persists, please contact your dealer.

| Problem | Possible cause | Solution |
| :--- | :--- | :--- |
| Poor signal <br> reception | You are using your <br> mobile phone in a <br> location (e.g., in the <br> basement or <br> building) where <br> signal is weak. | Move to a location <br> where signal can be <br> received properly. |
|  | You are using your <br> mobile phone in a <br> call-crammed time <br> (e.g., the rush hour). | Avoid using your <br> mobile phone in such <br> time, or try later. |
|  | You are too far from <br> the base station of <br> your network <br> operator. | You can ask your <br> network operator for a <br> service range map. |
| Echo or <br> noise | The network trunk <br> quality of your <br> network operator. | Hang up the phone <br> and dial again. You <br> can be switthed to a <br> better-quality network <br> trunk or line. |
|  | Poor local telephone <br> line quality. | ( |


| Problem | Possible cause | Solution |
| :--- | :--- | :--- |
| The standby <br> time <br> becomes <br> short | The standby time <br> depends on the <br> system settings of <br> your network <br> operator. | If you are in a location <br> where the signal is <br> weak, turn your phone <br> off for the time being. |
|  | The battery needs to <br> be replaced. | Use a new battery. |
|  | If the phone cannot <br> get connected to a <br> network, it will <br> continue searching <br> for the signal from <br> the base station, <br> which consumes <br> battery capacity. | Change your location <br> or turn off your phone <br> temporarily. |
| Unable to <br> power on | Battery has run out. | Recharge the battery <br> if necessary. |
| SIM card <br> error | SIM card is out of <br> order. | Send it to your <br> network operator for <br> test. |
|  | SIM card is not <br> inserted properly. | Insert SIM card <br> correctly. |
|  | SIM card contacts <br> are dirty. | Clean the SIM card <br> contacts using a soft, <br> dry cloth. |


| Problem | Possible cause | Solution |
| :--- | :--- | :--- |
| Unable to <br> connect to <br> the network | SIM card is invalid. | Contact your network <br> operator. |
|  | You are away from <br> the GSM service <br> area. | Check the service <br> area with your <br> network operator. |
| Poor signal. | Move to another place <br> where signal can be <br> received properly. |  |
| Unable to <br> send a <br> message | Your network service <br> provider doesn't <br> support this service. | Contact your network <br> operator. |
| Unable to <br> make a call | You have activated <br> fixed dial function. | Cancel fixed dial <br> function. |
| Wrong PIN | You have entered a <br> wrong PIN three <br> times in a row. | Contact your network <br> operator, or use the <br> PUK code of the SIM <br> card if provided by <br> your network operator. |
| Unable to <br> charge the <br> battery | The battery or <br> charger is out of <br> order. | Contact your dealer. |
| The phone <br> temperature goes <br> under $5^{\circ} \mathrm{C}$ or above <br> $40^{\circ} \mathrm{C}$. | Change the charging <br> environment. |  |
| Poor connection. | Check if all <br> connectors are <br> connected properly. |  |
| Unable to <br> input data <br> into the <br> Phone Book | The Phone Book <br> memory is full. | Delete some data <br> from the Phone Book. |

88 - Problems and Solutions


| Problem | Possible cause | Solution |
| :--- | :--- | :--- |
| Unable to <br> choose <br> certain <br> functions | Your network <br> operator doesn't <br> support these <br> functions, or you do <br> not subscribe to <br> them. | Contact your network <br> operator. |
| Battery <br> appears not <br> to be fully <br> charged after <br> overnight <br> charging. | Battery may have <br> discharged after fully <br> charging due to <br> normal phone | Plug charger into <br> phone again to reach <br> full charge. <br> turnation while on. |
| Phone does <br> not <br> immediately <br> turn on after <br> plugging in <br> charger after <br> extended <br> period of <br> non-use. | It may be necessary <br> to charge for up to 30 <br> minutes to recharge <br> the battery enough to <br> turn the phone on. | Charge battery as <br> long as needed until <br> phone turns on. |

## Specific Absorption Rate Data

## This model phone meets international standards for exposure to radio waves

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. 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 organisations through periodic and thorough evaluation of scientific studies. The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.
The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.* Tests for SAR are conducted in accordance with CENELEC** testing procedures using standard operating positions 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 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 base station, the lower the power output of the phone.
Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions and locations (e.g., at the ear and worn on the body) that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is: $0.78 \mathrm{~W} / \mathrm{kg}$.***


While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure. Please note that modifications to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

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## Warranty Information



Motorola guarantees you, the original purchaser, the Personal Communicator and accessories which you have purchased from an authorised Motorola dealer (the "Products"), to be in conformance with the applicable Motorola specifications current at the time of manufacture for a term of [1] year from date of purchase of the Product(s) (Warranty Term).
You must inform Motorola of the lack of conformity to the applicable specifications of any of the Products within a period of two (2) months from the date on which you detect a defect in material, workmanship or lack of conformity and in any event within a term not to exceed the Warranty Term, by submitting the Product for service to Motorola. Motorola shall not be bound by Product related statements not directly made by Motorola nor any warranty obligations applicable to the seller.
A list of the Motorola Call Centre numbers is enclosed with this Product.

During the Warranty term, Motorola will, at its discretion and without extra charge, as your exclusive remedy, repair or replace your Product which does not comply with this warranty; or failing this, to reimburse the price of the Product but reduced to take into account the use you have had of the Product since it was delivered. This warranty will expire at the end of the Warranty Term.
This is the complete and exclusive warranty for a Motorola Personal Communicator and accessories and in lieu of all other warranties, terms and conditions, whether express or implied.
Where you purchase the product other than as a consumer, Motorola disclaims all other warranties, terms and conditions express or implied, such as fitness for purpose and satisfactory quality.

In no event shall Motorola be liable for damages nor loss of data in excess of the purchase price nor for any incidental special or consequential damages* arising out of the use or inability to use the Product, to the full extent such may be disclaimed by law.

This Warranty does not affect any statutory rights that you may have if you are a consumer, such as a warranty of satisfactory quality and fit for the purpose for which products of the same type are normally used under normal use and service, nor any rights against the seller of the Products arising from your purchase and sales contract.
(*)including without limitation loss of use, loss of time, loss of data, inconvenience, commercial loss, lost profits or savings.

## How to get warranty service?

In most cases the authorised Motorola dealer which sold and/or installed your Motorola Personal Communicator and original accessories will honour a warranty claim and/or provide warranty service. Alternatively, for further information on how to get warranty service please contact either the customer service department of your service provider or Motorola's call centre at the telephone numbers below for your country.
In order to claim the warranty service you must return the Personal Communicator and/or accessories in question to Motorola please avoid leaving any supplementary items like SIM cards. The Product should also be accompanied by a label with your name, address, and telephone number; name of operator and a description of the problem. In the case of vehicular installation, the vehicle in which the Personal Communicator is installed should be driven to the Authorised Repair Centre, as analysis of any problem may require inspection of the entire vehicular installation.
In order to be eligible to receive warranty service, you must present your receipt of purchase or a comparable substitute proof of purchase bearing the date of purchase. The phone should also clearly display the original compatible electronic serial number (IMEI) and mechanic serial number [MSN]. Such information is contained with the Product.

## Conditions

This warranty will not apply if the type or serial numbers on the Product has been altered, deleted, duplicated, removed, or made illegible. Motorola reserves the right to refuse free-of-charge warranty service if the requested documentation can not be presented or it the information is incomplete, illegible or incompatible with the factory records.
Repair, at Motorola's option, may include reflashing of software, the replacement of parts or boards with functionally equivalent, reconditioned or new parts or boards. Replaced parts, accessories, batteries, or boards are warranted for the balance of the original warranty time period. The Warranty Term will not be extended. All original accessories, batteries, parts, and Personal Communicator equipment that have been replaced shall become the property of Motorola. Motorola does not warrant the installation, maintenance or service of the products, accessories, batteries or parts.
Motorola will not be responsible in any way for problems or damage caused by any ancillary equipment not furnished by Motorola which is attached to or used in connection with the Products, or for operation of Motorola equipment with any ancillary equipment and all such equipment is expressly excluded from this warranty.
When the Product is used in conjunction with ancillary or peripheral equipment not supplied by Motorola, Motorola does not warrant the operation of the Product/peripheral combination and Motorola will not honour any warranty claim where the Product is used in such a combination and it is determined by Motorola that there is no fault with the Product. Motorola specifically disclaims any responsibility for any damage, whether or not to Motorola equipment, caused in any way by the use of the Personal Communicator, accessories, software applications and peripherals (specific examples include, but are not limited to: batteries, chargers, adapters, and power supplies) when such accessories, software applications and peripherals are not manufactured and supplied by Motorola.


## What is not covered by the warranty



This warranty is not valid if the defects are due to damage, misuse, tampering, neglect or lack of care and in case of alterations or repair carried out by unauthorised persons.

1. Defects or damage resulting from use of the Product in other than its normal and customary manner.
2. Defects or damage from misuse, access to incompatible sources, accident or neglect.
3. Defects or damage from improper testing, operation, maintenance, installation, adjustment, unauthorised software applications or any alteration or modification of any kind.
4. Breakage or damage to antennas unless caused directly by defects in material or workmanship.
5. Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.
6. Defects or damage due to range, coverage, availability, grade of service, or operation of the cellular system by the cellular operator.
7. Defects or damage due to moist, liquid or spills of food.
8. Control unit coil cords in the Product that are stretched or have the modular tab broken.
9. All plastic surfaces and all other externally exposed parts that are scratched or damaged due to customer normal use.
10. Leather cases (which are covered under separate manufacturer's warranties).
11. Products rented on a temporary basis.
12. Periodic maintenance and repair or replacement of parts due to normal wear and tear.

Note: The talk-time, stand-by time and total life cycle of a Motorola rechargeable battery for your Personal Communicator will depend on usage conditions and network configurations. As a consumable product, the specifications indicate that you should be able to obtain optimum performance for your Motorola Personal Communicator within the first six months from date of purchase and up-to (200) charges.
The warranty for Motorola rechargeable batteries becomes void if (i) the batteries are charged other than by Motorola approved battery chargers specified for the charging of the battery, (ii) any of the seals on the battery are broken or show evidence of tampering, (iii) the battery is used in equipment or service other than the cellular telephone equipment for which it is specified.


[^0]:    * The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram ( $\mathrm{W} / \mathrm{kg}$ ) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.
    ** CENELEC is a European Union standards body.
    *** Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

