\* Some contents in this manual may differ from your phone depending upon the software of the phone or your service provider.



## PORTABLE CELLULAR TELEPHONE SCH-N362

## User's Manual





World Wide Web http://www.samsungmobile.com Printed in Korea Code No.: GH68-04763A English.3/2004.Rev.1.0

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## **Important Safety Precautions**

Read these guidelines before using your wireless phone. Failure to comply with them may be dangerous or illegal. For more detailed safety information, see "Health and Safety Information" on page 98.

#### **Road Safety at All Times**

Do not use a hand-held phone while driving; park the vehicle first.

### Switching Off When Refuelling

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

### Switching Off in Aircraft

Wireless phones can cause interference. Using them in aircraft is both illegal and dangerous.

### Switching Off in Hospitals

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

### Interference

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

### **Special Regulations**

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

#### Sensible Use

Use only in the normal position (held to the ear). Avoid unnecessary contact with the antenna when the phone is switched on.

#### **Accessories and Batteries**

Use only Samsung-approved accessories and batteries.

#### **Qualified service**

Only qualified service personnel may install or repair your phone.

CAUTION RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS

## Unpacking

Your package contains the following items.



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

- Standard Battery
- Travel Adapter
- Wearable Ear-micro phone
- Car Charger
- Hands-free kit
- PC Data Link cable
- Holster





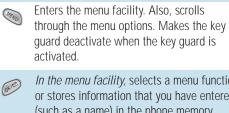
## Your Phone

## **Phone Layout**

The following illustrations shows the main elements of your phone.



#### Functions Key



In the menu facility, selects a menu function or stores information that you have entered (such as a name) in the phone memory. When entering a number, saves the number to the PhoneBook.

In Standby mode, enters the Messages menu. Connects the Voice Mail center when pressed and hold.



In the menu facility, scroll through the menu options and phonebook memory using this navigation keys.

In Standby Mode, directly access you to the following menus:

- 🖳 : Find
- 🐨 : Ringer Type
- Mobile Shop (Voice memo during a call)
- D: Voice Answer

Makes or answers a call.

In Standby mode, shows the log of outgoing, incoming and missed call.



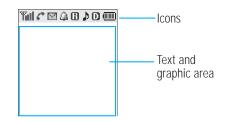
Ends a call. Also switches the phone on and off when pressed and held. In the menu facility, returns to Standby mode and cancels your input.

Кеу	Functions (continued)
(IC)	Deletes characters from the display. <i>In the menu facility</i> , returns to the previous menu level. <i>In Standby mode</i> , quickly enters <b>Web Menu</b> .
00 2 9	Enters numbers, letters and some special characters.
*:	In the text input mode, <b>*</b> changes the case. Makes the key guard activate when pressed and held.
(#18)	<i>In Standby mode</i> , toggles the silent mode on and off when pressed and held. <i>In the text input mode</i> , <b>#</b> inserts a space.

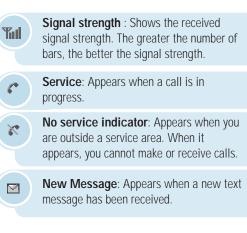
## Display

## Layout

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



## Icons





4	Alarm On: Appears when you set an alarm.
8	<b>Roaming:</b> Appears When you are out of your home area and have registered with a different network (when travelling in other countries, for example).
•	<b>Ringer On</b> : Appears when you set the ringer volume for calls to one from <b>Level 1</b> to <b>Level 8</b> or to <b>1-Beep</b> .
x	<b>Ringer Off:</b> Appears When you Ringer Vol option to Silent.
	<b>Vibrator On</b> : Appears when a vibrate mode is on. An incoming call will vibrate the phone rather than ring it.
D	<b>Digital Mode</b> : Indicates when the phone is logged onto a digital network.
	<b>Battery strength</b> : Shows the level of your battery. The more bars you see, the more power you have left.

To make the service light turns on, set the Service LED menu option (MENU 7-7); see page 89 for further details.



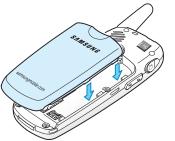
## **Getting Started**

## Installing the Battery

Your Samsung phone comes packaged with a partially charged, rechargeable Lithum Ion(Li-Ion) battery.

## To Install the Battery

1. Place the battery so that the tabs on it align with the slot on the back of the phone.



2. Slide the battery toword the top of the phone until it clicks into place.



## To Remove the Battery

If you want to remove the battery, do as follows:

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

2. Press and hold the catch above the battery on the back of the phone.

3. Slide the battery toward the bottom of the phone and take it away.





## **Charging the Battery**

The travel adaptor allows you to charge your phone's battery from any 220 volt AC standard wall outlet. Also, using the travel adaptor allows you to make a phone call while the battery is charging. The travel adaptor will fully charge an "empty" standard battery in approximately 3 hours.

Follow these steps:

1. With the battery in position in the phone, attach the cord from the travel adaptor by plugging it into the adaptor outlet at the bottom of the phone.

2. Connect the adaptor to a wall outlet. The battery will begin charging immediately.

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

**Note:** You can make a call at your convenience when the phone is plugged into the adaptor. The adaptor will continue to charge the battery even when you are making the call.

### Low Battery Indicator

You can easily tell if your battery needs to be recharged by checking the battery strength indicator I in the upper-right corner of your phone's display. The presence of all three bars indicates a full charge, two bars indicates a smaller charge, and one bar indicates an even smaller charge. No bars (the battery icon is empty) means your battery must be charged. When the battery charge level gets low, the battery sensor blinks an empty battery icon ( ), sounds a tone. If the battery level gets too low, the phone will turn off automatically. Unfortunately, if this happens you'll lose whatever you are doing, including dropping your call. Watch the battery strength icon and make sure your battery is adequately charged.



## Switching the Phone On/Off

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

The service light on the middle of the phone flashes, and an alert sounds. When the system locates services, the greeting message displays along with the date and time. You can now place and receive calls.

If the phone is out of service, the 😿 icon appears in the display. In this case, you cannot make and receive calls. You can try again later when service is available.

**Note**: You can change the LCD display language. To change the language, use the **Language** menu option **(MENU 7-3)**; for further details, refer to page 87.

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

Note: If you want to switch the phone off in key guard mode, unlock the phone first by pressing and .

## Your Phone's Modes

### Standby Mode

Standby is the most basic state of your phone. The phone goes into Standby mode soon after you turn it on, or whenever you briefly press 🔊 . When your phone is in Standby mode, you will typically see the greeting message and current date and time.

If you enter a phone number, you can press stotial it, or press stot to save it in the internal phone book. Press standy time to return to Standby mode. Be careful; if you are on a call when you press s, you will return to Standby mode, but it also disconnects the call.

The Main Menu is accessed when you are in Standby mode.

### Talk Mode

You can place and answer calls only when your phone is turned on. During a call, the phone is in Talk mode. While you are in Talk mode, pressing Sigues you a list of options referred to as "In-Use Menu" See page 29 for details on the options.

### Power Save Mode

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

### Lock Mode

When you lock your phone using the **Lock Phone** menu (**MENU 9-8-1**) in the **Security** menu, you cannot use the phone. In the lock mode, you can receive messages and calls, but you cannot place an outgoing call until you unlock the phone. To unlock the phone, you need to enter the lock code.

For details about locking and unlocking your phone, see page 95.

### Silent Mode

Silent Mode disables all of the sounds on the phone. This feature is best used in situations where the phone might disturb others, such as in a meeting, at a library or in a theater. You can switch your phone to Silent Mode with one touch of a key.

In Standby Mode, press and hold the  $\mbox{\tt #}$  key until "Silent mode Enabled" and the Vibration indicator (  $\mbox{\tt Hi}$  ) display.

To exit and reactivate the previous sound settings, press and hold the **#** key again until "Silent mode Disabled" appears. The Vibration indicator no longer displays.

## **Call Functions**

## Making a Call

In Standby mode, key in the area code and phone number and press  $\begin{array}{c} \end{array}$  .

Note: If you have set Auto Retry option (MENU 9-5) activated (see page 93), and the line is busy, the phone automatically retries to make the call.

### **Correcting the Number**

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

## Ending a Call

When you have finished your call, briefly press 🥏 .

If you press Ø, the call time (length of the call) displays briefly and the phone returns to Standby mode.

### **Redialing the Last Call**

To redial the last call you made, press  $\$  twice quickly.

Your phone stores the last 20 incoming, 20 outgoing or 20 missed calls. To recall any of these numbers, proceed as follows.

- 1. If there are any characters on the display, clear the display by holding down cos for more than one second.
- 2. Press 🔊 . The list of recent calls are displayed.
- 3. Use required name or number.
- 4. Press 📎 to dial the number displayed.

### **Emergency Dialing**

You can place emergency call from your emergency number list even if your phone is locked. For further information on emergency numbers, refer to page 96.

## **Prepend Dialing**

The prepend option lets you add digits such as area codes and network feature activation codes to a phone number that is in your Internal Phone Book or Call Logs.

To prepend existing phone numbers in the Phone Book or Call Logs:

- 1. Access the phone number entry.
- 2. When the desired phone number displays, press Solution to access the **Options** menu.
- 3. Use or v to scroll through the list until **Prepend** option is highlighted.

4. Press 🥟 .

- 5. Enter the area code or feature code.
- 6. Press 📎 to dial the number.

## Making a Call from the Phone Book

You can store the phone numbers called regularly in memory, which is called the Phone Book. You then simply recall the number to dial. For further information on **Phone Book**, refer to page 50.



### **Speed Dialing**

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

You can dial the stored phone number automatically without pressing  $\fbox$  . See below.

### **One-Touch Dial**

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

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

For example: Location no. 009 Press and hold.

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

### Two-Touch Dial

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

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

For example: Location no. 023 Press 🐨 briefly and hold down 🔊.

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

#### **Three-Touch Dial**

Memory locations 100 through 900 are special three-touch locations.

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

For example: Location no. 123

Press and con briefly, then hold down

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

**Note :** When several numbers are saved in one location, only the phone number which is specified with **Set Speed Dial** option will be automatically dialed. For details, refer to the **Edit** option under **Find** menu on page 50.

## Pause Dialing

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

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#### Storing Pauses in a Phone Book Entry

To store a number in your Phone Book that contains pauses:

- 1. Enter the phone number you want to store (such as the bank's tele-service phone number).
- 2. Press 🧠 . The pause menu options display.
- 3. Toggle () to highlight one of the two pause menu options offered.
- 4. Select the required pause type and press the Ø key.
  - Hard pause : The letter 'P' displays within the number, meaning that a hard pause will occur at that point in the calling sequence. Enter digits that need to follow the pause.
  - 2sec pause: The letter 'T' displays in the number, meaning that a "Timed (2 second) pause will occur at that point in the calling sequence.
- 5. Enter the digits that need to follow the pause, such as your account number.
- 6. Repeat steps 2 through 4 to add more pauses and numbers, if necessary.
- 7. Store the number in your Phonebook as you normally would by pressing the *P* key and following from step 2 on page 52.

### Pause Dialing from a Stored Phone Book Entry

- 1. Dial the number from the Phone Book.
- 2. If you stored the number using 2sec pause, simply call the number form the Phone Book.

If you stored the number using Hard pause, wait for the appropriate prompt for the number (credit card number, bank account number, etc.).

When prompted, press  $\bigcirc$  to send the DTMF number that follows your pause.

### Manual Pause Dialing

You can enter pauses manually during the dialing process.

- 1. Enter the phone number of the service you want to connect to (such as a bank's tele-service phone number).
- 2. Press 🧠 . The pause menu options display.
- 3. Toggle (•••) to highlight one of the two pause menu options offered.
- 4. Press Ø to select an option. Continue entering the number.
- 5. When the number completed, press 🕤 to call the number.

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### Answering a Call

When somebody calls you, the phone rings and the phone icon is displayed in the middle of the display.

If the caller can be identified, the caller's phone number (and name if pre-stored in your Phone Book) is displayed. If the caller cannot be identified, only the phone icon appears.

1. To answer a call press 🔊 .

If the **Call Answer** menu (**MENU 9-2**) is set to **Any key**, you can answer a call only by pressing any key except for  $\bigcirc$  or  $\bigcirc$  /  $\bigcirc$ .

2. End the call by pressing 🥏.

**Note**: You can answer a call while using the phone book or menu features. The current operation will be interrupted.

## **Options During a Call**

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

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

Phone Book: allows you to access the Phone Book menu.

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

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

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

Send DTMF: allows you to send the DTMF tone.

Calls: allows you to access the Calls menu.

**Messages**: allows you to use the **Messages** menu. For details, see page 56.

**Planner**: allows you to access the **Planner** menu. For details, see page 65.

## **Using Caller ID**

This feature tells you who is calling you by displaying the caller's number when the phone rings. If a caller's name and number are stored in your Phone Book, the corresponding name is also displayed. If you call someone who has this feature, your phone number will be displayed on the their phone.

**Note:** Contact your service provider to setup the Caller ID service.

### **Viewing Missed Calls**

Your phone keeps a list of calls that you do not answer when the phone is on and service is available. The phone indicates a missed call by displaying a text notification on the screen. Additionally, if caller information is available, the screen displays the phone number of the most recent missed call.

Press  $\bigcirc$  to call the displayed number, or  $\swarrow$  to save the number in Phone Book.

#### **Dropped Calls**

A dropped call can occur during a conversation in response to a signal fade or leaving a service area. In this case, the call ends and "Signal Faded" displays.

Press O to clear the message and return to Standby mode.

## **Three-Way Calling**

This feature enables you to conduct conference calls with two separate parties at the same time. The phone records each party into the Outgoing Calls Log. Also, You are billed airtime for each outgoing call separately.

**Note:** Contact your service provider to activate Three-Way Calling.

To place a Three-Way call:

- 1. During a conversation, enter the phone number for the third party, and then press  $\Im$ . The phone dials the third party.
- 2. When you are connected to the third party, press 🕤 again to begin your three-way call.

If one of the callers (not you) hangs up, you and remaining caller stay connected. If you initiated the call and you hang up first, all three parties are disconnected.

## **Call Waiting**

Call Waiting lets you receive a second call during conversation. Your phone notifies you of a call waiting by beeping and displaying "Call Waiting."

**Note**: Contact your service provider to activate the Call Waiting service.

To answer a waiting call:

- 1. To answer the call, press 🕤 . The phone connects the calling party, and places the current party on hold.
- 2. Press 🕤 again to switch between two parties.

**Note:** If you do not respond to a Call Waiting notification, the phone will forward the call to voicemail or another number that you have set up. Contact your service provider for more information.

## **Call Forwarding**

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

## Adjusting the Volume

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

In Standby mode, you can adjust the key volume using the same keys.

## **Entering Text**

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

You are provided with the following text input modes;

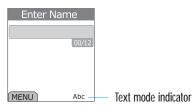
- T9(Hebrew)
- Hebrew
- **T9(English)**: This mode allows you to enter words with only one key press per letter. Each key on a keypad has more than one letter - a single press on the **s** key could be J, K or L. The T9 mode automatically compares your key presses to an internal linguistic database to determine the correct word. The T9 mode requires far fewer keystrokes than the traditional multi-tap method, alphabet mode.
- **Alphabet**: This mode allows you to enter letters by pressing the key labeled with the letter you want to enter once, twice, or three times until it appears on the display.
- **Symbol**: This mode allows you to enter special characters.
- Number: This mode allows you to enter numbers.

**Note:** Not in Number mode, To enter a number, press and hold down the corresponding key.



## Changing Text Input Mode

When you are in a field that allows characters entry, you should notice the text input mode indicator in the display.



You can change between **T9(Hebrew)**, **Hebrew**, **T9(English)**, **Alphabet** and **Number** mode to enter words. To include a symbol between characters, **Symbol** mode is also available. To change to another text input mode;

1. Press 🐚 .

- 2. Scroll to the desired mode by pressing  $rac{1}{\sim}$  or  $vert{vert}$ .
- 3. To select the mode highlighted, press  ${\ensuremath{ \wp e} }$  .
- 4. You will find the selected text input mode indicator in the display.

Note: If you want to exit the menu without changing to a new mode, press  $\square$ .

## T9(Hebrew), T9(English) Mode

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

- 2. The word you are typing appears in the display. It may change with each key press.
- 3. Type to the end of the word before editing or deleting any keystrokes.

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

### **Smart Punctuations**

Period, hyphen, and apostrophe are available on 🔊 . **T9** applies rules of grammar to insert the correct punctuation. Notice that 🗐 is used twice in this <u>example</u> to display two punctuation marks:



### Changing Case

Note: This feature is available only in T9(English) mode.

Your phone offers three shift states;

- t9Abc : initial letter is capitalized
- t9ABC : all letters are capitalized
- t9abc : all letters are lower case

Press 🔊 one or more times to display the appropriate shift indicator, and begin typing normally.

## Scrolling

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

## **Clearing Letters and Words**

Press come or more times to clear letters. Press and hold come to erase all.

## Hebrew, Alphabet Mode

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

For example, you press I three times quickly to display the letter "C", I two times quickly to display the letter "K". So, this method is called multi-tap typing.

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

### List of characters available:

Кеу	Characters in the Order Displayed
Θ	' , ? ! @ / _ " ( ) # * % & + = ; 1
2 2	АВС2 21 Т
35	DEF3 אבגצ
43	GHI4 4ጋሽ
5 2	JKL5 570'
68%	ΜΝΟ6 6υητ
TAR	PQRS7 <b>רשת</b> 7
8#	¥ ק 8 8 V U T
93	WXYZ9 9עפּ
00	0

(Caps Lock mode)

### Changing Case

Note: This feature is available only in Alphabet mode.

Your phone offers three shift states;

- Abc : initial letter is capitalized
- ABC : all letters are capitalized
- abc : all letters are lower case

Press 🔊 one or more times to display the appropriate shift indicator, and begin typing normally.

### Other Uses

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

- Press 🥮 to insert a space.
- To move the cursor left or right through your text message, press .
- Press come or more times to clear letters to the left. Press and hold come to erase all.

## Symbol Mode

Symbol mode enables you enter symbols.

Enter Name		
	Symbol	
	Select Number 12345678 !@#%&*<>	·
Ļ	ушьот А	DC

Press 🖲 or 🖻 to display more symbols.

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

## Number Mode

Number mode enables you enter numbers.

## Using the Menus

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

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

## Accessing Menu Functions by Scrolling

- In Standby mode, press Solution to access the menu facility. Scroll with navigation keys or volume keys to reach the desired main menu. Press Point to enter the menu.
- 2. Press navigation keys to reach the desired main menu; for example, **Display**. Press *I* to enter the **Display** menu.
- 3. If the menu contains any submenus: for example, **Language**, find the one you want by scrolling with volume keys, or v. Press of to enter the submenu.

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

#### Notes:

- $\cdot$  You can return the previous menu level by pressing  $\frown$ .
- You can exit the menu without changing the menu settings by pressing ?

# Accessing Menu Functions by Using its Shortcut

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

- 1. In Standby mode, press 🔊 to access the main menu.
- 2. Key in the first digit of the shortcut number. Repeat this for each digit of the shortcut number.

Example: Accessing the Ringer Type option

Press 🔎 and 💷.

### 6 for Sounds, 2 for Ringer Type menu function.

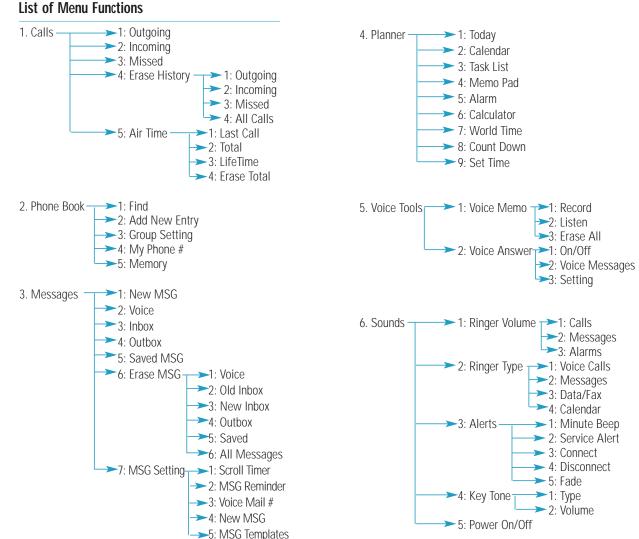
3. Find the setting of your choice pressing and then press  $\ensuremath{ \ensuremath{ \ensurema$ 

**Note:** The numbers assigned to each menu function are indicated on the list on page 44.

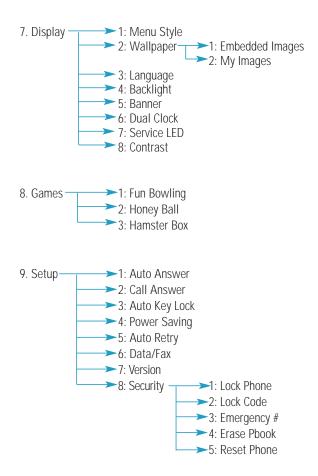




Using the Menus







## Calls

You can use the Calls menu to:

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

## Outgoing

Menu 1-1

The phone stores up to 20 outgoing calls you dialed. When you access this menu, the list of outgoing calls is displayed.

- 1. Press up or down navigation key to find the desired number (or name if saved in Phonebook).
- Press to select the highlighted number. The dialed number (and name if stored in Phonebook) is displayed.
- 3. If you want to access **Menu**, press **(Sec.)**. The following options are available:

Dial: dials the number.

**Save**: (shown when the number is not stored in your Phonebook) allows you to save the number in Phonebook.

**Show Entry**: (shown when the number is stored in your Phonebook) displays the phone number and memory location number.

**Prepend**: allows to add an area code or feature code to the number before dialing the number. See page 23 for details.

If you want to place a call to the displayed phone number, press  $\overline{\roldsymbol{\circ}}$  . To exit the call log, press  $\overline{\roldsymbol{\mathscr O}}$  .

## Incoming

Menu 1-2

This option lets you view the last 20 received calls (if you are subscribed to the caller ID service). When you access this menu, the list of the incoming calls is displayed.

For further information on scrolling through the list and accessing a call log, see "Outgoing" on page 47.

## Missed

Menu 1-3

If the caller identification is available (contact your service provider), your phone keeps a list of 20 missed calls that you failed to answer.

For further information on scrolling through the list and accessing a call log, see "Outgoing" on page 47.

## **Erase History**

Menu 1-4

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

The following options are available:

Outgoing: The calls you made are erased.

Incoming: The calls you received are erased.

Missed: The calls you missed are erased.

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

When a confirming message pops up, select **Yes** and press O to erase the log. If you want to cancel the operation, press O or select **No** and press O.

## Air Time

Menu 1-5

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

Note: This feature is not intended for billing puroses.

The following options are available:

- Last Call: shows airtime of the last call to or from your phone.
- Total: shows the number of all calls to or from your phone and total duration of the calls since the air time counter was lastly set to zero by using the **Erase** Total option.
- Life Time: shows the number and total duration of all calls made to or from your phone since the phone was shipped from the factory.
- Erase Total: erases the "Total" airtime measurement and resets the air time counter.



## **Phone Book**

The Phonebook allows you to store frequently used phone numbers and the associated names in your personal directory to make it easy for you to make a call without having to remember or enter the phone number. You can store up to 900 entries including E-mail and URL addresses.

## Find

Menu 2-1

This menu allows you to find an entry in your Phonebook.

- Note: You can access this menu by pressing regin Standby Mode.
- 1. Press the (or) to scroll to the method you want to use.
  - **By Name**: Enter the first few letters of the name you want with the alphabet and hebrew mode. The Phonebook entries are listed starting with the first entry matching your input.
  - **By Entry**: Enter the location number of the number your want to find, using the numeric keys.
  - By Group: Press the vertice we and select the group containing the entry you want to find, using the vertice or we key. The phone lists all of the entries in the selected group.

- 2. If necessary, press the a or we key to scroll through the entries.
- 3. When the entry you want highlights, press 🖉 to access the entry. The phone shows the details about the name.

4.	То	Press
	place a call to the selected number	<b>?</b> .
	use the options	Solution - Solution

With an entry selected, if you press  $\circledast$  , the following options are available:

Dial: dials a call to the number.

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

**Prepend**: allows you to add digits, such as area codes, ahead of the selected number before dialing. See page 23 for details.

Erase: erases the selected entry.

### Add New Entry

Menu 2-2

This menu allows you to store a number with a name in your Phonebook. You can save a person's numbers, such as workplace number, mobile number and fax number, into one entry. A Phonebook entry can contain up to six numbers, one in each category.

### **Creating a New Entry**

- 1. Enter a phone number and press @.
- 2. Press *P* to confirm to add a new entry. If you are creating an entry for the first time, skip to step 3.
- 3. Select an icon to identify the category of the number to be stored using the Navigation keys and press *𝒫*.
- 4. Enter a name and press Ø. For further details about entering characters, see page 35.
- 5. To select an option, scroll to it by pressing a or . The following options are available:
  - Enter Name: allows you to enter a name of up to 12 characters, if you didn't in step 4. For further details about how to enter text, see page 35.
  - Entry: The first available location displays. If necessary, enter the location number using the number keys.
  - Home/Work/Mobile/Pager/Fax/No label: allows you to store more numbers for each category.

- **Speed dial**: allows you to select one of the stored numbers for speed dialing.
- E-mail: allows you to store an e-mail address.
- URL: allows you to store a URL address.
- Group: allows you to assign the entry to a caller group. To remove the entry from a group, select ללא קהצמ.
- Name Ringer: allows you to select the unique ringer to be used for alerting you to an incoming call from the person.
- **Birthday**: allows you to save the date of the person's birthday.
- Secret: allows you to prevent a number from being displayed when it is accessed or dialed by unauthorized users. When this option is set to **ON**, only people with your phone's lock code can view the secret number.
- **Image**: allows you to select an image to be used for alerting you to an incoming call from the person.
- 6. Press (to enter information or use the (for) to change the settings.
- 7. When you finish setting the options, press  ${\ensuremath{ \ensuremath{ \ensurem$
- 8. Using navigation keys, choose Yes or No and press  $\ \ensuremath{\wpolim}$  .

After storing, the phone displays the Phonebook entry number that you just saved and the remaining slots you can further store phone numbers.



### Storing Phone Numbers at Call's End

To store a phone number at the end of your call:

- 1. Press 🔊 to end the call. The call time and the phone number display.
- 2. To store the phone number, press 🥏.
- 3. To complete storing the number, follow the procedure from step 2 in "Creating a New Entry" on page 52.

## Adding a Number into an Existing Entry

- 1. Enter a number and press  $\ensuremath{\varnothing}$  .
- 2. Scroll to the entry where you want to add a number by pressing the navigation keys. Press P.
- 3. To complete storing the number, follow the procedure from step 3 in "Creating a New Entry" on page 52.

## **Group Setting**

Menu 2-3

This option allows you to change the settings for the caller groups. ( ללא קהצמ is not allowed to change the setting.)

- 1. Scroll to the group you want to edit using  $rac{1}{2}$  or  ${2}$ .
- 2. Press 🧠 and select **Rename**.

- 3. Press circ to clear the current group name.
- 4. Enter a new name and press 🥟 .

For further details about entering characters, see page 35.

To change the Sounds of a caller group:

- 1. Press or view to scroll to the group you want to edit.
- 2. Press S and select **Sounds** to select a ringer melody to indicate when a call comes in from any members of the group.
- 3. Select the ringer category you want by pressing only and press v.
- 4. Select the ringer melody you want by pressing
- 5. Press 🥏 .

## My Phone #

#### Menu 2-4

This option allows you to show your phone number.

This number is sent when you choose the  $\ensuremath{\textbf{Send DTMF}}$  option during a call.

## Memory

Menu 2-5

This option shows the memory status for Phone Book.



## Messages

Your phone can receive voice mail notification, messages and pages. It also can send messages if you system supplier provides this service.

When the phone receives a message, an alert sounds, a text notification displays along with the name or phone number of the caller if available. The New Message icon () remains on the screen until you read the new text/multimedia messages or numeric pages, or you listen to the new voice mail messages.

Messages are received even when your phone is in the lock mode. To access a message, you must unlock the phone.

During a conversation and you receive an incoming message, your phone automatically mutes the ringer. This is to avoid ringing in your ear while you are trying to converse.

You can quickly enter the  $\ensuremath{\text{Messages}}$  menu by pressing  $\ensuremath{\textcircled{\sc op}}$  in Standby Mode.

## New Message

Menu 3-1

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

Note: Message transmission is available only when your phone is operating in a digital network and if service is supported by your service provider. 1. Enter a destination number using the numeric keys and press  ${\ensuremath{ \wp e}}$  .

Pressing  $\circledast$  allows you to search your Phonebook for a number.

- 2. Enter the message contents. For further details about how to enter text, see page 35.
- 3. When you finish entering the message, press @.
- 4. To select an option, press  $rac{rac}{rac}$  or  $rac{rac}{rac}$  and press  $ac{rac}{rac}$ .

The following options are available:

- Send To: allows you to change the send-to phone number.
- Msg: allows you to change the message contents you've already entered.
- **Options**: displays the following setting options. Scroll to an options using or and change the setting using or .
- Delivery Ack: Turn the delivery acknowledgement feature on or off. When this is activated, the network informs you whether or not your message has been received by the recipient.
- Message Save: Set whether or not the phone saves the message in the Outbox after transmission. When you select **Prompt Save**, the phone asks if you want to save the message.
- Note: The Delivery Ack and Message Save options can be preset in the New MSG menu option (MENU 3-7-4); for details, see page 63.



- Save Msg: allows you to store the message in the Saved MSG menu(MENU 3-5) for future use.
- 5. Press 🔊 to send the message.

### Voice

Menu 3-2

When you receive a voice message the corresponding text notification displays. Press the  $\checkmark$  key and the phone dials the voice mail center.

If multiple new voice messages are received but not checked, information of the last one will be displayed. The information display includes the time/date stamp and the number of new voice messages.

Press Solution to access the following options:

**Listen**: allows you to listen to the voice message. The phone automatically dials the number of your voicemail center.

**Erase**: clears the New Message icon and resets the counter for a new voice message, if necessary. The system resets the counter automatically after you listen to all of the new messages.

Note: You can also access your voicemail box by pressing and holding 🥟 in standby mode.

### Inbox

Menu 3-3

Your phone can store up to 97 numeric pages and text messages all together in the inbox, outbox and Saved Msg. If the message memory is full, the phone automatically deletes the messages from the oldest one to receive additional messages.

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

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

- **Reply**: allows you to send a reply message to the sender.
- Forward: allows you to send the message to the other person.

Delete: deletes the message.

Dial: places a call to the callback number.

- Save #: allows you to save the call back number of the message.
- Protect: the Locked option allows you to keep the message from being deleted. They will not be erased until you unlock by using the Unlocked option.

#### Messages

### Outbox

Menu 3-4

You can review or resend the messages stored in Outbox, if needed.

When you enter the **Outbox** menu, you can see the message list.

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

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

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

**Resend**: allows you to resend the message. For further information on sending a message, see page 57.

Delete: deletes the message from Outbox.

## Saved Message

Your phone can store draft messages that are yet to be sent in the Saved Message box. If you save the message contents using the **Saved MSG** menu before sending it (see page 58), you can access them using this menu.

To review a stored message, press  $\frown$  or  $\bigtriangledown$  to scroll to it and press P.

While reviewing a message, press (1) to use the following options:

**Resend**: allows you to resend the message. For further details, see page 57.

**Delete**: deletes the message from the Filed Message box.

### Erase Message

Menu 3-6

Using this menu, you can erase all of the messages in each message box; Voice mail box, Old Inbox, New Inbox, Outbox and Saved Message box. You can also erase all of the messages at one time by selecting **All Messages**.

When a confirming message appears, select Yes and press  ${\ensuremath{\varnothing}}$  .

## **Message Setting**

Menu 3-7

Using this menu, you can set up the various options for the message.

### Scroll Timer (Menu 3-7-1)

You can set the screen to scroll automatically or not.

**1/3/5 seconds**: If an incoming message is too long for the display, the phone displays it by scrolling the screen automatically. You can set the time when the phone scrolls to the next screen.

**Off**: It does not scroll automatically. You should scroll to next screen manually using up or down navigation key.

### MSG Reminder (Menu 3-7-2)

When a message is received, the phone alerts you by sounding the selected ringer. You can set how often you want to be alerted. Selecting **Off** means that the message alert sounds once when the message is received. Selecting **Once** means that the message alert sounds once when the message is received and sounds again after 2 minutes. Selecting **Every 2 min** means that the message alert sounds every 2 minutes.

### Voice Mail # (Menu 3-7-3)

All unanswered calls to your phone are automatically transferred to the voicemail center, even if your phone is off or in use. You can store the number of the voice mail center in this menu.

You can include a hard or 2-second pause in the number by pressing  $\Im$ .

### New Message (Menu 3-7-4)

You can set up the following options as default setting when creating a new message.

- Save Message: allows you to set whether you want the transmitted message to be saved in Outbox or not.
  - Do not save : not to save automatically
  - Prompt Save: asks you to save it or not
  - Auto Save: save the message automatically

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## Entry Method: You can select the text input mode between **T9 Word** and **Alphabet**.

Delivery Ack: allows you to activate or deactivate the delivery acknowledgement.

### Msg Templates (Menu 3-7-5)

Using this menu, you can preset up to ten messages that you use most frequently. When you access this menu, the preset message list is displayed.

- 1. Scroll to the required message or an empty entry by pressing an or v.
- 2. Press 🧠 to edit the message. For further details about how to enter characters, see page 35.

## Planner

The Planner feature enables you to:

- keep track of important dates and events.
- create a list of things to do and memos.
- set an alarm to ring at a specific time.
- use the phone as a calculator.
- check the time in another part of the world.
- count down to a specific day.
- set the current date and time.

## Today

Menu 4-1

You can schedule up to 9 events for the current day, indicating each event's start and end time. You can even have your phone's calendar alert you before an event commences. Events scheduled for future dates automatically appear on your Today events schedule on that day.

## Scheduling a New Event

1. Enter your event contents and press 🥏.

For further details about entering characters, see page 35.

2. Enter the start time and date using the numeric keys.

You need to enter the time in 24-hour format.

Note: You can move through the input fields using the Navigation keys.



Menu 4-2

- 3. Enter the end time and date using the number keys.
- 4. Select when an alarm will inform you of the event, by pressing (or ). Selecting **No Alarm** means that the phone does not ring the alarm.
- 5. Press 🥟 to store your event.

## Viewing Your Today's Schedule

The list of the events stored on the current day displays when you select the **Today** menu (**MENU 4-1**).

While viewing the event list, press or view key to scroll to an event and:

Press I to view the event information. To view the Start time and End time settings, use and view. You can move to the previous or next event by pressing (or b).

While viewing the event, press to use the following options:

Edit: allows you to change the event.

Erase: allows you to erase the event.

- Press  $\$  to use the following options:

Add New: allows you to add a new event.

Erase: allows you to erase the selected event.

Erase All: allows you to erase all of the events.

## Calendar

This menu allows you to view the current month, as well as a past or future months, in calendar format. On the calendar, the current day is boldfaced and days with scheduled events are indicated by a colored box inside the calendar day.

## Scrolling Through the Calendar

- You can move by one day by pressing (or ).
- You can move by one week by pressing an or
- To display the next or previous month, press  $\,\widehat{}\,$  or  $[\!\!\!\!]$  .

On the calendar, press 🧠 to use the following options:

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

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

**Erase All**: allows you to erase all schedules on the calendar.



### Creating a New Schedule

You can store up to 70 events total in the scheduler, with up to 9 events for one day.

- Select a day on the calendar, referring to "Scrolling Through the Calendar" on page 67 and press @.
- 2. Enter your event contents and press @ .

For further details about entering letters, see page 35.

3. Enter the start time and date using the numeric keys.

You need to enter the time in 24-hour format.

Note: You can move through the input fields using the Navigation keys.

- 4. Enter the end time and date using the number keys.
- 5. Select when an alarm will inform you of the event, by pressing for .

Selecting **No Alarm** means that the phone does not ring the alarm.

6. Press 🥟 to store your event.

### **Viewing Your Schedule**

Select a day with scheduled events on the calendar, referring to "Scrolling Through the Calendar" on page 67 and press *I* and press *I*. The first event stored on the day displays.

Press for b to view the previous and next event. To view the start time and end time sets, use and w.

While viewing the event, press Solution to use the following options:

Edit: allows you to edit the event.

Erase: allows you to erase the event.

## Task List

Menu 4-3

This feature allows you to enter up a list of tasks to be done and assign both a priority and a deadline to each task.

### Creating a New Task

1. Enter the first task and press *I* to confirm.

For further details about how to enter characters, see page 35.

2. Enter the time and date by which the task needs to be done, by using the numeric keys.

You need to enter the time in 24-hour format.



Note: You can move through the input fields using the Navigation keys.

3. Select high or low priority using for b and then press to store the task.

### Viewing a Task

The list of the tasks displays when you access the **Task** List menu (MENU 4-3).

While viewing the task list, press a or view to scroll to a task and:

• Press Ø to view details. You can move to the previous or next task by pressing the Navigation keys.

While viewing the task, press  $\$  to use the following options:

Edit: allows you to edit the task.

Erase: allows you to erase the task.

- Press  $\bigcirc$  to use the following options:

Add New: allows you to add a new task.

**Erase**: allows you to erase the selected task. **Erase All**: allows you to erase all of the tasks.

# Memo Pad

This feature allows you to write down memos about anything you need to remember.

# Writing a New Memo

1. Enter the memo contents.

For further details about how to enter characters, see page 35.

2. Press  $\ensuremath{ \ensuremath{ \ensure$ 

# Viewing a Memo

The list of your memos displays when you access the **Memo Pad** menu (**MENU 4-4**).

While viewing the memo list, press  $rac{1}{100}$  or  $rac{1}{100}$  to scroll to a memo and:

• Press Ø to view details. You can move to the previous or next memo by pressing the Navigation keys.

While viewing the memo, press  $\textcircled{\sc sol}$  to use the following options:

Edit: allows you to edit the memo.

Erase: allows you to erase the memo.

- Press  $\$  to use the following options:

Add New: allows you to add a new memo.

Erase: allows you to erase the selected memo. Erase All: allows you to erase all of the memos.



### Alarm

Menu 4-5

This menu allows you to set up to three alarms to ring at a specific time.

To set an alarm:

- 1. Select an alarm, Alarm #1 through Alarm #3, and press *P* .
- 2. Select **On** by pressing or .
- 3. Press value and enter the required time for the alarm to ring.

You need to enter the time in 24-hour format.

- 4. Press  $\checkmark$  and select an alarm melody by pressing  $(\circ r)$ .
- 5. Press real and select an alarm type, either **Daily** or **Once**, by pressing ( or ).
- 6. Press 🥟 to save the alarm setting.

To stop the alarm when it rings, press any key.

To deactivate an alarm setting, access it from the alarm list and select **Off** on the top line.

Calculator

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

1. Enter the first number on the first line using the numeric keys.

### Notes:

- To erase mistakes or clear the display, press  $\bigcirc$  .
- Use the \* key to enter a decimal point and the # key to change the sign of a number to a negative (-).
- 2. Enter the operation for your calculation on the second line by pressing the Navigation keys, according to the graphic on the display.
- 3. Enter the second number.
- 4. Repeat steps 2 and 3 as many times as required.
- 5. To view the result, press  $\ensuremath{ \ensuremath{ \ensuremath{$



# World Time

Menu 4-7

This menu allows you to check the current time for 34 major cities around the world.

Select the city corresponding to your time zone by pressing the Navigation keys one or more times. The local date and time display.

To turn the DST (Daylight Saving Time) setting on:

- 2. When DST setting highlights, press 🥟 .
- 3. Select **On** and press *P*. The DST icon appears on the left of the time.

To cancel the setting, select Off.

# **Count Down**

Menu 4-8

This menu helps you know how much time it takes for you to do something, or how many days, hours and minutes until a specific day arrives. You can create up to 9 counters using this menu.

### **Creating a New Counter**

1. Enter the contents for your counter and press  $\ensuremath{\varnothing}$  .

For further details about entering text, see page 35.

2. Enter the time and date you want to countdown from.

You need to enter the time in 24-hour format.

### Notes:

- You can move through the input fields using the Navigation keys.
- You can enter a year between 1980 and 2099.
- 3. Press 🕖 to store the counter.

# Viewing a Counter

The list of the counters displays when you access the **Count Down** menu (**MENU 4-8**).

While viewing the counter list, press a or v to scroll to a counter and :

• Press Ø to view details. You can move to the previous or next counter, press the Navigation keys.

While viewing a counter, press Solution to use the following options:

Edit: allows you to edit the counter.

Erase: allows you to erase the counter.

• Press 👒 to use the following options:

Add New: allows you to add a new counter.

Erase: allows you to erase the selected counter.

Erase All: allows you to erase all of the counters.



### Set Time

Menu 4-9

To display the correct date and time on the idle screen or to use the Planner features, such as **Today**, **Calendar**, **Task List**, **Count Down**, **Alarm** and **World Time**, you need to set the current time and date using this menu.

Enter the time and date using the numeric keys.

The minute, hour, month and day each must be entered using 2 digits and the year requires all 4 digits. You need to enter the hour in 24-hour format.

# **Voice Tools**

In this menu, you can use the phone's voice features, allowing you to:

- · record a voice memo.
- set the phone to answer a call and record the caller's message.

# Voice Memo

Menu 5-1

Note: You can quickly enter this menu by pressing during a call.

### Record (Menu 5-1-1)

You can record up to voice memos of 4 minutes total. This feature shares the memory with the Voice Answer feature and the amount of time for memos are dependent on the available memory less any callers' messages; for example, if your phone has the callers' messages of 4 minutes total, you cannot record any voice memo.

1. Record a memo by speaking to the microphone.

When you are recording, a timer displays to show you the elapsed time.

You can pause recording by pressing  $\bigodot$  and then resume by pressing  $\bigodot$  .

2. Press Ø to end recording. The screen provides you with the following choices. Scroll to an option and press Ø.



- Listen: allows you to review the voice memo. The screen displays the length of the memo along with the date and time.
- **Rerecord**: allows you to discard the current memo and record another one.
- Save: allows you to save the voice memo.
- Quit: allows you to quit recording the memo and exit the Record menu.
- 3. When you are satisfied, select the Save option and press O .

4. Enter a title for the memo and press earrow 2.

### Listen (Menu 5-1-2)

When a list of your voice memos displays, scroll to the memo you want to review and press . The phone plays back the memo.

On the memo list, press  $\circledast$  to use the following options:

Play: plays back the memo.

Erase: erases the selected memo.

**Info**: shows detailed information about the memo, such as title, length, memory size and date and time when the memo was recorded.

# Erase All (Menu 5-1-3)

This menu allows you to erase all of the voice memos and voice answers. When a confirming message displays, select **Yes** and press P.

### Note: You can quickly access this menu by pressing in Standby Mode.

If you are not able to answer an incoming call, you can set your phone to answer a call with the default greeting message and record the caller's message. As this feature shares the memory with voice memos, the total length of messages is dependent on the available memory less any voice memos.

# On/Off (Menu 5-2-1)

This option allows you to enable or disable the answering machine mode.

### Voice messages (Menu 5-2-2)

You can listen to the callers' messages recorded in your phone. When you access this option, a list of the recorded messages appears.

Note: If the phone has the callers' messages waiting to be checked, it displays the total number of the messages when the last message was recorded.

On the message list, press 👒 to the following options:

Play: plays the selected message.

Note: You can pause the playback by pressing in and then resume by pressing .



Erase: erases the selected message.

**Info**: shows detailed information about the message, such as caller's number if identified, elapsed time, memory size and date and time when the message was recorded.

Dial: places a call to the caller's number, if identified.

**Erase All**: erases all of the voice memos and voice answers.

### Setting (Menu 5-2-3)

You can change the settings for the voice answer mode. The following options are available:

**Greeting**: Your phone provides you with the default greeting message to be played when a call comes in. You can also record your own greeting message.

To record a greeting message:

- 1. Select **Record** and press the **OK** key.
- Wait until a beeping prompt sounds and record a greeting message by speaking into the microphone.

You can pause recording by pressing ( and then resume by pressing ).

 When recording is complete, press the **OK** key. The phone automatically saves and activates the message. If you want to play back the currently selected message, highlight **Play** and press the **OK** key.

To enable or disable your own greeting message:

- 1. Highlight Select and press the OK key.
- Select My Message to use your message or Default to use the default message.
- 3. Press the **OK** key to save your selection.
- Note: Once you have recorded your own message and then have changed the greeting to the default message, your message is deleted.

**Screening**: allows you to enable or disable the screening speaker which allows you to listen to the caller's message while the caller is leaving it.

Wait Time: allows you to set how long the phone waits before answering a call with the greeting message. Selecting **Immediate** means that the phone plays back the message as soon as a call comes in.



# Sounds

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

- ringer volume, type, and tone.
- key tone and alert sounds.
- sound which plays when the phone is switched on or off.

# **Ringer Volume**

Menu 6-1

This menu allows you to adjust the ringer volume.

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

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

**Alarms**: allows you to adjust the ringer volume for alarm settings.

Press the Navigation keys to adjust the volume level or select a ringer type. The following options are available:

- Silent: the phone does not sound a ring.
- Vibrate: the phone switches to the vibration mode. An incoming call vibrates the phone.
- 1-Beep: the phone sounds a beep.
- Level 1  $\sim$  8: adjust the volume level. The more bars, the louder the volume.
- High+Vib: the phone rings in the highest volume level and then vibrates.

**Notes:** The options available may be different depending on the selected ringer item.

# **Ringer Type**

Menu 6-2

This menu allows you to set the unique ringer melodies for the following items:

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

**Messages**: allows you to have a distinctive ringer for incoming voice mail, text messages independently.

**Data/Fax**: allows you to be alerted with a distinctive ringer when you receive data or fax calls through the phone. This feature may not be available depending on your network.

**Calendar**: allows you to have a distinctive ring for calendar settings.



### Alerts

Menu 6-3

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

The available alerts are:

**Minute Beep**: When this option is set to **On**, the phone sounds an alert 50 seconds before each elapsed minute to remind you of the length of the current call.

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

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

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

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

# Key Tone

Using this menu, you can set up the keypad tone that the phone sounds when you press a key.

The following options are available:

Type: allows you to select a tone that the phone sounds when you press a key. Choose one of Man(HEB), Lady(ENG), Rain Drop and Beep.

**Volume**: allows you to adjust the volume of the keypad tone using the Navigation keys or the Volume keys on the left side of the phone.

# Power On/Off

Menu 6-5

You can turn on or off the tone that the phone sounds when it is switched on or off.

Choose  $\mathbf{On}$  to use the power on/off sound or  $\mathbf{Off}$  not to use it.



# Display

The Display feature enables you to:

- change the display style of the menus.
- select an image to be displayed in Standby Mode
- change the display language.
- set the length of time for the backlight.
- set a banner message.
- select the time zones for the dual clock.
- turn the service LED on or off.
- adjust the screen contrast of LCD screens.

# Menu Style

Menu 7-1

This menu allows you to select the menu display style.

You can choose either Camera or Nature.

# Wallpaper

Menu 7-2

You can change the background image (wall paper) to be displayed in Standby Mode.

Select one of default images in the **Embedded Images** menu or pictures you have taken in the **My Images** menu.

When you select **Dual Clock**, the phone displays the analog clocks for the two time zones selected in the **Dual Clock** menu (**MENU 7-6**). See page 88.

# Language

Sets the language of menus and key-input.

Select the desired language by pressing navigation keys. The available languages are **English** and עברית.

Note: This setting does not affect the Web Browser.

# Backlight

Menu 7-4

You have several options for setting how the LCD backlight operates. Remember that backlight use drains your battery faster.

The following options are available:

**10/15/30 seconds**: The backlight switches on when you press a key and switches off 10/15/30 seconds after that. Then the display turns off after 50/45/30 seconds.



### Banner

Menu 7-5

This menu allows you to set a banner message to be displayed at the bottom of the display in Standby Mode.

- 1. If necessary, press 🐨 to delete each letter of the old greeting. Press are hold 🐨 to clear the display.
- 2. Enter your banner message. For further details about how to enter characters, see page 35.
- 3. When you finish entering the message, press 🔊 to save the new banner.

# **Dual Clock**

Menu 7-6

You can choose two time zones to be displayed when you select **Dual Clock** for the wallpaper image; for details, see page 86.

To select time zones for the dual clock:

- 1. When **Location** highlights, press 😎.
- 2. Select the time zone for the first clock by pressing ( or ) and press v.
- 3. Select the time zone for the second clock by pressing ( or ) .
- 4. Press 🥟 to confirm the selection.

To apply the daylight saving time:

- 1. When **Location** highlights, press or b to display **DST**. Press **C**.
- 2. Select **Yes** to use the daylight saving time for the first clock. Otherwise, select **No**.
- 3. Press 😎 and repeat step 2 for the second clock.
- 4. Press to confirm the selection.

# Service LED

Menu 7-7

This menu allows you to select whether or not the service light is used.

# Contrast

Menu 7-8

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

Press right or up navigation key to make the screen brighter, and left or down navigation key to make the screen darker.

Each time you press the key, you will see the selected status of the LCD. Press 🕖 to save your setting.



# Games

You can enjoy three fun games on your phone:

- Fun Bowling (MENU 8-1)
- Honey Ball (MENU 8-2)
- Hamster Box (MENU 8-3)

To start a game:

1. Select a game by pressing  $rac{1}{2}$  or  $rac{1}{2}$  and press eal.

2. The following options are available. To select an option, press the corresponding number key:

- New Game: allows you to start a new game.
- High Score: shows you the High Score table.
- Key Info: shows you the key helper screen.
- **Continue**: allows you to continue the last game you played.

To end the game, press  $\frown$  or  $\clubsuit^{\circ}$  key.

# Setup

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

# **Auto Answer**

Menu 9-1

With this menu activated, the phone automatically answers calls after a specified time. This feature works when the phone is connected to a microphone or an optional hand-free car kit. This function is useful while driving, for instance.

To activate this feature, set how long the phone waits before answering. Select one from After 5 sec, After 3 sec or After 1 sec.

To deactivate the feature, select **OFF**.

# Call Answer

Menu 9-2

This menu allows you to select how to answer an incoming call.

The following options are available:

Any Key: The phone answers when you press any key except for the  $rac{1}{2}$  key and side keys.

SEND Key: The phone answers only when you press the  $\checkmark$  key.



# Auto Key Lock

This function prevents that user pushes keys without intention.

The following options are available:

**15/30 Seconds, 1 Minute:** When the phone is in standby mode, the Key Lock mode switches on 15/30 seconds or 1 minute after the last key is pressed.

If you don 't want to use this feature, select Off .

When the alram occurs or the call is received, the Key Lock mode is disabled.

# **Power Saving**

Menu 9-4

This menu allows you to set the display to turn off after the backlight turns off so that you can conserve your battery power.

Enable : After the backlight turns off, the displays turns off, depending on the setting in the **Backlight** menu (MENU 7-4). See page 87.

**Disable** : After the backlight turns off, the display remains on.

# **Auto Retry**

When this menu is activated, your phone automatically redials the call up when a connection fails.

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

To deactivate the feature, select Off.

# Data/Fax

Menu 9-6

Your phone is capable of sending and receiving digital data and fax call when connected to a computing device (laptop, desktop, handheld, palmtop, etc.) running Windows 95, Windows 98, Windows NT or later versions. The phone functions just like a typical modem on your PC, enabling you to use wireless data involving a wide variety of Windows software applications.

To use digital data or fax services with your phone, you will need to obtain a digital data/fax kit from your service provider. This kit contains the necessary cables, software, and user's guide required for your to connect and use your phone with your computing device.

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



Menu 9-8

The following options are available:

Voice Call Only: Your phone receives voice calls only.

Fax in Only: Your phone receives fax calls only.

Data in Only: Your phone receives data calls only.

### Receiving a Fax or Data File

To receive a fax or data, ensure that your phone is connected to your PC and is powered on. Select one of the Data/Fax options. When you receive a fax call, set up the **Answer** mode in the fax program on your PC and click on **Receive** and select one of the following:

- Automatic Receive (recommended)
- Manual Receive

### Sending a Fax or Data File

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

# Version

Menu 9-7

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

# Security

Your phone provides you with many security options, including a user-programmable lock code.

To access the **Security** menu, you need to enter a lock code. The lock code is preset to "0000" at the factory.

### Lock Phone (Menu 9-8-1)

When the phone is locked, you cannot operate the phone until you enter the lock code.

The following options are available:

Unlocked: The phone remains unlocked.

**On Power-Up**: The phone locks automatically the next time you turn it on.

Lock Now: The phone locks immediately.

To place an emergency call, enter the number and then press the  $\checkmark$  key. The phone recognizes 4 stored and 3 empty emergency numbers in the **Emergency #** menu (**MENU 9-8-3**). See page 96.

To unlock the phone, press one of § ,  $\mathscr{O}$ , , , , , , , , side volume key or Navigation keys and enter the lock code. The phone returns to Standby Mode.



### Setup

### Lock code (Menu 9-8-2)

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

Enter a new, four-digit lock code.

### Emergency Number (Menu 9-8-3)

Your phone provides you with the option for storing three emergency numbers. The default numbers are 100, 101, 102, and \*166. All of these numbers can be manually dialed at any time.

### **IMPORTANT NOTICE!**

Emergency calling may not be available on all wireless networks at all times. A connection cannot always be guaranteed, due to various transmission methods, network parameters and user settings used to complete a call from your wireless phone.

DO NOT depend on this phone as a primary method of dialing 100 or for any other essential or emergency communications.

Remember to always turn your phone on and check for the adequate signal strength before placing a call.

To store an emergency number:

- 1. Press  $\frown$  or  $\bigtriangledown$  to select a location and press P.
- 2. If necessary, press and hold CCC to clear the old number.
- 3. Enter the number you want.

Each emergency number can be up to 32 digits long.

4. Press 🥟 to store the number.

To make an emergency call in the lock mode, simply enter a programmed number, and then press  $\bigcirc$ .

**Notes**: Emergency number which assigned 1 to 4 would not be edited.

### Erase Pbook (Menu 9-8-4)

This feature allows you to clear all of the numbers in your Phonebook.

### Reset Phone (Menu 9-8-5)

Resetting the phone cancels all of your selection in the user-selectable setting options and returns them to the factory default settings.

When a confirming message displays, select **Yes** and press P . The phone turns itself off and back on, then returns to Standby Mode.



# Health and Safety Information

# Exposure to Radio Frequency (RF) Signals

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission (FCC) of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on the safety standards that were developed by independent scientific organizations through periodic and through evaluation of scientific studies.

The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless phones employs a unit of measurement known as Specific Absorption Rate (SAR). The SAR limit set by the FCC is 1.6W/kg \*.

SAR tests are conducted using standard operating positions specified by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output of the phone.

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

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of http://www.fcc.gov/oet/fccid after searching on FCC ID printed in the label on the phone.

FCC certification information for this model phone is attached separation paper.



<sup>\*</sup>In the U.S. and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

### For Body Operation

For body worn operation, this model phone has been tested and meets the FCC RF exposure guidelines when used with a Samsung-supplied or approved accessory designated for this product or when used with and accessory that contains no metal and that positions the handset a minimum from the body. The minimum distance for this model phone is written in the FCC certification information from the body.

None compliance with the above conditions may violate FCC RF exposure guidelines.

For more Information concerning exposure to radio frequency signals, see the following websites:

Federal Communications Commission (FCC) http://www.fcc.gov/oet/rfsafety

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

U.S.Food and Drug Administration (FDA) http://www.fda.gov/cdrh/consumer

World Health Organization (WHO) http://www.who.int/peh-emf/en

### **Precautions When Using Batteries**

- Never use any charger or battery that is damaged in any way.
- Use the battery only for its intended purpose.
- If you use the phone near the network's base station, it uses less power; talk and standby time are greatly affected by the signal strength on the cellular network and the parameters set by the network operator.
- Battery charging time depends on the remaining battery charge and the type of battery and charger used. The battery can be charged and discharged hundreds of times, but it will gradually wear out. When the operation time, including talk time and standby time, is noticeably shorter than normal, it is time to buy a new battery.
- If left unused, a fully charged battery will discharge itself over time.
- Use only Samsung-approved batteries and recharge your battery only with Samsung-approved chargers. When a charger is not in use, disconnect it from the power source. Do not leave the battery connected to a charger for more than a week, since overcharging may shorten its life.



- Extreme temperatures will affect the charging capacity of your battery: it may require cooling or warming first.
- Do not leave the battery in hot or cold places, such as in a car in summer or winter conditions, as you will reduce the capacity and life-time of the battery. Always try to keep the battery at room temperature. A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged. Li-ion batteries are particularly affected by temperatures below 0 °C (32 °F).
- Do not short-circuit the battery. Accidental short circuiting can occur when a metallic object (coin, clip or pen) causes a direct connection between the + and – terminals of the battery (metal strips on the battery), for example when you carry a spare battery in a pocket or bag. Short-circuiting the terminals may damage the battery or the object causing the shortcircuit.
- Dispose of used batteries in accordance with local regulations. Always recycle. Do not dispose of batteries in a fire.

### **Road Safety**

Your wireless phone gives you the powerful ability to communicate by voice, almost anywhere, anytime. But an important responsibility accompanies the benefits of wireless phones, one that every user must uphold.

When driving a car, driving is your first responsibility. When using your wireless phone behind the wheel of a car, make sure that you are following the special regulations in a given area or country.

### **Operating Environment**

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

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

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

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### **Electronic Devices**

Most modern electronic equipment are shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone. Consult the manufacturer to discuss alternatives.

### Pacemakers

Pacemaker manufacturers recommend that a minimum distance of 15 cm (6 inches) be maintained between a wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research and recommendations of Wireless Technology Research.

Persons with pacemakers:

- should always keep the phone more than 15 cm (6 inches) from their pacemaker when the phone is switched on;
- should not carry the phone in a breast pocket;
- should use the ear opposite the pacemaker to minimise potential interference.

If you have any reason to suspect that interference is taking place, switch off your phone immediately.

### Hearing Aids

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

### **Other Medical Devices**

If you use any other personal medical devices, consult the manufacturer of your device to determine if it is adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information. Switch off your phone in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

### Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle.

You should also consult the manufacturer of any equipment that has been added to your vehicle.

### **Posted Facilities**

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



### Potentially Explosive Atmosphere

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

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

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

### **Emergency Calls**

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

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

### To make an emergency call:

- 1. If the phone is not on, switch it on.
- 2. Key in the emergency number for your present location. Emergency numbers vary by location.
- 3. Press the 🥆 key.

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



# **Other Important Safety Information**

- Only qualified personnel should service the phone or install the phone in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty applicable to the device.
- Check regularly that all wireless phone equipment in your vehicle is mounted and operating properly.
- Do not store or carry flammable liquids, gases or explosive materials in the same compartment as the phone, its parts or accessories.
- For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including both installed or portable wireless equipment in the area over the air bag or in the air bag deployment area. If wireless equipment is improperly installed and the air bag inflates, serious injury could result.
- Switch off your phone before boarding an aircraft. The use of wireless phones in aircraft may be dangerous to the operation of the aircraft, and is illegal.
- Failure to observe these instructions may lead to the suspension or denial of telephone services to the offender, or legal action, or both.

# Care and Maintenance

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

- Keep the phone and all its parts and accessories out of the reach of small children.
- Keep the phone dry. Precipitation, humidity and liquids contain minerals that will corrode electronic circuits.
- Do not touch the phone with a wet hand. Doing so may cause an electric shock to you or damage to the phone.
- Do not use or store the phone in dusty, dirty areas, as its moving parts may be damaged.
- Do not store the phone in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the phone in cold areas. When the phone warms up to its normal operating temperature, moisture can form inside the phone, which may damage the phone's electronic circuit boards.
- Do not drop, knock or shake the phone. Rough handling can break internal circuit boards.

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- Do not use harsh chemicals, cleaning solvents or strong detergents to clean the phone. Wipe it with a soft cloth slightly dampened in a mild soap-andwater solution.
- Do not paint the phone. Paint can clog the device's moving parts and prevent proper operation.
- Do not put the phone in or on heating devices, such as a microwave oven, a stove or a radiator. The phone may explode when overheated.
- Use only the supplied or an approved replacement antenna. Unauthorized antennas or modified accessories may damage the phone and violate regulations governing radio devices.
- If the phone, battery, charger or any accessory is not working properly, take it to your nearest qualified service facility. The personnel there will assist you, and if necessary, arrange for service.

# Glossary

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

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

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

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

**Channel** - Communications signals transmit along paths called channels.

Codec - Compression & Decompression.

**Deactivation** - The process of rendering a wireless phone inactive.

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

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

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

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

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

**LED** - (Light Emitting Diode) Commonly used to refer to a small light on the wireless phone or on the Desktop Charger. The LED lights on the phone to indicate an incoming call. **Prepend** - The addition of a prefix, such as an area code, to a phone number.

RF - Radio Frequency

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

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

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

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

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

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





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### W

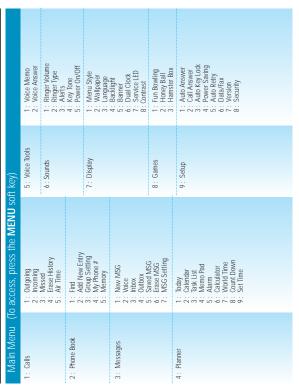
World time(**4-7**) • 74 Writing new message(**3-1**) • 56

	BASIC OF	BASIC OPERATIONS	
Make a call	Phone number + 💙	Save a Number	Number + 🕟 + 🕟 + Choose
Receive/End a call	ンショ		Category + 🔊 + Enter Name + 🔊 + If necessary, ► / ← + ◀ / ►
Adjust the key beep volume	(in Standby mode)		to change the settings or <b>Edit</b> to enter information + 🔗 +
Adjust the speaker volume	(during a conversation)	Speed dialing	Enter memory location of desired number, holding the last digit to automatically dial.
Redial the last call	<ul> <li>twice</li> <li>or press and hold</li> </ul>	Phonebook Search	Press
Switch to Silent mode	Press and hold #		
Lock Keypad	Press and hold *		
I block Vormood	)		





# LIST OF MENU FUNCTION



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	U.S Patent No. 4,901,307 5,056,109 5,099,204
	5,101,501 5,103,459 5,107,225
	5,109,390
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