BenQ

A520 Mobile Phone

User's Manual

Welcome

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Safety Information

For your safety, please read the guidelines below carefully before you use your phone:

Exposure to Radio Frequency Signals

Max. SAR measurement
EU: GSM900: 0.81 mW/g; DCS1800: 0.34 mW/g.
USA: PCS1900: 0.51 mW/g.

Your wireless handheld portable telephone is a low power transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals.

European and international agencies have set standards and recommendations for the protection of public exposure to RF electromagnetic energy.

- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Verband Deutscher Elektringenieure (VDE) DIN- 0848
- Directives of the European Community, Directorate General V in Matters of Radio Frequency Electromagnetic Energy
- National Radiological Protection Board of the United Kingdom, GS 11, 1988
- American National Standards Institute (ANSI) IEEE. C95.1- 1992
- National Council on Radiation Protection and Measurements (NCRP). Report 86
- Department of Health and Welfare Canada. Safety Code 6

These standards are based on extensive scientific review. For example, over 120 scientists, engineers and physicians from universities, government health agencies and industry reviewed the available body of research to develop the updated ANSI Standard.

The design of your phone complies with these standards when used normally.

Specific Operating Restrictions

No metallic component allowed in body-worn accessories.

Antenna Care

Use only the supplied or approved replacement antenna. Unauthorized antennas, modifications or attachments may damage the phone and violate FCC regulations.

Phone Operation

- Normal Position: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.
- For your phone to operate most efficiently, do not touch the antenna unnecessarily when the phone is in use. Contact with the antenna affects call quality and may cause the phone to operate at higher power level than otherwise needed.
- Do not expose your phone to temperatures below -10° C (+ 14° F) or above 45° C (+ 113° F). Always take your phone with you when you leave your vehicle.

Batteries

- For safety concerns, when the temperature of the phone goes over 45° C (+ 113° F) or below 0° C (+32° F), charging will halt.
- All batteries can cause property damage, injury or burns if a conductive material such as jewelry, keys or beaded chains touches exposed terminals. The material may complete electrical circuit and become quite hot. To protect against such unwanted current drain, exercise care in handling any charged battery, particularly when placing it inside your pocket, purse or other container with metal objects. When battery is detached from the phone, your batteries are packed with a protective battery cover; please use this cover for storing your batteries when not in use.

Web Cam Cradle

- The Web Cam cradle is used for the phone's Web Cam function only. To avoid RF interference, do not wear the Web Cam cradle with the phone placed inside.

Driving

Check the laws and regulations on the use of wireless telephones in the areas where you drive. Always obey them. Also, if using your phone while driving, please:

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

Electronic Devices

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

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of six (6") inches be maintained between a handheld wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with pacemakers:

- Should **ALWAYS** keep the phone more than six inches from their pacemaker when the phone is turned **ON**.
- Should not carry the phone in a breast pocket.
- Should use the ear opposite the pacemaker to minimize the potential for interference.

If you have any reason to suspect that the interference is taking place, turn your phone **OFF** immediately.

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 they are adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information.

Turn your phone **OFF** 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

Turn your phone **OFF** in any facility where posted notice so requires.

Aircraft

FCC regulations prohibit using your phone while in the air. Switch **OFF** your phone before boarding an aircraft.

Blasting Areas

To avoid interfering with blasting operations, turn your phone **OFF** when in a “blasting area” or in area posted “TURN OFF TWO-WAY RADIO.” Obey all signs and instructions.

Potentially Explosive Atmospheres

Turn your phone **OFF** and do not remove the battery when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks, from your battery, in such areas could cause an explosion or fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always clearly marked. They include fueling areas such as gasoline stations; below deck on boats; fuel or 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.

For Vehicles Equipped with an Air Bag

An air bag inflates with great force. **DO NOT** place objects, including both installed or portable wireless equipment, in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

European Union Directives Conformance Statement

This device complies with the OJEC-Directive as below:

Electromagnetic Compatibility Directive (89/336/EEC), Low Voltage Directive (73/23/EEC)
And R&TTE Directive (99/05/EEC).

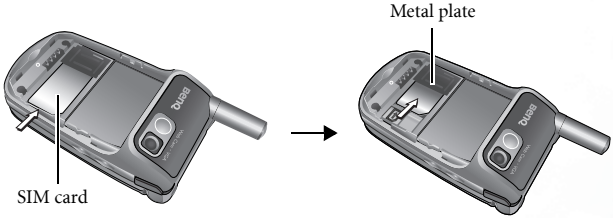
And also complies with the standard:

3GPP TS 51.010-1
EN 301 511
EN 50360/ EN50361
ETSI EN 301 489-1/-7
EN 60950

1 Preparing Your Phone For Use

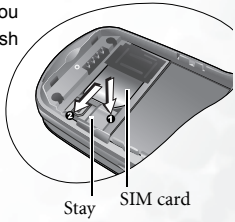
Inserting a SIM Card

Slide the SIM card in under the metal plate in the SIM card slot, with the SIM card's metal contacts facing down and the cut corner at the top right.



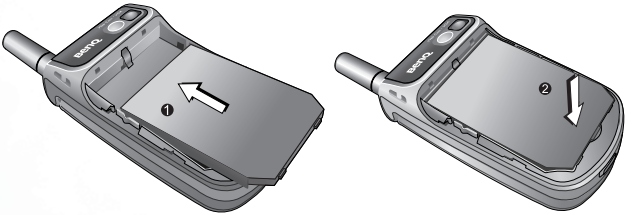
A SIM card can be easily damaged if its metal contacts become scratched. Therefore, take special care when holding or inserting it.

If you wish to remove the SIM card, you must first press down the stay, then push the SIM card out of the slot.



Installing a Battery and Charging the Phone

1. With the battery's metal contacts facing down, push the battery toward the top of the battery bay and then press down to click the battery in place.



2. Place the battery cover on the back of the phone and slide toward the top of the phone to click the cover in place.

3. Plug the charger into a power outlet.

4. Insert the charger connector deep into the phone until the connector clicks into place. Make sure you insert the connector in the correct orientation (the side showing the "UP"/arrow icon faces you)
5. Once the phone is fully charged, remove the charger from both the power outlet and the phone.

- Charging requires approximately 4 hours.
- When charging the phone while it is turned off, the external and main displays will be activated, and the status indicator light will flash blue (during the charging process, the external display will show the time and cycle through 3 animations, then turn off temporarily. This is normal.
- During charging, in the external display's battery indicator , the lines showing the battery power level will scroll until the battery is fully charged.
- When charging while the phone is turned off, the main display shows the animation. If the charging is performed while the phone is on, the main display shows the icon. The lines showing the battery power level will scroll until the battery is fully charged.
- After the battery is fully charged, the status indicator light will flash purple.
- When the battery is out of power, the phone will play an alert sound to remind you to recharge it and then will automatically turn off.

Do not remove the battery while the phone is charging.

Turning the Phone On

1. Open the phone's flip.
2. Press and hold to turn the phone on. The phone will display the welcome animation.

In this user manual, "long-press" means to press and hold down a key for about two seconds before release. "Press" means to press a key and release immediately.

- To set a welcome animation, image, or message that will display when you turn on your phone, as well as the music that will be played. Go to the menu: **Settings** > **Display** > **Welcome Message**. See details on page 120.
- If the welcoming music goes on too long, once the standby screen comes up, you can press to stop playback.

3. Enter your PIN1 number. After completing entry of your PIN1 number, press OK to confirm.

The PIN (Personal Identification Number) is a password provided by a network operator with a SIM card. You need this password in order to use the SIM card.

If you enter the PIN incorrectly 3 times in a row, the SIM card will lock down and no longer be usable. If this happens, you must enter the PUK (Personal Unblocking Key) for that SIM card in order to unlock it. Please contact your network operator to obtain a PUK.

To cancel PIN password authentication, go to the menu **Settings** > **Security** > **PIN Code** > **PIN1 Code**. Please see page 128.

4. When the PIN code entered has been accepted, the phone will automatically search for the designated network. This search process may take a few seconds.
5. The phone will then ask you whether you wish to activate the phone book stored in the phone's memory or on your SIM card. Press to highlight the desired phone book and then press OK.
6. After you open the phone book on the SIM card, any data you browse, store, or delete will be from the SIM card's phone book. If you open the phone book in the phone's memory, any data that you view, store, or delete will be from the phone's phone book.

> If at some later point, you wish to switch phone books, go to the following menu **Phone Book** > **Activate**.

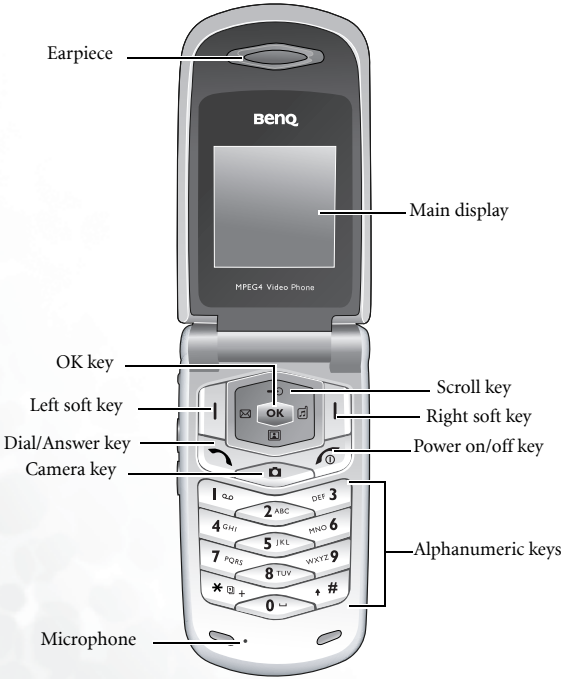
7. The standby screen will be displayed, as well as network signal strength and the name of the network operator. You can now use the phone.

If the phone is not able to detect the designated network, or links to a network that you are not authorized to use, the on-screen signal strength meter will show no bars. You will only be able to make emergency calls.

2 Getting to Know Your Phone

Your Phone at a Glance

Front view



Side and back views

⚠ To avoid potential RF interference, please do not wear the phone in front of your chest.

Status Indicator Light

The status indicator light has the following functions:

- Flashes blue when the phone detects a network or is charging.
- Flashes purple when the battery is fully charged.
- Shows red when battery power is too low.
- Flashes blue rapidly when there is an incoming call.

☞ To turn off the status indicator light, you must start up the power saving mode. Go to this menu: **Settings** > **Power Saving Mode**.

Standby Screen

External Display

The external display's status bar will show icons for network signal strength, battery power, alarm (if active), etc. The current time and animations will appear in sequence. The external display also alerts you to incoming calls, messages, and missed calls.

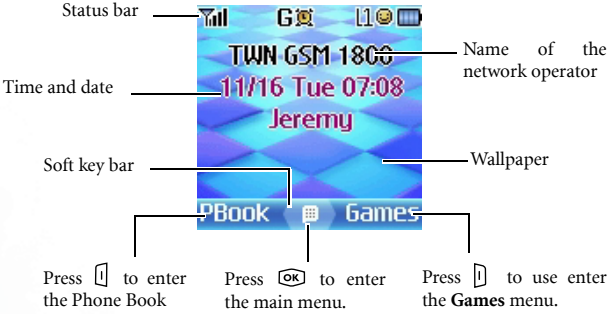
- If you wish to set the time shown on the external display, go to the menu **Settings** > **Date & Time** > **Time**. See page 117.
- In the default setting, the external display will show the time and several animations in sequence for one cycle. The external display will then temporarily power off. After it has powered off, you can turn it back on by pressing either the up or down arrow on the volume key located on the left side of the phone.
- You can set the external display's cycling mode by using the menu **Settings**> **Display** > **OLED Duration**. See page 121.
- You can choose the animations to be shown on the external display by using the menu: **Settings**> **Display** > **OLED Animation Setting**. See page 122.
- You can go to the menu **Settings** > **Profiles** > **Personal** to change the name of the profile to your own user name. When this profile is activated and the phone's flip is opened, your own name will appear on the external display. For details, see page 48.

Icons in the External Display's Status Bar

Icon	Function	Description
	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
	Battery status	Shows the current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed.
	message	A message is being received or that there are unread messages. If the icon flashes, this indicates that the SIM card's message memory is full.
	Voicemail	Indicates that there are voicemails (this icon will only appear if the function is supported by your network vendor).
	Alarm	The alarm is turned on. To set the alarm, go to the menu **Tools** > **Alarm Clock**.
	Vibrating alert	In the standby screen, press and hold to activate the vibrating alert. See page 41, "Using the Silent Profile".
	Normal	The **Normal** profile is in use.
	Meeting	The **Meeting** profile is in use.
	Outdoors	The **Outdoors** profile is in use.
	Personal	The **Personal** profile is in use.
	Handsfree	The **Handsfree** profile is in use.

Icon	Function	Description
	Divert	The call divert function is active.
	Roaming	Roaming has been activated (not your regular network)

Main Screen


Status bar
TWN GSM 1800
Name of the network operator
Time and date
11/16 Tue 07:08
Jeremy
Soft key bar
Wallpaper
PBook
Games
Press to enter the Phone Book
Press to enter the main menu.
Press to use enter the **Games** menu.

- You can set the the wallpaper used for the main display's standby screen by going to the menu **Media Center** > **Picture** or **Animation**, or **Settings** > **Display** > **Wallpaper**. See page 90 and page 119.
- To set the current time and date, as well as the format in which they will be shown in the main display's standby screen, go to the menu **Settings** > **Date & Time**. See page 117.
- You can go to the menu **Settings** > **Profiles** > **Personal** to change the name of the profile to your own user name. When this profile is activated, your own name will appear in the standby screen. For details, see page 48.
- For enhanced security, you can use the screen lock function. Go to the menu **Settings** > **Security** > **Screen Lock**. If the screen lock is activated, and you have not performed any tasks with the phone for a set time, the phone will automatically bring up the screen lock image. The purpose is to protect any personal data on your phone from being read by other persons. To restore the original display screen, you must enter a password that you provide for this function. For details on settings, see page 130.
- After the standby screen remains for 10 seconds, the soft key bar, time and date, as well as other information currently displayed will automatically disappear, showing the full-screen wallpaper. You can also press to display/hide the status bar and phone information shown on the standby screen.

Icons in the Main Display's Status Bar

Icon	Function	Description
	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
	Battery status	Shows the current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed.
G	GPRS network	GPRS services have been activated on your SIM card.
	Message	A message is being received or that there are unread messages. If the icon appears in red, this indicates that the SIM card's message memory is full.
	WAP message	You've got a WAP message (this icon will only appear when there are no incoming or unread SMS/EMS/MMS messages).
	Voicemail	You have voicemails (this icon will only appear if the function is supported by your network operator).
	Alarm	The alarm is turned on. To set the alarm, go to the menu **Tools** > **Alarm Clock**.
L1	Line in use	Shows the number of the line currently in use.
	Vibrating alert	In the standby screen, press and hold to activate the vibrating alert. See page 41, "Using the Silent Profile".
	Normal	The **Normal** profile is in use.

Icon	Function	Description
	Meeting	Th **Meeting** profile is in use.
	Outdoors	Th **Outdoors** profile is in use.
	Personal	The **Personal** profile is in use.
	Handsfree	The **Handsfree** profile is in use.
	Divert	The call divert function is active.
	Roaming	Roaming has been activated (not your regular network)

Using the Keys in the Standby Mode

The chart below is meant only to introduce the commands accessible with keys when the phone is in standby mode. For information on other key commands available in other operating modes, see the pertinent sections in this user manual.

Function keys

- When any key is pressed, the phone will provide aural feedback through keypad tones. To activate or cancel this aural feedback, enter the menu **Settings** > **Profiles**. Scroll to the profile currently in use and press (**Edit**). Then select **Keypad Tone**. You can also go to **Settings** > **Audio** > **Keypad Tone** to turn the aural feedback on or off.
- After turning the phone on, press any key to activate keypad and display backlighting. To turn the backlighting on or off, and to set the duration of backlighting, go to **Settings** > **Display** > **keypad Backlight**. See page 121.

Key	Commands and functions
	Power on/off key • Long-press to turn the phone on or off. • Press this key to reject incoming calls or cancel a call being dialed. • Press this key to delete all digits entered and return to the standby screen.
	Send/Answer key • Press to send or answer a call. • Long-press and your phone will automatically call the last number dialed. • Press to access the list of last missed/dialed/received calls.
OK	**OK key** • Press to open up the main menu.
	Left soft key • Press to access the Phone Book (when **PBook** is shown). • Press to save the phone number keyed in from the standby screen to the Phone Book (when **Save** is shown).

Key	Commands and functions
	Right soft key • Press this key to open the **Games** menu (when **Games** is shown). • Press this key to delete entered digits one by one; long-press to delete all digits entered (when **Clear** is shown). • Long-press to turn the silent profile on or off.
	Camera key • Press to use the camera function.
	Scroll key • Press to enter the menu for function and phone number shortcuts. For information about the shortcuts menu, see page 50. • Press to retrieve photos stored in the **Album** menu. • Press to edit a new message. For details, see page 57. • Press to enter the **Profiles** menu. • When the camera is activated, press / to zoom in/zoom out the image. • Long-press to activate voice dialing. • Long-press to activate the voice memo function.

Key	Commands and functions
	Asterisk key • Press this key to enter an asterisk " * ". • To make an international call, long-press this key until the display shows "+" ,Then enter the recipient's country code, area code and phone number.
	Voicemail key • Long-press to dial your voicemail number.
	# key • Press to enter "#". • For extensions: After entering a phone number, long-press to enter a "P" and then enter the extension number.
	Alphanumeric keys • Press to enter digits in a phone number. • Shortcut key: Long-press a key to immediately access the function, or dial the number, that it represents. See page 50, "Shortcuts Menu".
	Volume key • Long-press the upper or lower portion of this key, located on the left side of the phone, to adjust the ring tone volume. Press the upper portion of this key or to increase the volume. Press the lower portion of this key or to decrease the volume. When there is an incoming call, long-press the upper portion of the volume key to reject the call; long-press the lower portion to turn off the ring tone.

Alphanumeric keys

Key	Digit	Key	Digit/Symbol/Function
1	1	7 PQRS	7
2 ABC	2	8 TUV	8
DEF 3	3	WXYZ 9	9
4 GHI	4	0	0
5 JKL	5	*	* + (long-press)
MNO 6	6	#	# P(long-press after entering a phone number)

Menu Navigation

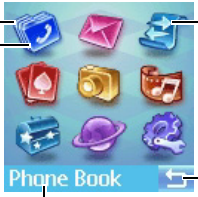
From the standby screen, press OK to bring up the main menu.

For details on how to use the various functions listed in the menu, see page 79, "Menus".

> You can choose a display color for the menus by going to the menu **Settings** > **Display** > **Theme**. See page 119.

Main menu

The main menu icon to which you have scrolled will be displayed as an animation.



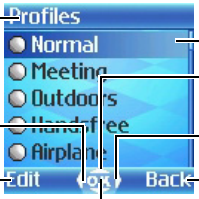
Each icon represents a sub-menu.

Press OK to enter the sub-menu represented by the animated icon.

Indicates that pressing ⊡ will return the display to the standby screen.

The name of the main menu icon you have scrolled to.

Sub-menus



The name of the current menu.

The highlighted row is the currently selected item.

Press to scroll up or down to an item.

Press to bring up the previous screen.

Press to bring up the next screen.

Press to enter the highlighted menu item for editing.

Press to return to the previous menu or screen.

Press OK to enter the sub-menu represented by the highlighted item or to activate the highlighted function.

Pop-up menus

Press to scroll up or down to an item.

Press to open a pop-up menu.

Press to close a pop-up menu.

Press OK to enter the highlighted item or activate the function represented by that item.

Turning a function on or off

Press to turn the selected function on or off (the currently selected function will be highlighted).

After the selected function is activated, the display will usually show further setting options. Press to scroll to the desired setting option.

Press or to edit the setting.

Press to cancel and return to the previous screen.

Press to confirm the setting.

Menu navigation through number shortcuts

The example given below demonstrates how to change the language setting by the menu number shortcuts.

1. In the standby mode, press OK to bring up the main menu.
2. The location of items in the main menu corresponds to the position of the 1 to WXYZ9 keys in the alphanumeric keypad. Thus, pressing WXYZ9 will bring up the **Settings** menu.
3. In the **Settings** menu, the alphanumeric keys 1 to 0 represent menu items 1 to 10. Since **Language** is item number 10 in the **Settings** menu, pressing 0 will bring up the **Language** sub-menu.
4. Press the alphanumeric key that corresponds to the language you wish to select, as it is listed in the Language sub-menu. For example, if you wish to set English as the display language, press 1 .
5. Press ! (**Back**) repeatedly or press ⏻ once to return to the standby screen.

3 Using Your Phone

Making a Phone Call

Open the flip and enter the desired number using the alphanumeric keys 1 to 0. Press to dial your call.

Ending a Phone Call

Press or close the flip to end a call. The display will show the total call time, and then return to the standby screen.

> To cancel a call that is being dialed, press or close the flip.

If the flip function has not been activated, you cannot end a call or cancel dialing by closing the flip. To activate or cancel the flip function, go to the menu: **Settings** > **Profiles**. Scroll to the profile currently in use and press 1 (**Edit**). Selecting **Answer Mode** > **Flip Answer** will turn the flip on; selecting **Answer Mode** > **Send Key** or **Any Key** will turn the flip off.

Answering a Phone Call

When a call is received, your phone rings or vibrates, with the display showing the caller's number (if supported by your network vendor). If the caller is a contact stored in the Phone Book, the phone will show the name recorded in the Phone Book.

- If the caller is a member of a caller group, the ring tone assigned to this group will sound. The display will show the animation/image that is associated with this group as well, to help you identify the caller.
- If you have designated a particular ring tone and animation/image for the caller, the phone will sound that ring tone and display that animation/image, regardless of which caller group that caller belongs to.
- For information on setting up a caller group, ring tone and animation/image for contacts in the Phone Book, see page 30, "Adding Contacts to the Phone Book".

If the flip is closed, opening it will allow you to answer the call; if the flip is already open, press to answer the call.

To change the answering mode, press from the standby screen to open the **Settings** menu. Scroll to the profile currently in use and press (**Edit**). Selecting **Answer Mode** > **Flip Answer** will turn the flip on; selecting **Answer Mode** > **Send Key** or **Any Key** will turn the flip off and enable you to press or any key to answer a call.

Rejecting an Incoming Call

- Regardless of whether the flip is open or closed, you can reject an incoming call by long-pressing the upper portion of the volume key on the left side of the phone.
- When the flip is open, you can reject an incoming call by closing the flip or pressing .

Turning Off the Ring Tone for an Incoming Call

Regardless of whether the flip is open or closed, you can temporarily mute the ring tone for an incoming call to avoid disturbing others. To do this, long-press the lower portion of the volume key on the left side of the phone. After the ring tone has been turned off, you can still open the flip to answer the call.

Making an International Call

1. Enter the outgoing international call code, or long-press until "+" appears on the display.
2. Enter the recipient's country code, area code and phone number. Dial the call by pressing .

Making an Emergency Call

To call emergency services, enter 112 (the international emergency number) and then press to dial the call. You can make an emergency call even if your phone is locked or cannot access your network, or there is no SIM card inserted, so long as you are within range of a network of the type supported by your phone.

Dialing an Extension Number

After you enter a telephone number, long-press #. The phone display will show "P". At this point, you can enter the desired extension number, and then press to dial it.

Speed Dialing

You must assign a number key as the shortcut for a particular phone number in order to use speed dialing for that phone number. For information on how to set up a shortcut, see page 50, "Shortcuts Menu".

After you have assigned a number key to serve as the shortcut key for a particular phone number, you can long press this key when the phone is in the standby mode to dial the corresponding phone number.

Voice Dialing

1. In the standby mode, long-press .
2. After a beep, when the display shows the "Recording…" screen, you can speak the voice dialing prompt for the number you wish to dial. Once the phone has correctly identified the contact associated with this voice dialing prompt, two situations may occur:

a. If there is only one phone number stored for the contact identified, your phone will automatically dial this number.

b. If there are two or more phone numbers stored for the contact identified, the display will show the contact's Phone Book data. You can then scroll to the number you wish to dial, pressing or OK to make the call.

To use voice dialing to make a call, you must have stored a voice dialing prompt for the desired number in Phone Book. For details, see page 30, "Adding Contacts to the Phone Book".

Listening to Voicemails

When your voicemail inbox contains new voicemails, your network vendor will send a text message notifying you that you have new voicemails (if the network vendor supports it, the icons and will be shown in the external and main display's status bars, respectively).

Long-press 0 to directly dial the voicemail phone number and listen to your voicemails.

Phone Book

Adding Contacts to the Phone Book

The Phone Book will have different formats and data headings depending on whether you have chosen to use a phone book stored on your SIM card or in your phone's memory.

The phone book in your phone's memory can store up to 500 contacts. The capacity of a phone book on your SIM card depends on the particular service provided by your network vendor.

SIM card Phone Book

1. From the standby screen, enter the phone number to store, then press (**Save**).
2. Press to scroll to the contact data field that you wish to edit. Press (**Edit**), or simply begin keying in data to enter and edit the currently selected field. After completing data entry and settings, press to store the data for this contact.

The data fields provided by a SIM card phone book are as follows:

	The contact's name.
	The contact's mobile phone number.

Used to select a caller group for the contact.
When there is an incoming call from this contact, the ring tone assigned to this group will sound and the display will show the image associated with the group.

To set a ring tone and image for each caller group, go to the menu **Phone Book** > **Caller Group**. See page 80.

Phone Book in the phone's memory

1. In the standby screen, enter the phone number you wish to store, and then press (**Save**). The display will show the default data fields for a new contact.
2. In the contact data screen, scroll to the data field that you wish to edit, and then press (**Option**) to bring up a pop-up menu. You can then use the following options with the contact data:

- **Edit**: Edit the information in the selected field.

In the contact data screen, press or begin entering data to directly edit the data in the currently selected field.

- **Change Type**: Change the category of the phone number (for example, from **Mobile Number** to **Home Number**). This option can only be used in the phone number data field.
- **Add New Field**: Adds other data fields for a contact.
- **Delete Field**: Removes the selected data field.

3. After completing the data for the various fields, you must press in order for the contact's data to be stored in the Phone Book.

If you do not wish to save a modified Phone Book record, press or (**Back**) to abort.

- The default data fields for a contact are as follows:

	The contact's name.
	The contact's mobile phone number.
	The contact's home phone number.
	The contact's e-mail address.
	Used to assign a contact to a caller group.
	Used to assign a voice dialing prompt to a phone number. After the beep, speak the contact's name into the microphone. After it is successfully recorded, the phone will play back this voice dialing prompt.

- In addition to the contact data fields described above, you can also add the data fields listed below by pressing (**Option**) when the Phone Book screen is visible and then selecting **Add New Field**.

	The contact's mobile phone number.
	The contact's home phone number.
	The contact's office phone number.
	Other phone number for the contact.
	The contact's home address.
	The contact's office address.
	The contact's company name.
	The contact's department name.

	The contact's job title.
	Used for notes about the contact.
	Used to mark dates of special significance associated with the contact.
	Used to set a ring tone for the contact. When there is an incoming call from the contact, the phone will play this ring tone. A ring tone set in this field will replace the one associated with the contact's caller group, if any.
	Used to set the photo that will appear on the phone's display when there is an incoming call from the contact. The photo set in this field will replace the animation/image associated with the contact's caller group, if any.

Finding Contacts in the Phone Book

In the standby mode, press 1 (**PBook**) to display contacts stored in the Phone Book.

There are two ways to locate a specific contact in the Phone Book:

- Press OK to scroll through the names (listed in alphabetical order) until the one you want is highlighted.
- Press the alphanumeric key that corresponds to the first letter of the name you wish to locate the appropriate number of times. For instance, if the name starts with "K", you would press 5 JKL twice for "K". The names starting with "K" will appear, with the first one highlighted. Press OK to scroll to the name you want.

You can also go to the menu **Phone Book** > **Find**, and then enter the full name or the first letter of the name to locate a contact.

When the desired contact's name is highlighted, you can do one of the following:

- Press to dial the first phone number saved in that contact.
- Press (**Option**) to bring up a pop-up menu, which contains the following items:
  - **Edit**: Edit the Phone Book data for this contact.
  - **Copy to SIM** (**Phone**): If you are currently using a phone book stored in the phone's memory, you can copy the contact's data to the phone book stored on your SIM card. Conversely, if you are currently using a phone book stored on your SIM card, you can copy the contact's data to the phone book stored in the phone's memory.

    The only information that can be copied from a phone book stored in the phone's memory to the one on your SIM card is a contact's name, phone number, and caller group. If a contact has more than one phone number associated with it, when that contact's data is copied from the phone to the SIM card's phone book, each phone number will be stored as separate contact.

  - **Delete**: Erases the contact's data from the Phone Book.
  - **Send vCard**: Attaches the contact's data to a message and send it to others. For details on writing and sending a message, see page 57.
- Press OK to show the information in all data fields for that contact. You can then perform the following tasks:
  - Scroll to the number that you wish to dial, and then press or OK.

- Scroll to the desired data field. If the complete contents cannot be displayed on the screen, press to display the complete contents (if the data field is for a voice dialing prompt , you can press to play the sound of this voice dialing prompt.
- Press (**Option**) to bring up a pop-up menu that contains the following items:
  - **Edit**: Used to edit the Phone Book data for this contact.
  - **Copy to SIM** (**Phone**): If you are currently using a phone book stored in the phone's memory, you can copy the contact's data to the phone book stored on your SIM card. Conversely, if you are currently using a phone book stored on your SIM card, you can copy the contact's data to the phone book stored in the phone's memory.
  - **Delete**: Erases the contact's data from the Phone Book.
  - **Call**: Dial the currently highlighted number.

Last Missed, Dialed, and Received Calls

There are two ways you can view the last missed, dialed, and received calls on your phone, as well as information on their date and time:

1. If there have been any missed calls, the display will show a missed call message along with the number of calls that were missed. Press (**View**), and then press to scroll to the desired phone number.
2. In the standby mode, press to view the list of the most recent missed, dialed, and received calls. Press to scroll to the desired phone number.

The icon will appear beside missed calls; the icon will appear beside dialed calls; the will appear beside received calls.

If a phone number has already been stored in the information for a contact in the Phone Book, the display will show the name of this contact.

If a call for the same number has been missed, dialed, or received two or more times, a note such as "x02" will appear beside the record of the call to show the number of times it was missed, dialed, or received.

When the number for a missed, dialed, or received call is highlighted, you can perform the following tasks:

- Press to re-dial the number.
- Press (**Option**) to decide how to manage the number using the available options.
- Press OK to display the details on this call.

Operations During a Call

The following options marked with an asterisk (*) are dependent on network support and may require a subscription.

Adjusting the Earpiece Volume

During a call, you can press the volume key on the left side of the phone to adjust call volume.

Mute

Press (**Mute**) to turn off the microphone. The person on the other end of the line will not be able to hear your voice. To restore the microphone's function, press (**Unmute**).

Putting a Call on Hold*

1. When the only call is active:

   a. Press (**Hold**) to hold this call.

   b. Press to end this call.

2. When the only call is on hold:

   a. Press (**Unhold**) to resume the call.

   b. Press to end this call.

3. When there is an active call and a call on hold.

   a. Press (**Swap**) to resume the call that is on hold, and put the active call on hold.

   b. Press to show on the display a list of calls that you can end.

Making a Second Call*

Enter a phone number, or select one from the phone number or call record, and then press to dial it. The currently active call will automatically be placed on hold. However, if there is already one active call and another on hold, this action will fail.

Call Waiting*

If there is an incoming call while you are on the phone, a tone will sound through the earpiece and the display will show that a second call is currently waiting. You can handle the waiting call and currently active call in the following ways:

1. Answer the waiting call: Press The currently active call will automatically be placed on hold. However, if there is already another call on hold, a menu will appear on the display allowing you to select a call to end and then answer the waiting call.

2. Reject the waiting call: Press or (**End**). Pressing (**End**) will immediately reject the waiting call; pressing will bring up a menu on the display that you can use to select a call to end.

Call Menu

If you press OK during a call, it will bring up the call menu. Press (**Back**) to return to the pervious menu; press to return directly to the call menu.

Items marked with an asterisk (*) depend on network support and may require a subscription.

Phone Book

Accesses data in the Phone Book. For details, see page 30, "Phone Book".

Calls

Allows you to view information on missed, received, and dialed calls. See page 35, "Last Missed, Dialed, and Received Calls".

Conference*

Conference calls allow you to converse with more than one party at a time. The conference menu contains the following options:

The maximum number of parties that can be accommodated during a conference call depends on the particular service provided by a network vendor.

Hold/Unhold/Swap*

Toggles the call status.

Join/Private

Adds a party that is on hold to the current conference call, or isolates a single party in a conference call and puts all other parties on hold.

Forward

Allows two parties to connect, while ending one's own call (one of the two parties may be involved in an active call while the other is either on hold or being dialed), so as to allow the two parties to have their own call.

Send DTMF

When the phone is connected with other devices or services, you can send DTMF (Dual Tone Modulation Frequency) strings. DTMF strings are keypad tones that can be sent via the microphone as you dial another number. Your phone will emit the tones in order to communicate with answering machines, pagers, computerized telephone services, and so forth.

Enter the phone number and then press OK to send the DTMF string.

End Call

End All

Ends all calls, whether active or on hold.

End Active

Ends only the active call.

End Hold

Ends only a call or calls on hold.

End One

Ends only a single call.

Hold/Unhold/Swap

Toggles the call status.

Mute/Unmute

Activates/cancels the silent mode.

Messages

Enters the SMS (Short Message Service — i.e. text message) menu. For details on the SMS menu, see page 55, "Messages Menu".

Calculator

Allows you to use the calculator. For information about the calculator, see page 103.

STK

Brings up the menu for the STK (SIM Toolkit) services provided by your network vendor.

Using the Silent Profile

From the standby screen, you can long-press to activate the Silent profile. Once it is activated, the phone will alert you to an incoming call by vibrating with no ring tone.

- When you long-press to activate the Silent profile, the phone will vibrate for one second. The icon will appear in the main display's status bar (the external display will show) to remind you that your phone is currently using the Silent profile.
- To cancel the Silent profile and restore the previously active vibrant and ring tone settings, long-press .

> This feature is very convenient for switching to the Silent profile during, say, a meeting to avoid the disruption caused by a ring tone.

Camera Function

Taking a photo

Your phone's camera enables you to take photos to use as wallpapers for the phone's external and main displays, photo caller ID images, or send them through MMS.

1. Press from the standby screen or choose the menu **Camera** > **Camera** to bring up the view finder.

2. Press (**Option**) to make the following settings for the camera:
   - **Resolution**: Sets the desired resolution for photographing. You have the following resolution values to choose from:

Represented Resolution
640 x 480
320 x 240
160 x 120
80 x 60

   - **Light Condition**: Based on the light conditions of the environment selected in this option, the camera will automatically adjust the its color balance in order for you to take best-quality pictures.
   - **Free Space**: Shows the amount of remaining available memory for storing photos.

3. Press (**Back**) to return to the view finder screen.

4. To zoom in/zoom out, press .

Not available when resolution is set to 640 x 480.

5. When your object is in focus, press OK to photograph the object. Its photo will then show up on the main display.

> ⚠ **Please note the following while shooting photos**
> - The camera does not have a flash. Please take photos in a well-lit area.
> - When taking photos, do not block or touch the camera lens on the back of the phone.
> - Always photograph your object with the source of light behind you.
> - Do not shake the phone when taking photos.
> - Please be sure that the lens is perfectly clean before taking photos. Use a soft cloth to wipe the lens if it is not clean.

6. The phone will automatically save this photo to the menu: **Media Center** > **Album**. If you are not satisfied with this photo, press (**Delete**) to take a new photo. After a photo is saved to the phone's memory, you can press (**Option**) to manage this photo using the available options:
   - **Send Photo**: This option enables you to send this photo to others through MMS. For details on using the MMS function, see page 59.
   - **Set to Wallpaper**: Designates this photo as the wallpaper for the main display's standby screen. See page 45 and page 119.
   - **Set to Phonebook**: You can use this photo as a phone book contact's visual caller ID. When there is an incoming call from that contact, the phone's display will show this photo.
     - **New Entry**: Enables you to create a new contact in the Phone Book using the photo as their caller ID.

- **Exist Entry**: Uses this photo as an existing contact's caller ID. Select the contact you want and press OK to attach the photo to that contact.

This function is only available for contacts saved in the phone memory's phone book. Please go to the menu: **Phone Book** > **Database** to select the Phone Book for use.

- **Rename**: Give this photo a new file name.
- **Details**: Shows the photo's name, date, resolution, and file size.

Shooting a Video

One most exciting feature about this phone is that you can use its video recording function to shoot videos for various purposes, such as sending a video clip by MMS.

The video formats supported by the phone is *.3gp.

Go to the menu **Camera** > **Video**, which will bring up the video view finder.

Using the Album

From the standby screen press to enter the Album menu.

> You can also access the Album menu by choosing **Media Center** > **Album**.

Photos taken using the phone's digital camera are stored in this menu. After entering this menu, the two most recently saved photos will be displayed on the left of the screen as thumbnails (i.e. small miniature versions of photos), and the top of the screen will display the file name of the currently highlighted photo thumbnail. On the right of each photo thumbnail you will see the following information associated with the photo:

- The date when the photo was taken, shown as "yyyy.mm.dd".
- The photo's resolution, shown as "width x height".
- The photo's file size, shown as "xxx KB".

Steps for handling photos are as follows:

1. Press to scroll to the photo thumbnail you need.
2. Press OK to display the photo in full screen. Press to show the next/previous photo.
3. When the display shows photo thumbnails, or after you press OK to display a photo in full screen, you can press (**Option**) to perform the following tasks:
   - **Send Photo**: This option enables you to send the selected photo to others through MMS. For details on using the MMS function, see page 59.
   - **Delete**: Deletes the selected photo.
   - **Effect**: Enables you to apply a special effect to your photo to create an artistic style.

- **Ajust**: Enables you to adjust your photo's brightness, contrast, Saturation, etc. Press to select the desired setting item and press adjust the setting.
- **Set to Wallpaper**: Designates this photo as the wallpaper for the main display's standby screen.
- **Set to Phonebook**: You can use this photo as a Phone Book contact's visual caller ID. When there is an incoming call from that contact, the phone's display will show this photo.
  - **New Entry**: Enables you to create a new contact in the Phone Book using this photo as the new contact's caller ID.
  - **Exist Entry**: Uses this photo as an existing contact's caller ID. Select the contact you want and press OK to attach the photo to that contact.

This function is only available for contacts saved in the phone memory's Phone Book. Please go to the menu: **Phone Book** > **Activate** to select the Phone Book for use.

- **Rename**: Give the photo a new file name.
- **Delete All**: Deletes all of the photos stored in the Album menu. (this option is only available when the screen shows photo thumbnails).
- **Details**: Shows the photo's name, date, resolution, and file size. (this option is only available when the screen shows photo in full screen).

Profiles

From the standby screen, press ♫ to enter the **Profiles** menu.

A profile is a group of settings that determine whether the phone will alert you to incoming calls through a ring tone or a vibrating alert, and how ring tones in general are used on the phone. These settings allow the phone's operation to best suit the environment you are in.

1. Press to scroll to the desired profile and then press OK to activate this profile. You can choose from among the following profiles:

   Normal

   This is the default profile.

   Meeting

   The options in this profile have been preset to suit a meeting environment (for example, only a vibrating alert is used, with no audible ring tone and no keypad tones).

   Outdoors

   The options in this profile have been preset to suit an outdoor activity (for example, use of the highest ring tone volume, activation of both ring tone and vibrating alerts, and use of keypad tones).

   Handsfree

   This profile is only active when a hands-free kit is attached to the phone.

Airplane

When you are on a plane, you can select this profile to turn off the phone. Once this profile is activated, the phone will automatically be powered off, and all alarms will be suspended.

If the phone is turned off by long-pressing , the alarms will still turn the phone at the appointed times.

Personal

You can use this profile as a group of custom settings, and rename the profile if desired. If however you have renamed this profile, the name you chose will appear on the standby screens.

The default profile name "Personal" or the name you give to this profile will only appear on the external display when the phone's flip is opened.

2. Press to scroll to the desired profile, and then press (**Edit**) to modify the settings listed below and adjust the profile to suit a particular environment.

Vibrate & Ring Alert

Includes the following setting options:

- **Standard**: When there is an incoming call, the phone will use both a vibrating alert and a ring tone.
- **Rhythmic**: When there's an incoming call, the phone will use both a vibrating alert and a ring tone. The vibrating and keypad backlight will be running rhythmically according to the ring tone's beat.
- **Vibrate then Ring**: When there is an incoming call, the phone will first use a vibrating alert and then a ring tone.
- **Ring Only**: When there is an incoming call, the phone will use a ring tone but no vibrating alert.

- **Vibrate Only**: When there is an incoming call, the phone will use a vibrating alert but no ring tone.

Call Ring

Scroll to the desired ring tone, and then press OK to confirm your selection.

Message Tone

The ring tone that your phone uses when a message is received.

Alarm Tone

The ring tone used by the Alarm Clock.

Calendar Tone

The ring tone used for Calendar events for which you have set an alarm.

Keypad Tone

Determines whether keypad tones are played when keys are pressed.

Ring Volume

Press to adjust the ring tone volume or mute the ring tone.

Answer Mode

- **Send Key**: Allows incoming calls to be answered only by pressing .
- **Any Key**: Allows any key except to be used to answer an incoming call. In this mode, is used to reject an incoming call, and not to answer.

- **Flip Answer**: Allows incoming calls to be answered by opening the flip.

Rename

Allows you to provide a new name for the profile (only available for the **Personal** profile).

Restore

Returns the above settings for the profile to their factory default values.

Requires entry of the phone password, whose default value is 1234.

Shortcuts Menu

You can use the **Shortcuts** menu to assign 9 alphanumeric keys as shortcuts to commonly used functions or frequently dialed numbers. (The screen will show preset shortcuts, if any.)

Entering the Shortcuts Menu

From the standby screen, press to enter the **Shortcuts** menu. The numbers 1 to 9 displayed in the menu's default screen represent the corresponding 9 alphanumeric keys on the phone.

Setting Function Shortcuts

1. In the **Shortcuts** menu, press to move the selection box to the number key you wish to use as a shortcut key. You can also press the actual alphanumeric key to select it.

2. Press (**Option**) to bring up a pop-up menu, and select **Add Function**.

3. From the **Add Function** menu, select the function to be represented by the shortcut key, and then press OK. Alternatively, you can press a corresponding alphanumeric key to select the function you want.
4. Repeat the above step to add or modify function shortcut key assignments.

To cancel a shortcut key and restore the key's original function, use to move the selection box to the icon for the shortcut key that you wish to cancel, and then press (**Option**). Select **Delete** to cancel the shortcut.

If you select **Delete All**, all shortcut settings will be cancelled.

Setting Phone Number Shortcuts

1. After selecting the shortcut key, press (**Option**) to bring up a pop-up menu, and select **Add Phone**.
2. From the Phone Book, select a contact and press OK.
3. Next, from the list of phone numbers for this contact, select the one that you wish to access through the shortcut key, and then press OK.
4. After you have set the shortcut key, the number icon for the key will be replaced by an icon representing a phone number shortcut. The upper part of the screen will display the name of the contact to whom the phone number accessible by the shortcut key belongs.
5. Repeat the above step to add or modify a phone number shortcut.

Using Function and Phone Number Shortcuts

There are two ways to use shortcuts:

1. From the standby screen, long-press 1 to 9 to access the function represented by that key or dial the number it represents.

2. From the standby screen, press to enter the **Shortcuts** menu. You can then:

   a. Press to move the selection box to the icon corresponding to the desired key. Then press OK to access the assigned function or dial the assigned phone number.

   b. Press the corresponding key 1 to 9 to access the function represented by that key or dial the number it represents.

Input Modes

Changing the Text Input Mode

When the display shows the editing screen, you will be able to see the name of the current text input mode in the upper right corner of the screen. Press # to change the input mode.

The text input mode currently in use

The input mode icons (names) that may appear in the upper right corner of the screen represent the following input modes:

ABC	Uppercase letters input mode.
abc	Lowercase letters input mode.

ITAP	iTap (predictive input mode) for uppercase letters.
iTap	iTap (predictive input mode) for lowercase letters.
123	Numeric input mode (123).

You can set the default input mode to the one you most frequently use. Go the menu **Settings** > **Input**. See page 131.

Letter Input Mode (ABC)

In this mode, press the key containing the desired letter repeatedly to scroll through the available characters in order until it is reached.

How to use the letter input mode

- You must press the key corresponding to the desired letter the correct number of times in order to enter the letter you want. Display letters for entry according to the order shown on each key. Pressing a key once will display the first letter listed on the key, while pressing it twice will display the second letter, and so on.
- Press 0 to enter a space before beginning a new word.
- While entering text, press to move the cursor left or right; press to move the cursor up or down. Press 1 once to delete a character; long-press 1 to delete all entered content.

Numeric Input Mode (123)

The numeric input mode allows you to use the alphanumeric keys 1 to 0 to enter numbers.

Predictive Input Mode (iTap)

iTap analyzes letters as they being inputted, making intelligent predictions about the words you are attempting to enter, and speeding up text entry.

How to use iTap

- Press once the alphanumeric key corresponding to the first letter of the word you wish to enter without considering where that letter falls in the sequence of characters available through that key. Then press the key corresponding to the second letter, and so forth. The phone will predict which word you wish to enter based on the set of keys you have pressed. The predicted word will be shown in the lower left portion of the screen. This word may change as you continue to press other keys; therefore, before you have entered a complete word, you do not need to worry if the displayed word does not yet match the word you intend to enter.
- After pressing keys for a complete word, if the displayed word does not match the one you intended to enter, press to view other candidate words and locate the desired word.
- Once the correct word is displayed on the screen, press OK to enter this word. A space will automatically be inserted after the word.

Example of iTap in use

To enter "COME HOME" in the message editing screen using iTap, use the following steps:

1. Press to switch to iTap for uppercase letters (ITAP).
2. Press 2 ABC MNO 6 MNO 6 DEF 3 to select C, O, M, E.
3. Press OK to enter "COME" as text. A space will automatically be inserted after "COME".

4. Press 4GHI MNO6 MNO6 DEF3 to enter "HOME".

5. Since "GOOD" is not the word that you wish to enter, press to display the next candidate word, "HOME".

6. Press OK to place "HOME" into the message.

Symbol Input Mode

When editing messages, press * to open the symbols field along the bottom of the screen. Use to move the selection box to the symbol you wish to enter, and then press OK to place it in the message text.

Messages Menu

Besides SMS (Short Messaging Service) and EMS (Enhanced Messaging Service), your phone also supports MMS (Multimedia Messaging service). EMS allows your to insert simple graphics and ring tones in your message, while MMS enables you to send photos, colored images and music using your phone.

In the main menu, select to open the **Messages** menu.

Additional information about messaging

- Memory for storing messages is divided between SIM card memory and the phone's own memory. In the first level of the **Messages** menu, except for the **SIM Folder** option, messages saved in **Inbox**, **Outbox**, and **Drafts** are all stored in the phone's memory.
- When a new message is received, or when there are unread messages in the phone's or SIM card's memory, the icon will appear in the external display's status bar; the main display will show the icon in its status bar to remind you that you have unread messages.

- When a message has arrived, it will be saved either to the the phone's memory or to your SIM card's memory, depending on the preferred memory you have selected in the menu: **Messages** > **Settings** > **SMS** > **Save Msg To** (See page 71). Messages saved to the phone's memory will be stored in the menu: **Messages** > **Inbox**; messages saved to your SIM card's memory will be stored in the menu: **Messages** > **SIM Folder** > **Inbox**.
- If the phone's memory is already full, any new messages will remain stored in the SIM card's memory (in the menu **Messages** > **SIM Folder** > **Inbox**) until the SIM card's memory is itself full.
- If there is a flashing icon on the external display, and the main display shows a red icon , this means that the SIM card's message memory is full. When the SIM card's memory is full, your phone will not be able to receive any new messages. If this has occurred, when you go to the **Messages** menu, the display will show a "SIM Full!" message to remind you of the current situation.
- If the number of messages stored in the phone's memory has reached 500, when you enter the **Messages** menu, the "Message Full!" screen will appear. If there is less than 1K remaining in the phone's memory, the "Memory Insufficient!" screen will appear. In either of these two situations, any messages received will be saved to the SIM card, and you will no longer be able to edit any messages.
- If there is less than 50K remaining in the phone's memory, you will no longer be able to edit any MMS messages; if the amount of the phone's remaining memory is less than that required to save an incoming MMS message, the phone will not be able to receive that message.
- In the **Messages** menu, the number (such as "(1)", "(3)") following the name of each message folder represents the number of messages saved in that folder.

New

SMS

1. Used to bring up the message editing screen so you can write a new SMS/EMS message. Use the alphanumeric keys to enter text.

> From the standby screen, you can press ✉ to open this message editing screen directly.

For information on how to use the input methods provided by the phone for writing messages, see page 52, "Input Modes".

2. When writing a message, press 1 (**Option**) to perform the following tasks:

- **Insert**: You can insert the following types of objects:
  - **Text**: This is a list of templates that can be used instead of entering all the characters individually. You can use the factory default templates or templates of your own that you previously saved to the list.

    To create your own quick message templates, go to the menu **Messages** > **Templates** > **SMS Template**. See page 69.
  - **Picture**: You can select an EMS icon from the EMS icon library to insert into your message.
  - **Animation**: You can select an EMS animation from the EMS animation library to insert into your message.
  - **Melodies**: You can select an EMS ring tone from the EMS ring tone library to insert into your message. The inserted ring tone will be displayed as a musical note within the message's text.

- **vCard**: You can select a contact's data from your Phone Book to attach to your message. After receiving your message, the recipient can save the attached contact data to their own Phone Book.
- **vCalendar**: You can select a Calendar memo and then attach it to your message. After receiving your message, the recipient can save this attached memo to their own Calendar.

• **Text Alignment**: Used to select the type of text alignment for the message's content.

3. After you have finished editing the message, press OK. A screen in which you can edit the recipient's number will appear. There are two ways you can enter the recipient's phone number:

• Key in the recipient's phone number in the number editing screen.

• Before entering any phone number, you can press 1 (**Select**) and then select a recipient from the list of contacts in the Phone Book. Follow the steps below:

a. Press 2 to scroll to the name of contact, and then press 1 (**Select**) to select that contact.

b. The display will show all the phone numbers stored for the contact you selected. Press 1 (**Select**) to select the desired phone number.

If the number is too long, press to display the complete number.

c. After the number has been selected, you must press OK to return to the list of contacts in the Phone Book. A check mark will appear beside the contact whose number you selected as recipient for your message. You can use the same steps to select the numbers of other

contacts.

d. After you have selected all the numbers you wish to dial, press OK and the display will show all these numbers.

4. After the numbers to be dialed have appeared on the screen, press OK to use the following options with this message:

- **Send Message**: Sends the message to the numbers selected previously.

When a message is to be sent, a copy of the message will be saved to the Outbox folder.

- **Preview**: Allows you to view the contents of the message.
- **Save to Draft**: Saves the message to the **Drafts** folder, for sending at a later time.
- **Edit Content**: Allows you to edit the contents of the message.

MMS

You can edit and send MMS messages using this menu.

Before you start to use MMS, you have to subscribe to both GPRS and MMS services provided by your operator. Then you have to adjust MMS settings in your phone to be able to use MMS.
Because MMS uses your operator's MMS server on a GPRS network to send messages to phones, you need to adjust the following settings correctly in order to use MMS:

Oper.Services > **WAP Settings**, and select the server you wish to activate in order to configure its settings.
For information on configuring an MMS server's settings, see page 114, "WAP Settings".

Messages > **Settings** > **MMS** > **Server Info**, and select the server you want to use for sending and receiving MMS messages.

Editing and sending MMS messages

1. Access the menu: **Messages** > **New** > **MMS** to open up the MMS editing screen. You can now edit the first page of your MMS message:

> You can also compose an MMS message using a preset MMS template by going to the menu: **Messages** > **Template** > **MMS Template**. See page 70 for details.

2. Edit text: Enter text into the first page's editing screen.

3. Insert objects: From the editing screen, press (**Option**), and then select **Insert**. The types of objects you can insert into an MMS page are as follows:
   - **Animation**: Scroll to highlight the file name of the desired animation, and then press (**View**) to display this animation. After entering the viewing mode, you can press to display the next/previous animation; pressing will display the animation in full screen. Finally, press OK to insert the selected animation into the page you are editing.
   - **Picture**: You can insert the desired picture into the page you are editing.
   - **Photo**: You can select a photo saved in the Album menu to insert into an MMS page.
   - **Voice Memo**: Select the voice memo to be attached to an MMS page.

- **Melodies**: You can select a ring tone saved in the phone to insert into an MMS page.

Each MMS page is only able to accommodate one image and one audio file. If you insert another image or audio file into the same page, the newly inserted file will replace the existing one.

After an audio file such as a voice memo or a ring tone is inserted into an MMS page, the icon will appear on the top of that page.

- **Text**: You can select a text template to insert into the message instead of entering all the characters individually. You can use the factory default templates or templates of your own that you previously saved to the template list.

To create and save your own text templates, go to the menu: **Message** > **Template** > **SMS Template**. See page 69.

- **New Photo**: Enables you to shoot a new photo using the phone's camera and then insert that photo into the currently edited page.

4. When you have completed your message's first page, from this page's screen press (**Option**), and then select **Insert** > **Page Before/Page After** to add a new page before or after the existing one.

5. When you are editing an MMS page, you can also press (**Option**) to perform the following tasks:
   - **Preview**: Plays all of the pages you have created in sequence.
   - **Remove Picture**: Removes an image or photo from the currently displayed page.
   - **Remove Sound**: Removes a ring tone or voice memo from the currently displayed page.
   - **Remove Text**: Deletes all of the text from the current page.

- **Remove Page**: Deletes the current page from your MMS message.
- **Previous Page**: Displays the previous page.
- **Next Page**: Displays the next page.
- **Page Duration**: This option allows you to set the length of time that each page is displayed on the screen when playing your MMS message.

6. When you have completed all of the pages of your message, press OK to display the following data fields required to send your MMS message.

   Press to scroll to the field you want, and then press or begin entering data to directly edit the data in the currently selected field.

   - **To**: You can send your MMS message to a recepient's phone or e-mail address.
     There are two ways to enter a recepient's mailing information:

     a. You can directly enter a recipient's phone number or e-mail address into the recipient list.

     When there are multiple phone numbers or e-mail addresses being entered, you can press to open up the symbols field along the bottom of the screen. Use to move the selection box to a comma, semicolon or space, and then press OK to place it in the editing screen to separate different phone numbers or e-mail addresses.

     b. You can press 1 (**Select**) and select a contact's phone number or e-mail address directly from your Phone Book.

   When the recipient list displays all of the recipients' numbers or e-mail addresses, press OK to return to the screen showing the data fields for your MMS message.

- **Subject**: Enter your message's subject here.
- **Cc**: You can send your message as a carbon copy to others.
- **Bcc**: You can send your message as a confidential carbon copy to others.

You are able to send an MMS message to a maximum of ten recipients.

7. When the screen shows the data fields required to send your MMS message, pressing (**Option**) will bring up the options below:
   - **Preview**: Plays all of the pages you have created.
   - **Save to Draft**: Saves the message to the Drafts folder, for sending at a later time.
   - **Receipt**: Press OK to choose from the following receipt modes:
     - **Both Delivery Read**: Asks the recipient to return a confirmation after receiving and reading your message.
     - **Only Delivery**: Asks the recipient to return a confirmation after receiving your message.
     - **Only Read**: Asks the recipient to return a confirmation after reading your message.
     - **None**: Cancels this function.
   - **Priority**: Determines this MMS message's priority.

After you have completed all of the information and settings required for your message, pressing OK will send this MMS message to the designated recipients. Its backup copy will be stored in the **Outbox** folder as well.

SIM Folder

The messages in the SIM folder are the ones stored in your SIM card's memory.

Inbox

The procedure for using this option is largely identical with that described below for using the phone's **Inbox**. However, after selecting a message and pressing (**Option**), the menu displayed includes four additional options:

- **Move to Phone**: Moves the selected message from your SIM card's memory to the phone's memory.
- **Copy to Phone**: Copies the selected message from your SIM card's memory to the phone's memory.
- **Move All to Phone**: Moves all messages to the phone's memory.
- **Copy All to Phone**: Copies all messages to the phone's memory.

The messages moved to the phone will be erased from the SIM card's memory, and cannot be moved back.

When there is 1K or less of free space in the phone's memory, the screen will display the message "Memory Insufficient!" and you will not be able to move or copy messages from the SIM card to the phone.

Only complete messages can be copied to the phone's memory.

Outbox

If your SIM card was previously used in another phone, saved messages or backups of sent messages will be stored here.

Inbox

1. When new messages are received, you can press OK to read the messages in the Inbox. You can also press (**Back**) to return to the standby screen (The icon will appear in the standby screen's status bar, indicating that there are unread messages) and then enter the menu **Messages** > **Inbox** to read messages.

2. Press to scroll to the message record you would like to view. Depending on the type of message to read, there are two scenarios:

Reading an SMS/EMS message

- Press (**Option**), which will present the following choices:
  - **Create**: Allows you to write and send a new message.
  - **Delete**: Deletes the selected message.
  - **Call**: You can use the phone number used to send the message to call the sender.
  - **Forward**: Allows you to edit the content of this message and forward it to another person.
  - **Save to Phone Book**: Saves the phone number of the message's sender to the Phone Book. For information on how to save, see page 30, "Adding Contacts to the Phone Book".
  - **Delete All**: Deletes all the messages in the inbox.
- Press OK to read the message's content. Then press (**Option**) to display the following options:
  - **Reply**: Allows you to write and send a reply message.
  - **Delete**: Deletes the message being read.

- **Call**: Uses the number from which the message was sent to call the sender (listed in the "Sender" item on the display), or dial a phone number shown in the contents of the message (the displayed number option). Scroll to the desired number, and then press OK to dial the number.
- **Forward**: Lets you edit the message's contents, and then forward it to another person.
- **Details**: Allows you to view the date and time when the message was sent.
- **Save**: Allows you to save the following content:
  - Save the phone number from which the message was sent (the number shown on the display in the "Sender Info" item) to the Phone Book.
  - Save the phone number displayed in the message's contents. (the option for a directly displayed number).
  - If the message is an EMS message with an attached picture or ring tone, you can save these objects to your phone's memory (such as by selecting the option for "Picture/Animation" shown on the display). Depending on the type of the object, the phone will save it to the corresponding EMS object library in the **Media Center** menu. For example, if the object is an EMS animation, it will be saved to an available position in the **Media Center** > **Animation** menu where you can use it in composing future messages.

If you are saving a picture or animation, you can select the **Save as Wallpaper** option, setting it as the wallpaper for the standby screen.

If you are saving a melody, you can also select the **Save as Ring Tone** option, setting it as the ring tone that will play when there is an incoming call.

For details on the **Media Center** menu, see page 90.

- If the message has a contact's information attached to it, you can save that contact's information to your Phone Book.
- If the message has a Calendar memo attached to it, you can save that memo to your Calendar.

■ **Save All**: Saves all the objects attached to the message (contacts and Calendar memos cannot be saved in this way).

Reading an MMS message

- Press (**Option**) to choose from the following options:
  - ■ **Create**: Allows you to write and send a new message.
  - ■ **Delete**: Deletes the selected message.
  - ■ **Call**: You can use the phone number used to send the message to call the sender.
  - ■ **Forward**: Allows you to edit the content of this message and forward it to another person.
  - ■ **Save to Phone Book**: Saves the phone number of the message's sender to the Phone Book. For information on how to save, see page 30, "Adding Contacts to the Phone Book".
  - ■ **Delete All**: Deletes all the messages in the inbox.
- Press OK to play the message's pages in sequence. While playing, you can perform the following tasks:

  a. When playing the message, you can press (**Pause**) to temporarily stop playing the message. When the message has temporarily stopped playing, you can either press (**Play**) to resume playing the message starting with the currently displayed page, or first press to scroll to the page you want, and then press (**Play**) to resume playing the message starting with that page.

b. When playing the message, press [1] (**Stop**) to stop playing the message.

c. When the phone finishes playing the entire message, from the message's last page press [OK] to replay the last page. If you want to replay the other pages, you must return to the first page using [✉], and then press [OK] to restart.

- When the phone finishes playing the entire message, you can also press [1] (**Option**) which will present the following choices for you to manage the message:
  - **Reply**: Allows you to write and send a reply message.
  - **Delete**: Deletes the message being read.
  - **Call**: Uses the number from which the message was sent to call the sender (listed in the "Sender" item on the display), or dial a phone number shown in the contents of the message (the displayed number option). Scroll to the desired number, and then press [OK] to dial the number.
  - **Forward**: Lets you edit the message's contents, and then forward it to another person.
  - **Details**: Allows you to view the date and time when the message was sent.
  - **Save**: Allows you to save the following content:
    - Save the phone number from which the message was sent (the number shown on the display in the "Sender Info" item) to the Phone Book.
    - Save the phone number displayed in the message's contents. (the option for a directly displayed number).
    - If the message is an MMS message with an attached picture or ring tone, you can save these objects to your phone's memory (such as by selecting the option for "Picture/ Animation" shown on the display). Depending on the type of

the object, the phone will save it to the corresponding MMS object library in the **Media Center** menu. For example, if the object is an MMS animation, it will be saved to an available position in the **Media Center** > **Animation** menu where you can use it in composing future messages.

If you are saving an image, animation or a photo, you can select the **Save as Wallpaper** option, setting it as the wallpaper for the standby screen.

If you are saving a melody, you can also select the **Save as Ring Tone** option, setting it as the ring tone that will play when there is an incoming call.

- **Save All**: Saves all the objects attached to the message.

Templates

SMS Template

You can use the quick message templates in this menu to compose a message without having to enter the entire text character by character. You can use the factory default templates, or templates that you previously saved to the list.

Scroll to the desired template and then press OK to enter its text into your message. You can then edit the text as you wish and then send the message.

To create your own quick message templates, press 1 (**Option**) and then select **Add**. You can then enter the text for the template, pressing OK to save it.

If a template is one of the factory defaults, you will not be able to use the editing function to modify it.

MMS Template

You can select a preset MMS template from this menu to compose your MMS message. Scroll to highlight the name of the template you want and then press OK to edit that template into your desired MMS message.

Outbox

This option preserves a backup copy of messages that you previously sent.

Drafts

This option allows you to preserve message drafts that you have saved.

Voicemail

Used to dial the voicemail number provided by your network vendor to listen to your voicemails.

Your network vendor will provide you with your voicemail inbox number and a number for accessing any other voicemail services. For detailed information about voicemail services, contact your network operator to see if you need to save a specific phone number to your phone in order to access your voicemail inbox.

Settings

This menu item includes a number of options for adjusting message settings:

Voicemail No.

You can save your voicemail phone number here.

SMS

Save Msg to

Here you can determine whether a new message will be saved to the phone's memory or to your SIM card's memory.

Service Center No.

This feature allows you to save the message center's phone number for sending your messages. The messages that you send are sent to recipients through this message center.

Bearer Mode

This can be set according to whether you are using a GPRS network system or a regular GSM dialup network. If you are using a GPRS network, you can use both the GPRS and dialup network to send and receive SMS messages. If however you are using a dialup network, you are restricted to using only the dialup network for sending and receiving SMS messages.

- **GPRS**: Use only the GPRS network to send and receive SMS messages.
- **CSD**: Use only the dialup network to send and receive SMS messages.
- **GPRS Preferred**: Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.
- **CSD Preferred**: Use the dialup network preferentially. Only if there is no dialup network will the GPRS network be used.

Validity Period

This sets the duration that an undeliverable SMS message that you send can be stored at the message center. During this period, the message center will continue to attempt to deliver the message to the designated number.

Reply Type

This determines whether you want to use an SMS message or MMS message in reply to an MMS message you have received.

Message Type

You can request that your network operator convert your text messages to different types.

Status Report

After activating this function, the network vendor will report to you when a message has been delivered.

Direct Reply

You can request that your reply to an SMS be sent directly through the sender's message center.

MMS

Filter

Your phone will reject all MMS messages from the senders listed here.

Expiry

Sets the length of time your outgoing MMS message stays on the server before it reaches the recipient successfully.

Reply Type

You can determine here whether you want to use an SMS message or MMS message in reply to an MMS message you have received.

Size Limit

Sets the maximum size for a message that the phone receives. If an incoming message exceeds this size, the phone will not be able to download that message.

Server Info

Activates the MMS server used for sending and receiving MMS messages.

Deferred Download

After you activate this function, the phone will only download the information associated with the sender when it receives an MMS message. You can then decide whether to download this message's content after you have read the information related to the sender.

Delivery Report

Asks the recipient to return a confirmation after receiving your MMS message.

Read Report

Asks the recipient to return a confirmation after reading your message.

Cell Broadcast

Cell broadcast messages are general messages that your network operator broadcasts to all phones within a particular area. These messages are broadcast in numbered channels. For example, channel 030 might be for local weather, 060 for traffic reports, 080 for information about local hospitals, taxis, pharmacies, and so forth.

You can receive cell broadcast messages that your network operator broadcasts, and select your preferred topics and languages.

For more information about available channels and a list of the information they provide, contact your network operator.

When you receive a cell broadcast, the content will be displayed twice in ticker-tape fashion.

Set Status

Allows you to select whether or not to receive cell broadcast messages.

Topics

Allows you to decide what information you wish to receive from your network operator's cell broadcasts. The topics listed in the **Topics** list represent the broadcast information that you have selected to receive from your network operator.

If you have not previously saved any topics, you can press (**Option**) and then select the **Add** option so that you can enter the desired range of topic numbers (that is, the channel numbers). The upper and lower limits of the range are the highest and lowest channel numbers, respectively. The largest possible range is 0 to 65534. You are no longer limited to selecting only single channels, but can specify a range.

Language

You can limit the cell broadcast information that you receive from your network operator to a specific language. Press [1] (**Select**) to select your preferred language, and then press [OK].

Cleanup

Allows you to erase specific messages based on the message category that you select in this menu.

Memory Status

Displays the amount of remaining available memory, including pictures, animations and ring tones stored on the phone.

Voice Memo

1. When the phone is in the standby mode, long press [ ].
2. Press [1] (**Option**) to bring up a pop-up menu. Select **Add** and the voice memo screen will appear. Perform the Voice Memo tasks using the following keys:
   a. Press [ ] to record.
   b. Press [ ] to stop recording.
   c. Press [OK] to play the voice memo.
3. After you are finished recording, press [1] (**Save**) to save the voice memo. Enter the name of the recording and then press [OK].
4. After you save the voice memo, the display will show the name of the voice memo. You can now:

a. Press 1 (**Option**), and then select whether you wish to record a new voice memo, rename the current voice memo, delete the current voice memo, or send the current voice memo to others via MMS.

For details on composing and sending an MMS message, see page 60, "Editing and sending MMS messages"

b. Press OK to play the voice memo. In the voice memo screen, you can press to play the previous or next memo.

Direct Connection to URLs

Your phone provides handy preset URL text hotkeys, enabling you to enter a complete URL more quickly and conveniently, and making Internet access more efficient and enjoyable.

From the standby screen, you can rapidly key in numerical URLs. If, for example, you wish to enter "http://123.com" you need only key in "123" and then press OK. The full URL will appear on the screen. OK automatically adds the necessary "http://" prefix and the ".com" domain suffix. To actually connect to this website, simply press to confirm and the phone's browser will be started up so that you can get online.

When entering a URL, you can also use OK to access the following functions:

- After pressing OK once, further presses of OK will switch to the URL suffixes shown in the chart:

Number of times	Output result
0	.com
1	.com.cn
2	.com.tw
3	.net
4	.net.cn
5	.net.tw

- You can convert (*) into the (.) that appears in URL addresses. For example, if you enter 123*456 in the standby screen, and then press OK , the URL "http://123.456.com" will appear on the screen.

- After you press OK to enter "http://" press ↑# to enter "/" and "-". For example, if after you enter "123" and then press OK once--causing "http://123.com" to appear on the screen--you press ↑# again, the URL will change to "http://123.com/". Pressing ↑# again will switch between "/" and "-".
- When the screen shows the desired URL, press to connect to the Internet and access this URL address.

4 Menus

The phone's menus provide various features. The main menu consists of 9 icons. Each icon represents a particular menu item, which is used to access related sub-menus.

For information about navigating menus, see page 21, "Menu Navigation".

Phone Book

This menu provides various functions for managing the Phone Book, including the ability to add, locate, and copy contact data; add contacts to a caller group; and so forth.

Find

Used to locate a contact in the Phone Book. You can enter the full name of the desired contact, or if you are not sure about the spelling of the contact's name, simply enter the first letter, and then press OK. The phone will locate all contacts whose names begin with this letter, and you can scroll to the field containing the contact you want.

Alternatively, you can press OK to open the Phone Book directly as you are asked to enter a contact's name, and then scroll to the preferred contact.
For details on what to do after locating the desired contact, see page 33, "Finding Contacts in the Phone Book".

Add

Used to add a new contact to the Phone Book. You can follow the procedure described on page 30, "Adding Contacts to the Phone Book".

Edit

After selecting a particular contact, you can follow the procedure described on page 30 for editing the data for this contact.

Copy

If you are using the phone book stored in the phone's memory, you can copy contact data to the SIM card's phone book, and vice versa. You can select a contact to copy from one phone book to the other, and copy all contacts in one phone book to the other by choosing the option **All Phone to SIM** (**All SIM to Phone**).

Delete

Deletes a contact from the Phone Book. You can delete one contact at a time, or delete all contacts at once. If you select the option to delete all contacts, you will be asked for your phone code (the default password is "1234").

Caller Group

Caller groups are combinations of phone settings used to identify a particular group of contacts, such as work colleagues, family members, or friends. For example, you can associate a ring tone and animation with one group, and when a member of that group calls, the phone will use the group's ring tone and display its animation.
After you scroll the caller group that you wish to configure, you can perform the following tasks:

- Press (**Option**): Used to select the ring tone or animation/ image that will help you identify the caller group to which a particular caller belongs, or to rename the caller group.

- Press OK : Allows you to view a list of all contacts that belong to the caller group. Press NAV to highlight the desired contact, and then press 1 (**Option**) to add a contact to the caller group, or to delete the selected one from the group.

Privacy Manager

This option allows you to set your phone to reject certain calls, or alternatively, specify which calls to accept, rejecting all others.

1. First, create a list of calls that you wish to accept (**Accept List**) or a list of calls that you wish to reject (**Reject List**), by scrolling to the corresponding item. Then press 1 (**Edit**) and the names of the contacts who are already on the selected list will be displayed. If the list is empty, press 1 (**Option**) and then select **Add** to choose contacts to include in the list.
2. You can select all the members of a caller group to be added to a list, or you can select contacts from the Phone Book individually (the screen will first display the caller group options). Scroll to the caller group or contacts that you wish to add to the list, and then press 1 (**Select**) to make your selections; press 1 (**Cancel**) to clear the caller group or contacts that you have selected.
3. When you are finished, press OK . The screen will display the names of the contacts you have added to the list. If needed, you can press 1 (**Option**) to add or remove contacts. When you have confirmed the list, press 1 (**Back**) to return to the **Privacy Manager** menu.

4. Lastly, select whether to activate the **Accept List** or the **Reject List**. Press to scroll to the list that you wish to activate, and then press OK to confirm your choice.
If you choose to activate the Accept List, from now on your phone will only be able to receive calls from contacts in the Accept List. If, on the other hand, you choose to activate the Reject List, your phone will not be able to receive calls from contacts in the Reject List.

If you are currently using the phone book on your SIM card, you will not have access to the **Privacy Manager** feature.

Business Card

You can use this option to enter your own business card information. The data fields are as follows:

	Your name.
	Your mobile phone number.
	Your e-mail address.
	Your company's address.
	Your job title.

Press to scroll to the data field you wish to edit, and then press 1 (**Edit**), press , or begin entering text to edit the data in this field. After you are finished entering the data, press OK to save all the business card data.

Activate

Used to activate the phone book stored in the phone's memory or on your SIM card. Press to highlight the desired phone book and then press OK .

My Number

This option allows you to save your SIM card number and name to your SIM card's memory.

SIM Status

Used to view how many additional entries can be stored in the SIM card's phone book and the maximum number of entries that it can store.

Messages

For a description of the features available in the Messages menu, see page 55, "Messages Menu".

Calls

Your network operator must support this feature in order for you to be able to use it.

This menu includes a list of your missed calls, dialed calls, and received calls. Call costs and time are also recorded.

Missed

Shows your most recent missed calls.

Press to scroll to the missed call that you wish to select. You can now choose to view, edit, or delete the number for the missed call. The procedure is the same as that described on page 35, "Last Missed, Dialed, and Received Calls".

Received

Shows your most recent received calls.

Dialed

Shows your most recent dialed calls.

Delete All

Deletes all call records.

Duration

This feature is only accessible if supported by your network operator.

Last

Shows the duration of the last call.

All

Shows the total time for all calls.

Received

Shows the total time for all received calls.

Dialed

Shows the total time for all dialed calls.

Reset

Clears all call time records.

Cost

Last

Shows the cost of your last call.

Requires the support of the network operator.

All

Shows the total cost of all calls.

Requires the support of the network operator.

Reset

Clears all call cost records.

Requires entry of the PIN2 code.

What is a PIN2 code?

- The PIN2 is the second PIN code. Its main use is in controlling restricted services--for example, call time limits and restricted phone numbers.
- If the PIN2 code is incorrectly entered three times consecutively, the PIN2 code will be locked. To unlock the PIN2 code, you will need to enter the PUK2 code, which you obtain from your network operator.

Limit

Shows the current limit set for total call costs.

Set Limit

Allows you to set a limit for total call costs. If call costs exceed this limit, the phone will no longer be able to dial pay calls. When this feature is activated, the remaining cost will be displayed on the screen each time you end a call.

Requires entry of the PIN2 code.

Set Units

Allows you to first enter the unit price and a currency for calculating call costs.

Requires entry of the PIN2 code.

Games

Your phone provides Java support, allowing you to download and install Java games from sites provided by your network operator. You can then run these Java applications directly on your phone. If you do not need a game, you can remove it from your phone at any time, replacing it with another downloaded application.

God Damn Fish

Pilates Tutor

Settings

Size Limit

This sets a file size limit for Java downloads.

Java Version

Shows the phone's Java Virtual Machine Version, as well as remaining free space for downloading Java games.

Internet Settings

Press [1] (**Edit**) to complete the Java settings below. When you are finished making all settings, you must press [OK] to save them.

- **Profile Name**: Provides a name for this Internet setting.

- **Network Access**: Some types of Java games are only playable online (for example, mahjong), and using the phone to go online entails an extra cost. However, it may not be possible to determine from a game's name alone whether or not it is an online game. Therefore, this setting allows you to be presented a prompt asking if you wish to go online to play a game before actually running the program.
  - **Always Ask**: Each time you attempt to launch an online game, you will be asked if you want to connect to the Internet.
  - **Ask Once per AP**: You will only be asked if you want to go online the first time you attempt to launch an online game. The next time you attempt to launch the game, the same choice that you made the first time will be applied.
  - **Never Ask**: Each time you launch an online game, the phone will automatically connect to the Internet, and you will not be asked to confirm.
- **DNS**: Here you can enter the IP address of the Domain Name Server that you wish to use for downloading Java programs.
- **Bearer Mode**: Before you download a Java application from the Internet, you must set the network system that you are using to either GPRS or CSD (dialup).
- Based on the bearer mode that you have set, you will need to make further settings for either the GPRS or dialup network. For details on configuring GPRS and dialup network access, see page 115.

Downloading JAVA applications

Please use the WAP browser to download Java games. The browser screen will first display information about the available games. After you have read this information, you can run the download command shown on the screen to begin downloading the desired Java game to the **Games** menu.

> Use only BenQ-certified Java applications in order to ensure that they will run properly on your phone.

> The default Java games contained in the **Games** menu may differ according to localized configurations. Once you begin running a game, simply follow the on-screen instructions. You can delete it in order to install other games.

Camera

For information on using the camera, see page 42, "Camera Function".

Media Center

Album

For information on the Album menu, see page 45, "Using the Album".

Videos

You can playback the recorded videos in this menu.

Picture

This image library stores the phone's default pictures, as well as images received in EMS/MMS messages, or downloaded through WAP services or using multimedia communications tools.

> ⚠ The file formats supported by the phone are BMP, PNG, GIF, JPEG (progressive or marithmetic-encoded saves not supported), and EMS picture.

Scroll to the desired picture to access the following options:

- Press OK to display this picture. Pressing [navigation key] will display the next or previous picture; pressing [key] will show the full-screen picture.
- Press [1] (**Option**) to perform the following tasks with the picture:
  - **Rename**: Allows you to provide the picture with a new name.

    ☞ The phone's default picture cannot be renamed, so this option is not present for it.

  - **Delete**: Deletes the picture.

    ☞ The phone's default picture cannot be deleted, so this option is not present for it.

  - **Send**: Sends the picture in an EMS/MMS message.

- **Information**: Displays the picture's name, file size, and whether the file is a default picture, a picture you have saved or one you downloaded yourself (noted as **User Defined**).
- **Set Wallpaper**: Use the picture as the wallpaper for the standby screen.

Animation

This animation library stores the phone's default animations, as well as animations received in EMS/MMS messages, or downloaded through WAP services or using multimedia communications tools. The procedure for using this menu is the same as that described above for the **Picture** menu.

> ⚠ The phone supports the following animation file formats: GIF, EMS animation.

Melodies

My Melodies

This ring tone library includes the phone's default ring tones, as well as ring tones received in EMS/MMS messages, or downloaded through WAP services or using multimedia communications tools, or that you have created yourself with the **Composer** function.

> ⚠ The phone supports the following music file formats: MIDI, SMAF.

Scroll to the desired ring tone, and press (**Option**) to perform the following tasks with the ring tone:

- **Set Ringtone**: Makes the ring tone the alert sound for incoming calls.

☞ Ring tones that support the EMS format (such as **Chimes High**) cannot be set as the phone's alert sound for incoming calls, so they do not offer this menu option.

- **Rename**: Allows you to give a new name to the ring tone.

☞ The phone's default ring tones cannot be renamed, so they do not present this option.

- **Edit**: Allows you to edit the ring tone.

☞ The phone's default ring tone cannot be edited, and only Composer offers this option. For information on how to edit ring tones, see page 93, "Composer".

- **Delete**: Deletes user-edited ring tones.

☞ The phone's default ring tones cannot be deleted. Only user-created or downloaded ring tones provide this option.

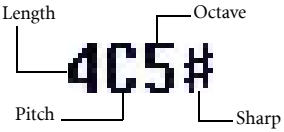
- **Information**: Displays the name of the ring tone, its file size, and whether it is a default ring tone, or a file that you have saved or downloaded yourself (noted as **User Defined**).
- **Send**: Sends the ring tone in a message.

Composer

You can edit your own polyphonic ring tone melodies, and use them as alert sounds for incoming calls.

A polyphonic ring tone consists of musical tones in multiple channels. The Composer function allows you to create a maximum of 8 channels, mixing them to create the final polyphonic ring tone.

Note format



Entering default notes

Press 1 to 7 to enter the eight pitches in an octave as quarter notes: Do Re Mi Fa So La Ti. The screen will display: **4C5**, **4D5**, **4E5**, **4F5**, **4G5**, **4A5** and **4B5**.

> The "4" on the left shows that the represented note is a quarter note; the "5" indicates that it is in the middle octave.

Entering a default rest

Press * to enter a quarter rest: **40**.

Adjusting the length of a note

The default note length is a quarter note (the screen uses the number 4 to represent a quarter note). Press 8 to increase the note's length (the number on the screen will increase); press 9 to reduce the note's length (the number on the screen will decrease). Various note lengths are represented by the numbers shown in the chart:

On-screen number	1	2	3	4	5	6	7	8
Note length	1/16	1/8	3/16	1/4	3/8	1/2	3/4	1

Adjusting a note's octave

The default notes just entered are in the middle octave (represented on the screen by the number 5). Press 0 to adjust a note's octave. The octave of a note is represented by the numbers shown in the chart:

On-screen number	Represented octave
4	Lower octave
5	Middle octave
6	Higher one octave
7	Higher two octaves

Adding a sharp to a note

Press # to add a sharp '#', which raises the note a semitone.

To remove a sharp from a note, press # .

A sharp cannot be added to an **E** or **B** note.

Steps for creating a polyphonic ring tone

1. The first time you enter the **Composer** menu, you will see 8 channels that you can select for editing. Each channel can be used to save one passage of music that you have created. Scroll to the channel that you wish to edit, and then press OK to enter the ring tone editing window to begin composing the music for this channel.
2. Edit notes according to the procedures described above.
   - To modify a note after you have entered several notes, press to move the cursor to the right of the note that you wish to change. You can then proceed with adjusting the length, octave, sharp/unsharp, and so on.
   - Press to delete a highlighted note.
3. When editing the music in a channel, press (**Option**) to access the following options:
   - **Play**: Plays the notes in the channel.
   - **Instrument**: Allows you select the instrument that will play the notes in the channel.
   - **Time Beat**: Sets the tempo (tempo range: 40 to 200).
4. After you are finished editing the notes in the channel, press OK to return to the channel list. You can now repeat the above steps to create another channel of music.
5. When you are finished with all the channels that you wish to fill with notes, press (**Option**) in the channel list screen to access the following options:

- **Play All**: Plays the polyphonic ring tone that results from mixing all channels.
- **Play Channel**: Plays the channel you have currently scrolled to (if this channel does not contain any music that you created, this option will not appear).
- **Save**: Select this option and your phone will automatically mix the music you have created in the channels into a polyphonic ring tone, and save this ring tone to the menu **Media Center** > **Melodies** > **My Melodies**. Press OK and enter a name for the ring tone and it will be saved.

Help

Displays information on how to use the phone's keys in composing ring tones.

Tools

Alarm

> If you activate the Alarm Clock feature, when the specified date and time arrive, the phone will sound the alarm, even if your phone is turned off.

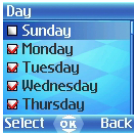
Use the following steps to set an alarm:

1. Select an alarm you wish to set and activate.

2. Press to select the feature for activation. The configuration fields for the alarm will appear in the lower part of the screen.

Day

Used to set the alarm to go off on a particular day from Monday to Sunday. Press (**Edit**) to display the days of the week. Press (**Select**) to make your selection. When done, press to return to the Alarm Ring screen. The Day field will now indicate the days on which the alarm will go off.



The days on which the alarm will go off.

Time

Allows you enter the time when an alarm will go off.

Time Duration

Allows you to set the length of the alarm. Press (**Edit**) to select the desired alarm duration and then press .

3. Lastly, you must press to save all your current Alarm Clock settings. After completing Alarm Clock settings, will appear in the external display's status bar; will appear in the main display's status bar.

When the alarm rings, there are two ways to turn it off:

- Press (**Snooze**) to stop the alarm. The alarm will ring again five minutes later.
- Press to turn off the alarm. The alarm will not ring until the next scheduled time.

Calendar

You can use the Calendar to set up memos for forthcoming events such as a meeting, an appointment, or a friend's birthday. The Calendar will also remind you about events you have previously scheduled.

1. When you open the Calendar, the phone will show the calendar for the current date.

   If you have not set the current date on your phone, go the menu **Settings** > **Date & Time**. See page 117.

   In the Calendar screen, press to move the red box to the date where you wish create a memo. You can also press (**Option**) and select the **Go to Date** option, then enter the desired date, pressing OK to confirm your selection of that date.

When the Calendar is opened, the current date will be highlighted by a red box.

2. When the red box is highlighting the desired date, press (**Option**) and select the **Add** option to open the memo editor.

3. Scroll to the data field you wish to edit, and then press (**Edit**) or , or press alphanumeric keys to begin entering data. You can enter data in these fields:

Change the memo's assigned date. In the Calendar screen, press to scroll to the date where you wish to create the memo, and then press OK.

	Enter a time for the event associated with the memo.
	Enter a name for the event associated with the memo.
	Enter the scheduled location for the event associated with the memo.
	Enter the names of the participants in the event associated with the memo.
	Record any notes about the event associated with the memo.
	Scroll to this option to set up your phone to remind you about an event. On the appointed date, when the scheduled time arrives, the memo will appear on the screen and the Alarm Clock will ring. First press to activate this feature. The time field will appear beneath, and you can enter the time when you wish to be reminded about the event.

4. After completing entry of data in each of the fields, you must press OK to save the memo to that date. The phone will display this date's memo list, including the event name and time for the memo you just saved. If the Alarm Clock has been set to remind you about the event associated with the memo, the icon will appear beside the event name.

5. You can now perform the following tasks:

   a. Press (**Option**) to select whether to edit or delete the memo, or select **Send vCal** to send this memo to others through SMS.

   b. Press OK to view the information in the memo. Then press (**Option**) to edit or delete the memo

c. Press (**Back**) to return to the Calendar screen. You can move the red box to other dates to create additional memos (dates that already contain memos will be marked by a yellow box).

6. After creating all the event memos you wish, return to the Calendar screen. You can now press (**Option**) and select:

- **Delete All**: Deletes all currently saved memos.
- **Auto Delete**: If this feature is activated, all event memos for dates prior to the current date will be automatically deleted.

To Do List

You can use this feature to create a list of work tasks or personal projects.

1. Press (**Option**) and then select **Add** to bring up the editor window. After entering the name of the task, press OK to create this to do item.
2. In the list screen, scroll to the desired to do item, and then press (**Option**) to add a new to do item, or to edit or delete the selected to do item. If there are two or more items in the list, you can select **Delete All** to delete all of them.
3. In the list screen, if there are any to do items that have already been completed, you can scroll to the item and then press OK to mark it to remind yourself that the task has been done. If you press (**Option**), you can activate the **Auto Delete**, which will automatically clear any to do items that you have marked as completed.

Note

You can use this feature to create a list of notes.

1. Press (**Option**) and select **Add** to bring up the editor screen. Enter the desired text and press OK .
2. A message on the screen will ask whether you wish to add a password for this note. If you press (**Yes**), you will from then on need to enter the phone code in order to view the contents of the note. Press (**No**) to save the note without adding a password.

The default phone password is 1234. To change the password, go to the menu **Settings** > **Security** > **Phone Lock**. See page 129.

Shortcuts

For a description of the features accessible through the Shortcuts menu, see page 50, "Shortcuts Menu".

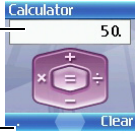
Voice Memo

For a description of the features accessible through the Voice Memo menu, see page 75, "Voice Memo".

Calculator

Allows you to use the phone as a calculator. Use to perform the mathematical operations shown on the screen.

You can enter numbers up to a maximum of 8 digits in length.

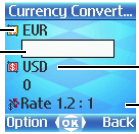


Entered numbers and calculation results will appear in this field.

Press to enter a decimal point.

Currency Converter

Once you enter the Currency Converter screen, the default currencies will be displayed, as shown in this example:



Currency 1: EUR (euros)

For entering the amount for conversion

Currency 2: USD (US dollars)

The current exchange rate setting

1. To set the currencies for conversion, press (**Option**) and select either **Currency 1** (to set the currency at the top of the screen) or **Currency 2** (to set the currency in the lower part of the screen), then press to confirm. After selecting a currency from the list, press .

2. Set the exchange rate.

   Press (**Option**) and select **Rate Setting**, then enter the rate for converting from Currency 1 to Currency 2. Use the to show the calculation result at the bottom. The calculation can provide precision up to two decimal places.

The exchange rate field can accommodate a maximum of five digits (including decimal digits).

Press to enter a decimal point.

3. After returning to the Currency Converter screen, you can select one of the currencies and then enter an amount that you wish to convert into the other currency.

You can enter amounts up to six digits long.

4. After pressing OK the converted amount will appear in the field for the other currency.

Stopwatch

1. Press OK to start the stopwatch.
2. While the stopwatch is running, you can press (**Split**) to save up to four elapsed times (such as in a race). The display will show the saved times in the lower part of the screen.

Pressing (**Back**) while the stopwatch is running will bring up the "**Quit?**" warning message (the stopwatch will continue to run). Press (**Yes**) to stop the stopwatch or (**No**) to return to the timer screen.

3. Press OK to halt the stopwatch.
4. Once the stopwatch is halted, press (**Reset**) to zero the stopwatch.

Countdown Timer

1. Enter the amount of time to count down. You can set any time up to 23 hours, 59 minutes and 59 seconds.
2. When you press OK , the countdown timer will begin counting down to zero. When the countdown is finished, the screen will display the "Time's Up" message and an alert sound will be played.

   Press (**Exit**) to leave the screen.
3. Press OK to stop the countdown timer.
4. After the countdown timer is stopped, you can press (**Reset**) and enter a new time to count down.

5. When the countdown timer is running, press (**Back**). The "Stop Timer?" message will appear. If you press (**Yes**), the countdown timer will stop and return to the timer screen. If you press (**No**), you will exit the countdown timer screen, but the countdown timer will continue the countdown. You can then perform other tasks, and when the countdown is finished, the "Time's Up" message will appear and an alert sound will be played. Press (**Exit**) to exit the screen.

Service Number

This option can be used to display the service number that the network operator has stored on the SIM card.

Requires network operator support.

SIM Toolkit Menu

Your network operator provided you with the mobile services in this SIM Toolkit (STK, for short) menu. Depending on the particular services provided by the network operator, this menu may contain a number of extra options. However, if the network operator has not provided any STK services, this menu will not appear on the screen. For detailed information, contact your network operator.

Requires network operator support.

Oper.Services

Your phone includes a built-in WAP browser, allowing you to use the phone for mobile Internet connectivity. To use the phone to get online, necessary WAP and GPRS settings must be made in this menu.

You must apply to a network operator for WAP services and complete WAP and GPRS settings in this menu before you will be able to take advantage of mobile Internet connectivity. In general, once the service you have applied for has been activated, the network operator will automatically transmit the needed settings to your phone. If this is not the case, you must perform this configuration yourself. For information about WAP and GPRS services and configuration details, contact a network operator providing these services.

Your phone provides the following methods for activating the browser and getting online.

1. From the standby screen, activate the browser and get online by using the feature that allows you to connect directly to URLs. For details, see page 77, "Direct Connection to URLs".
2. Activate the browser from the three options in the menu **Oper.Services**:
   - **Start Browser:** Starts up the browser and connects to the homepage.
   - **WAP Message:** Starts up the browser and accesses the WAP inbox for reading WAP messages.
   - **Goto URL:** Starts up the browser and connects to the URL that you enter.

Start Browser

Starts up the browser and connects to the homepage.

Browsing a webpage

Referring to the soft key commands at the bottom of the screen, press and to perform needed tasks while browsing a webpage. Press to scroll up or down a webpage. For details on browsing a webpage, inquire with the network operator providing WAP services. Your Internet connectivity service will determine the layout and content of the webpages you view. Depending on the specifics of your service, they way you browse the Internet on your phone will differ.

How to close the browser and end the online session

- While getting online, press or long-press .
- If you are already viewing a WAP webpage, long-press or from the browser's menu select **Exit**.

How to display the browser's menu

While viewing a WAP webpage, press OK to display the browser's menu. Referring to the soft key commands at the bottom of the screen, press and to access the various options. Press the corresponding alphanumeric keys to directly select an option. The browser menu contains the following items:

Back

Selecting this option will take you to the page you viewed previously.

Home

Returns to the home page. To designate a particular page to be your home page, go to **9 Settings** > **1 Homepage**.

Exit

Closes the browser and returns you to the main menu screen.

Inbox

When your phone receives a message that can only be viewed using a WAP browser, you enter this WAP inbox to read the message.

Bookmarks

You can open the Bookmarks menu and select webpage bookmarks.

View

Allows you to see the current bookmarks and bookmarks folders. Scroll to the desired bookmark or bookmarks folder, and you can:

- Press [1] (**Go**) to link to the webpage that the bookmark represents. If you have selected a bookmarks folder, select the desired bookmark from within the folder, and then press [1] (**Go**).
- Press [1] (**Menu**) to display the following options:
  - **Details**: Displays the bookmark's title and the URL it represents.
  - **Delete**: Deletes the bookmark or bookmarks folder.
  - **New Bookmark**: Creates a new bookmark.
  - **New Folder**: Creates a new bookmarks folder.

- **Move to Folder**: Moves a bookmark to the designated folder.
- **Delete All**: Deletes all bookmarks and bookmarks folders.
- **Hotkeys**: Allows you set a numerical key as a hotkey for a bookmark. After completing the setting, you can press this numerical key to directly link to the webpage represented by the bookmark.

Mark Site

Adds the current webpage to your bookmarks list.

GoTo URL

Press [1] (**Edit**) and enter the URL of the webpage that you wish to browse, and then scroll to the **Go** option and press [1] (**Go**) to link to that URL.

Save Items

When viewing a webpage, if you discover that it contains an image that can be downloaded, you can access this option to save the image to your phone.

Reload

Reloads the current webpage.

Settings

You can enter this item to making the following settings:

For detailed information about the following settings, contact your ISP.

Homepage

Designates a homepage. When you start up the WAP browser or if you select **Home** from the browser's menu, the screen will display the homepage you designate.

a. Press 1 (**Edit**) and then enter the URL of the webpage that you wish to use as your homepage.
b. Select the **Save** option to designate the URL you entered as your homepage. Select **Use Default** to use the homepage designated by your WAP service provider.

Scroll Mode

You can select two scrolling modes: **Block** or **Smooth**. In the Block mode, as many words as will fit in a line are shown for a few seconds, then the next line is shown, and so on. In the Smooth mode, the content scrolls smoothly on the screen. You can also adjust the scrolling speed: **Fast**, **Medium**, **Slow**.

Send Referrer

This option allows you to determine whether the browser will send an HTTP referrer header.

Key Press Timeout

This option sets the amount of time that the phone waits during text entry before automatically advancing the cursor to the next entry position. As long as the same key is re-pressed within the interval of time set here, it will continue to cycle through the characters available through that key.

Circuit Prompt

The Circuit Prompt is a message displayed before each circuit data call is made. It reads, "Circuit is down. Start a data call?" You can choose to enable or disable this feature.

Security

Secure Prompt

The Secure Prompt message is displayed before you leave a secure area. It reads, "Entering a non-secure area. OK?" You can choose to enable or disable this feature.

Current Certificate

Displays information on the certificate currently in use.

CA Certificates

Displays information on the built-in certificate. A certificate is a digital ID issued by a trusted third party known as a certificate authority (CA). The phone uses CA certificates to authenticate websites that send information to the phone.

Authentication

You can decide whether your phone should store your user name and passwords for websites that require them. If you allow your phone to authenticate you automatically, you will not need to re-enter your user name and password each time you visit the same website.

Advanced

Restart Browser

Restarts the browser, and automatically returns to the designated homepage. This feature is provided for your convenience if network errors occur, allowing you to restart the browser and re-establish your Internet connection.

Downloads
If this option is enabled, you will not be able to download images, background audio, and objects.

View Title Region
You can choose whether or not to have the browser display webpage titles. You can also set this option so that titles exceeding a certain length will be split into separate lines. (The first line of the browser displays a "G" and a globe image, while the second is the "title region". The actual webpage content begins on the third line.)

About…
From here, you can view information about the version of the browser that you are using.

WAP Message

Starts up the browser and displays the WAP inbox so you can read WAP messages.

Goto URL

Starts up the browser and connects to the URL you enter.

Resume

Returns to the last webpage you viewed.

Clear Cache

Clears webpage content that the browser temporarily stores in memory.

WAP Settings

You can make settings for the WAP servers of six different network operators, and select the server to use when connecting to the Internet.

To activate another set of WAP server settings, scroll to the group of settings you wish to use and then press OK. The phone will activate these settings for use in connecting to the Internet.

By scrolling to a particular group of WAP server settings that you wish to modify, and then pressing (**Option**), you can create a new group of settings, edit the settings, or delete the settings.

WAP server settings include the fields listed below. Select (**Edit**) to edit the setting in each field.

- **Profile Name**: Gives the WAP server settings a name.
- **Homepage**: Sets the webpage that the browser will link to when it is started up.
- **IP Address**: Enter the IP address used for accessing the mobile Internet.

- **Port**: Enter the connection port specified by the network operator.
- **Bearer Mode**: Before connecting to the Internet, you must set this item according to whether your Internet connection bearer mode is a GPRS network system or a GSM dialup network. Doing so will allow you to properly link to the data network to browse WAP pages, download Java programs, and so forth. If you are using a GPRS network, you can use both the GPRS and dialup network to connect to the Internet. If, however, you are using a dialup network, you are restricted to using only the dialup network to connect to the Internet.
  - **GPRS/CSD**: Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.
  - **GPRS**: Use only the GPRS network.
  - **CSD/GPRS**: Use the dialup network preferentially. Only if there is no dialup network will the GPRS network be used.
  - **CSD**: Use only the dialup network.
- **GPRS**: To modify settings for a GPRS account, press [1] (**Edit**). GPRS settings include the following fields:
  - **APN**: Enter the APN (Access Point Name) assigned by your network operator.
  - **User Name**: If needed, enter the user name provided by your network operator.
  - **Password**: If needed, enter the account password provided by your network operator.
- **CSD**: If you are using a GSM network, you must configure and activate a CSD account. Press [1] (**Edit**) to edit the settings in the following fields:

- **Dial Number**: When you start up the browser to connect to the Internet, you phone will dial this number. Your network operator or ISP will provide this number to you.
- **User Name**: This is your user account name, provided by your network operator.
- **Password**: The account password provided by your network operator.
- **Line Type**: This is the type of dialup connection. Press to select.
- **Baud Rate**: The default value is 9.6, which is the standard speed for data connections with a GSM mobile phone.
- **Auth Type**: This is information needed for telecommunications protocol authentication.

Settings

Date & Time

Used to set the time and date, as well as the format in which the time and date will be displayed on the standby screen.

Time

1. Press to select either the **Auto** or **Set** mode for this item:

   Auto: Automatic time zone adjustment. If during travel, you move between time zones, the phone will automatically adjust the time displayed on the screen based on the time zone prompts provided by the local network operator so that you always have access to accurate local time.

   Set: You phone will display the time you have set, and when you travel to other time zones, the phone will ignore time zone prompts issued by the local network operator.

2. After selecting the **Set** mode, you can complete the date and time fields.

Format

This option is used to decide the format in which the time and date will appear in the standby screen.

Secondary Time

Allows you to display the time in another designated time zone. If you choose to activate this option, the standby screen will display the time in that time zone along with your local time.

Time in secondary time zone

Auto Power On/Off

Allows you turn the phone on and off at specified times to conserve power.

> ⚠ When riding in an airplane or in any other situation where you cannot use a mobile phone, remember to deactivate the Auto Power On/Off option.

Power On

Designates a time for the phone to be automatically turned on. If this option is activated, the phone will be automatically turned on at the designated time each day.

Power Off

Designates a time for the phone to be automatically turned off. If this option is activated, the phone will be automatically turned off at the designated time each day.

Profiles

For information on the Profiles menu, see page 47, "Profiles".

Display

Theme

A display theme consists of a combination of display color and the standby screen wallpaper. Different display colors are paired with different preset wallpapers, so when you change the display color, the standby screen wallpaper will also change.

> After you press (**View**) to enter the preview mode, pressing will allow you to browse the wallpapers matched to the colors.

Wallpaper

Designates the wallpaper used for the main display's standby screen.

Image: Here you can select an image/animation to use as the main display's wallpaper. After you press (**View**) to enter the preview mode, pressing will display the next or previous image/animation; pressing will display it in full screen. Press to confirm your selection.

Photo: Here you can select a photo saved in the phone memory as the wallpaper.

> You can also use this feature to change the wallpaper matched with a color in the **Theme** option.

Welcome Message

Used to select and configure the animation/picture/text that is displayed when the phone is turned on, as well as the music that is played.

- **Animation**: Only the animation selected in this option will be displayed when the phone is turned on.
- **Picture**: Only the picture selected in this option will be displayed when the phone is turned on.
- **Text**: Only the welcome message entered in this option will be displayed when the phone is turned on.

Limit on length of entered text: 15 letters or numbers.

- **Picture and Text**: The picture and welcome message set in this option will be displayed when the phone is turned on.

> Regardless of the settings you have made for the animation/picture/text to be displayed when the phone is turned on, the phone will play the music set in this option. Therefore, after making settings for the animation/picture/text used for the startup screen, the startup music must also be set.

- **Off**: Returns the settings for startup music and animation to their factory default values.

Contrast

Press to adjust the contrast of the screen's display. Press OK to confirm the setting.

Brightness

Press to adjust the brightness of the phone's display backlighting.

Keypad Backlight

You can turn the phone's keypad backlighting and display backlighting on or off, as well as set the length of time that backlighting will remain activated after the flip is opened or a key is pressed. After turning backlighting on, you can scroll to the **Time Duration** option and then press (**Edit**) to set this length of time.

OLED Duration

- **Default**: After the external display cycles through displays of the time and animations, it will power off, and will only power on again when you press the upper or lower part of the volume key on the left side of the phone, or open and then close the flip (if a new message is received or there is an incoming call, the external display will also power on and then, after cycling through the programmed items, power off once more).
- **Cycle**: After the external display cycles through displays of the time and animations, it will power off. After 15 seconds, the external display will automatically power on and again cycle through the programmed items.
- **Always On**: The external display will remain on, cycling continuously through displays of the time and animations.

> Because the phone's external display drains power from the battery when it is on, selecting **Cycle** or **Always On** will reduce battery life.

OLED Animation Setting

You can set the animations to show on the external display. Press (**Select**) to make your selections; press (**Cancel**) to clear the animations that you have selected. When you are finished, press OK to confirm your selections.

Audio

This menu allows you to set various sounds that the phone uses.

Some of the options provided in this menu and the Profiles menu are identical (for example, Call Ring). Therefore the particular setting that the phone uses will depend on which menu you last used to make the setting.

Power Saving Mode

After you activate the power saving mode, keypad and display backlighting will be turned off, as will the status indicator lights on the flip, in order to conserve power.

Call Settings

Call Divert

Requires the support of the network operator.

Forward All

Forwards all incoming calls to a designated phone number or voicemail inbox. When you use this feature, you must enter a phone number to which to forward incoming calls.

After the **Forward All** mode is activated, the standby screen will display the icon.

When Busy

The phone will divert incoming calls to another number when you are in the middle of another call.

No Reply

Forwards incoming calls to another number when you do not answer.

Not Reachable

Diverts incoming calls when your phone is turned off or outside network coverage.

Cancel All

Cancels all call divert options.

Call Barring

You can request that your network operator block the dialing or receiving of certain calls. The call barring services below require the support of your network operator. To activate or cancel any of the options below, you must enter the network password provided by the network operator.

All Outgoing

Blocks dialing of any calls from the phone.

Intl. Out

If this option is activated, no international calls can be made with your phone.

Intl. Except Home

If this option is activated, your phone can only be used to dial local calls and calls to your home country from abroad. Other international calls will be barred.

All Incoming

Rejects all incoming calls.

Incoming When Roaming

If you are in another country (using roaming), activating this option will cause the phone to reject all incoming calls.

Cancel All

Cancels all call barring settings.

Change Password

You can change the network password, which can be obtained from the network operator.

Call Waiting

If there is an incoming call when you are in the middle of another call, the screen will display the number of the incoming call and call waiting message to alert you.

You must apply to the network operator for the call waiting service in order to use this feature.

Auto Redial

If there is no answer at a number you have dialed, the phone will automatically redial.

Show Number

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

On: When you call someone, the recipient's phone will display your phone number.

Off: Your phone number will not be shown on the recipient's phone.

If this feature is turned off, you may not be able to make phone calls in certain countries, such as Singapore and China.

Preset: Whether your phone number will be displayed on a recipient's phone will be determined by the default set by the network operator.

Fixed Dialing Number

After this feature is activated, the phone will only be able to dial numbers on the Fixed Dialing Number list. If a number is not on the list, calls cannot be made to this number.

When you activate or cancel this feature, you must enter the PIN2 code.

> If the PIN2 code is entered incorrectly three consecutive times, the PIN2 code will be locked down. You will need the PUK2 code to unlock the PIN2 code. Contact your network operator to obtain the PUK2 code.

Before activating the Fixed Dial Number feature, you must press (**View**), then press (**Option**) and select **Add** to create a Fixed Dial Number list. You must enter the PIN2 code, and then add a new number to your Fixed Dialing Number list.
After creating the list, you can view, edit and delete numbers in the list.

Active Line

This feature allows you to use two different phone numbers on one phone. You can designate one number for dialing calls, while accepting incoming calls dialed to both numbers without needing to use two phones. Select either **Line 1** or **Line 2**. The number you select (L1 or L2) will appear on the standby screen.

This feature requires the support of the network operator.

Connect Alert

This feature allows the phone to provide a ring tone or vibrating alert, or flash the backlighting when the recipient of a call has answered.

Minute Minder

Once this option is activated, the phone will emit a beep once every minute during a call.

Network

Generally speaking, the choice of the network that your phone uses is configured automatically. When turned on, the phone will automatically connect to the network provided by your network operator, or will automatically connect to the roaming network when you are outside the coverage of your regular network.

If you wish to change the connection network, this menu will allow you to select the network you want to use. When outside the coverage of your regular network in your home country or when abroad, you can manually select the local network system.

Your network operator must be able to support network selection in order for you to use this feature.

Network Mode

You can choose whether the network selection mode that the phone will use when it is turned on is automatic or manual.

Automatic: If this option is selected, when outside the coverage of your regular network, the phone will automatically search for usable networks.

Manual: If this option is selected, when outside the coverage of your regular network, the phone will list all the networks of telecom vendors and allow you to choose.

Available List

Allows you to manually select a network. Your phone will list all the networks of telecoms vendors so you can choose.

Not all networks listed will necessarily be available for use. If you require further information, contact your network operator.

Band Setting

According to your requirements, you can set an appropriate band in the GSM network system.

Connection

Used to set whether the phone will also search for a GPRS network when it is turned on.

- **GPRS & GSM**: When it is turned on, the phone will search for available GPRS and GSM networks.
- **GSM Only**: When it is turned on, the phone will search only for a GSM network.

Security

You can use a PIN code, phone code, and SIM card lock authentication to prevent unauthorized use of the phone.

PIN Code

A PIN (Personal Identification Number) code is a code provided by a network operator. When PIN code authentication is activated, it will prevent unauthorized use of the SIM card. Unless the correct PIN code is entered when the phone is turned on, the SIM card cannot be used, even if it is inserted in another phone.

> ⚠ If the PIN code is entered incorrectly three consecutive times, this will cause the SIM card to lock down, and a PUK1 code provided by the network operator will be required to unlock it. After unlocking, the PIN code will be automatically set to activate once the phone is turned on.

PIN1 Code

Used to activate/deactivate or change the PIN1 code. Before changing settings for the PIN1 code feature, the previously set PIN1 code must be entered.

If you wish to change the PIN1 code, you must press in the **Enable** item to select **On**, so that you will be able to enter and confirm the new code.

PIN2 Code

Used to change the PIN2 code. The procedure is the same as for the PIN1 code.

Phone Lock

Activates/deactivates or changes the phone's startup code. The startup code prevents unauthorized persons from using your phone. Once the phone's code is activated, the phone will be locked down when it is turned on unless this code is correctly entered. If an incorrect code is entered, your phone will remain locked down, and cannot be unlocked even if the SIM card is replaced by another one. When the phone is locked, you will only be able to make emergency calls.

Once the phone code is activated, you must enter the code each time the phone is turned on in order to unlock the phone (there is no limit on the number of attempts to enter the phone code).

The procedure for setting the phone code is the same as for the PIN1 code (the default phone code is 1234).

SIM Lock

Using this feature, you can prevent unauthorized persons from using your phone with other SIM cards. After you activate the SIM Lock feature, only the SIM card present when the feature was activated will be accepted by the phone. If a new SIM card is inserted in the phone, when the phone is turned on and a PIN code is entered, the phone will request entry of a SIM Lock code (there is no limit on the number of attempts to enter the SIM Lock code).

If the code is entered correctly, the phone will be able to recognize the new SIM card and use it normally. The next time the phone is turned on with this SIM card inserted, the phone will not ask again for you to enter the SIM Lock code.

Your phone can recognize a maximum of three different SIM cards.

Before setting the SIM Lock feature, you must enter the previously set SIM Lock code (the default SIM Lock code is 1234). The code must be between 4 and 8 digits in length.

Screen Lock

Used to create a security screensaver. When you have not performed any tasks with the phone for a set period of time, the phone will automatically activate the screensaver shown on the left, the purpose being to prevent personal information on the phone from being viewed by others. To return to the original screen, after pressing any key, you must enter the password you set for this feature.

The steps for setting the Screen Lock feature are as follows:

1. You must first enter the Screen Lock password that was previously set (the default password is 1234).
2. Press [SEL] in the **Enable** option to select **On**, and then press [↕] to scroll to the **Timeout** item.
3. In the **Timeout** item, press [1] (**Edit**) or press [edit] to set the period of inactivity before the phone will enter the Screen Lock mode.
4. After completing settings, press [OK]. The phone will prompt you to enter and confirm the Screen Lock password. You have two choices:
   a. If you do not wish to change the password, press [OK] to activate the Screen Lock feature using the previously set password.
   b. If you wish to change the password, enter the new password in the New Password and Confirmed fields, then press [OK]

to use the new password and activate the Screen Lock feature.

Language

You can select the language that the phone will use to display information.

Input

You can set the default input mode that will be automatically activated whenever you open the editing window for entering information into a message, the Phone Book, and so forth.

User Group

User Group

Used to create a closed group of callers based on a service provided by the network operator. The members of a User Group can call each other, but cannot conduct calls with anyone outside the group unless special provisions are made. This option can be used to select whether or not to activate this service.

Outside Access

When the User Group service is activated, enabling Outside Access will allow users in the group to make calls to numbers outside the group. However, incoming calls will still be restricted to calls from within the group.

Restore

Restores all of the phone's settings to their factory defaults.

5 Care and Maintenance

Take note of the points noted below to ensure that you are using the phone properly and to extend the lifespan of the phone.

- Store the phone and its accessories out of the reach of children.
- Keep the phone and accessories dry, and use the phone in environments where the temperature is between -10° C (+ 14° F) and 45° C (+ 113° F). High or low temperatures outside this range may damage the phone.
- If possible, do not use or store the phone in excessively dusty or dirty environments.
- Do not remove the warranty seal on the phone yourself, nor allow an unauthorized dealer to do so.
- Do not use strong detergents or organic solvents to wipe or clean the phone.
- If your phone or its accessories are not operating normally, contact an authorized dealer immediately.
- Use only genuine BenQ accessories such as batteries, battery charger and hands-free kit to ensure the phone's normal operation and preserve battery life, as well as protect the safety of your person and belongings. Use of non-BenQ accessories will not allow your phone to achieve optimal performance, and may cause the phone to malfunction. Any malfunctions or damage caused by the use of third-party accessories are not be covered by the terms of the product warranty, and will void the product warranty.
- Avoid allowing objects that may discharge electricity to contact the charging socket on the bottom of the phone or the metal contacts on the battery, as this may cause short circuits and put you in danger.

6 Troubleshooting

If you encounter problems while using the phone, or if it performs erratically, you can consult the information in the chart below. If your particular problem cannot be resolved using the information in the chart, contact the dealer where you purchased the phone.

Problem	Possible cause	Solution
Poor reception	• The network signal is too weak at your current location — for example, in a basement or near a tall building-because wireless transmissions can not effectively reach it.	Move to a location where the network signal can be properly received.
	• The network is busy at the current time (for example, during peak times, there may be too much network traffic to handle additional calls).	Avoid using the phone at such times, or try again after waiting a short time.
	• You are too far away from a base station for your network operator.	You can request a service area map from your network operator.
Echo or noise	• Poor network trunk quality on the part of your network operator.	Hang up the phone and dial again. You may be switched to a better-quality network trunk or phone line.
	• Poor local telephone line quality.	

Problem	Possible cause	Solution
Shortened standby time	• The standby time is related to your network operator's system configuration. The same phone used with different network operators' systems will not provide exactly the same length of standby time.	If you are located in an area where signaling is weak, temporarily shut off the phone.
	• The battery is depleted. In high-temperature environments, battery life will be shortened.	Use a new battery.
	• If you are not able to connect to the network, the phone will continue to send out signals as it attempts to locate a base station. Doing so consumes battery power and will consequently shorten standby time.	Change your location to one where the network is accessible, or temporarily turn off your phone.
You cannot switch your phone on.	• Battery power has been depleted.	Recharge the phone's battery.
SIM card error	• SIM card malfunction or damage.	Take the SIM card to your network operator for testing.
	• SIM card inserted improperly.	Insert the SIM card properly.
	• Debris on the SIM card contacts.	Use a soft, dry cloth to clean the SIM card contacts.

Problem	Possible cause	Solution
Unable to connect to the network.	• SIM card invalid.	Contact your network operator.
	• You are not within the network's service area.	Check the service area with your network operator.
	• Poor signal.	Move to an open space, or if you are inside a building, move closer to a window.
You cannot answer incoming calls.	• You have activated **Accept List** or **Reject List** in the **Privacy Manager** option.	Go to the menu **Phone Book** > **Privacy Manager** and then select **Off** in order to deactivate this option.
	• You have activated the **Call Barring** feature.	Go to the menu **Settings** > **Call Settings** > **Call Barring**, and then select **Cancel All**.
You cannot make outgoing calls.	• You have activated the **Call Barring** feature.	Go to the menu **Settings** > **Call Settings** > **Call Barring**, and then select **Cancel All**.
	• You have activated the **Fixed Dialing Number** feature.	Go to the menu **Settings** > **Call Settings** > **Fixed Dialing Number**, and then select **Off** to turn off this feature.
PIN Code is blocked.	• You have entered an incorrect PIN code three consecutive times.	Contact your network operator. If the network operator provides the SIM card's PUK code, use the PUK code to unlock the SIM card.

Problem	Possible cause	Solution
Battery will not charge.	• The battery or battery charger is damaged.	Contact the dealer.
	• The phone's temperature is below 0° C or higher than 45° C.	Adjust the battery charging environment to avoid extremes of temperature.
	• Poor contact between the battery and charger.	Check all connectors to make sure all connections have been properly made.
Unable to enter information into the Phone Book.	• The Phone Book's memory is already full.	Delete unnecessary data from the Phone Book.
Unable to select certain features.	• Your network operator does not support these features, or you have not applied for services that provide these features.	Contact your network operator.