* Some of the contents in this manual may differ from your phone, depending on the software installed or your service provider.

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SAMSUNG

PORTABLE CELLULAR TELEPHONE
SCH-X659

User's Manual

FCC RF EXPOSURE INFORMATION

In August 1996 the Federal Communications Commission (FCC) of the United States with its action in Report and Order FCC 96-326 adopted an updated safety standard for human exposure to radio frequency electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standards previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards.

Use only the supplied antenna or one that is approved. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in a violation of FCC regulations.

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Please contact your local dealer for a replacement antenna.

Body-worn Operation

This device was tested for typical body-worn operations with the back of the phone kept 1.5 cm. from the body. To maintain compliance with FCC RF exposure requirements, use only belt-clips, holsters or similar accessories that maintain at least a 0.59 inch (1.5 cm.) separation distance, between the user's body and the back of the phone, including the antenna, whether extended or retracted. The use of belt-clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure requirements, and should be avoided.

Vehicle Mounted External Antenna (optional, if available.)

A minimum separation distance of 7.9 inches (20cm) must be maintained between a person and the vehicle mounted external antenna to satisfy FCC RF exposure requirements.

For more information about RF exposure, please visit the FCC web site at www

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Important Safety Precautions

Read these guidelines before using your wireless phone. Failure to comply with them may be dangerous or illegal. For more detailed safety information, see “Health and Safety Information” on page 122.

Road Safety at All Times
Do not use a hand-held phone while driving; park the vehicle first.

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

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

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

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

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

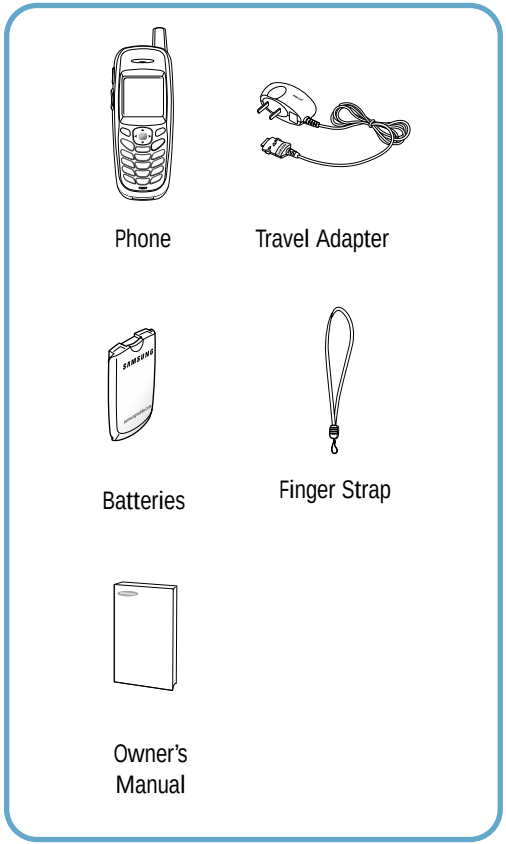
Sensible Use
Use only in the normal position (held to the ear). Avoid unnecessary contact with the antenna when the phone is switched on.

Accessories and Batteries
Use only Samsung-approved accessories and batteries.

Qualified Service
Only qualified service personnel may install or repair your phone.

Unpacking

Your package contains the following items.



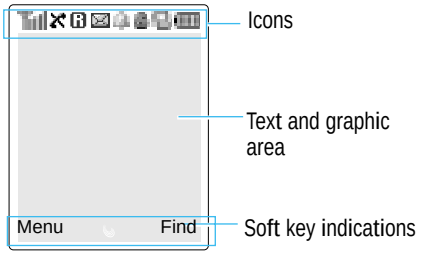
Your Phone

Phone Layout

The following illustration shows the main elements of your phone.

Display

The display comprises two areas: an upper line of static icons, and the lower text and graphic area.



Keys

Key	Functions
	Perform the functions indicated by the text above them, on the bottom line of the display.
	In the menu facility, scrolls through the menu options. *In Standby mode*, allows you to enter the **U-MAX** menu, allows you to enter the **Games** menu, allows you to enter the **Message** menu, and allows you to **view month**.

Keys *(continued...)*

Key	Functions *(continued...)*
	Makes or answers a call. *In Standby mode*, access the recent call logs.
	Ends a call. Also switches the phone on and off when pressed and held. *In the menu facility*, returns to Standby mode and cancels your input.
	Deletes characters from the display. *In the menu facility*, returns to the previous menu level.
	Enters numbers, letters and some special characters.
	In text entry mode, changes the appearance of input. In Standby mode, enters the Keypad Lock mode when pressed and held.
	In Standby mode, quickly enters/exits the silent mode when pressed and held. *In text entry mode*, inserts a space.

Icons

Signal Strength : Shows the received signal strength. The greater the number of bars, the better the signal strength.

Service: Appears when a call is in progress.

No Service: Appears when you are outside a service area. With it displayed, you cannot make or receive calls. Wait a little while for a better signal or move into an open area to regain the service.

Roaming: Appears when you are out of your home area and have registered with a different network (when travelling in other countries, for example).

New Message: Indicates that there is a new message waiting to be checked.

Alarm Mode: Appears when you set the alarm.

Lock Mode: Appears when your phone is locked.

Icons *(continued...)*

Vibration Mode: Appears when the ring volume for calls is set to **Vibrate** and **Silent Mode.**

Ringer Silent : Appears when the ring volume for calls is set to **Silent**.

Battery Status: Shows the level of your battery. The more bars you see, the more power you have left.

Backlight

The display and keypad are illuminated by a backlight. When you press any key, the backlight illuminates. It turns off if no key is pressed within a given period of time, depending on the **Backlight** option set in the **Display** menu.

To specify the length of time the phone waits before the backlight turns off, set the **Backlight** menu option (**6-2-3**); see page 107 for further details.

Service Light

The service light is at the outline of the navigation key. It flashes to indicate incoming call or message. Also, the service light flashes for a few seconds when you turn on the phone.

To make the service light turns on, set the **Service LED** menu option (**6-2-7**); see page 109 for further details.

Getting Started

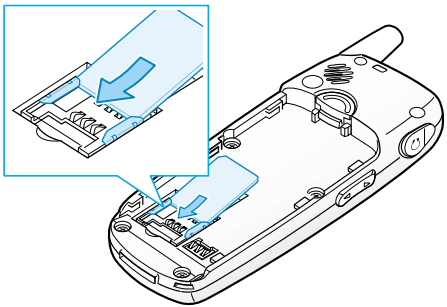
Using the UIM Card

The UIM(User Identification Module) card contains a chip with all the information required to operate the phone. Note the following:

- Keep all miniature UIM cards out of the reach of small children.
- The UIM card and its contacts can easily be damaged by scratching or bending, so be careful when handling, inserting or removing the card.

Installing the UIM card

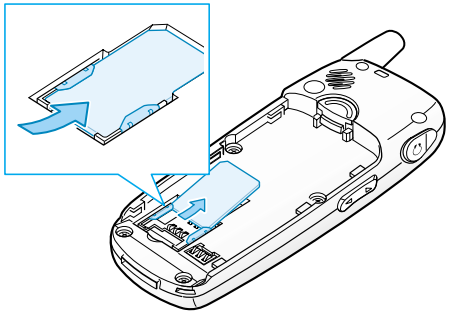
1. If necessary, remove the battery by referring to page 19.
2. Slide the UIM card into the slot ensuring that the notched corner is at the top left and the gold contacts of the card face into the phone.



Removing the UIM Card

Slide the UIM card out of the slot.

Note: Despite of no UIM card in the phone, you can make emergency call.



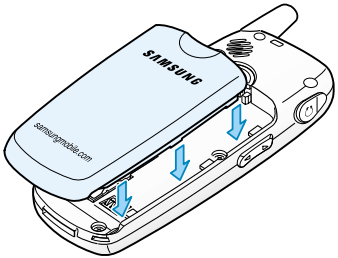
Using the Battery

Your phone is powered by a rechargeable Li-ion battery. Use only approved batteries and chargers. Ask your local Samsung dealer for further details.

Note: You must fully charge the battery before using your phone for the first time. A discharged battery is fully recharged in approximately 180 minutes for a standard battery.

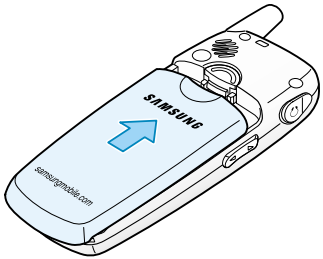
Installing the Battery

1. Insert the teeth at the bottom of the battery into the corresponding slots.



2. Push the battery against the back of the phone until it clicks into place.

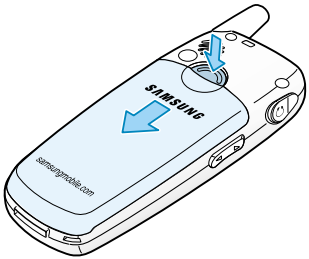
   Make sure that the battery is properly installed before switching the phone on .



Removing the Battery

1. If necessary, switch off the phone by pressing and holding the key down until the power-off animation is displayed.

2. To remove the battery, push and hold the catch above the battery on the back of the phone and lift the battery away.



Charging the Battery

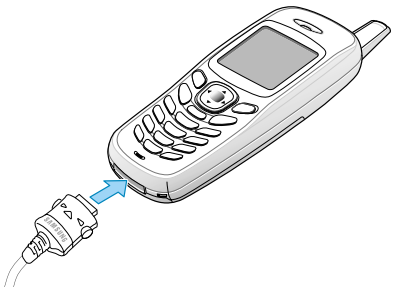
Using the Travel Adapter

Note: The phone can be used while the battery is charging, but this will cause the phone to charge more slowly.

1. Plug the travel adapter's connector into the bottom of the phone. Check that the arrow on the connector is facing towards the front of the phone.

2. Plug the adapter into a standard AC wall outlet.

   A bar indicating the charging progress appears on the display. While charging, the Battery Strength icon at the top right-hand corner of the display repeatedly fills to show its charging.



3. When charging is completed, unplug the adapter from the power outlet.

   Unplug the adapter from the phone by pressing the grey tabs on both sides of the connector and pulling the connector out.

Using the Battery Charger

Using the battery charger, you can charge the battery alone.

1. Plug the travel adapter's connector into the bottom of the battery charger.

2. Insert the teeth at the bottom of the battery into the slot of the battery charger and push the battery against the battery charger until it clicks in place.

3. Plug the travel adapter into a standard AC wall outlet.

4. The LED indicates the status of the battery being charged.

   - Red: the battery is charging.
   - Green: the battery is fully charged.
   - Orange: the battery is not seated correctly or the adapter is not plugged in correctly. Check the battery and adapter.

5. To remove the battery, push and hold the catch above the battery charger and lift the battery away.

   Insure that the charger has been disconnected from the wall outlet before removing the battery.

Low Battery Indicator

When the battery is weak and only a few minutes of talk time remain, the battery sensor will let you know by blinking the empty battery strength icon ( ) and you will hear a warning tone and a message will be repeated at regular intervals on the display. When the battery becomes too weak for the phone to operate, it switches off automatically.

Switching the Phone On / Off

1. Press and hold for more than one second to switch the phone on.
2. If the phone asks for a Personal Identification Number(PIN) code, enter the PIN code supplied with the UIM card. For further information on the PIN code, see page 117.

   The service light flashes, and an alert sounds. When the system locates services, you can see the idle screens on the main display.

   If the phone is out of service, the No Service icon appears in the display. In this case, you cannot place and receive calls. You can try again later when service is available.

   Note: You can change the display language via the **Language** menu option (**6-2-4**). See page 107.

3. When you wish to switch the phone off, Press and hold for more than two seconds.

PIN Code

The PIN code supplied with the UIM card helps you protect the UIM card against unauthorized use. When requested the code, key in the appropriate code (displayed as asterisks for security). If you enter an incorrect PIN code three times in succession, your UIM card is blocked. To unblock the card, contact your service provider.

You can enable or disable the code using the **Card Setup** menu option (**6-8-8**). For further information on the PIN code, see page 117.

Your Phone's Mode

Standby Mode

Standby is the most basic state of your phone. The phone goes into Standby mode soon after you turn it on, or whenever you briefly press . When your phone is in Standby mode, you will typically see the current date and time. If you enter a phone number, you can press to dial it, or press to save it in the internal Phonebook.

Press at any time to return to Standby mode. Be careful; if you are on a call when you press , you will return to Standby mode, but it also disconnects the call.

Talk Mode

You can place and answer calls only when your phone is turned on. During a call, the phone is in Talk mode. While you are in Talk mode, pressing gives you a list of options referred to as “Options During a Call” See page 38 for details on the options.

Power Save Mode

Your phone comes with a Power Save feature that will automatically be activated if your phone is unable to find a signal after 15 minutes of searching. While this feature is active, the phone’s battery charge will conserved. The phone will automatically recheck for a signal periodically.
To manually force the phone recheck for a signal, press any key. A message on the display let you know when your phone is operating in Power Save Mode.

Lock Mode

When you lock your phone using the **Lock Mode** menu option **(6-8-1)**, you cannot use the phone. Even in Lock mode, you can receive messages and calls, but cannot place an outgoing call until you unlock the phone.

To unlock the phone, press and enter the lock code. The phone returns to Standby mode.

For further details about locking and unlocking the phone, see page 114.

Key Guard Mode

You can lock the keypad by pressing and holding in standby mode. You can prevent accidental key pressing with this key guard mode.

To unlock your keypad, press and hold .

When you have incoming calls in key guard mode, the key guard is automatically deactivated and the phone goes to standby mode. The key guard will be automatically activated after the predetermined amount of time.

Silent Mode

Silent mode disables all sounds on the phone. This feature is best used in situations where the phone might disturb others, such as a meeting, library, theater, etc. Your phone can be set to silent mode with a press of a key in idle mode.

To enter Silent mode, press and hold down .

Pressing and holding down once again exits silent mode.

Call Functions

Making a Call

To make a call, proceed the followings:

1. In Standby mode, enter the area code and phone number.

   While entering a phone number, press to insert a hard pause. For more information on pause dialing, see page 33.

2. Press . The phone places the call to the entered phone number.

Note: If you have set the time interval for automatic redialing in the **Auto Retry** menu option (**6-4**), the phone automatically retries to make the call. See page 111 for further details.

Correcting the Number

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

Ending a Call

When you have finished your call, press .

The call time (length of the call) displays with the number of the called party. If the number is stored in your Phonebook, the name is displayed. If there is no match in Phonebook, you can press and store the number to the Phonebook. For further information on storing the number in the Phonebook, see page 70.

Emergency Dialing

You can place calls to hard-coded emergency numbers (119, 110 and 120) or three specified number in the emergency number list even if your phone is locked or all outgoing calls are restricted. For further information on emergency numbers, refer to page 114.

Using the Recent Call Log

The phone chronologically stores up to 60 calls dialled, received or missed. The last call is saved in first position.

To recall any of these numbers, proceed as follows.

1. If there are any characters on the display, return to Standby mode by pressing .
2. Press . The list of recent calls are displayed.

   : for dialed calls
   : for received calls
   : for missed calls

3. Press up or down navigation key (or the volume keys on the left side of the phone) to scan through the list until you find the required number.
4. Press to dial the displayed number.

Making a Call from the Phonebook

You can store the phone numbers called regularly in the UIM card and phone memory, called Phonebook. You then simply recall the number to dial. For further information on Phonebook, refer to page 67.

Prepend Dialing

The Prepend option lets you add digits such as area codes and network feature activation codes to a phone number that is in your Call logs before dialing it.

To prepend the phone numbers stored in the Call logs:

1. Access the desired call log in **Calls** menu.
2. When the desired phone number displays, press to access the Options menu.
3. Press to select the **Prepend** option.
4. Enter the area code or feature code.
5. Press to dial the number.

Speed Dialing

Once you have stored phone numbers labeled with Speed Dial in the Phonebook memory, you can dial them easily whenever you want. See below.

By UIM Card Memory

You can dial the phone numbers stored in UIM card memory. The storage capacity of the UIM card varies depending on the UIM card.
Enter the memory location of the desired number and press and hold the final digit to dial.

By Phone Memory

Press the digits of the phone memory location containing the number to be dialed, and then press and hold .

Pause Dialing

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

Your phone has two pause dialing methods: pause dialing from the Phonebook and manual pause dialing.

Storing Pauses in a Phonebook Entry

To store a number in your Phonebook that contains pauses:

1. Enter the phone number you want to store (such as the bank's teleservice phone number).
2. Press to insert a pause. The letter "P" displays in the number, meaning that hard pause will occur at that point in the dialing sequence.

   The "P"stops the dialing and waits for the teleservice to prompt you for a number.
   The number following the "P" is your account number, PIN, etc.
3. Enter the digits that need to follow the pause, such as your account number.

4. Store the number in your Phonebook as you normally would by pressing and following the screen prompts.

Pause Dialing from a Stored Phonebook Entry

1. Dial the number from the Phonebook.
2. Wait for the appropriate prompt from the number you are calling (credit card number, bank account number, etc.). When prompted, press to send the DTMF number that follows your pause.
3. “SENDING DTMF” flashes on the display and the transmitted tone sounds.

Manual Pause Dialing

You can enter pauses manually using the Dial options during the dialing process.

1. Enter the phone number of the service you want to call (such as a bank’s teleservice phone number).
2. Press to insert a pause.
   The screen displays a “P” indicating a pause.
   Enter the number to be sent after the pause by pressing the digit keys, and then press .
3. After connecting, wait for the prompt from teleservice. After the prompt, press again to send an additional number.

Adjusting the Volume During a Call

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

Press to increase and to decrease the volume. The illustration on the display shows all five levels; the more bars you see, the higher the level.

Muting the Ringer Volume

You can mute the ringer volume for an incoming call by pressing the volume key on the left side of the phone.

Answering a Call

When somebody calls you, the phone alerts you by ring, and the phone icon is displayed.

If the caller can be identified, the caller's phone number (or name if stored in your Phonebook) is displayed.

There are following ways to answer a call depending on the setting of **Answer Mode** menu option (**6-6**). See page 112.

Setting option	to answer...
By Send Key	Press .
By Any Key	press any key except , , or volume keys.

To end the call press .

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

Rejecting a Call

To reject an incoming call press , or press and hold the volume key on the left side of the phone.

To make silent ringer sound, press or press shortly the volume key on the left side of the phone.

Viewing Missed Calls

If you fail to answer a call for any reason, the phone indicates a missed call by displaying a text notification on the screen. Additionally, if caller information is available, a Missed entry is created, and the screen displays the phone number of the most recent missed call.

When the display informs you of the call you missed, press to call the displayed number, or to clear the message and return to Standby mode.

To view the list of the missed calls, refer to the **Missed** menu option (**1-1**) on page 62.

Options During a Call

Your phone provides a number of functions that you can use during a call. As many options are network services, you may not be able to use all of these functions at all times.

Press during a call to access the following options:

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

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

Calls: allows you to access the **Calls** menu. See page 62.

Phonebook: allows you to access the **Phonebook** menu. See page 67.

Silent/Quit: does not send the key tones. It allows you to press keys without hearing annoying key tones during a call.

Send My #: sends DTMF (Dual-Tone Multi-Frequency) tones of your phone number.

DTMF length: manipulates the audible DTMF (Dual-Tone Multi-Frequency) tones. You can choose between **Normal** and **Long**.

Call Waiting

You can answer an incoming call while you have a call in progress, if this service is supported by the network and if you have set the **Call Waiting** menu option (**1-7**) to **Enable**. Contact your service provider to activate Call Waiting.

When a waiting call is detected, the incoming call alert sounds (network dependent) and a text notification displays. To answer a waiting call:

1. To answer the call, press . The first call is automatically put on hold.

2. Press again to switch between two parties.

Note: Depending on the network. Sometimes the incoming call no. would be displayed by phone is incorrect.

Call Forwarding

This feature provides the option of forwarding incoming calls to another phone number, even while your phone is off. Activating Call Forwarding does not affect outgoing calls made from this phone. Contact your service provider to activate Call Forwarding. Refer to the **Call Forward** menu option (**1-6**) on page 65.

Three-Way Calling

This feature enables you to conduct conference calls with two separate parties at the same time. You are billed airtime for each of the outgoing calls separately. Contact your service provider to activate Three-Way Calling.

During a three-way call, if one of the callers hangs up, you and the remaining caller will stay connected. If you initiated the call and you hang up first, all three parties are disconnected.

1. During a conversation,
   Enter the phone number for the third party, and then press .

2. When the third party answers, press again to begin your three-way call.

* The function depends on the network.

Entering Text

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

You are provided with the following text input modes;

- **Pinyin**: allows you to enter the Chinese character using its Pinyin spelling, the phonetic system.
- **Stroke**: allows you to enter the Chinese character using the individual strokes labeled on keys.
- **T9 Word**: allows you to enter the English characters with only one keypress per character.

Note: The Pinyin, Stroke and Word mode use the T9 input method. T9 mode automatically compares your key presses to an internal linguistic database to determine the correct word.

- **ABC**: allows you to enter English characters by pressing the key labeled with the desired character repeatedly until the character displays.
- **Symbol/Symbol2**: allows you to enter various symbols and special characters.
- **123**: allows you to enter numbers.

Changing Text Input Mode

1. In text entry screen, press .

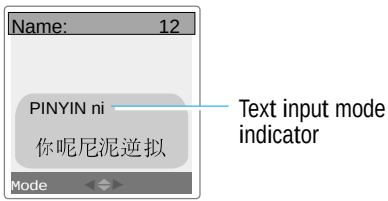
2. Scroll to the desired mode by pressing navigation key.

3. To select the highlighted mode, press .

   You can change between **T9 Word** and **ABC** mode to enter English words and choose **Pinyin** or **Stroke** to enter Chinese characters. To include a symbol or number(s) between characters, **Symbol/Symbol2** and **123** modes are also available.

   Note: If you want to exit the Options screen without changing to a new mode, press .

4. You will find the selected text input mode indicator at the display.



Chinese Pinyin Mode

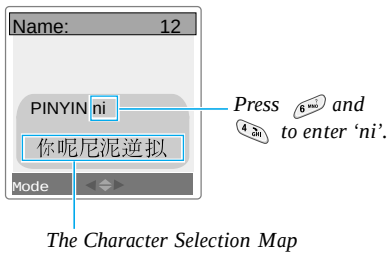
Pinyin is a system to mark Chinese pronunciation in Latin alphabets. With the Pinyin input method, you can enter Chinese characters by keying in the Pinyin string from the phone keypad and the phone automatically presents the matching alternatives.

This mode allows you to enter Pinyin characters with only one key press per letter.

Typing Characters in Pinyin Mode

1. Press keys corresponding to the phonetic spelling, referring to the Roman letters printed on the keys. Notice that the choices in the Character Selection Map change.

   Example: Typing 你 in Pinyin mode



2. If you cannot find the desired character from the display, press up or down navigation key to scroll through choices in the Character Selection Map.

   When the character you are typing appears in the Character Selection Map, you may select it.
   If you want another Pinyin for the keys you have pressed or assign the tone for the character refer to the next chapter.

3. To select a character, press 1 to activate the Character Selection Map. A number (1 to 6) is added to the beginning of a corresponding character. With the Character Selection Map being activated, a normal press on 1 to 6 selects the corresponding character.

Press 1 to select " 你 "with the Character Selection Map being activated.

Notes:
- To insert a space when entering a text, press #.
- To remove the activate character in the Character Selection Map, press C.

Using Alternative Pinyin and Tone

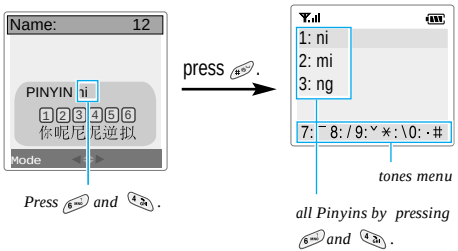
You can enter another character using alternative Pinyin for the keys you have pressed or assigning a tone for the selected Pinyin. Entering a tone for a character is optional, but it is especially useful if the Pinyin spelling is similar between characters.

To get alternative Pinyins or tones, proceed as follows:

1. Press keys corresponding to the letter you need. Press # to display another Pinyin and Tone menu.

   If you want just to assign a tone go to step 3.

   For example, to get Pinyin "mi", press 6 and 4. But the screen shows another Pinyin "ni" by pressing 6 and 4.
   Remember there are several Pinyins from the same key pressing. To get alternative Pinyins, press #.



Press 6 and 4.

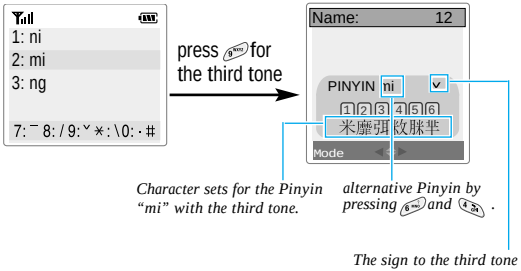
all Pinyins by pressing 6 and 4.

2. Press the associated key to correspond to the Pinyin you want.

   For example, press 2 to select “mi”.

3. Press one of the keys to associated a tone. 7, 8, 9, * for four tones, 0 for light tone.
   To exit without assigning a tone, press #.

   For example, to enter a third tone for Pinyin “mi”, press 9. You can see the selected Pinyin and the third tone sign “v”. You can get the character sets for the Pinyin “mi” with the third tone.



4. If you cannot find the desired character from the display, press down navigation key to scroll through choices in the Character Selection Map.

5. If you find the character you want to enter, press a key (1 to 6) to corresponding the character.

   For example, press 1 to type “ * ”.

Notes:
- You may delete a previously entered tone by pressing C .
- To exit the Tone menu without making a selection, press # .

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Inserting a Space

Insert a space between the characters, press # in Text Area.

Clearing Strokes and Characters

Press C one or more times to remove strokes to the left. To clear all of the strokes and characters on the display, press and hold C .

Chinese Stroke Mode

This mode allows you to enter individual Chinese strokes, in written order - from top to bottom, and from left to right.

Even though there are many different strokes used to create Chinese characters, the strokes are classified into 5 basic categories; heng, shu, pie, dian and zhe. The basic strokes are printed on the keypad, on keys 1 to 5 JKL.

To enter a stroke, press the key printed with the stroke that most closely represents the exact stroke you desire. The table shows the stroke/key relationship:

Categories	Keys	Strokes Represented in Each Category
一	1	一 ㇀
丨	2 ABC	丨 亅
丿	3 DEF	㇒ ㇀ 丿
丶	4 GHI	丶 丶 ㇏ ㇀
㇕	5 JKL	㇕ ㇒ ㇖ ㇁ ㇇ ㇄ ㇈ ㇀ ㇙ ㇋ ㇌ 乙 ㇉ ㇂ ㇗ ㇀ ㇙ ㇖ ㇗ ㇛ ㇂ ㇜ ㇉

Typing Strokes and Characters in Stroke Mode

1. To type a character, press keys corresponding to its component strokes. Press keys on the handset in the order that you would write the strokes, using one press per desired stroke.

   Example: Typing (力) in Stroke mode

Key Stroke Area. Press 5 JKL to enter ㇕, then 3 DEF to enter 丿.

The Character Selection Map. To select 力, press 7 PQRS.

2. The phone displays your strokes in the Key Stroke Area and offers character choices in the Character Selection Map. As you enter strokes, notice that the choices in the Character Selection Map change.

   To scroll through choices in the Character Selection Map, press the navigation key.

Note: If you are uncertain of the order of one or more strokes, press 6 MNO in place of each questionable stroke. Continue entering strokes until the character is displayed in the Character Selection Map or until you have finished the character.

3. When the character you are typing appears in the Character Selection Map, you may select it without finishing the stroke sequence for the character. Characters displayed in the Character Selection Map correspond to keys **7** to **#** on the keypad. To select a character from the Character Selection Map and add it to your message, press the corresponding key 7 PQRS to #.

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Clearing Strokes and Characters

Press C one or more times to remove strokes to the left. To clear all of the strokes and characters on the display, press and hold C.

T9 Word Mode

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

1. Press keys on the phone just once per desired letter. For example, to enter 'Hello', press 4 GHI, 3 DEF, 5 JKL, 5 JKL, 6 MNO.

2. The word you are typing appears in the display. It may change with each key press.

3. Type to the end of the word before editing or deleting any keystrokes.

   If the word that appears in the display is not the word that you desire, press 0 one or more times to display alternate word choices for the keys you have typed. (For example, 'of' and 'me' both shares the sequence 6 MNO, 3 DEF. The phone displays the most commonly used choice first.)

   To type words not found in the T9 Word mode, change the text input mode to ABC mode.

4. Complete each word with a space by pressing #.

Smart Punctuations

Period, hyphen, and apostrophe are available on 1. T9 Word applies rules of grammar to insert the correct punctuation. Notice that 1 is used twice in this example to display two punctuation marks:

5 3 8 1 7 # 3 2 8 1
L e t ‘ s e a t .

Changing Case

To shift the case of the next letter(s) that you type, press *. There are three shift states: Lower Case(**T9word**), Initial Capital(**T9Word)** and Capitals Lock**(T9WORD)**.

Including a Number

You can include a number between letters without exiting the T9 Word mode. Press and hold the desired number key.

Scrolling

To move the cursor left or right through your text message, press left or right navigation key.

Clearing Letters and Words

Press C one or more times to clear letters one by one to the left. Press and hold C to erase all letters on the display.

ABC Mode

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

For example, you press 2 three times quickly to display the letter “C” , 5 two times quickly to display the letter “K”. So, this method is called Multi-tap typing.

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

List of characters available:

Key	Characters in the Order Displayed
1	. @ , : ? - ; ’ / ( ) ! # % & * < > _ + = ” \ { } $ [ ] 1
2	A B C 2
3	D E F 3
4	G H I 4
5	J K L 5
6	M N O 6
7	P Q R S 7
8	T U V 8
9	W X Y Z 9
0	0

(Caps Lock mode)

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

Changing Case

To shift the case of the next letter(s) that you type, press . There are three shift states: Lower Case(**abc**), Initial Capital(**Abc**) and Capitals Lock(**ABC**).

Including a Number

You can include a number between letters without exiting the ABC mode. Press and hold the desired number key.

Inserting a Space

Press to insert a space between the words.

Scrolling

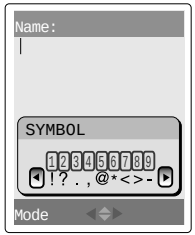
To move the cursor left or right through your text message, press left or right navigation key.

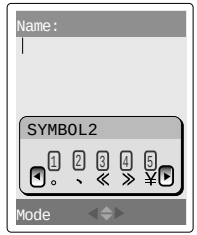
Clearing Letters and Words

Press one or more times to clear letters one by one to the left. Press and hold to erase all letters on the display.

Symbol / Symbol2 Mode

Symbol/Symbol2 mode enables you enter symbols into a text message.





Press left or right navigation key to display more symbol sets.

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

123 Mode

123 mode enables you to enter numbers into a text message. Press keys corresponding to the desired digits, and manually switch back to the text entry mode of choice.

Using the Menus

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

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

Accessing a Menu Function by Scrolling

1. In Standby mode, press to access the main menu facility.

2. Scroll with the navigation keys to reach the desired main menu, for example **Setup**. Press to enter the menu.

3. Find the menu option you want, for example, **Sounds**, by scrolling with up or down navigation key. Press to enter the menu option.

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

4. Scroll with up or down navigation key to find the setting of your choice.

5. Press to confirm the chosen setting.

Notes:
- To return to the previous menu level, press .
- You can exit the menu without changing the menu settings by pressing .

Accessing a Menu Function by Using its Shortcut

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

Note: The numbers assigned to each menu function are indicated on the list on page 58.

1. In Standby mode, press to access the menu mode.

2. Enter the first digit of the shortcut number. Repeat this for each digit of the shortcut number.

   Example: Setting **Voice Volume**

   Press , and .

   6 for **Setup**, **1** for **Sounds**, **5** for **Voice Volume**.

3. Find the setting of your choice by pressing up or down navigation key , then press .

List of Menu Functions

The list shows the menu structure available and indicates the number assigned to each option.

1: Calls

- 1-1: Missed
- 1-2: Incoming
- 1-3: Outgoing
- 1-4: Erase Logs
  - 1-4-1: Missed
  - 1-4-2: Incoming
  - 1-4-3: Outgoing
  - 1-4-4: All Calls
- 1-5: Air Time
  - 1-5-1: Last Call
  - 1-5-2: Total
  - 1-5-3: LifeTime
  - 1-5-4: Erase Total
- 1-6: Call Forward
  - 1-6-1: Busy
  - 1-6-2: No Answer
  - 1-6-3: Unconditional
  - 1-6-4: Busy/No Answer
- 1-7: Call Waiting

2: Phonebook

- 2-1: Find
- 2-2: Add
- 2-3: Group Set
- 2-4: My Phone #

3: Message

- 3-1: New Message
- 3-2: Inbox
- 3-3: Outbox
- 3-4: Erase Msgs
  - 3-4-1: Voice Notif.
  - 3-4-2: Inbox Card
  - 3-4-3: Inbox Phone
  - 3-4-4: Outbox Card
  - 3-4-5: Outbox Phone
  - 3-4-6: All Messages
- 3-5: Msg Setup
  - 3-5-1: Scroll Timer
  - 3-5-2: Msg. Reminder
  - 3-5-3: New Message
  - 3-5-4: Canned Msg.
- 3-6: Web Alert

4: Scheduler

- 4-1: View Month
- 4-2: Jump To Date
- 4-3: Alarm Set
- 4-4: Calculator
- 4-5: Today
- 4-6: To Do List
- 4-7: Memo Pad
- 4-8: Countdown
- 4-9: World Time

5: Games

- 5-1: Couple Bowling
- 5-2: Honey Ball

6: Setup

- 6-1: Sounds
  - 6-1-1: Ringer Volume
    - 6-1-1-1: Calls
    - 6-1-1-2: Messages
    - 6-1-1-3: Alarm/Scheduler
  - 6-1-2: Ringer Type
    - 6-1-2-1: Voice Calls
    - 6-1-2-2: Messages
    - 6-1-2-3: Alarm/Scheduler
  - 6-1-3: Key Tone
    - 6-1-3-1: Tone Volume
    - 6-1-3-2: Tone Type
  - 6-1-4: Alerts
    - 6-1-4-1: Minute Beep
    - 6-1-4-2: Service Area
    - 6-1-4-3: Connect
    - 6-1-4-4: Disconnect
    - 6-1-4-5: Fade
    - 6-1-4-6: Roam Area
  - 6-1-5: Voice Volume
  - 6-1-6: Power On/Off
- 6-2: Display
  - 6-2-1: Animation
  - 6-2-2: Banner
  - 6-2-3: Backlight
  - 6-2-4: Language
  - 6-2-5: Set Time
    - 6-2-5-1: Main Clock
    - 6-2-5-2: Dual Clock
  - 6-2-6: Contrast
  - 6-2-7: Service LED
- 6-3: Auto Key Lock
- 6-4: Auto Retry
- 6-5: Auto Answer
- 6-6: Answer Mode
- 6-7: Roam Option
- 6-8: Security
  - 6-8-1: Lock Mode
  - 6-8-2: Change Lock
  - 6-8-3: Emergency #
  - 6-8-4: Voice Privacy
  - 6-8-5: Restriction
  - 6-8-6: Clear Memory
  - 6-8-7: Reset Phone
  - 6-8-8: Card Setup
- 6-9: Entry Method
- 6-#: Data Option

7: U-Max

- 7-1: U-Info
- 7-2: UNI-INFO

In Use Menu

1: Mute/Quit

2: Calls
- 2-1: Missed
- 2-2: Incoming
- 2-3: Outgoing
- 2-4: Erase Logs
- 2-5: Air Time

3: Phone Book
- 3-1: Find
- 3-2: Add
- 3-3: Group Set
- 3-4: My Phone #

4: Silent/Quit

5: Send My #

6: DTMF Length

Calls

You can use the **Calls** menu to:

- View and dial the last missed, outgoing or incoming numbers.
- Erase the numbers in the call logs.
- View the duration of calls.

Missed *Menu 1-1*

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

1. Press up or down navigation key to find the desired number (or name if saved in Phonebook).

2. Press to select the highlighted number. The dialed number (and name if stored in Phonebook) is displayed.

3. While viewing the selected number, pressing allows you to access the following options:

   - **Talk**: dials the selected number.
   - **Save**: allows you to save the number in the Phonebook.
   - **Prepend**: allows you to add an area code or feature code to the number before calling the number.
   - **Erase**: delete the selected number.

If you want to place a call to the displayed phone number, press . To exit the call log, press .

Incoming *Menu 1-2*

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

For further information on scrolling through the list and accessing a call log, see “Missed” on page 62.

Outgoing *Menu 1-3*

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

For further information on scrolling through the list and accessing a call log, see “Missed” on page 62.

Erase Logs *Menu 1-4*

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

The following options are available:

Missed: The calls you missed are erased.
Incoming: The calls you received are erased.
Outgoing: The calls you made are erased.
All Calls: All calls you made, received and missed are erased.

When a confirming message appears, Select **Yes** to erase the logs. If you want to cancel the selection, Select **No**.

Air Time

Menu 1-5

This option lets you view the timers for calls made and received.

Note: This feature is not intended for billing purpose.

The following options are available:

Last Call: shows the length of the last call.

Total: shows the number of all calls made to or from your phone and the total duration of the calls since the air time counter was last set to zero by using the **Erase Total** option.

Life Time: shows the number and total duration of all calls made to or from your phone since the phone was shipped from the factory.

Erase Total: resets the call timers.

Call Forward

Menu 1-6

This network service enables incoming calls to be forwarded to another number.

Note: This option is only available when your network operator support it. Contact your service provider for availability.

The following options are available:

Busy: calls are forwarded if you are already on the phone.

No Answer: calls are forwarded if you do not answer the phone.

Unconditional: all of the calls are forwarded.

Busy/No Answer: calls are forwarded if you are already on the phone or do not answer.

To Set your forwarding options:

1. Select the type of call forwarding.
2. Select **Enable** and press .
3. Enter the area code and phone number to which your calls should be forwarded.
4. Press or . The phone sends your setting to your network.

To Deactivate the call forward setting:

1. Select the call forwarding option.
2. Select **Disable** and press .

Call Waiting

Menu 1-7

Call waiting feature alerts you of incoming calls while you are on a call.

To enable the feature, select **Enable** by using the navigation key and press .
To disable, select **Disable** and press .

With the feature enabled, you can respond to an incoming call by pressing while you are on a call. This puts the first caller on hold and answers the second call.
To switch to the first caller, press again.

Note: If you press , all of the calls are released.

Phonebook

You can store phone numbers and their corresponding names in the memories of your UIM card and the phone. You can store up to 500 entries in phone's memory. The UIM card capacity depends on your card's manufacturer. The UIM card and phone memories, although physically separate, are used as if they were a single entity, called the Phonebook.

Find

Menu 2-1

This option allows you to find an entry by its name, entry, group or storage.

Note: You can quickly access this menu by pressing when the phone is in Standby mode.

To change the finding option, move to the first level until it is highlighting by pressing up navigation key, and then press left or right navigation key to scroll through the options; By Name, By Entry, By Group and By Storage.

By Name

1. Move to the text input area by pressing up or down navigation key.

2. Press . You can enter the first few letters of the name. For more information on how to enter characters, refer to page 41.

3. Press .
   Your phone shows the closest matching name.

4. Press the up or down navigation key to scroll the entries. When an entry is highlighted,

   - Press to place the call.
   - Press you can access the following options:

     Edit: edits the phone number, name, location number and so on.
     Erase: erases the selected entry.
     Add New: adds a number to the Phonebook. For more information on how to add a number, refer to page 70.

   - Press to select the entry. The entry information is displayed. Move to each item by pressing up or down navigation key. Press , and you can access one of the following options:

     Talk: dials the number.

     Edit: edits the phone number, name, location number and so on.
     Copy: is only available when you select a number item in phone memory entry or an item in UIM card.
     From UIM card to phone: Select a category icon for labeling the phone number and press .
     From phone to UIM card: Press .
     Erase: erases the selected number.

   - Press to return to the previous screen.
   - Press to exit this menu.

By Entry

1. Enter the number you want to find. Associated entries are displayed.

2. Follow step 4 of **By Name** page 68.

By Group

1. Move to the group selecting area by pressing up or down navigation key.

2. Press left or right navigation key to scroll through the options. Whenever you scroll them, associated entries are displayed

3. Follow step 4 of **By Name** page 68.

By Storage

1. Move to the Card or Phone option selecting area by pressing up or down navigation key.

2. Press left or right navigation key to scroll through the options. Whenever you scroll it, associated entries are displayed.

3. Follow step 4 of **By Name** page 68.

Add

Menu 2-2

This menu allows you to add information to your Phonebook.

When you select this menu, the screen prompts you to select **Number**, **E-mail** or **ETC**. Use navigation key to scroll and press or the number which is highlighted.

Number

You can store up to 500 entries. Each entry can contain up to 32 digits with an associated name of up to 14 characters in English or 6 characters in Chinese.

Note: The storage capacity of the UIM card varies depending on the UIM card.

Creating a New Entry

1. Enter a phone number and press .

2. Highlight the **New Entry** by pressing the up or down navigation key. Press to confrim.

3. Enter a desired name. You can enter up to 14 characters in English or 6 characters in Chinese. For further information on how to enter text, see page 41. When you are satisfied, press the key.

4. Your phone shows the detail information. Highlight the option you want to customize by using up or down navigation key.

   - **Name**: Enter the desired name after pressing . You can enter up to 14 characters in English or 6 characters in Chinese. For further information on how to enter text, see page 41.

   - **Storage**: Define where the entry is stored, either **Phone** or **Card**, by pressing .

     If you select the Card, you can see the phone number you have entered on step 1.
     You can edit the number.

     If you select the Phone, you can select a type you want to save the phone number you have entered on step 1.

   - **Location**: The first available location displays. If you need to enter the location number, use the number keys or press navigation keys until the location number you want to use appears.

The following options are available only when you select phone:

- **Type**: Select the category of the number to be stored using left or right navigation key. Home, Office, Mobile, Pager and Fax are available.
- **E-Mail1/E-Mail2**: Enter a desired e-mail address. For further information how to enter text, see page 41.
- **ETC:** Press the **Edit** soft key to add a memo about the person. For more information how to enter text, see page 41.
- **Speed Dial**: Select the type you want to use the number as a Speed dial item.
- **Relation**: Select one of the predefined relation groups, where the entry is included. Grouping the entries enables you to search for a number in the desired group. See page 75.
- **Ringtype**: Select a unique ringer melody for the entry. By selecting different tones, incoming voice calls having a caller ID can be distinguished from those not having.

5. Repeat Step 4 until you complete the contact information of entry.

6. Press to save the entry.
   After storing, the phone displays the memory status of the Phonebook.

Adding a Number into an Existing Entry

You can store up to 5 numbers per entry saved in the phone's memory by storing them in different categories.

1. After the **Add** menu option (**Menu 2-2**), select **Number** from the pop-up list and press key.

2. Enter a number you want to save and press key .

3. Press the up or down navigation key to select **Find** and press key.

4. Find the name to which you want to add the number using the navigation keys and press key.

5. Select a category by pressing the left or right navigation key and press key.

6. Follow from Step 4 in "Creating a New Entry."

Note: If you have selected the label already used for another number, the message asking if you want to overwrite the number appears. Press and select a new one.

E-mail1 / E-mail2

This option allows you to store an e-mail address as a Phonebook entry.

1. After the **Add** menu option (**Menu 2-2**), select **E-mail** from the pop-up list and press key.

2. Enter the e-mail address up to 48 characters in English and press .

   For further information on entering text, see page 41.

2. And then follow from step 2 of “Creating a New Entry” on page 71.

ETC

You can make a memo about a person as a Phonebook entry.

1. After accessing the **Add** menu option (**Menu 2-2**), select **ETC** from the pop-up list and press key.

2. Enter a memo and press key.

   For more information about how to enter text, see page 41.

3. Press key to accept **New Entry**.

   Note: To add the memo to an existing entry, select **Find**. Find the name from the Phonebook list, and press key.

4. Enter a name and press key.

5. Follow from Step 4 in “Creating a New Entry” on page 71.

Creating a New Entry in Standby mode

You can also save the number displayed in Standby mode.

1. Enter a phone number.

2. Press , and then follow from step 3 of “Creating a New Entry” on page 71.

Group Set *Menu 2-3*

This option allows you to change a group in your Phonebook.

1. Press the up or down navigation key to locate the group you are renaming.

2. Press .

3. Press to erase the old group name.

4. Enter a name.
   For more information how to enter text, see page 41.
5. Press to save the new name.

My Phone # *Menu 2-4*

This option allows you to change your phone number.

This number is sent when you choose the **Send My #** option during a call.

1. Press to change it.

2. Enter a new phone number and press .

Message

Your phone can receive voicemail, text messages, and pages. Also, your phone can send text messages and pages if your system supplier provides this service.

To quickly enter the **Message** menu, press left navigation key in Standby mode.

When you receive a message the ✉ icon is displayed and you hear an alert depending on the message sound setting.

Note: You can receive messages even when your phone is in Lock mode.

To read the text message, press the key.

To hear the voice message, press the key.

The Inbox and Outbox share a given amount of memory in your phone or UIM card. You can store up to 30 messages in the phone memory. The UIM card's capacity depends on your UIM card.

When the message memory is full, an error message is displayed. In this case, you can not receive any new messages. You should delete old messages to make room for the new message.

New Message

Menu 3-1

You can create short text messages to send them to other mobile numbers.

1. Enter the desired message content and press .

   You can enter up to 70 characters in Chinese or 160 characters in English. For further information on how to enter text, see page 41.

2. Select one of the following options, and press .

   - **Send & Save**: allows you to save a copy of the message and then send the message to the required destination. You can read the message in your Outbox.
   - **Send only**: allows you to send the message. The message will be deleted after sending.
   - **Save only**: allows you to save the message so that it can be sent later. You can read the message in your Outbox.

3. Enter the phone number, and press .

You can recall the phone number from your Phonebook. Press and select **Phonebook** to recall a number from Phonebook or **Phone #** to change the number.

Note: You can enter other numbers by using the down navigation key after entering a number. You can send to 10 destinations at the same time.

Inbox

Menu 3-2

The inbox stores messages that you received.

Voice

To listen the selected Voice mail, press and follow the instructions provided.

Txt Card / Txt Phone

An icon displayed in the message list represents the status:

- : displays when you have read a message.
- : indicates when a duplicated message is received.
- : displays if a message is urgent.

Press up or down navigation key to scroll to one of the messages in the list and press . If necessary, press up or down navigation key to scan through the contents.

The following options are available when you press .

Reply: replies to the sender.

Forward: forwards the message to another number.

Call/Save: makes a call by pressing or saves the number by pressing .

Erase: erases the message from Inbox.

Note: For further information on how to edit or send a message, see “New Message” on page 77.

Outbox

Menu 3-3

The outbox stores messages that you have already sent or just saved without sending.

Card / Phone

An icon displayed in the message list represents the status:

- : indicates that the message was successfully delivered.
- : indicates that the message was not sent.

Press up or down navigation key to scroll to one of the messages in the list and press . If necessary, press up or down navigation key to scan through the contents.

The following options are available when you press .

Resend: resends to the sender.

Call/Save: makes a call by pressing or saves the number by pressing .

Erase: erases the message from Outbox.

Note: For further information on how to edit or send a message, see “New Message” on page 77.

Erase Msgs *Menu 3-4*

Using this menu option, you can erase message. The following options are available:

Voice Notif.: erases all of the voice messages.

Inbox Card: erases all of the incoming messages saved in the card's memory.

Inbox Phone: erases all of the incoming messages saved in the phone's memory.

Outbox Card: erases all of the outgoing messages saved in the card's memeory.

Outbox Phone: erases all of the outgoing messages saved in the phone's memory.

All Messages: erases all of the messages.

Msg Setup *Menu 3-5*

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

Scroll Timer *(Menu 3-5-1)*

You can set the screen to scroll automatically or not.

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

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

Msg. Reminder *(Menu 3-5-2)*

This option reminds you that you have had an unchecked incoming message after you receive an message.

Off: The phone doesn't alerts after you receive an incoming message.

Once: The phone alerts just once after you receive an incoming message.

Every 2 min: The phone alerts every 2 minutes after you receive an incoming message.

New Message *(Menu 3-5-3)*

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

Priority: allows you to set the priority level of messages. You can toggle between **Normal, Interactive, Urgent** or **Emergency** by pressing up or down navigation key.

Delivery Ack: allows you to activate or deactivate the delivery acknowledgement feature. When this is activated, the network informs you whether your message has been received or not by the recipient. Select **On** to turn on the feature or **Off** to turn it off.

Canned Msg. *(Menu 3-5-4)*

Your phone has 11 preset messages to enable you to use them when writing a new message. You can change them, if necessary. You can also add up 9 messages.

1. Press up or down navigation key to highlight the message you want to change. Press .

   To add a new message, select an empty location.

2. Clear the existing message using , if necessary, and enter a new message.

   For further information on how to enter text, see page 41.

3. Press to save the message.

Web Alert *Menu 3-6*

Your phone alerts you with incoming web messages. When a new message is received, your phone will display a text notification together with an audible alert.

Scheduler

The Scheduler feature enables you to:

- View the Calendar.
- Keep track of important dates and events.
- Use the phone as a calculator.
- Create a list of things to do.
- Set the phone to ring at a specified time.
- Set and countdown D-Day.
- Check the time in another part of the world.

View Month *Menu 4-1*

This option allows you to view the past or future month as well as the current month in calendar format.

The indicator style represents different status :

- red: current date has an event.
- blue: current date has no event.
- pink: this date has an event.
- striped blue: cursor.

Selecting a Day on the Calendar

- You can move to the next or the previous day by pressing left or right navigation key.
- You can move up or down the Calendar by one week by pressing up or down navigation key .
- To display the next or previous month, use the volume keys on the left side of the phone.

The following options are available when you press .

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

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

Scheduling an Event

1. Select a day from the calendar and press .
2. Enter your event information and press to accept your input.

   You can enter up to 32 characters in English or 16 characters in Chinese. For further information on how to enter text, see page 41.
3. Enter the Start time and date using the numeric keys, and press down navigation key.
4. Enter the End time and date using the numeric keys, and press down navigation key.
5. Select when an alarm will notify you of your event by pressing left or right navigation key. If you select **No alarm,** the phone does not ring an alarm.
6. Press to save your event.

Viewing Your Schedule

Days with scheduled events are highlighted on the calendar when you access the **View Month** menu option (**Menu 4-1**). Select one of them and press . The first event displays.

Scroll to the event you want to view by pressing left or right navigation key. If necessary, press down navigation key to display more contents of the event.

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

Add new: allows you to add a new event.

Edit: allows you to edit the event.

Erase: allows you to erase the selected event.

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

Jump To Date *Menu 4-2*

This feature allows you to specify the date you want to view so that you can easily go to the day without scrolling through the Calendar. Once the date is obtained, you can create, edit and delete events on your calendar.

Enter the desired date using the numeric keys, and press . When the day you selected is highlighted, press to access it.

Alarm Set *Menu 4-3*

This option allows you to set the alarm to ring at a specific time.

To set the alarm:

1. Select the alarm frequency option by pressing up or down navigation key and press .
   - **Once**: the alarm rings only once and is then deactivated.
   - **Daily**: the alarm rings every day at the same time.
   - **Off**: the alarm is not used.

To set the alarm when the phone's power is off, press . Use the navigation keys to activate **Yes**, and press .

Note: If the battery is removed after setting the alarm even when power off, the alarm will not ring. Also the battery is too weak to reach the alarm schedule, it would be fail to alarm.

2. Enter the required time when an alarm rings using the numeric keys.

3. Press to save the setting.

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

To deactivate the alarm, select **Off** in the frequency options and press .

Calculator

Menu 4-4

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

To perform a calculation:

1. Enter the first number using the numeric keys.

2. Set the operator for your calculation by pressing the navigation key you want to enter: **+** (add), **-** (subtract), **x** (multiply), **÷** (divide).

3. Enter the second number.

4. To calculate the result, press .

Note: Use to enter a decimal point and to change the sign of a number to a negative(-) or positive(+).

Today

Menu 4-5

You can schedule up to 9 events for the current day indicating each event's start and end time. You can store up to 20 events totally. You can be alerted by the Calendar function before an event is commenced. Events scheduled for future dates automatically appear on your Today events schedule for that particular day.

For more detailed information about scheduling and viewing events, refer to "View Month" on page 86.

To Do List

Menu 4-6

This feature allows you to enter a list of tasks you need to do and assign both a priority and a deadline to them. You can store up to 20 tasks.

Creating a To-Do Item

1. Enter a task and press .

   You can enter up to 32 characters in English or 16 characters in Chinese. For further information on how to enter text, see page 41.

2. Select **High** or **Low** priority using left or right navigation key .

3. Enter your deadline using the numeric keys.

4. Press to store the task.

Adding, Editing and Erasing a To-Do Item

If tasks are already defined in the To Do List when you select the **To Do List** menu option (**Menu 4-6**), the current contents display with the status mark and priority; ★**1** for high or ★**2** for low priority.

While viewing a task, the following options are available when you press .

Add new: allows you to add a new task.

Edit: allows you to edit the selected task.

Erase: allows you to erase the selected task.

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

After you select an option, press . Then follow the screen prompt.

Memo Pad *Menu 4-7*

This feature allows you to write down memos about anything you need to remember. You can create up to 10 memos using this feature.

Writing a New Memo

1. Enter the memo contents.
   You can enter up to 60 characters in English or 30 characters in Chinese for each memo.
   For further details on how to enter text, see page 41.

2. Press to save the memo.

Viewing a Memo

The list of your memos displays when you access this menu. To view details, press up or down navigation key to scroll to the desired memo from the list and press .

While viewing a memo, the following options are available when you press .

Add New: allows you to add a new memo.

Edit: allows you to edit the selected memo.

Erase: allows you to erase a selected memo.

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

Countdown

Menu 4-8

This menu helps you know how much time it takes you to do something, or how many months, days, hours and minutes until a specific event occurs. You can create up to 20 Countdown timers using this feature.

Creating a Countdown Timer

1. Enter a name for your new Countdown timer and press .

   You can enter up to 24 characters in English or 12 characters in Chinese. For further information on entering text, see page 41.

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

   Note: You can enter between 1981 and 2099 for the year.

3. Press to save the item.

Adding, Editing and Erasing a Countdown Timer

The list of the countdown timers is displayed when you access the **Countdown** menu option (**Menu 4-8**).

If there is more than one item defined in this menu, scroll to the desired item by pressing left or right navigation key.

The following options are available when you press .

Add new: allows you to add a new item.

Edit: allows you to edit the selected item.

Erase: allows you to erase the selected item.

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

World Time

Menu 4-9

You can use this option to find out what time it is and another part of the world.

Press left or right navigation key to scroll to the desired time zone.

Games

You can enjoy two games using your phone; **Couple Bowling** and **Honey Ball**.

Scroll to the required game by pressing up or down navigation key and press to select it.

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

New Game: allows you to start a new game.
High Score: shows you the high score list.
Key Info: shows you which keys do what within the game.
Continue: allows you to continue a previously played game. The menu is only available when a game has already been saved.

While you are playing a game:

To	Press the
pause/resume the game	C.
exit the game	.

At the end of the game, if your score is ranked fifth or higher, you may enter a name of up to 10 characters.

Couple Bowling

Menu 5-1

The goal of the game is to knock down a triangular group of ten pins by rolling a ball.

When you start a new game, you can select the required mode, character and ball by pressing .

When the game starts, the screen shows the character and ball. Move the character first, then select the spin and direction, and finally set the power of the ball.

Key Commands

To...	Then press...
Move left	4 or .
Move right	6 or .
Set the speed or spin or throw the ball	5 or .
Turn the sound on or off	.

Honey Ball

Menu 5-2

The goal of the game is to break honey blocks by bouncing a ball between a bat and the honey blocks.

When you start a new game, the ball is sitting on the bat in the middle of the screen. Once you start the ball moving, you must position the bat, so that the ball continues to bounce off it. Each time the ball hits a honey block, the block breaks, sometimes revealing letters that enhance the efficiency of the bat or ball:

B: the bat and ball change back to their standard form.
C: the ball sticks to the bat each time it hits it, giving you time to optimise your position.
H: the bat increases in length.
P: the ball is changed into a power ball, so that it no longer bounces off the blocks. It goes straight through them, destroying anything that it touches.

If you reach the final stage of the game, the rules are slightly different. The honey blocks are much stronger and need to be hit more than once before they are destroyed. At the same time, small bees attack the bat, damaging it a little each time until it is destroyed and you lose a life.

Key Commands

To...	Then press...
Slope up	3 .
Slope down	1 .
Move left	4 or ◄ .
Move right	6 or ► .
Hit the ball	9 , 5 or • .

Setup

Sounds *Menu 6-1*

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

- Ringer volume, type
- Key tone and voice volume
- Alert sounds
- The ringer which sounds when the phone is switched on or off

Ringer Volume *(Menu 6-1-1)*

This menu option allows you to adjust the ringer volume.

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

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

Alarm/Scheduler: allows you to adjust the ringer volume for an alarm.

Press up or down navigation key to adjust the volume. You can also use the volume keys on the left side of the phone.The graphic shows the volume level; the more bars you see, the louder the volume.

Selecting **Vibrate** switches the phone to vibration mode. An incoming call vibrates the phone.
Selecting **1 Beep** sounds a beep.
Selecting **Silent** does not sound a ring.

Ringer Type *(Menu 6-1-2)*

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

Voice Calls: allows you to select a ringer for incoming voice calls.

Messages: allows you to select a ringer for voicemail notifications, page, text messages and web messages.

Alarm/Scheduler: allows you to select a ringer for an alarm/schedule alarm.

As you change the ringer melody, it sounds for a few seconds.

Key Tone *(Menu 6-1-3)*

This option allows you to adjust the tone that the keypad generates each time you press a key.

The following options are available:

Tone Volume: Press navigation key to adjust the volume. You can also use the volume keys on the left side of the phone.The graphic shows the volume level; the more bars you see, the louder the volume. Selecting **Silent** turns off the key tone.

Tone Type: select the type of the key tone. **Raindrop Sound, Drum Sound, Piano, Woman's Voice, Girl's Voice** and **Beep** are available.

Alerts *(Menu 6-1-4)*

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

The available alerts are:

Minute Beep: When this menu option is set to **On**, the phone sounds an alert 10 seconds before each elapsed minute to remind you of the length of the current call.

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

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

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

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

Roam Area: When this menu option is set to **On**, the phone sounds an alert when your phone starts roaming.

Voice Volume *(Menu 6-1-5)*

This option enables you to adjust the voice volume of the earpiece.

Press navigation key to adjust the volume. The graphic shows the volume level; the more bars you see, the louder the volume.

Note: During a call, you can adjust the volume using the volume keys on the left side of the phone.

Power On / Off *(Menu 6-1-6)*

This option allows you to turn on or off the sounds that the phone generates when it is switched on and off.

Press navigation key to select **Power 1, Power 2 or Power 3** to turn the sound on or **Off** to turn it off.

Display *Menu 6-2*

The Display feature enables you to:

- Set the length of time for backlight.
- Create your own greeting, and select an animation to be displayed in Standby mode or when powered on or off.
- Set time and Select language.
- Adjust the screen contrast of LCD screens.
- Turn on or off the service LED

Animation *(Menu 6-2-1)*

Your phone displays animated images in the standby mode or when it is turned on or off.

The following options are available:

Opening: selects an image to be displayed when you switch the phone on.

Closing: selects an image to be displayed when you switch the phone off.

Wallpaper: selects an image to be displayed in the standby mode.

Banner *(Menu 6-2-2)*

This option allows you to set a banner message to be displayed at the bottom of the display in the standby mode.

To change the banner:

1. If necessary, press the key repeatedly to delete each letter of the old greeting.
   Press and hold the key to clear off the old greeting.

2. Enter your banner message up to 14 characters in English or 7 characters in Chinese by using the alphanumeric keys.

   For further information how to enter letters, refer to page 41.

3. When you finish entering the banner, press the key to save it.

Backlight *(Menu 6-2-3)*

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

The following options are available:

7/15/30/40 Seconds: the backlight comes on when you press a key or receive a call and switches off 7/15/30/40 seconds after the last key is pressed.

Note: When the key lock is on, the backlight will not be turned on despite of pressing keys excepting for pressing and holding side keys.

Language *(Menu 6-2-4)*

You can change the language of the menu display.

Select between **English** and **Chinese** by pressing up or down navigation key.

Set Time *(Menu 6-2-5)*

This menu option allows you to set the current date and time.

Main Clock

The current time, if set, displays. Enter the current time and date using the numeric keys.

Note: It is not allowed to change the clock when you are in service area.

The month, day, hour and minute must be each entered using 2 digits. The year requires all four digits. And you must enter the hour in 24-hour format.

When you finish entering the time and date, press the key to save it.

If you enter unavailable time, the phone displays '**Invalid time**' and prompts you to enter again.

Dual Clock

This option allows you to set the dual clock for the **Wallpaper** display (**Menu 6-2-1-3**).

To change the option, move to the first level until it is highlighted using up or down navigation key, and press left or right navigation key to scroll through the options; **Location** and **Summer Time**.

Location: Move to left or right position using up or down navigation key, and press left or right navigation key to select the location.

Summer Time: Move to left or right position using up or down navigation key, and press left or right navigation key to select **On** or **Off**.

Contrast *(Menu 6-2-6)*

This menu allows you to adjust the brightness of the **Main LCD** screens.

1. Press down or left navigation key to make the screen darker, and up or right navigation key to make the screen brighter.
   You can also use the volume keys to adjust the brightness.

   Each time you press the key, you will see the selected status of the LCD.

2. Press the key to save your setting.

Service LED *(Menu 6-2-7)*

You can turn on or off the service light on the phone.

Auto Key Lock

Menu 6-3

This function prevents that user pushes keys without intention.

The following options are available:

After 15/30/60 Seconds: When the phone is in standby mode, the Key Lock mode switches on 15/30/60 seconds after the last key is pressed.

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

Auto Retry

Menu 6-4

With this menu option activated, your phone automatically dials the number when a connection fails. Dependent upon your location, the number of times that your phone automatically dials the number may vary.

Auto Answer

Menu 6-5

This feature is only used when the earphone is connected to the phone.
With this menu option activated, the phone automatically answers calls after predefined rings. This option is useful while driving, for instance.

To activate this feature, select how long your phone waits before answering an incoming call. **after 1 sec**, **after 3 sec** and **after 5 sec** are available.

When this menu option is set to **Off**, the phone does not answer an incoming call. If you do not answer the call, it is stored in the Missed Call log (see page 62).

Note: This menu option can't be activated if the ring type is set to **Vibrate**, **1-Beep** or **Silent**.

Answer Mode *Menu 6-6*

This menu option allows you to select how to answer an incoming call. It is preset to **By Send Key**.

The following options are available:

By Send Key: The phone answers only when you press .

By Any Key: The phone answers when you press any key except , , or volume keys.

Roam Option *Menu 6-7*

This menu option allows you to select roaming ability.

The following options are available:

Home only: With this setting, you cannot roam. If your home system is not available, your call will not be connected and the No Service indicator appears.

Automatic: Your phone automatically searches for the first available service, according to the Preferred Roaming List supplied by the service provider.

Security *Menu 6-8*

Your phone provides you with various security options, including a user-programmable lock code and special number features.

To access the **Security** menu, you must enter the 4-digit lock code. It is preset to “0000” at the factory.

Lock Mode *(Menu 6-8-1)*

In the lock mode, you cannot dial numbers, except for making an emergency call, or accessing menu options.
The phone can receive incoming calls and messages even though the phone is in the lock mode.

The following options are available:

Never: the phone remains unlocked.

On power up: the phone is automatically locked the next time you turn the phone on.

Now: the phone is immediately locked.

To place an emergency call in the lock mode, enter the number and then press . The phone recognizes the standard emergency numbers, such as 119, or three numbers programmed in the **Emergency #** menu (**Menu 6-8-3**).

To unlock the phone, press and enter the 4-digit lock code. The phone is immediately unlocked.

Change Lock *(Menu 6-8-2)*

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

Enter a new, four-digit lock code and enter the code once again at the prompt.

Note: Your phone does not allow viewing of the lock code for security reasons, so be sure to write the lock code down or memorize if you have changed.

Emergency # *(Menu 6-8-3)*

Your phone provides an option of storing three emergency numbers. All of these numbers can be manually dialed at any time, even if your phone is locked or all outgoing calls are restricted.

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

DO NOT depend on this phone as a primary method of dialing 119 or for any other essential or emergency communications.

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

To store a emergency number:

1. Press up or down navigation key to select the desired location and press .
2. Press to clear the existing number.
3. Enter the desired number and press to save the number.

Note: 119, 110 and 120 will remain emergency number even if you edit them in the emergency number list.

To make an emergency call in the lock mode, simply enter one of the programmed emergency numbers and press .

Voice Privacy *(Menu 6-8-4)*

Used only in digital networks, Voice Privacy encrypts the voice channel so that people cannot eavesdrop on your conversation.

The following options are available:

Standard: The phone uses a standard line for calls.

Enhanced: The phone makes and receives calls on an encrypted high security line.

Note: This feature may not be available in all areas. Contact your service provider for details and availability.

Restriction *(Menu 6-8-5)*

This feature allows you to restrict the use of your phone.

The following opitons are avialable:

Outgoing: restricts outgoing calls from your phone except for emergency calls using the standard emergency numbers, such as 119, 110 and 120, or three numbers programmed in the **Emergency #** menu (**Menu 6-8-3**). Once you have activated the feature, storing a number is also unavailable.

Incoming: restricts incoming calls.

Phonebook: restricts to access the Phonebook.

Select **Yes** to turn this feature on or **No** turn it off.

Clear Memory *(Menu 6-8-6)*

This menu allows you to erase your Phonebook entries in the card's memory or in the phone's memory. You can also erase all of the entries at one time.

The following opitons are avialable:

Card: clears the card's memory.

Phone: clears the phone's memory.

All: clears all of the Phonebook entries at one time.

When a confirming message displays, select **Yes** to clear the memory, or **No** to cancel your selection.

Reset Phone *(Menu 6-8-7)*

Resetting the phone restores the default settings of all user-selectable options.

When a confirming message displays, select **Yes** and press to confirm. The phone reboots, turning itself off and then on. Eventually it returns to the standby mode.

Note: The UIM card and phone memory cannot be reset.

Or, select **No** or press to cancel your selection and exit this menu.

Card Setup *(Menu 6-8-8)*

PIN Check *(Menu 6-8-8-1)*

When the PIN Check feature is enabled, you must enter your PIN assigned to your UIM card each time you switch the phone on. Consequently, any person who does not have your PIN cannot use your phone without your approval. However, SOS calls are available without the PIN code.

Note: Before disabling the PIN Check feature, you must enter your PIN.

Change PIN *(Menu 6-8-8-2)*

This feature allows you to change your current PIN to a new one, provided that the **PIN Check** feautre (**Menu 6-8-8-1**) is enabled. You must enter the current PIN before you can specify a new one.

UIM Lock *(Menu 6-8-8-3)*

When the UIM Lock feature is enable, your phone only works with the current UIM card.

Once you have entered the lock code, you are asked to confirm it by entering it again.

To unlock the UIM you must enter the UIM lock code.

Entry Method *Menu 6-9*

This option allows you to select the default text input mode.

Select one of the four modes; **T9 Word, ABC, Pinyin** and **Stroke** by using up or down navigation key and then press .

Data Option *Menu 6-#*

In this menu, you can select the network type you prefer for data service.

If the network is not available with the current setting, try again after changing the option.

To set your phone to automatically select a network available, choose **Auto Selection**.

U-Max

This menu is supplied by your service provider. The contents available in each menu option may be different depending on the service provider. For further details, contact your service provider.

You can quickly access this menu by pressing the key in the standby mode.

While using these feature, you can see the commands on the bottom line of the display. The function changes depending on where you are in the connected application.
, are used to execute the commands indicated by the text above them.

U-Info *(Menu 7-1)*

Your phone comes equipped with a web browser which makes it possible for you to access the Wireless Web.

Each time you start the browser, the phone will connect to the Wireless Web and the service icon ( ) will appear on the display. Any time the icon is visible on the display, you are connected to the Wireless Web and will be billed accordingly. Rates will vary according to your service plan.

Launching the Web Browser

Note: The first time you use the web browser, you will go through a security setup process that takes 3 to 5 minutes. Please follow the on-screen prompts to complete the security setup process. This initial setup process occurs only the first time you access the service.

1. When you are connected to the network, the home page or the last page you visited is displayed.

   The home page content when accessing the web browser differ according to your Wireless Web service provider.

2. To scroll through the screen, use and .

Exiting the Web Browser

To exit the Web Browser, simply press at any time.

UNI-INFO *(Menu 7-2)*

This menu is available only when you use a UIM UTK card that provides additional services. For further details, see your UIM UTK card instructions.

Health and Safety Information

Battery Safety

Information about Batteries

Time \ Type	Standard Battery (900 mA)
Talk time	up to 160 minutes
Standby time	up to 65~200 hours

(fully charged battery)

* Criterion for Measuring Time:
The Talk time is measured with the +10dBm, Voice Rate Half.

Standby time will be reduced in the following conditions:

- When you use the additional features on your phone such as writing and storing messages, playing games, connecting to the Internet, and so on.
- If you are frequently out of the service area.
- If you are out of the service area for a long period of time.
- If you use the phone out of the network's local service area.
- If you use the talk mode repeatedly.

- The battery can be charged and discharged hundreds of times, but it will eventually wear out. When the operation time for both talk mode and standby mode is reduced by about half, it is time to buy a new battery.

Precautions When Using Batteries

- Never use any charger or battery that is damaged in any way.
- Use the battery only for its intended purpose.
- If you use the phone near the network's base station, it uses less power; talk and standby time are greatly affected by the signal strength on the cellular network and the parameters set by the network operator.
- Battery charging time depends on the remaining battery charge and the type of battery and charger used. The battery can be charged and discharged hundreds of times, but it will gradually wear out. When the operation time (talk time and standby time) is noticeably shorter than normal, it is time to buy a new battery.
- If left unused, a fully charged battery will discharge itself over time.

- Use only Samsung-approved batteries and recharge your battery only with Samsung-approved chargers. When a charger is not in use, disconnect it from the power source. Do not leave the battery connected to a charger for more than a week, since overcharging may shorten its life.

- Extreme temperature will affect the charging capacity of your battery: it may require cooling or warming first.

- Do not leave the battery in hot or cold places, such as in a car in summer or winter conditions, as you will reduce the capacity and lifetime of the battery. Always try to keep the battery at room temperature. A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged. Li-ion batteries are particularly affected by temperatures below 0 °C (32 °F).

- Do not short-circuit the battery. Accidental short-circuiting can occur when a metallic object (coin, clip or pen) causes a direct connection between the + and – terminals of the battery (metal strips on the battery), for example when you carry a spare battery in a pocket or bag. Short-circuiting the terminals may damage the battery or the object causing the short-circuiting.

- Dispose of used batteries in accordance with local regulations. Always recycle. Do not dispose of batteries in a fire.

Road Safety

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

When driving a car, driving is your first responsibility. When using your wireless phone behind the wheel of a car, practice good common sense and remember the following tips.

1. Get to know your wireless phone and its features, such as speed dial and redial. If available, these features help you to place your call without taking your attention off the road.

2. When available, use a hands-free device. If possible, add an extra layer of convenience and safety to your wireless phone with one of the many hands-free accessories available today.

3. Position your wireless phone within easy reach. Be able to access your wireless phone without removing your eyes from the road. If you get an incoming call at an inconvenient time, let your voice mail answer it for you.

4. Let the person you are speaking with know you are driving; if necessary, suspend the call in heavy traffic or hazardous weather conditions. Rain, sleet, snow, ice and even heavy traffic can be hazardous.

5. Do not take notes or look up phone numbers while driving. Jotting down a To Do list or flipping through your Phonebook takes your attention away from your primary responsibility, driving safely.

6. Dial sensibly and assess the traffic; if possible, place calls when you are not moving or before pulling into traffic. Try to plan calls when your car will be stationary. If you need to make a call while moving, dial only a few numbers, check the road and your mirrors, then continue.

7. Do not engage in stressful or emotional conversations that may be distracting. Make the people with whom you are talking aware that you are driving and suspend conversations that have the potential to divert your attention from the road.

8. Use your wireless phone to call for help. Dial the emergency number in the case of fire, traffic accident or medical emergencies. Remember, it is a free call on your wireless phone!

9. Use your wireless phone to help others in emergencies. If you see a car accident, crime in progress or other serious emergency where lives are in danger, call the emergency number, as you would want others to do for you.

10. Call roadside assistance or a special non-emergency wireless assistance number when necessary. If you see a broken-down vehicle posing no serious hazard, a broken traffic signal, a minor traffic accident where no one appears injured, or a vehicle you know to be stolen, call roadside assistance or any other special non-emergency wireless number.

Operating Environment

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

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

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

Electronic Devices

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

Pacemakers

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

Persons with pacemakers:

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

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

Hearing Aids

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

Other Medical Devices

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

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle.
You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

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

Potentially Explosive Atmospheres

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

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

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

Emergency Calls

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

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

To make an emergency call, proceed as follows.

1. If the phone is not on, switch it on.
2. Key in the emergency number for your present location (for example, 120 or any other official emergency number). Emergency numbers vary by location.
3. Press the key.

If certain features are in use (call barring, for example), you may first need to deactivate those features before you can make an emergency call. Consult this document and your local cellular service provider.

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

Other Important Safety Information

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

Care and Maintenance

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

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

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

Glossary

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

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

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

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

Channel - Communications signals transmit along paths called channels.

Coder/Decoder - Compression & Decompression.

Deactivation - The process of rendering a wireless phone inactive.

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

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

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

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

Prepend - The addition of a prefix, such as an area code, to a phone number.

RF - Radio Frequency

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

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

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

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

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

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

SAMSUNG

SCH-X659 Quick Reference Card

BASIC OPERATION		INTERNAL PHONEBOOK	
Make a call	Phone number +	Store a new number into memory	Phone number + **Save** + Name + **OK** + + Type + (set another items) + **OK**
End a call	/⏻	Speed dial - Card	Enter the location number and hold down the last digit.
Receive a call		- *Phone*	*Location number + Press and hold* .
Adjust key tone volume	*(in Standby mode)* " / on the left side	Scan memories	Press key.
Adjust voice volume	*(during a conversation)* " / on the left side		
Redial the last call	twice		
Switch to silent mode	*(in Standby mode)* Press and hold #		

MENU TREE

Main Menu *(To access, press)*

1 : Calls	1 : Missed 2 : Incoming 3 : Outgoing 4 : Erase Logs 5 : Air Time 6 : Call Forward 7 : Call Waiting
2 : Phonebook	1 : Find 2 : Add 3 : Group Set 4 : My Phone #
3 : Message	1 : New Message 2 : Inbox 3 : Outbox 4 : Erase Msgs 5: Msg Setup 6: Web Alert
4 : Scheduler	1 : View Month 2 : Jump To Date 3 : Alarm Set 4 : Calculator 5 : Today 6 : To Do List 7 : Memo Pad 8 : Countdown 9 : World Time
5 : Games	1 : Couple Bowling 2 : Honey Ball
6 : Setup	1 : Sounds 2 : Display 3 : Auto Key Lock 4 : Auto Retry 5 : Auto Answer 6 : Answer Mode 7 : Roam Option 8 : Security 9 : Entry Method # : Data Option
7 : U-Max	1 : U-Info 2 : UNI-INFO

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