

SCP-310

Operating Guide

(Draft)



FCC RF EXPOSURE INFORMATION

WARNING! Read this information before using your phone

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 standard 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 or an approved antenna. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in 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 replacement antenna.

Body-worn Operation

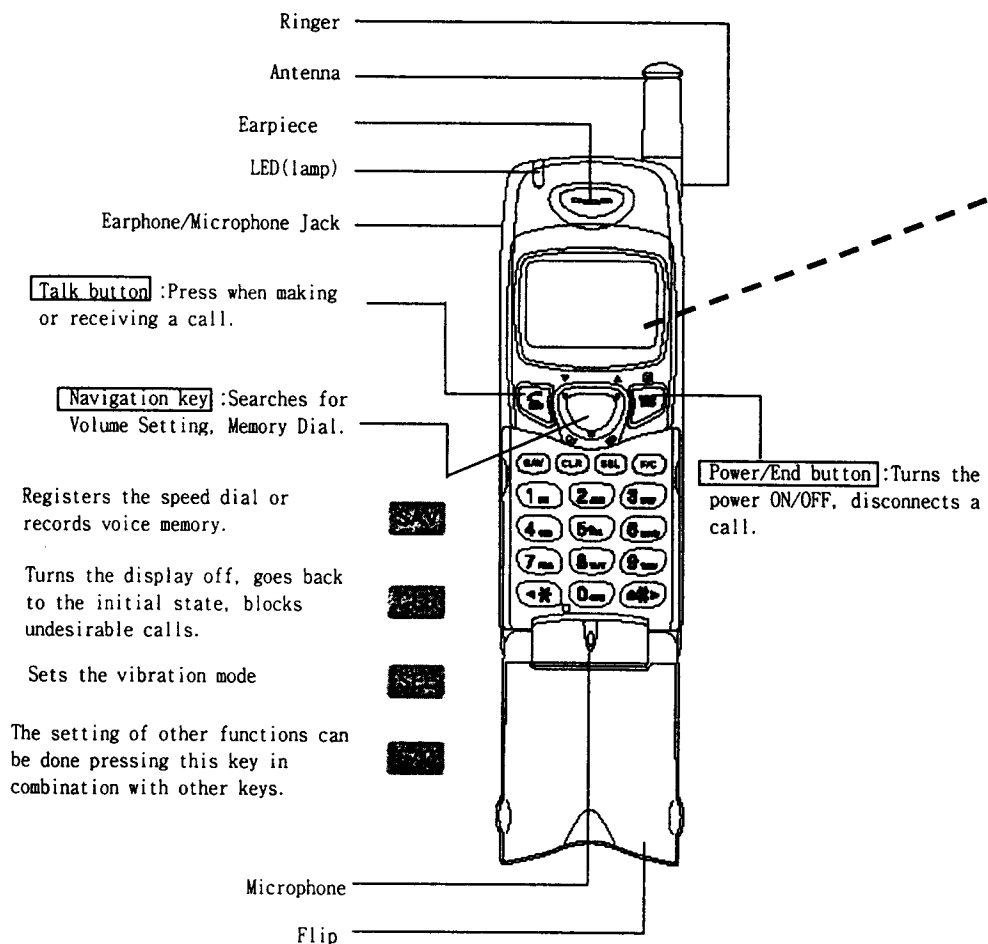
This device was tested for typical body-worn operations with the back of the phone kept 0.2 inches (0.5cm) from the body. To comply with FCC RF exposure requirements, a minimum separation distance of 0.2 inches (0.5cm) must be maintained between the user's body and the back of the phone, including the antenna, whether extended or retracted. Third-party belt-clips, holsters and similar accessories containing metallic components should not be used. Body-worn accessories that cannot maintain 0.2 inch (0.5cm) separation distance between the user's body and the back of the phone, and have not been tested for typical body-worn operations may not comply with FCC RF exposure limits and should be avoided.

Vehicle Mounted External Antenna (optional, if available.)

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

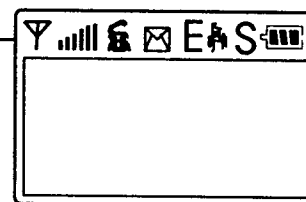
For more information about RF exposure, please visit the FCC website at www.fcc.gov

PARTS NAME



PARTS NAME

Display



Shows the telephone number dialed, the actual state, the items that can be selected during functions setting, etc.

	Shows the level of the battery.	High Low
	Appears when the ringer is off.	
	Appears when the phone is in vibration mode.	
	Appears when the phone is set to alphanumeric entry mode.	
	Appears when you receive a message.	
	In Use Appears when you can make a call in a service area	
	Shows the current signal strength in the transmission area.	

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Confirmation of the components

- SCP-310 Phone
- Desktop charger
- Hand strap
- Operating Guide
- Quick Reference Card
- Lost seals
- Battery Packs (standard model/SCP-51LBPS x2)

Setting the battery pack

1. Set the convexity of the battery to the concavity located on the lower back of the phone.
2. Push the battery into the phone until it snaps firmly.

How to remove the battery:

With pushing the battery's lock in the direction of the arrow mark, pull up the battery.

NOTE...

Remove the battery after powering off the phone.

The changed or stored memory before powering off may be erased if the battery is removed before powering off.

Charging the battery

Battery with phone

When you charge the battery with phone, place it into the front pocket of the Desktop charger.

Extra battery

When you charge the battery itself only, place it into the rear pocket of the Desktop charger.

PHONE(Left) / BATTERY(Right) lamp lights as follows.

- RED: On charging.
- YELLOW: On standby.
- GREEN: Charging completed.

→Even if you leave the charger after the lamp changes into GREEN, the product will not be affected.

Power connection

- Connect the plug to an AC 220V outlet.

While charging, PHONE lamp, BATTERY lamp, or LED lamp on the top of the phone blinks in red!

→Once pull out the battery, and replace it. If it still blinks, clean the charging contacts and start to charge again.

BASIC OPERATIONS

Turning the phone ON/OFF

ON	Press Power/End button for more than one second.
• Standby mode is indicated.	
	
• If you set "Illustration Display" to "ON" and set your birthday, the standby display for event will be displayed and its melody sounds on the corresponding day.	
JAN.1. : a song for New Year's Day	
DEC.25. : Jingle Bells	
Birthday: Happy Birthday To You	
OFF	Press Power/End button for more than one second.

Making a call

1. First, you should check if the telephone icon appears on the phone's display (it means you can make/receive a call), and check the current signal strength by watching the signal icon.

You can not make/receive a call in the weak signal area.

2. First dial area code and then a phone number.

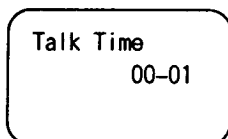
e.g. 0171234567

- Even when you make a local call, you should dial including the area code.
- You can store one area code you most often use, and dial the number with adding the area code automatically.

3. Press Talk button.

The numbers you dialed scroll from right to left and blink.

When connected to a base station



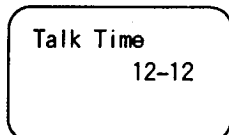
The telephone icon appears and Talk Time is shown.

The actual rate is counted from the time when your party answered.

If you set "Calling-Vibration", your phone vibrates when your party answered.

4. Press Power/End button to end the call.

Total Talk Time is shown for about 3 seconds, and the display turns back to the Standby display.



You can also make a call by pressing Talk button first, and then dialing the telephone numbers.

→When you enter a wrong number

- Press **CLR** briefly – The last dialed digit is deleted.
- Press and hold **CLR** – The entire phone number is deleted.

Redial last outgoing number

→Press and hold Talk button to redial the last outgoing call number.

Answering a call

1. Bell is ringing.

The receiving lamp flashes and the back light of the display blinks.

- When the caller's number is notified, the number blinks on the display.
- If the caller's name and number has been stored in your Speed Dial memory, the name is displayed.

2. Open the flip.

Or

If you do not open the flip, press Talk button or the bottom of Navigation key.

Talk Time is displayed.

3. Press Power/End button or close the flip to end a call.

Talk Time is shown for about 3 seconds, and the display turns back to the Standby display.

→To silence the ringer

Press Power/End button.

Even after turning off the ringer, you can answer a call in the normal way.

→When you do not answer the call

If you do not answer the call or the caller hangs up before you answer, the information of the last call is displayed.

e.g.

Missed Call
11/ 20 15:30
0171234567

If the telephone number is displayed, you can call back immediately by using that number.

Adjusting the volume

Earpiece Volume Setting

While talking, you can adjust the earpiece volume in 9 steps.

- In Standby mode, you can not hear the adjusted volume.

1. While talking, or in Standby mode

2. Press ▼ or ▲ of Navigation key.

Ringer Volume Setting

You can adjust the ringer volume in 5 steps.

OFF: Setting the ringer volume off.

STEP(▲):The ringer volume increases step by step.

STEP(▼):The ringer volume decreases step by step.

→When a call comes in, you can adjust the ringer volume by using ▼ or ▲ of Navigation key.

→"S" icon appears when the ringer is off.

1. Press **F/C** first, and then enter "2", and "1".

The display for setting Ringer Volume will be shown.

2. Press "1"(YES).

The current setting is shown.

If "Mute", "STEP(▲)", "STEP(▼)" is set, it is indicated with blinking.

3. Press ▼ or ▲ of Navigation key.

How to see the indication of the Ringer Volume steps:

Mute ↔ step 1(lowest) ↔ step 2(low) ↔ step 3(medium) ↔ step 4(high)
↔ step 5(highest) ↔ STEP TONE(▲) ↔ STEP TONE(▼)

Key Beep Volume Setting

You can adjust the key beep volume in 3 steps.

You can also set it off to silence.

1. Press **F/C** first, and then enter "2", and "3".

The display for setting Key Beep Volume will be shown.

- To end the setting mode, press Power/End button or "3".

2. Press "1"(YES).

The current setting is shown.

3. Press ▼ or ▲ of Navigation key.

▲: Volume up

▼: Volume down → (If continue to press) Volume off

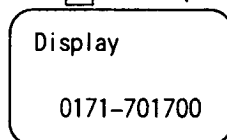
Displaying your own phone number

You can display your own phone number whenever you want to know it.

- Please inform your entire phone number to others.
- You can display your phone number during a call.

1. Press the bottom of Navigation key briefly.

2. Press **#** to display your phone number.

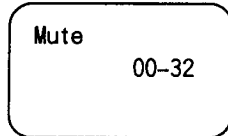


Mute

Your party can not hear you while setting Mute, but you can hear the party's voice.

1. While talking
2. Press **F/C** first, and then enter "3".

Mute mode is indicated.



To cancel the Mute:

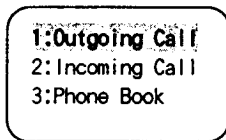
Press **F/C**, and "3" again while setting Mute, then "During a call" display comes back.

USEFUL OPERATIONS

Redial using Outgoing Call history

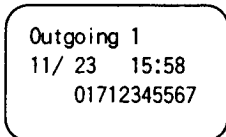
This phone can store up to the last five Outgoing Calls.
You can make a call (redial) by using this Outgoing Calls.

1. Press the bottom of Navigation key briefly.



2. Press "1".

The last number you called is shown.



3. Press ▼ or ▲ of Navigation key to scroll the Outgoing Calls.
 - ▲ : For searching old Outgoing Calls.
 - ▼ : For searching new Outgoing Calls.

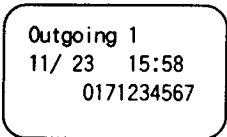
4. When the desired number is displayed, press Talk button.

The Phone dials the displayed number.

• Even if you turn the power off, the number will not be deleted.

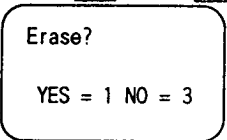
How to erase the stored Outgoing Calls:

1. Find the Outgoing Call you want to erase.



Outgoing 1
11/ 23 15:58
0171234567

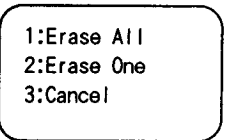
2. Press **F/C**, and **CLR**.



Erase?
YES = 1 NO = 3

3. Press "1"(YES).

The display for selecting how to erase is shown.



1:Erase All
2:Erase One
3:Cancel

4. Select a method of erasing.

Press "1" : Erases all stored Outgoing Calls and "All Erased" is shown.

Press "2" : Erases only one Outgoing Call that is found on step 1, and "NO.1 Erased" is shown.

Press "3" : Cancel the erasing.

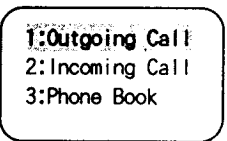
Checking the Incoming Call history

This phone can store up to the last five Incoming Calls.

If the caller's number is notified, you can call the number by only pressing Talk button.

(Call back)

1. Press the bottom of Navigation key.



1:Outgoing Call
2:Incoming Call
3:Phone Book

2. Press "2".

The last number you received is shown.

Incoming 1
11/ 23 16:27
0171700170

3. Press ▼ or ▲ of Navigation key to scroll the Incoming Calls.

▲ : For searching old Incoming Calls.

▼ : For searching new Incoming Calls.

4. When the desired number is displayed, press Talk button.

The phone dials the displayed number.

• Even if you turn the power off, the number will not be deleted.

How to erase the stored Incoming Calls:

1. Find the Incoming Call you want to erase.

Incoming 1
11/ 23 16:27
0171700170

2. Press **F/C**, and **CLR**.

Erase?
YES = 1 NO = 3

3. Press "1"(YES).

The display for selecting how to erase is shown.

1:Erase All
2:Erase One
3:Cancel

4. Select how to erase.

Press "1" : Erases all and "All Erased" is shown.

Press "2" : Erases only one that is found on step 1, and "NO.1 Erased" is shown.

Press "3" : Cancel the erasing.

Speed Dial

If you store the number you often call into the Speed Dial memory, you can make a call more easily.

- This phone can store up to 300 phone numbers with names.
- You can separate the numbers into 6 types such as Home Telephone and Cellular for storing.
- You can also classify the numbers into 10 groups such as Work and Friend.

How to store numbers into the Speed Dial memory

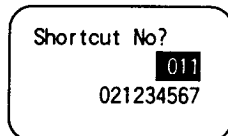
e.g. To store the number 02-123-4567 into the Shortcut No.101.

1. Enter the number you want to store.

You should enter the number including the area code.

2. Press **SAV**.

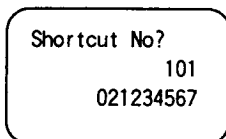
The smallest unassigned Number blinks.



Shortcut No?
011
021234567

- If it is OK, press **SAV** again to skip the next step 3.

3. Enter the Shortcut No.101.



Shortcut No?
101
021234567

- If you choose No."11", enter "0", "1", and "1".
- Pressing **CLR** returns the display to step 2's.

4. Select the Type of number.

- If you do not specify the type, press **SAV** or "0"(None).

- Pressing **CLR** returns the display to step 2's.

"None"→0 "Home Telephone"→1 "Cellular"→2
"PCS"→3 "Pager"→4 "FAX"→5

5. Select the Group Number ("1"~"9" or "0").

- To scroll and confirm the names of Groups, press ▼ or ▲ of Navigation key.
- If you do not assign any Group Types, press **SAV** or "0"(None).
- Pressing **CLR** returns the display to step 2's.
- Default setting is as follows, but you can add the optional names for No.0 through 9.

"None"→0	"Office"→1	"Friend"→2	"Restaurant"→3
"Hospital"→4	"Emergency"→5	"Not stored"→6~9	

6. Finished storing the number into the Shortcut No.101.

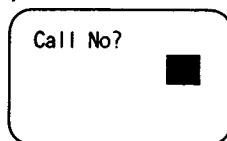
Notes...

- Store the number you want to use as "Speed Call" into the Shortcut No.000 through 099.
 - You can also assign a Shortcut Number to the smallest one within the specified range of Shortcut Numbers by using *****.
- e.g. To specify the range of 000~009: Press "0", "0", and *****.
- To specify the range of 100~199: Press "1", and *****.

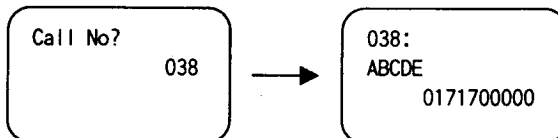
Making a call in Speed Dial

e.g. To make a call by using Shortcut No.038.

1. Press the bottom of Navigation key → Press "3" → Press the bottom of Navigation key three times.



2. Enter the Shortcut No.038.



3. Press Talk button.

The phone dials the displayed number.

4. Press Power/End button to end a call.

Making a call in Speed Call

It is easier to make a call when you use the stored Shortcut No.000 through 099.

1. Enter the Shortcut Number(0~99).

When you use the Shortcut No.000 through 009, entering only figure (0~9) is acceptable.

2. Press Talk button.

The telephone number scrolls and blinks on the display.

3. Press Power/End button to end a call.

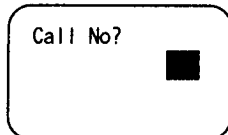
How to erase the Speed Dial memory

You can erase disused Shortcut Numbers.

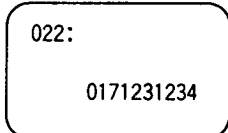
→How to erase the number assigned to the particular Shortcut Number:

e.g. To erase the number stored in Shortcut No.022.

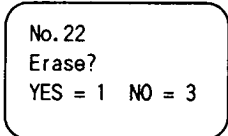
1. Press the bottom of Navigation key → Press “3” → Press the bottom of Navigation key three times.



2. Enter the Shortcut No.022.

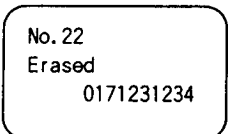


3. Press **F/C**, and **CLR**.



To cancel erasing, press 3(No) or Power/End button.

4. Press “1”(YES).



Erased the contents stored in the specified Shortcut Number.

Pause Feature

You can store pauses along with numbers into the Speed Dial memory. It is useful for calling automated systems such as credit card billing numbers.

Storing Numbers with pauses

e.g. To enter the telephone number (02-200-2000), ID number (5555), and account number (8888).

1. Enter the telephone number.

02-200-2000

2. Press **F/C** to enter a pause "P".

02-2002-000P

3. Enter the ID number.

02-2002-000P5555

4. After entering "P" like above step 2, enter the account number.

02-20
02-000P5555P8888

5. Store the series of numbers into Speed Dial memory.

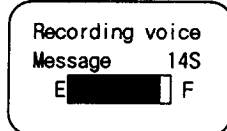
Voice Message

This function enables you to record caller's voice while talking and yours in Standby mode instead of taking notes.

- This phone can store up to 4 messages for 20 seconds each.

Recording caller's voice

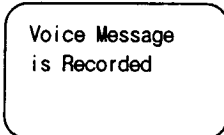
1. While calling, press and hold **SAV**.



Started to record, and the recorded time is shown.

- If 4 voice messages have already been recorded, "Max Voice Message is 4" is shown.

To stop recording, press **CLR** or Power/End button.



If you press Power/End button while recording, then the call will also end.

Recording your voice

1. In standby mode, press and hold **SAV**.

Recorded same as above "Recording caller's voice".

To stop recording, press **CLR** or Power/End button.

Retrieving/Erasing Voice Messages

1. Press **F/C**, then press and hold **SAV**.

Play No.?
0 1 2 3 4
All

- The numbers of recorded messages are all shown. If nothing is recorded, "No Message" is shown.
- "All" indicates continuous playback.

2. Press the number of the message you want to listen to.

e.g. When you press "2".

2:Msg. Playing
15D13:00 12S

- When you press "0" (continuous playback), all the recorded Voice Messages are played back.
- During continuous playback, following optional operations can be used.
Playing back the next message → Press **#**.
Returning to the beginning of the message → Press "0".
Playing back the previous message → Press *****.
- To stop playback → Press **CLR**.

3. When finished playback.

Erase Message?
YES = 1 NO = 3



Press "1".

1:Erase All
2:Erase One
3:Cancel

- To stop erasing, press "3" (No).

4. Select how to erase.

Press "1", "2" or "3".

e.g. When you press "1".

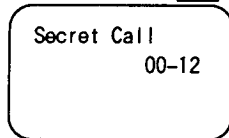
All Erased

- If you press "2", only the message played back on step 2 is erased.

Secret Mode

This function sets the microphone highly sensitive, and enables you to speak in a low voice.

1. While talking
2. Press and hold **SEL**.



You can speak in a low voice.

To cancel Secret Mode:

Press and hold **SEL** again.

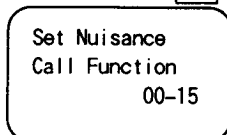
- When you end the call, Secret Mode is automatically canceled.

Blocking undesirable calls

When you receive an undesirable call, you can send the caller's voice back to that caller.

If the caller's number is notified, the number can be stored and will block the call automatically from the next time.

1. While talking
2. Press and hold **CLR**.



The phone sends the caller's voice back to the caller.

To cancel blocking:

Press and hold **CLR**.

LIST OF FUNCTIONS

Use **F/C**, numeric keys, and **#**, for activating the following functions.

General Functions	F11	Setting of Auto lock
	F12	Indication of Talk Time of Last Call
	F13	Indication of Accumulated Talk Time
	F14	Indication of Talk Time during Call
	F15	Setting of Remote Call
	F16	Setting of Auto Answer
	F17	Back light Setting (ON/OFF)
	F18	Back light Color Setting
	F19	Selection of Back light Duration
Sound Functions	F21	Ringer Volume Setting
	F22	Ringer Type Setting
	F23	Key Beep Volume Setting
	F24	Disactivation of sound when turning on the phone
	F25	Vibration Mode Setting
	F27	Activation of Sound When Calling
Setting Functions	F41	Erasing All Function Settings
	F42	Erasing All Speed Dialing Settings
	F43	Display/Change of Security Code
	F44	Area Code Memory
	F45	Display of Area Code for International Calls
	F46	Display of Free Speed Dialing Numbers
	F47	Setting of Speed Dialing Group Name
	F48	Setting of Banner to be Displayed in Standby Mode
Limitation Functions	F51	Outgoing Call Limitation
	F52	Non Desirable Incoming Call Blocking
	F53	Limitation of International Calls
Clock Functions	F71	Birthday Setting
	F72	World Time Display
	F73	World Time Display Setting
Other Special Functions	F81	Illustration Display Setting
	F82	Dialing Numbers Size Setting
	F83	Enjoying "Fruit Catch" Game
	F85	Display of Banner in Standby Mode
	F0	Verification of operations that are not function operations
	F#	Lock Phone
	FF	Vibration Mode for Incoming Calls (Manner Mode)

Important safety instructions

To reduce the risk of fire or injury to persons, read and follow these instructions.

1. Do not use the damaged or frayed power supply cord or plug.
2. Do not pick and pull out the power cord, or touch the plug with wet hands.
3. Do not allow anything to rest on the power cord, or locate this product where the cord will be abused.
4. Observe proper polarity orientations between the battery and battery charger.
5. Charge the battery provided with or identified for use with this product only.
6. Do not drop or damage this product.
7. Do not disassemble this product, but take it to a qualified serviceman when some service or repair works is required.
8. Do not dispose of the battery in a fire.

Turn off your phone before flying

You should turn off your phone before boarding any aircraft. To prevent possible interference with aircraft systems, U.S. Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground. To prevent any risk of interference, the Federal Communications Commission (FCC) regulations prohibit using your phone while the plane is in the air.

FCC notice

The phone may cause TV or radio interference if used in close proximity to receiving equipment. The FCC can require you to stop using the telephone if such interference cannot be eliminated. If you need assistance, contact your local dealer.

And last, but certainly not least, vehicles using liquefied petroleum gas (such as propane or butane) must comply with the National Fire Protection Standard (NFPA-58). For a copy of this standard, contact the National Fire Protection Association,

One Batterymarch Park, Quincy, MA02269, Attn: Publication Sales Division.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note...

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help and for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-00345-4.

Warning

The user is cautioned that changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.