

APPLICANT: MOTOROLA, INC.

FCC ID: IHDT6CH1

INSTRUCTION MANUAL

A preliminary draft copy of the Users Manual follows:

Motorola T191

GSM SYSTEM

User Guide

SAFETY AND GENERAL INFORMATION

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

RF Operational Characteristics

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits radio frequency(RF) energy. The phone operates in the frequency range of 806 MHz to 870 MHz and employs digital modulation techniques.

When you communicate with your phone, the system handling your call controls the power level at which your phone transmits. The output power level typically may vary over a range from 0.00024 watts to 0.6 watts.

Exposure To Radio Frequency Energy

Your Motorola phone is designed to comply with the following national and international standards and guidelines regarding exposure of human beings to radio frequency electromagnetic energy:

- United States Federal Communications Commission, Code of Federal Regulations; 47 CFR part 2 sub-part J
- American National Standards Institute (ANSI) / Institute of Electrical and Electronic Engineers (IEEE) C95. 1-1992
- Institute of Electrical and Electronic Engineers (IEEE) C95.1-1999 Edition
- National Council on Radiation Protection and Measurements (NCRP) of the United States, Report 86, 1986
- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998
- Ministry of Health (Canada) Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999
- Australian Communications Authority Radiocommunications (Electromagnetic Radiation - Human Exposure) Standard 1999 (applicable to wireless phones only)



To assure optimal phone performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:

PORTABLE PHONE OPERATION AND EME EXPOSURE

Antenna Care

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

DO NOT hold the antenna when the phone is "IN USE". Holding the antenna affects call quality and may cause the phone to operate at a higher power level than needed.

Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone. **Speak directly into the microphone.**

Body-worn Operation

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

Data Operation

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

Approved Accessories

For a list of approved Motorola accessories visit our website at www.motorola.com.

ELECTROMAGNETIC INTERFERENCE/COMPATIBILITY

NOTE: Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed or otherwise configured for electromagnetic compatibility.

FACILITIES

To avoid electromagnetic interference and/or compatibility conflicts, turn off your phone in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.

AIRCRAFT

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

MEDICAL DEVICES

Pacemakers

The Advanced Medical Technology Association recommends that a minimum separation of 6 inches (15 centimeters) be maintained between a handheld wireless phone and a pacemaker. These recommendations are consistent with the independent research by, and recommendations of, the United States Food and Drug Administration.

Persons with pacemakers should:

- ALWAYS keep the phone more than six inches (15 centimeters) from their pacemaker when the phone is turned ON.
- not carry the phone in the breast pocket.
- use the ear opposite the pacemaker to minimize the potential for interference.
- turn the phone OFF immediately if you have any reason to suspect that interference is taking place.



Hearing Aids

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

Other Medical Devices

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

SAFETY AND GENERAL

USE WHILE DRIVING

Check the laws and regulations on the use of phones in the area where you drive. Always obey them

When using your phone while driving, please:

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

OPERATIONAL WARNINGS

FOR VEHICLES WITH AN AIR BAG

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

POTENTIALLY EXPLOSIVE ATMOSPHERES

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

NOTE: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust or metal powders, and any other area where you would normally be advised to turn off your vehicle engine. Areas with potentially explosive atmospheres are often but not always posted.

BLASTING CAPS AND AREAS

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

OPERATIONAL CAUTIONS

ANTENNAS

Do not use any portable phone that has a damaged antenna.

If a damaged antenna comes into contact with your skin, a minor burn can result.

BATTERIES

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.



MOTOROLA

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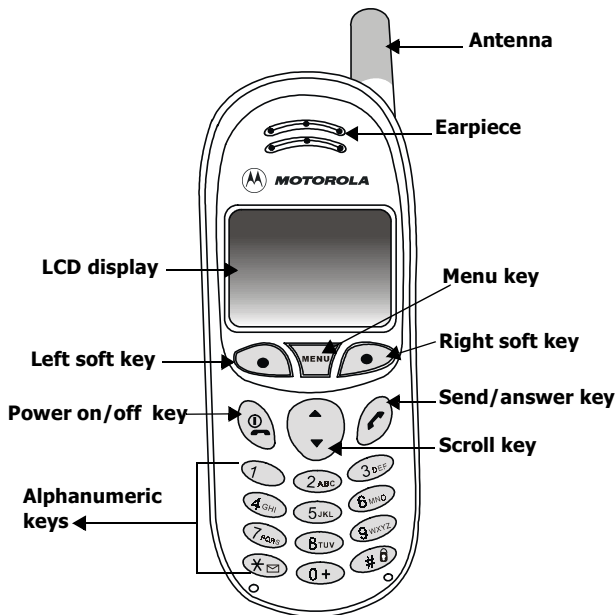


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1. Touring Your Phone

Appearance

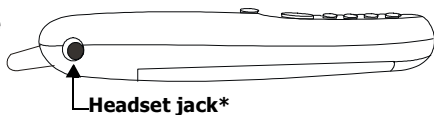
Front



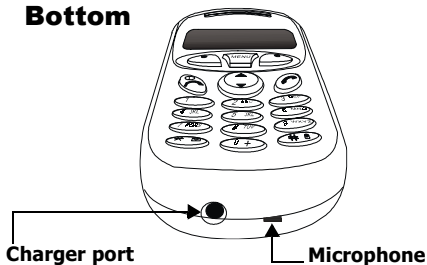
*For information on how to use each key, see "Function keys" on page 4.



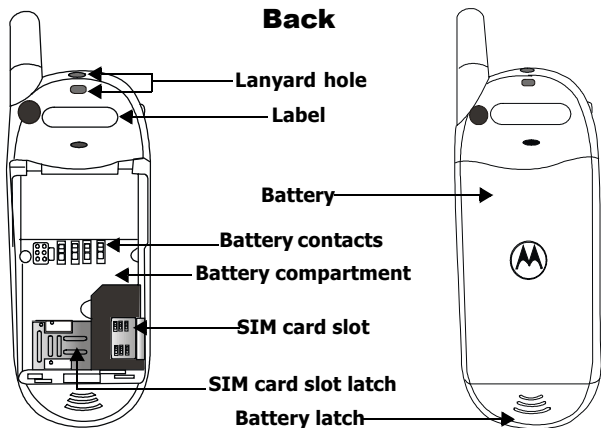
Side



Bottom

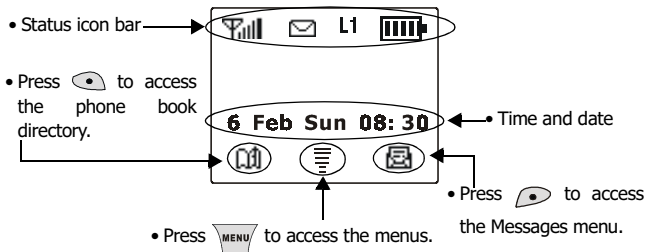


Back



*For connection to the optional handsfree headset.

Idle mode display



Idle display icons

Icons often shown on the idle display:

Icon	Function	Descriptions
	Signal Strength	Signal strength of your designated network. The more bars displayed, the stronger the signal.
	Short message	Receiving a short text message or having unread messages (see page 48).
	Voice mail waiting	You have a new voice mail (see page 57)
	Call divert	All incoming calls are diverted to a designated number (see page 61).
L1	Line in use	The current line in use (see page 64).
	Vibration only	Your phone only vibrates without ringing when a call comes in. (See page 76).
	Battery	Battery power level, the more the bars, the more the battery power. Four bars: full. No bars: Recharging immediately. The icon scrolls during charging until the battery is full.



Icon	Function	Descriptions
	Key lock	Key lock is activated (see page 19 and 69).
	Roaming	When your phone is not used on your home network, this icon will appear.

Keys

Function keys

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

Keys	Commands and functions
	Power on/off key • Long press to switch your phone on/off. • Press to end or cancel a call. • Press to return to the previous menu. • Exit browser and back to idle.
	Send/Answer key • Press to send or answer a call. • In idle mode, long press to redial the last call number. • In idle, press to display last dialed / missed / received numbers. • Press to select or activate an option.
	Menu key • Accessing the main menu from idle. • During a call, press to access the Call Options menu. • During input, press to access the input mode menu. • Browser's 2nd soft key.

Keys	Commands and functions
	Right soft key Executes the command shown at the bottom right of the display: • In menus, press to select or activate an option (as SEL/OK/ OPTION shows). • In idle, press to access the Messages menu. (as  shows). • Confirms entered digits/text during input (as OK shows). • Links to the next web page/selects a browser menu option during an Internet session. • Browser's 1st soft key.
	Left soft key Executes the command shown at the bottom left of the display: • In menus, press to abort a selection/operation and return to the previous menu or screen (as QUIT/EXIT shows). • In idle mode, press to access the Phone Book directory (as  shows). • During input, press to clear one digit/character; long press to clear all digits/characters (as DEL shows). • During an Internet session, press to return to the previous page; long press to return to homepage.
	Scroll key • Scrolling the menus and options. • Adjusting volume during a call. • In idle mode, press to access Quick Access menu. • In idle mode, long press to access Phone Book directory/initiate a voice dial call (if voice dial feature is activated). • During input, press once to move cursor to the next/last insertion point; long press to move the cursor continuously.
	Voicemail key • In idle, long press to dial the voice mail box number. • During an internet session, long press to access the browser menu.
	Lock key • In idle, long press to lock the keypad.



Keys	Commands and functions
 ~ 	Number key • In idle, long press to dial any of the first 9 phone numbers saved in the Phone Book. • In menus, press to access a corresponding option directly.

Alphanumeric keys

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

Key	Lower case
	, . : 1 % ! ? ; ' ' < > () @ &
	A B C 2 Å Ä å ä à ç æ ß
	D E F 3 è é Ê Ë Æ \$
	G H I 4 ì í î ï
	J K L 5 Δ _ Φ Γ Λ Ω
	M N O 6 Ñ ñ ò Ö ö Ø ø
	P Q R S 7 Υ §
	T U V 8 ü Ü ù
	W X Y Z 9 Π Ψ Σ Θ Ξ
	0 (Space)
	+ - * / =
	# P

2. Getting Started

Your SIM card

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

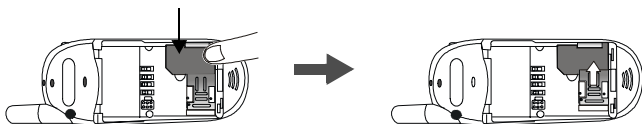
Inserting your SIM card



Scratches can easily damage the metal contacts of the SIM card. Pay special attention to the SIM card when you handle and insert

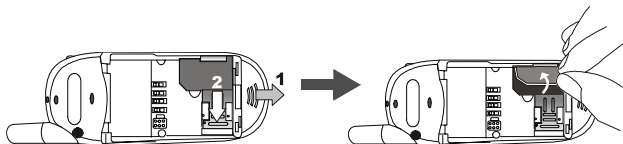
- Locate the SIM card slot on back of your phone. Place the entire SIM card into the slot, with the metal contacts of the SIM card facing down and its cut corner on the upper left.
- Slide the SIM card latch over onto the card.

SIM card



Removing your SIM card

- Push the battery latch back, slide the SIM card latch backwards, then pick up the card from the slot.



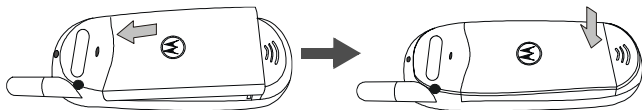
The battery



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

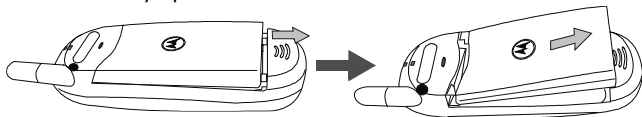
Fitting the battery

- Place the battery onto the back of the handset with the battery's contacts facing down in alignment with the contacts on the battery compartment, push the battery forward against the top of the compartment and press it down till it clicks into the compartment.



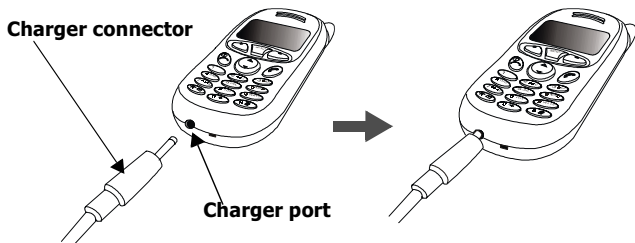
Removing the battery

- Push the battery latch back and the battery will rise automatically. Lift the battery up from the bottom end.



Charging the battery

- Insert the travel charger connector into the charger port at the bottom left of the phone.



- Pull out the charger connector when charging is done.



- It takes 24 hours for the travel charger to fully charge a new battery. Recharging takes approximately 160 minutes each time.
- During charging,  on the LCD will blink until the battery is fully charged. When the battery is low, you will hear a warning tone and "Battery Low" will appear on the LCD. When the battery is running out of power,  will appear to remind you to recharge immediately. Then your phone will power off automatically.



- Use only approved batteries, charger and accessories to ensure proper function of your phone and battery life. Any malfunction or damage caused by the use of any third-party accessories will result in warranty being void.
- For safety concerns, when the temperature of the phone goes over 40° C (104° F) or below 0° C (32° F), charging will come to a halt. When the phone temperature returns to a normal range, charging will resume.

3. Using Your Phone

Turning on the phone

Long press  to turn your phone on.

Making a phone call

a. Enter your PIN. If you type a wrong number while entering your PIN, delete the wrong number by pressing the left  (**DEL**).

When done, press  (**OK**) or  to confirm.

What is PIN?



PIN (Personal Identification Number) is a password provided by your network operator. With your PIN, you can use your SIM card and access the services offered by your operator.



If you enter a wrong PIN three times in a row, your SIM card will be blocked. To unblock the SIM card, you need to enter the PUK (Personal Unblocking Key) of the card. Please call the operator, and ask for PUK.

b. Once your PIN is accepted, the phone will start searching for your designated network automatically, as  indicates. This may take a few seconds. When receiving network signals successfully, the phone beeps twice with its LCD display showing the network you connect to and then goes into idle mode.

c. Now you can dial a desired number using the keys on the keypad.

Press  (**DEL**) to delete wrong digits. Press  to send your call.



- When network service is not available, no signal level will be displayed on the screen.
- When connected to a network you do not have access to, the signal strength will still show on the screen. You can only make an emergency call, though.
- During a call, you can use the call options described on page 17.

Ending a call

When you finish a phone call, press  or  (**EXIT**) to end the call and return to idle mode. Also press  or  (**EXIT**) if you want to drop a call after dialing.

Answering a call

When your phone rings or vibrates, the screen will display the name or the phone number of the caller (Network support dependent). The name displayed depends on the data in the Phone Book. Press  (**OK**) or  to answer a call. You can also answer incoming calls by pressing any key.*

If you want to reject a call, press  or  (**EXIT**).

* To change the answering mode, you must go to **Profiles** under the **Audio Setting** menu. See page 77 for details.

Turning off the phone

Long press  to turn your phone off.

One-touch dialing

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

- Long press . The last number you dialed will be dialed again automatically.
- You can dial any of the first 9 phone numbers saved in the Phone Book by long pressing its phone book location number. If the number is saved in the Phone Book at location 5, for example, long press  to make the call.



Making a voice dial call



You must add a voice tag to a phonebook record and activate the Voice Dial feature before you can make a voice dial call. For how to add a voice tag, see **Phone Book** in chapter 7: **The Menus**. You can activate the Voice Dial feature in **Voice Dial** under the **Phone Setting** menu. See page 70.

- a. In idle, long press .
- b. Say the voice tag of a desired phone number over the microphone after tone.
- c. When your phone recognizes this voice tag, the number's phonebook record and "Call?" will appear on the screen asking for your confirmation. Press  (OK) or  to make the call. You can also wait a few seconds and your phone will dial the number automatically.

Listening to a voicemail

In idle mode, long press  to call your operator's voice mail center and listen to the voice mail left by a caller. You can also go to **Voice Mail** under the **Message** menu to make a voicemail call. See more details on page 57.*

* Voicemail feature is network support and subscription dependent.

Making an international call

- a. Enter the outgoing international code, or long press  until "+" is displayed.
- b. Enter the recipient's national code, area code and phone number.
Send out your call by pressing .

Making an emergency call

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

Dialing an extension number

After you key in the telephone number, long press  for a second and "P" will display on the screen. Enter the extension number and press  to make the call.

Last missed, dialed, and received calls

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

- If for any reason incoming calls were not answered, a message of missed calls along with the number of call times will appear to remind you of the calls you missed. Press  (**SEL**) or  twice and the most recently missed call is displayed first. Then use  to display the missed call you want.
- In idle mode, you can press  to access a list of missed, dialed and received calls. The most recent is displayed first, then you can press  to scroll to the phone number you want.

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

- Press  (**SEL**) or  to redial the phone number.



- To store the phone number in your phone book, long press . Follow the prompts to enter the name and confirm the phone number. Then specify a caller group and location number and press (OK) or to save. Finally press (OK) or again to add a voice tag to the phone number.



- The phone number saved this way is stored in you SIM card memory. To save a phone number in the phone memory, go to **Add Entry to Phone** in the **Phone Book** menu. See page 41.
- For details on the caller group, see page 38 and 42. For how to add a voice tag. See page 40.

Making an abbreviated call

Type a location number of a desired phone book record and press . Then press (OK) or to dial the displayed number. You can also press to scroll phonebook numbers till the one you want appears.

Phone Book directory shortcut

- There are two ways to access the Phone Book directory:
 1. As on the idle screen indicates, press to access the Phone Book directory.
 2. In idle mode, long press to access the Phone Book directory.
- Once you access the Phone Book directory, press to browse the entries (listed in alphabetical order). appears at the top left of the screen if the record you display is stored in the SIM card memory, while shows up if the record is stored in the phone memory.

- In the directory you can also find an entry by typing the first letter of its name. For example, if you try to find a name that starts with "K", enter "K" and press  (**OK**) or . The names starting with "K" will appear first. Scroll the names until you find the one you want.
- When the desired phone number appears, you can:

1. Press  (**SEL**) or  to dial the number.
2. Long press  to edit the phone number record. You can edit the record in the same way you save a phone number in the phone book.



The Phone Book directory shortcut by long pressing  is not available when the Voice Dial feature is activated.

Messages menu shortcut

As  on the idle screen shows, press  to enter the Messages menu. For details on the Messages menu see page 48.

Adding Phone Book entries in idle mode

Enter a phone number and press  (**SAVE**) or long press . Follow the prompts to enter the name and confirm phone number, specify a caller group* and location number for the record, and press  (**OK**) or  to save. Finally press  (**OK**) or  again to add a voice tag to the phone number record*.

* For details on the caller group, see page 38 and 42. For how to add a voice tag, see page 40.



The phone number saved this way is stored in you SIM card memory. To save a phone number in the phone memory, go to **Add Entry to Phone** in the **Phone Book** menu. See page 41.

Incoming call waiting

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

- Press  and  to reject the waiting call.
- Press  and  to end the active call and connect the waiting call.
- Press  and  to hold the active call and connect to the waiting call.

* Network and subscription dependent.

Holding a call

- When you are on a phone call and wish to dial another number, you can place the current call on hold by pressing  (**OPTION**) or . After a call is put on hold, " 1" will appear on the screen, and when the second call is connected, " 1" will pop up.
- When you have an active call and a call that is on hold, you can press  to switch calls.
- When an active call ends, the call on hold will resume. You can also make a call on hold active again by pressing  if you have only a held call.



- This hold-call feature is network and subscription dependent.
- The figure next to  /  (in the example above it is "1") indicates the number of held/active calls.

Call Options menu

When you are on a phone call, press  to access the Call Options menu listed below. Use  to scroll and press  (**SEL**) or  to access a selected option; press  (**QUIT**) or  to leave a selected option.



The options marked "*" are network and subscription dependent.

***SIM Menu**

Access the SIM Tool Kit menu.

Mute

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

***Messages**

You can read, write and send messages with this function. For details on the Messages menu see page 48.

Conference

The Conference menu has the following options:



The maximum number of parties allowed during a conference (multi-party) call varies, depending on the network you choose.

*** End Call**

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



* *Swap*

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

* *Hold*

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

* *Unhold*

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

* *Join Call*

This function allows you to make a conference call.

* *Private*

Talk privately with one participant during a conference call.

* *Transfer*

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

Phone Book

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

Call List

View dialed, received, and missed calls. When the desired phone number appears, press  or  (**SEL**) to call, save, or delete the number.

Adjusting the earpiece volume

When speaking on the phone, press  to adjust the volume.

Initiating keypad lock

In idle, long press  to activate the keypad lock. When the lock is enabled,  will appear at the bottom of the idle mode screen. To deactivate the lock, press  (**Unlock**) or , then press . You can also activate the keypad lock in the menu option **Key Lock**. See page 69.



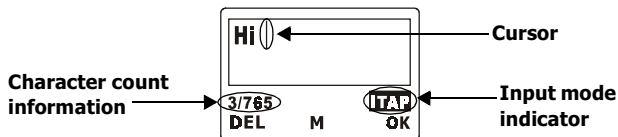
4. Input Mode Menu

Your phone provides several input methods when you wish to:

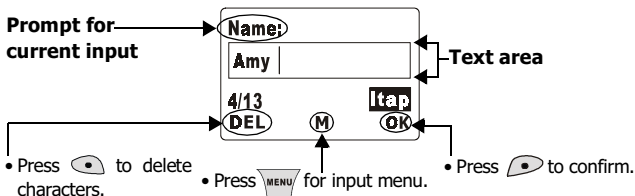
- write short messages.
- enter names or numbers in the phone book.
- jot down notes in the calendar function, etc....*

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

Message editor display



Phonebook editor display



Selecting an input mode

On the editor screen, press (M) or long press to access the input mode menu. Scroll the menu with and press (SEL) or to select, or press a corresponding number key directly to choose from the following input modes:



- The factory default for the input mode is **ABC Input (ABCD)**. However, you can set the default yourself. See **Input Mode** under the **Phone Setting** menu on page 69. The default input mode you set appears automatically with the editor screen.
- The input mode menu may vary from market to market.

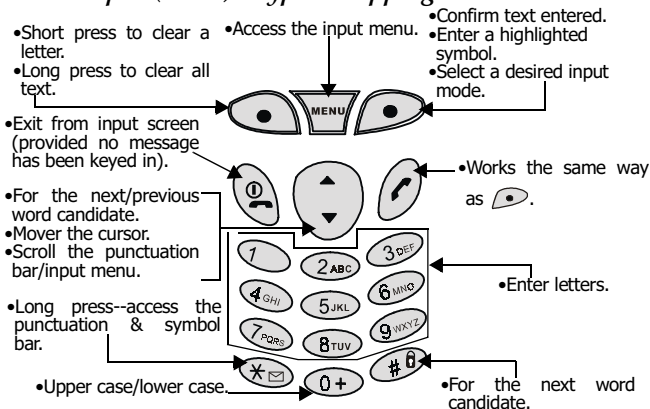
Smart Input (iTAP)

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

Features of Smart Input (iTAP)

- Just one key press per letter; no multi-pressing for entering letters.
- Comprehensive word database including common names.
- Widely used punctuation and symbols included.

Smart Input (iTAP) keypad mapping





Tips on using Smart Input (iTAP)

To enter words:

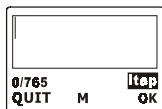
- Type a word by pressing a corresponding alphanumeric key only once for each letter, without having to consider the order of the alphabets indicated on the keys. The word you type will appear outside the text frame before you confirm it OK.
- To switch between upper case and lower case, press . Press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

To enter punctuation and symbols:

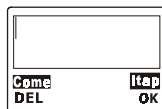
- You can long press  to display a bar of available punctuation and symbols at the bottom of the screen. Press  to scroll the symbols one by one; long press  to scroll page by page. Press  (OK) or  to enter a highlighted symbol, or press a corresponding number key for a desired symbol directly ( ~ , from left to right).
- Press  (QUIT) or  to exit the punctuation & symbol bar.

Demo of Smart input (iTAP)

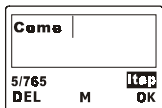
To enter "Come home" on the message editor screen:



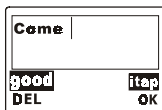
- a. Press  (M) to access the input mode menu. Select **Smart Input** and press  (SEL) or .



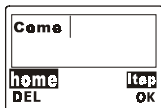
- b. Press   for the upper case "C". Then press     for lower case "o" "m" "e".



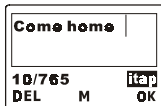
- c. Press  (OK) or  to enter "Come" into the text frame.



- d. Press     for "home".



e. "good" isn't the word you want, so press or for the next candidate "home".



f. Press (OK) or to put "home" inside the text frame.

ABC Input

ABC Input is the factory default input mode that appears automatically with the editor screen.

If **Smart Input** (iTap) doesn't provide the word you want, you also can press (M) or long press for the input menu and select **ABC Input**.

Please see "Alphanumeric keys" on page 6 for the listing of the alphabets and symbols represented by each key in ABC Input.

Tips on using ABC Input:

- Follow the order of the alphabets shown on each key to enter data.
- Press once for the first letter shown on a particular key, twice for the second letter, and so on and so forth.
- Long press a corresponding key to shift among upper case, lower case and number.
- When you have entered a letter and want to enter the next one, you can wait for about two seconds until the cursor moves to the position of the next letter, or simply press a key immediately to enter it.
- If you type a wrong letter or number, you can move the cursor to it by pressing , then press to erase it.

For example, to enter "Love":

- a.** Press  three times for "L".
- b.** Long press  to change to lower case and press the same key twice for "o".
- c.** Press  three times for "v".
- d.** Press  twice for "e".

123 Input

This input mode allows you to enter numbers using the alphanumeric keys  ~ . To enter punctuation, long press  to display the punctuation and select.

Insert Symbol

Displays the bar of punctuation and symbols. Use  to scroll the bar (long press  to scroll page by page) and when the desired symbol is highlighted, press  or . You can also press a corresponding number key ( ~ ) for a desired symbol.

Select Icon

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

When the icon list appears, use  to scroll to the animated icon you want, then press  or  to put the icon in your message text. The icon you inserted is encoded in the form of three specific symbols. When done, press  or .

- To view the actual icon along with the message text, you must go to **Preview**. Please see related sections under the main menu option **Messages** (2) (p. 48) in chapter 7.



- To exit from the icon list without choosing an icon, press  (QUIT) or .
- To delete the icon from the message text, simply press  to erase the symbols that represent the icon.



- **Select Icon** is only available for message editing.
- Each message allows only one icon. The **Select Icon** option will not appear in the input mode menu if you already attached an icon to the message.
- You can also send an icon message by selecting **Icon Message** in the **Messages** menu, see page 54
- Icon message feature must be supported by your network operator and by the recipient's phone.

Insert Quick Msg

Quick Msg is a list that allows you to compose messages and notes by making use of the sentences already stored in the phone.

In the menu option **Select Quick Msg**, you can customize the Quick Msg list by adding the sentences you wrote to the list. See page 55 for details.

Quick Msg listing

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

No.	Phrases and sentences
6	I'm busy now, will call you later
7	Happy Birthday
8	Please call my mobile number
9	Please call office
10	I'm not coming home for dinner
11	I'm on my way, please wait
12	I love you
13	I'm sorry
14	Please call home

No.	Phrases and sentences
15	Merry Christmas
16	Happy New Year
17	Have a safe trip
18	Get well soon
19	Thank you
20	I arrived safely
21	Don't leave until I get there
22	Meet me at [time] [place]
23	I will be there in [xx] minutes
24	I'll be leaving at
25	Wish you success



- The default Quick Msg list may vary from market to market.
- The first 5 blank entries in the list are reserved for you to store the sentences you wrote. Please see **Select Quick Msg** on page 55.
- **Insert Quick Msg** is not available in **Phone Book**.

Using Quick Msg sentences

Scroll with and press (**SEL**) or to enter a desired sentence, or press a corresponding number key to select (~). As soon as the sentence is entered, the screen automatically returns to Smart Input (iTap). You can now modify the sentence into the message you want. If you wish to use the other input modes, press (**M**).

Select Dictionary

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

* The dictionary may vary from market to market.



5. Quick Access

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



- You can personalize the Quick Access menu as needed by selecting what features you want available in this menu. To set up your own Quick Access menu, you must go to **Quick Access** under the **Tools** menu, see page 92 for details.
- The default Quick Access menu list may vary from market to market.

Quick Access menu

In idle mode, press  to display the Quick Access menu. The default menu items and their functions are as follows:

No.	Option	Functionality
1	Internet	Connect to the mobile Internet
2	ScreenSaver	Download a screensaver animation from the Web.
3	Add Entry to SIM	Add new phone book entries to the SIM card memory.
4	New Message	Write a new message.
5	Missed Calls	Display and send/save/delete last missed calls.
6	Profiles	Enable/Disable settings of a selected profile.
7	Calendar	Access the calendar function.
8	Set Alarm	Set the alarm function.
9	SIM Menu	Access the SIM tool Kit menu provided by your operator.



- The SIM Menu option is a network support and subscription dependent feature.
- For details on each menu option, please refer to related sections of this user guide.

Using the Quick Access menu

Press  to scroll through the menu and press  (**SEL**) or  to access an option. You can also press a corresponding number key to get to a desired function directly. To exit from a Quick Access option or operation, press  or .



6. The Mobile Internet

Your phone supports WAP (Wireless Application Protocol) technology. It allows you to log on to the mobile Internet and browse on-line services available from your service provider, for example, financial, sport, travel, and entertainment information.



- The Internet function is network and subscription dependent. Contact your network operator for details about the mobile Internet services based on the WAP technology they provide.
- To successfully connect to the Internet you also need to do proper WAP settings. Please go to **Browser Setup** in the **Phone Setting** menu. See page 67.

Logging on to the Internet

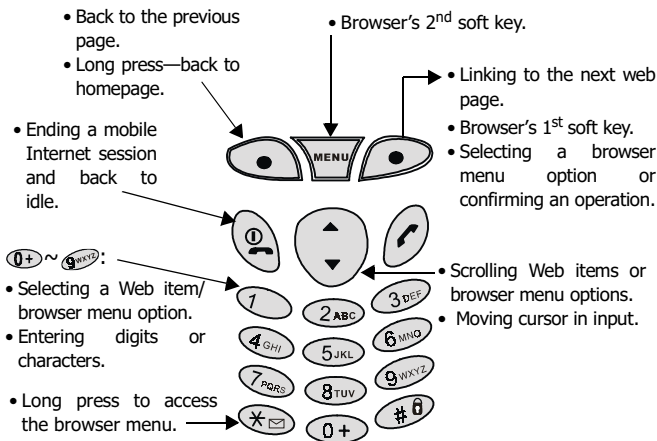
There are two ways to launch the browser and start the Internet connection:

- In idle mode, press to access the Quick Access menu (see chapter 5), scroll to highlight **Internet** and press (SEL) or .
- In idle mode, press to access the main menu, scroll to highlight **Tools** and press (SEL) or . Select **Access Internet** and press (SEL) or . See also page 82.

When you launch the browser, a browser greeting screen as shown below will pop up and your phone will start dialing simultaneously.



Browser key mapping



Surfing the Internet

After you log on successfully, the homepage you connect to will appear. Use the following keys to navigate through the web pages:

- Press to scroll up and down the Web menu.
- Press to link to the next web page.
- Press to return to the previous page; long press to go back to homepage.
- Press (browser's 1st soft key) and (browser's 2nd soft key) to execute the commands displayed at the bottom of the browser screen.



You can specify a homepage of your own. See page 34. Your network service provider specifies the default homepage.



Several messages may appear while navigating:

Message	Description
Waiting	This message appears before logging on successfully.
Sending	Sending data to the Internet.
Receiving	Receiving data from the Internet.
Network not responding	The website you connect to is not responding.

Logging off the Internet

To return to idle mode, press  to terminate your Internet connection and close the browser. The phone will hang up simultaneously.

Using browser menu

When you browse web pages, long press  to access the browser menu. The browser menu contains the options below. Scroll and press  (**OK**), or press a number key to select. To return from the current browser menu to the previous screen or web content, press . Long press  to return to the web content directly. You can also press  (browser's 1st soft key) and  (browser's 2nd soft key) to execute the commands displayed at the bottom of the browser screen. Press  to get back to the idle screen directly.

1 Reload

Reloads the current web page.

2 Home

Goes back to the homepage. To specify a homepage, please see **Homepage** on page 34.

3 Bookmarks

You can open the Bookmarks list to choose a web bookmark. (The Bookmarks list is stored in the remote server. It can be used only when you are connected to network.)

4 Mark Site

Bookmarks the current web site or web page to the My Favorites list.

5 My Favorites

- On the My Favorites list you can select a bookmark and press  (menu), then you can edit the name and web address stored in the bookmark, or erase the bookmark.
- You can also scroll the My Favorites list and press  (OK) to link to a web site bookmarked on the list.

6 Go to Site

Goes to a specified web site. Enter the address of a desired website and press  (OK) to connect.

7 Disconnect

Disconnects from the Web but stays in the browser menu for off-line browsing.

8 About Phone.com

You can read related information about the Phone.com, the browser version and handset type.

9 Advanced...

You can enter this Advanced setting menu for the following:



1 Show URL

Shows the web address of the current page. It can be used to save the current page as your homepage, which can quickly bring you to the page without waiting next time you activate the browser from idle mode.

2 Homepage

Specifies a homepage. The homepage you specified is opened every time you connect to the web main screen or select **Home** in the browser menu. You can select this item to get to the editor screen and specify a desired homepage by entering its web address. (However, some network service providers do not allow the user to specify the homepage).

3 Set Up. Link

Selects the UP. Link servers. You can choose to connect to one specific server. For details on the setting parameters please see **Browser Setup** on page 67.

4 Offline Services

Your phone saves the last browsed web pages in its temporary memory (Cache). You can access a desired web page off-line by selecting this item. If the web page you want is not stored in the temporary memory, you will be prompted to connect to the web service. If the temporary memory is cleared, all web content stored in it will be erased. Please refer to the **Clear Cache** option under **Browser Setup** on page 69.

5 Outbox

Displays outbox status screen. The unsent information (such as an unsent Web-based e-mail) is stored here when you navigate the Web. You can come here to see if there is any unsent information and send it again the next time you link to the Web.

6 Restart UP. Browser

Restarts the browser.

7 Encryption

View the encryption information. This function is for security. There is a security key stored in the browser. The key is used to encrypt data when transmitting data between the handset and server. Press  to show the following options:

Verify Key

Verifies the checksum of the key.

New Key

Requests a new key from the server.



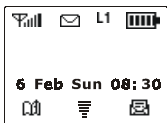
7. The Menus

Your phone's menus cover a wide variety of features. The main menu is made up of 8 animated images. Each represents a specific main menu option consisting of related submenus.

Using the menus

Normal access to an option

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



- Press  to access the main menu.



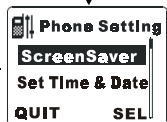
- Press  for Phone Setting and press  (SEL) or .



- Press  for the desired language and press  or .



- Press  for Language and press  (SEL) or .



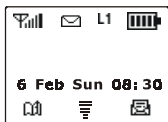
- Settings are successful.

Press  (**QUIT** or **EXIT**) or  to return to the previous menu.

Shortcut access

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

For example, if you want to change the language setting (The function code for the language setting is 4-6):



- Press  (**M**) to access the main menu.



- Press  to access Phone Setting.



- Press a corresponding number key for a desired language.



- Press  to access Language.



- Settings are successful.



Phone Book (1)



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

Last number (1-1)

Missed (1-1-1)

Displays the last missed calls.*

* Network/Subscription dependent.

Press to browse the calls. Then press (SEL) or to choose from the following:

Call

Calls back.

Save

Saves the number into the SIM card memory's phone book:

a. Enter the name and confirm the telephone number and press (OK) or .

b. Add the phone book record to a preferred caller group list, and press (SEL) or .

What is a caller group?



A caller group has its specific settings, i.e. ring tone, image, etc. When a member of a particular caller group phones you or sends you a text message, your phone will make that group's ring tone and display the image defined for that group, so you can tell immediately which group the caller belongs to before you answer the call.



- Each name in the phonebook can belong to only one caller group.
 - For how to customize the settings of each caller group, see **Caller Group** (1-6) on page 42.
 - To activate/deactivate the Caller Group function, go to **Caller Group** (7-5). See page 78.
-

c. Your phone will assign a location number for this record.

Press  (**OK**) or  to confirm.

d. You will be prompted to add a voice tag to this record.

Press  (**OK**) or  and record a voice tag for this phone number record.*

*For details on how to add a voice tag, see page 40.

Delete

Deletes the number.

Received (1-1-2)

Displays the last received calls.*

* Network/Subscription dependent.

You can use this option the same way as **Missed** (1-1-1).

Dialed (1-1-3)

Displays the last dialed calls.*

* Network/Subscription dependent.

You can use this option the same way as **Missed** (1-1-1).

Delete All (1-1-4)

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

Find Record (1-2)

Follow the prompt to enter the name. When done, press  (**OK**) or

, the corresponding location, telephone number and name will appear on the screen. You can also find a Phone Book record by typing the first letter of its name. For example, if the name starts with "K", enter "K" and press  (**OK**) or . The names starting with "K" will appear on the screen. Scroll through the names until the one you want appears on the screen.



Now you can press  (**SEL**) or  to choose from the options below:

Call

Dials the number.

Edit

You can edit the record here. Modify the name, number and select a caller group for the number.

Delete

Deletes the record.

Move

Moves the record to another location. Choose to move the record to the SIM or phone memory, enter the location number, and press  (**OK**) or .

Voice Dial

To add a voice tag

When you enter this option, "Add Voice Tag?" pops up. Press

 (**OK**) or  and say the recipient's name loud and clear over the microphone after tone. The handset will replay the voice tag if recording is successful. Then a special icon will appear at the top of the record indicating the voice tag has been attached to this record.

The next time you display this phonebook record the handset will play its voice tag simultaneously.

* For how to activate/deactivate Voice Dial, see page 70. For how to make a voice dial call see page 12.

Record already with a voice tag

Playback

Play the voice tag of this record.

Edit

Change the voice tag the same way as you add a voice tag.

Delete

Delete the voice tag.

Add Entry to SIM (1-3)

You can store phone book records in your SIM card memory:

- a.** Enter the name and phone number and press  (**OK**) or .
- b.** Add the phonebook name to a preferred caller group list, and press  (**SEL**) or .
- c.** Your phone will assign a location number for this record. Press  (**OK**) or  to confirm.
- d.** You will be prompted to add a voice tag to this record. Press  (**OK**) or  and record a voice tag the same way as described on page 40.



When you enter a new phone number, use the international number format:

Long press  to display "+" and enter the corresponding country code and the phone number. By doing so, you do not have to change the records when you are roaming in other countries.

Add Entry to Phone (1-4)

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



Delete (1-5)

You can erase phonebook records that are no longer needed:

By Name (1-5-1)

Deletes records by name.

Enter the name of the record and press  (**OK**) or . The record will display on the screen. Press  (**SEL**) or  to delete.

Delete All In SIM (1-5-2)

Deletes all phone book records stored in the SIM card memory. You will be prompted to enter the phone code before you delete all records. Enter the phone code and press  (**OK**) or  to delete.

Delete All In Phone (1-5-3)

Deletes all records stored in the phone memory. Steps are the same as describe in **Delete All In SIM**.

All Voice Tag (1-5-4)

Erase all taped voice tags from phone book records. Enter the phone code and press  (**OK**) or  to delete.

Caller Group (1-6)

You have 5 caller groups to choose from (**Default Group** and **Group 1~4**). You can add any phone book records to a particular caller group and define such settings as ring tones, images, etc. for incoming calls from a specific group.



- Settings for **Default Group** are also applied to incoming calls not assigned to a caller group.
- To activate/deactivate the Caller Group function, go to **Caller Group (7-5)**, see page 78.

Settings for **Default Group** and **Group 1~4** are as follows:

View List

View the phone book names stored in this group.

- If no records were added, "No Matching Record" will pop up.
- If this group already has records in it, you can scroll the records and when the desired one appears, press  (**SEL**) or  to choose to dial the number (**Call**) or move this record to another caller group (**Edit**).

Rename

Change the title of this group. (not available in **Default Group**)

Vibracall

Set the vibration mode for this group:

Off: Turn the vibration mode off.

Vibrate and Ring: The handset rings and vibrates simultaneously when there is an incoming call from this group.

Vibrate only: The handset vibrates without ringing when a call comes in from this group.

Vibrate then Ring: When a call comes in from this group, the handset vibrates five times first before it rings.

Ring Type

Define a ring tone for this group. Your phone will ring in the tone you choose when there is an incoming call from this group.

SMS Alert

Specify an alert tone for short messages from this group.

Image

Specify an image for this group.

The animated image you choose will appear when someone belonging to this group phones you.



Voice Dial (1-7)

When you enter this option, a list of phone book records with voice tags will appear. Scroll the list for the record you want and press 

(SEL) or . You will see the following:

Playback

Play the voice tag of the selected record.

Edit

Change the voice tag the same way as you add a voice tag.

Delete

Erase the voice tag from this record. When erased, the voice tag list will not have this record.

Service Number (1-8)

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

* Network/SIM card dependent.

Own Number (1-9)

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

- If no own number records are saved in the memory, "No Records

Add Record?" will display on the screen. Press  (OK) or  and enter your name and phone number, then specify a location for this number (1 or 2).

- If you have already entered your own number data, press  (OK) or  and choose to add a new record, edit or delete the current record.

Status (1-10)

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

Copy Record (1-11)

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

SIM->Phone (1-11-1)

Copy or move phonebook records from the SIM into the phone memory.

Single (1-11-1-1)

Copy or move a single phonebook record from the SIM memory into the phone memory.

Keep original (1-11-1-1-1)

Copy a single record from the SIM memory and paste it into the phone memory, while the original record is still kept in the SIM memory. Scroll through the records stored in the SIM memory. When the desired one appears, press  (OK) or  and the record will be copied into the phone memory.

**Delete Original (1-11-1-1-2)**

Remove a single record from the SIM memory and store it in the phone memory. Scroll through the records stored in the SIM memory. When the desired one appears, press  (OK) or  and the record will be moved into the phone memory.

All (1-11-1-2)

Copy or move all records from the SIM card into the phone memory.

Keep original (1-11-1-2-1)

Copy all of the records from the SIM memory into the phone memory, while the original records remain in the SIM memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press  (OK) or  and all the records will be copied into the phone memory.

Delete Original (1-11-1-2-2)

Remove all the records from the SIM and paste them into the phone memory.

Phone->SIM (1-11-2)**Single (1-11-2-1)**

Copy or move a single phonebook record from the phone memory into the SIM memory.

Keep original (1-11-2-1-1)

Copy a single record from the phone memory and paste it into the SIM memory, while the original record is still kept in the phone memory. Scroll through the records stored in the phone memory. When the desired one appears, press  (OK) or  and the record will be copied into the SIM memory.

Delete Original (1-11-2-1-2)

Remove a single record from the phone memory and store it in the SIM memory. Scroll through the records stored in the phone memory. When the desired one appears, press  (OK) or  and the record will be moved into the SIM memory.

All (1-11-2-2)

Copy or move all records from the phone memory into the SIM card.

Keep original (1-11-2-2-1)

Copy all of the records from the phone memory into the SIM memory, while the original records remain in the phone memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press  (OK) or  and all the records will be copied into the SIM memory.

Delete Original (1-11-2-2-2)

Remove all the original records from the phone memory and paste them into the SIM.



Messages (2)



The following options are network and subscription dependent.

Inbox (2-1)

If a new message is received by the phone, a tone is sounded, and the prompt "Read?" pops up with  ( also appears on the upper left of the idle screen). Press  (**OK**) or  to display the message record directly, or enter this menu option to do so. Then you will see the record of the last received message showing its delivery time, date and phone number or caller ID (provided stored in the phone book). Press  (**SEL**) or  to read the message. If you have two or more new messages, press  to browse the message records and press  (**SEL**) or  to read.

After reading a message, press  (**OPTION**) or  for the following options:

Reply

Reply to the message. When you are finished with a reply message, press  (**OK**) or  to choose from the following options:

Single Recipient

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

Multiple Recipients

By Entry

You can send the message to the recipients you choose from your phone book entries. Scroll the entries and press  (**SEL**) to select the recipients to whom you want to send message. You can also press  (**CANCEL**) to deselect a recipient. When done, press  to show the list of the selected recipients. Press  (**CHANGE**) if you want to change the list (the way you change the list is the same as you select/deselect a recipient). Finally, press  to send your message to the selected recipients.

By Group

You can send the message to the members you select from a particular caller group. Choose a preferred group and select recipients in the same way you select by entry from the phone book.

Select Icon*

Insert an animated icon into the message. This option works the same way as **Select Icon** in the input mode menu. See page 25 for details on the **Select Icon** feature.

* The **Select Icon** option will not appear if you already have an icon attached to the message.

Preview

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



Save

Enter a phone number and press  (**OK**) or  to save the message to Outbox.

Delete

Deletes the message. When done, "Deleted Read Next?" will display on the screen. If you want to read the next message, press  (**OK**) or . If you want to exit, press  (**QUIT**) or .

Start Chat

This option allows you to initiate a chat session by replying to a received message in Inbox. You will be prompted to enter your nickname and a chat message. When done, press  (**OK**) or  to initiate the chat session. For more information on **SMS Chat**, see page 53.

Call Back

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

Edit

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

Single Recipient

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

- Simply enter the recipient's phone number as you are prompted to do so and press  (**OK**) or  to send the message directly.

- If you want to select a number from the Phone Book when you are prompted to enter the phone number, you can press  (**SEL**) or  and enter the recipient's name saved in the Phone Book. When the desired phone number appears, press  (**OK**) or  to send the message. You can also press  or  twice to select a phone number directly from the Phone Book without having to enter the name first.

Multiple Recipients

By Entry

You can send the message to the recipients you choose from your phone book entries. Scroll the entries and press  (**SEL**) to select the recipients to whom you want to send message. You can also press  (**CANCEL**) to deselect a recipient. When done, press  to show the list of the selected recipients. Press  (**CHANGE**) if you want to change the list (the way you change the list is the same as you select/deselect a recipient). Finally, press  to send your message to the selected recipients.

By Group

You can send the message to the members you select from a particular caller group. Choose a preferred group and select recipients in the same way you select by entry from the phone book.



Select Icon*

Insert an animated icon into the message. This option works the same way as **Select Icon** in the input mode menu. See page 25 for details on the **Select Icon** feature.

* The **Select Icon** option will not appear if you already have an icon attached to the message.

Preview

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

Save

Enter a phone number and press  (**OK**) or  to save the message to Outbox.

Send

Forwards the received message to one or more recipients. You can do this the same way as described on page 50.

Use Number

Displays and uses the phone number of the message.

If a message has more than one number, you can use  to scroll the numbers. When the desired one appears, press  (**SEL**) or  to choose from the following:

Save

Saves the phone number in the Phone Book. Enter the name and confirm the phone number. Then specify a caller group and location number for the phone number. Press  (OK) or  to save the number. Finally tape a voice tag for the phone number.

Call

Press  (SEL) or  to dial the number.

New Message (2-2)

This function allows you to write short messages.

Write down the message you want. When done, press  (OK) or  to choose to send or save the message.

This option has the same submenu as **Edit** in **Inbox** (2-1).

SMS Chat (2-3)



This feature is network support and subscription dependent.

You can engage in a peer-to-peer chat session by writing short messages to the other mobile phone user. There are three ways of initiating a chat session:

1. You can select a previously received message in **Inbox** (2-1) and choose **Start Chat** to set up a chat session. See page 50.
2. When someone invites you to a chat by sending you a chat message, or when she/he accepts your chat invitation by replying to your chat message, the chat prompt will pop up showing her/his name followed by a message. Then you can choose to join the chat or reject the chat by pressing a corresponding soft key.
3. If you come to this SMS Chat menu to open a chat session, select **Start Chat** (2-3-1):



- First enter a nickname you'd like to use during a chat. Then write down the message you wish to send and press  (**OK**) or . Finally enter the phone number of the person you want to chat with and press  (**OK**) or  to send the message to invite the recipient to a chat.
- When you have sent a chat message, the message is displayed on the screen as **nickname:>message**. Then you can continue the chat by sending another message.
- If you want to leave the chat session screen, press  (**QUIT**). Then you can enter this SMS Chat menu again and choose **Resume Chat** to go on with a chat session, or choose **End Chat** to terminate a chat session.
- When you are interrupted by an incoming call during a chat session:
 - You can press  to answer the call. Upon ending the call, the screen returns to idle. Then you may resume the chat session by selecting **Resume Chat** from the SMS Chat menu.
 - You can press  to reject the incoming call and continue the chat by selecting **Resume Chat** from the SMS Chat menu.
- You can choose **History** from the SMS Chat menu and view a chat log recording the chat conversions. You can also erase the log data by choosing **Erase History**.

Icon Message (2-4)

In this option, you can first select an icon you like, then write down a text message you'd like to send with the icon. When done, choose to send or save the message. This option has the same submenu as **Edit** in **Inbox** (2-1).

Select Quick Msg (2-5)

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

To write and store your Quick Msg sentences

In the Quick Msg list, pick one out of the first five empty entries and select **Edit** to start writing your own sentences. When done, press

 (**OK**) or  to save the sentence. The screen will return to the Quick Msg list showing the sentence stored in the selected entry.

To access a Quick Msg sentence you wrote

In the Quick Msg list, scroll to a desired sentence you wrote and press  (**SEL**) or , or press a corresponding number key to select. The following will appear:

View

Displays the entire sentence. Then you can modify the sentence into the message you want. When finished, press

 (**OK**) or  to choose to send or save the message.

This option has the same submenu as **Edit** in **Inbox** (2-1).

Send

You can send the message to one or more recipients. You can do this the same way as described on page 50.

Edit

Modify the sentence. When finished, press  (**OK**) or  to save the modified sentence to its Quick Msg entry.

Delete

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

To access a preset Quick Msg sentence

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

Outbox (2-6)

You can use this function to read the messages you sent or saved. After entering this option, you will see the record of the last saved message showing its phone number and record number. Scroll the records until the one you want appears on the screen. Then press

 (**SEL**) or  to view the message. When finished, press 
(**OPTION**) or  to choose from the following:

Delete

Deletes the selected message.

When done, "Deleted Read Next?" will pop up. If you want to read the next message, press  (**OK**) or . If you want to exit, press  (**QUIT**) or .

Edit

Operation and submenu are the same as those of **Edit** in **Inbox** (2-1).

Send

Sends the message to one or more recipients. You can do this the same way as described on page 50.

Use Number

Displays and uses the phone number of the message.

Operations and submenu are the same as those of **Use Number** in **Inbox** (2-1), see page 52.

Voice Mail (2-7)

You can call the voice mailbox provided by your operator and listen to the voice mail left by a caller.

Once your voicemail box receives a message,  pops up at the center of the screen. Press  or  to return to idle, and you will find  on the screen indicating a voice mail is waiting at line 1. ( will show up if line 2 is in use).^{*} Then you can long press  to dial the voice mailbox number directly, or enter this menu option to do so.

^{*} 1. All voice mail icons are network support dependent. 2. For how to designate the line in use, please see **Line In Use** (3-5) on page 64.

Call (2-7-1)

Dial the voice mailbox number to listen to the voice mail.

Edit (2-7-2)

You can modify your voice mailbox number. Enter the voice mailbox number provided by your operator and press  (**OK**) or .

Broadcast (2-8)

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

Receive (2-8-1)

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

Topics (2-8-2)

Display the topics of the broadcast message.



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

Language (2-8-3)

Display broadcast messages only in the languages you select.

Scroll the languages and press  (**SEL**) or  to select.

Settings (2-9)

This menu includes several options to adjust the message settings:

Route Center (2-9-1)

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

Enter the message center number provided by your operator and press  (**OK**) or  to save the number.

Valid Period (2-9-2)

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

Reply Path (2-9-3)

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

Notification (2-9-4)

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

Format (2-9-5)

You can ask the network to convert your text message into different formats. Select from the following formats: Text, Paging, E-Mail, Fax, Voice, ERMES, Telex and Grp4 Fax.

Delete All (2-10)

Deletes all the messages.

Call Services (3)



Call Services provide several options to manage your calls.



Functions under this menu are network support and subscription dependent.

Call Records (3-1)

This menu contains records of call cost and duration.

Time (3-1-1)

This function records the information of call duration.

Last Call (3-1-1-1)

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

All Calls (3-1-1-2)

Shows the total duration of all types of calls.

Outgoing Calls (3-1-1-3)

Shows the total duration of all outgoing calls.

***Incoming Calls (3-1-1-4)***

Shows the total duration of all incoming calls.

Clear Time (3-1-1-5)

Clear all duration data.

Cost (3-1-2)

This function records the information of call cost.

Last Call (3-1-2-1)

Shows the cost of the last call.*

* Network support dependent.

All Calls (3-1-2-2)

Shows the total cost of all calls.*

* Network support dependent.

Clear Cost (3-1-2-3)

Clears all cost data.*

* PIN 2 is required.

What is PIN2?

- PIN2 is a second set of PIN that is used mainly to control limited services such as call cost limitation and fixed dialing numbers.
- If entered incorrectly three times in a row, PIN2 will be locked up. To unblock PIN2, you need to enter the PUK2 code. Please call the operator, and ask for PUK2.

Call Rate (3-1-3)***Cost Limit (3-1-3-1)***

You can set a limit to the total call cost. Your phone cannot be used to make a pay call if call cost goes beyond that limit. When this function is activated, the remaining cost will appear on the screen.

On: Enable the cost limit function.*

* PIN2 is required.

Off: Disable this function.

Currency (3-1-3-2)

Allows you to enter a preferred currency base for calculating the cost of your calls.*

* PIN2 is required.

Charge Unit (3-1-3-3)

Allows you to enter the unit price for calculating the cost.*

* PIN2 is required.

Call Divert (3-2)

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

Divert Voice (3-2-1)

Divert incoming voice calls to a designated phone number.

Activate

Enables the Divert Voice mode. Enter the number to divert to and press  (**OK**) or . When this mode is on,  or  will appear, depending on which line you divert.  will appear if you divert both line1 and line2.*

* For how to designate the line in use, see page 64.

Cancel

Disables this function.

Status

Shows the status of this function.



When Busy (3-2-2)

Incoming calls are sent to a designated number when your phone is busy. Settings are the same as those for ***Divert Voice*** (3-2-1).

If No Reply (3-2-3)

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

Unreachable (3-2-4)

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

Divert Cond. (3-2-5)

Diverts all incoming calls to a designated number when your phone is busy, unreachable or there is no reply from your phone. Choose to enable/disable this function.

Cancel All (3-2-6)

Cancels all call divert Settings.

Call Barring (3-3)

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

All Outgoing (3-3-1)

Bars all outgoing calls. Options are as follows:

Activate

Enter the password provided by your network operator and press  (**OK**) or  to enable this function.

Cancel

Enter the password provided by your network operator and press  (OK)  to disable the function.

Status

Show the status of this function.

Int'l Out (3-3-2)

Bars all outgoing international calls. Settings are the same as those for **All Outgoing** (3-3-1).

Int Exc Home (3-3-3)

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

All Incoming (3-3-4)

Bars all incoming calls. Settings are the same as those for **All Outgoing**.

In When Roam (3-3-5)

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

Cancel All (3-3-6)

Cancels all call barring settings. Enter the password provided by your network operator and press  (OK) or .

Change Code (3-3-7)

Change the password for the Call Barring feature.



Call Waiting (3-4)

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

Line in Use (3-5)

This function allows you to use two different telephone numbers for one single phone. You can designate the number used to make a call and use both of these numbers simultaneously to receive calls without having to use two phones to do so.

Choose Line or Line 2. The icon of the line you selected (**L1** or **L2**) will appear on the idle screen.*

* Network support dependent.

Show Number (3-6)

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

Preset (3-6-1)

Whether or not the recipient's phone will display your number depends on the default setting on the network side.

On (3-6-2)

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

Off (3-6-3)

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

Phone Setting (4)



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

ScreenSaver (4-1)

This menu allows your handset to display the screensaver animation you download from a screensaver website. You can also choose to display the default animation stored in the phone memory.

Off (4-1-1)

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

Download (4-1-2)

Initiate a WAP session to download an animation from the preassigned screensaver website. The animation you download will be stored as an option following **Animation 1** and **Animation 2** under this **ScreenSaver** menu.



- To successfully download animations, you must subscribe to WAP services and do proper WAP settings in **Browser Setup** (4-4).
- You can also download animations by selecting **ScreenSaver** (8-1) in the **Tools** menu, see page 81.

Animation 1 (4-1-3)

Display the handset's default animation 1.

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

Animation 2 (4-1-4)

Display the handset's default animation 2. Scenarios are the same as described in **Animation 1** after you choose to display animation 2 or any of the animations you downloaded from the Web.



Set Time & Date (4-2)

Sets current date and time to be displayed on the idle screen. To set the date, use number keys to enter year, month and day, then press



(OK) or



to confirm. To set current time (24 hr format), use



to enter the hour, then press



and enter the minute the same way. You can also use number keys to type the exact time directly. If

you want to clear digits, press



(DEL).

Power On/Off (4-3)

This function allows you to have your phone automatically turned on and off at specified times, helping you save battery life.



Be sure to turn off the power on/off feature when traveling on an airplane or in other situations where the use of the mobile phone is prohibited.

Power On Time (4-3-1)

Specify a time at which your phone is automatically turned on.

Use  or number keys to enter hour and minute (24 hr format).

Power Off Time (4-3-2)

Specify a time at which your phone is automatically turned off.

Enable Always (4-3-3)

Enable this mode and your phone will be powered on and off daily at specified times until you reconfigure this mode.

Enable Once (4-3-4)

Enable this mode and your phone will perform only one cycle of power on and power off. Your phone will remain in its present state until otherwise instructed.

For example, if you set power-on time for 08:00 and power-off time for 22:00 and select Enable Once at 12:00 while leaving your phone on, the phone will be powered off at 22:00 and then powered on again at 08:00 and remain on. If you select Enable Once at 06:00 and then turn the phone off, the phone will be powered on at 08:00 and powered off again at 22:00 and remain off until manually turned on again. If you select Enable Once at 06:00 but keep the phone on, the phone will remain on until 22:00. At 08:00 the next day, the phone will be powered on and remain on until manually turned off.

Disable (4-3-5)

Disable all scheduled power on/off settings.

Browser Setup (4-4)

To successfully get online using your phone, you need to subscribe to WAP services available from your network operator or Internet Service Provider (ISP), and do proper WAP settings here.

Proxy Setting (4-4-1)

Necessary settings for mobile Internet access are made under this item. You have profile 1 ~ 3 to choose from. For example, if you select Profile 1:*

* Profile 2 and 3 have the same submenu as profile 1.

Profile 1

Press  (SEL) or , and the following options will appear:

Activate

Set Profile 1 as default.

Data Info

Enter the following account information provided by your ISP.



- **Phone #:** this is the number that your phone will dial to access the Internet. Your ISP provides this number.
- **User:** this is your user ID, provided by your ISP.
- **Password:** key in the password provided by your ISP. Then set Baud Rate (i.e. data transmission rate) and Line Type:
- **Baud Rate:** the default setting is 9600, which is the standard data rate for GSM phones.
- **Line Type:** this is the type of call you make to your ISP. The default setting is ISDN.

Primary Data

This is the IP address of the gateway (ISP main server) through which you access the Internet. Enter the IP provided by your service provider.

Secondary

Enter the backup IP if available. The backup IP will be used if the main server does not respond during dial-up.

Home page

Specify the homepage by entering its web address. If the network service provider has set their default homepage, however, the page you specify here will not appear. You can also specify a home page in the browser menu. See page 34. The homepage you specify in the browser menu has priority over the page you specify in this option.

Edit Profile Name

You can change the profile name here.

Idle Time Out (4-4-2)

You can specify the time the phone waits before hanging up if it detects no Internet activities. Minimum: 30 seconds; Maximum: 1000 seconds.

Clear Cache (4-4-3)

The cache serves as a temporary memory that stores last browsed web content. Clear the cache will erase all web content stored in it.

Key Lock (4-5)

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

Auto KeyLock (4-5-1)

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

Lock now (4-5-2)

Activate the key lock immediately.

Off (4-5-3)

Disable the function.

Language (4-6)

You can select the language used to display information.



- The language you choose will be stored in your SIM card memory. Accordingly, the language setting may change if you insert a different SIM card.
- If you want to use the default language setting locked in the phone memory, select **Automatic** (4-6-1).

Input Mode (4-7)

You can set the default input mode that comes along with the editor screen.



Time Alert (4-8)

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

Auto Redial (4-9)

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

Back Light (4-10)

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

Voice Dial (4-11)

Enable/disable the voice dial mode in idle.

Restore (4-12)

Reset all settings to default. Enter the phone code (the default phone code is 1234) and press  (OK) or  twice to confirm.

Network (5)



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

* Network and subscription dependent.

Automatic (5-1)

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

Manual (5-2)

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

Security (6)



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

Code Status (6-1)

PIN code (6-1-1)

Activate/Deactivate the PIN code.

Select On or Off. When you change the PIN code status, you will be prompted to enter PIN.

Phone Code (6-1-2)

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

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



Change Code (6-2)

PIN Code (6-2-1)

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

PIN2 Code (6-2-2)

You can change PIN 2 code the same way you change your PIN.*

* When you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

Phone Code (6-2-3)

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

Network Code (6-2-4)

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

Fixed Dial (6-3)

You can set limitations on the numbers you can call.



- You must get PIN2 before you can use this feature.
- If you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

View (6-3-1)

You can view the fixed-dial numbers you set.

Set Status (6-3-2)

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

Modify (6-3-3)

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

SIM Lock (6-4)

With this function, you can prevent unauthorized use of the phone with unknown SIM cards.

After you set this function on, if the SIM card in your phone is not the one used to enable this function, you will be prompted to enter the unlock code when you power on your phone. If the unlock code entered is correct, the phone will recognize the SIM card automatically. The next time you power on your phone with this newly recognized SIM card, you will not be prompted to enter the unlock code again. However, if the unlock code entered is incorrect, the display will show "Insert Correct SIM", and the phone will function as if the SIM card were not inserted.* Your phone can recognize up to 3 different SIM cards.

* There is no limitation on the number of wrong attempts when you enter the SIM lock code.

Set Status (6-4-1)

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

Change Code (6-4-2)

Change the unlock code. You will be prompted to enter the original unlock code first. Enter the original unlock code and new unlock code twice and press  (OK) or . The length of the code may vary from 1 to 8 digits, depending on your setting.



User Group (6-5)

* Network support/ subscription dependent.

The Closed User Group (CUG) service enables users to form closed user groups to and from which access is restricted. A user may be a member of one or more CUGs. Members of a particular CUG can communicate with each other but cannot speak, in general, with users outside the group.

For details on this function, consult your network operator.

Preset (6-5-1)

Enables CUG service with default CUG number which is preset by your network operator.

On (6-5-2)

Enter the CUG number to enable the CUG service.

Off (6-5-3)

Disables the CUG service.

Audio Setting (7)



You can adjust the audio settings of your phone here.

Ring Type (7-1)

Select a ring tone from a variety of melodies. The ring tone you set in this option will be used for the currently active profile (see ***Profiles*** 7-4 on page 75). Scroll the list of the available ring tones and listen to a highlighted melody. Then press  (**SEL**) or  to confirm your choice.

Vibracall (7-2)

Select a desired vibration mode from the following options. The vibration mode you set here will be used for the currently active profile (see **Profiles** 7-4 on page 75).

Off:

Turn the vibration mode off.

Vibrate and Ring

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

Vibrate Only

The handset vibrates without ringing when a call comes in.

Vibrate then Ring

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

SMS Alert (7-3)

Select an alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received. The alert tone you set in this option will be used for the currently active profile (see **Profiles** 7-4).

Profiles (7-4)

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



General (7-4-1)

Activate (7-4-1-1)

Activates settings of the General profile.

Customize (7-4-1-2)

This menu allows you to customize the following as needed:



The settings you set in the **Caller Group** (1-6) have priority over the following **Profile** settings (see page 42). Accordingly, **Vibracall**, **Ring Type** and **SMS Alert** you set here are applied only when the **Caller Group** feature is deactivated.

Vibracall

Sets the vibration mode:

- **Off**: Turn the vibration mode off.
- **Vibrate and Ring**: The handset rings and vibrates simultaneously when a call comes in.
- **Vibrate Only**: The handset vibrates without ringing when a call comes in.  appears at the top of the idle screen when you select this mode.*

* However,  will not appear if **Caller Group** feature is on, unless you select **Vibrate Only** for all caller groups.

- **Vibrate then Ring**: When a call comes in, the handset vibrates five times first before it rings.

Ring Type

Select a ringing mode from a variety of melodies. Scroll the options and listen to the highlighted melody. Then press  (**SEL**) or  to confirm your choice.

Ring Volume

You can adjust the ring volume level . A total of five levels are available. Press  to change the ring volume level and press  (**SEL**) or  to confirm.

SMS Alert

Select the alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received.

Keypad Tone

This setting determines whether keypad tones will be sounded. Choose On or Off.

Answer By

2 modes are available for you to answer incoming calls:

Any Key: The incoming calls can be answered by pressing any key.

Send Key: The calls can be answered by pressing .

Connect Beep

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

Silent (7-4-2)

Settings are predefined for occasions where silence is required (e.g. vibration on, ringer mode off, keypad tone off, etc.). You can adjust the settings in the same way you adjust **General** (7-4-1).

Meeting (7-4-3)

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



Outdoors (7-4-4)

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

Headset (7-4-5)

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

Personal (7-4-6)

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

Caller Group (7-5)

Activates/deactivates the Caller Group feature.

Edit Melody (7-6)

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



Composing a melody

- ***To set the note length:*** Press a corresponding number key (1 ~ 0+) to place the musical note of a desired length on the scale (see the table below).
- ***To set the pitch of a note-c, d, e, f, g, a, b and the octave:*** When the note of a particular length appears, press the same

corresponding number key (1 ~ 8 TUV) several times to move the note up and down on the scale.

- Press to add $\flat$ to a note; press to add $\sharp$ (not available for e, b).
- Press to move the cursor between notes.
- Press to delete a note; long press to delete all notes.



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

Keypad mapping

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

Key	Note length	Note symbol	Note Symbol (inverted)
	1/16		
	1/8		
	3/16		
	1/4		
	3/8		
	1/2		



Key	Note length	Note symbol	Note Symbol (inverted)
	3/4		
	1		
	Eighth rest		NA
	Half rest		NA
	Flat		
	Sharp		

Settings

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

Play

Play the melody you just composed.

Save Tone

Save the melody as an option of **Ring Type** in **Profiles** and **Caller Group** settings.

Edit

Edit the score of the melody.

Rename

Change the name of the melody.*

* You must save the melody before you change its name.

Timebeat

Adjust the time beat to the rhythm you want.*

* You must save the melody before you change its time beat.

Delete

Delete the melody.

Send Melody

Send the melody to someone like you send a text message.*

* You must save the melody before you can send it.

Tools (8)



This submenu provides the following features to better your wireless life, such as the alarm, hour minder, calendar, stopwatch, etc.

ScreenSaver (8-1)

This function allows you to download up to 3 screensaver animations from a screensaver website.*

* You need to subscribe to WAP services before you can download animations.

Download (8-1-1)



You can also download animations by selecting **ScreenSaver** (4-1) in the **Phone Setting** menu. See page 65.

- If you enter this option for the first time, you will see a list of 3 empty screensaver entries. Select one from the list and press



(**SEL**) or . Your phone will initiate a WAP session and take you directly to the preassigned Motorola® screensaver website. Then you can download the animation you want from the site.



- After the downloading is successful, the screen returns to the animation list, and you will see the name of the animation displayed in the entry you selected. This means that the animation has been stored in this entry. You can then select this new animation from the list and decide what to do with the animation:
 - **Play:** Show the animation.
 - **Delete:** Delete the animation.
 - **Screensaver:** Activate the animation as the idle screensaver. You can also do this in **ScreenSaver** (4-1). See page 65.

Setup (8-1-2)

This option allows you to change the pre-stored web address (URL), so you can download animations from another website. When this option is first selected, the pre-stored animation URL is provided. Then you can reset this URL. When done, press  (OK) or  to save it as the default URL for a new screensaver website.

SIM Menu (8-2)

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

Access Internet (8-3)

You can also access the Internet via the Quick Access menu by pressing  in idle mode (see page 28). For details on how to surf the Internet, please see chapter 6: **The Mobile Internet** on page 30.

Games (8-4)

Snake (8-4-1)

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

Continue

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

New Game

Start a new game. If you want to exit the game before it is over (to halt a game), press . To resume a halted game, please go to ***Continue***.

Last View

Show the result of the last game you play.

Level

Set the difficulty level of the game.

Top Score

Show the top score of a game ever played.

Instructions

Read the instructions for the game.



Tetris (8-4-2)

Tetris is a deceptively simple, completely addictive electronic puzzle game. The object of the game is to position the falling shapes, called "Tetraminoes," across the bottom of a rectangular pit. Tetraminoes are shapes created from 4 blocks joined together into 7 different patterns. The Tetraminoes must be rotated as they fall and positioned across the bottom leaving no open spaces. When an entire horizontal line fills with blocks, the line clears from the screen. If lines are not completely filled with blocks, they will not clear from the screen, and the Tetraminoes will continue to stack up higher and higher. If the stack of Tetraminoes reaches the top, the game is over!

Use the following keys to move a falling piece:

-  or  rotates a falling Tetramino.
- , , and  move a falling tetramino to the right or to the left.
-  drops down a tetramino (if you don't want to wait for it to reach the bottom).

The menu options in this game are the same as those in ***Snake***.

Numbers (8-4-3)

Rearrange the numbers in the correct order shown below. Use

 (up),  or  (down),  (right) and  (left), or

 (up and down) to move the numbers. While playing, the screen will show the time and steps you take.

1	2	3
4	5	6
7	8	

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

Brick (8-4-4)

In this game you have to break an entire set of brick using a ball and a racket. When you have broken all of the bricks, you go to the next level with a new set of bricks to break.

- Start a game by pressing  or  to fire the ball. The ball is moving through the screen, bouncing in different directions after hitting the frame or the bricks. When the ball hits a brick, the brick disappears.
- Use  (right) and  (left) to move the racket horizontally at the screen bottom. You can also press-hold these keys to move the racket without stopping. When the ball reaches the bottom, you must hit it to make it bounce towards the bricks.
- You can change the direction in which the ball bounces by hitting the ball in a particular angle.
- You have three credits for each game. If the ball goes past the bottom, you lose a credit. The game ends if you lose all your three credits.
- The more bricks you break, the more points you score.
- A falling object may appear when the ball hits the bricks. You can tell what the object means by looking at the icon shown at the bottom right of the screen, which helps you decide whether to catch or dodge the object:
 - The skull warns you to dodge a deadly falling object. If the object hits your racket, you lose one credit.
 - The key  tells you to catch a falling object for access to the next level directly.
 - \$ tells you to get a falling object for bonus.
 - The missile tells you that catching the object will make the ball bounce faster.



- indicates that catching the object will shorten the racket narrower.
- indicates that catching the object will lengthen the racket

The menu options in this game are the same as those in **Snake**.

Five Stone (8-4-5)

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

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

Handset

Your handset plays first.

Player

You play first.

Use the following keys to play this game:

- Move the cursor using (up), (down), (right), (left), (to upper left), (to bottom right), (to bottom left) (to upper right).
- Press or to place a stone; press to undo one step.
- Press to zoom in/out. moves the zoomed-in chess board up/down.

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

Box World (8-4-6)

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

Use the following keys to play this game:

- Move the pusher using  (up),  (down),  (right),  (left), or  (up and down).
- Press  to undo one move. Press  to play the game all over again.
- Press  to read the current status about this game, which includes:
 - The number of the user's moves in this game.
 - The least moves taken in a previous game.

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

Calendar (8-5)

When you enter this function, a calendar will be displayed on the screen, and the current date will be highlighted. You can use  and  to jump to the last or next month, then press  to select date forward or backward. If you haven't set the current time and date yet, please do so in **Set Time & Date** (4-2). See page 66.

When a date is selected, you can press  (**SEL**) or  to enter its options:

View Day

View the notes for the selected date. After you finish reading a note, you can press  (**SEL**) or  and choose to erase, edit, or forward a note to another date.



Make Note

First jot down the note, then press  (**OK**) or  to confirm. You will be prompted to enter the date for this note. When finished, "Set Alarm?" will display on the screen. If you want to enable the alarm function to remind you, you can press  (**OK**) or  and set the alarm time. If you don't need the alarm, press  (**QUIT**) to save the note.

Erase Notes

You can choose **One By One** and press  and  (**SEL**) or  to select and erase notes individually, or choose **All** to erase all notes.

View All

You can scroll and view the list of all notes. When you finished reading a note, you can press  (**SEL**) or  and choose to delete, edit the note or move the note to another date.

Select Date

Enter a date you want to highlight on the calendar. When the screen highlights the date on the calendar, press  (**SEL**) or  to display the same menu of this Calendar feature.

Set Alarm (8-6)

Set the alarm clock:

Daily (8-6-1)

Sets the alarm to go off daily when the alarm time is reached, even if the handset is powered off. To set current time, use  to enter the hour, then press  and enter the minute the same way. You can also press number keys to enter time. If you want to clear numbers, press  (DEL).

Once (8-6-2)

Sets the alarm to go off only once.

Off (8-6-3)

Turn off the alarm clock.

Calculator (8-7)

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

Using the calculator feature

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

Key	Number/Function	Key	Number/Function
	1		9
	2		0
	3		+ - * /
	4		. ()
	5		Clear number/back to previous screen
	6		Display result



Key	Number/Function	Key	Number/Function
	7		Move the cursor
	8		abort operation/exit calculator

For example, to calculate the following formula:

$$123 \times (456 + 34) / 4 - 2$$

Press (3 times) (twice) (3 times) (4 times) (twice) .

Press and select **Equals** to display the result.

Converting currency values

- When the calculator screen appears, press . Select **Exchange Rate** and press or . Choose **Local to Foreign** or **Foreign to Local** to set the exchange rate. If you set **Local to Foreign** as "2", for example, the rate in **Foreign to Local** will become "0.5" automatically, and vice versa.
- When the rate is set, press or to return to the calculator screen. Enter the sum you want to convert and press . Then choose **To Local** or **To Foreign** to see the converted figure. According to the rate above, for example, if you enter "20" and choose **To Local**, the outcome will be $20 \times 0.5 = 10$. If you choose **To Foreign**, the outcome will be $20 \times 2 = 40$.



To exit from the calculator or currency converter feature, press



Stopwatch (8-8)

This function allows you to use your phone as a stopwatch. Press  to start/stop the stopwatch. When the stopwatch is on, you can press  to save one record at a time, and the screen will show the record number being saved. The stopwatch can store up to 9 records. When the stopwatch stops, use  to check the records. To reset, press . To exit from the stopwatch, press .

Hour Minder (8-9)

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

Auto Time Zone (8-10)

If you travel to a city in a different time zone, your operator will send you a reminder of the city's local time zone asking you if you'd like to reset the time shown on your handset, so your handset can display the exact local time.*

* Network support dependent.

On (8-10-1)

The time displayed on your handset will be reset automatically according to your operator's time zone reminder.

Confirm (8-10-2)

The handset will ask for your confirmation before it resets its time display.

Off (8-10-3)

Your phone will continue to display the local time of your home country, ignoring the time zone reminder from your operator.



Quick Access (8-11)

In this option, the screen will display a configuration list of 29 features as options for you to add to the Quick Access menu discussed in chapter 5. With this configuration list, you can create a Quick Access menu of your own by choosing which features you want readily available.

Below is the configuration menu:

Option	Functionality
Internet	Connect to the mobile Internet
ScreenSaver	Download an animation from the Web.
Add Entry to SIM	Add new phone book entries to the SIM card memory.
New Message	Write a new message.
Missed Calls	View and send/save/delete last missed calls.
Profiles	Enable/Disable settings of a selected profile.
Calendar	Access the calendar function.
Set Alarm	Set the alarm function.
SIM Menu	Access the SIM tool kit menu provided by your operator (network support and subscription dependent).
Inbox	Read messages stored in Inbox.
Vibrate On/Off	Set the vibration mode.
Divert Call On/Off	Activate/ cancel/check the Divert Voice function.
Quick Msgs	Access the listing of Quick Msgs to send a message.
Ring Volume	Adjust ring volume.
Last Call Timer	Display the duration of the last call.
Outbox	Access the outgoing SMS message list.
Switch Line 1/2	Switch between Line 1 and Line 2.

Option	Functionality
Last Number Dialed	Display and call/save/delete last dialed numbers.
Last Call Cost	Display the charge for the last dialed call.
Last Calls Received	Display and call/save/delete the numbers of last calls received.
Find By Name	Find a number by name in the phone book.
Add Entry to Phone	Add new phone book entries to the phone memory.
Voice Mail	Dial the voice mailbox number directly.
Phone Mute On/Off	Mute and un-mute the microphone.
Change Band	Select the band to connect to (network dependent).
Calculator	Use the calculator feature.
Stopwatch	Use the stopwatch feature.
SMS Chat	Access the SMS Chat menu.
Games	Access the Games menu

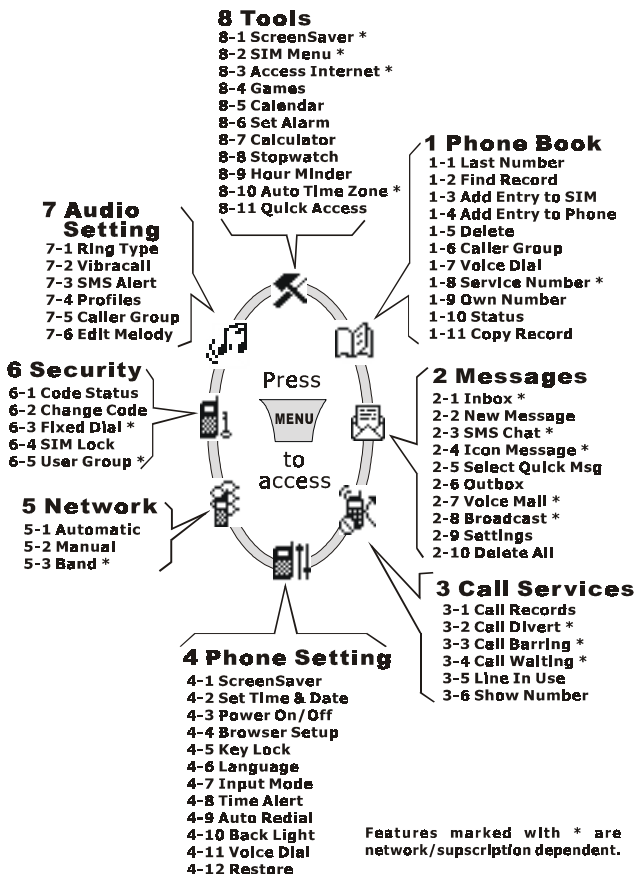
Customize the Quick Access menu

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



-
- The Quick Access menu always has exactly nine options.
 - Items that are already listed in the **Quick Access** menu will be marked by a location number.
 - You can replace any of the nine **Quick Access** options with a different preset item listed in the configuration menu.
 - A preset item can be assigned to more than one location in the **Quick Access** menu.
 - You can press a corresponding number key to select any of the first 9 preset items in the configuration menu.
-

8. Menu Structure Map





9. Care and Maintenance

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

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

10. Problems and Solutions

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

Problem	Possible cause	Solution
Poor signal reception	• You are using your mobile phone in a location (e.g. in the basement or building) where signal is weak.	Move to a location where signal can be received properly.
	• You are using your mobile phone in a call-crammed time (e.g. the rush hour).	Avoid using your mobile phone in such time, or try later.
	• You are too far from the base station of your network operator.	You can ask your network operator for a service range map.
Echo or noise	• The network trunk quality of your network operator.	Hang up the phone and dial again. You can be switched to a better-quality network trunk or line.
	• Poor local telephone line quality.	
The standby time becomes short	• The standby time depends on the system settings of your network operator.	If you are in a location where the signal is weak, turn your phone off for the time being.
	• The battery needs to be replaced.	Use a new battery.
	• If the phone cannot get connected to a network, it will continue searching for the signal from the base station, which consumes battery capacity.	Change your location or turn off your phone temporarily.
Unable to power on	• Battery has run out.	Recharge the battery if necessary.
SIM card error	• SIM card is out of order.	Send it to your network operator for test.
	• SIM card is not inserted properly.	Insert SIM card correctly.
	• SIM card contacts are dirty.	Clean the SIM card contacts using a soft, dry cloth.



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