

14. User Manual

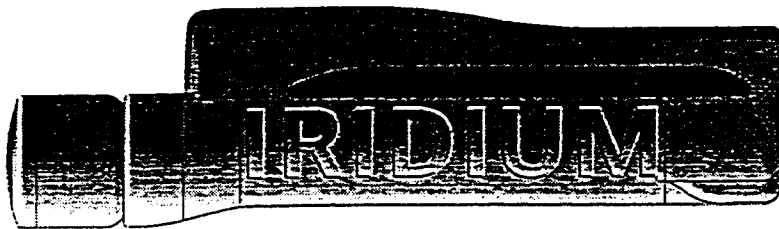
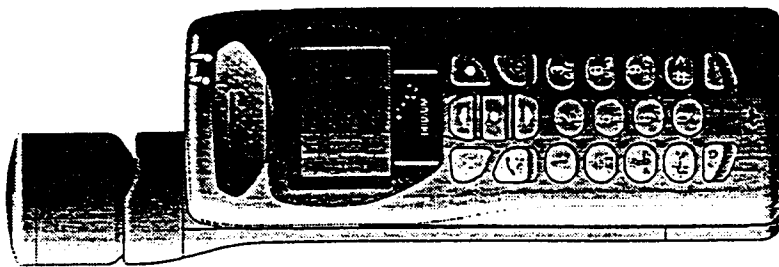


Handheld Iridium Phone

SS-66K

Owner's Manual

Provisional Edition



Introduction

Thank you for purchasing the SS-66K handheld Iridium phone. Read this manual thoroughly first to use your phone safely and correctly.

The screens and illustrations shown in this manual are for explanation purposes only. Note that the actual product and screens may differ in some respects from the images depicted here.

Before Using Your Handheld Iridium Phone

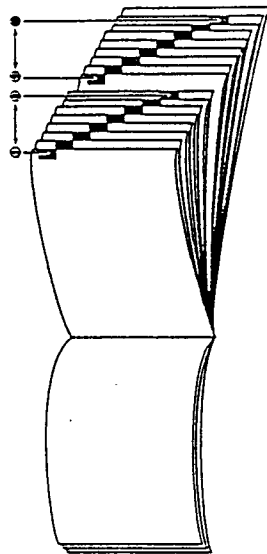
Notes on Use

- Iridium services are not available in some countries and regions due to communications regulations.
- Even inside a service area, your phone may not work if you are in a location that cannot be reached by radio waves, such as in a tunnel, underground, in a building, close to a building wall, or in the mountains. Also, your call may be cut off as you move to a place with poor radio conditions.

Precautions Regarding Safety

- Do not use your phone while driving. Pull over and park in a safe place before using the phone.
- Since your phone uses radio waves which can affect the operation of electronic equipment, follow the instructions below:
 - The use of mobile phones in an aircraft is prohibited. Switch the phone off before getting on board.
 - When a mobile phone is used in some types of car, it could possibly affect the operation of automobile electronic components. Be careful when using your phone in a car.
- To prevent radio waves from affecting electronic medical devices, follow the instructions below:
 - Switch the phone off before entering a place where the use of mobile phones is prohibited, such as in a hospital or any other medical facility, or around electronic medical devices.
 - If you use an embedded pacemaker, consult your medical institution/agency or the device manufacturer/supplier for detailed information on the use of mobile phones and their effects on the pacemaker.

Organization of This Manual



- 1 Before Using Your Phone
Provides basic information you need to know before using your phone, covering the accessories, SIM card, and battery charging procedure, and so on.
- 2 Basic Telephone Operations
Describes basic operations of your phone, including making and receiving a call.
- 3 Handling an Incoming Call during a Call
Describes menu operations for handling an incoming call during another call.
- 4 Menu Operations during a Call
Details various menu operations such as for holding a call and swapping two parties to select the one you want to talk to.
- 5 Entering Text
Describes the features for entering alphanumeric characters, katakana, and kanji characters as well.
- 6 Phone Book
Explains how to register names and phone numbers in the Phone Book and to search it.
- 7 Memory Menu
Describes the Memory Menu that allows you to retrieve phone numbers from the outgoing call log, incoming call log, and Scratch Pad.
- 8 Menu Functions
Introduces the Main Menu (providing the items listed below) for setting a variety of functions of your phone.
- 9 Settings
Explains how to make the language and sound settings for your phone.
- 10 Clock
Explains how to make the clock and alarm settings.
- 11 Messages
Explains how to make the voice mail and short message settings.
- 12 Call Meter
Explains how to make the call duration and charge settings.
- 13 Services
Explains how to make additional service settings.
- 14 Security
Explains how to make the Keypad Lock and PIN ON/OFF settings and PIN registration.
- 15 Message Memo and Voice Memo Features
Describes the Message Memo feature that automatically plays your answer message to the calling party and records incoming messages and the Voice Memo feature that can record your conversations.

Safety Precautions

- Before using your phone, read these precautions carefully to use the phone safely and correctly.
- The precautions listed here are intended to prevent injury to the phone user and to others, and to prevent unintended damage to property.

- The designations below indicate the severity of the injury or damage that may be incurred if the designated precautions are not followed or the product is used incorrectly.

⚠ DANGER

Indicates that, if this warning is ignored, improper handling of the product is likely to result in death or serious injury.

⚠ WARNING

Indicates that, if this warning is ignored, improper handling of the product may lead to death or serious injury.

⚠ CAUTION

Indicates that, if this warning is ignored, improper handling of the product could result in personal injury or material damage.

- The icons shown below are used to indicate instructions that should be observed.

	This icon notifies the user that the action indicated is prohibited.
	This icon notifies the user that the action indicated must be performed.
	This icon indicates that the device must not be disassembled.
	This icon indicates that the device must be unplugged from the power socket.

General Precautions When Handling the Phone Unit, Battery and Charger

⚠ DANGER

	Only use the battery and charger (AC adapter) specified by Kyocera for use with this phone. The use of a battery or charger other than that specified could result in the battery leaking fluids, overheating, bursting, or igniting.
---	---

⚠ WARNING

	Do not subject this product to strong shocks or vibrations, or throw or drop it, as this could result in the battery leaking fluids, overheating, bursting, or igniting, and could damage the phone and cause faults or a fire.
	Do not place the battery, the phone unit, or the charger in a microwave oven or pressure vessel, as this could result in the battery leaking fluids, overheating, bursting, or igniting, or could cause the phone unit or charger to overheat, emit smoke, or ignite, or could damage the circuitry inside the device. Do not leave this product on an unstable or sloping surface, as it could let the product fall, causing damage or injury.
	Do not use this product in places where there are inflammable gases, as this could cause the gases to ignite or result in device damage, malfunction, or fire.

⚠ CAUTION

	Do not store this product in a very damp, dusty, or hot location, as this could result in faulty operation.
	Keep this product out of the reach of small children, as it could cause injury if used as a toy.
	Do not leave this product on an unstable or sloping surface, as it could let the product fall, causing damage or injury.

Precautions When Using the Phone

⚠ WARNING

Do not use your phone while driving, as this is dangerous and could cause a traffic accident. Put over and park in a safe place before using the phone.	Prohibited
Switch the phone off in places where the use of mobile phones is prohibited, such as in an aircraft or hospital. Mobile phones can adversely affect the operation of electronic instrumentation and medical equipment. For information on using your phone in a medical facility, refer to the directives provided by the facility itself.	Essential
Do not use your phone around electronic devices that require precise control or use weak signals. Radio interference can cause malfunctions or other problems in electronic devices. Examples of affected devices: Hearing aids, pacemakers and other electronic medical aids, fire alarms, self-opening doors and other automatic control devices, etc. For more information on the effects of mobile phones on pacemakers and other electronic medical aids, check with the device manufacturer or supplier.	Prohibited
Do not press or hit the liquid crystal display (LCD) as this could break the LCD panel and cause it to leak liquid crystal fluid.	Prohibited
Liquid crystal fluid coming into contact with the eye could cause loss of eyesight. If eye contact occurs, rinse the affected eye well with clean water without rubbing and consult a doctor immediately.	Essential
Do not attempt to disassemble or modify your phone as this could cause injury, an electric shock, or malfunction.	Do not disassemble

⚠ CAUTION

When the phone is used in some types of automobile, it could possibly affect the operation of electronic components in the car. Do not use the phone if it adversely affects the safe operation of the vehicle in any way.	Prohibited
Do not use any sharp-pointed object (such as a needle or mechanical pencil) to press keys or buttons as doing so can damage the device.	Prohibited
Do not use your phone in crowded places as the antenna could strike someone and cause injury.	Prohibited
Keep your phone away from electromagnetic cards. Emissions from the phone can erase the information stored on floppy disks and cash cards or credit cards.	Prohibited
Keep sharp metal objects such as thumbtacks away from the earpiece speaker. The dynamic speaker in the earpiece is magnetic and could attract such objects, causing injury.	Prohibited
Keep your phone dry. Water or other fluids entering the phone could cause overheating, an electric shock, or damage.	Prohibited

Precautions When Using the Battery

⚠ DANGER

Do not dispose of the battery by throwing it in a fire, as this could cause the battery to ignite or burst.	Prohibited
If you are having difficulty connecting the battery to the phone unit, do not use force as this could cause the battery to leak fluids, overheat, burst, or ignite.	Prohibited
Do not short-circuit the battery terminals, and do not touch the terminals with metal objects such as paper clips or wire. Also, do not carry or store the battery with objects such as metal necklaces. Any of these could cause the battery to leak fluids, overheat, burst, or ignite.	Prohibited
Do not solder the terminals as this could cause the battery to leak fluids, overheat, burst, or ignite.	Prohibited
Any fluid from inside the battery coming into contact with the eyes could cause loss of vision. If this occurs, flush the affected eye with clean water without rubbing and seek immediate medical treatment.	Essential
Do not attempt to disassemble or modify the battery as this could cause the battery to leak fluids, overheat, burst, or ignite.	Do not disassemble
Do not use or leave the battery in hot places such as near a fire or heating appliance. This could cause the battery to leak fluids, overheat, burst, or ignite.	Prohibited

Precautions When Using the Charger

WARNING

If there are any noticeable changes in the battery while being used, charged, or stored (overheating, discoloration, deformation, etc.), remove the battery from the phone unit and discard it. Continued use of the battery in such conditions could cause the battery to leak fluids, overheat, burst, or ignite.	Prohibited
Any battery fluid coming into contact with your skin or clothing could cause skin damage. Wash the fluid off immediately with clean water.	Essential
If the battery is leaking fluid or producing any odor, keep it away from any naked flames as this could cause the leaking fluid to ignite, resulting in a fire or in the battery bursting.	Essential

CAUTION

Keep the battery dry. Moisture on the battery could cause the battery to overheat, emit smoke, or corrode.	Prohibited
Do not use or leave the battery in direct sunlight or in hot places such as in a car on a hot day. This could cause the battery to leak fluids or overheat, and could impair performance or reduce the lifetime of the battery.	Prohibited

DANGER

Always use the charger (AC adapter) with a standard household power supply (eg. 100 VAC). The use of other voltages could cause an electric shock, fire, or faults.	Essential
Never short-circuit the DC plug, as this could cause device faults, an electric shock, smoke, or fire.	Prohibited
Do not use the charger if the power cord is damaged (core wiring exposed or cut, etc.) as this could cause a fire or electric shock.	Prohibited
Clean off any dust on the power plug as this could cause a fire.	Essential
Do not place any container of water (such as an aquarium or jug) near the charger. Water or other fluids on the charger could cause overheating, an electric shock, or damage.	Prohibited
If any water or other liquid gets into the charger, immediately unplug the power cord. Failure to do so could cause the charger to overheat or catch fire, or cause an electric shock or faults.	Unplug
Do not attempt to disassemble or modify the charger, as this could cause injury, an electric shock, fire, or faults.	Do not open glass panels
Do not use the charger in places with condensing of water vapour, such as a bathroom, as this could cause an electric shock.	Prohibited
Do not touch the charger, power cord, or power socket with wet hands, as this could cause an electric shock.	Prohibited

CAUTION

Do not place heavy objects on the power cord or attempt to modify the power cord as this could cause an electric shock or fire.	Prohibited
Always unplug the charger before performing any cleaning or maintenance. Failure to do so could cause an electric shock.	Essential
Always grasp the plug itself when you unplug the charger. Pulling on the power cord can damage the cord and cause an electric shock or fire.	Essential

General Notes on Cleaning and Maintenance

Do not splash water on the phone unit, battery, or charger. Although the phone unit, battery, and charger are designed to be waterproof, you should avoid using them in places where there is a lot of water vapour, such as a bathroom, and take care to protect them from rain.

Use a soft, dry cloth to clean the phone unit, battery, and charger.

Wiping them with a wet cloth could cause faults. Also, solvents such as alcohol, thinner, benzine, or detergent may remove the printed lettering on the device or cause discoloration.

Notes on the Phone Unit

Do not expose your phone to extremely low or high temperatures.
Use the phone at temperatures between 5(deg)C and 35(deg)C and a humidity of 35% to 85%.

Use your mobile phone as far away as possible from equipment such as conventional phones, TVs, radios, and electronic office equipment, as the mobile phone can affect the operation of such equipment.

Notes on the Battery

Store the battery in a cool, well-ventilated location that is not exposed to direct sunlight.
If you leave the battery uncharged, it may be impossible to recharge it later. If the battery is left unused for extended periods, recharge it occasionally.

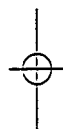
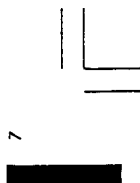
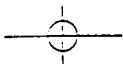
The battery has a limited life.
Kyocera lithium ion batteries use the latest low power consumption technology and can be used for far longer periods than conventional batteries. However, the life of any battery is limited, and the amount of time for which a battery can be used between recharges gradually decreases. If repeated recharging fails to restore the battery's functionality, the battery has failed and should be replaced with a new battery of the specified type.

Do not dispose of used batteries with ordinary household garbage.

Apply insulating tape to the battery terminals before disposing of the battery. Check with the relevant local authorities for the correct method for disposing of your battery.

Notes on the Charger

Do not charge the battery in the following places:
In direct sunlight.
Where the ambient temperature is below 5(deg)C or above 35(deg)C.
In humid or dusty locations or places subject to vibrations (this could cause malfunctions).
Near an appliance such as a TV or radio (this could impair picture or sound quality).



14-07



Contents

Introduction.....	2
Safety Precautions	3
Contents	8
Accessories.....	10
Overview of Features and Controls	11
Display Items on the LCD Panel (Using Soft Keys).....	12
Battery and Charging	13
SIM Card.....	14

Turning the Power On/Off

Turning the Power On.....	16
Entering PIN1 Codes.....	17
Entering PUK1 Codes.....	17

Basic Telephone Operations

Making a Call	18
Answering a Call	18
Ending a Call	18
Making Calls by Searching the Phone Book	19
Dialing by Scrolling Abbreviated Numbers through the Phone Book	19
Dialing by Entering an Abbreviated Number Registered in the Phone Book	19
Making Calls from the Phone Book.....	19
Searching for a Phone Number by Name in the Phone Book	19
Dialing from the Outgoing Call Log	19
Dialing from the Incoming Call Log	19
Dialing from the Scratch Pad	19
Making an Emergency Call	20
Inserting a Pause before Dialing	20

Handling an Incoming Call during a Call

Variations of the In Call Menu during Different Types of Call	21
Answering an Incoming Call during a Call <Answer>.....	21
Ending the Active Call and Answering an Incoming Call <Replace>.....	21
Rejecting an Incoming Call during a Call <Reject>.....	22
Posting a Busy Message to an Incoming Call during a Call <I am busy>.....	22
Ending the Call on Hold, Holding the Active Call, and Answering an Incoming Call <Accept>.....	22

Menu Operations during a Call

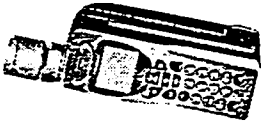
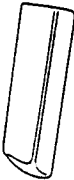
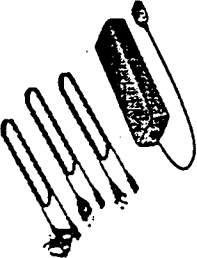
Variations of the In Call Menu during Different Types of Call	22
Holding a Call and Retrieving a Held Call (Two-party Call) <Hold>/<Retrieve>.....	23
Ending a Call (Two-party Call) <End>.....	23
Holding a Selected Party (during a Multiparty Call) <Exclude>.....	23
Ending the Call between You and a Selected Party (during a Multiparty Call) <Drop>.....	24
Reactivating All Parties (during a Multiparty Call) <Join All>.....	24
Holding All Parties (during Multiparty Call) <Hold All>.....	24
Speaking to a Selected Party <Private>.....	24
Viewing the Charge for the Call in Progress <Charge>/<Total Charge>.....	24
Muting the Call in Progress and Cancelling Call Muting.....	24
Swapping the Held and Active Calls (during a Multiparty Call) <Swap>.....	24

Contents

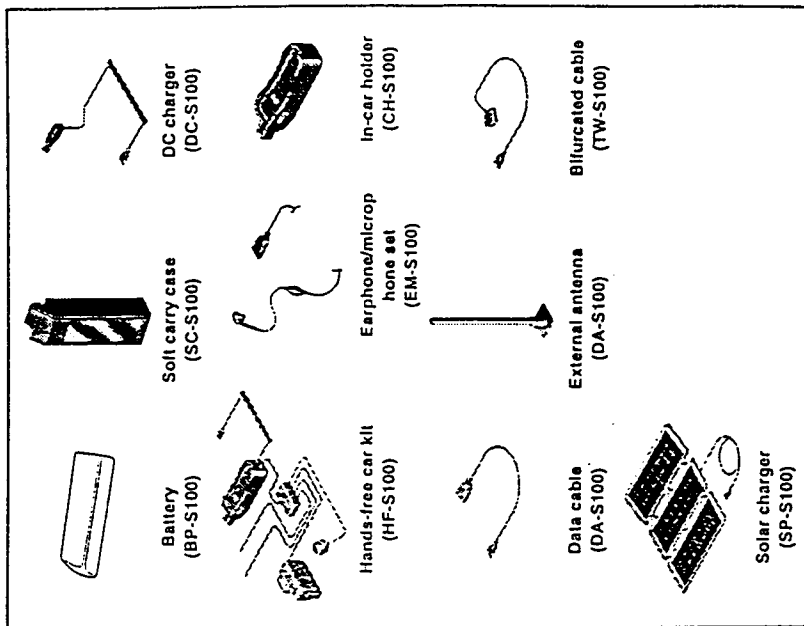
6. Setting Any-key Answer Mode <AnyKeyAnswer>.....	41
7. Setting Automatic Answering <Auto answer>.....	42
Clock	
Invoking the Clock Menu <Clock>.....	42
Clock Menu Map.....	43
1. Displaying the Date/Time Display <Clock mode>.....	44
2. Setting the Alarm <Set alarm>.....	44
Setting the Alarm	
Setting the Time	
Setting the Timer	
When the Alarm Sounds	
To Stop the Alarm	
3. Automatically Turning the Power On <AutoPowerON>.....	45
4. Automatically Turning the Power Off <AutoPowerOFF>.....	46
5. Setting the Local Clock <Set Clock>.....	46
6. Setting the World Clock <World Clock>.....	47
6-1 Setting an Area <Set Country>.....	47
6-2 Setting Destinations <Destination>.....	47
6-3 Automatically Switching to Destination Time <Auto change>.....	47
6-4 Viewing the World Clock on a World Map <Reference>.....	48
7. Setting the Summer Time Toggle <Summer time>.....	48
Messages	
Invoking the Messages Menu <Messages>.....	48
Messages Menu Map.....	49
1. Setting the Voice Mail Function <Voice>.....	49
1-1 Accessing the Voice Mail Centre <Calls>.....	50
1-2 Registering a Box Number <Box number>.....	50
2. Setting the Short Message Functions.....	50
2-1 Reading Short Messages <Read Now>/<Read All>.....	51
2-1-1 Editing a Short Message <Edit>.....	51
2-1-2 Replying to a Received Short Message <Reply>.....	52
2-1-3 Extracting a Phone Number from a Short Message <Extract>.....	53
2-1-4 Deleting a Short Message <Erase>.....	53
2-1-5 Viewing Supplementary Information on a Short Message <Information>.....	53
2-2 Creating a New Short Message <Create>.....	54
2-2-1 Inserting a Text Form in a Short Message.....	54
2-3 Deleting All Short Messages <Erase All>.....	54
2-3 Deleting Items for Transmission of Short Messages <Settings>.....	54
3-1 Setting the Service Centre Phone Number <MSG Centre>.....	54
3-2 Setting the Reply Path to the Service Centre <Reply path>.....	54
3-3 Setting the Term of Validity for Untransmitted Short Messages.....	54
3-4 Setting the Short Message Receiver Protocol.....	55
5-4 Setting the Short Message Destination Protocol.....	55
Call Meter	
Invoking the Call Meter Menu <Call meter>.....	56
Call Meter Menu Map.....	56
1. Viewing the Last Call Charge and Duration <Last call>.....	57
2. Viewing the Cumulative Call Charge and Duration <All calls>.....	57
3. Setting the Maximum Cumulative Call Charge <Charge limit>.....	58
4. 1 Setting the charge per time-charge <Currency>.....	58
Viewing the Currency Unit and Rate Settings	
Changing the Currency Unit and Rate Settings	
5. Viewing the Call Duration and Charge during a Call.....	59
Services	
Invoking the Services Menu <Services>.....	60
Services Menu Map.....	60
1. Setting Service Features for Outgoing and Incoming Calls <Barling>.....	62
1-1 Registering a New Password <Password>.....	62
1-2 Setting Outgoing Call Barling <Outgoing>.....	62
1-3 Setting Incoming Call Barling <Incoming>.....	63
2. Setting Call Forwarding <Forwarding>.....	63
2-1 Setting the Destination Phone Number.....	63
3. Setting Call Waiting <Call Waiting>.....	64
4. Setting Caller's Number Notification <Caller Id>.....	64
4-1 Displaying the Called Party's Number When Dialing <Far Id>.....	64
4-2 Displaying Your Phone Number on the Called Party's Phone <Four Id>.....	64
4-3 Checking the Current Setting for Caller's Number Notification <Status>.....	65
5. Setting Registration <Manual Registration>.....	65
Security	
Invoking the Security Menu <Security>.....	66
Security Menu Map.....	66
1. Setting Keypad Lock <Keypad Lock>.....	67
2. Disabling PIN1 Codes <PIN1 ON/OFF>.....	67
3. Setting New PIN1/PIN2 Codes <New PIN1>/<New PIN2>.....	68
4. Restricting Outgoing Calls by Fixed Dial <Fixed dial>.....	68
Message Memo/Voice Memo Features	
Message Memo/Voice Memo Menu Map.....	69
1. Using the Message Memo Feature <Msg memo>.....	70
1-1 Playing a Selected Message <Select>.....	70
1-2 Playing All Unplayed Messages <Playback all>.....	71
1-3 Erasing All Messages <Erase all>.....	71
1-4 Turning the Message Memo Feature On/Off <Set ON/OFF>.....	71
1-5 Recording/Playing a Reply Message.....	71
Recording	
Replaying	
2. Using the Voice Memo Feature <Voice memo>.....	72
2-1 Recording a Voice Memo <Recording>.....	72
2-2 Replaying a Voice Memo <Select>.....	73
2-3 Erasing All Voice Memos <Erase all>.....	73
Quick Reference for Troubleshooting.....	74
Country Codes for International Calls.....	75
After-sales Services, Warranty, and Information Window.....	76
Index.....	77
Referrals.....	78

Accessories

■ The SS-56K package contains the following hardware components.

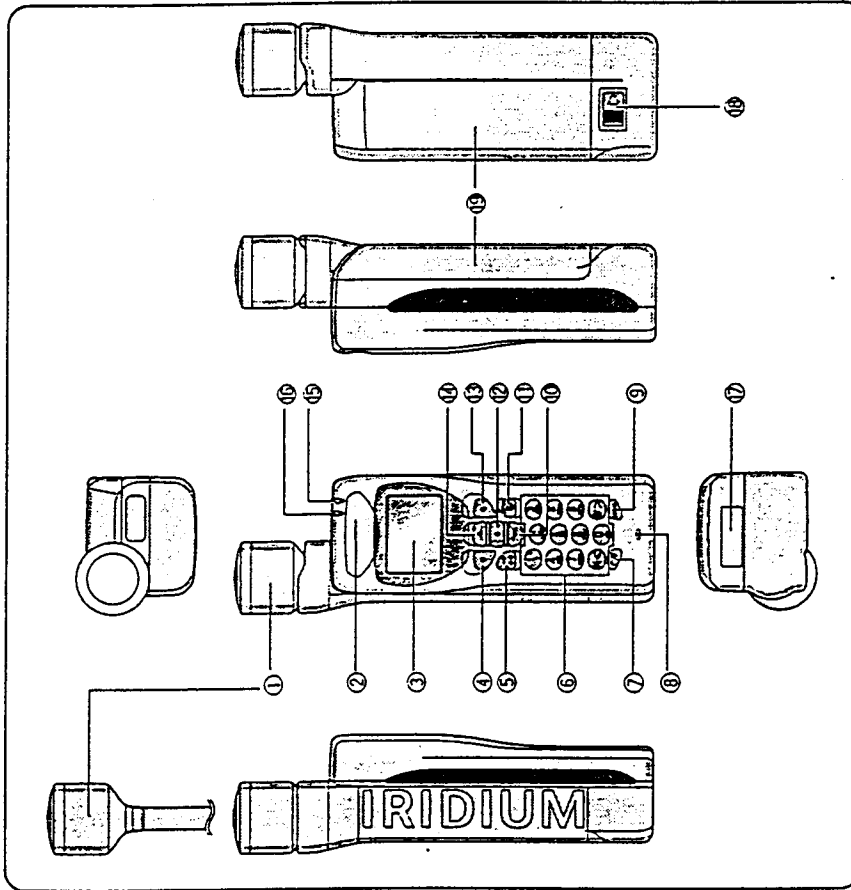
Name	Appearance	Qty
Satellite phone		1
Battery		2
AC charger		1

■ The following items are separately priced, optional accessories designed to work with your phone.



Overview of Features and Controls

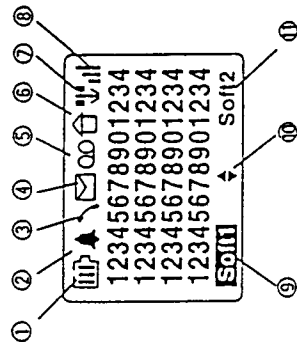
■ This section identifies each part of your phone.



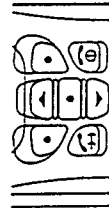
- ① Extendable antenna
Extend this antenna when calling.
- ② Earpiece speaker
Displays phone numbers, text, and a variety of status.
- ③ LCD panel
Executes the function displayed at the lower left corner of the LCD panel.
- ④ Soft key 1
Used for initiating an outgoing call or answering an incoming call. In standby mode, pressing this key displays the outgoing call log.
- ⑤ Speak/Redial key
Allow you to enter characters including numbers, symbols, and letters.
- ⑥ Dial keys
Clear/Manner key
Deletes characters, and enables manner talk during a call.
- ⑦ Microphone
- ⑧ MEMO key
Pressing this key displays the Memo Menu and holding it down records your Voice Memo.
- ⑨ Down key
Moves the locus (highlight) to select an item, controls the speaker volume during a call, and toggles character input between uppercase and lowercase.
- ⑩ Power/Find-up key
Ends the call. Holding down this key for three seconds or more turns the power on and off.
- ⑪ Selector key
Changes the input mode and the Up/Down key functions.
- ⑫ Soft key 2
Executes the function displayed at the lower right corner of the LCD panel.
- ⑬ Up key
Moves the locus (highlight) to select an item, controls the speaker volume during a call, and toggles character input between uppercase and lowercase.
- ⑭ Charging LED indicator
Remains on when the battery is being charged.
- ⑮ Incoming call indicator
Blinks, indicating an incoming call.
- ⑯ Charging socket
Accepts the battery charger connector.
- ⑰ Battery cover release catch
- ⑱ Battery cover

Display Items on the LCD Panel

This section describes each item displayed on the LCD panel.



- ① Shows the remaining battery charge. The entire indicator lights when the battery is fully charged. The indicator blinks inside when the battery is low.
- ② Indicates that the alarm has been set. The icon remains on when the alarm has been set.
- ③ Remains on during a call. The icon blinks during dialing.
- ④ Comes on to indicate a Short Message which has not been read. The icon blinks when the Short Message memory is full.
- ⑤ Blinks during recording or replaying a Msg Memo or Voice Memo. The icon remains on when any Msg Memo has not yet been replayed.
- ⑥ Remains on when the Msg memo feature is turned on. The icon blinks when the memory is full.
- ⑦ Indicates that your phone is inside a service area.
- ⑧ Indicates the incoming signal strength.
- ⑨ Shows the function of soft key 1. To execute the function, press the [C] key. Appears when you have options to select. Use the [C] and [D] keys to move your choice.
- ⑩ Shows the function of soft key 2. To execute the function, press the [D] key.



Operations of LEDs

LED	Start of LED operation	End of LED operation
Incoming call	The red LED blinks and the backlight blinks.	Call answered
Short Message posted	The red LED blinks	End of 1 cycle
Short Message memory full	The red LED blinks	End of Short Message memory overflow warning display
Power on	The green/red LED lights and the backlight lights.	End of the power-on sequence
Alarm activated	The red LED blinks and the backlight blinks.	End of the alarm display screen
Device error	The green LED lights.	5 seconds
During charging	The green and red LEDs light.	Charging completed

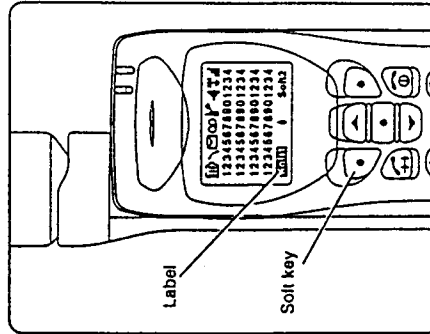
Using Software Keys

Your phone has two soft keys. Press those keys to execute their respective functions displayed on the LCD panel.

In this manual, pressing a soft key is expressed as follows:

Press the **Call** soft key.

Means "Press the [C] key with **Call** displayed on the LCD panel."

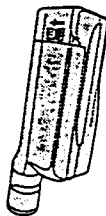


Battery and Charging

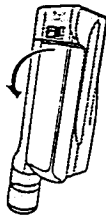
■ Removing the Battery

Always switch off your phone before removing the battery. Failure to do so may result in malfunction in the phone.

1. Slide the battery release lever on the back of your phone.



2. Swing the battery up and then lift it off the phone.



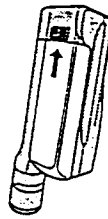
The battery has a limited life. While the lifetime of the battery will depend on how frequently you use your phone, you should replace the battery once a year. When you replace the battery, always purchase a new Kyocera lithium-ion battery of the same type.

■ Attaching the Battery

1. Align the top of the battery with the top of your phone and swing the battery down as shown below:



2. Push the battery in the direction of the arrow shown below to click it into place.



■ Charging the Battery

If you charge the battery in a foreign country, make sure of the mains voltage in that country and adjust the voltage of your charger (AC adapter) as required before charging.

1. Attach the battery firmly to the phone.



2. Switch the phone off.

3. Plug the connector into the charging socket in the base of the phone.



4. Plug the charger cable into an AC power socket.

- Do not handle the charger with wet hands.
- Do not use any device other than the charger bundled with your phone to charge the battery.
- If the battery is left unused for extended periods, the battery may be so discharged that it cannot be recharged as quickly as usual by the charger.

SIM Card

■ About the SIM Card

To use your phone, you must insert a valid SIM card into the phone unit. The SIM card is supplied by your Iridium service provider.

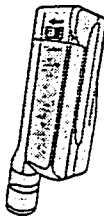
The SIM card contains your subscription ID number and your phone number. It also contains memory in which you can store phone numbers and messages.

- Your Iridium phone supports the "plug-in" SIM card. You do not need a special adapter for the plug-in SIM card.
- Your Iridium phone does not support credit-card-sized SIM cards.

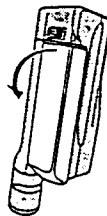
■ Removing the SIM Card

Be sure to switch off your phone before removing the battery.

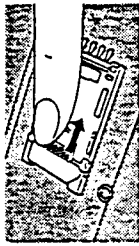
1. Slide the battery release lever to the right.



2. Swing the battery up and then lift it off the phone unit.



3. Slide the lid of the card holder in the OPEN direction indicated. This will unlock the card holder.



4. Pull out the SIM card from the card holder.

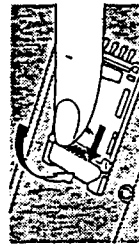


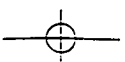
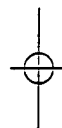
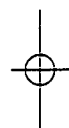
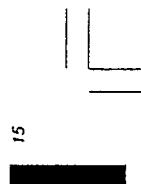
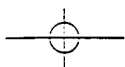
■ Inserting the SIM Card

1. Fit the SIM card into the card holder.



2. Close the card holder and slide the lid in the LOCK direction.





Turning the Power On/Off

Turning the Power On

To switch your phone on or off, use the **Power** key as shown below.

Hold down the **Power** key for three seconds or more.
An animation appears on the LCD panel and the power is turned on. To turn the power off, hold down the **Power** key again for three seconds or more.

NOTICE

- You can control the power-on tone volume or to prevent the tone from being sounded. (See page 40.)
- You can set the time at which you want your phone to be switched on. (See "3. Automatically Turning the Power On" on page 45.) You can also set the alarm so that it sounds when the power is turned on and off.
- The time, date, and time zone can be displayed automatically after the power is turned on. (See "1. Displaying the Date/Time Display" on page 44.)

When your phone is ready to use, the standby screen is displayed on the LCD panel. If the phone is not on standby, one of the following messages appears on the LCD panel depending on the phone status.

"Adjust clock"

If the clock has not been set, press the **Set** soft key to adjust the clock. (See "5. Setting the Local Clock" on page 46.) This message also appears after a completely discharged battery has been recharged.

"Alarm? 10:00 AM"

A message as shown above appears when an alarm is sounded. Your phone is switched off automatically if you do not touch any key for 30 seconds with the message displayed. The above example is a message resulting from setting alarm No. 2 to be sounded at 10 a.m. (See "2. Setting the Alarm" on page 44.)

"Insert SIM"

This message indicates that no SIM card has been inserted in your phone. Insert your SIM card correctly in the phone. (See page 14.)

"Low Battery! Recharge battery!"

Your phone will be switched off 10 seconds later. Start charging the battery as soon as possible with the power off. (See page 13.)

"Enter PIN1"

If you have set PIN input to ON, you must enter your PIN code after switching the phone on. (See below.)

NOTICE

You can set PIN input to OFF if you like. Doing so disables the PIN-based safeguard for the SIM card, eliminating the need for PIN input even when you switch on your phone. (See "2. Disabling the PIN1 Code" on page 67.)

NOTICE

What is PIN1?

PIN stands for Personal Identification Number, serving as a secret code for your SIM card. PIN2 is the secret code required for you to access some SIM card features.

Entering Your PIN1 Code

If you have set PIN input to ON, you must enter your PIN1 code after switching the phone on.

1. Use numeric keys (1 to 9) to enter your PIN1 code correctly.

Each digit in the PIN1 code is represented by an asterisk '*' on the LCD panel as you enter it.

NOTICE

Pressing the  key erases the last digit you entered as part of the PIN1 code. Holding down the  key for one second or more erases all the PIN1 code digits you have entered.

2. When you have entered the PIN1 code, press the **OK** soft key.

OK appears when you have entered four digits. When the entered PIN1 code is valid, the phone enters Standby mode in which the phone is ready to use.

NOTE

- Any digits that follow the eighth digit are ignored.
- If you enter the wrong PIN1 code, you can try again. If you enter the wrong PIN1 code three times in succession, your SIM card is locked automatically and you must enter the PUK1 code to unlock the SIM card. (See below.)

NOTICE

You can set PIN input to OFF if you like. Doing so disables the PIN-based safeguard for the SIM card, eliminating the need for PIN input even when you switch on your phone. (See '2. Disabling the PIN1 Code' on page 67.)

NOTICE

What is PUK?

If you enter the wrong PIN1 code three times in succession, your PIN1 code becomes invalid and your SIM card is locked automatically. The PUK1 code is the PIN1 unlocking code provided to regain access to SIM card features.

Entering Your PUK1 Code

If you enter the wrong PIN1 code three times in succession, you must enter the PUK1 code to unlock the SIM card.

1. Use numeric keys (1 to 9) to enter your PUK1 code correctly.

Each digit in the PUK1 code is represented by an asterisk '*' on the LCD panel as you enter it.

NOTICE

Pressing the  key erases the last digit you entered as part of the PUK1 code.

Holding down the  key for one second or more erases all the PUK1 code digits you have entered.

2. When you have entered the PUK1 code, press the **OK** soft key.

OK appears when you have entered eight digits.

NOTE

Keep in mind that, if you enter the wrong PUK1 code 10 times in succession, your SIM card is permanently locked.

3. Enter your new PIN1 code and press the **OK** soft key.

OK appears when you have entered four digits.

4. Enter the new PIN1 code again, then press the **OK** soft key.

Your new PIN1 code has now been set.

Basic Telephone Operations

Making a Call

NOTE

Before making a call, switch on your phone and be sure to extend the antenna. Make sure that the phone is ready for use in Standby mode.

1. Enter the phone number you want to dial.

The entered phone number is displayed on the LCD panel.

NOTICE

- Pressing the **CE** key erases the last digit you entered as part of the phone number. Holding down the **CE** key for one second or more erases all the phone number digits you have entered.
- If the entered phone number has been registered in the Phone Book, that party's name is displayed on the LCD panel.
- Pressing the **INFO** soft key displays the country code select screen. (See page 20.)
- Pressing the **INFO** soft key registers the entered phone number in the Phone Book. (See page 30.)

2. Press the **CALL** key.

This dials the telephone number currently displayed on the LCD panel.

NOTICE

- You can dial a phone number retrieved from the Phone Book. (See page 19.)
- Even during a call, you can make another call in the same way.
- Pressing the **CALL** key during a call displays the last number dialed. (See page 34.)

If you fail to make a call ...

If you fail to establish a connection while dialing, one of the following messages is displayed, indicating the failure:

Engaged(???)
Congested(???)
Radio path unavailable(???)
Number not obtainable(???)
Auth. failure(???)
Channel busy(???)
FDM restricted(???)
Bearer capability error(???)
Emergency only(???)
Max. cost exceeded(???)
Barred(???)
Blacklist full(???)

18 Basic Telephone Operations

Answering a Call

Make sure that your telephone has power on in a place with a sufficient signal strength available and that the Services/Barring/Incoming setting is OFF.

1. When you have an incoming call, the ringer sounds in the alert tone which has been set.

The LCD panel displays the "Incoming Call" phone status. If the caller's phone number notification setting is ON, the caller's phone number is displayed. If the phone number and name of the caller have been registered in the Phone Book, the caller name is also displayed.

2. To answer the call, press the **CALL** key or **ANS** soft key.

You can now talk to the other party. To reject the call, press the **REJ** key or **REJ** soft key.

NOTICE

- You can adjust the ringer volume using the **UP**/**DOWN** keys. You can also change the type (timbre) of ringer tone.
- If you reject an incoming call, the LCD panel displays "Call Missed" along with the line at this you had the incoming call.
- You can answer an incoming call even during a call. (See page 21.)
- Upon reception of a Short Message, the Incoming Short Message icon comes on with the message alert tone sounding.

Ending a Call

This operation ends an active call, hanging up the phone.

Press the **END** key.

This ends the call.

NOTICE

- You can view the call duration and charge. (See page 59.)
- If a phone number was entered during a call, the phone number remains displayed even after you end the call. To return to the Standby screen, erase the telephone number.
- You can use the Charge Limit option to end a call. (See page 58.)

Making Calls by Searching the Phone Book

You can dial a phone number easily if that number has been registered in the Phone Book. See page 29 on registering phone numbers so you can use this shortcut.

Dialing by Scrolling Abbreviated Numbers through the Phone Book

1. Press the Δ/∇ key.

Pressing the Δ/∇ key scrolls the Phone Book down one entry at a time. Pressing the Δ/∇ key scrolls the Phone Book up one entry at a time, starting from the last entry.

NOTICE

If the Scratch Pad (see page 34) contains entries, they are displayed prior to those in the Phone Book.

2. When the phone number of the desired party is displayed, press the Δ/∇ key.

This dials the phone number currently being displayed on the screen.

Dialing by Entering an Abbreviated Number Registered in the Phone Book

1. Enter an abbreviated number of up to three digits registered in the Phone Book.

2. Press the Δ/∇ key.

The phone number assigned to the entered abbreviated number is displayed.

NOTICE

You can further use the Δ/∇ key to search for an entry around the entered abbreviated number.

You can also dial by entering an abbreviated number from the Phone Book.

3. Press the Δ/∇ key.

This dials the phone number currently being displayed on the screen.

Making Calls from the Phone Book

You can also make a call from within the Phone Book. See also the Phone Book menu map on page 28.

Searching for a Phone Number by Name in the Phone Book

1. Press the Δ/∇ soft key.

The Memory Menu appears on the LCD panel.

2. Use the Δ/∇ key to select "Phone book", then press the **OK** soft key.

The Phone Book Menu appears.

3. Use the Δ/∇ key to select "Search", then press the **OK** soft key.

The Search Menu appears.

4. Use the Δ/∇ key to select "Name", then press the **OK** soft key.

The screen prompts you to enter a name.

5. Enter the text you want to search for, then press the **OK** soft key.

If the Phone Book contains any matching names, they are displayed on the screen. Use the Δ/∇ keys to view the previous or next entry.

NOTICE

See page 26 for how to enter text.

6. When the telephone number of the party you want to call appears on the screen, press the Δ/∇ key.

This dials the phone number currently being displayed on the screen.

Dialing from the Outgoing Call Log (Using "Last number")

1. Press the Δ/∇ soft key.

The Memory Menu appears on the LCD panel.

2. Use the Δ/∇ key to select "Last number", then press the **OK** soft key.

The screen displays up to the last 10 phone numbers dialed, each along with the outgoing date and time.

3. Use the Δ/∇ key to select the phone number you want to dial, then press the Δ/∇ key.

This dials the phone number of the selected call log record.

NOTICE

Pressing the Δ/∇ key during a call displays the last number list (outgoing call log). (See page 34.)

Basic Telephone Operations (cont.)

Dialing from the Incoming Call Log (Using "Received")

1. Press the **Mem** soft key.
The Memory Menu appears on the LCD panel.
2. Use the **Δ/▽** key to select "Received", then press the **OK** soft key.
The screen displays the phone numbers of up to 10 last incoming calls received, each along with the incoming date and time.
3. Use the **Δ/▽** key to select the phone number you want to dial, then press the **Δ** key.
This dials the phone number in the selected call record.

NOTE

The phone number of an incoming call is stored only when the caller's phone number notification setting is ON. (See page 64.)

Dialing from the Scratch Pad

1. Press the **Mem** soft key.
The Memory Menu appears on the LCD panel.
2. Use the **Δ/▽** key to select "Scratch pad", then press the **OK** soft key.
The entry in the Scratch Pad is displayed on the screen.
3. Press the **Δ** key.
This dials the phone number contained in the Scratch Pad.

Making an Emergency Call

1. Press the **Mem** soft key.
The Memory Menu appears on the LCD panel.
2. Use the **Δ/▽** key to select "SOS", then press the **OK** soft key.
The "Emergency" phone status is displayed on the screen.
3. Press the **Δ** key.
This makes an emergency call.

NOTE

If your phone has no SIM card loaded, you can only dial "112" as an emergency call. If the phone has a SIM card, you can use the **Δ/▽** keys to display and select an emergency call number from among the entries registered in the SIM card.

Making an Emergency Call with No SIM Card Loaded

1. Press the **SOS** soft key.
An emergency call number of "112" is displayed on the screen.
2. Press the **Δ** key.
This dials "112" as an emergency call.

Making an International Call

This operation allows you to make an international call.

1. Press the **Δ** key.
A plus sign (+) appears on the screen.
2. Enter the country code followed by the area code.
NOTE
Major country codes are listed on page 75.
3. Enter the desired phone number, then press the **Δ** key.
This dials the entered phone number. The phone number for an international call can be 20 digits long including the "+" sign.

Inserting a Pause before Dialing

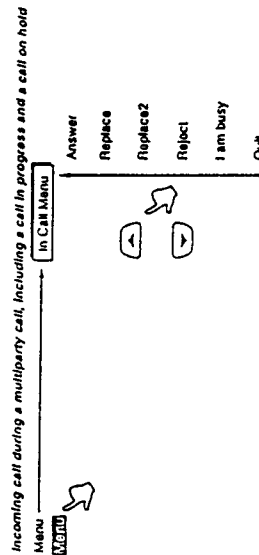
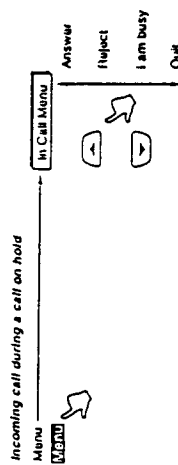
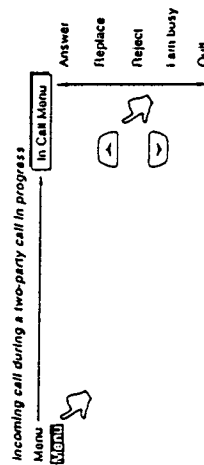
You can insert a 3-second delay in dialing.

- Hold down the **Δ** key.
"P" is displayed on the screen, indicating a pause inserted. Inserting a "P" in a phone number causes dialing to pause for three seconds.
- NOTE**
- A pause cannot be inserted at the beginning of a phone number.
 - If a pause is included in an outgoing call, the entire number dialed, including the pause and any subsequent characters, is stored in the outgoing call log (last number list).

Handling an Incoming Call during a Call

In the call waiting state (where you have an incoming call during a call), you can handle an incoming call using the **Menu** soft key.

Variations of the In Call Menu during Different Types of Call



Answering an Incoming Call during a Call <Answer>

You can answer an incoming call during a call.

To answer an incoming call during a call, press the **Answer** key.

The "Answer" function puts all calls other than the incoming call on hold and answers the incoming call.

NOTICE

- You can also answer an incoming call during a call by pressing the **Menu** soft key to bring up the In Call Menu, using the **Answer** key to select "Answer", then pressing the **OK** soft key.
- If the caller's phone number notification setting is ON, the caller's phone number is displayed. If the phone number and name of the caller have been registered in the Phone Book, the caller name is also displayed.
- If you have more than one incoming call during a call, you can use the **Left/Right** keys to select the one you want to answer.

Handling an Incoming Call during a Call

Ending the Active Call and Answering an Incoming Call <Replace>

The "Replace" function ends the call in progress and answers the incoming call.

- In the call waiting state, press the **Menu** soft key.

The In Call Menu is displayed.

- Use the **Left/Right** key to select "Replace", then press the **OK** soft key.

This ends the call in progress and answer the incoming call.

Rejecting an Incoming Call during a Call <Reject>

The "Reject" function allows you to reject the incoming call during a call.

In the call waiting state, press the **Reject** key.

This rejects the incoming call and continues the call in progress.

NOTICE

You can also reject an incoming call during a call and continue the call in progress by pressing the **Menu** soft key to bring up the In Call Menu, using the **Left/Right** key to select "Reject", then pressing the **OK** soft key.

Handling an Incoming Call during a Call

Handling an Incoming Call during a Call (cont.)

Posting a Busy Message to an Incoming Call during a Call <I am busy>

In the call waiting state, the "I am busy" function posts the message "I am busy" to the network.

1. In the call waiting state, press the **Menu** soft key.
The In Call Menu is displayed.
2. Use the **Left Arrow** key to select "I am busy", then press the **OK** soft key.
This posts the message to the network, allowing you to continue the call in progress.

Ending a Call on Hold, Holding the Active Call, and Answering an Incoming Call <Replace2>

The "Replace2" function ends the call being held, puts the active call on hold, and then answers the Incoming call.

1. In the call waiting state, press the **Menu** soft key.
The In Call Menu is displayed.
2. Use the **Left Arrow** key to select "Replace2", then press the **OK** soft key.
This ends the call being held, puts the active call on hold, and then answers the incoming call.

Menu Operations during a Call

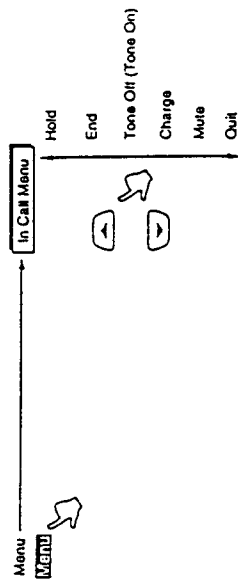
You can make a variety of settings using the In Call Menu Invoked by pressing the **[Menu]** soft key during a call.

NOTICE

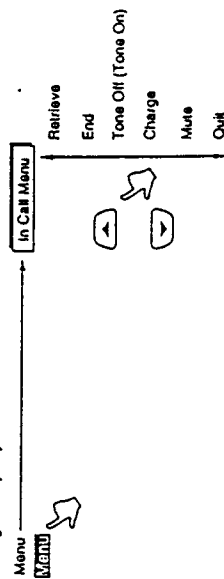
What is a multiparty call?

Variations of the In Call Menu during Different Types of Call

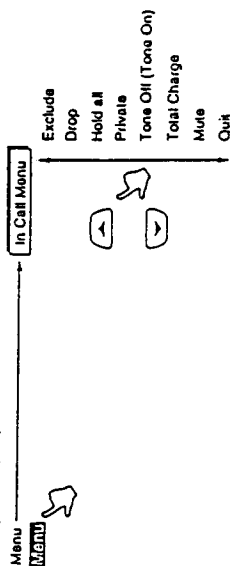
During a two-party call in progress



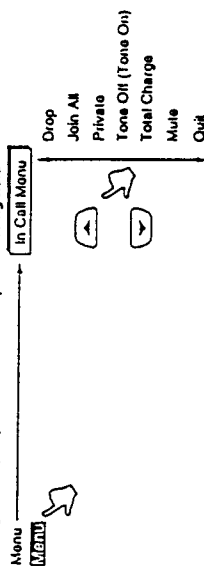
During a two-party call on hold



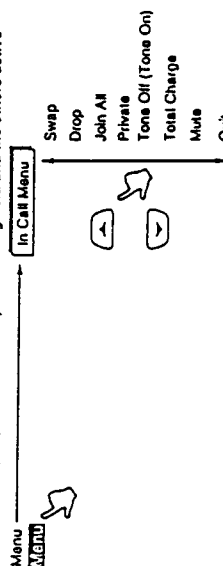
During a multiparty call



During a multiparty call with all other parties being held



During a multiparty call with some parties being held and the others active



Holding an Active Call and Reactivating a Held Call (Two-Party Call) <Hold><Retrieve>

You can put the other party on hold, for example, when you want to suspend the call.

1. Press the **Menu** soft key during a call.
The In Call Menu is displayed.
2. Use the **Left Arrow** key to select "Hold", then press the **OK** soft key.
A phone status of "Call Held" is displayed on the screen, with the holding tone sounding at the other end of the line.
3. To reactivate the held call, press the **Menu** soft key first.
The In Call Menu is displayed.
4. Use the **Left Arrow** key to select "Retrieve", then press the **OK** soft key.
A phone status of "Call Active" is displayed on the screen, reactivating the held call.

NOTICE

To hold a party during a multiparty call, see "Holding a Selected Party" below.

Ending a Call (Two-Party Call) <End>

The "End" function ends the current, single call. You can end the call either by pressing the **End** key or by following the procedure below:

1. Press the **Menu** soft key during a call.
The In Call Menu is displayed.
2. Use the **Left Arrow** key to select "End", then press the **OK** soft key.
This ends the call.

Holding a Selected Party (during a Multiparty Call) <Exclude>

The "Exclude" function lets you select one of the parties during a multiparty call and puts that party on hold. This function appears on the In Call Menu when all of the parties in the call are active.

1. Use the **Left Arrow** key during a multiparty call to select the party you want to put on hold, then press the **Menu** soft key.
The In Call Menu is displayed.
2. Use the **Left Arrow** key to select "Exclude", then press the **OK** soft key.
The "Mpty Held" phone status is displayed on the screen. The selected party is put on hold, and hears the holding tone.

Menu Operations during a Call

Menu Operations during a Call (cont.)

Ending the Call Between You and a Selected Party (during a Multiparty Call) <Drop>

The "Drop" function hangs up on a selected party.

1. Use the Δ/∇ key during a multiparty call to select the party you want to disconnect, then press the **Menu** soft key.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Drop", then press the **OK** soft key.
This ends the call to the selected party.

Reactivating All Parties (during a Multiparty Call) <Join All>

The "Join All" function makes all the parties in a single multiparty call active.

1. Press the **Menu** soft key during a multiparty call.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Join All", then press the **OK** soft key.
The "Call Mpty" phone status is displayed on the screen and all the parties in the multiparty call are made active.

Holding All Parties (during Multiparty Call) <Hold All>

The "Hold All" function puts all the parties in a multiparty call on hold.

1. Press the **Menu** soft key during a multiparty call.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Hold All", then press the **OK** soft key.
The "Mpty Hold" phone status is displayed on the screen and all the parties in the multiparty call are put on hold.

Speaking to a Selected Party <Private>

XX

1. Use the Δ/∇ key during a multiparty call to select the party you want to talk to, then press the **Menu** soft key.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Private", then press the **OK** soft key.
A phone status of "Private" is displayed on the screen.
This makes the call to the selected party active. All the parties other than the selected one are put on hold.

Menu Operations during a Call

24

Viewing the Charge for the Call In Progress <Charge>/<Total Charge>

The "Charge" function displays the charge for the call currently in progress.

1. Press the **Menu** soft key during a call.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Charge", then press the **OK** soft key.
The call charge is displayed on the screen.

NOTICE

If you are in a multiparty call, select "Total Charge" using the Δ/∇ key, then press the **OK** soft key.

Muting the Call In Progress and Cancelling Call Muting

You can mute the call currently in progress in both directions.

1. Press the **Menu** soft key during a call.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Mute", then press the **OK** soft key.
The holding tone sounds when the call is being muted.
3. To cancel call muting, press the **Unmute** soft key.
This restores the call.

Swapping the Held and Active Calls (during a Multiparty Call) <Swap>

The "Swap" function swaps the held and active parties. "Swap" appears on the In Call Menu when there are both active and held parties.

1. Press the **Menu** soft key during a multiparty call.
The In Call Menu is displayed.
2. Use the Δ/∇ key to select "Swap", then press the **OK** soft key.
This swaps the held and active parties in the call.

Switching DTMF Tones On/Off <Tone Off(On)>

You can switch DTMF (Dual Tone Multifrequency) tones on and off, which are used for remote services (such as Answer Phones and Pager)

1. Press the **Menu** soft key during a call.

The In Call Menu is displayed.

2. Use the **On/Off** key to select "Tone on", then press the **OK** soft key.

DTMF tones can now be transmitted.

NOTICE

"Tone off" appears on the In Call Menu when DTMF tones can be transmitted.

Menu
Operations
during a Call

When using your phone, you need to enter text to enter names and to create or edit Short Messages. See the Character Input list on the right for the list of keys used for text entry and the characters assigned to them. You can enter characters in uppercase and lowercase as well.

Selecting the Input Character Type

Use the  key to select the type of characters you want to enter: letters (alphabetic characters and symbols), numbers (numeric characters), or kanji characters. Pressing the  key cycles through the three types. You can check the type of characters currently available with the Indicator displayed at the bottom of the screen.

Alphabet: Accepts letters (alphabetic characters and symbols).

None: Accepts numbers (numeric characters).

Kana: Accepts katakana, hiragana, and kanji (character sets of symbols used in Japan).

Switching Alphabetical Character Input between Lowercase and Uppercase

To switch between uppercase and lowercase, use the  key. Pressing the  key toggles case between uppercase and lowercase. You can check the current case with the indicator displayed at the bottom of the screen.

Uppercase: Accepts characters in uppercase.

Lowercase: Accepts characters in lowercase.

NOTICE

When the cursor is positioned at a character, you can toggle the case of that character

Correcting Characters

To correct an entered letter or number, use the **X<** / **X>** key to move the cursor to the character position, then edit the character.

Deleting Characters

To delete an entered letter or number, use the  key. To move the cursor to the character position. Pressing the  key deletes the character at the current cursor position. To delete the entire text you have entered, hold down the  key.

Entering Text

Character Input Table

Key	Characters assigned in alphabetic character (uppercase) mode
①	S P _ . , : ; ' * ? £ l l l
②	A B C á Ä Å Æ Ç
③	D E F å É Æ Φ
④	G H I l r
⑤	J K L Å
⑥	M N O Ñ Ö Ø
⑦	P Q R S ß Π Θ Σ
⑧	T U V ü Ü
⑨	W X Y Z Ź Ξ Ψ
⑩	* # / () < = > % £ \$ ¥ ¢ 0 1 2 3 4 5 6 7 8 9
Ⓚ	Move to the left.
Ⓛ	Move to the right.
Ⓜ	Delete the underlined character. Holding down the key deletes all characters.
Ⓨ	Change the input character type (letters, numbers, kana).
Ⓩ	Toggle between uppercase and lowercase modes.

Key	Characters assigned in alphabetic character (lowercase) mode
①	S P _ . , : ; ' * ? £ l l l
②	a b c á ä å æ ç
③	d e f å é æ Δ Φ
④	g h i l r
⑤	j k l Å
⑥	m n o ñ ö ø
⑦	p q r s ß Π Θ Σ
⑧	t u v ü Ü
⑨	w x y z Ź Ξ Ψ
⑩	* # / () < = > % £ \$ ¥ ¢ 0 1 2 3 4 5 6 7 8 9
Ⓚ	Move to the left.
Ⓛ	Move to the right.
Ⓜ	Delete the underlined character. Holding down the key deletes all characters.
Ⓨ	Change the input character type (letters, numbers, kana).
Ⓩ	Toggle between uppercase and lowercase modes.

Key	Characters assigned in kana character mode
①	ア イ ウ エ オ
②	カ キ ク ケ コ
③	サ シ ス セ ソ
④	タ チ ツ テ ト
⑤	ナ ニ ヌ ネ ノ
⑥	ハ ヒ フ ヘ ホ
⑦	マ ミ ム メ モ
⑧	ヤ ュ ヨ
⑨	ラ リ ル レ ロ
⑩	ワ ヲ ン
Ⓚ	Move to the left.
Ⓛ	Move to the right.
Ⓜ	Delete the underlined character. Holding down the key deletes all characters.
Ⓝ	Change the type character type (letters, numbers, kana) or convert the underlined kana characters into Latin.
Ⓞ	Toggle between uppercase and lowercase modes or convert the underlined kana characters into Latin.

NOTICE

To enter a string of kana characters assigned to the same key, such as "ア" or "ア", enter the first character (ア), press the **Ⓜ** key or press the **Ⓝ** soft key to determine the entry of the first character, then enter the next character.

Converting Katakana to Kanji

To convert kana characters into kanji, press the **Ⓜ** key with the characters underlined. Pressing the **Ⓝ** key displays the previous/next candidate. When the desired kanji character(s) appear, press the **Ⓞ** soft key.

NOTICE

Kana-kanji conversion may fail depending on the target clause. If you fail to convert a clause, try to convert the individual words in the clause one by one or edit the clause by changing part of it in pronunciation.

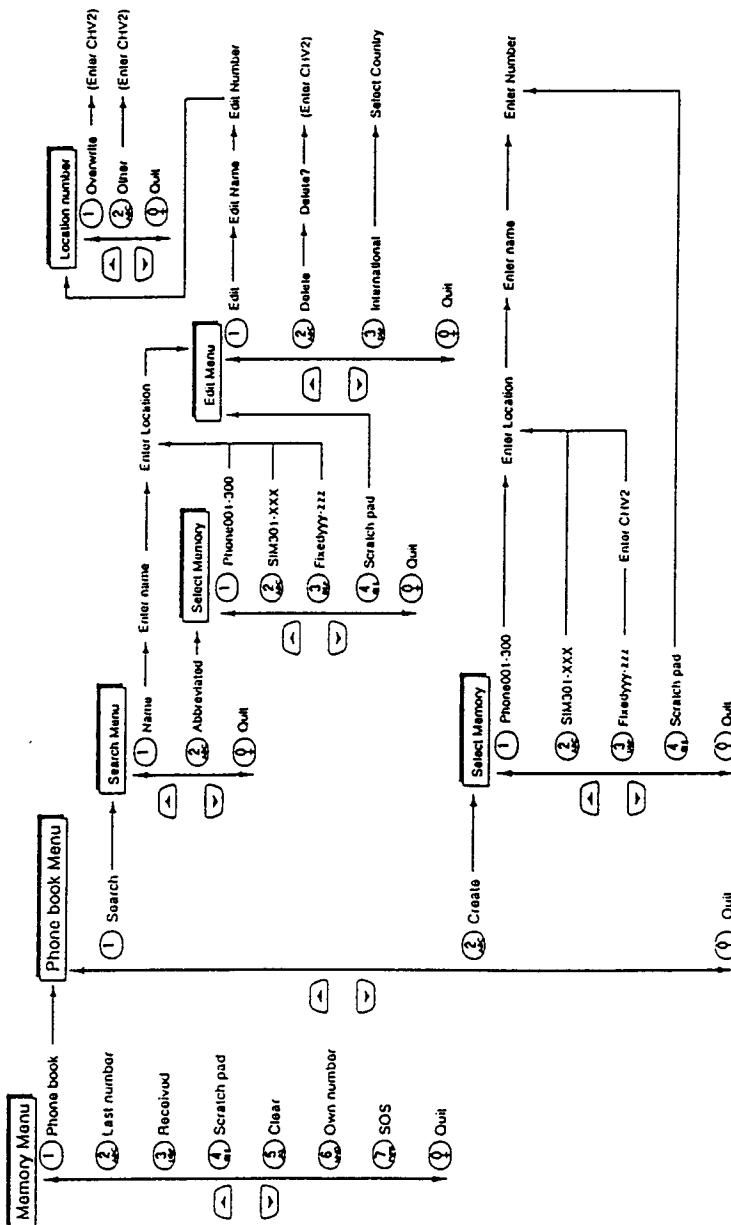
Entering Text

Entering Text 27

Phone Book

You can store (register) a phone number in the Phone Book in either of two ways. One is to enter the phone number first, then press the [Store] soft key. The other is to press the [Mem] soft key first to open the Memory Menu, select "Phone book" to open the Phone Book, then use the "Create" function to input the phone number as shown in the following menu map.

Phone Book Menu Map



Registering a Phone Number in the Phone Book (by Entering the Phone Number First)

You can register a phone number in the Phone Book using the procedure described below. The Phone Book consists of a total of four different areas of memory for storing phone numbers.

- **Phone Memory**
This area is the Internal memory in your phone and can store up to 300 abbreviated numbers (1 to 300).
- **SIM Memory**
This area is the memory on the SIM card, excluding the "Fixed Dial Memory". It can store abbreviated numbers starting from abbreviated number 301. The size of this memory depends on the capacity of the SIM card.
- **Fixed Dial Memory**
This area is the memory on the SIM card, used for dialing using the "Fixed dial" feature.
- **Scratch Pad**
This area is the memory for temporarily storing a phone number as a scratch pad. The Scratch Pad cannot store names.

1. Enter the phone number you want to register in the Phone Book.

The entered phone number is displayed on the screen.

2. Press the **Store** soft key.

The screen prompts you to select the memory to store the phone number. The procedure that follows varies depending on the memory for storing the phone number. Follow the appropriate procedure below to register the phone number.

To register the phone number in a memory other than the Fixed Dial Memory:

3. Use the **Left Arrow** / **Right Arrow** key to select the desired memory, then press the **OK** soft key.
The screen displays the lowest abbreviated number unassigned in the selected memory. Go to step 5.

NOTICE

If you select "Scratch pad" at this step, you have now completed registration of the phone number.

To register the phone number in the Fixed Dial Memory:

3. Use the **Left Arrow** / **Right Arrow** key to select "Fixed001-xxx", then press the **OK** soft key.
The screen prompts you to enter your PIN2 code. The digits in the PIN2 code are displayed as a string of asterisks "*" as you enter them.

NOTICE

Pressing the **Cancel** key erases the last digit you entered as part of the PIN2 code. Holding down the **Cancel** key for one second or more erases all the PIN2 code digits you have entered.
• **OK** appears when you have entered four digits.

4. After entering the PIN2 code correctly, press the **OK** soft key.

The screen displays the lowest abbreviated number unassigned, from Fixed001 to Fixedxxx.

5. Check the abbreviated number, then press the **OK** soft key.

The screen prompts you to enter a name.

NOTICE

You can change the abbreviated number using the **Left Arrow** / **Right Arrow** keys.

- Pressing the **Cancel** key with an abbreviated number displayed erases the last digit. Holding down the **Cancel** key for one second or more erases all digits.
- If you select an abbreviated number which has already been assigned, a warning to that effect appears on the screen. Pressing the **OK** soft key returns to the screen to prompt you to select the memory for registering the phone number. Pressing the **Cancel** soft key or **Cancel** key assigns the currently selected abbreviated number to the phone number you are registering, overriding the existing entry.
- If the entered name is too long to be valid, the screen displays a warning. (The name can be up to 20 characters long on two lines. The maximum number of characters for one name depends on your SIM card.) Pressing any key brings you to step 7.

6. After entering the name, press the **OK** soft key.

The phone number to be registered is displayed on the screen.

NOTICE

- See page 28 for information on how to enter text.
- Pressing the **Cancel** key with a name displayed erases the last character. Holding down the **Cancel** key for one second or more erases all characters.
- If you enter an already registered name, a warning to that effect appears on the screen. Pressing the **OK** soft key accepts the name to be registered with the phone number you are registering. Pressing the **Cancel** soft key or **Cancel** key returns you to the screen prompting for a name.

7. Check the phone number, then press the **OK** soft key.

You have now finished registering the phone number in the Phone Book.

NOTICE

- You can register a phone number in the Phone Book even during a call.
- Pressing the **Cancel** key with a phone number displayed erases the last digit. Holding down the **Cancel** key for one second or more erases all digits.
- You can also register a phone number using the "Create" function on the Phone Book Menu invoked by selecting "Phone book" from the Memory Menu. (See page 30.)
- If you register a phone number containing an asterisk "*", in the Phone Book, you can replace the "*" with any numeric character when you retrieve the phone number from the Phone Book, so that you can dial only the number at the asterisk position. When you press a numeric key after having searched for the phone number, the entered numeric character replaces the "*" in that number.

Phone Book (cont.)

Registering a Phone Number in the Phone Book (Using "Create" on the Phone Book Menu) <Create>
You can use "Create" on the Phone Book Menu to register a phone number in the Phone Book.

1. Press the **Menu** soft key.
The Memory Menu is displayed on the screen.
2. Use the **Left Arrow** key to select "Phone book", then press the **OK** soft key.
The Phone Book Menu is displayed.
3. Use the **Left Arrow** key to select "Create", then press the **OK** soft key.
The screen prompts you to select the memory to store the phone number. The procedure that follows varies depending on the memory used to store the phone number. Follow the appropriate procedure below to register the phone number.

To register the phone number in a memory other than the Fixed Dial Memory:

4. Use the **Left Arrow** key to select the desired memory, then press the **OK** soft key.

The screen displays the lowest abbreviated number unassigned in the selected memory. Go to step 5.

NOTICE

If you select "Scratch pad" at this step, go to step 8.

To register the phone number in the Fixed Dial Memory:

4. Use the **Left Arrow** key to select "Fixed001-xxx", then press the **OK** soft key.

The screen prompts you to enter your PIN2 code. The digits in the PIN2 code are displayed as a string of asterisks "*" as you enter them.

NOTICE

- Pressing the **Left Arrow** key erases the last digit you entered as part of the PIN2 code. Holding down the **Left Arrow** key for one second or more erases all the PIN2 code digits you have entered.
- OK** appears when you have entered four digits.

5. After entering the PIN2 code correctly, press the **OK** soft key.

"Enter ADN" (ADN: Abbreviated Dialing Number) appears on the screen. The screen displays the lowest abbreviated number unassigned between Fixed001 and Fixedxxx.

6. Enter the abbreviated number to be assigned for the phone number, then press the **OK** soft key.

The screen prompts you to enter a name.

NOTICE

- You can change the abbreviated number using the **Left Arrow** key.
- Pressing the **Left Arrow** key with an abbreviated number displayed erases the last digit. Holding down the **Left Arrow** key for one second or more erases all digits.
- If you select an abbreviated number which has already been assigned, a warning to that effect appears on the screen. To overwrite the assignment of the abbreviated number, use the **Left Arrow** key to select "Overwrite" and press the **OK** soft key. To assign a different abbreviated number, select "Other" and press the **OK** soft key, and the screen returns to the ADN input state.
- Pressing the **Left Arrow** soft key or **Left Arrow** key changes the screen to prompt you to select the memory for registering the phone number.

7. After entering the name, press the **OK** soft key.

The phone number to be registered is displayed on the screen.

NOTICE

- See page 26 for information on how to enter text.
- Pressing the **Left Arrow** key with a name displayed erases the last character. Holding down the **Left Arrow** key for one second or more erases all characters.
- If a name is already registered, a warning to that effect appears on the screen. To overwrite the existing name, press the **Left Arrow** soft key. To register a different name, press the **Left Arrow** soft key or **Left Arrow** key, and the screen returns to the name input state. If the entered name is too long to be valid, the screen displays a warning. (The name can be up to 20 characters long on two lines. The maximum number of characters for one name depends on your SIM card.) Pressing any key returns the screen to the name input state.

8. Enter the phone number you want to register, then press the **OK** soft key.

You have now finished registering the phone number in the Phone Book.

NOTICE

- You can register a phone number in the Phone Book even during a call.
- You can also register a phone number by entering the phone number first. (See page 29.)
- If you register a phone number containing an asterisk "*", in the Phone Book, you can replace the "*" with any numeric character when you retrieve the phone number from the Phone Book, so that you can dial only the number at the asterisk position. When you press a numeric key after having searched for the phone number, the entered numeric character replaces the "*" in that number.

Editing the Phone Book <Edit>

The "Edit" function allows you to edit or change entries in the Phone Book.

1. Search the Phone Book for an entry you want to edit.

NOTICE

See page 19 for information on how to search for entries.

2. Press the **Menu** soft key.

The Edit Menu is displayed on the screen.

3. Use the **Left Arrow** key to select "Edit", then press the **OK** soft key.

The screen changes to the name edit mode.

4. Edit the name as required, then press the **OK** soft key.

The screen changes to the phone number edit mode.

NOTICE

- See page 26 for information on how to enter text.
- If you enter an already registered name, a warning to that effect appears on the screen. Pressing the **OK** soft key accepts the name to be registered. Pressing the **Left Arrow** soft key or **Right Arrow** key returns you to the screen prompting for a name.

5. Edit the phone number as required, then press the **OK** soft key.

The screen prompts you to select the memory to which you want to store the abbreviated number.

NOTICE

If you enter an already registered phone number, a warning to that effect appears on the screen. Pressing the **OK** soft key changes the screen to select the memory for storing the abbreviated number; pressing the **Left Arrow** soft key or **Right Arrow** key returns you to the phone number input screen.

6. Use the **Left Arrow** key to select the memory to which you want to store the abbreviated number, then press the **OK** soft key.

"Overwrite? (Overwrite the existing entry with the same abbreviated number)"

- If the edited entry has been stored in Fixed001-xxx, pressing the **OK** soft key after entering your PIN2 code completes editing of the entry.
- If the entry has been stored in any other memory, the existing entry is overwritten with the edited one.

"Other" (Assign a different abbreviated number.)

- If the edited entry has been stored in Fixed001-xxx, pressing the **OK** soft key after entering your PIN2 code displays the lowest abbreviated number which has not been assigned. Go to step 7.
- If the entry has been stored in any other memory, the screen displays the lowest abbreviated number unassigned in the selected memory. Go to step 7.

7. After entering the desired abbreviated number, press the **OK** soft key.

You have now finished editing of the entry.

NOTICE

- You can change the abbreviated number using the **Left Arrow** or **Right Arrow** keys.
- Pressing the **Left Arrow** key with an abbreviated number displayed erases the last digit. Holding down the **Left Arrow** key for one second or more erases all digits.
- If you select an abbreviated number which has already been assigned, a warning appears on the screen, asking whether you want to overwrite.

Deleting Information from the Phone Book <Delete>

The "Delete" function allows you to delete entries from the Phone Book.

1. Search the Phone Book for the entry you want to delete from the Phone Book.

2. Press the **Menu** soft key.

The Edit Menu is displayed on the screen.

3. Use the **Left Arrow** key to select "Delete", then press the **OK** soft key. The screen displays a delete confirmation message.

4. After re-checking the entry to be deleted, press the **OK** soft key.

The entry has now been deleted from the Phone Book.

NOTICE

If the entry to be deleted has been stored in Fixed001-xxx, it is deleted after you enter your PIN2 code.

Phone Book (cont.)

Adding a Country Code <International>

The "International" function prefixes a country code to a phone number registered in the Phone Book.

1. Search the Phone Book for an entry to which you want to prefix a country code.
2. Press the **Menu** soft key.
The Edit Menu is displayed on the screen.
3. Use the **Left Arrow** key to select "International", then press the **OK** soft key.
The screen prompts you to select a country code..
4. Use the **Left Arrow** key to select the desired country code, then press the **OK** soft key.

The selected country code is prefixed to the phone number.

NOTICE

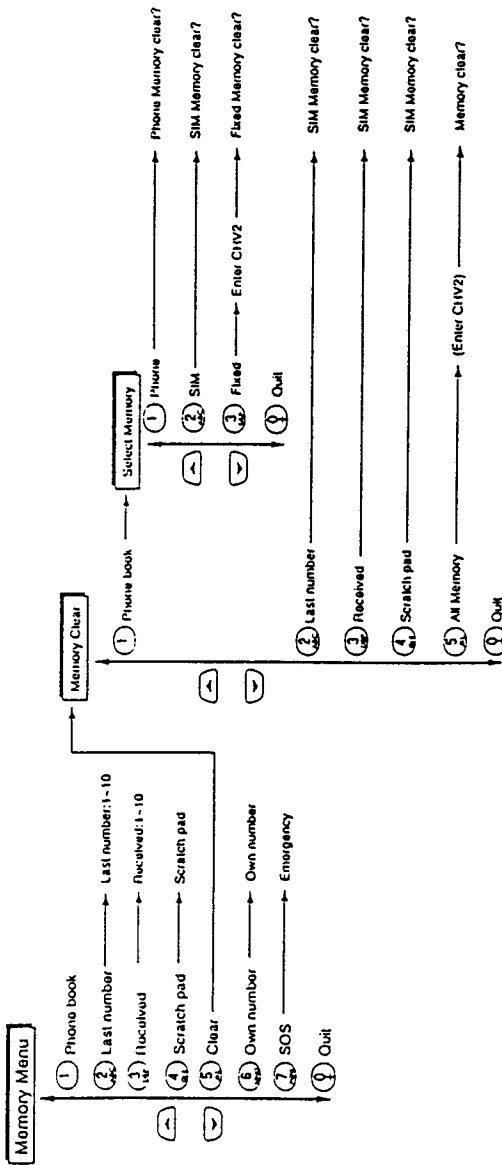
When a phone number prefixed with a country code is on the screen, pressing the **Left Arrow** key dials that number with its prefix.

Memory Menu

The Memory Menu provides the following functions:

1. Phone book (Allows you to delete, edit, or delete entries in the Phone Book. See page 28.)
2. Last number (Displays the last phone number dialed.)
3. Received (Displays the last incoming call phone number.)
4. Scratch pad (Serves as memory for temporarily storing a phone number.)
5. Clear (Clears a selected memory or all memories.)
6. Own number (Displays your phone number.)
7. SOS (Makes an emergency call.)

Memory Menu Map



Phone Book

Memory Menu

Memory Menu (cont.)

Viewing the Outgoing Call Log <Last number>

Your phone can store and display up to the ten last phone numbers dialed.

1. To view the last phone number dialed, press the **Menu** soft key first.

The Memory Menu is displayed on the screen.

2. Use the **Left Arrow/Right Arrow** key to select "Last number", then press the **OK** soft key.

The last phone number dialed is displayed.

NOTICE

- When the last phone number dialed is on the screen, you can dial that number by pressing the **Call** key. (See page 19.)
- When the last phone number dialed is on the screen, you can register that number in the Phone Book by pressing the **Store** soft key.
- You can also view the last phone number dialed by pressing the **Call** key in Standby mode.
- If no phone number has been recorded in the outgoing call log ("Last number" list), press any key to return to the Memory Menu.

3. Press the **Left Arrow/Right Arrow** key.

You can view the previous/next last phone number dialed.

Viewing the Incoming Call Log <Received>

Your phone can store and display up to the ten last received (incoming call) phone numbers.

1. To view the last incoming call phone number, press the **Menu** soft key first.

The Memory Menu is displayed on the screen.

2. Use the **Left Arrow/Right Arrow** key to select "Received", then press the **OK** soft key.

The last incoming call phone number is displayed.

NOTE

Your phone can store (and display) an incoming call phone number only when the other party calls you with caller's phone number (caller ID) notification set to ON.

NOTICE

- When the last incoming call phone number is on the screen, you can dial that number by pressing the **Call** key. (See page 20.)
- When the last incoming call phone number is on the screen, you can register that number in the Phone Book by pressing the **Store** soft key.
- If no phone number has been recorded in the incoming call log ("Received" number list), press any key to return to the Memory Menu.

3. Press the **Left Arrow/Right Arrow** key.

You can view the previous/next last incoming call phone number.

Scratch Pad <Scratch pad>

The "Scratch pad" function displays the phone number stored temporarily in the Scratch Pad.

1. Press the **Menu** soft key first.

The Memory Menu is displayed on the screen.

2. Use the **Left Arrow/Right Arrow** key to select "Scratch pad", then press the **OK** soft key.

The temporary entry (phone number) in the Scratch Pad is displayed on the screen.

NOTICE

- When the phone number in the Scratch Pad is on the screen, you can dial that number by pressing the **Call** key. (See page 18.)
- When the phone number in the Scratch Pad is on the screen, you can register that number in the Phone Book by pressing the **Store** soft key.
- If no phone number has been stored in the Scratch Pad, press any key to return to the Memory Menu.

Clearing Memory <Clear>

The "Clear" function can delete data from one or all of the memories listed on the Memory Menu.

1. Press the **Menu** soft key first.
The Memory Menu is displayed on the screen.
2. Use the **Left Arrow/Right Arrow** key to select "Clear", then press the **OK** soft key.
The Memory Clear Menu is displayed on the screen, prompting you to select the memory to be cleared.
3. Use the **Left Arrow/Right Arrow** key to select the memory you want to clear, then press the **OK** soft key.
If you select "Phone book", the screen displays the Select Memory Menu to further select the memory area to be cleared. If you select "All memory", the screen prompts you to enter your PIN2 code. If you select any other memory, the screen asks whether you want to clear the selected memory.

Selecting "Phone book"

4. Use the **Left Arrow/Right Arrow** key to select the memory area you want to clear, then press the **OK** soft key.

If you select "Fixed", the screen displays prompts you to enter your PIN2 code. Enter the valid PIN2 code, then press the **OK** soft key.

5. Press the **OK** soft key.

The entire selected memory area of the Phone Book is cleared and the screen returns to the Select Memory Menu.

Selecting "Last number," "Received," or "Scratch pad"

4. Press the **OK** soft key.

The selected memory is cleared and the screen returns to the Memory Clear Menu.

Selecting "All Memory"

4. Enter your PIN2 code correctly, then press the **OK** soft key.

The screen displays a clear confirmation message.

5. Press the **OK** soft key.

All memories are cleared and the screen returns to the Memory Menu.

Viewing Your Phone Number <Own number>

The "Own number" function displays the phone number of your satellite phone.

1. Press the **Menu** soft key.
The Memory Menu is displayed on the screen.
2. Use the **Left Arrow/Right Arrow** key to select "Own number", then press the **OK** soft key.
The screen displays your phone number.
3. Press the **OK** soft key.
The screen returns to the Memory Menu.

Retrieving an Emergency Call Number <SOS>

The "SOS" function retrieves an emergency call number.

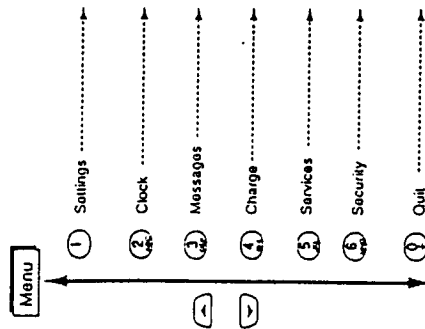
1. Press the **Menu** soft key.
The Memory Menu is displayed on the screen.
2. Use the **Left Arrow/Right Arrow** key to select "SOS", then press the **OK** soft key.
The screen displays an emergency call number.
NOTICE
If you have registered two or more emergency call numbers, you can scroll through them using the **Left Arrow/Right Arrow** keys.
3. Press the **Left Arrow** key.
This displays the emergency call number currently being displayed on the screen.

Menu Functions

The Main Menu provides the following functions:

1. Settings (Makes the language and sound settings for your phone.)
2. Clock (Makes the clock and alarm settings.)
3. Messages (Makes the Voice Mail and Short Message settings.)
4. Call meter (Makes the call duration and charge settings.)
5. Services (Makes settings for additional services--Call Barring, Call Forwarding, and Call Waiting.)
6. Security (Makes the Keylock and PIN ON/OFF settings and PIN registration.)

■ Main Menu Items



Settings

Invoking the Setting Menu <Settings>

Invoking the Settings Menu

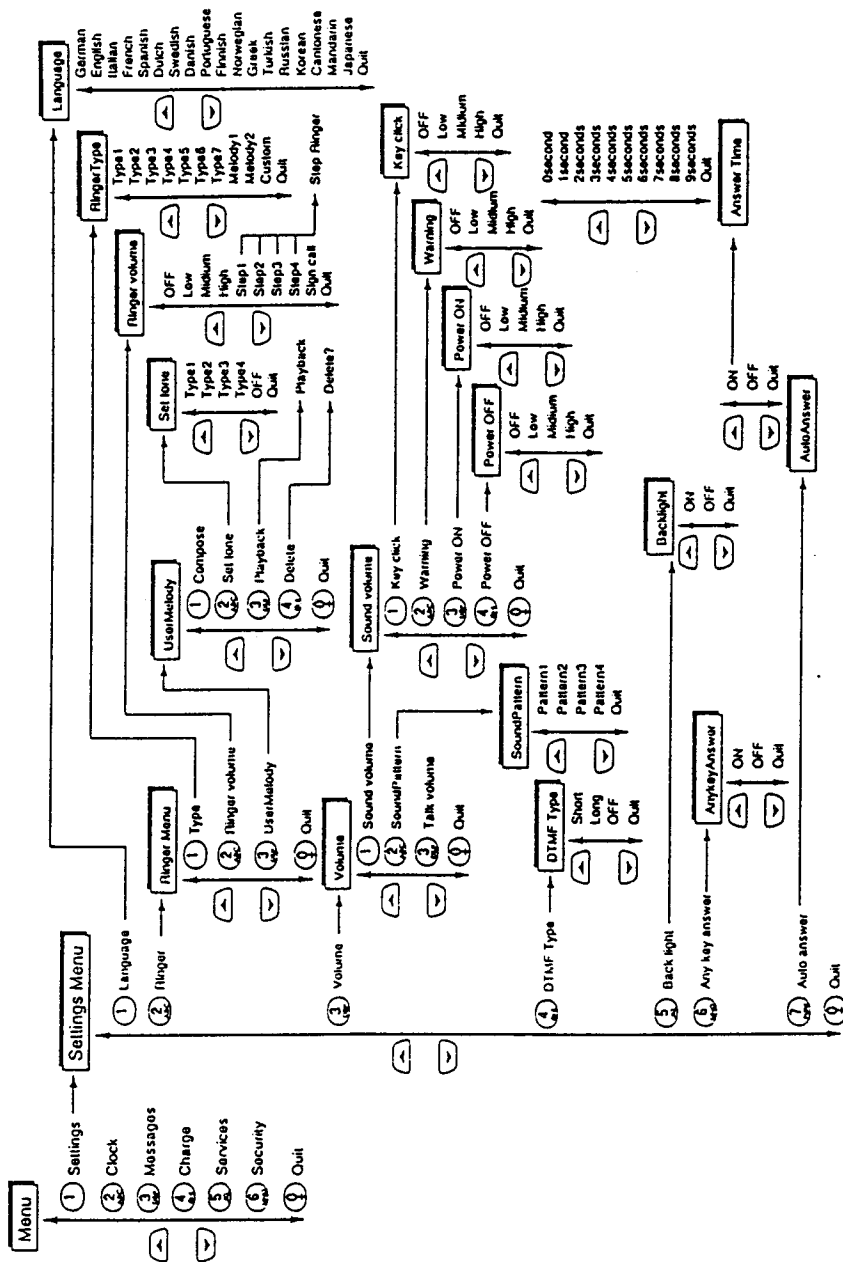
1. Press the **Menu** soft key.
The Main Menu is displayed on the screen.
2. Use the **Left Arrow** key to select "Settings", then press the **OK** soft key.

The Settings Menu is displayed.

The Settings Menu provides the following functions:

1. Language:.....Allows you to change the language displayed on your phone.
2. Ringer:.....Allows you to set the type of ring tone, the ring volume, and the user melody.
3. Sound volume:.....Allows you to set the volume for key click, warning, and power-ON/OFF tones.
4. Sound pattern:.....Allows you to select a sound pattern as a combination of key click, warning, and power-ON/OFF tone.
5. DTMF type:.....Allows you to set the type of DTMF tones.
6. Talk volume:.....Allows you to set the speech volume.
7. Backlight:.....Allows the backlight to remain on for 10 seconds after completion of key operation.
8. Anykey/Answer:.....Allows you to answer an incoming call by pressing any key.
9. Auto answer:.....Allows your phone to answer an incoming call automatically a set number of seconds after detecting the call.

Settings Menu Map



Settings (cont.)

1. Setting the Display Language <Language>

The "Language" function allows you to change the language to be displayed on your phone.

1. Use the Δ/∇ key to select the "Language", then press the **OK** soft key.

The currently selected language is indicated by a bullet (•).

2. Use the Δ/∇ key to select the desired language, then press the **OK** soft key.

A bullet (•) appears next to the selected language. The screen returns to the Settings Menu. The Language Menu lists the following languages available:

German → English → Italian → French → Spanish → Dutch → Swedish → Danish → Portuguese → Finnish → Norwegian → Greek → Turkish → Russian → Korean → Cantonese → Chinese → Japanese → German → ...

NOTICE

Once you have selected a language, the screen is displayed in that language. You can change the language to English by pressing the Δ/∇ or Δ/∇ key.

2. Setting the Ringer <Ringer>

The "Ringer" function allows you to set the type and volume of ringer tone and the user melody.

Use the Δ/∇ key to select "Ringer", then press the **OK** soft key. The Ringer Menu is displayed on the screen.

The Ringer Menu provides the following functions:

1. Ringer Type Sets the type of ringer tone to be used.
2. RingerVolume Sets the ringer volume.
3. UserMelody Sets the user melody.

2-1. Setting the Type of Ringer Tone <Ringer type>

The "Ringertype" function allows you to set the type of ringer tone to be used.

1. Use the Δ/∇ key to select "Ringertype", then press the **OK** soft key. The Ringer Type Menu is displayed. The currently selected type of ringer tone is indicated by a bullet (•). There are 10 types of ringer tones available: Type1 to Type7, Melody1, Melody2, and Custom (user-created melody described on page 39).

2. Use the Δ/∇ key to select the desired type of ringer tone.

The selected type of ringer tone sounds for one cycle.

3. Press the **OK** soft key.

A bullet (•) appears next to the selected type of ringer tone. The screen returns to the Ringer Menu.

NOTE

Melody1 is set as the ringer tone when you select "Custom" if no user melody has been created.

2-2. Setting the Ringer Volume <Ringer volume>

The "Ringervolume" function allows you to set the ringer volume.

1. Use the Δ/∇ key to select "Ringervolume", then press the **OK** soft key.

The Ringervolume Menu is displayed. The currently selected ringer volume is indicated by a bullet (•). There are eight volume options available: OFF, Low, Medium, High, and Step1 to Step4.

NOTE

Step1 to Step4 cause the ringer to sound in the following volume patterns, respectively:

Step1: Low → High → High → Continuously High
Step2: Low → Medium → High → Continuously High
Step3: Low → Medium → High → Muted → (Cyclic pattern)
Step4: Low → High → Low → High → (Cyclic pattern)

2. Use the Δ/∇ key to select the desired volume option.

The ringer sounds at the selected volume or in the selected volume pattern.

3. Press the **OK** soft key.

A bullet (•) appears next to the selected volume option. The screen returns to the Ringer Menu.

NOTICE

If you select Step1 to Step4, the screen prompts you to set the step interval. Enter the desired value using a numeric key (0 to 9).

2-3 Setting the User Melody <User Melody>

The "User Melody" function allows you to create your own melody.
Use the $\square/\square$ key to select "User Melody", then press the **OK** soft key.
The UserMelody menu is displayed.

The UserMelody Menu provides the following functions:

1. Compose.....Allows you to compose a user melody.
2. Set tone.....Sets the tone (voice or timbre) of the user melody.
3. Playback.....Replays the user melody.
4. Delete.....Deletes the user melody.

2-3-1 Composing a User Melody <Compose>

The "Compose" function allows you to compose a user melody.

1. Use the $\square/\square$ key to select "Compose", then press the **OK** soft key.
The UserMelody menu is displayed. Two staves are displayed.

NOTICE

- A note represents a sound of a particular pitch and length. The pitch can be selected from among 24 options; the length can be selected from among 5 options.
- Up to eight measures are acceptable. The total number of measures and the number of the measure currently being edited are displayed in the form of a fraction.
- Each measure can contain up to six notes regardless of their length. Up to 48 notes can therefore be entered for the user melody.

Name	Sixteenth note	Eighth note	Quarter note	Half note	Whole note
Character					
Output length	80ms	160ms	320ms	640ms	1280ms
Name	Sixteenth rest	Eighth rest	Quarter rest	Half rest	Whole rest
Character					
Output length	80ms	160ms	320ms	640ms	1280ms

2. Enter the desired melody.
See the table on the right.

3. Press the **OK** soft key.

You have now finished composing the user melody. To use the user melody as the ring tone sound, select "Custom" on the RingType menu (described on page 30).

Input key	Center position	Blank	Low note	High note	Rest
↑			1 octave up		
↓				1 octave down	
C		Delete	Delete	Delete	Delete
1		Sixteenth note (c)	• For the same note (even with a #), these keys extend it by one step in length. • For a different note, these keys enter a sixteenth note one octave apart.		Sixteenth note (c)
2		Sixteenth note (d)			Sixteenth note (d)
3		Sixteenth note (e)			Sixteenth note (e)
4		Sixteenth note (f)			Sixteenth note (f)
5		Sixteenth note (g)			Sixteenth note (g)
6		Sixteenth note (a)			Sixteenth note (a)
7		Sixteenth note (b)			Sixteenth note (b)
8					
9			Add/delete # (sharp) (Only to c/d/f/g/a)		
0		Sixteenth rest	Sixteenth rest	Sixteenth rest	Extend the rest by one step.
*		Move the cursor left.	Move the cursor left.	Move the cursor left.	Move the cursor left.
#		Move the cursor right.	Move the cursor right.	Move the cursor right.	Move the cursor right.

Settings (cont.)

2-3-2 Setting the Tone of the User Melody <Set tone>

The "Set tone" function allows you to change the type of tone used to play the user melody you have created.

1. Use the Δ/∇ key to select "Set tone", then press the **OK** soft key. The Set Tone Menu is displayed with the current tone setting indicated by a bullet (•).
2. Use the Δ/∇ key to select the desired tone. You can check each tone while selecting it.

Type1:
Type2:
Type3:
Type4:
Off: Sets the normal tone.

3. Press the **OK** soft key.

A bullet (•) appears next to the selected tone. The screen returns to the UserMelody Menu.

2-3-3 Replaying the User Melody <Play back>

The "Play back" function replays the user melody you created.

Use the Δ/∇ key to select "Play back", then press the **OK** soft key. Your phone restarts replaying the user melody. Upon completion, the screen returns to the UserMelody Menu.

NOTICE

- To stop replaying the user melody, press the **QUIT** soft key.
- The replay volume is "Medium".

2-3-4 Deleting the User Melody <Delete>

The "Delete" function deletes the user melody you created.

1. Use the Δ/∇ key to select "Delete", then press the **OK** soft key. The screen asks whether you want to delete the user melody.
2. Press the **OK** soft key.

The user melody is deleted and the screen returns to the UserMelody Menu.

3. Setting the Volume <Volume>

The "Volume" function allows you to make a variety of volume settings.

Use the Δ/∇ key to select "Volume", then press the **OK** soft key. The Volume Menu is displayed.

The Volume Menu provides the following functions:

1. Sound volume (Sets the volume for key click, warning, and power-ON/OFF tones.)
2. SoundPattern (Sets a sound pattern as a combination of tones.)
3. Talk volume (Sets the speech volume.)

3-1. Setting the Volume for Key Click, Warning or Power-ON/OFF Tone <Sound volume>

The "Sound volume" function allows you to set the volume for key click, warning, and power-ON/OFF tones.

1. Use the Δ/∇ key to select "Sound volume", then press the **OK** soft key.

The Sound Item Menu is displayed.

1. Key click (Key click tone)
2. Warning (Warning tone)
3. Power ON (Power-on tone)
4. Power OFF (Power-off tone)

2. Use the Δ/∇ key to select the type of sound whose volume you want to set.

The screen provides volume options to be set for the selected type of sound. If you select one of the options, you can hear the sound at the selected volume.

- OFF (Mute)
- Low (Low volume)
- Medium (Medium volume)
- High (High volume)

3. Use the Δ/∇ key to select the desired volume option, then press the **OK** soft key.

A bullet (•) appears next to the selected volume option. The screen returns to the Sound Item Menu.

3-2 Setting the Sound Pattern <SoundPattern>

The "SoundPattern" function allows you to select a sound pattern as a combination of key click, warning, and power-ON/OFF tones.

1. Use the Δ/∇ key to select "SoundPattern", then press the **OK** soft key.

The SoundPattern Menu is displayed.

1. SoundPattern1
2. SoundPattern2
3. SoundPattern3
4. SoundPattern4

2. Use the Δ/∇ key to select the desired sound pattern, then press the **OK** soft key.

A bullet (•) appears next to the selected sound pattern. The screen returns to the Volume Menu.

NOTE

The setting you make here assumes that each type of sound on the Sound Volume Menu has not been set to a volume option of "OFF".

Pattern	Key click tone	Warning	Power ON tone	Power OFF tone
Pattern1	Sound 1-1	Sound 1-2	Sound 1-3	Sound 1-4
Pattern2	Sound 2-1	Sound 2-2	Sound 2-3	Sound 2-4
Pattern3	Sound 3-1	Sound 3-2	Sound 3-3	Sound 3-4
Pattern4	Sound 4-1	Sound 4-2	Sound 4-3	Sound 4-4

3-3 Setting the Speech Volume <Talk volume>

The "Talk volume" function allows you to set the speech volume of the earpiece speaker.

1. Use the Δ/∇ key to select "Talk volume", then press the **OK** soft key.

The Talk Volume Menu is displayed. A graph appears, showing the current speech volume.

2. Use the Δ/∇ key to set the desired speech volume.

You can adjust the speech volume at a total of five levels.

NOTE

You cannot use the Δ/∇ keys to set the speech volume.

3. Press the **EXIT** soft key.

You have now finished setting the speech volume. The screen returns to the Volume Menu.

4. Setting the Type of DTMF Tones <DTMF type>

The "DTMF type" function allows you to set the type of DTMF tones to be used for various remote services (such as Answer Phones and Pager) during a call.

1. Use the Δ/∇ key to select "DTMF type", then press the **OK** soft key.

The DTMF Type Menu is displayed with the current DTMF type setting indicated by a bullet (•).

- Short (Sends a DTMF tone for +180 ms.)
- Long (Sends, while a key is being held down, the key's DTMF tone.)
- OFF (Sends no DTMF tone.)

2. Use the Δ/∇ key to select one of the options, then press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Settings Menu.

5. Setting the Backlight <Back light>

The "Back light" function allows the backlight to remain on for 10 seconds after pressing any key.

1. Use the Δ/∇ key to select "Back light", then press the **OK** soft key.

The Backlight Menu is displayed with the current setting indicated by a bullet (•).

ON: Makes the backlight remain on for 10 seconds after any key is pressed.

OFF: Turns off the backlight after key operation.

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Settings Menu.

6. Setting Any-key Answer Mode <AnykeyAnswer>

The "AnykeyAnswer" function allows you to answer an incoming call by pressing any of the keys Δ , ∇ , $\rightarrow$, $\leftarrow$, $\uparrow$, and $\downarrow$.

1. Use the Δ/∇ key to select "AnykeyAnswer", then press the **OK** soft key.

The AnykeyAnswer Menu is displayed with the current setting indicated by a bullet (•).

ON: Enables the Δ , ∇ , $\rightarrow$, $\leftarrow$, $\uparrow$, and $\downarrow$ keys to answer an incoming call.

OFF: Disables the any-key answer mode.

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Settings Menu.

Settings (cont.)

7. Setting Automatic Answering <Auto answer>

The "Auto answer" function allows your phone to answer an incoming call automatically the set number of seconds (0 to 9 seconds) after detecting the call.

1. Use the $\square$ / $\triangleright$ key to select "Auto answer", then press the $\square$ soft key.

The AutoAnswer Menu is displayed with the current setting indicated by a bullet (•).

ON: Enables automatic answering.
OFF: Disables automatic answering.

2. Use the $\square$ / $\triangleright$ key to select to select the desired option, then press the $\square$ soft key.

A bullet (•) appears next to the selected option. The screen returns to the Settings Menu.

NOTICE

If you select "ON", the screen prompts you to set the "Number of rings". Use the $\square$ / $\triangleright$ key to set the number of rings between 1 and 9 (0 to 27 seconds), then press the $\square$ soft key.



Invoking the Clock Menu <Clock>

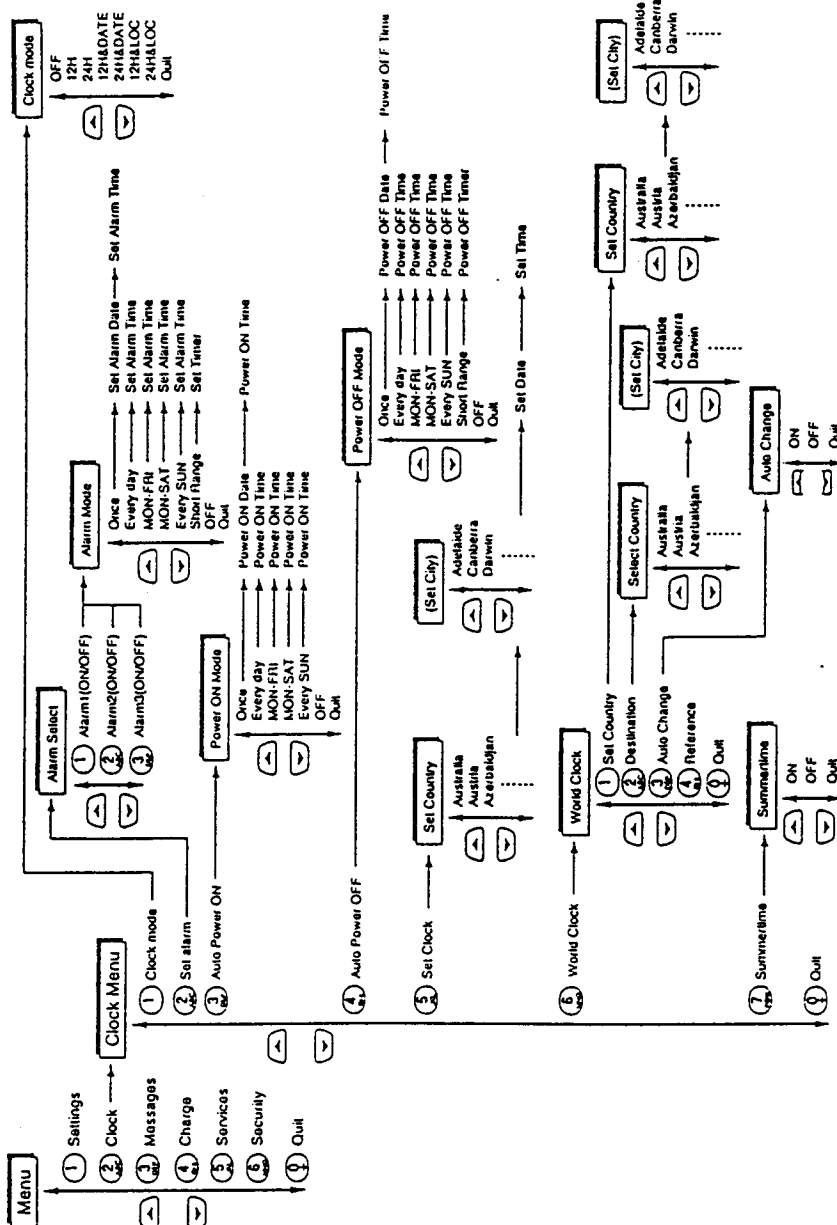
You can invoke the Clock Menu by following the procedure below:

1. Press the $\square$ soft key
The Main Menu is displayed on the screen.
2. Use the $\square$ / $\triangleright$ key to select "Clock", then press the $\square$ soft key.
The Clock Menu is displayed.

The Clock Menu provides the following functions:

1. Clock mode Sets the datetime display mode, for example, showing you to switch between 12-hour and 24-hour time displays.
2. Set alarm Sounds the alarm at the set time. Up to three alarms can be set.
3. Auto power ON Turns the power on automatically at the set time.
4. Auto power OFF Turns the power off automatically at the set time.
5. Set clock Sets a country/city and datetime.
6. World clock Corrects the current time, sets the destination for automatic time switching, and displays the world clock on a world map.
7. Summer time Turns summer time display on or off.

Clock Menu Map



Clock (cont.)

1. Displaying the Date/Time Display <Clock mode>

The "Clock mode" function allows you to turn off the date/time display or turn it on in 12-hour or 24-hour format. The date and time can be displayed on the screen in Standby mode and during a call.

1. Use the Δ/∇ key to select "Clock mode", then press the **OK** soft key.

The Clock Mode Menu is displayed.

2. Use the Δ/∇ key to select the desired date/time display mode. The current setting is indicated by a bullet (•). The available settings are as follows:

Off: Disables date/time display.

12H: Displays the time in 12-hour format. Example: "08:30 PM Sat"

24H: Displays the time in 24-hour format. Example: "20:30 Sat"

12H&DATE: Displays the date and time in 12-hour format.

Example: "1998/09/23 Sat", "08:30 PM"

24H&DATE: Displays the date and time in 24-hour format.

Example: "1998/09/23 Sat", "20:30"

12H&LOC: Displays the date, country (region), and time in 12-hour format.

Example: "1998/09/23 Sat", "JPN 08:30 PM"

24H&LOC: Displays the date, country (region), and time in 24-hour format.

Example: "1998/09/23 Sat", "JPN 20:30"

3. Press the **OK** soft key.

A bullet (•) appears next to the selected mode. The screen returns to the Clock Menu.

2. Setting the Alarm <Set Alarm>

The "Set alarm" function allows you to set a time so that the alarm sounds at that time. You can set up to three alarms.

1. Use the Δ/∇ key to select "Set alarm", then press the **OK** soft key. The Alarm Select Menu is displayed. The alarm which has already been set is marked "ON".

NOTICE

Once you set any alarm, a bell icon appears on the screen.

2. Use the Δ/∇ key to select the alarm number you want to set, then press the **OK** soft key. The Alarm Mode Menu is displayed.

3. Use the Δ/∇ key to select the desired alarm mode, then press the **OK** soft key.

Once: Sounds the alarm only at the date/time you specify.

Every day: Sounds the alarm every day at the time you specify.

MON-FRI: Sounds the alarm at the time you specify, every Monday to Friday.

MON-SAT: Sounds the alarm at the time you specify, every Monday to Saturday.

Every SUN: Sounds the alarm at the time you specify, on every Sunday.

Short Range: Sounds the alarm after the lapse of time you specify.

OFF: Disables the alarm.

NOTE

- If you select "Once", perform "Setting the Date" and then "Setting the Time" (steps 4 to 7).
- If you select "Short Range", perform "Setting the Timer" to specify the time to lapse before sounding the alarm (step 8 and 9).
- If you select any other option, perform "Setting the Time" (steps 6 and 7).

Setting the Date (for "Once")

The "Set Alarm Date" prompt appears. The current date is displayed between square brackets []. If the alarm was previously set for the "Once" mode, however, the previously set date is displayed.

4. Use numeric keys (Δ to ∇) to enter the desired date.

Enter the date on which you want the alarm to sound.

NOTICE

Pressing the Δ/∇ key with a date displayed erases the last digit. Holding down the Δ/∇ key for one second or more erases all digits.

5. Press the **OK** soft key.

The "Set Alarm Time" prompt appears. Go to step 6.

Setting the Time

The "Set Alarm Time" prompt is displayed. The current time is displayed between square brackets []. If the alarm was previously set for the "Once" mode, however, the previously set time is displayed.

6. Use numeric keys (1) to (9) to enter the desired time.

Enter the time at which you want the alarm to sound.

NOTICE

Pressing the **CE** key with a time displayed erases the last digit. Holding down the **CE** key for one second or more erases all digits.

7. Press the **OK** soft key.

You have now finished making the required settings. The screen returns to the Alarm Select Menu.

Setting the Timer (for "Short Range")

The "Set Timer" prompt appears, with 00:00 enclosed in square brackets []. If the alarm mode previously set for the currently selected alarm is "Short Range", however, the previously set time is displayed (not the remaining time).

8. Use numeric keys (1) to (9) to enter the time to lapse before sounding the alarm.

Enter the desired time to lapse.

NOTICE

Pressing the **CE** key with a time displayed erases the last digit. Holding down the **CE** key for one second or more erases all digits.

9. Press the **OK** soft key.

You have now finished making the required settings. The screen returns to the Alarm Select Menu.

When the Alarm Sounds:

At the time you have specified, the alarm sounds according to the Ring Type and Ring Volume specified (as on page 36). The alarm is also raised visually on the screen display.

To Stop the Alarm:

Press any key. (If no key is pressed, the alarm stops automatically within 30 seconds.)

3. Automatically Turning the Power On <AutoPowerON>

The "AutoPowerON" function automatically turns on the power and enters Standby mode at the specified time.

1. Use the **CE**/**CE** key to select "AutoPowerON", then press the **OK** soft key.

The Power ON Mode Menu is displayed.

2. Use the **CE**/**CE** key to select the desired option.

The current setting is indicated by a bullet (•). For how to set the time, see "Setting the Alarm" (page 44).

Once: Turns on the power automatically only at the date/time you specify.
Every day: Turns on the power automatically every day at the time you specify.
MON-FRI: Turns on the power automatically at the time you specify, from every Monday to Friday.

MON-SAT: Turns on the power automatically at the time you specify, from every Monday to Saturday.
Every SUN: Turns on the power automatically at the time you specify, on every Sunday.

NOTICE

If you select "Once", specify the date and then the time.

3. Press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Clock Menu.

NOTE

- The automatic power-on time cannot be the same as the automatic power-off time.
- This function cannot be used when the battery is low.

Clock

Clock

45

Clock (cont.)

4. Automatically Turning the Power Off <AutoPowerOff>

The "AutoPowerOff" function automatically turns off the power at the specified time.

1. Use the Δ/∇ key to select "AutoPowerOff", then press the **OK** soft key.

The Power Off Mode Menu is displayed.

2. Use the Δ/∇ key to select the desired option.

The current setting is indicated by a bullet (•). To set the time, see "Setting the Alarm" (page 44).

Once..... Turns off the power automatically only at the datatime you specify.
 Every day..... Turns off the power automatically every day at the time you specify.
 MON-FRI..... Turns off the power automatically at the time you specify, from every Monday to Friday.
 MON-SAT..... Turns off the power automatically at the time you specify, from every Monday to Saturday.
 Every SUN..... Turns off the power automatically at the time you specify, on every Sunday.
 Short Range..... Turns off the power automatically after the lapse of time you specify.
 OFF..... Disables the automatic power-off function.

NOTICE

- If you select "Once", specify the date and then the time.
- If you select "Short Range", specify the time to lapse before turning the power off.

3. Press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Clock Menu.

NOTE

The automatic power-off time cannot be the same as the automatic power-on time.

5. Setting the Local Clock <Set Clock>

The "Set Clock" function allows you to set the country/city and date/time for the local time of your phone.

1. Use the Δ/∇ key to select "Set Clock", then press the **OK** soft key.

The Set Country Menu is displayed.

2. Use the Δ/∇ key to select the country you want to set.

The current setting is indicated by a bullet (•).

NOTICE

The default country is the home country registered in your SIM card.

3. Press the **OK** soft key.

The "Set Data" prompt appears. The current date in the selected country (region) is displayed between square brackets [].

NOTICE

If there is a difference in time between regions in the selected country, the Set City Menu is displayed prior to the "Set Data" prompt, asking you to select a city name. Select the appropriate city name and press the **OK** soft key, and the "Set Data" prompt appears.

4. Use numeric keys (0 to 9) to enter the date.

Enter the date you want to set.

NOTICE

Pressing the Δ/∇ key with a date displayed erases the last digit.

5. Press the **OK** soft key.

The "Set Time" prompt appears. The current time is displayed between square brackets [].

6. Use numeric keys (0 to 9) to enter the time.

Enter the time you want to set.

NOTICE

Pressing the Δ/∇ key with a time displayed erases the last digit. Holding down the Δ/∇ key for one second or more erases all digits.

7. Press the **OK** soft key.

You have now finished making the required settings. The screen returns to the Set Country Menu.

6. Setting the World Clock <World Clock>

The "World clock" function allows you to correct the current time, set the destination for automatic time switching, and to view the world clock on a world map.

Use the $\square$ / $\triangleright$ key to select "World clock", then press the **OK** soft key.

The World Clock Menu is displayed.

The World Clock Menu provides the following functions:

1. Set country: Allows you to select a country and corrects the current time.
2. Destination: Sets the destinations for automatic time switching.
3. Auto change: Turns on/off the automatic time switching function.
4. Reference: Displays the world clock on a world map.

6-1 Setting an Area <Set Country>

The "Set Country" function allows you to select a country and corrects the current time.

1. Use the $\square$ / $\triangleright$ key to select "Set Country", then press the **OK** soft key.

The Set Country Menu is displayed.

2. Use the $\square$ / $\triangleright$ key to select the country you want to set.

The current setting is indicated by a bullet (•).

3. Press the **OK** soft key.

You have now finished making the required setting. The screen returns to the World Clock Menu.

NOTICE

If there is a difference in time between regions in the selected country, the Set City Menu is displayed prior to the "Set Data" prompt, asking you to select a city name. Select the appropriate city name and press the **OK** soft key.

6-2 Setting Destinations <Destination>

The "Destination" function allows you to select up to 10 countries as the destinations for automatic time switching. If you go into the area of one of the countries with the Auto Change feature set to ON as described in "6-3 Automatically Switching to Destination Time", your phone adjusts the current time display by calculating the time difference.

1. Use the $\square$ / $\triangleright$ key to select "Destination", then press the **OK** soft key.

The Select Country Menu is displayed.

2. Use the $\square$ / $\triangleright$ key to select the country you want to set as a destination, then press the **OK** soft key.

A round, solid bullet (•) appears next to the selected country. If you select a city in the country (as described in NOTICE below), a round, open bullet (◦) appears next to that country instead. To deselect the country, press the **OK** soft key again.

NOTICE

- If there is a difference in time between regions in the selected country, the Set City Menu is displayed following the Select Country Menu. Select the appropriate city name, then press the **OK** soft key.
- You can set up to 10 destinations.

3. Press the **OK** soft key.

You have now finished making the required settings. The screen returns to the World Clock Menu. For automatic time switching, see "6-3 Automatically Switching to Destination Time" below.

6-3 Automatically Switching to Destination Time <Auto change>

The "Auto change" function allows automatic switching to the local time of a destination according to the settings you made with the "Destination" function.

1. Use the $\square$ / $\triangleright$ key to select "Auto change", then press the **OK** soft key.

The Auto Change Menu is displayed with the current setting indicated by a bullet (•).

ON: Automatically switches to the destination time.

OFF: Disables automatic switching to the destination time.

2. Use the $\square$ / $\triangleright$ key to select the desired option, then press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the World Clock Menu.

NOTE

- If a country has not been set as a destination in "6-2 Setting Destinations", the automatic time switching feature does not work even when you visit the country.
- When used around a time difference boundary, the phone may fail to switch to the local time correctly.

Clock (cont.)

6-4 Viewing the World Clock on a World Map <Reference>

The "Reference" function allows you to find the time in a city selected on a world map.

1. Use the / key to select "Reference", then press the **OK** soft key.

A world map appears on the screen. The city currently being set is located and its local time is displayed.

NOTICE

The time is displayed in the 12H&LOC/24H&LOC format.

2. Press the / key.

This scrolls the world map one city at a time.

3. Press the  key.

This closes the world map and the screen returns to the World Clock Menu.

7. Setting the Summer Time Toggle <Summer time>

The "Summer time" function turns on/off the summer time display mode.

1. Use the / key to select "Summer time", then press the **OK** soft key.

The Summer Time Menu is displayed. The current setting is indicated by a bullet (•).

ON: Displays the time in summer time mode.

OFF: Displays the time in normal mode.

2. Use the / key to select the desired option, then press the **OK** soft key.

A bullet (•) appears next to the selected option. The screen returns to the Clock Menu.



Messages

Invoking the Messages Menu <Messages>

You can invoke the Messages Menu by following the procedure below:

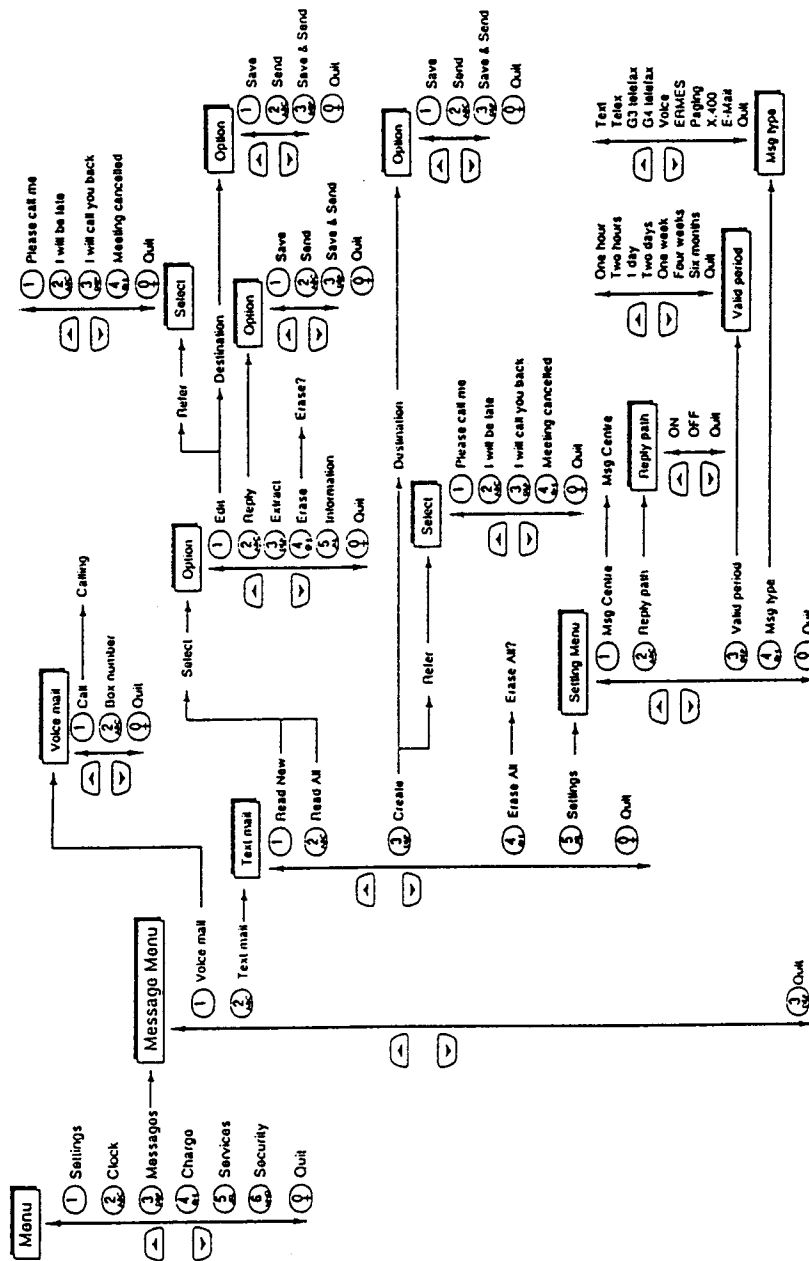
1. Press the **Menu** soft key.
The Main Menu is displayed on the screen.
2. Use the / key to select "Messages", then press the **OK** soft key.

The Messages Menu is displayed.

The Messages Menu provides the following functions:

1. Voice mail Provides access to the Voice Mail Centre and sets your Box number.
2. Text mail Sets and provides the Short Message functions.

Messages Menu Map



Messages (cont.)

1. Setting the Voice Mail Function <Voice>

The "Voice mail" function allows you to access the Voice Mail Centre and to set your Box number.

Use the / key to select "Voice", then press the **OK** soft key.
The Voice Mail Menu is displayed

The Voice Mail Menu provides the following functions:

1. Call: Calls the Voice Mail Centre.
2. Box number: Registers your Box number for using Voice Mail services.

1-1 Accessing the Voice Mail Centre <Call>

The "Call" function provides access to the Voice Mail Centre when you want to send or receive voice messages.

1. Use the / key to select "Call".

This dials the Voice Mail Centre.

NOTE

You need to register your Box number as in '1.2 Registering a Box Number' before you can use Voice Mail services.

2. After sending or receiving Voice Mail, press the **End** soft key.

This ends the call to the Voice Mail Centre.

1-2. Registering a Box Number <Box number>

The "Box number" function registers your Box number to use Voice Mail services.

1. Use the / key to select "Box number".
If your Box number has already been registered, it appears on the screen.

2. Use numeric keys (0 to 9) to enter your Box number.
The entered number is displayed.

NOTICE

Pressing the / key with a box number displayed erases the last digit. Holding down the / key for one second or more erases all digits.

3. Press the **OK** soft key.

You have now finished registering your Box number.

NOTICE

[OK] appears when you have entered your entire Box number.

2. Setting the Short Message Functions <Text>

The "Text" function allows you to read, create, and delete Short Messages and to make various settings for Short Messages.

Use the / key to select "Text", then press the **OK** soft key.

The Text Mail Menu is displayed

The Text Mail Menu provides the following functions:

1. Read new: Allows you to read received but unread Short Messages.
2. Read all: Allows you to read all received Short Messages.
3. Create: Allows you to create a new Short Message.
4. Erase all: Deletes all Short Messages.
5. Settings: Makes settings for Short Messages.

2-1 Reading Short Messages <Read New>/<Read All>

The "Read New" and "Read All" functions allow you to read Short Messages which have been received.

1. Use the Δ/∇ key to select "Read New" or "Read All".
Select "Read New" to read only those messages which you have not yet read. Select "Read All" to read all messages.

2. Press the **OK** soft key.

The screen lists you select a message.

NOTICE

- When there is any unread message, the $\uparrow$ icon on the screen is displayed.
- Messages are displayed in reverse chronological order newest first. Unread messages are marked with an asterisk (*).
- Even when you have selected "Read New", the message select screen is not displayed if there are no unread messages.

NOTE

The $\uparrow$ icon blinks when the area of memory for Short Messages is full, indicating that no more messages can be received. Delete existing messages to free up more memory.

3. Use the Δ/∇ key to select a message, then press the **OK** soft key.

The selected message is displayed, starting with the first three lines. Selecting an unread message removes the asterisk used as an unread-message indicator.

4. Use the Δ/∇ key to read the entire message.
You can scroll the message to read previous or succeeding lines. Pressing the **Menu** soft key with a message displayed invokes the Option Menu. (See "Option Menu" below.)

5. Press the **Quit** soft key.

The screen returns to the message select screen from the message display screen.

Option Menu

The Option Menu appears if you press the **Menu** soft key with a message displayed.

1. Edit: Edits a Short Message.
2. Reply: Replies to a message.
3. Extract: Extracts a phone number from the selected message.
4. Erase: Deletes the selected message.
5. Info: Displays supplementary information on the selected message.

2-2 Editing a Short Message <Edit>

The "Edit" function allows you to edit a Short Message.

1. Press the **OK** soft key with a message displayed.
The Option Menu is displayed.
2. Use the Δ/∇ key to select "Edit", then press the **OK** soft key.
The screen enters the Edit mode.

NOTICE

- See page 26 for information on how to enter text.
- Pressing the Δ/∇ key with a message displayed erases the character at the cursor position. Holding down the Δ/∇ key for one second or more erases all characters.
- You can insert a fixed form of text by pressing the **Fixed** soft key. Use the Δ/∇ key to select a fixed form of text, then press the **OK** soft key. (See "2-2-1 Inserting a Fixed Form of Text in the Short Message" on page 34.)

3. After finishing editing, press the **OK** soft key.

The "Destination" prompt appears. Enter the phone number of the destination of the edited message. To send the message to a party already registered in the Phone Book, follow the procedure below:

Searching for a phone number

- Press the Δ/∇ key with no phone number entered, and you can search the Phone Book, starting with the lowest abbreviated number registered in the Phone Book.
- Press the Δ/∇ key after entering three digits of an abbreviated number, and the screen displays the content of the message.

NOTICE

If a received or registered message is associated with registered phone number information, the phone number is displayed.

4. After entering the phone number, press the **OK** key.

The message is now transmitted. Upon completion of transmission, the screen displays the Option Menu shown below. To save the edited Short Message before transmission or to save and transmit it at the same time, use the **OK** soft key.

Option Menu

1. Save: Saves the edited Short Message to the SIM card.
2. Send: Transmits the edited Short Message.
3. Save & Send: Saves and transmits the edited Short Message.

Messages (cont.)

To save the Short Message:

Use the Δ/∇ key to select "Save", then press the **OK** soft key. This saves the edited message to the SIM card. Phone operations are temporarily suspended during saving.

To transmit the Short Message:

Use the Δ/∇ key to select "Send", then press the **OK** soft key. This transmits the edited message. Phone operations are temporarily suspended during transmission.

To save and transmit the Short Message:

Use the Δ/∇ key to select "Save & Send", then press the **OK** soft key.

This saves and transmits the edited message. Phone operations are temporarily suspended during saving and transmission.

2-1-2 Replying to a Received Short Message <Reply>

The "Reply" function sends a reply message to the sender of a Short Message.

1. Press the **[Opt]** soft key with a Short Message displayed.

The Option Menu is displayed.

2. Use the Δ/∇ key to select "Reply", then press the **OK** soft key.

The screen enters the Reply mode. If the reply message requires editing, edit it in advance as described in "2-1-1 Editing a Short Message" on page 51.

3. Press the **[Opt]** soft key.

The Option Menu is displayed.

1. Save: Saves the edited Short Message to the SIM card.

2. Send: Transmits the edited Short Message.

3. Save & Send: Saves and transmits the edited Short Message.

To save the Short Message:

Use the Δ/∇ key to select "Save", then press the **OK** soft key.

This saves the edited message to the SIM card. Phone operations are temporarily suspended during saving.

To transmit the Short Message:

Use the Δ/∇ key to select "Send", then press the **OK** soft key.

This transmits the edited message. Phone operations are temporarily suspended during transmission.

To save and transmit the Short Message:

Use the Δ/∇ key to select "Save & Send", then press the **OK** soft key.

This saves and transmits the edited message. Phone operations are temporarily suspended during saving and transmission.

NOTE

You can transmit a reply message only when phone number notification (Caller ID) setting of the message sender is ON.

2-1-3 Extracting a Phone Number from a Short Message <Extract>

The "Extract" function extracts a phone number from the selected Short Message, allowing you to dial the number.

1. Press the **Opt** soft key with a Short Message displayed.

The Option Menu is displayed.

2. Use the **Left Arrow/Right Arrow** key to select "Extract", then press the **OK** soft key.

If the selected message contains a phone number (including numeric characters, P., +, and *) enclosed in double quotes "", the phone number is displayed on the screen. If the phone number has been registered with a name in the Phone Book, the name is displayed instead.

NOTICE

- If the Short Message contains two or more double-quoted phone numbers, you can select one of them using the **Left Arrow/Right Arrow** key.
- If the Short Message contains no double-quoted phone number, press any key to return to the Option Menu.
- Pressing the **Left Arrow/Right Arrow** key with a phone number displayed erases the digit at the cursor position. Holding down the **Left Arrow/Right Arrow** key for one second or more returns the screen to the Standby status.
- You can register the displayed, or extracted phone number in your Phone Book by pressing the **Store** soft key.

Dialing the extracted phone number

Press the **Left Arrow/Right Arrow** key.

This dials the phone number displayed on the screen.

2-1-4 Deleting a Short Message <Erase>

The "Erase" function deletes the currently displayed Short Message.

1. Press the **Opt** soft key with a Short Message displayed.
2. Use the **Left Arrow/Right Arrow** key to select "Erase", then press the **OK** soft key.
3. To confirm your action to delete the message, press the **OK** soft key.

The Short Message is deleted and the screen returns to the Text Mail Menu.

NOTICE

To delete all Short Messages, see "2-3 Delete All Short Messages" (on page 54).

2-1-5 Viewing Supplementary Information on a Short Message <Information>

The "Information" function displays supplementary information on the selected Short Message.

1. Press the **Opt** soft key with a Short Message displayed.

The Option Menu is displayed.

2. Use the **Left Arrow/Right Arrow** key to select "Information", then press the **OK** soft key.

The screen changes to provide information. The first line shows the date of reception; the second line shows the time of reception.

NOTICE

The reception date/time information is displayed in the format selected on the Clock Mode Menu. (See "1. Displaying the Date/Time Display" on page 44.)

3. Use the **Left Arrow/Right Arrow** key to scroll through supplementary information.

The following items of information are displayed.

First line: Date of reception
 Second line: Time of reception
 Third line: Message sender name (a maximum of two lines)
 Fourth line: Message sender No. (a maximum of two lines)

NOTE

The third and fourth lines are displayed only when the calling line identification (Caller ID) setting of the message sender has been ON. If the phone number of the message sender has been registered in the Phone Book along with the name, the registered name is displayed.

4. After checking the information, press the **OK** soft key or **Left Arrow/Right Arrow** key.

The screen returns to the Option Menu.



Messages (cont.)

2-2 Creating a New Short Message <Create>

The "Create" function allows you to create a new Short Message.

Use the $\square/\square$ key to select "Create", then press the **OK** soft key.
The screen changes to create a Short Message.

NOTICE

The succeeding steps you take for creating a new Short Message are the same as those described in "2-1-1 Editing a Short Message" on page 51.

2-2-1 Inserting a Text Form in a Short Message

You can insert a pre-written text form (template text) in the Short Message you are creating or editing.

1. While the target message is being displayed, press the **Refer** soft key.

A list of template phrases appears.

1. Please call me
2. I will be late
3. I will call back
4. Meeting cancelled

2. Use the $\square/\square$ key to select the template text you want to insert, then press the **OK** soft key.

The selected template text is inserted in the Short Message you are creating or editing.

2-3 Delete All Short Messages <Erase All>

The "Erase All" function deletes all Short Messages.

1. Use the $\square/\square$ key to select "Erase All".

The screen asks whether you want to delete all Short Messages.

2. To confirm your action to delete all Short Messages, press the **OK** soft key.

All Short Messages are deleted and the screen returns to the Text Mail Menu.

3. Settings for Transmission of Short Messages <Settings>

The "Settings" function allows you to make various settings for Short Messages to be transmitted.

Use the $\square/\square$ key to select "Settings", then press the **OK** soft key.
The Settings Menu is displayed.

The Settings Menu provides the following functions:

1. Msg Centre: Sets the Service Centre phone number.
2. Reply path: Turns on/off the Reply path setting request to the Service Centre.
3. Valid period: Sets the term of validity of Short Messages which have not been transmitted from the Service Centre.
4. Msg type: Sets the protocol used by the communications terminal at the Short Message destination.

3-1 Setting the Service Centre Phone Number <MSG Centre>

The "Msg Centre" function allows you to set the Service Centre phone number.

1. Use the $\square/\square$ key to select "Msg Centre", then press the **OK** soft key.
A phone number is displayed if it has been set as the Service Centre phone number.
2. Use numeric keys (0 to 9) to enter the phone number.
The entered number is displayed.

NOTICE

Pressing the $\square/\square$ key with a phone number displayed erases the last digit entered.
Holding down the $\square/\square$ key for one second or more erases all digits entered.

3. Press the **OK** soft key.

You have now finished making the setting. The screen returns to the Settings Menu.

3-2 Setting the Reply Path to the Service Centre <Reply path>

The "Reply path" function turns on or off the Reply path setting request to the Service Centre.

1. Use the $\square/\square$ key to select "Reply path", then press the **OK** soft key.
The setting for automatic switching is displayed. The current setting is indicated by a bullet (•).

ON: Requests the Service Centre to set a Reply path.

OFF: Does not request the Service Centre to set a Reply path.

2. Use the $\square/\square$ key to select the desired option, then press the **OK** soft key.
You have now finished making the setting. The screen returns to the Settings Menu.

3-3 Setting the Term of Validity of Untransmitted Short Messages <Valid period>

The "Valid period" function allows you to set the term of validity of those Short Messages at the Service Centre which have not been transmitted.

1. Use the Δ/∇ key to select "Valid period", then press the **OK** soft key.

The setting for automatic switching is displayed. The current setting is indicated by a bullet (•).

- One hour
- Two hours
- One day
- Two days
- One week (Default)
- Four weeks
- Six months

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

You have now finished making the setting. The screen returns to the Settings Menu.

3-4 Setting the Short Message Receiver Protocol <MSG type>

The "MSG type" function allows you to set the protocol used by the communications terminal at the Short Message destination.

1. Use the Δ/∇ key to select "MSG type", then press the **OK** soft key.

The supported protocols are listed. The current setting is indicated by a bullet (•).

- Text (Default): A GSM Mobile Station
- Telex: Telex or telex reduced to telex format
- G3 telex: Group3 telex
- G4 telex: Group4 telex
- Voice:(i.e. conversion to speech)
- ERMES: European Radio Messaging System
- Paging: National Paging System (Known to the sc)
- X-400: Any public X.400-based message handling system
- E-Mail: Internet Electronic Mail

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

You have now finished making the setting. The screen returns to the Settings Menu.

Call meter

Invoking the Call Meter Menu <Call meter>

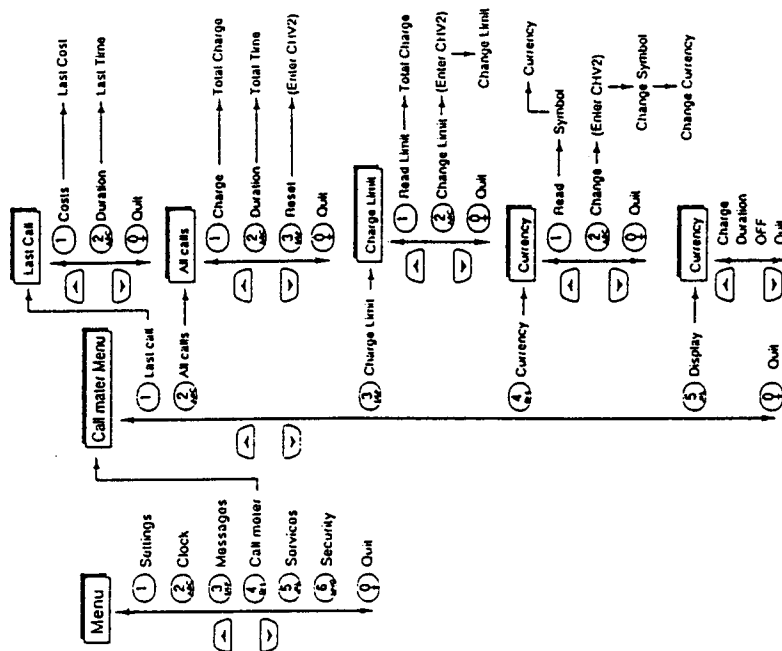
You can invoke the Call Meter Menu by following the procedure below:

1. Press the [Menu] soft key
The Main Menu is displayed on the screen.
2. Use the [Left Arrow]/[Right Arrow] key to select "Call meter", then press the [OK] soft key.
The Call Meter Menu is displayed.

The Call Meter Menu provides the following functions:

1. Last call: Displays the charge for the last call and its duration.
2. All calls: Displays the cumulative charge for calls and their cumulative duration.
3. Charge limit: Sets the maximum cumulative call charge.
4. Currency: Sets the charge per line-charge.
5. Display: Allows real-time call charge/duration display during a call.

Call Meter Menu Map



1. Viewing the Last Call Charge and Duration <Last call>

The "Last call" function displays the charge for the last call you made and its duration.

1. Use the Δ/∇ key to select "Last call", then press the **OK** soft key.

The Last Call Menu is displayed.

1. Charge:.....Displays the charge for the last call.
2. Duration:.....Displays the duration of the last call.

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

The selected information is displayed on the screen.

NOTE

The "Duration" display value cannot show more than 99:99:99 if the call duration exceeds 100 hours.

NOTICE

You need to set the charge per line-charge and the currency unit (as described on page 58) before you can view the last call charge.

3. Press any key after checking the displayed call charge or duration.

The screen returns to the Last Call Menu.

2. Viewing the Cumulative Call Charge and Duration <All calls>

The "All calls" function displays the cumulative charge for past calls and their cumulative duration.

1. Use the Δ/∇ key to select "All calls", then press the **OK** soft key.

The All Calls Menu is displayed.

1. Charge:.....Displays the cumulative call charge.
2. Duration:.....Displays the cumulative call duration.
3. Reset:.....Resets the cumulative call charge and duration records.

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

The selected information is displayed on the screen.

NOTE

• If you select "Reset", the screen prompts for your PIN2 code. Enter the valid PIN2 code, then press the **OK** soft key.

• You need to set the charge per line-charge and the currency unit (as described on page 58) before you can view the cumulative call charge.

NOTICE

The "Duration" display value cannot show more than 99:99:99 if the cumulative call duration exceeds 100 hours.

3. Press any key after checking the displayed call charge or duration.

The screen returns to the All Calls Menu. Pressing the **OK** soft key after selecting "Reset" returns the screen to the Call Meter Menu.

Call meter

Call meter (cont.)

3. Setting the Maximum Cumulative Call Charge <Charge Limit>

The "Charge limit" sets the maximum cumulative time-charge for calls. You can prevent your phone from calling or being called when the cumulative call charge has reached or exceeded the maximum time-charge set here.

1. Use the $\leftarrow$ / $\rightarrow$ key to select "Charge limit", then press the **OK** soft key.
The Charge Limit Menu is displayed.
1. Read Limit: Displays the current setting of the maximum time-charge.
2. Change Limit: Allows you to change the maximum time-charge setting.
2. Use the $\leftarrow$ / $\rightarrow$ key to select the desired option, then press the **OK** soft key.
The screen provides information depending on the selected option.

NOTE

- If you select "Change Limit", the screen prompts for your PIN2 code. Enter the valid PIN2 code, then press the **OK** soft key. You can use numeric keys to enter a new time-charge (1 to 1677215). After entering the new setting, press the **OK** soft key.
- If you specify "0" using "Change Limit", there is no upper limit.

NOTICE

Pressing the CE key with a time-charge value displayed erases the last digit entered. Holding down the CE key for one second or more erases all digits entered.

3. Press any key after checking the setting you made.
The screen returns to the Charge Limit Menu.

NOTICE

If the maximum cumulative time-charge has been set, the remaining time-charge is displayed during a call.

4. 1 Setting the Charge per Time-charge <Currency>

The "Currency" function allows you to set the charge per time-charge and the currency unit and stores the settings in your SIM card.

1. Use the $\leftarrow$ / $\rightarrow$ key to select "Currency", then press the **OK** soft key.
The Currency Menu is displayed.

1. Read: Displays the current setting of the currency unit.
2. Change: Allows you to change the charge which has been set.

Viewing the Currency Unit and Rate Settings

2. Use the $\leftarrow$ / $\rightarrow$ key to select "Read", then press the **OK** soft key.
The current setting of the currency unit is displayed.

3. Press the **OK** soft key.
The current charge setting is displayed.

4. Press the **OK** soft key.
The screen switches displaying the current settings and returns to the Currency Menu.

Changing the Currency Unit and Rate Settings

2. Use the $\leftarrow$ / $\rightarrow$ key to select "Change", then press the **OK** soft key.
The screen prompts for your PIN2 code. Enter the valid PIN2 code.

NOTICE

- Pressing the CE key with your PIN2 code displayed erases the last digit entered. Holding down the CE key for one second or more erases all digits entered.
- See page 68 for information on how to enter your PIN2 code.

3. Press the **OK** soft key.
You can change up to three characters of the currency unit which has been set.

NOTICE

- See page 26 for information on how to enter text.
- Pressing the CE key with a currency unit displayed erases the character at the cursor position. Holding down the CE key for one second or more erases all characters entered.

4. After entering the currency unit, press the **OK** soft key.

You can change the charge per line-charge using numeric keys (0 to 9). The entered value is displayed on the screen.

NOTICE

- Pressing the **CE** key with a value displayed erases the last digit entered. Holding down the **CE** key for one second or more erases all digits entered.
- The charge per line-charge can be a total of 11 digits long: up to 7 digits after the decimal point and up to 11 digits before the decimal point.

5. After entering the charge, press the **OK** soft key.

The corrected value is displayed.

6. Check the displayed value, then press the **OK** soft key.

The screen flashes displaying the value and returns to the Currency Menu.

5. Viewing the Call Duration and Charge during a Call

The "Display" function can display the current call duration or charge during a call.

1. Use the **△/▽** key to select "Display", then press the **OK** soft key.

The Display Menu is displayed.

- Charge: Displays the current call charge during a call.
- Duration: Displays the current call duration during a call.

2. Use the **△/▽** key to select the desired option, then press the **OK** soft key.

The current setting is indicated by a bullet (●).

3. Press the **OK** soft key.

You have now finished making the setting. The screen returns to the Call Meter Menu.

Call meter

Call meter 59

Services

Invoking the Services Menu <Services>

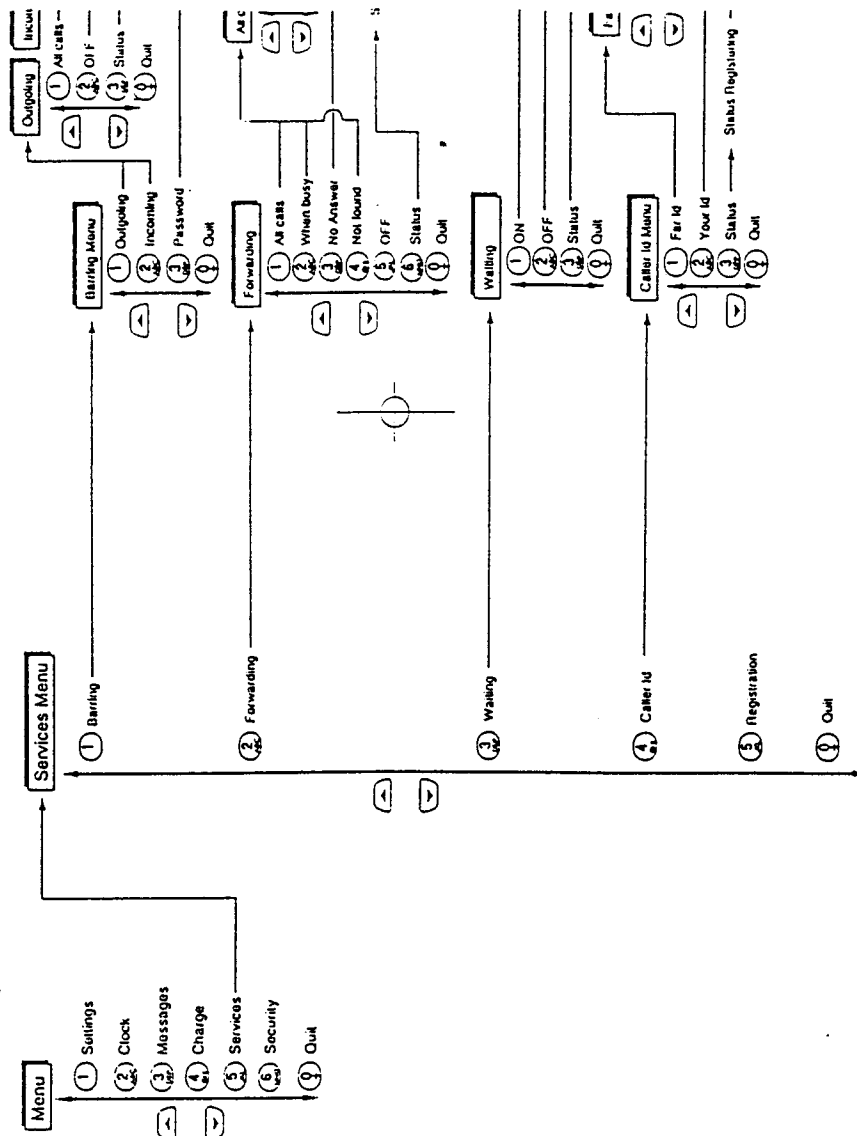
You can invoke the Services Menu by following the procedure below:

1. Press the **Menu** soft key
The Main Menu is displayed on the screen.
2. Use the **Left/Right** key to select "Services", then press the **OK** soft key.
The Services Menu is displayed.

The Services Menu provides the following functions:

1. Barring:.....Sets service features for outgoing and incoming calls.
2. Forwarding:.....Sets Call Forwarding
3. Waiting:.....Sets Call Waiting.
4. Caller Id:.....Sets called/calling line identification.
5. Registration:

Services Menu Map





Services (cont.)

1. Setting Service Features for Outgoing and Incoming Calls <Barring>

The "Barring" function allows you to inhibit outgoing calls, inhibit incoming calls, and to register your password for setting call barring services.

Use the $\square/\square$ key to select "Barring", then press the **OK** soft key. The Barring Menu is displayed.

The Barring Menu provides the following functions:

1. Outgoing: Sets outgoing call barring.
2. Incoming: Sets incoming call barring.
3. Password: Registers a new password.

1-1 Registering a New Password <Passwords>

You need a four-digit password to set outgoing/incoming call barring. The "Password" function allows you to change the password.

1. Use the $\square/\square$ key to select "Password", then press the **OK** soft key. When a password has already been registered, the screen prompts you to enter the Old Password. When you register a password for the first time, go to step 2.

2. Use numeric keys (0 to 9) to enter the old current password, then press the **OK** soft key.

The screen prompts you to enter a New Password.

NOTICE

- The digits in the entered password are displayed as a string of asterisks (*) as you enter them.
- The password must be four digits long. **OK** appears when you have entered four digits.

3. Use numeric keys (0 to 9) to enter the new password, then press the **OK** soft key.

The "Repeat New" prompt appears. Enter the new password again.

4. Press the **OK** soft key.

Your phone starts registering the new password. If the phone cannot accept the new password, it displays a message to that effect. Check the content of the message and try again.

5. Press any key after checking registration of your new password.

The screen returns to the Barring Menu.

Services

1-2 Setting Outgoing Call Barring <Outgoing>

The "Outgoing" function allows your phone to inhibit outgoing calls.

1. Use the $\square/\square$ key to select "Outgoing", then press the **OK** soft key.

The Outgoing Menu is displayed.

1. All calls: Inhibits all outgoing calls.
2. OFF: Does not inhibit outgoing calls.
3. Status: Checks the current outgoing call barring status with the Network.

2. Use the $\square/\square$ key to select the desired option, then press the **OK** soft key.

If you select "All calls" or "OFF", the screen prompts you to enter the password. Enter the registered password, then press the **OK** soft key. Your phone starts registering the setting in the Network. If you select "Status", your phone starts accessing the Network to display the current setting status on the screen. After checking the setting, press any key to return to the Barring Menu.

NOTICE

- Pressing the $\square/\square$ key with a password being entered erases the last digit entered. Holding down the $\square/\square$ key for one second or more erases all digits entered.
- You can change your password. (See "1-1 Registering a New Password".)
- The status is displayed as follows:

Active (???????)
Not Available (???????)
Available Not Active (???????)
Quiescent (???????)
Registered (???????)

3. Press any key after checking the setting. The screen returns to the Barring Menu.

1-3 Setting Incoming Call Barring <Incoming>

The "Incoming" function allows your phone to inhibit incoming calls.

1. Use the Δ/∇ key to select "Incoming", then press the **OK** soft key.

The Incoming Menu is displayed.

1. All calls: Inhibits all incoming calls.
2. OFF: Does not inhibit incoming calls.
3. Status: Checks the current incoming call barring status with the Network.

2. Use the Δ/∇ key to select the desired option, then press the **OK** soft key.

If you select "All calls" or "OFF", the screen prompts you to enter the password. Enter the registered password, then press the **OK** soft key. Your phone starts registering the setting in the Network. If you select "Status", your phone starts accessing the Network to display the current setting status on the screen. After checking the setting, press any key to return to the Barring Menu.

NOTICE

- Pressing the Δ/∇ key with a password being entered erases the last digit entered. Holding down the Δ/∇ key for one second or more erases all digits entered.
- You can change your password. (See page 62.)
- To display the status, see "1-2 Setting Outgoing Call Barring".

3. Press any key after checking the setting.

The screen returns to the Barring Menu.

2. Setting Call Forwarding <Forwarding>

The "Forwarding" function allows you to set Call Forwarding to your preferences.

Use the Δ/∇ key to select "Forwarding", then press the **OK** soft key. The Forwarding Menu is displayed.

The Forwarding Menu provides the following functions:

1. All calls: Forwards all calls.
2. When busy: Forwards calls when the line is busy.
3. No answer: Forwards calls when the phone does not answer.
4. Not found: Forwards calls when the phone is outside a service area or when the power is off.
5. All conditional: Forwards calls when the line is busy, the phone does not answer or is outside a service range, or when the power is off.
6. OFF: Disables Call Forwarding.
7. Status: Checks the current Call Forwarding status with the Network.

NOTICE

If you select 1 to 5, you need to enter the phone number of the destination of calls to be forwarded. See "2-1 Setting the Destination Phone Number" below.

2-1 Setting the Destination Phone Number

Enter the phone number of the call forwarding destination so that the selected type of Call Forwarding is enabled.

1. Use the Δ/∇ key to select the desired Call Forwarding option, then press the **OK** soft key.

The "Forwarding to" prompt appears on the screen. Enter the Call Forwarding destination phone number.

NOTICE

- Pressing the Δ/∇ key with a phone number being entered erases the last digit entered. Holding down the Δ/∇ key for one second or more erases all digits entered.
- If you select "No answer", enter the Call Forwarding destination phone number. Before your phone starts registering the settings, the screen then lets you select the time interval that will elapse before the beginning of Call Forwarding. Use the Δ/∇ key to select the desired time interval between 5 and 30 seconds (in increments of 5 seconds). Then press the **OK** soft key.
- If you select "Status", your phone starts accessing the Network to display the current setting status on the screen.

2. Check the settings you made, then press the **OK** soft key.

Your phone starts registering the settings in the Network and reports the registration on the screen.

3. Press any key after checking the setting.

The screen returns to the Barring Menu.

Services (cont.)

3. Setting Call Waiting <Call Waiting>

The "Waiting" function sets Call Waiting so that you can answer an incoming call even during another call in progress.

1. Use the $\square/\square$ key to select "Waiting", then press the **OK** soft key.
The Waiting Menu is displayed.

1. ON:..... Enables Call Waiting.
2. OFF:..... ON: Enables Call Waiting.
3. Status:..... Checks the current Call Waiting status with the Network.

2. Use the $\square/\square$ key to select the desired option, then press the **OK** soft key.

Your phone starts registering the setting in the Network and reports the registration on the screen. If you select "Status", your phone starts accessing the Network to display the current setting status on the screen.

3. Check the registered setting, then press any key.
The screen returns to the Services Menu.

4. Setting Called/Calling Line Identification <Caller Id>

The "Caller Id" function enables your phone to display the phone number of a remote party, or a remote phone to display your phone number.

- Use the $\square/\square$ key to select "Caller Id", then press the **OK** soft key.

The Caller Id Menu is displayed.

The Caller Id Menu provides the following functions;

1. Far Id:..... Displays the phone number of the called party when you dial that number.
2. Your Id:..... Displays your phone number on the called terminal.
3. Status:..... Check the called/calling line identification setting with the Network.

4-1 Displaying the Called Party's Number When Dialing <Far Id>

The "Far Id" function sets the service feature to display the phone number of a called terminal when you dial that number.

1. Use the $\square/\square$ key to select "Far Id", then press the **OK** soft key.
The Far Id Menu is displayed.

1. ON:..... Displays the phone number of the called terminal when dialing that number.

2. OFF:..... Does not display the phone number of the called terminal when dialing that number.

2. Use the $\square/\square$ key to select the desired option, then press the **OK** soft key.

The selected setting is shown on the screen.

3. After checking the current setting, press any key.
The screen returns to the Caller Id Menu.

4-2 Displaying Your Phone Number on the Called Party's Phone <Your Id>

The "Your Id" function sets the service feature to display your phone number at a called terminal.

1. Use the $\square/\square$ key to select "Your Id", then press the **OK** soft key.

The Your Id Menu is displayed.

1. ON:..... Displays your phone number at the called terminal.

2. OFF:..... Does not display your phone number at the called terminal.

2. Use the $\square/\square$ key to select the desired option, then press the **OK** soft key.

The selected setting is shown on the screen.

3. After checking the current setting, press any key.
The screen returns to the Caller Id Menu.

4-3 Checking the Current Setting for Called/Calling Line Identification <Status>

The "Status" function checks the current setting for called/calling line identification with the Network.

1. Use the  /  key to select "Status", then press the **OK** soft key.
Your phone starts accessing the Network to display the current setting status on the screen.

The status to be displayed is one of the following five types:

Active
Not Active
Available Not Active
Quiescent
Registered

2. Press the  /  key.

Pressing the key toggles between "Far Id" and "Your Id".

3. Press the **OK** soft key.

The screen returns to the Caller Id Menu.

6. Setting Registration <Manual Registration>

The "Manual Registration" function allows you to set Manual Registration.

1. Use the  /  key to select "Manual Registration", then press the **OK** soft key.

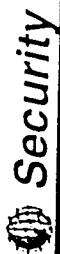
Manual Registration is started.

2. Check the results of Manual Registration, then press any key.
The screen returns to the Service Menu.

Services

65

Services



Security

Invoking the Security Menu <Security>

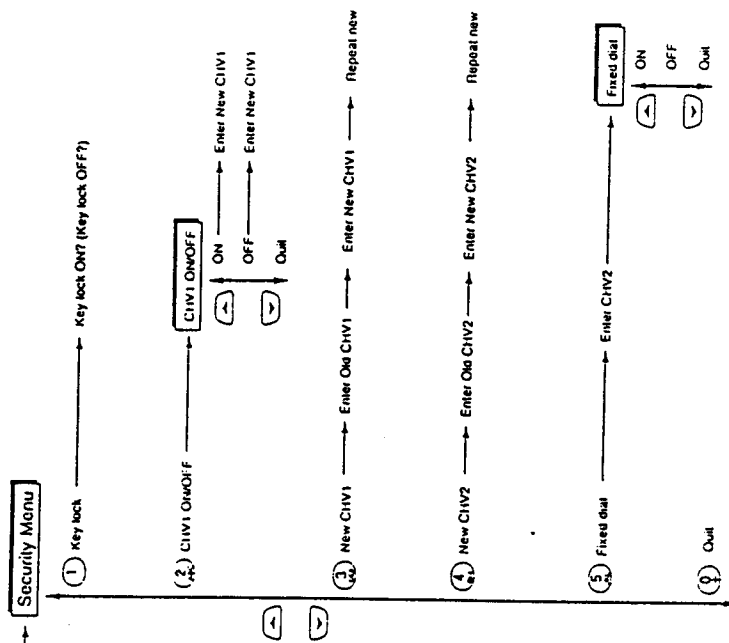
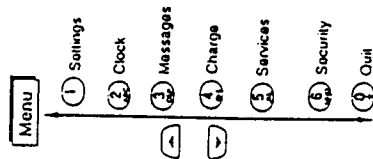
You can invoke the Security Menu by following the procedure below:

1. Press the **Menu** soft key
The Main Menu is displayed on the screen.
2. Use the **Left/Right** key to select "Security", then press the **OK** soft key.
The Security Menu is displayed.

The Security Menu provides the following functions:

1. Keylock: Locks key operations.
2. PIN1 ON/OFF: Enables/disables the PIN1-based safeguard applied when your phone is switched on.
3. New PIN1: Sets a new PIN1 code.
4. New PIN2: Sets a new PIN2 code.
5. Fixed dial: Sets restriction on outgoing calls using the Fixed Dial feature.

Security Menu Map



1. Setting Keylock <Keylock>

The "Keylock" function locks the keys on your phone to prevent accidental operation when you are carrying it in a bag or pocket.

1. Use the key to select "Keylock", then press the **OK** soft key.

The Keylock confirmation message appears..

2. Press the **OK** soft key.

The screen enters Standby mode in the Keylock state.

NOTE

- Keylock cannot be applied during a call.
- In the Keylock state, you cannot operate any of the keys other than the Power/Hang-up key.
- You can answer an incoming call even in the Keylock state.

3. To cancel Keylock, press the , , and keys in this order. This cancels Keylock and the screen comes up in Standby mode.

NOTE

When canceling Keylock, press the three keys in succession at intervals of within three seconds.

NOTICE

Even when Keylock has been applied, you can answer an incoming call by pressing the key.

2. Disabling PIN1 Codes <PIN1 ON/OFF>

The "PIN1 ON/OFF" function enables or disables the PIN1-based safeguard applied when your phone is switched on. Setting PIN1 to OFF disables the safeguard for the SIM card, eliminating the need for entering the PIN1 code even when you switch on your phone.

1. Use the key to select "PIN1 ON/OFF", then press the **OK** soft key.

The available PIN1 ON/OFF settings are displayed. The current setting is indicated by a bullet (•).

1. ON..... Enables the PIN1-based safeguard.
2. OFF..... Disables the PIN1-based safeguard.

2. Use the key to select the desired option, then press the **OK** soft key.

The screen prompts you to enter your PIN1 code.

3. Use numeric keys (0 to 9) to enter your PIN1 code correctly.

The digits in the entered PIN1 code are displayed as a string of asterisks (*) as you enter them. **OK** appears when you have entered four digits.

NOTICE

- Pressing the key erases the last digit you entered as part of the PIN1 code. Holding down the key for one second or more erases all digits entered.
- See also page 17 for information on how to enter the PIN1 code.

NOTE

- Any digits that follow the eighth digit are ignored.
- If you enter the wrong PIN1 code three times in succession, your SIM card is locked automatically and you must enter the PUK1 code to unlock the SIM card. (See page 17.)

4. Press the **OK** soft key.

Your phone switches to the PIN1 ON/OFF setting you have made.

3. Setting New PIN1/PIN2 Codes <New PIN1>/<New PIN2>

The "New PIN1" and "New PIN2" functions allow you to set new PIN1 and PIN2 codes.

1. Use the Δ / ∇ key to select "New PIN1" or "New PIN2", then press the **OK** soft key.

The screen prompts you to enter the old (current) PIN code.

2. Use numeric keys (1 to 9) to enter your new PIN code correctly, then press the **OK** soft key.

The screen prompts you to enter your new PIN code.

NOTICE

- The digits in the entered PIN code are displayed as a string of asterisks (*) as you enter them.
- **OK** appears when you have entered four digits.
- Pressing the Δ / ∇ key with a PIN code displayed erases the last digit entered. Holding down the Δ / ∇ key for one second or more erases all digits entered.
- See also page 17 for information on how to enter your PIN code.

NOTE

- Any digits that follow the eighth digit are ignored.
- If you enter the wrong PIN1 or PIN2 code three times in succession, your SIM card is locked automatically and you must enter the PUK1 or PUK2 code to unlock the SIM card. (See page 17.)

3. Use numeric keys (1 to 9) to enter your new PIN code correctly, then press the **OK** soft key.

The "Repeat New" prompt appears. Enter the new PIN code again.

4. Press the **OK** soft key.

The screen returns to the Security Menu.

4. Restricting Outgoing Calls by Fixed Dial <Fixed dial>

If you set "Fixed dial" to ON, your phone cannot dial any number other than the phone numbers registered in the Fixed Dial Memory and those matching them.

1. Use the Δ / ∇ key to select "Fixed dial", then press the **OK** soft key.

The screen prompts you to enter your PIN2 code.

2. Use numeric keys (1 to 9) to enter your PIN2 code correctly, then press the **OK** soft key.

The screen prompts you to enter your new PIN code.

NOTICE

- The digits in the entered PIN2 code are displayed as a string of asterisks (*) as you enter them.
- **OK** appears when you have entered four digits.
- Pressing the Δ / ∇ key with the PIN2 code displayed erases the last digit entered. Holding down the Δ / ∇ key for one second or more erases all digits entered.
- See also page 17 for information on how to enter your PIN code.

NOTE

- Any digits that follow the eighth digit are ignored.
- If you enter the wrong PIN2 code three times in succession, your SIM card is locked automatically and you must enter the PUK2 code to unlock the SIM card. (See page 17.)

The available Fixed Dial ON/OFF settings are displayed. The current setting is indicated by a bullet (•).

1. ON:.....Respects dialing only to the phone numbers registered in the Fixed Dial Memory.
2. OFF:.....Disables the above restriction.

NOTICE

You can make an emergency call regardless of the Fixed Dial ON/OFF setting.

3. Use the Δ / ∇ key to select the desired option, then press the **OK** soft key.

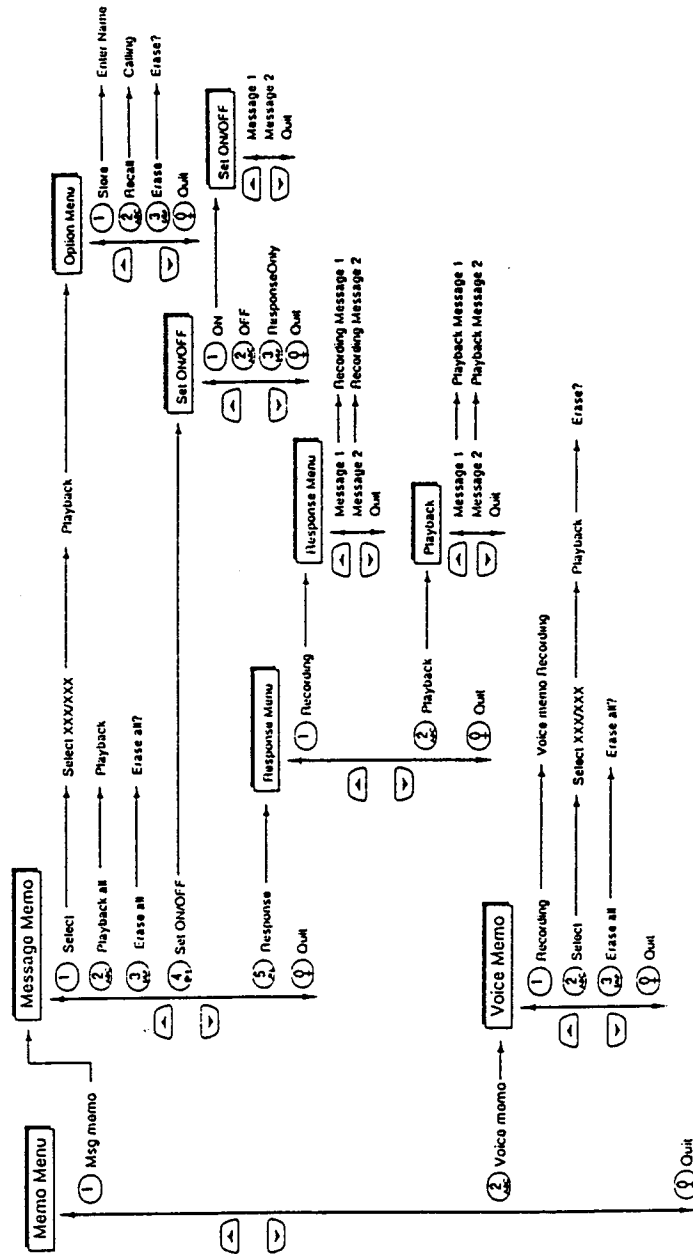
A bullet (•) appears to the selected setting. The screen returns to the Security Menu.

Message Memo/Voice Memo Features

The "Msg memo" feature plays your message to the calling party and records an incoming message when you cannot answer the phone. For setting the "Msg memo" feature, follow the procedure in "1-4 Turning the Message Memo Feature On/Off" on page 71. When the "Msg memo" feature is on, the "house" icon remains on. The "tape" icon blinks when any message has not yet been played; it remains on when there is no unplayed message.

The "Voice memo" feature records your conversations during a call and provides a voice memo in Standby mode.

Message Memo/Voice Memo Menu Map



Security

Message
Memo/Voice
Memo Features

Message Memo/Voice Memo Features (cont.)

Using the Message/Voice Memo Features

You can invoke the Memo Menu by following the procedure below:

1. Press the **MEMO** key

The Memo Menu is displayed on the screen.

The Memo Menu provides the following functions:

1. Msg memo:.....Plays your answering message to the calling party and records an incoming message when you cannot answer the phone.
2. Voice memo:.....Records your conversations during a call and provides a voice memo in Standby mode.

1. Using the Msg memo Feature <Msg memo>

Use the **MEMO** key to select "Msg memo", then press the **OK** soft key.

The Message Memo Menu is displayed.

The Message Memo Menu provides the following functions:

1. Select:.....Selects the message to be played.
2. Playback all:.....Plays all messages which have not been played.
3. Erase all:.....Deletes all messages.
4. Set ON/OFF:.....Turns on/off the "Msg memo" feature.
5. Response:.....Records and replays an answer message.

1-1 Playing a Selected Message <Select>

The "Select" function plays a recorded message from a remote party.

1. Use the **MEMO** key to select "Select", then press the **OK** soft key.

The screen lists the recorded messages in chronological order.

NOTICE

Messages which have not been played are marked with an asterisk (*).

2. Use the **MEMO** key to select the message you want to play, then press the **OK** soft key.

Your phone starts playing the selected message. Pressing the **MEMO** soft key stops the replay and displays the Option Menu. (See "Option Menu" below.)

NOTICE

- When the calling line identification setting of the message sender has been ON, the telephone number is displayed. If the phone number of the message sender has been registered in the Phone Book along with the name, the registered name is displayed.
- Pressing the **MEMO** key during playback controls the volume.
- Pressing the **MEMO** and **MEMO** keys last-forwards and rewinds the message in 4-second units, respectively. Holding down these keys last-forwards and rewinds the message continuously.

Option Menu

The Option Menu appears if you press the **MEMO** soft key when playing a message.

1. Store:.....Registers the phone number in the Phone Book if your phone has been notified of that number by calling line identification (Caller ID).
2. Recall:.....Dials the phone number if your phone has been notified of that number by calling line identification.
3. Erase:.....Deletes the selected message.

1-2 Playing All Unplayed Messages <Playback all>

The "Playback all" function plays all of the recorded messages which have not been played.

1. Use the Δ/∇ key to select "Playback all", then press the **OK** soft key.

Your phone starts playing the recorded messages which have not been played.

NOTICE

- Pressing the Δ/∇ key during a replay toggles the functions of the Δ/∇ keys as follows. When the "A/Y" mark is displayed on the screen, the Δ/∇ keys are used to select messages. When the "I" mark is displayed, the Δ/∇ keys are used to control the volume.
- Pressing the **END** soft key during a replay starts playing the next unplayed message. If there is no next message, pressing the key replays the current message again.

1-3 Erasing All Messages <Erase all>

The "Erase all" function deletes all recorded messages.

1. Use the Δ/∇ key to select "Erase all", then press the **OK** soft key.

The confirmation message "Erase all?" appears.

2. Press the **OK** soft key.

This deletes all recorded messages.

NOTICE

- To delete specific messages, use the "Erase" function on the Option Menu described in "1-1: Replaying a Selected Message" on page 70.
- If there is no message to be deleted, "No message" appears. Check that there is no message to be deleted, then press any key to return to the Message Memo Menu.

1-4 Turning the Message Memo Feature On/Off <Set ON/OFF>

The "Set ON/OFF" function enables or disables the "Msg memo" feature. If you enable this feature, your phone plays your response message and records an incoming message when you cannot answer an incoming call.

1. Use the Δ/∇ key to select "Set ON/OFF", then press the **OK** soft key.

The Set ON/OFF Menu is displayed. The current setting is indicated by a bullet (•).

- ON:..... Enables the "Msg memo" feature.
- OFF:..... Disables the "Msg memo" feature.
- ResponseOnly:..... Enables only the answer message replay function, disabling the recording function.

2. Use the Δ/∇ key to select the desired option.

NOTICE

- You need to record a response message for your phone to use as an answer message. When recording the response message, see "1-5 Recording/Replaying a Response Message" on page 72.
 - You can record up to two response messages. Select the one you like. The currently selected response message is indicated by a bullet (•) to the left.
3. Press the **OK** soft key.

When the "Msg memo" feature is set to ON:

Use the Δ/∇ key to set the number of ringing tones that sound before playing the response message after receiving an incoming call, then press the **OK** soft key. If you have already recorded two response messages, the screen prompts you to select the message to be used. Use the Δ/∇ key to select the desired one, then press the **OK** soft key. The selected response message is enabled.

When you set the "Msg memo" feature to ON, the "house" icon appears on the screen and the selected response message will be played.

NOTE

- If no response message has been recorded, the "Msg memo" feature cannot be enabled. In this case, press any key to return to the Message Memo Menu.
- If the total number of messages recorded with the "Msg memo" and "Voice memo" features reaches 255 or if the remaining recording time becomes less than seven seconds, a message to that effect appears on the screen, and no more messages can be recorded. Pressing any key returns the screen to the Message Memo Menu. The total recording time is seven minutes.
- Call Waiting is disabled with the "Msg memo" feature enabled.

When the "Msg memo" feature is set to OFF:

The screen returns to the Message Memo Menu.

Message Memo/Voice Memo Features (cont.)

1-5 Recording/Replaying a Response Message <Response>

The "Response" function records up to two answer messages (each up to 20 seconds long) and replays either.

1. Use the / key to select "Response", then press the **OK** soft key.

The Response Menu is displayed.

1. Recording: Records a response message.
2. Playback: Replays a response message.

Recording

2. Use the / key to select "Recording", then press the **OK** soft key.

The screen prompts you to select a response message.

3. Use the / key to select the response message to be recorded, then press the **OK** soft key.

Your phone sounds the recording start tone and starts recording the selected response message. The recording time is up to 20 seconds per message.

4. Press the **Stop** soft key.

Your phone stops recording and sounds the recording end tone. The screen returns to the Response Menu.

NOTE

You cannot enable the "Msg memo" feature only by recording a response message. See "1-4 Turning the Message Memo Feature On/Off" on page 71 to enable the "Msg memo" feature.

Replaying

2. Use the / key to select "Playback", then press the **OK** soft key.

The screen prompts you to select a response message.

3. Use the / key to select the response message to be replayed, then press the **OK** soft key.

Your phone starts replaying the selected response message. Upon completion of the replay, the screen returns to the Response Menu.

NOTICE

If no response message has been recorded, a message to that effect appears on the screen. Check the message and press any key to return to the Response Menu.

2. Using the Voice Memo Feature <Voice memo>

Use the / key to select "Voice memo", then press the **OK** soft key.

The Voice Memo Menu is displayed.

The Voice Memo Menu provides the following functions:

1. Recording: Records a Voice memo.
2. Select: Selects a message.
3. Erase all: Deletes all messages.

2-1 Recording a Voice Memo <Recording>

In standby mode, the "Recording" function can record voice through the microphone on the phone. During a call, it can record speech both through the microphone and receiver.

1. Hold down the key for at least two seconds.

Your phone sounds the recording start tone and starts recording. The recording time is up to seven minutes.

NOTE

Voice recording is disabled when you phone is dialing, ringing, or automatically answering with the "Msg memo" feature.

If the total number of messages recorded with the "Msg memo" and "Voice memo" features reaches 255 or if the remaining recording time becomes less than seven seconds, no more messages can be recorded.

NOTICE

You can also perform voice recording by selecting "Recording" from the Voice Memo Menu.

2. Press the **Stop** soft key.

Your phone stops recording and sounds the recording end tone.

2-2 Replaying a Voice Memo <Select>

The "Select" function replays a recorded voice memo.

1. Use the **△/▽** key to select "Select", then press the **OK** soft key.
The screen lists the recorded voice memos in chronological order.

2. Use the **△/▽** key to select the voice memo you want to play, then press the **OK** soft key.

Your phone starts playing the selected voice memo. The voice memo is replayed repeatedly.

NOTICE

- Pressing the **△/▽** key during a playback controls the volume.
- Pressing the **⏮** and **⏭** keys fast-forwards and rewinds the voice memo in 4-second units, respectively.
- Pressing the **ERASE** soft key during a replay of a voice memo deletes the voice memo.

3. Press the **Quit** soft key.

The screen returns to the list of voice memos.

2-3 Erasing All Voice Memos <Erase all>

The "Erase all" function deletes all recorded voice memos.

1. Use the **△/▽** key to select "Erase all", then press the **OK** soft key.

The confirmation message "Erase all?" appears.

2. Press the **OK** soft key.

This deletes all recorded voice memo messages.

NOTICE

To delete a specific voice memo, press the **ERASE** soft key when it is being replayed, as described in "2-2 Replaying a Voice Memo".

Quick Reference for Troubleshooting

If you find you are having trouble with your phone, look it up in the following checklist. If you can't solve the problem, contact Kyocera's Service Information Window.

Problem	Possible Cause	What to Do
No power supplied	- Battery low - Battery loaded incorrectly	- Charge battery immediately - See page 13 to click battery into place
Battery won't be charged	- Battery not correctly connected to charger - Battery expired	- See page 13 to connect battery correctly - Replace with new battery
SIM error	- SIM card inserted incorrectly - SIM card dirty - SIM card damaged	Check your SIM card
PIN error	PIN code entry failed three times in succession	See page 17.
PUK error	PUK code entry failed 10 times in succession	See page 17.
Can't call	- Wrong number - Antenna not extended - Outgoing calls barred - Maximum cumulative time-charge exceeded - Weak signal - Defective SIM card	- Dial correct phone number - Extend antenna - See page 00 to cancel outgoing call barring - See page 00 to reset maximum cumulative time-charge - Check signal strength icon on LCD panel - Check SIM card
Can't make international call	Phone number with no leading "+" and country code	Enter "+" and country code (See page 71).
Can't answer calls	- Weak signal - Incoming calls barred	- Check signal strength icon on LCD panel - See page 00 to cancel outgoing call barring
Ringer muted	Ringer disabled	See page 00 to enable ringer
Can't forward calls	No phone number entered as destination.	See page 00 to set destination phone number
Can't send voice messages	Box number not registered	See page 00 to register Box number
Msg memo feature won't work Can't record messages	Too many or long messages recorded	See page 00.
Rejected by Phone Book	Phone Book full	Edit Phone Book, i.g., by deleting, to free up more entry space

Country Codes for International Calls

Algeria	+213	Iceland	+354	Portugal	+351
Andorra	+3362	India	+91	Rumania	+40
Argentina	+54	Indonesia	+62	Russia	+7
Austria	+43	Iran	+98	Saudi Arabia	+966
Australia	+61	Iraq	+964	Singapore	+65
Bahrain	+973	Ireland	+353	Slovenia	+38
Belgium	+32	Israel	+972	South Africa	+27
Brazil	+55	Italy	+39	Spain	+34
Brunei	+673	Japan	+81	Sri Lanka	+96
Bulgaria	+375	Jordan	+962	Sudan	+249
Canada	+1	Kuwait	+965	Sweden	+46
China	+86	Luxemburg	+352	Switzerland	+41
Croatia	+38	Malaysia	+60	Syria	+963
Czech Republic	+42	Malta	+356	Taiwan	+866
Denmark	+45	Mexico	+52	Thailand	+66
Egypt	+20	Monaco	+33	Turkey	+90
Finland	+358	Morocco	+212	United Arab Emirates	+971
France	+33	Myanmar	+95	United Kingdom	+44
Germany	+49	Netherlands	+31	United States	+1
Gibraltar	+350	New Zealand	+64		
Greece	+30	Norway	+47		
Hong Kong	+852	Pakistan	+92		
		Poland	+48		

To prefix a plus sign "+" to a phone number, hold down the 0 key.
 "+" will appear on the screen.

After-sales Services, Warranty, and Information Windows

- **Warranty**
 - Check that you have your warranty (supplied as a separate document).
 - Check that your warranty is filled out correctly and that the information therein is accurate. Keep your warranty in a safe place.
 - Your warranty is valid for one year from the date of purchase.
- **Requesting Repairs within the Warranty Period**
 - When requesting repairs, supply the entire product set received at the time of purchase (phone, charger, etc.)
 - Contact your Kyocera retail outlet or an authorized service outlet. Repairs will be carried out in accordance with the stipulations in your warranty.
 - Have the following details ready when you contact Kyocera:
 - Product Name: KYOCERA DAI-ICHI SEIMEI PHONE
 - Manufacturer's Number: Inscribed on the phone and in your warranty.
 - Date of Purchase and details of the fault or malfunction.
 - Your name and contact details.



- **The types of repairs listed below will be charged to the customer even if they are performed within the warranty period.**
 - Where no warranty is presented.
 - Where the name, date of purchase or place of purchase is missing from the warranty or where this information is overwritten on the warranty.
 - Where the fault or malfunction is due to incorrect use or to unauthorized repairs, adjustments or modifications.
 - Where parts to be replaced are those which have a limited life (such as batteries)
 - Where the fault of damage is due to fire, flood, thunderstorm or other natural disaster.

- **On-site repairs while travelling on business** are not covered for customers.
- **Repairs after the Warranty Period has Expired**
 - Contact the retailer where you purchased your phone.
 - If the functionality of the phone can be restored by the repairs, fee-based repairs will be performed at the customer's request.
 - Parts used in repairs to this phone (parts required for maintaining functionality) will be kept in stock for a period of seven years from the time that manufacture of those parts is discontinued.

Product faults occurring as a result of normal use of your phone will be repaired in accordance with the stipulations in your warranty. However, Kyocera accepts no liability whatsoever for any damage or incidental damage incurred as a result of communications, conversations or other activities arising from faults or malfunctions in this product.

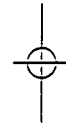
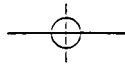
Note that repairs could result in loss of data such as a list of telephone numbers. Make a note of the contents of your Phone Book before presenting your phone for repairs.

- For any question about this product or repairs, consult your retailer or Kyocera's Service Information Window below.

Kyocera Technical Service Centre
 Service Information Window (Call free of charge)
 000120-110077
 Kyocera Harajuku Building B1
 6-27-8 Jingū-mae, Shibuya-ku, Tokyo, Japan
 Zip code: 160-0393
 TEL: 03-3797-4723

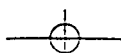
- For information on sales and repairs, contact any of the following service windows:

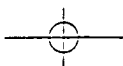
Sales/Service Windows, Kyocera Corporation	
Service Window, Sapporo Sales Office Kia-ichiro Dai-ichi Seimei Building 7-3, Kia-ichiro Nishi, Chuo-ku, Sapporo City, 060-0001 TEL: (Sales) 011-222-4851 / (Services) 011-281-3952	
Service Window, Tohoku Sales Office Sunitomo Seimei Sendai Aoba-dori Building 2-2-10, Onachi, Aoba-ku, Sendai City, 980-0804 TEL: (Sales) 022-223-7235 / (Services) 022-223-7332	
Service Window, Hokkaido Sales Office Shoel Dai-igo Building, 2F 2-287, Sakuragi-cho, Oshima City, Saitama Prefecture TEL: (Sales) 048-642-8028	
Service Window, Tokyo Sales Office Kyocera Harajuku Building 6-27-8 Jingū-mae, Shibuya-ku, Tokyo, 150-8303 TEL: (Sales) 03-3797-3743 / (Services) 03-3797-4723	
Service Window, Nagoya Sales Office Tokai Bank Dai-ichi Seimei Building, 10F 3-4-8, Nishiki, Naka-ku, Nagoya City, 460-0003 TEL: (Sales) 052-963-7725 / (Services) 052-962-7418	
Service Window, Kanazawa Sales Office Sun Kanazawa Building, 9F 1-14-29, Eki Nishi Honmachi, Kanazawa City, 920-0025 TEL: (Sales/Services) 076-264-1887	
Service Window, Osaka Sales Office Shin-Osaka Dai-ichi Seimei Building, 3F 3-5-24, Miyahara, Yodogawa-ku, Osaka City, 532-0003 TEL: (Sales) 06-397-6072 / (Services) 06-399-4344	
Service Window, Hiroshima Sales Office Meiji Seimei Hiroshima Nobori-cho Building, 9F 13-11, Nobori-cho, Naka-ku, Hiroshima City, 730-0016	
Service Window, Takamatsu Sales Office Takamatsu Dai-ichi Seimei Building, 2F 1-3-2, Kōbō-cho, Takamatsu City, Kagawa Prefecture, 760-0023 TEL: (Sales/Services) 087-822-3233	
Service Window, Kyushu Sales Office Fukuoka Yamazen Building, 9F 2-9-11, Hakata-eki Minami, Hakata-ku, Fukuoka City, 812-0016 TEL: (Sales) 092-472-6538 / (Services) 092-481-2192	



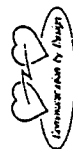
 Index

77
Index





All rights reserved.
This material may not be reproduced
or copied, in whole or in part,
without the written permission
of Kyocera Corporation.



KTP29...XX 0898 Printed in Japan [C]

Kyocera Corporation Communications Equipment Division

