# Welcome

# USER MANUAL PG-1910

Thank you for choosing Pantech PG-1910 and welcome to the wireless mobile communication**s** with the PG-1910, our dual-band GSM mobile phone.

Pantech is delighted to introduce this brand new portable phone which will always keep you connected to the network.

This user manual explains in detail its unique features and how to use them.

※ Some of the contents in this User Manual could vary from your phone. It may vary depending on the S/W version and the network provider you subscribed to.

# Specification

## 1. Display

Single Candy-bar 65,536 STN LCD.

- 1.5” LCD
- Supports up to 65,536 colours within 128 x 128 pixels
- 7 lines for text in basic mode with 16-pixel font
- Two Soft keys([Left], [Right]), and 5-way joystick .
- List and grid menu

## 2. Melody

64 poly sound

MP3 Ring tones

## 3. Camera

VGA ~~CCD~~CMOS **built-in** Camera.

- Resolution up to 640 x 480 (307,200 pixels)
- Self timer function (5 **Secs** or 10 **Secs**)
- Photo album

## 4. Dimensions & Weight

- Weight: 80 g
- Dimensions: 103 mm x 43.5 mm x 13.7 mm

## 5. Power Management (Performance)

| Battery Type | Capacity | Standby Time | Talk Time |
|---|---|---|---|
| Standard (Li-ion) | 720 mAh | 160 Hours | 2.5 Hours |

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## 6. Operating Frequency

- GSM 850, and PCS 1900 networks in, North America, and South America where these networks are supported.
- GSM 900, and DCS 1800 networks in Europe, Africa, Asia-Pacific where these networks are supported.
- Automatic band switching.

## Views

Speaker
1.5 inch 65,536 color STN
(128*128 dots)
Self-shot mirror
Wrist strap hole
CMOS Camera
Volume up/down
Camera kev
Speaker
Ear mike
PANTECH
Soft#1(Menu)
Soft#2(Contact)
Clear key
Send/End
MicroSD
Numeric 1
Phone lock
Joy stick
5 way navigation
Etiquette mode

# Quick & Easy

| Keys | Functions |
|---|---|
| | Performs the functions shown at the bottom line of the display(**Soft Keys**). |
| Joystick | Scrolls through the menu options in Menu mode.<br>In standby mode, the default functions,<br>Push to Left: **FM Radio**<br>Right: Message menu<br>Up: **Ring Tone**<br>Down: Contacts<br>For details, see "Using the Shortcut Key in Standby Mode". |
| Push in on joystick | Opens the WAP (Wireless Application Protocol) menu list if pressed shortly in standby mode<br>Launches the WAP browser directly, if pressed and held in standby mode.<br>Selects menu function or stores user input information, such as names, SIM memory. Also used for confirmation**.** |
| C | Deletes characters in text input mode, or returns to the previous menu.<br>**Opens Calendar view if pressed shortly in standby mode.** |
| | **Makes** or receives a call.<br>Shows the recent call list**s** in standby mode.<br>Re-dials the last call number if pressed and held**, or pressed twice** in standby mode. |
| | Completes the current call.<br>Turns on/off the phone if pressed and held.<br>Cancels user input and returns to **the** standby mode while in Menu mode. |
| 1 | Quickly connects to the voice mail server**, or inputs a voice mail box number which you want to dial** if pressed and held in standby mode. |
| 0 ~ | Enters numbers, **characters, or symbols**.<br>Goes to the **dial number input mode** if pressed in |

| | |
|---|---|
| 9 WXYZ | standby mode.<br>Makes an emergency call if pressed 9 key and held if no SIM Card is available |
| * | Enters or exits from etiquette mode if pressed and held in standby mode.<br>Shows the symbol input screen if pressed **and held** in text input mode.<br>Works in Word search mode if pressed in the Predictive text input mode. |
| 0 | Enters an international dialling prefix(**00, +**).<br>Enters the space character in text input mode. |
| # | Locks the keypad if pressed and held in standby mode. **To unlock the keypad, press "#" shortly when the unlock guidance is shown**. |
| | Enters a camera preview mode and takes a photo.<br>Enters a video recording mode if pressed and held in standby mode. |
| | Adjusts the earpiece volume **level which you want during a call**, and moves the cursor upwards or downwards in the menu **mode**.<br>Controls the key tone volume in standby mode |

## Safety Precautions

### Using a phone while driving is prohibited.

Please check local laws and regulations with regard to the prohibition of phone usage while driving, and comply with them.

- Use of your mobile phone while you are driving may disturb your concentration and consequently cause accidents. Please turn it off as soon as possible.
- Should you use your phone in an emergency, please make use of the hands free device built in your car, or pull your car over to a safe place for your utmost safety.
- The electronic wave energy emitting from your phone may affect the electronic devices built in your car. Please be aware of this characteristic.

### Mobile Phone Use Restriction Area

Make sure to turn your phone off in a phone usage restricted area.

### Using a Phone in an Explosive or Dangerous Area is not Permitted

Please turn your phone off in areas with explosive or dangerous materials (such as fuel, fuel stations, or places with chemical goods) and abide by any instructions or signals. Never try to detach your mobile phone battery from the phone in such areas.

### Boarding an Aircraft

- Please turn your phone off when you are on the aircraft. The electronic wave from your phone may affect the electronic navigation device in the aircraft.

### Using Medical Equipment

- Please turn your phone off while you are in a hospital.
- Please abide by the regulations or rules of the hospital.
- Please turn off your phone when using medical equipment for private purposes if possible. You should consult with the manufacturer or an expert regarding phone usage near medical equipment.

### Installing a Vehicle Hands Free Device

- Please keep the vehicle hands free device away from the steering, and air bag expansion range, or otherwise injury may result.

### Effect of Mobile Phone and Electronic Devices

Some electronic devices may be affected by the electronic wave emitting from the mobile phone in service. Please be careful.

## Access Code

The following section describes various security codes.

**PIN code** (4 to 8 digits)

The PIN (Personal Identification Number) code protects your SIM card against unauthorised user**(6. Settings>6. Security Settings>1. PIN Check)**. The PIN code is usually supplied with the SIM card. If you input the incorrect PIN code five times consecutively (trial time depends on SIM card), the PIN code will be blocked. If the PIN code is blocked, you need the PUK(Personal Unblocking Key) code before you can use the SIM card again. See information on the PUK code.

**PIN2 code** (4 to 8 digits)

The PIN2 code, supplied with SIM card, is required to access functions, such as call cost counters. **(3. Call Logs>6. Call Cost>4. Max Cost>2. Set Limit. Call Cost menu is SIM Dependent)** and FDN(Fixed Dial Number) **(6. Settings>6. Security Settings>8. Fixed Dialling)**.

**Phone Lock code** (0 to 8 digits)

The lock code can be used to lock the phone and keypad to avoid unauthorised use**(6. Settings>6. Security Settings>3. Phone Lock)**.

**Note**: The factory setting for the lock code is **1234**. To avoid unauthorised user of your phone, change the lock code. Keep the new code secret and in a safe place separate from your phone.

**PUK and PUK2 codes** (8 digits)

The PUK (Personal Unblocking Key) code is required to unblock and change a disabled PIN code. The PUK2 code is required to unblock and change a disabled PIN2 code. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your phone for the codes.

You can change the following codes: ~~lock code**(6. Settings>6. Security Settings>4. Change Lock)**,~~ PIN code**(6. Settings>6. Security Settings>2. Change PIN)**, and PIN2 code**(6. Settings>6. Security Settings>9. Change PIN2)**. These codes can include the numbers from 0 to 9 only.

**N/W Password (4 digits)**

The N/W password is required when you use the N/W Barring function. You obtain the password from your service provider when you subscribe to this function.

You can change this password**(6. Settings>6. Security Settings>6. N/W Barring>7. Change password)**.

(For further details, see Applications Menu 6.6.6)

Menu Tree

1 Messages
- 1.1 Write New
  - 1.1.1 Text Msgs.
  - 1.1.2 Multimedia Msgs.
  - 1.1.3 Email
- 1.2 Inbox
- 1.3 Outbox
- 1.4 Draft Box
- 1.5 Sent Box
- 1.6 Templates
- 1.7 Settings
  - 1.7.1 Text Msgs.
    - 1.7.1.1 Message Center
    - 1.7.1.2 Message Type
    - 1.7.1.3 Save to
    - 1.7.1.4 Save Message
    - 1.7.1.5 Delivery Reports
    - 1.7.1.6 Message Lifetime
  - 1.7.2 Multimedia Msgs.
    - **1.7.2.1 Profiles**
    - 1.7.2.2 Auto Download
    - 1.7.2.3 Delivery Reports
    - 1.7.2.4 Read Reports
    - 1.7.2.5 Save Message
    - 1.7.2.6 Message Lifetime
  - 1.7.3 Broadcast
    - 1.7.3.1 Languages
    - 1.7.3.2 Topic List
    - 1.7.3.3 Receive
  - 1.7.4 Email
    - 1.7.4.1 Max Message Download Size
    - 1.7.4.2 Save Message
    - 1.7.4.3 Email Accounts
    - 1.7.4.4 Email Bearers
    - 1.7.4.5 Saving Memory
  - 1.7.5 Voice Mail
- 1.8 Memory Info

2 Contacts
- 2.1 Search
- 2.2 Add Contact
- 2.3 Speed Dial
- 2.4 Groups
- 2.5 Memory in Use
  - **2.5.1 Phone or SIM**
  - **2.5.2 SIM Card**
  - **2.5.3 Phone**
- 2.6 Copy All
  - 2.6.1 SIM to Phone
  - 2.6.2 Phone to SIM

2.7 Delete All

2.7.1 Phone

2.7.2 SIM Card

2.8 Memory Info

**2.9 Service Number***

3 Call Logs

3.1 Missed Calls

3.2 Received Calls

3.3 Dialled Calls

3.4 Delete Call Logs

3.4.1 Missed Calls

3.4.2 Received Calls

3.4.3 Dialled Calls

3.4.4 All Calls

3.5 Call Timer

3.5.1 Last Call Time

3.5.2 Received Call Time

3.5.3 Dialled Call Time

3.5.4 All Call Time

3.5.5 Reset Call Times

**3.6 Call Cost****

3.6.1 Last Call Cost

3.6.2 All Call Cost

3.6.3 **Delete** Logs

3.6.4 Max Cost

3.6.5 Cost Unit

3.7 GPRS Info

3.7.1 Current Info

3.7.2 Last Info

3.7.3 All Info

3.7.4 Delete Logs

4 Media Gallery

**4.1 External Memory**

4.2 Photo Gallery

4.3 Video Gallery

4.4 Image Gallery

4.5 Sound Gallery

4.6 Memory Info

5 Multimedia

5.1 Camera

5.1.1 Take a Photo

5.1.2 Take a Video

5.1.3 Photo Gallery

5.1.4 Video Gallery

5.1.5 Settings

**5.2 MP3 Player**

**5.2.1** Player

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* SIM Dependent

** Network Dependent

5.2.2 Music Album
5.2.3 File Manager
5.2.4 Setting
5.3 Radio
5.4 Java
5.4.1 Games
5.4.2 Connection
5.4.3 Memory Info

6 Settings
6.1 Display Settings
6.1.1 Main Screen
6.1.1.1 Wallpaper
6.1.1.2 Wallpaper Type
6.1.2 Greeting
6.1.2.1 Startup
6.1.2.2 Idle
6.1.3 Backlight
~~6.1.4 Software Version~~
6.2 Sound Settings
6.2.1 Ring Tone
6.2.2 Volume
6.2.3 Message Alert
6.2.4 Key Tone
6.2.5 Sound Effect
6.3 Call Settings
6.3.1 Call Forward**
6.3.1.1 All Calls
6.3.1.2 When Busy
6.3.1.3 On No Answer
6.3.1.4 When Not Found
6.3.1.5 Cancel All
6.3.2 Answer Type
6.3.3 Auto Answer
6.3.3.1 Auto Answer
6.3.3.2 Recorded Message
6.3.3.3 Response Message
6.3.3.4 Response Time
6.3.3.5 User Message
6.3.4 Auto Redial
6.3.5 Call Waiting**
6.3.5.1 Activate
6.3.5.2 Deactivate
6.3.5.3 Status
6.3.6 Send Caller ID**
6.3.7 Own Number
6.4 Phone Settings
6.4.1 Language
6.4.2 Time & Date
6.4.3 Favorites

** Network Dependent
** Network Dependent

6.4.4 Auto Keypad Lock

6.5 Network Settings

6.5.1 Search now

6.5.2 Default setup

6.6 Security Settings

**6.6.1 PIN Check***

**6.6.2 Change PIN***

6.6.3 Phone Lock

**6.6.4 Change Password**

6.6.5 Phone Barring

6.6.5.1 Incoming

6.6.5.2 Outgoing

**6.6.6 N/W Barring****

6.6.6.1 Outgoing Calls

6.6.6.2 International Calls

6.6.6.3 ~~Only Local/Home~~ Int. Call except to home country

6.6.6.4 Incoming Calls

6.6.6.5 Incoming Calls When Abroad

6.6.6.6 Delete All

6.6.6.7 Change password

**6.6.7 CUG****

**6.6.8 Fixed Dialling***

**6.6.9 Change PIN2***

**6.6.10 System Reset**

6.7 Software Version

7 Organizer

7.1 Alarm

7.2 Calendar

7.3 Memo

7.4 Voice Memo

7.5 World Time

7.6 Calculator

7.7 Converter

7.8 Stopwatch

8 WAP

8.1 Home

8.2 Resume

8.3 Bookmarks

8.4 Push Messages

8.4.1 Inbox

8.4.2 Receive

8.5 Go to URL

8.6 Profiles

8.7 Cache

8.7.1 Cache Mode

8.7.2 Clear Cache

8.8 Security Cert

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* SIM Dependent
** Network Dependent
* SIM Dependent

8.9 Version

# 9 SIM Toolkit*

* SIM Dependent

Table of Contents

Ⅰ. Getting Started

1 Package Contents
2 Displays
3 SIM Card
4 Using the battery

II. New Functions

1. OTA Settings Service
2. DRM/ Forward Lock

III. Basic Functions

1. Switching the Phone On or Off
1.1 Switching the Phone On
1.2 Switching the Phone Off

2. Making a Call
2.1 Making a Call
2.2 Ending a Call
2.3 Using Call Logs
2.4 Using Entry
2.5 Making an International Call
2.6 Speed-dialling from Entry
2.7 Making an Emergency Call

3. Answering a Call
3.1 Answering a Call
3.2 Viewing Missed Calls
3.3 Rejecting a Call
3.4 Adjusting the Calling Volume
3.5 Speaker Phone

4. Calling Options
4.1 Switching the Microphone off (Mute)
4.2 Holding a Call
4.3 Answering a Second Call
**4.4 Making a Call**
4.**5** Searching for a Number in Contacts
4.**6** Using DTMF Tones
4.**7** Transferring a Call
4.**8** Using the Message Service
4.**9** Making a Multi-party Call
**4.10 Ending a Call**

5. Using the Headset

6. Selecting Menu Functions
6.1 Entering into Menu Functions

6.2 Using the Shortcut key in Standby Mode

7. Entering Text
7.1 Input Mode
7.2 Changing Text Input Mode
7.3 Using T9 Mode
7.4 Using ABC Mode
7.5 Using 123 Mode
7.6 Using Symbol Mode

IV. Applications

1. Messages
1.1 Write New
1.2 Inbox
1.3 Outbox
1.4. Draft Box
1.5 Sent Box
1.6 Templates
1.7 Settings
1.8 Memory Info

2. Contacts
2.1 Searching a Name
2.2 Adding a New **Contact**
2.3 Speed Dial Setting
2.4 Group Setting
2.5 Memory in Use
2.6 **Copy All**
**2.7** Delete All
2.8 Memory Info
**2.9 Service Number**

3. Call Logs
3.1 Missed Calls
3.2 Received Calls
3.3 Dialled Calls
3.4 Delete Call Logs
3.5 Call Timer
3.6 Call Cost
3.7 GPRS Info

4. Media Gallery
**4.1 External Memory**
4.2 Photo Gallery
4.3 Video Gallery
4.4 Image Gallery
4.5 Sound Gallery
4.6 Memory Info

5. Multimedia
5.1 Camera

5.2 MP3
**5.3 Radio**
5.4 Java

6. Settings
6.1 Display Settings
6.2 Sound Settings
6.3 Call Settings
6.4 Phone Settings
6.5 Network Settings
6.6 Security Settings
6.7 Reset

7.Organizer
7.1 Alarm
7.2 Calendar
7.3 Memo
7.4 Voice Memo
7.5 World Time
7.6 Calculator
7.7 Converter
7.8 Stopwatch

Ⅳ. Advanced Functions
1. WAP
1.1 Navigating the WAP Browser
1.2 Entering Text in the WAP Browser
1.3 Home
1.4 Resume
1.5 Bookmarks
1.6 Push Messages
1.7 Go to URL
1.8 Profiles
1.9 Cache
1.10 Security Cert
1.11 Version

**2. SIM Toolkit**

Appendix
Check List
Performance and safety
Glossary
Warranty
Memo

# Ⅰ. Getting Started

**1. Package Contents**

**2. Displays**

**3. SIM Card**

**4. Using the battery**

# Ⅰ. Getting Started

## 1. Package Contents

Phone

Travel Charger

Battery

User's Manual

※ The contents can be vary by regions.

## 2. Displays

This phone has 1 display, and icons on the top of the display indicate the phone status.

Icons Area

**Text and Graphic Area**

**In standby screen, displays textural and graphical information showing Network Name, Time & Date, or a Greeting put by the user**

Softkeys

| Icon(s) | Description |
|---|---|
| | Shows received signal strength.<br>The more the number of bars, the stronger the signal. |
| | A call is being made. |
| | Outside the coverage area, you cannot make or receive a call. |
| | Speaker phone is enable during call state. |
| | You have a new voice **mail**. |
| | WAP is connected |
| | You have a new push message. Select and check a message from the push message list to contact the WAP page concerned |
| | **You have a new message. If the inbox list is full, the icon will look like . ( 용 If the inbox list and SIM memory are full, the icon will look like (공용아이콘) (멕시코향에만 이 아이콘적용)** |
| | **Out of the home network range.** |
| | **When a GPRS session is in progress, the icon will look like .** |
| | Call forwarding feature is activated, |
| | You have set the alarm. |
| | You have set the alert type for incoming call to ring only. |
| | You have set the alert type for incoming call to ring ascent. |
| | You have set the alert type for incoming call to ring and vibrate. |
| | You have set the alert type for incoming call to vibrate then ring. |
| | You have set the alert type for incoming call to quiet |
| | You have set the alert type for incoming call to vibrate only. |
| | You have set the alert type for all tones to **be** quiet and for all rings to vibrate only. |
| | **Headset is connected.** |
| | **Battery level. The bar indicates the available battery charge. If your battery charge is low, this icon will look like** |

**Display Off Mode.**

If you do not press any key within 10 secs while the display is dimmed,

the display goes into Off Mode to save power. Press any key to restore the display.

**Selecting Functions and Options.**

The phone provides several customized functions, which are arranged in menus and sub-menus. You can access these functions using the **two** Soft keys ([Left], [Right]**)** and **push in on joystick**.

the menu related to a specific function allows you to view and change its settings

The soft key function varies depending on the current context; the labels or icons at the bottom line of the display indicate the current function.

To view various functions/options available or select the one that is required:

1. Press the appropriate Soft key.
2. To select the function displayed or option highlighted, press the Soft key [Left or press the joystick. ~~[**OK: joystick center**] key.~~
3. To highlight the next option on a list, ~~**press the [Up/Down] key .**~~ **push up or down the joystick.**
4. To move back to the previous function or option on a list, press the [C] key
5. To return to **the** Standby Mode, press the [ ] key.

In some functions, you may be prompted for a password or PIN **input**. Enter the required code and press in on joystick. ~~[**OK**] key.~~

## 3. SIM Card

### 3.1 SIM Card

When you subscribe to your network operator, you will get a SIM (Subscriber Identity Module) card containing your registration information. (PIN), the existence of additional service, etc.

Like a credit card, it should be kept secur**ely** and handled carefully.

Do not bend, scratch or expose it to moisture.

Avoid static electricity.

To avoid memory corruption of your SIM card, always switch off your phone before removing or inserting your SIM card.

### 3.2 Installing/Removing the SIM card

1. Remove the battery from the unit. (그림 수정 필요)

2. If the SIM slot is empty, insert the SIM card into the slot.

3. If you want to remove the SIM card, push the SIM card in the arrow direction as shown in the picture.

## 4. Using the battery

### 4.1 Installing the battery (그림 수정필요)

Insert the locators of the battery into the hole located in the upper of the unit and press the bottom of the battery.

Push the battery until the sound of a 'click' is heard.

### 4.2 Removing the battery[4.2]

Push the battery toward upside and remove the battery.

### 4.3 Charging the battery

- This phone uses a Li-ion battery. Make sure to use an authorised battery and charger only. For more details, please inquire at your nearest dealer.
- You can use the phone during battery recharging.
- When the battery is mounted within the phone, open the cover located at the bottom of the phone and connect the adapter. An adapter is provided with the phone.

- If recharging is completed, detach the adapter connection from the outlet.

**Tip**

Your phone is powered by a Lithium Ion (Li-ion) battery.

You can use the following Li-ion battery types for your phone. (Contact your local dealer for more information.)

**4.4 Precautions while Using the Battery**

- Do not use a damaged battery or charger.
- Use the battery for the specified purpose only.
- The closer you are to the base station, the longer the phone usage time because less battery power is consumed for the connection.
- Battery charging time varies depending on the remaining battery capacity and the battery and charger type in use.
- Battery life is shortened as time passes by.
- Use an authorised battery and charger only.
- Since overcharging may shorten battery life, remove the battery from its charger once it is fully charged. Unplug the charger, once charging is complete. Leaving the battery in hot or cold places, especially inside a car in summer or winter, may reduce the capacity and life of the battery. Always keep the battery within normal temperatures.
- Do not earth the battery. Earthing may occur when the battery is in contact with a conductive object. An earthed phone may also damage the battery.
- Dispose and recycle used batteries in accordance with local regulations.
- Do not dispose of the batteries in a fire.
- Do not use an unauthorised charger.
- In order to prevent injury or burns, ensure that metal objects do not come into contact with the + and – terminals of the battery.

## II. New Functions

**1. OTA Settings Service**

**2. DRM/ Forward Lock**

## 1. OTA Settings Service

### 1.1 WAP/ OTA Provisioning

In order to use the WAP Browser, you need to have proper connection settings on your phone. You may add or edit the WAP Profile manually**, or receive its settings information sent as a type of configuration message by a operator and/or a service provider.**

at the latter case, **those wap setting information received unsolicitly should be automatically stored on the phone.**

Please note that there should be some on-screen steps you need to follow to save and activate the settings.

~~Please also note that the compatibility to Ericsson/Nokia WAP Provisioning OTA has been made.~~

## 2. DRM/ Forward Lock

Your phone supports a Digital Rights Management (DRM) system to protect acquired content. A piece of content, for example ring tones, wall papers, etc. can be protected by Forward Lock, which means the protected contents cannot be forwarded to other devices including other phones and desktops.

Please note that you should and shall be informed by the service provider before and/or when you try to download such protected contents.

# III. Basic Functions

**1 Switching the Phone On or Off**

**2. Making a Call**

**3. Answering a Call**

**4. Calling Options**

**5. Using the Headset**

**6 Selecting Menu Functions**

**7. Entering Text**

## 1. Switching the Phone On or Off

### 1.1 Switching the Phone On

1. Press the [ ] key until the phone switches on.
2. If the phone requests you to input a PIN, enter the PIN and push in on joystick. ~~[**OK**] key.~~ (For further details, see **Applications Menu 6.6**)

Your phone starts to search for an available network and the current date and time will appear on the displays. Once connected to the network, you can send or receive a call.

If a malfunction occurs while using the phone or it is not turned on, remove the battery and install it again after 5 or 10 seconds.

**Note**: To change the language, use the Language menu option (For further details, see **Applications Menu 6.4.1**)

### 1.2 Switching the Phone Off

To switch the phone off, press the [ ] key until the power-off animation displays.

## 2. Making a Call

### 2.1 Making a Call

Enter the area code and the phone number to make a call in standby mode, and press the [ ] key.

**Note:** If you have set the [**Auto Redial**] option (For further details, see **Application Menu 6.3.3**) to [**On**], the phone will attempt to make a call automatically for up to 10 times if it is not answered.

To clear the last digit displayed, press the [ ] key.

To clear the all digits displayed, press and hold the [ ] or [ ] key.

### 2.2 Ending a Call

When you want to finish your call, press the [ ] key.

Once the call is completed, a call summary (Recipient Name or Number, Service Time) will be displayed.

### 2.3 Using Call Logs

The phone stores up to 30 dialled, received or missed calls chronologically. The last call is saved in the first position. If the same number was dialled more than once, only the latest occurrence will be saved.

① Press the key to see the call log list aligned dialled, chronologically.

② **Push Up/Down the joystick** ~~Press the [**Up/Down**] key~~ to select a number.

③ Press the [ ] key for dialling.

(For further details, see **Applications Menu 3**)

* **Tip**: Press and hold the [ ] key to redial the last number in the call log.

### 2.4 Using Entry

You can store frequently used names and phone numbers in the SIM card or the phone memory, which are called Entry

. You therefore do not have to remember all your phone numbers; simply select the name to recall the associated number.

① Press the [ Right] key ‘Contacts’ List

② Select a number from ‘Contacts’.

③ Press the [ ] key for dialling. (For further details, see **Applications Menu 2**)

**2.5 Making an International Call**

① Press and hold the [**0**] key ~~for the international prefix~~ until the '+' character appears on the display for the international prefix or enter the outgoing national code **following after 00**. (If network supported)

② Enter the country code, area code and phone number you want to make a call to.

③ Press the [ ] key.

**2.6 Speed-dialling from Entry**

Press and hold the 'Speed Dial' number to make a call using the number you have saved. For example, press the "5" key longer to dial a number which has been saved as "5" in Speed Dial List.

For speed dial numbers longer than 2 digits, press the first one and then press and hold the second one.

(For further details, see **Applications Menu 2.4**)

**2.7 Making an Emergency Call**

You can make an emergency call without the SIM. Enter 'Emergency Number'. Then press the [ ] key, or, press the [**SOS**] Soft key if no SIM Card is available.

**Also, it is available to make an emergency call by [9] key pressed and held.**

## 3. Answering a Call

### 3.1 Answering a Call

When you receive a call, the phone rings (or vibrates) and the screen will display the name or the number of the caller (if the network supports the function and you have subscribed to it).

If the caller can be identified, the caller's phone number or name will be displayed if it is stored in your entry

① press the [ ] key.

Tip: If the answer type is set as [**Any Key**], you can answer a call by pressing any key except the [ ] key. Regardless of the answer type,

### 3.2 Viewing Missed Calls

If the incoming call could not be answered, a missed call message will appear on the screen to remind you of the call you have missed ~~(Network and subscription dependent feature, not necessarily available in all areas )~~

To reply to the missed call;

① Press the [**View**] Soft key to display a list of missed calls.

② If necessary, scroll to the number you want by **pushing up/down the joystick** ~~pressing the [**Up/Down**] keys.~~

③ Press the [ ] key to call the missed call.

Press the [ ] or [ ] key to close the missed call notification message

### 3.3 Rejecting a Call

Press the [ ] key or the [**Reject**] Soft key. If the [**Reject**] Soft key is pressed, the caller will receive a busy line tone.

### 3.4 Adjusting the Calling Volume

If you wish to adjust the earpiece volume during a call, use the volume keys on the left side of the phone.

Press the [**Side Up**] key to increase the volume level and the [**Side Down**] key to decrease it.

The current volume level will be displayed on the screen.

In standby mode, you can adjust the key tone volume using the [**Side Up/Down**] keys.

### 3.5 Speaker Phone

From the Options menu, selecting "Speaker On" turns the phone into the speaker phone mode with the icon displayed.

You can deactivate the speaker phone mode by selecting "Speaker Off" from the Options menu.

* If the headset is in used, it is be used instead of the Speaker Phone

NOTE:

1. Please use headset and speaker phone Carkit for your safe when driving.

2. Don't move the phone close to your ear when the speaker phone mode. It can cause damage to your ear.

## 4. Calling Options

During a call, press the **Soft key** [Left] to show the call options.

### 4.1 Switching the Microphone Off (Mute)

You can temporarily switch your phone's microphone off so that the person you talk to on the phone cannot hear you.

For example, you may wish to say something to another person in the room but do not want the person calling to hear you.

**Select 'Mute' followed by Options to activate the Mute function.**

**To get the microphone back on, select 'Unmute' followed by Options.**

### 4.2 Holding a Call

You can place a current call on hold whenever you want. You can make another call while you have a call in progress if your network service provider supports this service. Of these two calls, one is active and the other is on hold and you can switch between the calls.

~~To place a call on hold simply select 'Hold' followed by Options, or press the [ ] key.~~

To place a call on hold **simply select 'Hold' followed by Options**, or press the [ ] key.

You can reactivate the call whenever you want by **selecting 'Resume' followed by Options**

Once a call is held, the name and icon of the caller will fade to grey.

To make a call while you have a call in progress:

① Enter the phone number that you want to dial or look it up in Ph. Book entry.

② Press the key to dial the second call.
The first call is automatically put on hold.

To switch between two calls, select [Swap] from the Options menu.

The current call is placed on hold and the call on hold is reactivated so that you can continue your conversation with the other person.

If you want to finish, complete each call normally by pressing the [ ] key.

### 4.3 Answering a Second Call

You can answer an incoming call while you have a call in progress, if

your network service provider supports this service and you have activated the [**Call waiting**] option (For further details, see **Applications Menu 6.3.4**). You will be notified of an incoming call by a call waiting tone.

To answer a call while you have another call in progress:

① Press the [ ] key to answer the incoming call.

② The first call is automatically put on hold.

③ To switch between two calls, select [Swap] from the Options menu.

To end the current call, press the [ ] key. The call on hold is automatically reconnected to you.

### 4.4 Making a Call

**You can make another call while having a call in progress. To make new call, select 'New Call' followed by Options, or press numeric keys that you want to dial and then [ ] key.**

### 4.5 Searching for a Number in Contacts

You can search for a number in your Contacts during a call.

① Press the [**Options**] Soft key.

② If necessary, **push Up/Down the joystick** ~~press the [**Up/Down**] key~~ to highlight the [**Contacts**] option~~.~~

③ Push in on joystick ~~[**OK**] key.~~

④ The **E**ntries are displayed.

⑤ Enter the first letters of the name for Name Search.

⑥ The **Contact** entries are displayed starting with the first entry matching your input.

**Note**: You can also scroll through Entry from the beginning, by **pushing up/down the joystick** ~~pressing the [**Up/Down**] key~~.

⑦ To view the highlighted entry, push in on joystick. ~~[**OK**] key.~~ (For further details, see **Applications Menu 2**)

### 4.6 Using DTMF Tones

You can turn the DTMF key tones off or on during a call.

When the [**DTMF Off**] option is selected, your phone does not transmit the key tones. It allows you to press keys without hearing annoying key tones during a call.

To communicate with answering machines or computerised telephone systems, the [**DTMF On**] option must be selected.

### 4.7 Transferring a Call

You can transfer the current call to the call on hold if your network service provider supports this service, so that callers can talk to each other. You will be disconnected from both of them.

① During a call, answer or make a call in the normal way, and press the [**Options**] Soft key.

② **Push Up/Down the joystick** ~~Press the [**Up/Down**] key~~ to select the

[**Transfer**] option and push in on **joystick.** ~~[**OK**] key.~~

The two people will be connected to each other.

### 4.8 Using the Message Service

You can read or write a new message during a call.

① Press the [**Options**] Soft key.

② **Push Up/Down the joystick** ~~Press the [**Up/Down**] key~~ to highlight the [**Messages**] option. Push in on joystick. ~~[**OK**] key.~~

③ To read a received message, select the '**Inbox**' submenu, and then scroll to the message that you want to read.

④ To write a new message, select the '**Write New**' submenu.

⑤ Push in on joystick. ~~[**OK**] key.~~

(For further details, see **Applications Menu 1.1**)

### 4.9 Making a Multi-party Call

A multi-party call feature is a network service that allows up to six people to take part in a multi-party or conference call simultaneously. For more information, contact your service provider.

**To make a multi-party call;**

① Call the first participant in the normal way.

② Call the second participant in the normal way. The first call is automatically put on hold.

③ To join the first participant to a multi-party call, press the [**Options**] Soft key and select the [**Join All**] option.

④ Push in on **joystick.** ~~[**OK**] key~~.

⑤ To add a new person to the multi-party call, call the person in the normal way.

⑥ Then, press the [**Options**] Soft key and select the [**Join All**] option.

⑦ Push in on **joystick.** ~~[**OK**] key~~.

You can add incoming callers by answering the call and selecting the [**Join All**] option. Repeat the above steps as needed.

Upon organising a multi-party call, you may view the people and their status in Multiparty with the **joystick by push it left or right** ~~[**Left/Right**] key~~.

An icon indicates either Far Multiparty or Far Hold.

**Having a Second Call During a Multi-party Call**

To answer or make a call when you have the multiparty call:

① To place the multi-party call on hold, press the [**Options**] Soft key and select the [**Hold All Calls**] option.

② Answer or make a call in the normal way.

③ You can reactivate the multi-party call on hold by pressing the [**Swap**] Soft key.

④ To end the multi-party call, press the [ ] key**.**.

**Having a Private Conversation with One Participant**

① Press the [**Options**] Soft key and select the [**Private**] option.

Push in on **joystick.** ~~[**OK**] key~~.

② **Push Up/Down the joystick** ~~Press the [**Up/Down**] key~~ to highlight a participant and push in on joystick. ~~[**OK**] key.~~

③ Now you can talk privately with that person.
The other participants can continue the conversation with each other

④ To return to the multi-party call, press the [**Options**] Soft key and select the [**Join All**] option.

⑤ Push in on joystick. ~~**[OK] [Select] Soft** key~~.
All of the multi-party call participants can now hear each other.

**Removing One Participant**

① Press the [**Options**] Soft key and select the [**Exclude**] option.

② **Push Up/Down the joystick** ~~Press the [**Up/Down**] key~~ to highlight a participant and Push in on joystick. ~~[**OK**] key.~~

The call ends with that participant, but you can continue to talk with other participants.

③ Complete the multi-party call by pressing the [ ] key.

**4.10 Ending a Call**

**To end the active call, press the pressing the [ ] key. To terminate all calls at a time while you are in multi-party call, select 'End All Calls' followed by Options.**

## 5. Using the Headset

You can send or receive a call without touching the phone, using the headset.

When you connect the headset to the jack located at the ~~left~~ right side of the phone, the button on the headset works as described below;

- To show the recent calls, press the button in standby mode
- To redial the last call, press the button twice in standby mode
- To answer a call, press the button when you receive a call
- To complete a call, press and hold the button when you have finished a call

## 6. Selecting Menu Functions

### 6.1 Entering into Menu Functions

| Key | Function |
|---|---|
| Soft key [Left] | Goes to the main menu in standby mode. |
| Soft key [Right] | Goes to the Searching View Names |
| [push left/right joystick] key | Moves within the main menu. |
| [push up/down joystick] key | Searches for the sub-menu. |
| [push in on joystick] key | Goes to the sub-menu.<br>Goes to the WAP menu in standby mode |
| **Side up/down key** | **moves the cursor upwards or downwards in the menu** |

Use the 4-way navigation joystick in the main menu to move the menu.

See the bottom of the Sub Menu List to check the current setting values in the sub-menu.

Then, press the **navigation [push left/right joystick]** key and then the **[push in on joystick]** key to change the preset menu value.

If you do not press the **[push in on joystick]** key, the new value will be cleared without saving..

Note: Press the [C] key to return to the previous menu.
Input the menu number to access the sub-menu quickly.

### 6.2 Using the Shortcut Key in Standby Mode

| Key | Menu selected if pressed | If pressed and held |
|---|---|---|
| Soft Key [Left] | Menu | Menu |
| Soft Key [Right] | Contacts | |
| [push Right joystick] key | Messages | |
| [push Left joystick] key | FM radio | |
| [push Up joystick] key | Ring Tone | |
| [push Down joystick] key | Contacts | |
| [push in on joystick] key | WAP | Directly connect to WAP browser |
| [C] key | Calendar Monthly View | |
| **[ ] key** | Recent Calls | Redial last call |
| [ ] key | | PWR On/Off |
| [1] Key | | Connects to the voice mail server |

| | | |
|---|---|---|
| [9] Key | | Emergency Call |
| [*] Key | | Enters or exits form Ettiquette Mode |
| [#] Key | | Locks the **keypad** ~~phone~~ |
| Camera Key | Photo capture mode | Video recording mode |

## 7. Entering Text (그림 변경 필요)

### 7.1 Input Mode

On many occasions you need to input text while you are using your phone, (e.g., storing a name in the Ph. Book, writing a new message, creating your greeting or scheduling events on your Scheduler).

The available text input modes include.

**T9 mode**


You can input a letter using only one keystroke. The keypad has more than one letter on it – when you press the **5** key once, J, K or L may be displayed.

The T9 mode automatically compares your keystrokes with an internal linguistic dictionary to determine the correct word, thus requiring far fewer keystrokes than the conventional Multi-tap mode.

**ABC mode**


In this mode, you can input the letter you want by pressing the keypad once, twice, three or more times until the target letter appears.

**123 mode**


You can input numbers in this mode.

**Symbol mode**


You can input the special characters, such as a period mark or currency units in this mode.

## 7.2 Changing Text Input Mode

When you are in the area where you can input the text, the text input mode indicator will be displayed at the bottom of the display.

Example: Entering a memo.

The number of remaining characters you can enter.

Editing area

The current text input mode and language.

To switch to other text input modes:

① Press the Soft key [ Right] indicating the current text input mode.

② Toggle to the mode you want to use by pressing the **Soft key** [ Right].

The '**Lang.**' option allows you to change the text input language.

### Inserting a Space

To insert a space between words, press the [**0**] key. If in 123 mode or Symbol mode, press and hold the [0] key to input space.

### Scrolling

To move the cursor to the left or right within the text, **push left or right the joystick** ~~press the **navigation [Left/Right]** key~~. And also, to move the cursor to the up or down among the lines, **push the joystick up or down** ~~press the **navigation [Up/Down]** key.~~

Note: By pressing the [**Side Up/Down**] key, the cursor can be moved very quickly to the beginning or the end of the text.

### Clearing Letters and Words

To clear the letter to the left of the cursor, press the [ C ] key.
You can clear all of the letters on the editor box, press and hold the [ C ] key.

### Returning to the Previous Screen

When the text input field is empty, press the [ C ] key to return to the previous screen..

TIP: To change the text input mode quickly

| | |
|---|---|
| Press and hold [*****] | Shows symbol mode~~.~~.<br>Returns to the previous screen in Symbol mode |
| Press [**0**] | Enters a space Character |
| Press [**C**] | Deletes characters one by one.<br>Returns to previous screen after deleting all characters. |
| Press and hold [**C**] | Deletes all characters and moves the cursor to the beginning of the input screen. |

### 7.3 Using T9 Mode

In the T9 alphabet Editor, each word is composed completely as you input the text.

① Press the keys numbered [**2**] to [**9**] to input text. For example, press [**4**][**3**][**5**][**5**][**6**] in sequence to input 'hello'. The word you are typing appears on the display. It may change with each key you press.

② Enter the whole word before editing or deleting any keystrokes.

③ Upon searching a word, input the next text.

④ If the search fails, press the [ ] key to search which text can be typed in. The phone displays the most commonly used choices first.

⑤ Continue entering the next word.

### 7.4 Using ABC Mode

When typing in ABC(Multi-tap) mode, press the key labelled with the target letter:

- Press the key once for the first letter.
- Press twice for the second letter.

Example: To display the letter "C", quickly press the [**2**] key three times. To display the letter "K", press the [**5**] key twice. This method is called Multi-tap typing.

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

Refer to the table for more information about the characters available. The characters vary, depending on the text input language.

**Changing Case**

To change the case of the next letter(s) that you type, press the [#] key.

There are three cases:

- Lower case (no indicator)
- Initial capital ( )
- Capital lock ( )

[English]

| KEY | Characters in displayed order |
|---|---|

| | |
|---|---|
| 1 | . , - ? ! ' @ : 1 |
| 2 | a b c 2 |
| 3 | d e f 3 |
| 4 | g h i 4 |
| 5 | j k l 5 |
| 6 | m n o 6 |
| 7 | p q r s 7 |
| 8 | t u v 8 |
| 9 | w x y z 9 |
| 0 | Space 0 |

[Spanish]

| KEY | Characters in displayed order |
|---|---|
| 1 | . , - ¿ ? ¡ ! @ 1 |
| 2 | a b c á 2 |
| 3 | d e f é 3 |
| 4 | g h i í 4 |
| 5 | j k l 5 |
| 6 | m n o ó ñ 6 |
| 7 | p q r s 7 |
| 8 | t u v ú ü 8 |
| 9 | w x y z 9 |
| 0 | Space 0 |

[Portuguese]

| KEY | Characters in displayed order |
|---|---|
| 1 | . , - ? ! ' @ : 1 |
| 2 | a b c ç ã á à â 2 |
| 3 | d e f é ê 3 |
| 4 | g h i í 4 |
| 5 | j k l 5 |
| 6 | m n o õ ó ô ~~ñ~~ 6 |
| 7 | p q r s 7 |
| 8 | t u v ú ü 8 |
| 9 | w x y z 9 |
| 0 | Space 0 |

### 7.5 Using 123 Mode

The number mode allows you to enter numbers into the text. Press the key corresponding to the digit you want to enter.

### 7.6 Using Symbol Mode

The symbol mode allows you to enter symbols into your text.

To display more symbols, **push the joystick up or down.** ~~press the~~

~~**navigation** [Up/Down] key~~.

To input a symbol, press the number for a symbol, and the text will appear in the input screen.

Press the **Soft key** [ Right] to proceed to a mode next to the Symbol mode.

## Ⅲ. Applications

1. Messages
2. Contacts
3. Call Logs
4. Media Gallery
5. Multimedia
6. Settings
7. Organizer

## 1. Messages

Select ‘Menu>1.Messages’.

This menu allows you to create, send, read and save a message using Short Message Service (SMS: Text message), Cell Broadcast Service, Multimedia Message Service (MMS: Message supporting presentation of various media types, such as full colour images and polyphonic ring tones), Email(electronic mail).
Voice mails are also available.

**Note**: These features are available only if your service provider’s network supports it. Contact your service provider for more information.
(The detail of editing and writing message text, see Basic Functions Menu 7)

**Multimedia Messages**

Multimedia Message Service (MMS) is a messaging service quite similar to Short Message Service (SMS). It provides asynchronous delivery of personal multimedia messages.
Adding to the familiar text content of the text message, the multimedia message can contain an image, graphic, sound.
The MMS message is a separate multimedia presentation in a single entry, not an attachment to the text file.
Using the MMS feature, your phone can receive and/or send a multimedia message, depending on MMS availability from your service provider. Only the phone that supports the multimedia message feature can receive or display the multimedia message.

When viewing a MMS message, if it has an unsupported format, then the unsupported format's icon is displayed such as "Not support image icon( )" or "Not Support Sound icon( )".

**Email**

Email message는 통신망을 이용하여 컴퓨터 사용자 간에 편지나 여러 정보를 주고받는 이메일을 폰에서 주고 받고자 하는 기능이다.
전송할때는 SMTP 프로토콜을 사용하며, 다운로드시에는 POP3를 사용한다. 따라서 사용하고자 하는 계정에서 POP3/SMTP를 지원해야지 Email message를 사용할 수가 있다

**Short Message Service**

Short message service (SMS) allows you to send and receive a short text message to and from other GSM phones.
To send a text message by phone, you must obtain the number of the SMS message center from your service provider.

**Cell Broadcast Service and Voice mail**

Broadcast message service allows you to receive a broadcasting information as Newsflashes, Weather, …from GSM network. Voice mail message also can be received.

**Receiving a new message**

When you receive a new message, the New Message icon ( )

and a notification showing the caller number or phonebook name will appear on the display. You will also hear an alert, depending on the message sound setting. (For further details, see Applications Menu 6.2)

To read the new message(s) immediately, press the [Read] Soft key or push in on joystick.

Note: To clear the new message notification on the display, press the [Cancel] Soft key, [End] or [CLR] key.

**Managing memory**

The Inbox, Outbox, Drafts, Sent and Templates share a given amount of memory on phone. In case of the Inbox, Text messages (SMS) can be saved on a phone or SIM, depending on the text message settings. Even though “Save to” in the text message settings set to “SIM”, received messages will be saved in the phone memory if SIM capacity is full. Also, Even though “Save to” in the text message settings set to “Phone”, received messages will be saved in the SIM if phone memory capacity is full.

In case of the Inbox, received messages can be saved 50 messages to phone memory. The other mailboxes can be saved up to 30 entries. The Inbox, Sent and Drafts are able to use the SIM memory but Outbox and Templates can’t. When over 50 messages are saved at phone memory in the Inbox, message full icon ( ) will be appeared and then Only SIM memory is available. If SIM capacity is also full, Message full icon ( ) appears. When the Message full icon is displayed, you cannot receive any new message. You must delete one or more old messages to free memory for new messages, using the [Delete] option within the each mailbox or the [Delete All] option which deletes the All list.

- **Write New:** Writes a new Multimedia message (MMS) or Text message (SMS), Email
- **Inbox**: Displays the received messages in the SIM and Phone memory. You can save 50 messages to the phone memory and more messages are received if SIM capacity is available. So you can see over 50 messages in the Inbox.‘10’ in [10/20] represents the number of unread messages, whereas ‘20’ represents the number of saved messages in the Inbox.
- **Outbox:** Displays the list of messages stored when sending message. 30 messages can be saved to phone memory.
  [10] represents the total number of messages saved in the Outbox.
- **Draft Box :** Displays the list of messages stored during writing message. You can save 30 messages to phone memory. But if some messages are saved in the SIM, the messages appear in the list. So you can see over 30 messages in Drafts.
  [10] represents the total number messages saved in the Drafts.
- **Sent Box:** Stores messages in the phone memory after sending message, depending on Save message in the common setting.
  But if some messages are saved in the SIM, the messages are appeared in the list. So Sent is able to display over 30 messages.
  [10] represents the total number messages in the Sent.
- **Templates:** Displays the default and your saved templates.

You can save 30 messages to phone memory (include default template).

- **Settings:** Sets up the messages environment**.**
- **Memory Info:** Displays the free space of the SIM or phone memory**.**

## 1.1 Write New

### 1.1.1 Text Msgs.

Select 'Menu>1.Messages>1.Write New>1. Text Msgs.' and push in on joystick**.**

(1) Creating a text message.

At the top of the display, you can see the number of remaining characters and you can write into the current page of the message as the icon ( ).

(2) While entering your message, press the [Options] Soft key [ Left] to use the following options.

When you push up/down joystick to select an item and push in on joystick using the following option;

- **Add template** : Obtains the template message from the Templates
- **Save** : Saves messages in the phone memory
- **Language**:The selected language will be displayed at the bottom of the right corner.

(3) When you have finished creating the message, push in on joystick to send the message out.

If the phone number entry is empty, input the recipient's phone numbers. You can also search for a number in Ph. Book or Recent Call List by pressing the [Options].

- **All Contacts :** search for a number in phonebook
- **Recent Call List :** search for a number in recent call list

When you finish entering the recipient, push in on joystick or press the [SEND] key.

### 1.1.2 Multimedia Msgs.

Select 'Menu>1.Messages>1.Write New>2. Multimedia Msgs.' and push in on joystick.

(1) [Editor Options] page will be displayed, and you can write a message composed of some kinds of item format (image, sound, photo, and template) as well as just only text using this menu. Select one of the following options using the Up/Down joystick.

① **Add Text** : Adds a new text.

② **Edit Subject :** Edits the subject.

③ **Add Image :** Adds an image to the Image Box. Push in on joystick to select the image when the image list appears. (For further details, see Application Menu 4.3)

④ **Add Sound :** Adds a sound to the Sound Box. Push in on joystick to

select the sound when the sound list appears. (For further details, see Application Menu 4.4)

⑤ **Add Photo :** Adds a photo to Photo Album. Push in on joystick to select the phone when the photo list in each folder appears. (For further details, see Applications Menu 4.1)

⑥ **Add Template :** Adds a multimedia message template. This feature is available only when no item is in the slide. With more than one slide, Add Template will not be available.

(2) After writing message, push in on joystick. Press the [Options] Soft key [ Left] to use the following options.

① Delete Text/Image/Sound/Slide : Deletes the selected text, image, sound or slide from the slide page.

② Delete Object : Deletes the selected object from the slide page.

③ **Add Objects** : Add image, photo, sound, and slide objects

④ **Preview** : Shows the message as it appears on the recipient's phone.

⑤ **Save as Draft** : Saves messages in the phone memory

⑥ **Slide Timing :** Set the time duration that the received message is displayed. The display automatically scrolls to the next slide page after the specified time.

⑦ **Edit Subject :** Edits or modifies the subject.

⑧ **Edit Text :** Edits the selected text.

⑨ **Page Layout** : Arranges the image and text display position in the slide page.

You can set 'Image at Top' or 'Text at Top'.

(3) Sending and saving a message

When you finish creating the message, push in on joystick.

If the phone number entry is empty, input the recipient's number or email address. You can also search for a number in phonebook or Recent Call List by pressing the [Options].

- **All Contacts** : search for a number or email address in phonebook
- **Recent Call List** : search for a number in recent call list

When you finish entering the recipient, push in on joystick or [SEND] key.

**Note**: If the size of the Multimedia message exceeds the transmission limit, a warning information message will be appeared. It will be automatically saved in the Sent if transmission is success.

### 1.1.3 Email

Select 'Menu>1.Messages>1.Write New' ->3. Email and press the [**OK**] key.

OK키를 누르면 이메일 내용을 입력하는 Edit 창이 나오고, 내용입력 후 OK키를 클릭하면 Email Component 창이 디스플레이된다. Component 창에서의 옵션은 아래와 같다.

♦ **Editor options for Email**

Press [Option] Soft Key, You can select following [Option]

■ Add Attachment

Photo/Image/Sound의 Gallery에서 데이터를 첨부할 수있다.
첨부 화일은 최대 두개까지 가능하다.

- Image Gallery

  Adds an image to the Image Gallery. Press the [OK] key to select the image when the image list appears. (For further details, see Application Menu 4.4)

- Add Photo

  Adds a photo to Photo Gallery. Press the [OK] key to select the phone when the photo list in each folder appears. (For further details, see Applications Menu 4.2)

- Add Sound

  Adds a sound to the Sound Gallery. Press the [OK] key to select the sound when the sound list appears. (For further details, see Application Menu 4.5)

■ Add Subject

Edits or modifies the subject.(For further details, see Basic functions Menu 7)

■ Edit Text

Write New를 클릭했을 때 에디트창에서 입력한 Text를 편집

■ Add Template

Adds an Email template. This feature is available only when no item is in Attachment

■ Save As Draft

현재 입력한 Email을 Draft box에 저장한다.

♦ **Sending and saving a message**

To send Email Msg.

1. Email작성이 완료되었을 때 OK키를 누르면 Recipient 화면이 나온다.
   여기서 수신자의 이메일 주소를 입력하면 된다.
   입력이 완료되었을 때 OK키를 누르면 전송바가 화면에 나타난다.
   ■ 전송이 실패하면 Outbox에 저장이 되어진다. 나중에 재전송할 수 있다. (최대 5명에게까지 보낼수있다)

## 1.2 Inbox

Select 'Menu>1.Messages>2. Inbox' and push in on joystick.

Select Inbox and push in on joystick to display the received messages one by one. Press the [Reply] Soft key at the bottom right corner to write a new message.

You can receive a multimedia message notification through the network and read only the downloaded multimedia message.

If 'Auto Download' in multimedia message settings is set to 'On', notification will not be displayed but the message will be downloaded and saved in the Inbox as unread.

You can also receive a text message, voice mail and cell broadcast message.

In the case of text message, if available in the Ph. Book, the sender's phone number is displayed with the list of messages. In the case of multimedia message, the list of messages displays with message subject.

According to message type, the list of messages displays following icons.

**unread Text message in SIM**

**read Text message in SIM**

**unread Text message in phone**

**read Text message in phone**

**notification multimedia message**

**unread multimedia message**

**read multimedia message**

Unread Email Message

Read Email Message

Select [Options] Soft key [Left] on the bottom of the message list to select one of the following options.

- **Call Sender** : Sends the call to the Message Sender
- **Forward**: Sends the received message to another recipient.
- **Delete**: Deletes the selected message.
- **Delete All**: Deletes all messages in Inbox.
- **Reply:** Answer the message to sender
- **Move to Phone (SIM)**: Saves the message in the phone memory (in the SIM) if message saved in the phone (in the SIM). Only text message is available.

Select [Options] Soft key [Left] on the bottom of the message view to select one of the following options**.**

- **Cut Number :** Extract a number from the message text . You can save it as a Ph.Book Entry.
- **Cut Urls:** Extract a Url address from the message text. You can save it in WAP bookmark. (Shown only on the text message)
- **Cut Objects:** Extract an object from the multimedia message. You can save it in one of categories of Fun & Tools. (Shown only on the multimedia message)
- **Check for Email**:서버로부터 새로운 메일을 확인하여 다운받는다.

### 1.3 Outbox

Select 'Menu>1.Messages>3.Outbox'. and push in on joystick.

The message that failed to send is stored in the Outbox.

Press the [Send] Soft key at the bottom right corner to send the failed message again.

Press the [Options] Soft key [Left] at the left of Total Message List to select the following menu.

- **Delete**: Deletes the message.
- **Delete All**: Deletes all messages in the Outbox.
- **Edit:** Edits and sends a failed message using the recipient's number.
- **Send** : Send the message out with the joystick button

### 1.4 Draft Box

Select 'Menu>1 Messages>4.Draft Box' and push in on joystick.

The message to be saved before sending will be saved in the Draft Box.

Press the [**Options**] Soft key [Left] at the left of Total Message List to select the following menu.

- **Delete**: Deletes the message.
- **Delete All**: Deletes all messages in the Draft Box.
- **Edit**: edit Draft message.

### 1.5 Sent Box

Select 'Menu>1. Messages>5.Sent Box"

The message that you sent is stored in the Sent Box.

- Press the [Edit] Soft key at the bottom right corner to Edit and send a sent message using the recipient's number.
  Select [Options] Soft key on the bottom of the message list to select one of the following options.
- **Forward**: Sends the sent message to another recipient.
- **Delete**: Deletes the selected message.
- **Delete All**: Deletes all messages in Sent Box.
- **Edit**: Edits and sends a sent message using the recipient's number.

### 1.6 Templates

Select 'Menu>1.Messages>6 Templates'.

Select a text template menu and press the [Options] Soft key [Left] at the left for associated options.

- **Create New**: Makes a new template. Not available if the template space is full.
- **Delete**: Deletes a template you have defined. Default template is not appeared.
- **Delete all :** Deletes all messages in Templates box. Default template is not appeared.
- **Edit**: Edits the Templates.
- **Send**: Edits and Sends the Templates.

### 1.7 Settings

Select 'Menu>1.Messages>7.Settings'.

#### 1.7.1 Text Msgs.

Select 'Menu>1. Message>7.Settings>1.Text Msgs.' and push in on joystick.

You can set up default text message information using this menu with the following options.

- **Message Center**: Allows you to store or change the number of your message center required when sending a message. You must obtain this number from your service provider.
- **Message Format**: Allows you to set the message type to Normal, Fax, Voicemail, ERMES, National Paging, X.400, or

Internet. The network will convert the messages into the selected format

- **Save to:** Allows you to set the text message storage to SIM or phone.
- **Save message** : If set as on, the messages sent will be stored in the [Sent Box].
- **Delivery Reports :** When this option is set to [On], the network informs you whether or not your message has been delivered successfully.
- **Message lifetime**: Allows you to set the duration of time your message is stored at the message center while attempting to deliver it. You can select one of 1Hour, 2 Hours, 6Hours, 1 Day, 2Days, 1 Week, 4 Weeks, 6 Months, or Maximum.

**1.7.2** Multimedia Msgs.

Select 'Menu->1. Message>7 Settings>3.Multimedia Msgs.' and push in on joystick.

You can set up default multimedia message information using this menu with the following options.

- **Profiles :** You can set up multimedia messages profile settings (For further details, see Advanced functions 1.8).
- **Auto Download :** Allows you to set how you receive a message when messages is stored in your home network system. You can select either On or Off
- **Delivery Reports :** When this option is set to [On], the network informs you whether or not your message has been delivered successfully.
- **Read Reports** : When this option is set to [On], the recipient's phone sends a reply to let you know when your message was read by her/him.
- **Save message** : If set as on, the messages sent will be stored in the [Sent Box].
- **Message lifetime**: Allows you to set the duration of time your message is stored at the message center while attempting to deliver it. You can select one of 1Hour, 2 Hours, 6Hours, 1 Day, 2Days, 1 Week, 4 Weeks, 6 Months, or Maximum.

**1.7.3** Broadcast

Select 'Menu>1. Message>7.Settings>4.Broadcast' and push in on joystick.

You can set up default CB information using this menu with the following options.

- **-Languages** : You can specify the language of a message. You may also add new languages or delete existing ones.
- **-Topic List** : You may choose up to 2 topics from the current list. For more information, contact your network service provider.
- **-Receive** : You can decide whether the Cell Broadcast service is active or not. When this option is set to [Enable], cell broadcast service is activated.

### 1.7.4 Email

Select 'Menu>1. Message>7.Settings>4.Email' and push in on joystick.

You can set up default Email information using this menu with the following options.

■ **Max Message download Size : 이메일 수신시 최대 수신할 수 있는 이메일 사이즈를 선택할 수 있다. [30,.60,100,200,300 kbyte]**

■ Save Message : 이메일을 전송한 후에 전송한 메시지를 Sent Box에 보관 유무를 설정한다.

■ Email Accounts

* Add New Pop : 새로운 이메일 계정을 추가한다.

♣ User Name : 수신자측에서 보여지는 전송자의 이름

♣ Email Address : 해당계정의 이메일 주소

♣ Reply Address : 수신자측에서 회신을 선택할 때 참조하는 이메일주소.

♣Login ID : 해당 계정 ID

♣ Password : 해당 계정의 암호

♣ Incoming Server : POP3 환경 설정

♦Address : Pop3 Server의 주소

♦ Account Active : 해당 계정을 폰에서 Acitve 시킬건지 결정한다.

♣ Outgoing Server : SMTP 환경설정

♦Address : Pop3 Server의 주소

♦ SMTP Authentication : SMTP 인증유무 설정

♣ [Option] 키 설명

♦ Account Name : 새로 만든 계정 이름을 편집

♦ Save As default : 여러 개의 계정이 있을 때 Defalut로 사용할 계정을 설정

♦Delete Account : 추가한 계정을 삭제한다.

♦Add New Pop : 계정을 새로 추가한다.

■ Email Bearers

♣ GPRS Setting

- APN: Input the Access Point Name yourself.
- Login ID: Input the ID to sign into the GPRS service.
- Password: Input the password to sign into the GPRS service

♣ GSM Setting

- Data Call Type: Press the [**Left/Right**] key to choose either ISDN or Analogue.
- Dial Number: Input the dial number manually
- Login ID: Input the ID to sign into the GSM.
- Password: Input the password to sign into the GSM.

■ Saving Memory : 첨부화일을 외장메모리에 저장할지, 내장메모리에 저장할지를 설정함.

### 1.7.5 Voice Mail

Select 'Menu>1. Message>7.Settings>5.Voice Mail' and push in on joystick.

You can set up default Voice Mail number

### 1.8 Memory Info

Select ‘Menu>1.Messages>8.Memory Info’.

Select Memory Info and push in on joystick to display the free Text message and Multimedia message memory space.

## 2. Contacts

You can store your personal Entries, which can be added or deleted at any time. You can save up to 800 Entries on the phone memory.Entries that can be stored on SIM differ with SIM's storage capacity. **(The detail method of editing Contact, see Basic Functions Menu 7)**

### 2.1 Searching a Name

Select 'Menu>2.Contacts>1. Search>1. Name Search'.

Searches for the phone number from Contacts using the following procedure.

1. Input a name. The entry list is shown and the cursor is placed on an item that matches your input data.
2. **Push [Left/Right] joystick** to view the recorded numbers
3. **Push in on joystick, the [OK] soft key** to view all.

Press the [**Options**] Soft key [Left] to;

- **Add Contact** : Creates a new entry.
- **Edit**: Edits and saves the entry.
- **Delete**: Deletes the selected item.
- **Copy** : Copy Memory to SIM or Phone.
- **Send Message**: Sends a message to a selected recipient.
- **Add to Speed Dial**: Adds the selected number to Speed dial.
- **Language**: Change the language
- **Group Search :** Searches for the phone number of each group

### 2.2 Adding a New Contact

Select 'Menu>2. Contacts >2.Add Contact'.

Adds the Contact information of other people. Initially, an empty field with a grey colour will appear until you input a text.

Depending on the '**Memory in Use**' setup, the following fields will be displayed.

- **Phone or SIM**: Select the saving location – SIM card or Phone.
- **SIM Card**: Name, Mobile, Group, Picture, Melody
- **Phone**: Name, Mobile, Home, Office, Group, Picture, Melody, **Email1, Email2**, and Memo.

### 2.3 Speed Dial Setting

Press a speed dial number in standby mode for Speed Dialling.

The Speed Dial number ranges from 2 to 99, totalling **98** Speed Dial numbers.

Note: press and hold the [0] or the [1] key is for the prefix for international call or the Voice Mail respectively.

#### 2.3.1 To Set the Speed Dial

Select 'Menu>2.Contacts>3.Speed Dial'.

1. **Push [Up/Down] joystick** to move to an Empty Entry and press the [**Add**] key.
2. **Push [Up/Down] joystick** to choose a person and **push [Left/Right] joystick** to select his number.
3. **Push in on joystick, the [OK] soft key** to save an item in the Speed

Dial list.

4. If you want to remove or edit particular item in the speed dial list, move cursor to the item and press the Soft key [ ] to;

- **Remove: Remove** an item.
- **Edit : Update another item**

**2.3.2 To Set the Speed Dial in Search**

Select 'Menu>2. Contacts >1. Search>1. Name Search'.

1. **Push [Up/Down] joystick** to choose a person and **push [Left/Right] joystick** to select his number.
2. To add Speed Dial, use [**Add to Speed Dial**] option
3. **Push [Up/Down] joystick** to move to an Empty Entry
4. **Push in on joystick, the [OK] soft key** to save an item in the Speed Dial list.

## 2.4 Group Setting

Select 'Menu>2. Contacts >4.Groups'.

Changes the settings for the five predefined caller groups.

Default Groups: No Group, Family, Friends, Business, and VIP

Press the **[Options]** Soft key [ Left] to;

- **Group Ring Tones : Set a Group, Melody, Picture.**
- **Rename : Renames a group name.**
- **Delete : : Deletes the selected Groups.**
- **New : Set a new groups.**

You can also add your preferred new groups by pressing the **[New]** key, on top of the predefined 5 groups.

## 2.5 Memory in use

Select 'Menu>2. Contacts >5. Memory in Use'.

**Allows you to set the storage to Phone or SIM., SIM Card, Phone,**

## 2.6 Copy All

Select 'Menu>2. Contacts >6. Copy All'.

Copy all information saved on the Phone/SIM card to SIM or Phone

## 2.7 Delete All

Select 'Menu>2. Contacts >7. Delete All'.

**Push in on joystick, the [OK] soft key and input the phone password**

Deletes all information saved on the Phone/SIM Card.

## 2.8 Memory Info

Select 'Menu>2. Contacts >8.Memory Info'.

Select Memory Info and **push in on joystick, the [OK] soft key** to display the use and free memory space in Phone and SIM memory

## 2.9 Service Number

**Select 'Menu > 2.** Contacts **> 9.Service Number'.**

**This feature may not be available depending on your SIM card.**

**The list of the numbers in the SDN (Service Dial Number) will be displayed.**

**If necessary, scroll to a number by pressing the [Up] or [Down key]**

**and press the [ ] key to dial the number.**

## 3. Call Logs

Press the [ ] key to see the recent calls in standby mode or select 'Menu>3.Call Logs'.

This function displays missed calls, received calls, and dialled calls. You can delete a call log and see the information for the call timer, call cost, and GPRS info in this menu.

| |
|---|
| Note: If **Contacts** contains the phone number that you want to dial, the name will be displayed, or phone number, date, and time will be displayed alternatively on the Screen.<br>Press SEND when the cursor is placed on the number or name to dial the number. |

### 3.1 Missed Calls

Select 'Menu>3.Call Logs>1.Missed Calls'.

Displays the missed calls list accompanied by the time and date of a missed call as well as the number or name of the caller.

**Push [Up/Down] joystick** for selection.

Press the [**Options**] Soft key [ Left] to;

- **Call** : Calls **with the** selected Number.
- **Edit** : Edits selected Number.
- **Save Number**: **If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.**
- **Delete : Deletes the selected Number.**
- **Delete All**: Deletes all missed call records from the list.
- **Send Message**: Sends a message to the person you missed the call.

When the call is not found in **Contacts**, the [**Save Number**] option will be created.

### 3.2 Received Calls

Select 'Menu>3.Call Logs>2.Received Calls'.

Displays the received call list accompanied by the time and date of a received call as well as the number or name of the caller. **Push [Up/Down] joystick** to select.

Press the [**Options**] Soft key [ Left] to;

- **Call** : Calls selected Number.
- **Edit** : Edits selected Number.
- **Save Number**: **If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.**
- **Delete : Deletes selected Number.**
- **Delete All**: Deletes all received call records from the list.
- **Send Message**: Sends a message to the person you received a call.

When the number of the caller is not found in **Contacts**, the [**Save Number**] option will be created.

## 3.3 Dialled Calls

Select 'Menu>3.Call Logs>3.Dialled Calls'

Displays the Dialled calls list accompanied by the time and date of a dialled call as well as the number or name of the recipient. **Push [Up/Down] joystick** for selection.

Press the [**Options**] Soft key [Left] to;

- **Call** : Calls selected Number.
- **Edit** : Edits selected Number.
- **Save Number**: **If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.**
- **Delete : Deletes selected Number**
- **Delete All**: Deletes all the dialled call records from the list.
- **Send Message**: Sends a message to the person you made a call to.

When the number of the caller is not found in Contacts Menu, the [**Save Number**] option will be created.

## 3.4 Delete Call Logs

Select 'Menu>3.Call Logs>4.Delete Call Logs'.

It deletes the missed, received, or dialled calls or deletes all the call records with 'All Calls'.

Press the [**Yes**] Soft key [Left] or [**No**] Soft key [Right] to execute or cancel this function.

## 3.5 Call Timer

Select 'Menu>3.Call Logs>5.Call Timer'.

Indicates information on call time.

- **Last Call Time**: Date and Time.
- **Received, Dialled, All Call Time**: Call Time only.
- **Reset Call Times**: Initialises the call timer. **Push in on joystick, the [OK] soft key** and input the phone password. And then **push in on joystick, the [OK] soft key** one more time.

## 3.6 Call Cost

Select 'Menu>3.Call Logs>6.Call Cost'.

**This feature may not be available depending on your SIM card.**

Records information on call cost, and limits the call charge to prevent overcharges.

- **Last Call Cost**: Displays the cost of the last call.
- **All Call Cost**: Displays the cost of all calls.
- **Delete Logs**: Inputs PIN2 to delete all the logs of call cost.
- **Max Cost**: Reads or sets up the maximum value of the call cost

unit in the service area.

- Read Limit: Reads the maximum unit value.
- Set Limit: Sets up the maximum units.

- **Cost Unit**: Reads or sets up the unit defined in a service area. This function has the following sub options. This function has the following sub options.
  - Read Unit: Reads the cost unit.
  - Set Unit: Sets up the current cost unit and the cost per unit

## 3.7 GPRS Info

Select 'Menu>3.Call Logs>7.GPRS Info'.

This displays the GPRS data transmission capacity.

- **Current Info**: Displays the total transmitted Kbytes at the moment.
- **Last Info**: Displays the total transmitted Kbytes in the past.
- **All Info**: Displays the total transmitted Kbytes since connected.
- **Delete Logs**: Deletes the log related to GPRS.

## 4. Media Gallery

### 4.1 External Memory

Allows you to search the files of the MicroSD card, to move to other directories or enable certain basic functions.

1. Select 'Menu>4.Media Gallery>1.External Memory'

2. Press the [**Option**] Soft key [Left] to:

- **Set As**: Only applicable to the images of supported formats (music files are not supported.)
  1. Wallpaper – Adds a photo to 'Wallpaper' in 'Display Settings'. The photo is set as the background image of the main screen.
  2. Contact – Assigns a specific photo image to Contacts.
- **Send as Multimedia Msgs.**: Files are transmitted via MMS.
- **Rename**: Renames a file.
- **Delete**: Deletes a file.
- **Delete All**
  Deletes all files in the list
- **Details**
  Views the information on an file

**NOTE**: The MicroSD card must be removed after the Phone has been turned off. Otherwise, the card may be damaged.

### 4.2 Photo Gallery

see **Applications Menu 5.1.3**

### 4.3 Video Gallery

see **Applications Menu 5.1.4**

### 4.4 Image Gallery

You can view or edit the image or information recorded in your phone in this menu.

The image formats supported here are "JPEG, GIF, BMP, WBMP, PNG"

JPG은 640*480, 그 외의 format은 256*256 까지 view가 가능합니다.

1. Select 'Menu>4.Media Gallery>4.Image Gallery' to the list of images saved in your phone.

2. Press the [**Large**] Soft key or press the [**OK**] key to zoom in the image selected from the list.

3. Push the joystick **Left or Right** to view other images in the list.

Press the [**List**] Soft key to return to the list.

Press the **[Options]** Soft key [Left] to apply the options to the image concerned.

- **Options**: Set as Wallpaper, Send as Multimedia Msgs., Rename, Delete, Delete All, Details

- **Set as Wallpaper**
  Adds an image to 'Wallpaper' in 'Display settings' The image is set as the background image of the main screen.
- **Send as Multimedia Msgs.**
  Sends the selected sound to the Multimedia Messages(This option is available only for a non-forward locked sound or image)

- **Rename**

  Renames an Image

  **(for further details about rename a file, see Basic Functions Menu 7)**

- **Delete**

  Deletes an Image

- **Delete All**

  Deletes all Images in the list of image

- **Details**

  Views the information on an image

**With a respect to the DRM, a forward locked image will be displayed with an icon like in the list of images.**

4.5 Sound Gallery

Plays back sound in your phone or edits information.

The sound formats supported here are "MIDI, iMelody, MMF, MP3, AMR".

Select 'Menu>4.Media Gallery>4. Sound Gallery' to display the list of sounds recorded in your phone.

The selected melody will be automatically played back once.

Press the [**Options**] Soft key [Left] to apply the options to the sound concerned.

- **Options**: Set as Ring Tone(can not used in AMR file), Send as **Multimedia Msgs**, Rename, Delete, Delete All, Details

- **Set as Ringtone**

  Sets the selected sound as a preferred Ringtone

(For further details about Options, see **Applications Menu 4.3**)

**With a respect to the DRM, a forward locked sound will be displayed with an icon like in the list of sounds.**

**Note:** MP3 ringtone support (maximum file size: 500kb) and **MP3 files may be subject to the relevant copyright law, so refrain from distributing those files illegally.**

## 4.6 Memory Info

Displays information on the memory usage status for Video, Photo, Image, Sound, Voice, Java, and Message and System used.

Note: The 'System' memory information means the total used memory for the reserved objects, user-defined wallpapers, etc.

# 5 Multimedia

## 5.1 Camera

You can take a photo in various ways using the built-in camera.

The photo can be saved and sent with a multimedia message..

### 5.1.1 Taking a Photo

#### 5.1.1.1 snapshot mode

1. Select 'Menu->5.Multimedia->1.Camera->1.Take a Photo' in the menu in sequence

* Tip: Press camera key to enter into the photo capture mode

2. Adjust the image by focusing the camera at the subject.

Press the Soft key [Right] to change the shooting mode.

| Shooting Mode | Icon | Description |
|---|---|---|
| Single Capture | | Take a single photo. |
| Multi Capture | | Take multiple photos. Number of photos to be taken set by the [Multi-shot] option. |
| Sticker Capture | | Take a photo with a built-in frame.<br>Image size is fixed as 128X128 |

3. Push in on joystick [ ] to take the picture in the current preview.

Press the Side [**Up / Down**] key to zoom in/out of the image.

Press [ ] key to return to the camera preview screen.

In Multi Capture mode, select [**Mark**]/[**Unmark**] to check the image that you want to save.

4. push in on joystick [ ] to save the photo taken. You can select a photo album and edit the photo name.

In Multi Capture mode, the photo will be named automatically. You can edit the photo name, if only one photo is set as 'Marked'.

**Camera Specific Functions**

| Function | Description | Key |
|---|---|---|
| Brightness | Control the brightness of 7 levels (from 0 to 6) | [Left joystick / Right joystick] key |
| Zoom | change the zoom levels | Side [up/ down] key |

#### 5.1.1.2 Using the Camera Options

Press the [**Options**] Soft key [Left] in Capture mode to select the following information which will be applied to the image. Its setting value is temporary, so if you want to save its value, go to 5. Multimedia ->5.1 Camera ->5.1.5 Settings

- **Photo Gallery**: Moves to the Photo **Gallery.**
- **Image Size**: Displays the size of image that you want to shoot LCD(128X128), QVGA (320X240), VGA(640X480).
  Note: this option will not appear in 'Sticker Capture' mode

- **Self Timer**: select one of **None,** 5 Secs or 10 Secs. When the selected time has lapsed, a photo is taken.
- **Multi shot** : select multishot number you want. 4/6/9
  Note: this option will appear in 'Multi Capture' mode

- **Sticker** : selects the frame (10 frames)
  Note: this option will appear in 'Sticker Capture' mode

- **Effect:** Applies an effect to the picture. **Normal/ Sepia/Antique/ Cool/ Moonlight/ Fog/ Negative/ B&W/ Embossing**
- **OSD :** On/Off

### 5.1.2 Taking a Video

#### 5.1.2.1 Video shot

**1.** Select 'Menu->5.Multimedia->1.Camera->2.Take a Video' in the menu in sequence

* Tip: Size of the video image is fixed to LCD **(128X128).**

Press and hold camera key to enter into the video recording mode

2. Push in on joystick [ ] to record in the current preview..

Press the Side **[Up / Down]** key to zoom in/out of the image**.**

Press [ ] key to return to the camera preview screen.

Push in on joystick [ ] to stop recording.

3. If you Push in on joystick [ ], you can select an album to save the video. When 'Auto Save' is selected from the camera setting, the set name and album will be automatically saved without any Save Option screen.

Press the [ ] key to return to the Preview screen without saving video images.

**Press the [play] Soft key [ Left ] to play the recorded video images.**

#### 5.1.2.2 Using the Camera Options

Press the **[Options]** Soft key [ Left] in Capture mode to select the following information which will be applied to the image. Its setting value is temporary, so if you want to save its value, go to 5. Multimedia ->5.1 Camera ->5.1.5 Settings

- **Video Gallery**: Moves to the Video Gallery.
- **Effect**: Applies an effect to the **video**. **Normal/ Sepia/ Antique/ Cool/ Moonlight/ Fog/ Negative/ B&W/ Embossing**

### 5.1.3 Photo Gallery

Allows you to view or edit the photos saved in your phone.

### 5.1.3.1 Views the Saved Picture.

1.Select the 'Menu->5.Multimedia->1.Camera->3.Photo Gallery' or 'Menu->4.Media Gallery->2.Photo Gallery' in the menu in this order to access the Photo Album List.

2. Press the [**New**] Soft key to add an album to Photo Albums.

You can add up to 8 albums (including the default album 'My Photo', 'External Memory')

(For further details about making directory name, see Basic Functions Menu 7)

. Press the [**Options**] Soft key **[Left]** to apply the following options to the selected album

- **Rename** : Rename a album.
- **Delete** : Deletes a album.
- **New : add a album**

Album directories, but default directory 'My Photo', can be renamed and deleted only when there is no file in the directory.

3. Select an album from the list and push in on joystick to display the photo list in the album.

Use the [**Small**] or [**List**] Soft key to change the list type (Small/List).

4. Select a photo and **push in on joystick** to enlarge the photo view. Press the **joystick** [**Left/Right**] key to view other photos in the album.

### 5.1.3.2 Using the Photo Options

Press the [**Options**] Soft key [Left] to apply the following options to a selected photo from the album.

- **Set as:**

  **1. Wallpaper** – Adds a photo to 'Wallpaper' in 'Display Settings'. The photo is set as the background image of the main screen.

  **2. Contact** – Assigns a specific photo image to Contacts.

  * Tip: Press the **[Right]** Soft key **[Right]** to apply the following options to a selected photo from the album.

- **Send as Multimedia Msgs.:** Sends the selected photo with ~~to~~ the Multimedia Messages.
- **Rename:** Renames a photo.

  (For further details about rename a photo, see Basic Functions Menu 7)
- **Delete:** Deletes a photo.
- **Delete All:** Deletes all photos in the album.
- **Details:** Views the information on a photo.
- **Copy to MicroSD**: copy a photo file to MicroSD

### 5.1.4 Video Gallery

Views or edits the video image saved in your.

#### 5.1.4.1 Views the Saved Video

1.Select 'Menu->5.Multimedia->1.Camera->4.Video Gallery' or 'Menu ->4.Media Gallery->2.Video Gallery' in the menu in this order to access the Video Album List.

2.Select the **[New]** Soft key **[**Left**]** to add an album to Video Gallery. You can add up to 8 albums (including default album ('My Video', 'External Memory'))

. Press the **[Options]** Soft key **[**Left**]** to apply the following options to the selected album

- **Rename :** Rename a album.
- **Delete :** Deletes a album.
- **New : add a album**

* Tip: Album directories, but default directory 'My Video', can be renamed and deleted only when there is no file in the directory.

3. Select an album from the list and push in on joystick **[OK]** to display the video list in the album.

Select the **[Small]** or **[List]** Soft key to change the list type

4. Select a video and push in on joystick **[OK]** to play the video image automatically. **Use [ ] / [ ] to pause or play a video image**.

Turn back to the list if video image ended.

**Use the [stop] Soft key [**Right**] to pause the play and go back to the list.**

5. Press the **[mute]** Soft key **[**Left**]** while play the video image, can do it as is not sonant

#### 5.1.4.2 Using the Video Options

Press the **[Options]** Soft key **[**Left**]** to apply the following options to a selected video from the album.

- **Rename:** Renames a video file
- **Delete:** Deletes a video file
- **Delete All:** Deletes all video files in the album.
- **Details :** Views the information on a photo.
- **Copy to MicroSD**: copy a video file to **MicroSD**

### 5.1.5 Settings

Changes the default camera option value.

- **Image Size**: Size of the image to be shot LCD (128X128), QVGA (320X240), VGA (640X480).
- **Shutter Sound**: Shutter/Cheese/Smile/321/ Whisky/Off
- **Self Timer**: select one of **None,** 5 Secs or 10 Secs. When the selected time has lapsed, a photo is taken
- **Auto Save**: When Auto Save is on, the taken picture or video will be automatically saved with a default name in the default album 'My Photo' or 'My Video'.
- **Multi-Shot** : select multishot number you want. 4/6/9
- **Memory in Use**: Phone Memory/External Memory

## 5.3 MP3 Player

Select 'Menu>5.Multimedia>2.MP3 Player' and press the [OK] key

- Player: The screen where a mp3 music is played.
  - Music Album: Allows you to upload the music list prepared bv you, or add or delete the list.
  - File Manager: Allows you to directly select desired music via the T-flash card or to make a music list. .
  - Setting : Allows you to select Skin or Mode.

### Player [5.2.1]

Player Screen

Select 'Menu>5.Multimedia>2.MP3 Player>1.Player' in the menu in sequence.

Press the [Option] Soft key [ ] to:

- Play All: Shows the music list in the MicroSD card. Basically, all the music can be played, but you can choose and delete certain music so that it is not played.
- Music Album: Allows you to select the music album made by you.
- Skin: Allows you to replace the images in the player with other ones.
- File Info : Allows you to view the file information on the music currently selected.

| Function | Available key |
|---|---|
| Play/Pause | [OK] key |
| Next/Previous play | [Left/Right] key |
| Stop | [Down] key |
| Type of repeat | [Up] key |
| Volume 조절 | [Side Up/Down] key |
| RW/FF | press [right/left ]key and hold |

NOTE : Type of repeat

1. : Plays the music in order with any repetition.
2. :Replayw the select music one time

3. : Replays one music repetitively.
4. : Replays all the music in order and unlimitedly.

Music Album [5.2.2]

Select 'Menu>5.Multimedia>2.MP3 Player>2. Music Album' in the menu in sequence.

Allows you to make a music list. In case there exists no music list made by you, a music list will be loaded unto this menu automatically so that it can be newly added..

It is possible for you to choose, unselect, and save a desired music. .

File Manager [5.2.3]

Select 'Menu>5.Multimedia>2.MP3 Player>3.File Manager' in the menu in sequence.

Displays the entire lists of MP3 files that exist in the T-flash for you to select or unselect desired MP3 files. .

Press the [Option] Soft key [ ] to:

- Save Album: Saves the selected MP3 items in the Album List.
- Rename: Changes the title of the selected MP3 item.
- Delete: Deletes the selected MP3 items.
- Delete All: Deletes the entire MP3 items.
- Select All: Selects the entire MP3 items..
- Unselect All: Unselects the entire MP3 items
- Information: Shows information.

Setting [5.2.4]

Select 'Menu>5.Multimedia>2.MP3 Player>4.Setting' in the menu in sequence.

- Mode: Sets playing method.
  Normal/Pop/Jazz/Classic/ Rock
- Skin: Provides various equalizer images of the screen.
  Equalizer/Animation01/Animation02

## 5.3 Radio

**From the Radio menu, you can only listen to FM broadcasting, and you cannot access the Radio menu without the headset installed. In addition, if the headset cord is pulled off while listening to the music, the Radio menu will be deactivated.**

### 5.3.1 Radio Playing

1. Select Menu>5.Multimedia>3.Radio..

### 5.3.2 Radio Screen Configuration

**1. At the top is an area where frequency view area, channel display area, channel name area, and current time display area exist.**

**2. The icons at the bottom display (Headset), Hold On(Hold Off), and Mute On(Mute Off), while the icon on the far right of the bottom**

**displays volume.**

**3. [Option] Allows you to move to PopList with soft keys.**

**4. [Ok] Allows you to move to the Save Channel menu with soft keys.**

**5. [Set] Allows you to move to the Set Frequency menu with soft keys**

### 5.3.3 Radio Operation

**Press the [Option] Soft key [[ ] to:**

- **Channel List: Displays the Channel List.**
- **Speaker/Headset: Allows you to change Speaker/Headset status with the [*]key..**
- **Hold On/Off: Changes Hold On/Hold Off status.**
- **Mute On/Off: Allows you to change Mute On/Mute Off status with the [#]key.**

## 5.4 Java

You can download and execute a java game on your phone. Use the WAP browser to search for a java game and download it for installation.

### 5.4.1 View of Java Game List

Select 'Menu>5. Multimedia>4.Java>1.Games' in the menu to view the Java Game list stored in your phone.

Press the Navigation key to select a game.

The Menu has an option to control the game.

### 5.4.2 Java Game Execution/Deletion/Information Search

Select 'Menu>5. Multimedia>4.Java' in the menu to select a Java menu.

Select '1. Games' to view the Java Game list stored in your phone.

Press the Navigation key to select a game.

| To: | Press: |
|---|---|
| Run the Game | Press the [**Option**] Soft key [ Left] and select the [**Run**] Soft key, or press the [**OK**] key |
| View Detail Information | Press the [**Option**] Soft key [ Left] and select the [**Info**] Soft key, or press the [ Right] Soft key. |
| Delete the Game | Press the [**Option**] Soft key [ Left] and select the [**Delete**] Soft key. |

### ~~5.4.3 Java Network Settings~~

~~For downloading Java Game, the correct parameter settings are necessary for Internet connection. The parameter settings have been adjusted to the Internet parameter settings for a service provider corresponding to the currently selected WAP profile. Depending on your service provider, if necessary, you can directly establish the settings using the following method.~~

~~elect 'Menu>5. Multimedia>3.Java'in the menu to select a Java menu.~~

~~Select '2. Connection' to view the parameter screen.~~

~~Select a parameter item and press the [**OK**] key for setup.~~

- ~~**DNS1:** Inputs the IP address of the Domain Name Server1. A comma will be added every 3 digits.~~
- ~~**DNS2:** Inputs the IP address of the Domain Name Server2. A comma will be added every 3 digits.~~
- ~~**Internet APN:** Inputs the Internet Access Point Name for yourself.~~
- ~~**Login ID:** Inputs the ID to sign into the gateway.~~
- ~~**Password:** Inputs the password to sign into the gateway.~~
- ~~**Proxy:** Inputs the address of the proxy server if it is used.~~
- ~~**Proxy port:** Inputs the proxy port, if the proxy server is used.~~

~~If necessary, please contact your service provider for the correct parameter settings.~~

### 5.4.3 Memory Info

Veiw the Java Application Memory Select '2.Memory Info' to see memory used.

## 6. Settings

Select 'Menu>6.Settings'.

You can set up various phone functions in the settings menu.

### 6.1 Display Settings

Select 'Menu>6.Settings>1.Display Settings'.

**You can change the outlook of** ~~internal~~ **LCD display.**

#### 6.1.1 Main Screen

Select 'Menu>6.Settings>1.Display Settings>1.Main Screen' ~~and press the [**OK**] key.~~

You can change **the idle screen image**.

- **Wallpaper**: **One of 3 defaut images and 1 user image can be selected as idle screen image. Only user wallpaper can be deleted with the [Delete] Soft key [** Left**], but the default one cannot be deleted.**
- **Wallpaper Type**: Digital Clock /Greeting/D-day

#### 6.1.2 Greeting

Select 'Menu>6.Settings>1.Display Settings>2.Greeting' ~~and press the [**OK**] key.~~

**You can type up your own greeting phrase to be shown on start up or Idle screen.**

**(For further details about using editor, see Basic Functions Menu 7)**

### 6.1.3 Backlight

Select 'Menu>6.Settings>1.Display Settings>4.Backlight'.

**You can adjust the LCD backlight duration to one of 5 Secs/10 Secs/20 Secs/1 Min/10 Mins.**

**Push the joystick left or right ~~Press the [Left/Right] key~~ to change the duration value that you want and press the joystick.**

6.2 Sound Settings

Select 'Menu>6. Settings> 2. Sound Settings'

Sound Settings define how your phone reacts when you receive a call or a message, how your keypad sounds when you press a key, and more. Ring tone, key tone, and other settings can also be customised to your needs.

### 6.2.1 Ring Tone

Select 'Menu>6. Settings>2. Sound Settings>1.Ring Tone'

* You can choose the preferred ring type, melody to ring.

- **Ring Type**: Ringing Tone, Vibration, Vib then Ring, Vib and Ring, Ascending, None(Quiet)
- **Sound**: Sound is composed of several groups such as Melody Sound, MP3 Sound, Bell Sound and User Sound and each Group has multiple tones. User Sound presents the melody of 'Menu>4.Media Gallery>4.Sound Gallery' as a consequence **(For further details about User Sound, see Applications Menu 4.4).**

### 6.2.2 Volume

Select 'Menu>6. Settings>2. Sound Settings >2. Volume'

- **Ringing Volume :** Controls the volume in **8** levels.(0~7)
- **Key Volume :** There are 8 different volume levels (0~7) available for volume adjustment

### 6.2.3 Message Alert

Select 'Menu>6. Settings>2. Sound Settings >3.Message Alert'

You can select the preferred alert melody, its volume and reminder period when you have new messages.

- **Alerting**: Use the **push Left/Right joystick** [**Left/Right**] key to select one out of Off, Once, Every 2 Mins, Ev~~ery 5 Mins.~~
- **Ring Volume**: Controls the volume in **8** levels.(0~7)
- **Sound**: Use the **push Left/Right joystick** [**Left/Right**] key to set Message Alert Tone to Bell1, Bell2, Bell3.

### 6.2.4 Key Tone

Select 'Menu>6. Settings>2. Sound Settings >4.Key Tone'

You can select the keypad sound to be used for dialling or in the menu screen.

- **Tone Type**: You can turn the key tone on or off.
- **Sound**: Selects a key tone.

### 6.2.5 Sound Effect

Select 'Menu>6. Settings>2. Sound Settings >5.Sound Effect'

Turns the default sound effect on or off.

Press the [**Mark**] Soft key, and then press the **push in on joystick** ~~[**OK**] key~~ to save.

- **Power On/Off**: When you turn the power on or off.
- **WAP Connection**: When you connect or terminate WAP
- **Minute Minder**: A sound effect every minute while making a phone call.

## 6.3 Call Settings

Select 'Menu>6.Settings>3.Call Settings'.

### 6.3.1 Call Forward

Select 'Menu>6.Settings>3..Call Settings>1.Call Forward'.

You can divert a receiving call to another phone number with this menu. **It's one of network services, so please contact your service provider to check its availability.**

You may choose one from All Calls, When Busy, On No Answer, When Not Found, or Cancel All, all of which divert as required.

### 6.3.2 Answer Type

Select 'Menu>6.Settings>3.Call Settings>2.Answer Type'.

You can set up the call receiving method.

Use the **joystick by push it left or right** ~~[**Left/Right**] key~~ to set the call receiving method. **Push in on the joystick.** ~~Press the [**OK**] key to save.~~

- **Send key**: You can answer the incoming call by pressing the [ ] key.
- **Any Key**: You can answer incoming calls by pressing any key, except the [ ] key and the [**Reject**] Soft key.
- **Auto Receive-Ear Mic**: Your phone automatically answers calls after 10 seconds.

### 6.3.3 Auto Answer

**Select 'Menu>6.Settings>3.Call Settings>3.Auto Answer'.**

**The Auto Answer function works like an automatic answering machine. It relays the recorded message to the caller if you do not answer the call for a specified period of time.**

- **Auto Answer : Set Auto Answer to [On/Off]. If set to [On], the Auto Answer function will be enabled.**

- **Recorded Message: Displays a list of recorded messages during call active (In call). Each list displays the recorded date & time of the file and the message caller ID as well. Press the [Delete] Soft key to delete the message in the View list, and press the [Send] key to make a call while confirming recorded messages.**
- **Response Message: Depending on your current situation, a different answering message will be played, including. [Absent/Meeting/Driving/User Message]. The User Message is the voice message of the local user that will be answered in the standby mode.**
- **Response Time: Sets the automatic answering time (After 3 Secs/5 Secs/10 Secs/20 Secs). When the response time elapses without answering the incoming call, the recorded message will be relayed to the caller. If the caller decides to leave a voice message, recording will be started with a beep sound.**
- **User Message: Displays your voice message set for the response message. Press the [▶] key for playback. If no message is recorded, only the recorder function will 6.3.3 Auto Answer.**

### 6.3.4 Auto Redial

Select 'Menu>6.Settings>3.Call Settings>4.Auto Redial'.

This function automatically redials the number the call is made to.

- **On**: Sets up Auto Redial.
- **Off**: Cancels Auto Redial.

### 6.3.5 Call Waiting

Select 'Menu>6.Settings>3.Call Settings>5.Call Waiting'.

**It's one of network services, so please contact your service provider to check its availability.**

The call waiting function informs you **that a second call is waiting during a call**

- **Activate**: Sets up Call Waiting.
- **Deactivate**: Cancels the preset Call Waiting.
- **Status**: Informs the setup condition.

### 6.3.6 Send Caller ID

Select 'Menu>6.Settings>3.Call Settings>6.Send Caller ID'.

You can prevent your phone number from being displayed on the phone of the person being called. This service is dependent on the network. Please ask the network provider.

### 6.3.7 Own Number

Select 'Menu>6.Settings>3.Call Settings>7.Own Number'.

The number for Own Number can vary depending on the SIM.

Press the [**Options**] Soft key [Left] to:

- **Add**: Adds **a** Own Number.
- **Delete**: Deletes **a** Own Number.
- **Edit**: Edits **a** Own Number.

## 6.4 Phone Settings

### 6.4.1 Language

**Select 'Menu>6.Settings>4.Phone Settings->1.Language'.**

You can select a language to be displayed on the phone.

**Note: 'Automatic' selects the language previously stored in your SIM.**

### 6.4.2 Time & Date

**Select 'Menu>6.Settings>4. Phone Settings->2.Time & Date'.**

You can set up Time,Time Format .,Date, Date Format **and Auto Update.** When Auto update sets as on, time and date will be updated automatically by the network signal which contains time and date information.(

### 6.4.3 Favorites

Select 'Menu>6.Settings>3.Phone Settings>3.Favorites.

**The Favorites menu is, so called, the collection of items frequently used, and can be made up by your own sake. To add an item to the Favorites, browse to the item which you want and press the [Favorite] Soft key [Right] .**

**Push in on the joystick** ~~Press the [OK] key~~ in one of the registered Favorie items to access the item directly.

Press the [Add] Soft key [Right] or **push in on joystick** in Empty record to add a menu

Press the [Options] Soft key [Left] to:

- Delete: Deletes a Favorite from the list..
- Delete All : Deletes all Favorites from the list
- Edit: Edits a Favorite.
- Add: Adds a Favorite.

### 6.4.4 Auto Keypad Lock

Select 'Menu>6.Settings>3.Phone Settings>4.Auto Keypad Lock'

If you don't press any keypad during the specified duration, you can block key press action. The keypad lock duration to one of Off/15 Secs/30

Secs/1 Min/2 Mins.

**Push Up/Down the joystick** ~~Press the [Up/Down] key~~ to select the value that you want and **push in on the joystick.** ~~press the [OK] key~~.

**Notice:** If you want to get out of the Keypad locked screen, you should press Soft2 key [Unlock] and then [#] key. And, in the keypad locked screen, you can only use the Soft2 [Unlock] key to turn on the LCD backlight.

## 6.5 Network Settings

Select 'Menu>6.Settings>5.Network Settings'.

6.5.1 Search now

You can search **a network in the way you** would set in the Default Setup

6.5.2 Default setup

You can set the network searching way as "**A**utomatic" or "**M**anual"

## 6.6 Security Settings

Set 'Menu>6.Settings>6.Security Settings'.

The security settings enable you to restrict the use of your phone to other people and types of calls of your choice.

Various codes and passwords are used to protect these features of your phone. They are described in the following sections. See also '**Access Code**' ~~6~~

The Security feature keeps your phone and SIM Card safe from unauthorised users**.** **Y**ou may set up a password for your phone or use the Call Barring service and Fixed Dialling mode.

### 6.6.1 PIN Check

**Push the joystick left or right** ~~Press the **navigation [Left/Right]** key~~ **and push in on the joystick** ~~**[OK] key**~~ for setup.

~~.~~ If you fail to input the correct PIN and PIN2 number 3 times**(Trial time depends on the SIM)** continuously, you will be prompted to input the PUK number.

- **Enabled**: You should input PIN to access to the main menu after power on.
- **Disabled**: You don't have to input PIN to access to the main menu after power on.

### 6.6.2 Change PIN

Changes the PIN number.

### 6.6.3 Phone Lock

Once selected, this option locks your phone until you input the right password **to unlock**. **Push in on the joystick** ~~Press the [**OK**] key~~ after you input the password.

### 6.6.4 Change Password

Changes a password. Default Password is **1234**.

### 6.6.5 Call Barring

This function offers multiple methods to limit incoming or outgoing calls. In general, the barring service becomes activated by interoperating with the network, but Phone barring is made by the phone itself. Major functions are as follows:

- **Incoming** : Limits all incoming calls.
- **Outgoing** : Limits all Outgoing calls.

### 6.6.6 N/W Barring

This function is available only if the service provider provides such a function and you have subscribed to it.
You can set limitations for making certain types of calls:

- **Outgoing Calls**: Limits all Outgoing calls.
- **International Calls**: Limits an outgoing and incoming international call.
- ~~**Only Local/Home**~~ **Int. Call except to home country**: Limits other international calls except home country.
- **Incoming Calls**: Limits all incoming calls.
- **Incoming Calls When Abroad**: Limits all international incoming calls.
- **Delete All**: Cancels all the barring settings.
- **Change Password**: Replaces the old password with a new one.

### 6.6.7 CUG (Closed User Group)

Sets up a group of numbers that you want to dial or receive. Select CUG name and **push in on the joystick** ~~press [**OK**]~~ to see the CUG name list as you input.

Press the [**Options**] Soft key [Left] to:

- **Delete**: Deletes the preset CUG Identifier.
- **Edit**: Edits the CUG Identifier.
- **Add**: Adds the CUG Identifier.

**Note**: **In Empty record, the Soft key [Right]** will turn into the [**Add**] Soft key and move to the name input screen for a new CUG registration.

### 6.6.8 Fixed Dialling (Fixed Dialling Numbers)

**Fixed Dialling** is a service that limits your access to specific numbers in the Phonebook list recorded on the SIM. Input PIN2 to set up or cancel this service. (~~up to 3 times~~ trial attempt depends on SIM)

- **On**
- **Off**
- **Fixed Dial List**: Displays the numbers recorded in the **Fixed**

**Dialling** list.

### 6.6.9 Change PIN2

Changes PIN2.

### 6.6.10 System Reset

Select 'Menu>6.Settings>7.System Reset'

Deletes all user settings and data from your phone and returns to factory default settings.

Input the phone password and **push in on the joystick** ~~press the [**OK**] key~~ to reset.

The default password is **1234**.

## 6.7 Software Version

You can check the version of software

# 7. Organizer

Select 'Menu>7.Organizer'.

**Organizer provides Alarm, Scheduler, Memo, Voice Memo, World Time, Calculator, Converter, and Stopwatch.**

## 7.1 Alarm

Select 'Menu>7.Organizer>1.Alarm'.

**You can set up to 5 alarms (Once you set the On Morning Call, then an icon appears on the display)**

### 7.1.1 To set an alarm

Select 'Menu>7.Organizer>1.Alarm' to display the current alarm list.

Press the [**New**] Soft key [Right], and compose a new one in the alarm edit screen.

Press the [**Options**] Soft key [Left] to:

- **Delete**: Deletes an Alarm from the list.
- **Delete All** : Deletes all Alarms from the list.
- **Morning Call On/Off** : Notifies by ring a matter foreign to the Ring Type settings
- **Snooze On/Off**: The alarm that is set to Snooze rings every 5 minutes for 3 times. **Only one alarm can be set to Snooze On.**
- **New**: Set a new alarm

**Push in on joystick, the [OK] soft key** to edit the Alarm, and then **push [Up/Down] joystick** in the 'Edit Alarm' screen to set on Set, Time, or Melody.

**Press the [AM]/[PM] ~~key~~ Soft key [Left] to select AM or PM time format for setup.**

## 7.2 Calendar

Select 'Menu>7.Organizer>2.Calendar'.

**The** Calendar **helps you managing your schedule. On time of the day,** Calendar **alerts you that you have something to do by alarming**. The Scheduler consists of Monthly View, Daily View, and Event View & Edit.

**(For further details about using editor, Basic Functions Menu 7)**

### 7.2.1 Monthly View

| To: | Key Action: |
|---|---|
| Move to another day | **Push [Left] joystick** Previous Day<br>**Push [Right] joystick** Next Day |
| Move to another week | **Push [Up] joystick** Previous Week<br>**Push [Down] joystick** Next Week |
| Move to the previous or next month | Press the [**Side Up**] or [1] **key** Previous Month<br>Press the [**Side Down**] or [3] **key** Next Month |

Select 'Menu>7.Organizer>2. Calendar' from the menu to display the Monthly View.

Press the [**New**] Soft key [Right] to add a new event.

Press the [**Options**] Soft key [Left] to;

- **Goto Date**: Moves to the set date.
- **Goto Today**: Moves to today for selection.
- **View All Events**: Shows all of your scheduled events
- **Del Past Events**: Deletes your past scheduled events.
- **Del All Events**: Deletes all of your scheduled events.
- **Memory Info**: Displays the number of stored events, not more than 50.
- **New :** Set a new schedule

Use the Navigation key to select the date and push in on joystick, the [OK] soft key.

On a date with any schedule registered, move to Daily View to check the schedule.

On a date with no registered schedule, add a new schedule.

Any event registered on a date will be displayed at the bottom of the display in form of an icon.

### 7.2.2 Daily View

Shows the schedule registered for a date. Select a schedule and press the [**OK**] key to view or edit the details of an event.

Press the [**Options**] Soft key [Left] to;

- **Delete**: Deletes an event
- **Delete All**: Deletes all events.
- **D-day On/ D-day Off**: Sets up or cancels D-Day.
- **Save Number: This option shows when an event have a phone number item. Add a phone number item of an event to the phone book.**
- **New**: Set a new schedule

| |
|---|
| Note: When you select D-Day from Screen Control, 'D-Date, Event Memo Content Part' will not appear in the standby screen.<br>Upon setup of a new D-Day, the existing D-Day is automatically deleted. |

#### 7.2.3 Event View & Edit

Shows the registered schedule item by item and edits the schedule or creates a new schedule.

**Create New Event (by View & Edit)**

① Select a day from Monthly View and press the [**New**] Soft key [Right]

② Upon appearance of the New Event screen, select and input an event item by item for registration.

③ After input, push in on joystick, the [OK] soft key to save the event.

| |
|---|
| **Note**: Maximum Quantity of Schedule for Registration: 50<br>Maximum Daily Quantity of Schedule for Registration: 5<br>Period of Registration: 01/01/1950 ~31/12/2043 |

### 7.3 Memo

Select 'Menu>7.Organizer>3.Memo'.

Saves short notes in your phone.

Press the [**Options**] Soft key [Left] to;

- **Edit**: Retrieve existing memos, edit the parts of your choice, and push in on joystick, the [OK] soft key for save.

* Tip: Push in on joystick, the [OK] soft key and [**Edit**] Soft key [Right] to return to the editing screen.

- **Delete/Delete All**: Deletes any or all items.
- **New**: Input texts to create a new memo.

**(For further details about using editor, Basic Functions Menu 7)**

### 7.4 Voice Memo

Select 'Menu>7. Organizer>4. Voice Memo'

The Voice Memo function records your voice message. You can use Record, Stop, Play, and Save for voice recording and playback. You can

use the Text Editor for a message title.

**(For further details about using editor, Basic Functions Menu 7)**

**Record**

① Press the [**New**] Soft key [ Right] to start record immediately.

② Push in on joystick, the [ ] key to terminate the recording process and press the [**Preview**] Soft key to hear the recorded data before saving the voice data.

③ Press the [Re-rec] key to re-record a voice message

④ Push in on joystick, the [ ] key, input a name, and push in on joystick, the [OK] soft key to save the data.

*** Tip**: When the memory is full, the "Not Enough Memory" message will appear and returns to the menu.

In the Voice Memo list, Press the [**Options**] Soft key [ Left] to;

- **Send as Multimedia Msgs.**: Attach AMR file, and Sends as MMS
- **Rename**: Renames the voice memo
- **Delete**: Deletes the selected voice memo.
- **Delete All**: Deletes all voice memos.
- **Details** : Views the information on a **file**

**Play**

1. Select an item and push in on joystick, the [OK] soft key to start play immediately.

① Select an item in the voice memo list, and push in on joystick, the [OK] soft key to start play immediately.

② Push [Left /Right] joystick, the [ ] key or [ ] key to rewind or fast forward to position about 5seconds.

③ Push in on joystick, the [ ] key to play or pause a voice memo

④ Push [Down] joystick ,the [ ] key to stop a voice memo.

## 7.5 World Time

Select 'Menu>7.Organizer>5.World Time'.

This function informs you of world time.

Press the [**Options**] Soft key [ Left] to:

- **Daylight-saving On/Off**: The Daylight-saving function fits the time of the countries in summer who enforce Summer Time. Select Daylight-saving from the Options menu for setup. The icon for the country with Summer Time will be activated

  Shows that the Summer Time Saving function is on.

  * Tip: Summer Time sets the clock one hour ahead.

- **Set as Local**: Press the [**Set**] Soft key [ Right] or select [**Set**

**as Local**] from the Options menu and Target Area will be replaced with Home Area.

## 7.6 Calculator

Select 'Menu>7.Organizer>6.Calculator'.

Your phone has a Calculator function. Calculator provides 4 basic operations +, -, x, and /.

Press the number keys and direction keys to input a formula and press the [=] Soft key to display the result.

*** Tip**: Press the Soft key **[**Left**]** to input a decimal point.

Press the [C] Soft key **[**Right**]** to reset the formula.

Press the [C] key short to delete the text of a formula and press and briefly hold the [C] key to delete the whole formula.

## 7.7 Converter

Select 'Menu>7.Organizer>7.Converter'.

Converter converts a figure between different units i.e. Length, Area, Volume, Weight, and Temperature.

Select one from Length, Area, Volume, Weight, or Temperature.

**Push [Down]** joystick to move to the next line, **push [Left/Right]** joystick to select a target unit, and press the number keys to input numbers.

**Push [Down]** joystick again to move to the next line and select a result unit and you will get the correct answer.

* **Tip**: The result is automatically recalculated upon a change of unit or value.

Press the Soft key **[**Left**]** to input a decimal point.

## 7.8 Stop Watch

Select 'Menu>7.Organizer>8 Stopwatch'.

The Stopwatch measures time for all sorts of sports.

**Push in on joystick** , the [▶] key to operate the Stopwatch.

**Push in on joystick** , the [■] key to pause the Stopwatch and **Push in on joystick** , the [▶] key to restart the Stopwatch.

Whenever you select the [**Lap**] Soft key **[**Left**]**, the 2 lap times as a maximum are displayed and when you select the **second** [**Lap**] **Soft key [**Left**]**, the Stop watch stops.

Press the [**Reset**] Soft key **[**Right **]** to initialise all.

# V. Advanced Functions

## 1. WAP

## 2. SIM Toolkit

## 1. WAP

You can access the Internet with a WAP (Wireless Application Protocol) browser.

That means you can connect to the Internet anywhere and anytime where you have network coverage.

The descriptions below can vary according to your Network provider. Therefore, ask your Network provider for detailed information.

**Note**: Press the [**push in on joystick**] key short to access the WAP menu directly. Press and briefly hold the [**push in on joystick**] key during standby to proceed to the WAP homepage.

**(For further details about using editor, Basic Functions Menu 7)**

### 1.1 Navigating the WAP Browser

To scroll through and select browser items, press the [**push Up/Down joystick**] key until the item you want is highlighted, and then press the [**Select**] Soft key.

To return to the previous page, press the [C] key.

To return to the startup homepage, select [**Options**]> Home.

### 1.2 Entering Text in the WAP Browser

When you are prompted to enter text, the current text input mode appears above the Soft key [Right].

(For further details, see **Basic Functions Menu 7**)

### 1.3 Home

This menu contacts the network to load the Wireless Web service provider homepage.

### 1.4 Resume

You can reconnect to the latest web site.

### 1.5 Bookmarks

You can bookmark an Internet address using the WAP browser just as you do with a PC Internet browser.

To register an URL and Name in the closest empty number of the Bookmark List, press the [**Add**] Soft key on the right.

Press the [**Option**] Soft key [Left] to;

- **Edit**: Edits the URL and name of a bookmark

Note: this feature will not be available if the manufacturer provides a default bookmark..

- **Delete**: Deletes a bookmark from the List.
  Note: this feature will not be available if the manufacturer provides a default bookmark.

- **Go**: Goes to the related site

## 1.6 Push Messages

The phone can receive Push Messages from the Service Provider.

### 1.6.1 Inbox

The Push message is stored in Inbox. Select and check a message from the message list of Inbox to contact the WAP page concerned.

Press the [**Option**] Soft key [Left] to;

- **Delete**: Deletes a message.
- **Delete All**: Deletes all the messages in Inbox.
- **Go to**: Goes to related site.

### 1.6.2 Receive

Sets up Push Message receiving.

- **Accept All**: Receives all Push messages.
- **Accept None**: Rejects all messages.

## 1.7 Go to URL

This menu leads you to an URL that you have visited before.

## 1.8 Profiles

(Note: The parameter settings are already entered as required by the service provider. Care should be taken when you make any modification to a profile since it may cause WAP to be inoperative.)

Selects or edits the Connection Profile supplied by the phone.
Select the Profile List and press the [**push in on joystick**] key for setup.
The Unedited Profile will not be selected.
Select the Profile List and press the [**Edit**] Soft key to edit a profile.

- **Profile Name**: Pressing the [**push in on joystick**] key allows you to enter the edit mode to change a profile name.
- **Home URL**: Pressing the [**push in on joystick**] key allows you to enter the edit mode to edit the Homepage URL provided by the service provider.
- **Connection Type**: Select either WAP or HTTP.
- **GSM Settings**: This menu allows you to set the GSM network proxy, and has the following sub-menus:
  - Gateway: Pressing the [**push in on joystick**] key allows you to access the submenus such as **IP Address, IP Port, Login ID and**

**Password.** For each submenu, pressing the OK button lets you enter edit mode to edit every item provided by the service provider.

- Data Call Type: Use the left or right navigation key to select from the two modes: ISDN and Analogue.
- Dial Number: Pressing the [**push in on joystick**] key allows you to enter the edit mode to change this item.
- Login ID: Pressing the [**push in on joystick**] key allows you to enter the edit mode to change this item.
- Password: Pressing the [**push in on joystick**] key allows you to enter the edit mode to change this item.

- **GPRS Settings**: This menu allows you to set the GPRS network proxy, and it has the following sub-menus:

- Gateway: Pressing the [**push in on joystick**] key allows you to access the submenus such as **IP Address, IP Port, Login ID and Password**. For each submenu, pressing the [**push in on joystick**] key lets you enter edit mode to edit every item provided by the service provider.
- APN: It stands for Access Point Name. Pressing the [**push in on joystick**] key lets you enter the edit mode to change this item.
- Login ID: Pressing the [**push in on joystick**] key lets you enter the edit mode to change this item.
- Password: Pressing the [**push in on joystick**] key lets you enter edit mode to change this item.

- **DNS Settings** : Enter the IP address for the Domain Name Server. You may enter primary and secondary DNS. This function is available only when you are connected to HTTP.

- **Bearer**: This lets you select the bearer type for each type of network access. Using the left or right navigation key allows you to select from the two modes: GSM Only and GPRS Only.
- **Reset Profile**: Press the [**push in on joystick**] key to delete the parameter settings of a profile. Choose Yes or No.

## 1.9 Cache

### 1.9.1 Cache Mode

Sets up the Cache memory check.

- **Always Check**: The Cache is always checked whenever a URL is loaded.
- **Never Check**: The Cache is never checked.

**1.9.2 Clear Cache**: This menu provides a function to clean the data stored in the Cache (recently visited WAP pages).

## 1.10 Security Cert

You can see the saved security certificate.

Press the [**Option**] Soft key [Left] to;

- **Delete**: Deletes a security certificate.
- **Delete All**: Deletes all security certificates.

### 1.11 Version

This function is for viewing the software version of the WAP browser

## 2. SIM ToolKit

**Refer to the service provider.,**

# VI. Appendix

**Check List**

**Performance and safety**

**Glossary**

## 1. Check List

If you experience any problem while using your mobile phone, please refer to the following checklist. If the problem still persists, contact your dealer or nearest service centre.

**When the “Insert SIM Card” message appears:**

Make sure the SIM card is correctly installed. Check to see if the SIM card is working properly. If it does not work, try to clean the contact points of the card. If it is out of order, take it to the nearest service centre.

**When the “Password” message appears in Phone locked state:**

Enter the phone password. **The default password is “1234”.** If you cannot remember the password, contact the nearest service centre.

**When the “Enter PIN” message appears:**

Input PIN. If you cannot remember it, contact the nearest service centre. You can still receive calls even if your mobile phone becomes locked after entering the incorrect PIN on **3 times (trial time depends on the SIM)** consecutive attempts.

**When the “No Service” or “Network Failure” appears in standby mode:**

Check the **R**SSI (**Received** Signal Strength Indicator i.e., **Antenna Bar**) state. **If you cannot making/receiving a call when you are indoors or undergrounds where the signal strength is poor, move toward a window or go out open area.** If you still cannot make a connection, contact the nearest service centre.

**When audio quality is poor:**

End a call and try again.

**When the other party cannot hear you speaking:**

Your phone may be set to MUTE. Disable the MUTE function.

**When battery lifetime is shorter than usual:**

This may happen when you are **in the lower signal strength area.** Turn off your phone when it is not in use. Change the battery when battery energy is exhausted.

**When your mobile phone does not turn on:**

Make sure your battery is charged. Check to see if your phone works while recharging the battery.

**When you are unable to send a message:**

Either you are not registered to receive **a message** service, or you may be in an area where your network service provider cannot provide such a service.

**When you are unable to make a call:**

Your phone may be set to “fixed dial.” Cancel the “fixed dial” function.

**When you are unable to charge the battery:**

This may be the result of one of the following cases.

1. Your charger may be out of order. Contact your nearest dealer.

2. You may be attempting to use the phone in an overly hot/cold temperature. Try changing the charging environment.

3. Your battery may have not been connected to the charger properly. Check the connector.

**When you are unable to input data into the Phone Book:**

Your Phone Book memory may be full. Try deleting some entries from your Phone Book.

**When you are unable to select a certain function:**

You may not have subscribed to that function, or your network service provider may be in an area where such service cannot be provided. Contact your local service provider.

## 2. Performance and safety

The following list shows how to maintain your mobile phone, together with precautions to take.

- Keep your mobile phone and its accessories out of the reach of children.
- Maintain your mobilephone in dry condition and keep it within normal operating temperatures. Temperatures higher than 55 C (131 F) or lower than -20 C (-4 F) may damage your phone.
- Do not use or store your mobile phone in dusty, dirty areas.
- Do not attempt to disassemble your mobile phone.
- Do not drop or cause severe impact to the phone.
- Do not use chemical products, cleaning solvents or detergents to clean your mobile phone.
- If your mobile phone does not work properly, contact your dealer immediately.
- Use only authorised batteries, battery chargers and accessories. Any malfunction or damage caused by the use of unauthorised batteries, battery chargers and accessories will void the limited product warranty.
- Ensure that the earthing points of the battery and battery charger are not in direct contact with conductive objects.

## 3.Glossary

To help you understand the main technical terms and abbreviations used in this booklet and take full advantage of the features of your mobile phone, here are a few definitions.

**Call Barring**

Ability to restrict outgoing and incoming calls.

**Call Forwarding**

Ability to re-route calls to another number.

**Call Holding**

Ability to put one call on standby while answering or making another call; you can then swap between the two calls, as required.

**Call Waiting**

**A Network service to inform users that the user has another call during a call.**

**CLI (Caller Line Identification) Services**

Services allowing subscribers to view or block the telephone numbers of callers.

**GPRS (General Packet Radio Service)**

New non-voice value-added service that allows information to be sent and received across a mobile telephone network. GPRS guarantees continuous connection to the Internet for mobile phone and computer users. It is based on the Global System for Mobile Communication (GSM) circuit-switched mobile phone connections and the Short Message Service (SMS).

**GSM (Global System for Mobile Communication)**

International standard for mobile phone communication, guaranteeing compatibility between the various network operators. GSM covers most European countries and many other parts of the world.

**Multiparty Calling**

Ability to establish a conference call involving up to five additional parties.

**PIN (Personal Identification Number)**

Security code that protects the phone/SIM against unauthorised use. The PIN is supplied by the service provider with the SIM card. It may be a four to eight-digit number and can be changed, as required.

**PUK (PIN Unblocking Key)**

Security code used to unlock the phone when an incorrect PIN has been entered three times in succession. The eight-digit number is supplied by the service provider with the SIM card.

**Roaming**

Use of your phone when you are outside your home area (when travelling for example).

**SIM (Subscriber Identification Module)**

Card containing a chip with all the information required to operate the phone (network and memory information, as well as the subscriber's personal data).

The SIM card fits into a small slot on the back of the phone and is protected by the battery.

**SMS (Short Message Service)**

Network service sending and receiving messages to and from another subscriber without having to speak to the correspondent. The message created or received can be displayed, received, edited or sent.

**MMS (Multimedia Message Service)**

Network service sending and receiving messages to and from another subscriber without having to speak to the correspondent. The Message supporting presentation of various media types, such as full colour images and polyphonic ring tones.

**Soft Keys**

Two keys**([** **Left], [** **Right])** marked on the phone, that:

• vary according to the function that you are currently using

• are indicated on the bottom line of the display just above the corresponding key

**Voice Mail**

Computerised answering service that automatically answers your calls when you are not available, plays a greeting (optionally in your own voice) and records a message.

**RF exposure FCC**

For body worn operation, to maintain compliance with FCC RF exposure guidelines, use only accessories that contain no metallic components and provide a separation distance of 5mm (0.2 inches) to the body. Use of other accessories may violate FCC RF exposure guidelines and should be avoided.

This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

**Health and Safety Information FCC**

This EUT has been shown to be capable of compliance for localized specific absorption rate (SAR) for uncontrolled environment/general population exposure limits specified in ANSI/IEEE Std. C95.1-1992 and had been tested in accordance with the measurement procedures specified in FCC/OET Bulletin 65 Supplement C (2001) and IEEE Std. 1528-2003 Ministry of Health (Canada), Safety Code 6. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health. The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg *.

* In the U.S. and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in.

***This device contains 1800 MHz GSM functions that are not operational in U.S. Territories; this filing is applicable only for 850 MHz GSM and 1900 MHz PCS operations.