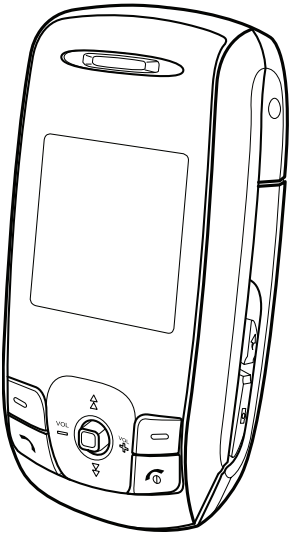
Mobile Phone



User Manual

Preface

Congratulations on your purchase of this advanced mobile telephone. Ensure that you read this manual carefully and keep it in a safe place for future reference.

About this manual

Every effort has been made to ensure that the contents of this manual are correct and up to date. However, no guarantee is made regarding the accuracy of the contents, and the manufacturer reserves the right to make changes without notice.

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Care and maintenance

- Do not use or store the phone in dusty, dirty areas, as its components may be damaged.
- Do not store the phone in hot areas. High temperatures can shorten the life of electronic devices, damage batteries and warp or melt certain plastics.
- Do not store the phone in cold areas. When the phone warms up to its normal temperature, moisture can form inside the phone, which may damage the electronic circuits.
- Do not attempt to open the phone's casing.
- Do not drop or knock the phone.
- Rough handing may damage the internal circuits.
- Do not use harsh chemicals, cleaning solvents or strong detergents to clean the phone. Wipe the phone with a soft cloth slightly dampened.
- If the phone or any of its accessories are not working properly, take them to your nearest qualified service center. The personnel there will assist you, and if necessary, arrange for the phone to be repaired.

Additional Information

The use of this equipment may be subject to local rules and regulations. The following rules and regulations may be relevant in some or all areas.

FCC Regulation

This model phone complies with part 15 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference.

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

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

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

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The antenna(s) used for this transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

This EUT is in compliance with SAR for general population /uncontrolled exposure limits in ANSI/IEEE C95.1-1999 and had been tested in accordance with the measurement methods and procedures specified in OET Bulletin 65 Supplement C.

European Notice

Products with the CE mark comply with the Radio & Telecommunication Terminal Equipment Directive (1999/5/EEC), the Electromagnetic Compatibility Directive (89/336/EEC) and the Low Voltage Directive (73/23/EEC) - as amended by Directive 93/68/ECC - issued by the Commission of the European Community.

Compliance with these directives implies conformity to the following European Standards:

- 1999/5/EEC Radio & Telecommunication Terminal Equipment Directive (R&TTE) EN 301 511
- Specific Absorption Rate (SAR) Standard: EN 50360, EN 50361
- 73/23/EEC Low Voltage Directive (LVD) Standard: EN 60950:2000
- 89/336/EEC Electromagnetic Compatibility (EMC-Directive) Standard: EN 301489-1/7
- The manufacturer cannot be held responsible for modifications made by the user and the consequences thereof, which may alter the conformity of the product with the CE mark.

RF Exposure Information (SAR)

This model phone meets the government's requirements for exposure to radio waves.

This phone is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government.

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. Tests for SAR are conducted using standard operating positions accepted by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

The highest SAR value for the model phone as reported to the FCC when tested for use at the ear is 0.091 W/kg and when worn on the body, as described in this user guide, is 0.218 W/kg. (Body-worn measurements differ among phone models, depending upon available enhancements and FCC requirements.)

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of tap://www.fcc.gov/oet/fccid after searching on FCC ID: SNFG10

For body worn operation, this phone has been tested and meets the FCC RF exposure guidelines for use with an accessory that contains no metal and the positions the handset a minimum of 1.5 cm from the body. Use of other enhancements may not ensure compliance with FCC RF exposure guidelines. If you do not use a body-worn accessory and are not holding the phone at the ear, position the handset a minimum of 1.5 cm from your body when the phone is switched on.

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1. Getting Started

This chapter will help you unpack and start using your new mobile phone.

1.1 Unpacking

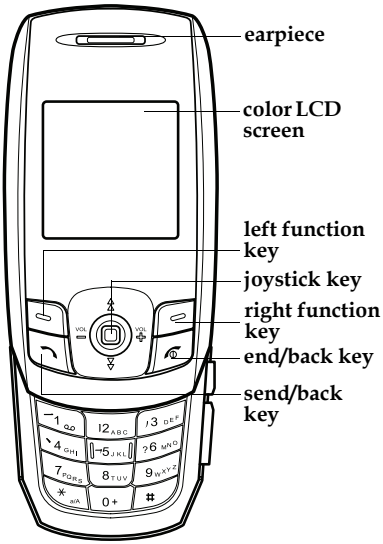
Your mobile phone package should contain all of the following items. If any item is missing or appears damaged, contact your dealer immediately.

- Handset
- Power adaptor/charger
- Battery
- Documentation
- Earphones
- USB cable
- Mini SD
- CD-ROM

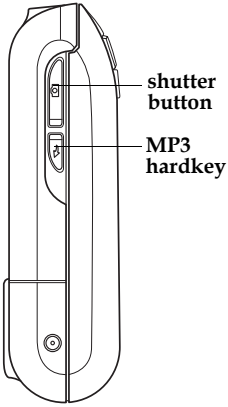
1.2 Overview of features

Your mobile phone is stylish, colorful, and packed with features that make it fun to use. This section of the manual briefly highlights each of these features. Each feature is covered in greater detail later in the manual.

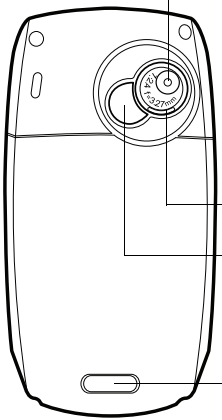
Front view



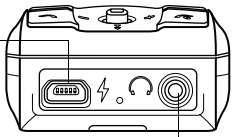
Side view



Back view



Bottom view



Color LCD, idle screen (all icons)

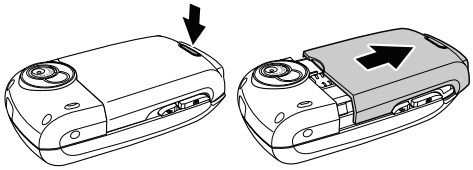
Main menu screen

1.3 Installing a SIM card

The mobile phone will only function fully when a SIM card is installed.

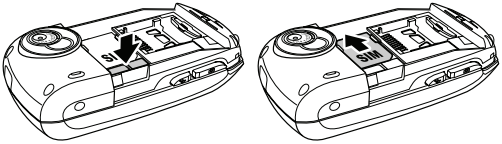
To install a SIM card:

1. Remove the battery cover as shown, and remove the battery.



Note: A SIM card cannot be inserted while a battery is in place. See “Installing a battery” on page 7 for more details.

2. Slide the SIM card into place. Make sure the card is inserted the correct way so that the gold contacts on the card meet with the terminals in the card holder.



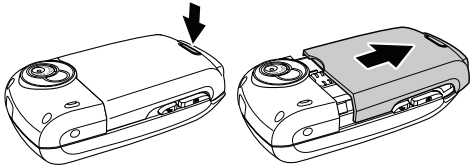
3. Install the battery, see “Installing a battery” on page 7, and replace the battery cover.

1.4 Installing a mini SD card

The mobile phone supports a single mini SD card for increased memory.

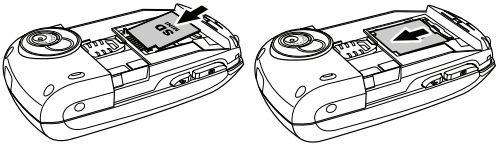
To install a mini SD card:

1. Remove the battery cover as shown, and remove the battery.



Note: A mini SD card cannot be inserted while a battery is in place. See “Installing a battery” on page 7 for more details.

2. Slide the mini SD card into place. Make sure the card is inserted the correct way so that the gold contacts on the card meet with the terminals in the card holder.



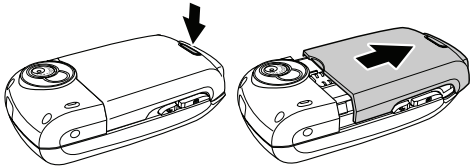
3. Install the battery, see “Installing a battery” on page 7, and replace the battery cover.

1.5 Installing a battery

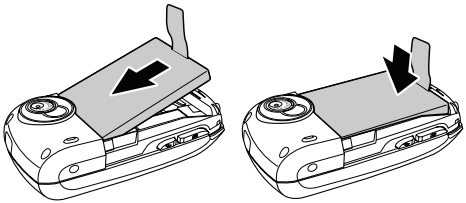
The mobile phone comes with a rechargeable Li Ion battery.

To install the battery:

1. Remove the battery cover as shown, and remove the bat



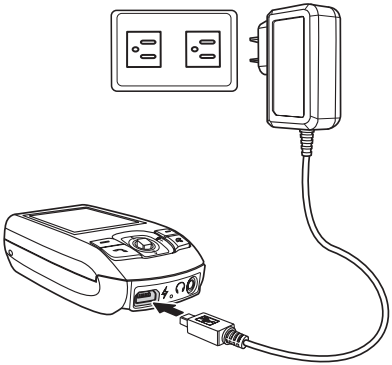
2. Push the end of the battery with the gold terminals into place just below the camera lens. Press the battery firmly into the battery compartment as shown.



1.6 Charging the battery

When the battery and SIM card are installed, charge the battery fully before using your phone.

To charge your phone, connect the charger to the USB port as shown.



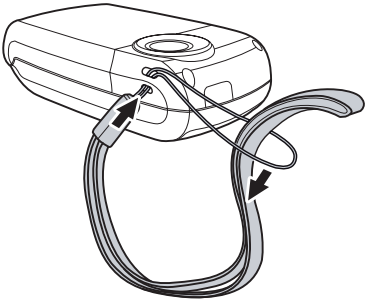
The battery is also charged when you connect the phone to your computer USB port. A full charge takes about 2 hours.

During charging the display will show a small battery icon in the top right corner of the screen.

When the phone is turned off while recharging, an animation is displayed showing that the battery is being recharged. A message is displayed when the battery has been fully charged.

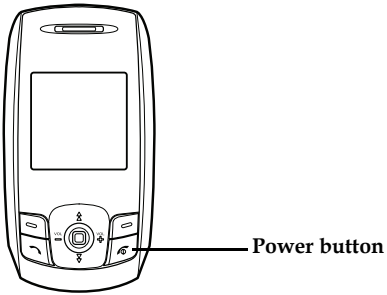
1.7 Attaching the hand strap

Attach the supplied hand strap as shown.



1.8 Turning the phone on and off

Press and hold the power button to turn the phone on and off.



1.9 Locking and unlocking the keypad

Your handset is equipped with an auto keylock function which locks the keypad after a few minutes of inactivity. This locking function is designed to prevent accidental pressing of keys while the phone is in a pocket or bag.

Note:	You can manually lock the keypad by pressing and holding the **#** key.

If your keypad automatically locks, none of the keys will work and the word "Unlock" will be displayed in the bottom left corner of the screen.

To unlock the keypad:

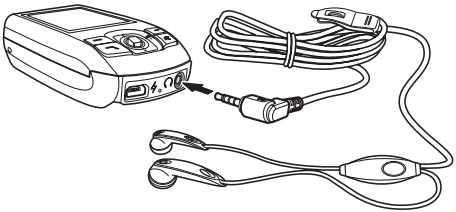
1. Press the left function key .
   The message "Unlock The Keypad?" is displayed on the screen.
2. Press the right function key to unlock the keypad, or any other key to ignore the message and leave the keypad locked.

You can turn off the auto keylock function if required. See "Auto keylock" on page 76 for more details about the auto keylock function.

Note:	Sliding the handset open also unlocks the keypad.

1.10 Connecting the earphones

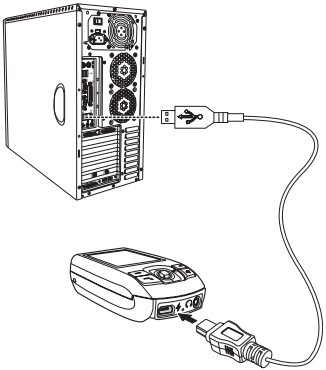
You may want to use you phone with earphones for hands-free operation or to listen to MP3 files. The earphones provided also include a microphone. Connect the earphones as shown.



When the earphones are connected, press the button on the microphone module to activate them.

1.11 Connecting to a computer

Connect the mobile phone to a computer as shown below, using the supplied USB cable. The phone memory will appear on your computer as a removable disk.



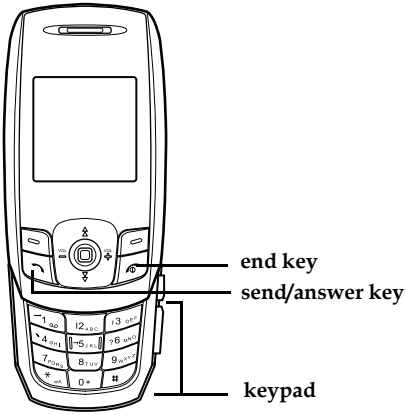
2. Making and receiving calls

Read this chapter to learn how to make and receive calls.

2.1 Making a call

The simplest way to make a phone call is to type in the number on the keypad.

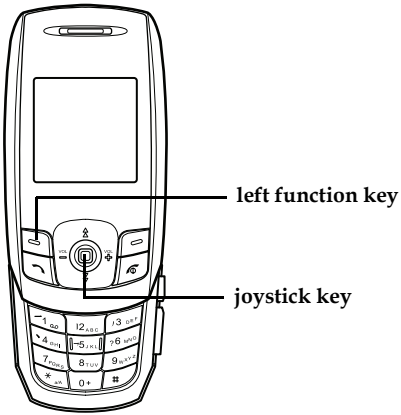
1. Slide open the phone to expose the keypad.



2. Type in the number to call and press the send/answer key .
   The number is displayed on screen as you type it.
3. Press the end key to end the call.

You can also make a call to someone in your phonebook without typing a number.

1. From the idle screen, press the left function key to select **menu**.
2. Use the joystick key to scroll through the menu options until you reach the phonebook.
3. Press the joystick key to open the phonebook.
4. Use the joystick key to scroll through the names in the phonebook.



5. Press the send/answer key when the person you want to call is displayed on the screen.
6. Press the end key to end the call.

Note: Alternatively, press the joystick key down in idle mode to open the phone book. Read the next chapter, “The Phonebook” on page 19 to learn how to use all of the phonebook features.

2.2 Receiving a call

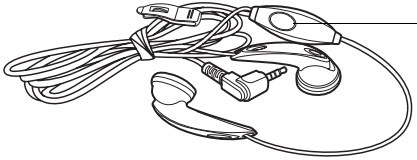
When a call is received, it can be answered by just sliding open the cover to expose the keypad. It is not necessary to press any key.

Note: This feature must be enabled in the Settings menu. See "Answer mode" on page 79.

If a call comes in while the cover is already open and the keypad is exposed, press the send/answer key to answer the call.

If you receive a call while connected to another caller, the mobile phone will not ring, but you will hear a beep noise. Use the send/answer key to toggle between the new call, and the existing one. Or you can simply ignore the incoming call if you want.

When using the mobile phone with earphones, answer a call by pressing the button on the earphones. You will be able to hear the caller on the earphones and speak to them with the microphone in the earphone cable.



For more information about configuring your mobile phone for answering calls, see "Answer mode" on page 79.

2.3 Rejecting a call

Usually when a call comes in, the number of the caller will be displayed on the screen, or the name will be displayed if the caller is in your phonebook. If the caller has prevented their phone from sending a number, then no number or name will be displayed, even if the caller is in your phonebook.

If you see the name or number and decide that you don't want to take the call, press the end key to reject the call. The caller will be diverted to your voice mail service if you have one, or just be disconnected.

3. The Phonebook

The phonebook is a powerful feature of your mobile phone. Use the phonebook to record the names and numbers of all your contacts and call them without having to dial the number.

3.1 Opening the phonebook

To start the phonebook from the idle screen:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the phonebook icon and press the left function key or the joystick key to select it.

   The phonebook is displayed.

3.2 Adding a new contact to the phonebook

New contacts added to your phonebook are stored on the SIM card or in the phone itself. If you install your SIM card in another phone, only contacts stored on the SIM card will be available on the new phone.

1. Start the phone book as described in “Opening the phonebook” on page 19.
2. Use the joystick key to highlight **New** from the phonebook list.
3. Press the left function key or the joystick key to select it.

4. Complete all the fields as required using the keypad to type and the joystick key to move between fields.
5. Press the left function key to save the entry.

3.3 Editing, deleting, or moving a contact

You can edit or delete any phonebook entry if required. You can also move any entry from the SIM card to the handset.

1. Start the phone book as described in "Opening the phonebook" on page 19.
2. Use the joystick key to highlight the entry you want to edit, delete, or move from the phonebook list.
3. Press the right function key to display the options menu.
4. Use the joystick key to highlight the **edit**, **delete**, or **copy to handset** option as required.
5. Press the left function key to confirm.
6. If you selected the **delete**, or **copy to handset** option, a confirmation screen is displayed. Press the right function key to confirm your choice, or the left function key to abandon the action.

Note: If you move a phonebook entry to the handset, you will not be able to access that entry if you move your SIM card to another phone.

7. If you selected the **edit** option, the entry is displayed on screen. Use the keypad to type/edit each field and the joystick key to move between fields.
8. Press the left function key to display the options menu when changes are complete.
9. Use the joystick key to highlight **Save** from the menu.
10. Press left function key to save the entry.

Note: You can press the end key at any time to leave the current screen and return to the previous one.

3.4 Using the phonebook to make a call

You can call any of the contacts in your phonebook without having to actually dial the number manually.

1. Start the phone book as described in “Opening the phonebook” on page 19.
2. Use the joystick key to highlight the contact you want to call.
3. Press the send/answer key to make the call.

3.5 Using the phonebook to send a message

You can send simple SMS text messages with your phone, or more complex MMS messages containing pictures and sounds. Full details about how to create and send messages are covered later in this manual. See “Messages” on page 29.

To use the phone book to send an SMS or MMS message to a contact.

1. Start the phone book as described in “Opening the phonebook” on page 19.
2. Use the joystick key to highlight the contact that you want to receive your message.
3. Press the right function key to display the options menu.
4. Use the joystick key to highlight the **Send SMS** option.
5. Press left function key to select the options menu.
   The SMS screen is displayed. See “Messages” on page 29 for full instructions on how to create your message.
6. Press left function key to select the options menu.
7. Use the joystick key to highlight the **Send** option.
8. Press left function key to send your message.

3.6 Using the phonebook to search your contacts

You can use your phonebook to search through your contacts to find a particular name.

1. Start the phone book as described in “Opening the phonebook” on page 19.
2. Press the right function key to display the options menu.
3. Use the joystick key to highlight the search option.
4. Use the keypad to type a search term.
5. Press left function key to display the options menu.
6. Use the joystick key to highlight the **OK** option.
7. Press left function key to confirm.
   The results found, based on your search term are displayed. Use the joystick key to scroll through the list.

3.7 Using the phonebook to set speed dial keys

You can set keys 2~9 on the keypad to dial specific numbers when the key is long pressed.

To set a speed dial key:

1. Start the phone book as described in “Opening the phonebook” on page 19.
2. Press the right function key to display the options menu.
3. Use the joystick key to highlight the **Speed Dial List** option.
4. Press left function key to select it.

5. Use the joystick key to highlight a speed dial key.
6. Press the left function key to edit the highlighted key.
7. Press the right function key to display the options menu.
8. Use the joystick key to highlight an option.
   - Change: enables you to change the current setting
   - Remove: removes the current setting
   - Remove all: removes all speed dial settings
9. Press the left function key to confirm your option.
   If you selected **Change**, your contact list is shown. use the joystick key to highlight a contact and press the left function key to set the selected speed dial key for that contact.

4. Call logs

Your mobile phone keeps a record of all your incoming, outgoing, and missed calls. You can use the call log function to view these calls, or view information about call costs.

4.1 Viewing missed, received, and dialed calls

Start the call log function from the idle screen:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the call logs icon and press the left function key or the joystick key to select it.
   The call logs page is displayed.
4. Use the joystick key to highlight **dialed calls**, **missed calls**, **received calls**, or **all calls**.
5. Press the left function key to select it.
6. Use the joystick key to highlight a call record.
7. Use the right function key to display the options menu.
   view details of the selected call.
   Details include name of the person called or the caller if they exist in your phonebook, the number of the person called or caller if available, and the time and date of the call.
8. Press the right function key to display the options menu.
9. Use the joystick key to highlight an option.

10. Use the left function key to select it.
    Options include:
    - Call: Calls the number.
    - Time of call: Displays the time of the call.
    - Edit: Enables you to edit the number.
    - Save: Enables you to save edited log.
    - Delete: Deletes current log.
    - Delete all: Deletes all logs.

4.2 Viewing call information

The call log function also provides call information. Call information is available for call costs, call timers, and GPRS information.

To view call information:

1. Start the call log function as described in “Viewing missed, received, and dialed calls” on page 25, steps 1-3.
2. Use the joystick key to highlight the call info option.
3. Press the left function key to select it.
   The call info submenu is displayed.
4. Use the joystick key to highlight and option.
5. Press the left function key to select it.

Options include:

- Call costs: Displays details about the cost of individual calls or total costs. You can also use this option to set a maximum call cost or display the maximum call cost. You will require a pin number to make changes to the maximum call cost. You can also set the currency here.
- Call timers: Displays details about the last call or total call time.
- GPRS info: Displays information about GPRS service usage. The GPRS counter keeps a record of how much data has been sent/received by the phone. The GPRS timer keeps a record of times for GPRS sessions.

5. Messages

Your mobile phone can send and receive traditional SMS text messages and also more advanced MMS messages that can contain multi media elements like pictures and sounds.

5.1 Receiving Messages

When an SMS or MMS message is sent to your phone, the phone will make a sound and the screen will display "**1 message received**". You can define what sound will be made when a message arrives in the settings menu, see "Ring tone" on page 69.

To read the message:

1. Press the left function key to select it.
   Your in-box is displayed.
2. Use the joystick key to highlight the new message. It will already be highlighted if it is your only unread message.
3. Press the left function key to view it.
   The message is displayed on screen automatically if it is a simple text SMS. If there is any multi media content you are asked to confirm that you want to download the MMS.
4. Press the left function key to download.
   The MMS message is displayed on screen and any sounds are played.

5.2 Sending an SMS message

An SMS message is a simple text message that contains no multi-media content.

To send an SMS message:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the messages icon and press the left function key or the joystick key to select it.
   The messages menu is displayed.
4. Use the joystick key to highlight the **SMS** option.
5. Press the left function key to select it.
   The SMS menu is displayed.
6. Use the joystick key to select the **New SMS** option.
7. Press the left function key to select it.
   If you selected **New SMS** from the menu, the message screen is displayed.
8. Enter your message using the keypad. See “Text input methods and language” on page 35 for more details.

9. Press the left function key to display the options menu. From the options menu you can:
   - Send — Send the message
   - save — Save the message in the draft folder.
   - Insert — a new paragraph, template, phone number, pre animation, own picture, own animation, pre sound, or own melody.
   - Text format — Format the test. Align left, right, or center, or set text to italic, underline, or strikeout.
   - Input language — Set the input language.
   - Input method — Set the input method. See “Text input methods and language” on page 35.
10. Use the joystick key to highlight an option.
11. Press the left function key to select it.

Notes:

- When you select the send option you are prompted to type in a telephone number for the recipient. See also “Using the phonebook to send a message” on page 22.
- You can review and edit saved messages from the draft folder. Saved messages are not automatically sent.
- The input method can be set to multitap or T9. See“Text input methods and language” on page 35

5.3 Sending an MMS message

An MMS message is similar to a standard SMS text message, but in addition to simple text, an MMS message can also contain pictures and sounds.

To send an MMS message:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the messages icon and press the left function key or the joystick key to select it.
   The messages menu is displayed.
4. Use the joystick key to highlight the **MMS** option.
5. Press the left function key to select it.
   The MMS menu is displayed.
6. Use the joystick key to select the **New MMS** option. You can also select the **Template** option if you want to use one of the pre-defined templates.
7. Press the left function key to select it.
   If you selected **New MMS** from the menu, the message screen is displayed. If you selected **Template** from the menu, a list of templates is displayed. Highlight one of the templates using the joystick key and press the left function key to select it.

8. Use the joystick key to move between the **Add Text, Add Image**, and **Add Audio** fields. Some of these fields may already contain something if you selected a template.
9. Press the left function key to select a highlighted field.
10. Enter your text using the keypad. See "Text input methods and language" on page 35 for more details.
11. If you want to include an image, highlight one from the album using the joystick key and press the left function key to select it.
12. If you want to include audio, you can either select sounds from the **Add Audio** menu and then use the joystick key and left function to select a sound file from the list, or you can make a recording.
    If you select **Recording** from the **Add Sound** menu, the recorder screen is displayed. Use the left function key to start and stop your recording, and then review it. Use the right function key to save the recording.
13. When your message is complete, press right function key to display the options menu.
    From the options menu you can:

• Send	Send the message.
• Preview	Preview the message.
• Remove object	Remove a picture, sound, or text.
• Insert new page	Insert a new page.
• Save	Save the message in your draft folder without sending it

- Save as template — Save the message so that it can be used again as a template.
- Page timing — Sets a time for each page to display
- Background color — Sets the background color

14. Use the joystick key to highlight an option.
15. Press the left function key to select it.

Notes:

- When you send a message you are prompted to complete a number of fields. The To field can be one or more telephone numbers or e-mail addresses; the subject can be anything you like. You can also enter a Cc (carbon copy) recipient, and Bcc (blind carbon copy) recipient.
- You can also send directly from your phonebook, see "Using the phonebook to send a message" on page 22.
- You can review and edit saved messages from the draft folder. Saved messages are not automatically sent.

5.4 Text input methods and language

You can enter text in one of two ways, multitap, or T9. Whichever method you select, each key represents several letters or characters.

5.4.1 Multitap

The multitap method relies upon multiple presses of a single key to produce different characters. For example, press the 2 key once for A, twice for B, and three times for C. After the letter you require is displayed, wait a short time and the interface will move to the next letter. Use the right function key to clear any mistakes.

5.4.2 T9

The T9 method relies on a single press of a key to produce an initial letter, followed by the joystick key to scroll through the available options. For example, press the 2 key to display the letter A, then use the joystick key to scroll through B, C etc. After the letter you require is displayed, wait a short time and the interface will move to the next letter. Use the right function key to clear any mistakes.

5.4.3 Input language

Selecting different input languages provides different character sets. Available input languages are:

- English — Each number key is used for three or four different characters including a number. The * key toggles between upper and lower case and the # key enters a space.
- Standard abc — The same as English but additionally each key can be used for special characters as well as alphabet letters.
- 123 — Only numbers can be used.

6. PIM

PIM stands for Personal Information Manager. Using PIM you can manage appointments with the calendar function, create notes, set the alarm function, use the calculator function, and even create voice memos.

6.1 Calendar

Use the calendar keep track of your appointments.

6.1.1 Creating an appointment

An appointment is a reminder. You can set an appointment to remind you of a meeting, date, travel commitment, vacation, anniversary, or miscellaneous event. You can configure an appointment to set off an alarm. You can even configure the alarm to sound a preset time before the actual appointment. For example, you could configure the alarm to sound 10 minutes before a meeting is scheduled.

To create an appointment:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Calendar** option.

5. Press the left function key to select it.
   The calendar is displayed. Use the joystick key to navigate around the calendar. Only one month is shown on screen, but the previous or next month will be displayed if you use the joystick key to move off the edge of the screen.
6. Use the joystick key to highlight the day on which you want to make an appointment.
7. Press the right function key to display the options menu.
8. Use the joystick key to highlight the **New Appt.** option.
   The appointment input screen is displayed.
9. Use the joystick key to move between the fields. Use the keypad to type in each field.

• Date	The date on which the appointment falls.
• Start time	Enter the start time of the appointment here.
• Subject	Enter a subject here.
• Note	Enter a note here.
• Duration	Enter the duration of the appointment here. Use the joystick key left/right action to increase or decrease the duration.
• Reminder	Enter here if you want a reminder 5 minutes before the appointment, or not. You can also select **none**, if you don't want to be reminded at all.

- Alert — Turn the alert on or off here. Use the joystick key left/right action to turn the alert function on or off. If set to off, there will be no form of alarm to remind you of the appointment.
- Type — Enter here the type of appointment: meeting, date, travel, vacation, anniversary, or miscellaneous.

10. When each field has been completed, press the left function key to save it.
    A message will be displayed on screen and an alarm will sound (if set) when the appointment arrives.

6.1.2 Viewing an appointment

You can view any appointment in the calendar and edit it if necessary.

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Calendar** option.
5. Press the left function key to select it.
   The calendar is displayed.

6. Use the joystick key to navigate to the day that you want to view.
7. Press the left function key to select it.
   All the appointments for that day are listed.
8. Use the joystick key to highlight the appointment you want to view.
9. Press the left function key to select it for viewing, or the right function key to display the options menu and editing options.
   If you selected to view the appointment, it is displayed but can't be edited. If you selected the options menu you can use the joystick key to highlight the **Edit**, **Delete**, or **Delete All** option. Press the left function key to confirm your choice.
   - Edit — Displays the appointment and allows you to edit any of the fields.
   - Delete — Deletes the current appointment.
   - Delete All — Deletes all appointments for the current day.

Note: From the calendar screen you can also press the right function key to display an options menu that enables you to view all appointments that day, that week, or all appointments altogether.

6.2 Making and viewing notes

The notes feature enables you to make short text notes and store them on your phone.

To make or view a note:

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Notes** option.
5. Press the left function key to select it.
   A list of all current notes is displayed.
6. To create a new note, use the joystick key to highlight the **New Entry** option and press the left function key to select it.
7. Use the keypad to type text for the note.
8. Press the left function key to display the options menu.
9. Use the joystick key to highlight the **Save** option.
10. Press the left function key to save it.
11. To view and existing note, use the joystick key to highlight the note.
12. Press the left function key to select it.

The selected note is displayed and can be edited. Press the left function key to enter the edit screen.

6.3 Using the alarm function

The mobile phone has a versatile alarm function that can be set to sound at the same time daily, or just once. You can also set the alarm but deactivate it until you need it.

To set an alarm:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Alarm** option.
5. Press the left function key to select it.
   The alarm menu is displayed.
6. To set the alarm, use the joystick key to highlight the **Set Time** option and press the left function key to select it.
7. Use the keypad to type in a time for the alarm.
8. Press the left function key to save it.

9. Use the joystick key to highlight the **Repeat Daily** option and press the left function key to toggle it between on and off. If the function is turned on, the alarm will sound everyday at the set time.
10. Use the joystick key to highlight the **Alarm Status** option and press the left function key to toggle it between on and off. If the alarm status option is set to off, it will not sound.

6.4 Using the calculator

The mobile phone includes a calculator function that works like a standard electronic calculator.

To use the calculator:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Calculator** option.

5. Press the left function key to select it.
   The calculator is displayed.
   - Use the number keys to type numbers
   - Use the joystick key to select +, -, x, ÷
   - Use the * key to make a positive number negative (or a negative number positive)
   - Use the left function key for =
   - Use the right function key to clear the screen

6.5 Using the voice memo feature

The mobile phone features a voice memo function that enables you to make a digital recording of your own voice using the internal microphone.

6.5.1 Creating a voice memo

To create a voice memo:

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Voice Memo** option.

5. Press the left function key to select it.
   A list of stored voice memos is displayed.
6. Use the joystick key to highlight the **New** option.
7. Press the left function key to select it.
   The voice recorder screen is displayed.
8. Use the left function key to start and stop the recording.
9. Use the right function key to enter a file name and save the recording.

6.5.2 Voice memo options

Once created, a voice memo can be used as a ring tone, send in an MMS message, or simply played back over the external speaker.

To use the voice memo options menu:

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the PIM icon and press the left function key or the joystick key to select it.
   The PIM menu is displayed.
4. Use the joystick key to highlight the **Voice Memo** option.
5. Press the left function key to select it.
   A list of stored voice memos is displayed.
6. Use the joystick key to highlight a stored voice memo.

7. Press the left function key to play it, or the right function key to display the options menu.
8. Form the options menu, use the joystick key to highlight one of the available options, and press the left function key to select it.

   Available options are:

• Set to ringtone	Makes the currently selected voice memo the active ringtone.
• Delete	Deletes the currently selected voice memo.
• Send via MMS	Sends the currently selected voice memo by MMS. See “Sending an MMS message” on page 32.
• New	Records a new voice memo.
• Delete all	Deletes all stored voice memos.
• Rename	Renames the currently selected voice memo.
• Info	Displays information about the currently selected voice memo.

7. Camera

The mobile phone has an internal camera for taking digital pictures. Read this chapter to learn how to use the camera and configure it.

7.1 Photo capture

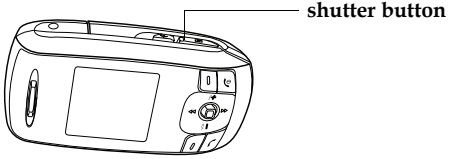
The photo capture feature enables you to take high quality digital still pictures.

7.1.1 Taking a still picture

Before taking your first picture, you may want to read “Camera settings” on page 51 to learn how to configure the camera. The following instructions assume default settings.

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the camera icon and press the left function key or the joystick key to select it.
   The camera menu is displayed.
4. Use the joystick key to highlight the **Photo Capture** option.
5. Press the left function key to select it.
   The camera starts up in capture mode.
6. Press the * key to swap between still picture capture mode and video recorder mode.

7. Frame your picture using the screen and press the shutter button to take a picture.



8. Press the left function key to save the new picture in your album.

7.1.2 Camera options in capture mode.

When the camera is in capture mode there are a number of settings that can be changed using the left function key .

To change camera options in capture mode:

1. Press the left function key to display the first option.
2. Press the left function key to display the next option.
3. Change the option using the joystick key.
   Available options are:
   - Zoom — Three step digital zoom function.
   - Brightness — To adjust the brightness of the picture.
   - Contrast — To adjust the contrast of the picture.
   - Color — To adjust color options. Options include black and white effect, sepia, solarize etc.
   - Frame — Choose from a variety of picture frame effects.

• Flash light	Sets flash light options: On, Off, Capture only.
• Multi exposure	Choose whether to take 3, 6, 9, or just a single shot with each shutter press.
• Quality	Choose from low, normal, or high quality. High quality pictures require more memory space.
• Resolution	Choose from 80x60, 160x120, 320x240, or 640x480. High resolution pictures require more memory.

7.2 Video record

The video record feature enables you to take high quality digital video.

7.2.1 Making a video

Before recording your first video, you may want to read “Camera settings” on page 51 to learn how to configure the camera. The following instructions assume default settings.

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the camera icon and press the left function key or the joystick key to select it.

   The camera menu is displayed.

4. Use the joystick key to highlight the **Video Record** option.
5. Press the left function key to select it.
   The camera starts up in video record mode.
6. Press the left function key to stop and start recording your video.
7. Press the left function key again to display the options menu.
8. Use the joystick key to highlight the **Play** or **Save** option.
9. Press the left function key to select it.
10. The video will either play, or be saved in AVI format in your album.

7.3 View pictures

The view pictures option opens the album to view your pictures.

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the camera icon and press the left function key or the joystick key to select it.
   The camera menu is displayed.
4. Use the joystick key to highlight the **View Pictures** option.
5. Press the left function key to select it.
   The picture album opens. See "Gallery" on page 95 for details.

7.4 View video

The view pictures option opens the album to view your pictures.

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the camera icon and press the left function key or the joystick key to select it.
   The camera menu is displayed.
4. Use the joystick key to highlight the **View Video** option.
5. Press the left function key to select it.
   The video album opens. See “Gallery” on page 95 for details.

7.5 Camera settings

Use the settings option to configure the camera before taking pictures or shooting video.

To access the settings menu:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the camera icon and press the left function key or the joystick key to select it.

The camera menu is displayed.

4. Use the joystick key to highlight the **Settings** option.
5. Press the left function key to select it.

7.5.1 Number of shots

The number of shots the camera captures with a single press of the shutter button in capture mode can be set to 3, 6, 9, or single shot. Use the **Num of Shot** to determine how many shots are taken.

1. Use the joystick key to highlight the **Num of Shot** option.
2. Press the left function key to select it.
3. Use the joystick key to highlight the number of shots you want to capture with each press of the shutter button.
4. Press the left function key to select it.

7.5.2 Image size

The image size is determined by the resolution and can be set to 80x60, 160x120, 320x240, or 640x480.

1. Use the joystick key to highlight the **Image Size** option.
2. Press the left function key to select it.
3. Use the joystick key to highlight the image size you want.
4. Press the left function key to select it.

7.5.3 Image resolution

Image resolution can be set to High, Middle, or Low.

1. Use the joystick key to highlight the **Image Resolution** option.
2. Press the left function key to select it.
3. Use the joystick key to highlight the image resolution you want.
4. Press the left function key to select it.

7.5.4 Flash light

The Flash light option can be used to determine when to turn on the flash light. It can be set to on, off, or flash with capture.

1. Use the joystick key to highlight the **Flash Light** option.
2. Press the left function key to select it.
3. Use the joystick key to highlight the option you want.
4. Press the left function key to select it.

7.5.5 Memory status

The memory status option is used to display memory information and defragment the memory when necessary.

1. Use the joystick key to highlight the **Memory Status** option.
2. Press the left function key to select it.
   The first field displays total memory space, the second field displays the amount of free memory available.
3. Use the joystick key to highlight one of the fields.
4. Press the left function key to defrag the selected memory.
5. Press the right function key to exit.

8. Entertainments

Your mobile phone includes an MP3 player, games, a composer, and an FM radio. Read this section to learn how to use these functions.

8.1 MP3 player

The MP3 player function in your mobile phone means you can store digital music and listen either with headphones, or with the internal speaker.

8.1.1 Playing MP3 files

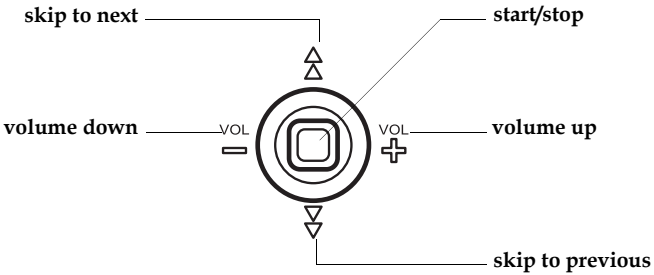
To play MP3 file:

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the fun and games icon and press the left function key or the joystick key to select it.
   The fun and games menu is displayed.
4. Use the joystick key to highlight the **MP3** option.
5. Press the left function key to select it.
   A list of MP3 files stored in memory is displayed.
6. Use the joystick key to highlight a file or the **Favorite List** option. See "Favorites list" on page 56.
7. Press the left function key to select it.

The MP3 player is displayed and the selected file (or the favorite list) is played. The audio will play through earphones if connected. Otherwise it will play through the internal speaker. See "Connecting the earphones" on page 12.

8.1.2 MP3 player controls

The following diagram shows MP3 player controls.



8.1.3 Favorites list

You can create a list of favorite MP3 files and play them together.

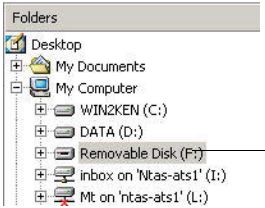
To add files to your favorite list:

1. Select the MP3 function as if you were going to play an MP3 file. See "Playing MP3 files" on page 55.
2. Instead of selecting an MP3 file from the list, use the joystick key to highlight the **Favorite List** option.

3. Press the right function key to edit the list.
   A list of all your stored MP3 files is displayed.
4. Use the joystick key to highlight a file to include in the favorite list.
5. Press the left function key to select it.
   A check mark appears next to the selected file.
6. Press the left function key again to deselect the file and remove the check mark.
7. Press the right function key to shift any checked file. Use the joystick key to move the file up or down the list.
8. Press the left function key to save the list.
9. Press the end key to leave the favorite list.

8.1.4 Adding and removing MP3 files

You can move MP3 between your phone and PC using the supplied MP3 cable. Connect the phone to your PC as described in "Connecting to a computer" on page 13. The phone will appear as a removable disk on your computer. Use file explorer or similar application to drag and drop MP3 files to and from your phone.



Drag and drop MP3 files to the removable disk to store them on your phone.

8.2 Games

The mobile phone includes Java and Mophun games. There are a number of preloaded games already installed on your phone and you can download new games of your own.

To display the games menu:

1. If the phone is turned off, turn it on as described in "Turning the phone on and off" on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the fun and games icon and press the left function key or the joystick key to select it.
   The fun and games menu is displayed.
4. Use the joystick key to highlight the **Games** option.
5. Press the left function key to select it.
   The games menu is displayed.
6. Use the joystick key to highlight either Mophun, or Java.
7. Press the left function key to select it.
   The Java or Mophun submenu is displayed.
8. Use the joystick key to highlight a preloaded game or user downloaded game.
9. Press the left function key to select it.
   The game will start automatically. Follow the instructions on screen to play.

Note:	When you select the download option, you will be connected to your service provider where you can download the latest games. Ask your service provider for details about downloading games.

8.3 Composer

Up to five tunes, programmed by the user can be stored on the mobile phone.

8.4 Programming a tune

To program a tune into your mobile phone:

1. If the phone is turned off, turn it on as described in “Turning the phone on and off” on page 10.
2. When the idle screen appears, press the left function key to display the menu screen.
3. Use the joystick key to highlight the fun and games icon and press the left function key or the joystick key to select it.
   The fun and games menu is displayed.
4. Use the joystick key to highlight the **Composer** option.
5. Press the left function key to select it.
   The composer menu is displayed
6. Use the joystick key to highlight a melody to program.
7. Press the left function key to select it.
8. Use the joystick key to highlight a channel to program.