User manual

Charge the handset(s) 24 hours before use.

PHILIPS

Contents

Important Information

For your safety

This equipment is not designed to make emergency calls in the event of a power failure. Alternative arrangements should be made for access to emergency calls.

To avoid damage or malfunction:

- Do not allow the product to come into contact with liquid.
- Do not open it as you could be exposed to high voltages.
- Never use any battery type other than the one supplied.
- Do not hold the handset too close to your ear when the phone is ringing or when activating the loudspeaker as it may damage your hearing.
- Do not expose the phone to excessive heat caused by heating equipment or direct sunlight.
- Do not drop your phone or allow objects to fall on your phone.
- Do not use any cleaning agents containing alcohol, ammonia, benzene, or abrasives as these may harm the set.
- Active mobile phones in the vicinity may cause interference.

About operating and storage temperatures

- Operate in a place where temperature is always between 0 and 35° C (32 to 95° F).
- Store in a place where temperature is always between -20 and 45° C (-4 to 113° F).
- Battery life may be shortened in low temperature conditions.

Installation requirements

This product requires an electrical supply of 220-240 volts, alternating monophased power, excluding IT installations defined in standard EN 60-950. In case of power failure, the communication can be lost.

The electrical network is classified as hazardous according to criteria in the standard EN 60-950. The only way to power down this product is to unplug the power supply unit from the electrical outlet. Ensure the electrical outlet is located close to the apparatus and is always easily accessible.

The voltage on the network is classified as TNV-3 (Telecommunication Network Voltages), as defined in the standard EN 60-950.

Need Help?

For more information on troubleshooting:

Troubleshooting: page 66

Please refer to the following website for more information on Philips web support:

Online Support

www.philips.com/support

What's in the box?

The following accessories are included with your SE735:
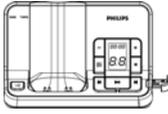
|				
Handset	Base station	Power supply for base station	Line cord	2 AAA rechargeable batteries
Belt clip	Battery door	Headset	USB cable	
Warranty card	User Guide	Quick Start Guide	Installation CD	
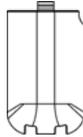
The line adaptor may not be attached to the line cord. In this case, you have to connect the line adaptor to the line cord first before plugging the line cord to the line socket.

In multihandset packs, you will find one or more additional handsets, chargers with power supply units and additional rechargeable batteries.

Your SE735

Overview of the handset

Earpiece

LCD Screen

Up/Down Navigation keys

Event LED

PHILIPS

Left Soft key

Right Soft key

Talk key

Hang-up key

headset jack

Alphanumeric keypad

Keypad lock key

Case key / Pause key / Ringer off key

Loudspeaker key

Intercom key

Microphone

USB socket

Your SE735
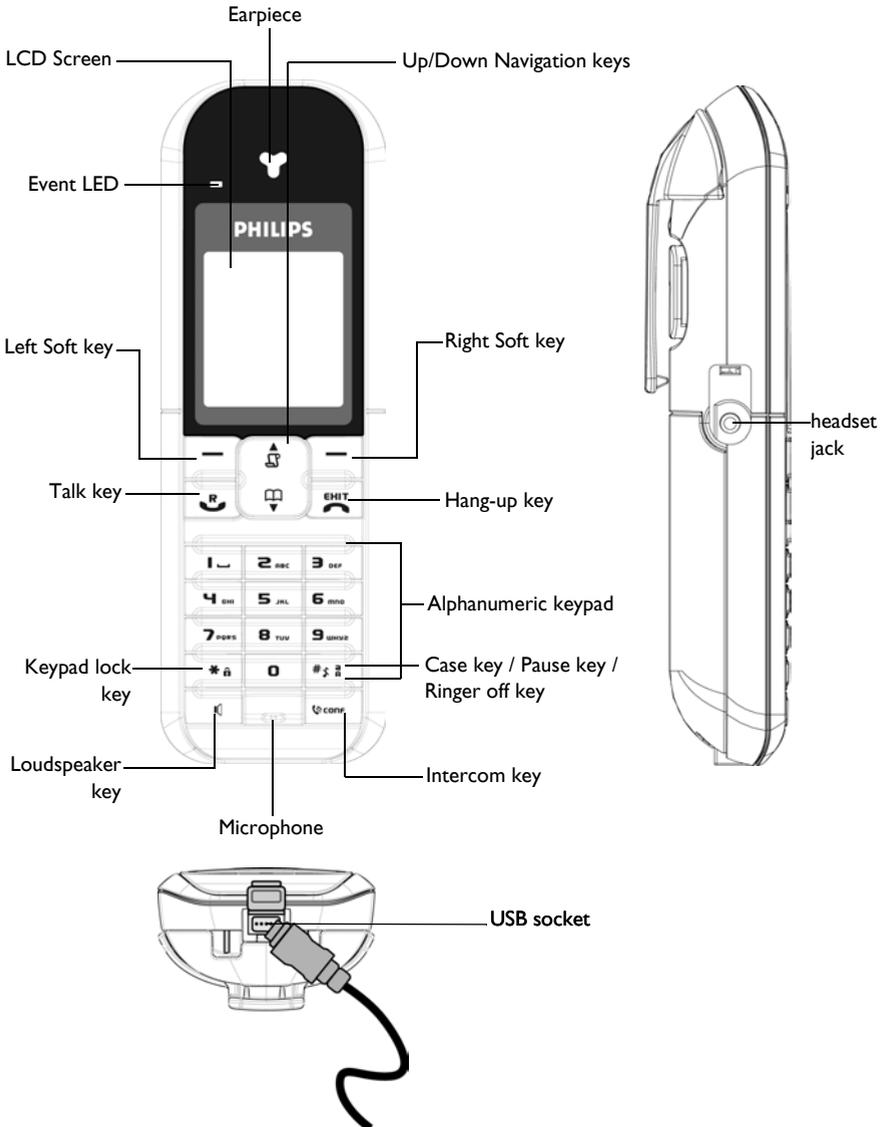
Handset keys

Press	To
⎯ (Left soft key)	Enter the main menu from stand-by mode. Select the function displayed on the handset screen directly above it. Activate mute function during a call. Switch on the backlight.
⎯ (Right soft key)	Go to redial list from stand-by mode. Select the function displayed on the handset screen directly above it. Initiate a second call, call transfer or consult the phonebook during a call. Switch on the backlight.
☏	Answer an incoming external or internal call. Insert R for operator services when on the line.
EXIT	Hang up a call. Return to stand-by mode. *Long press* in stand-by mode to switch off the handset, *short press* to switch on the handset again.
▲	Access call log from stand-by mode. Scroll up a menu list or go to the previous phonebook or call log record. Increase earpiece volume during a call. Go to the previous character in editing mode.
▼	Access phonebook from stand-by mode. Scroll down a menu list or go to the next phonebook or call log record. Decrease earpiece volume during a call. Go to the next character in editing mode.
CONF	Initiate an internal call.
🔊	Answer an incoming call in handsfree mode. Activate and deactivate the loudspeaker* during a call.
#	Dial # in stand-by mode. *Long press* to mute the ringer in stand-by mode. *Long press* to insert a pause in dialling mode. *Long press* to switch between upper and lower case in editing mode.
*	Dial * in stand-by mode. *Long press* to activate and deactivate keypad lock.

Soft key

BACK	*Short press* from menu browsing to return to the previous menu.

> *WARNING** Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

Your SE735

Display icons & symbols

In stand-by mode, several icons & symbols may be displayed on the handset.

|	
Iıı	The handset is registered and within range of the base station. It blinks when the handset is out of range or is searching for a base.
⊂⊓	Battery symbol indicating 3 different battery levels.
⍫	The ringer volume is set to zero.
🔒	The keypad is locked.
📞	There is an external incoming call, an external call is connected or an external call is held.
☎	There is an internal incoming call, an internal call is connected or an internal call is held.
⊓⊲	The loudspeaker is ON.
⏰	Alarm clock is activated.
✉	SMS reception is activated. It blinks when the memory for SMS is full.
▨	Telephone answering machine (TAM) is activated. It blinks when the memory for answering machine messages is full.
🔲	Do not Disturb mode is activated.

When there are new events, such as new missed calls, new SMS, voicemail or answering machine messages received, the following icons, together with the number of occurrences are displayed in the middle of the handset screen.

If you have not subscribed to Caller Line Identification service, there will not be any alerts for the new events except for new messages recorded on the answering machine. Hence, no missed call, SMS, or voicemail event icons will appear in the middle of the handset screen.

✉	There are new SMS messages received. The number of new SMS messages received is also displayed on the left of the icon.
📞	There are new missed calls. The number of new missed calls is also displayed on the left of the icon.
ꝏ	There are new voicemail messages received. The number of new voicemail messages received is also displayed on the left of the icon.
▨	There are new answering machine messages received. The number of new messages received is also displayed on the left of the icon.

Overview of the base station

Volume keys

Time

Message number

Delete key

Next message key

SIM card tray

Paging key

Answer Machine On/Off key

Previous message/ Replay message key

Play/Stop key
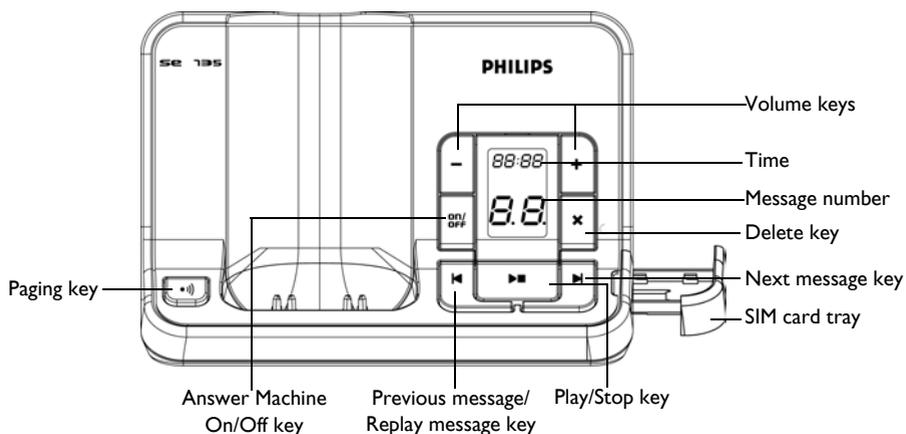
Base station keys

🔘))	Page handset. *Long press* to start registration procedure.
ON/OFF	*Short press* to turn the answering machine On/Off.
– +	Increase speaker volume during message playback. Reduce speaker volume during message playback.
✕	Delete current message during message playback. *Long press* to delete all messages when TAM is in stand-by mode (unread messages will not be deleted).
▶■	Play phone messages (the first recorded will be played first). Stop message playback.
⏮	Go to previous message if pressed within 1 second of current message playback. Replay current message if pressed after 1 second of current message playback.
⏭	Skip to the next message during message playback.

Your SE735

LCD Message counter	Displays current time when the answering machine is switched off or in stand-by mode.
	Displays date & time of recording and message number during playback.
	Blinking: Indicates number of new messages.
	Steady: Indicates number of old messages.
	2 bars flashing: Indicates that there is no more memory left.
	Indicates the volume level (L0 - L9) when ⊟⊞ is pressed.
	Indicates the current message number during playback.

Main features of your SE735

The following is an overview of the menu options that are available in your SE735. For detailed explanation of the menu options, please refer to the corresponding sections in this User Guide.

Menu		To	Page
SMS		Setup, write/read SMS, etc.	33
PHONEBOOK		Add, edit, manage phonebook entries and copy phonebook entries from SIM card.	26
CLOCK & ALARM		Set date and time, alarm, alarm tone and Do not Disturb mode.	41
PERSONAL SET		Set Handset tone, Wallpaper, View Foto Pic, Contrast, Handset name, Auto Pick-up/Hang-up, Languages, Babysit mode, Backlight time and Theme Colour.	43
ADVANCED SET		Set Recall time, Dial mode, Call barring, Baby call mode, Register/Unregister handset, Select Base, Change PIN, Reset phone, Auto prefix, Conference mode and Demo mode.	49
NET. SERVICE		Set Call forwarding, Voice mail, Call back and Caller ID.	55
GAMES		Play games	58
ANSWER MACHINE		Setup, play, delete phone messages, record memo, etc.	59

Menu navigation

The basic steps of navigating through the menus and options are as follows:

Task	Action	Illustration
Enter main menu/menu options	Choose **MENU** by pressing the key directly below it (left soft key 〔─〕)	
• Go to a specific menu/option • Confirm your selection	1. Press 〔🔄〕 key to scroll to your desired menu/option 2. Choose **SELECT** by pressing the key directly below it (left soft key 〔─〕)	
In this example, the alarm is **On Once**. • To change your selection. • To confirm your selection. • Return to previous menu level or stand-by screen	1. Press 〔🔄〕 key to scroll to your desired option 2. Choose **SELECT** by pressing the key directly below it (left soft key 〔─〕) 3. Choose **BACK** by pressing the key directly below it (right soft key 〔─〕)	

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Connect

The location of your base station can have an effect on the range and performance of your SE735 (see TIP below).

Connecting the Base Station

1.   Place the base station in a central location near the telephone line socket and electricity sockets.
2.   Connect the line cord and the power cable to the proper connector at the back of the base station.

Connect the power supply **A**

Connect the line cord to the line socket **B**
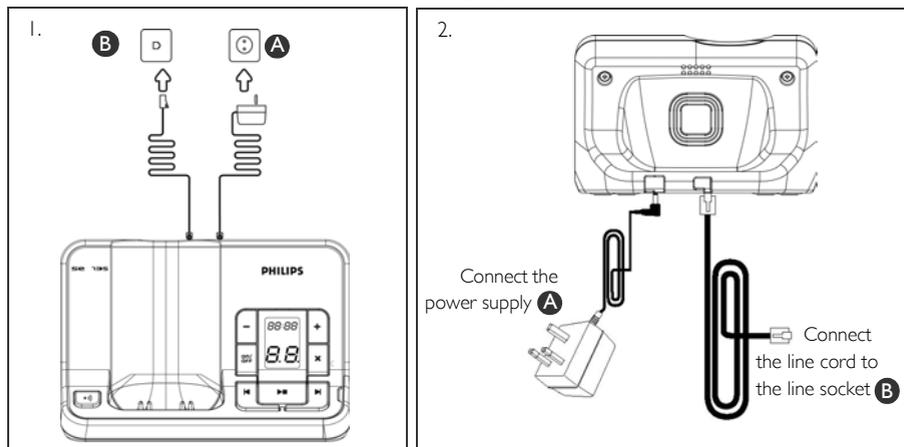
3.   Connect the other end of the line cord to the telephone line socket and the other end of the power cable to the electricity socket.

The line adaptor may not be attached to the line cord. In this case, you have to connect the line adaptor to the line cord first before plugging the line cord to the line socket.

TIP Avoid placing the base station too close to large metal objects such as filing cabinets, radiators or electrical appliances. This can impair the range and sound quality. Buildings with thick internal and external walls may impair transmission of signals to and from the base.

WARNING The base station does not have an ON/OFF switch. Power is applied when the power adaptor is plugged into the unit and connected to the electricity socket. The only way to power down the unit is to unplug the power adaptor from the electricity socket. Therefore, ensure that the electricity socket is easily accessible.

The power adaptor and telephone line cord have to be connected correctly, as incorrect connection could damage the unit.

Always use the telephone line cord supplied with the unit. Otherwise, you may not get a dial tone.

Install battery

Your SE735 is supplied with 2 rechargeable batteries allowing approximately up to 12 hours of talk-time and up to 168 hours stand-by time. Before using the handset, the batteries have to be installed and fully charged.

1. Slide out the battery cover.
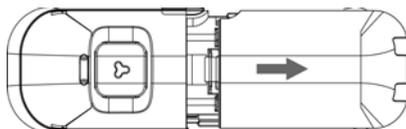
2. Place the batteries as indicated and replace the cover.
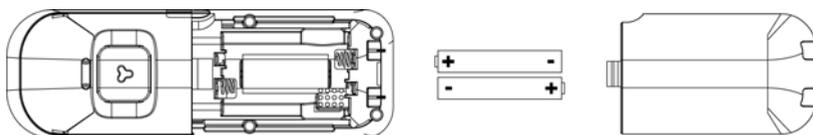
Charge battery

1. Place the handset on the charging cradle of the base station. A beep is emitted if the handset is placed correctly.
2. A charging animation on the handset indicates that the battery is charging.
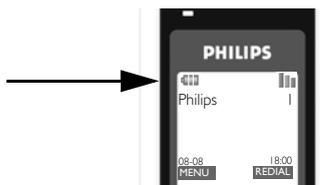
3. Leave it there until the batteries are fully charged (at least 24 hours).
4. The handset is fully charged when the charging animation stops and ▇▇▇ is displayed.

> The handset must be charged for at least 24 hours before using it for the first time.

Low battery warning

The battery level is shown at the top left of the handset screen. When the battery level becomes low, an empty battery icon is displayed on the screen.

If the battery level becomes exceedingly low, the phone automatically switches off and any function in progress will not be saved.

Install

Out of range warning

The indoor and outdoor range of the phone is up to 50 metres and 300 metres respectively. When the handset moves beyond operation range, the antenna icon ▮▮▮ will blink.

Attach/Remove belt clip

A belt clip allows you to carry your handset on your belt.

1. To attach the belt clip to your handset, fit the tabs on the belt clip into the slots at the back of the handset and push into place.

2. To remove the belt clip, simply pull the clip away from the handset.

Configure your SE735

Before you use your SE735, you need to configure it according to the country of use. After charging it for a few minutes, the word WELCOME appears in various languages. Follow these steps to configure your phone:

1. Scroll ▯ to the word WELCOME in your preferred language and press ⊟ **SELECT**.
2. Scroll ▯ to your country.
3. Press ⊟ **SELECT** to confirm your selection.
4. Scroll ▯ to your operator (if necessary).
5. Press ⊟ **SELECT** again to confirm your selection.
6. The default line settings and menu language for the selected country will be automatically configured.

> You cannot make outgoing calls or receive incoming calls without first defining your country selection.

> Depending on your country, the WELCOME screen may not appear. In this case, you are not required to select your country/operator/language settings.

Set date and time

1. Press ⊟ **MENU**.
2. Scroll ▯ to Clock & Alarm and press ⊟ **SELECT**.

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3. Press ⊟ **SELECT** to enter Set Date/Time.

4. Enter current time (HH:MM) and current date (DD/MM/YY) and press ⊟ **OK**.

> **WARNING** If your phone is connected to an ISDN line through an adaptor, the date & time may be updated after each call. The availability of date & time update is dependent on your network provider. Please check the date & time settings in your ISDN system or contact your network provider.

Now, you are ready to use your phone.

Basic operations of your SE735

Make a call

Enter the phone number (maximum 20 digits) and press ⏾ to dial the number.

For details, please refer to "Make a call" on page 21.

Answer or end a call

Press ⏾ key to answer a call.

Press ☎ key to end a call.

For details, please refer to "Answer a call" on page 21 and "End a call" on page 22.

Switch the handset on/off

Press and hold ☎ key for 3 seconds to switch off the handset in stand-by mode.

Short press ☎ key to switch on the handset again.

Keypad lock/unlock

Press and hold ⚹ key for 2 seconds to lock or unlock the keypad in stand-by mode.

Paging

The paging feature enables you to locate a missing handset if the handset is in range and contains charged batteries.

Short press 📶 key on the base. The handset starts to ring.

Once retrieved, press any key on the handset to end the paging.

Stand-by mode

If the handset is not used for 30 seconds in settings mode, review mode, edit mode, etc. it will automatically return to stand-by mode. It will also return to stand-by mode automatically when the handset is placed back on the base station.

Screen and keypad backlight

The backlight remains on for 20 seconds after each activation such as an incoming call, key presses, lifting up the handset off the base station, etc. The colour of the LCD and keypad backlight is WHITE.

For setup details, please refer to "Backlight time" on page 48.

Event LED

The event LED on your handset blinks when there is a new message recorded on your telephone answering machine. If you have subscribed to Caller Line Identification, the event LED also blinks when there is a new call, a new SMS or a new voice mail message.

Default settings

Ringer Volume	Medium
Earpiece Volume	Volume 3
Speaker Volume	Volume 3
Key Beep	On
Wallpaper	
Contrast	Level 2
Auto Pick-up	Off
Auto Hang-up	On
Babysit mode	Off
Alarm clock	Off
Barring mode	Off
SMS reception	On
Master PIN	0000

Answering Machine

Answer Mode	Answ. & Record
Ring delay	5
Outgoing Messages	Predefined for Answ. & Record mode
Base station screening	On with default speakerphone level
Handset screening	Off
Base speaker	Level 5
Remote access	Deactivated

USB connection

Your SE735 is able to download melodies (maximum 20 KB, in MIDI format), wallpapers (128 x 160 pixels), as well as portrait pictures for fotocall (96 x 64 pixels) from your PC to your handset via USB connection. There are also a number of ring melodies, wallpaper and fotocall pictures pre-installed in your handset and the installation CD.

Before you can download PC files to your handset, you need to install the Download Software.

Install USB download software

1.   Insert the CD supplied with your SE735 into the CD ROM drive of your PC.

2.   Follow the onscreen instructions to complete the installation of the PC Download Software and USB driver.

3.   During installation, the software will prompt you with dialogue boxes to accept or cancel the operations. You should choose to accept each operation and continue with your installation.

4.   You may need to restart your PC after software installation.

> If the installation program does not start automatically, browse the CD contents via Windows Explorer and run the program by double clicking setup.exe.

System requirements:

|	
CPU	Pentium II 350MHz equivalent or better
Operating System	Microsoft Windows 2000, Microsoft Windows XP or Windows ME
RAM	64MB or more
Minimum Hard Disk Space	150MB
Connection	USB Type 1.1 or higher
CD ROM	8x CD-ROM drive or faster
Screen	800 x 600 pixels or higher
Display	16 bit high colour or higher

USB Connection

Connect the handset to your PC

USB connection can only be established when the handset is in stand-by mode and the backlight is switched on. If the handset is in menu mode or goes into screensaver mode, press [☎] key or any key to return to stand-by mode before you connect the handset to the PC.

To connect the handset to your PC, plug one end of the USB jack into the USB socket at the bottom of the handset, and then plug the other end of the USB jack to the USB port of your PC. When the USB cable is connected, the screen will display **Waiting** for about 12 seconds. After that, it will display **USB Connected**.

Plug the USB jack into the USB socket at the bottom of the handset.

USB socket
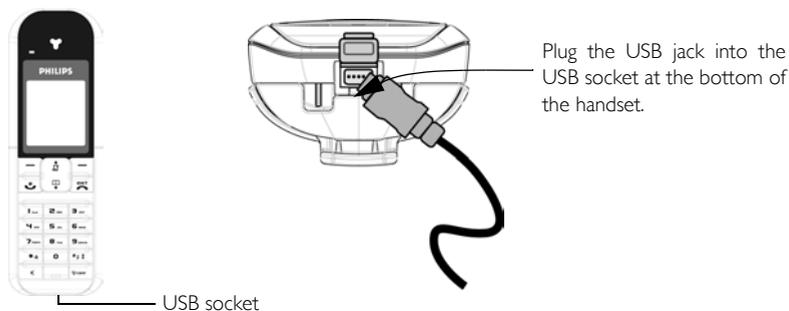
When the handset is in **USB Download mode**, all handset keys will be locked until the USB cable is removed from the handset.

When there is an incoming call during USB download, data transfer will stop. The handset will only emit a beep tone and display **External Call** on the screen. The caller identity of your correspondent will not be displayed. To answer the call, press [☎].

Download melodies

There are 16 ring melodies pre-installed on your SE735. You can add an additional ring melody (maximum 20 KB) or replace it by downloading a new melody from your PC to your handset via USB connection.

1. Launch **Download Software** by selecting **Start** > **Programs** > **Download Software** on your PC.

2. Click the **Ringtone** icon on the left of the windows to view the MIDI files that are available for use as ring melodies on your handset.USB Connection.

Ringtone icon

Selection window

Download button

Play button

Progress bar

Ringtone Gallery
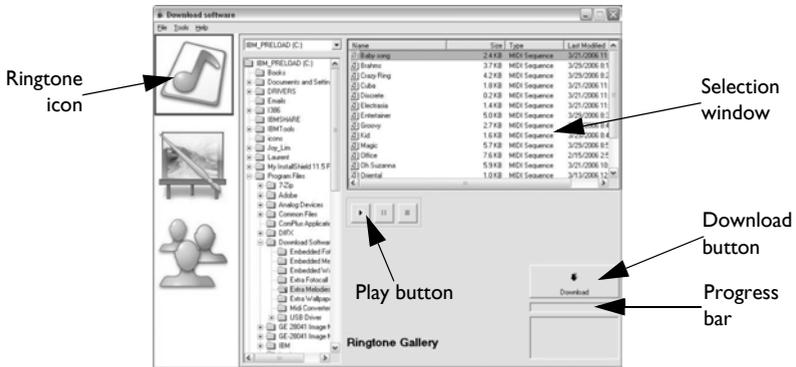
3. Select the MIDI file you wish to download from the selection window and click the PLAY button to listen to the MIDI file to make sure it is the correct ring melody you wish to download onto your handset.

4. Make sure that the handset is connected to the PC and click the Download button.
   A progress bar is displayed to indicate the download progress.

5. When the download is completed, safely remove your handset from your PC.

Download wallpapers

There are 6 wallpapers pre-installed on your SE735. The 3rd wallpaper can be overwritten by downloading a new wallpaper from your PC to your handset via USB connection. The 4th wallpaper is a blank wallpaper.

1. Launch Download Software by selecting Start > Programs > Download Software on your PC.

2. Click the Wallpaper icon on the left of the windows to view the picture files (BMP, JPG and GIF) that are available for use as wallpaper on your handset.

3. Select the wallpaper you wish to download from the selection window.

Selection window

Image window

Wallpaper icon

Preview window

Download button

Progress bar

Wallpaper Gallery
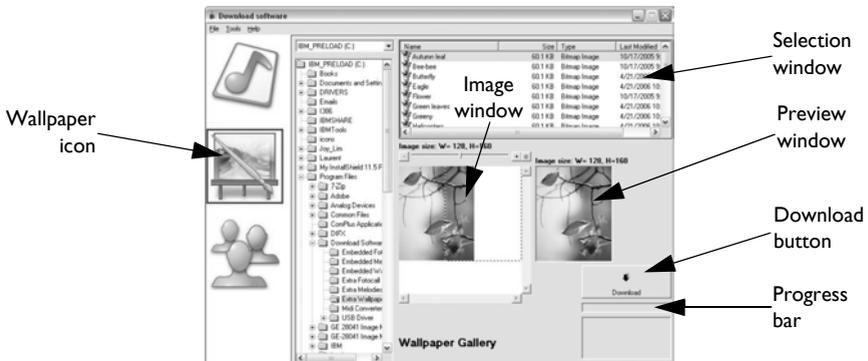
USB Connection

4. The image will appear in the Image window and the actual size will be displayed.
You may resize the image in the Image window and select which part of the image to be used as wallpaper. You can also preview the image in the Preview window to make sure this is how you would like your wallpaper to appear on your handset.

5. Make sure that the handset is connected to the PC and click the Download button.
A progress bar is displayed to indicate the download progress.

6. When the download is completed, safely remove your handset from your PC.

Download photo IDs

There are 20 fotocall pictures pre-installed on your SE735. You can download and overwrite any existing fotocall picture via USB connection.

1. Launch Download Software by selecting Start > Programs > Download Software on your PC.

2. Click the Fotocall icon on the left of the windows to view the photos that are available for use as fotocall pictures on your handset.
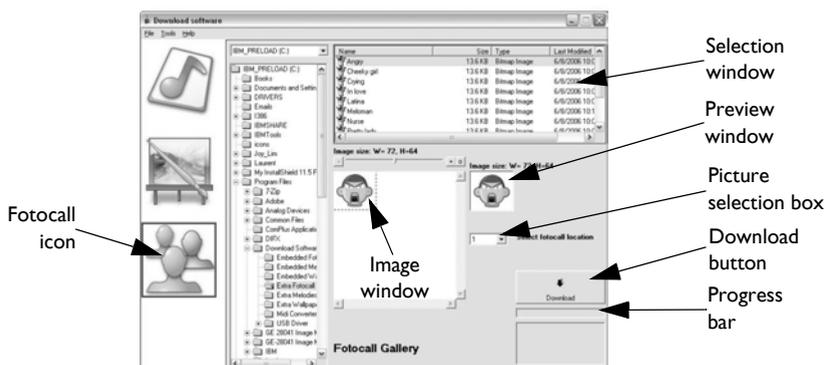
3. Select the photo you wish to download from the selection window.

4. The photo will appear in the Image window and the actual size will be displayed.
You may resize the photo in the Image window and select which part of the photo to be used as fotocall picture. You can also preview the photo in the Preview window to make sure this is how you would like your fotocall picture to appear on your handset.

5. In the Picture selection box, select the position number (1 to 20) of the fotocall picture you wish to overwrite on your handset. If you select 3, then the third fotocall picture on your handset will be replaced with the new picture.

6. Make sure that the handset is connected to the PC and click the Download button.
A progress bar is displayed to indicate the download progress.

7. When the download is completed, remove your handset safely from your PC.

Make a call

Predialling

1. Enter the phone number (maximum 20 digits).

2. Press 🎧 to dial the number.

Direct dialling

1. Press 🎧 or ⬛ to take the line.

2. Enter the phone number.

Call from redial list

1. Press ⬛ **REDIAL** in stand-by mode.

2. Scroll 🎧 to an entry in the redial list.

3. Press 🎧 to dial the number.

> **TIP** The handset stores the last 7 numbers dialled. The last number dialled will appear first in the redial list. If the redial number matches a phonebook entry, the name will be displayed instead.

Call from the call log

1. Press 🎧 in stand-by mode.

2. Press ⬛ **SELECT** to enter call list.

3. Scroll 🎧 to an entry in the call list.

4. Press 🎧 to dial the number.

> You need to subscribe to Caller Line Identification service to be able to see the caller's number or name in the call log. See "Call log" on page 31 for details.

Call from the phonebook

1. Press 🎧 in stand-by mode.

2. Scroll 🎧 to a phonebook entry.

3. Press 🎧 to dial the number.

> **TIP** Instead of scrolling 🎧 to browse the phonebook entries, press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing ⬛ will show the entries starting with A. Pressing ⬛ again will show the entries starting with B, etc...

Answer a call

When the phone rings, press 🎧 key.

Handsfree answering

When the phone rings, press ⬚ key.

Incoming call has priority over other events. Whenever there is an incoming call, other status in progress such as phone setting, menu navigation, etc will be aborted.

TIP If Auto Pick-up mode (see page 47) is activated, you can simply lift up the handset from its base station to answer the call. This feature is deactivated by default.

WARNING When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

End a call

Press ⬚ key.

The call duration will be displayed on the handset screen for about 5 seconds.

TIP If Auto Hang-up mode (see page 47) is activated, you can simply place the handset back to its base station to end the call. This feature is activated by default.

Calls in-progress

The following options are available during a call:

Adjust earpiece volume

1. Press ⬚ to select from Volume 1 to Volume 5.

Mute/unmute the handset

1. During a call, press ⬚ **MUTE** to turn off the microphone so that your correspondent cannot hear you.
2. Press ⬚ **UNMUTE** to turn on the microphone.

Loudspeaker mode

1. Press ⬚ key to activate loudspeaker mode.
2. Press ⬚ key again to return to normal mode.

WARNING Activation of loudspeaker can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

Call

Adjust loudspeaker volume

1. Press ⌄ key to select from Volume 1 to Volume 5.

Initiate a second call (subscription dependent)

1. Press ⊟ **OPTION** and select Init 2ND Call to put the current call on hold and initiate a second external call.

Transfer call (subscription dependent)

1. Press ⊟ **OPTION** and select Call Transfer.
   The screen shows R4.

2. Enter the phone number that you want to transfer your incoming calls to.

Consult phonebook

1. Press ⊟ **OPTION** and select Phonebook to access and review phonebook entries.

2. Press ⌄ on the selected phonebook entry, the corresponding number will be dialled.

Intercom

This feature is only available when there are at least 2 registered handsets. It allows you to make free internal calls, transfer external calls from one handset to another and use the conference option.

Intercom another handset

To be able to use intercommunication feature, you must have at least 2 handsets registered to your base station (see page 52 "To register an additional handset").

1. Press ⌨ key in stand-by mode.

2. Intercom is established immediately if there are only 2 registered handsets. If there are more than 2 registered handsets, the handset numbers which are available for intercom will be displayed. Scroll ⌄ to All Handsets and press ⊟ **SELECT** to call all the handsets or scroll to the specific handset you want to call and press ⊟ **SELECT**.

   If the handset does not belong to SE730/735 range, this function may not be available.

Transfer an external call to another handset

1. During the call, make a long press on ⌨ key to put the external call on hold (the caller can no longer hear you).

2. Intercom is established immediately if there are only 2 registered handsets. If there are more than 2 registered handsets, the handset numbers which are available for intercom will be displayed. Scroll ⌄ to All Handsets and press ⊟ **SELECT** to call all the handsets or scroll to the specific handset you want to call and press ⊟ **SELECT**. The called handset rings.

   If there is no answer from the called handset, press ⌨ key to resume the external call.

3. Press ⌄ key on the called handset to answer the internal call, where both internal callers can talk.

4. Press ☎ key on the first handset to transfer the external call to the called handset.

Call

Switch between an internal and external call

1. Press ⌗ key once to switch between an internal call and external call.

Three-party conference call

The conference call feature allows one external call to be shared with two handsets (in intercom). The three parties can share the conversation and no network subscription is required.

1. Press and hold ⌗ to put the external call on hold and start the intercom procedure (the caller can no longer hear you).

2. Long press ⌗ to display the handset numbers which are available for intercom. Scroll ⌥ to All Handsets and press ⊟ SELECT to call all the handsets or scroll to the specific handset you want to call and press ⊟ SELECT.
The called handset rings.

3. Press ⌗ key on the called handset to answer the internal call, where both internal callers can talk.

4. Press and hold ⌗ for 2 seconds on the first handset to start the three-party conference, whereby Conference is displayed on the screen.

> **TIP** If Conference mode is activated (see page 54), a three-party conference call is automatically established if the second handset takes the line when there is already an external call in progress.

Call waiting

If you have subscribed to Call Waiting service, the earpiece will emit a beep tone to inform you that there is a second incoming call. The number or name of the second caller will also be displayed if you have subscribed to Caller Line Identification service (CLI). Please contact your network provider for more information on this service.

Press	Operation
⌗ + ☲	Put the current call on hold and answer the second call.
⌗ + ☐	End the current call and answer the second call.
⌗ + ⌷	Reject the second call and continue with your current call.

Alternatively, you may press ⊟ OPTION to select Accept & Hold, Accept & End or Reject CW during call waiting. To confirm, scroll ⌥ to your desired option and press ⊟ OK.

The above operations may be different according to your network.

Caller Line Identification

Caller Line Identification (CLI) is a special service that you may subscribe from your network operator. If you have subscribed to CLI service, the identity of the caller (caller's number or name) will be displayed on your handset during an incoming call. If you have not subscribed to this service, or if the caller has chosen to with-hold the number, the identity of the caller will not be displayed. Please contact your network provider for more information on this service.

Fotocall

This feature allows you to link a picture to a contact in your phonebook. If you have subscribed to Caller Line Identification service from your network operator, when the contact calls you, the name of the caller will appear along with the corresponding picture on the handset screen and the melody defined for that contact will ring. There are 20 fotocall pictures pre-installed on your handset. You can download and overwrite any existing fotocall picture via USB connection (see "USB Connection" on page 17).

The following are some examples of the fotocall pictures available on your handset:

For details on how to link a fotocall picture to a contact, please refer to "Store a contact in the phonebook" on page 26.

Phonebook

Phonebook

New Entry

List

Edit Entry

Delete Entry

Delete All

Direct Memory

Copy from SIM

Phbk transfer

Your SE735 can store up to 250 phonebook memories, including 10 direct access memories (0 to 9--). Each phonebook entry can have a maximum of 20 digits for the phone number and 14 characters for name.

Access phonebook

1. Press in stand-by mode or press ⊡ MENU, scroll to Phonebook and press ⊡ SELECT, scroll to List and press ⊡ SELECT.

2. The phonebook entries will be listed in alphabetical order.

3. Press to browse the phonebook.

> To view the details of a phonebook entry, press ⊡ VIEW.
>
> To dial a number from the phonebook, scroll to the phonebook entry and press .

> **TIP** Instead of scrolling to browse the phonebook entries, you can press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing 2- will show the entries starting with A. Pressing 2- again will show the entries starting with B, etc...

Store a contact in the phonebook

1. Press ⊡ MENU, scroll to Phonebook and press ⊡ SELECT, press ⊡ SELECT to enter New Entry.

2. Enter the name of the contact (maximum 14 characters) and press ⊡ OK.

3. Enter the number (maximum 20 digits) and press ⊡ OK.

4. Enter the SMS Box number and press ⊡ OK (only for UK).

5. Scroll to choose a group (<No Group>, <Group A>, <Group B>, <Group C>) and press ⊡ SELECT.

6. Scroll 🔘 to the picture you wish to associate with the contact or select No Picture and press ⊟ SELECT.
    A validation tone is emitted.

> If you have selected a picture for the contact and have subscribed to Caller Line Identification service from your network provider, the phone will display the picture and name of the contact on the handset screen when the contact calls you.

> You can assign individual contacts to specific groups of your choice. For example, **Group A** contains phone numbers of all your co-workers. You can also assign a specific ring melody to that group (see "Group Melody" on page 44). If you have subscribed to Caller Line Identification service from your network provider, every time someone from that group calls you, you will hear the designated ringtone for that group.

> **TIP** You can store up to 250 phonebook entries. You cannot store a new phonebook entry when the memory is full. In this case, you have to delete existing entries to make space for new entries.

Edit a phonebook entry

1. Press ⊟ MENU, scroll 🔘 to Phonebook and press ⊟ SELECT, scroll 🔘 to Edit Entry and press ⊟ SELECT.
2. Scroll 🔘 to the entry you wish to edit and press ⊟ SELECT.
3. Press ⊟ CLEAR to erase the letters one by one, enter the name and press ⊟ OK.
4. Press ⊟ CLEAR to erase the digits one by one, enter the phone number and press ⊟ OK.
5. Enter the SMS box number and press ⊟ OK (only for UK).
6. Scroll 🔘 to choose a group (<No Group>, <Group A>, <Group B>, <Group C>) and press ⊟ SELECT.
7. Scroll to the picture you wish to associate with the contact or select No Picture and press ⊟ SELECT.
    A validation tone is emitted.

Delete a phonebook entry

1. Press ⊟ MENU, scroll 🔘 to Phonebook and press ⊟ SELECT, scroll 🔘 to Delete Entry and press ⊟ SELECT.
2. Scroll to the entry you wish to delete and press ⊟ SELECT.
3. Press ⊟ OK to confirm.
    A validation tone is emitted.

Delete all phonebook entries

1. Press ⊟ MENU, scroll 🔘 to Phonebook and press ⊟ SELECT, scroll 🔘 to Delete All and press ⊟ SELECT.
2. Press ⊟ OK to confirm.
    A validation tone is emitted.

Phonebook

Store direct access memory

You can store up to 10 direct access memories (Key ⬚ to ⬚). A long press on the keys in stand-by mode will automatically dial the stored phone number.

1. Press ⊟ **MENU**, scroll ⬚ to **Phonebook** and press ⊟ **SELECT**, scroll ⬚ to **Direct Memory** and press ⊟ **SELECT**.

2. Select a key (**Key 0** to **Key 9**) and press ⊟ **VIEW**. If there is a stored number in that key, the number/name will be displayed.

3. If there is no number stored for the selected key or if you want to change the number currently stored, press ⊟ **SELECT** and press ⊟ **SELECT** again to select **Add**.

4. Scroll ⬚ to the entry you wish to store as direct access memory.

5. Press ⊟ **OK** to confirm.
   A validation tone is emitted.

Delete a direct access memory

1. Press ⊟ **MENU**, scroll ⬚ to **Phonebook** and press ⊟ **SELECT**, scroll ⬚ to **Direct Memory** and press ⊟ **SELECT**.

2. Select a key (**Key 0** to **Key 9**) and press ⊟ **VIEW**.

3. Press ⊟ **SELECT** and scroll ⬚ to **Delete** and press ⊟ **SELECT**.

4. Press ⊟ **OK** to confirm.
   A validation tone is emitted.

Copy phonebook from SIM card

This feature allows you to copy the SIM card phonebook of your mobile phone to the phonebook of your handset.

1. Open the SIM card tray and remove it from the base station.

Remove SIM card tray
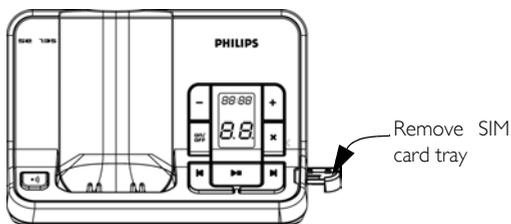
2. Slide the SIM card between the retaining clips, microchip facing up, until it stops.
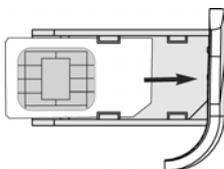
3. Put the SIM card tray back in the slot on the base station and push into place until it latches.

4. On the handset, press ⊟ **MENU**, scroll ⬍ to Phonebook and press ⊟ **SELECT**, scroll ⬍ to Copy from SIM and press ⊟ **SELECT**.

5. Scroll ⬍ to Copy All or Select Entry. If you choose Copy All then all entries in the SIM card will be copied to your phonebook. If you choose Select Entry, you can browse the SIM card entries and select the ones you wish to copy (the entries in your SIM card may not be shown in alphabetical order).

6. Press ⊟ **SELECT** to confirm.

7. Enter the PIN code of the SIM card (if required). The copy progress will be displayed on the screen.

8. A message Transferred! will be displayed upon successful completion.

> Your handset has the capacity to read the phonebook contents for standard SIM cards, including 3G SIM cards. If the handset is unable to read the SIM card, or no SIM card is detected, the screen will display an error message No SIM Card! and return to previous menu.

> If the name on the SIM card is exactly the same as an existing name on the phonebook of your handset, you will be prompted whether or not to overwrite the phonebook entry.

> **TIP** You can select ⊟ **CANCEL** anytime to abort the process.

9. You can now retrieve your SIM card and close back the SIM card cover.

Transfer phonebook

This feature allows you to transfer the phonebook from one handset to another handset when there are at least 2 handsets registered to your base station.

1. Press ⊟ **MENU**, scroll ⬍ to Phonebook and press ⊟ **SELECT**, scroll ⬍ to Phbk transfer and press ⊟ **SELECT**.

2. Scroll ⬍ to Copy All or Select Entry.
   If you choose Copy All then all entries in the handset will be copied to the selected handsets. If the target phonebook contains a name that is exactly the same as the existing phonebook, you will be prompted whether or not to overwrite the phonebook entry.

Phonebook

If you choose Select Entry, you can browse the phonebook entries and select the ones you wish to copy. For each selected entry, you will be prompted on the selected handsets whether or not to overwrite the phonebook entry in the target phonebook.

OVERWRITE? will be displayed on the selected handsets, press ⌐ YES to confirm or ⌐ NO to cancel.

3. Press ⌐ SELECT to confirm.

4. The handset numbers which are available for transfer will be displayed. If there are more than 2 handsets, scroll ⬍ to All Handsets or scroll ⬍ to select a specific handset.

The receiving handsets must be in stand-by or screensaver mode before the phonebook entries can be successfully transferred.

5. Press ⌐ SELECT to confirm. The copy progress will be displayed on the screen.

6. A message Completed! will be displayed upon successful completion.

TIP You can select ⌐ BACK anytime to abort the process. You can only abort this process from the original handset which you are performing the phonebook transfer.

Call log

The call log offers quick access to the Call List, Answ. Machine and SMS sub-menus. The Call List records the last 30 entries of your incoming calls. If you have subscribed to Caller Line Identification service, the identity of the caller (caller's number or name) will be displayed together with the date and time of the call. The calls (missed and received) are displayed in chronological order with the most recent call at the top of the list. When the call list is empty, the screen displays List Empty.

If you have not subscribed to Caller Line Identification service, there will not be any information displayed in the call log.

Access call log

1. Press 🔓 in stand-by mode, scroll 🔘 to Call List, Answ. Machine or SMS and press ⌐ SELECT to enter the respective sub-menus.

Save call list entry to phonebook

1. Press 🔓 in stand-by mode, press ⌐ SELECT to enter Call List, scroll 🔘 to an entry and press ⌐ MENU.
2. Press ⌐ SELECT to Save number.
3. Enter name and press ⌐ OK.
4. Edit number if necessary and press ⌐ OK.
5. Enter the SMS Box number and press ⌐ OK (only for UK).
6. Scroll 🔘 to choose a group (<No Group>, <Group A>, <Group B>, <Group C>) and press ⌐ SELECT.
7. Scroll to the picture you wish to associate with the contact or select No Picture and press ⌐ SELECT. A validation tone is emitted.

Delete a call list entry

1. Press 🔓 in stand-by mode, press ⌐ SELECT to enter Call List, scroll 🔘 to an entry and press ⌐ MENU.
2. Scroll 🔘 to Delete entry and press ⌐ SELECT to confirm.
3. Press ⌐ OK to confirm. A validation tone is emitted.

Delete call list

1. Press 🔓 in stand-by mode, press ⌐ SELECT to enter Call List and press ⌐ MENU.
2. Scroll 🔘 to Delete All and press ⌐ SELECT.
3. Press ⌐ OK to confirm. A validation tone is emitted.

Call log

Access redial list

1. Press ⊟ **REDIAL** in stand-by mode and scroll 🔼 to view the entries.

View details of a redial list entry

1. Press ⊟ **REDIAL** in stand-by mode and scroll 🔼 to select an entry.
2. Press ⊟ **MENU** and press ⊟ **SELECT** to View.

Save redial list entry to phonebook

1. Press ⊟ **REDIAL** in stand-by mode and scroll 🔼 to select an entry.
2. Press ⊟ **MENU**, scroll 🔼 to Save number and press ⊟ **SELECT**.
3. Enter name and press ⊟ **OK**.
4. Edit number if necessary and press ⊟ **OK**.
5. Enter the SMS Box number and press ⊟ **OK** (only for UK).
6. Scroll 🔼 to choose a group (<No Group>, <Group A>, <Group B>, <Group C>) and press ⊟ **SELECT**.
7. Scroll to the picture you wish to associate with the contact or select No Picture and press ⊟ **SELECT**. A validation tone is emitted.

Delete a number from redial list

1. Press ⊟ **REDIAL** in stand-by mode and scroll 🔼 to select an entry.
2. Press ⊟ **MENU** and scroll 🔼 to Delete and press ⊟ **SELECT**.
3. Press ⊟ **OK** to confirm. A validation tone is emitted.

Delete all redial list

1. Press ⊟ **REDIAL** in stand-by mode.
2. Press ⊟ **MENU** and scroll 🔼 to Delete All and press ⊟ **SELECT**.
3. Press ⊟ **OK** to confirm. A validation tone is emitted.

SMS

Write a SMS
Inbox
Draft box
SMS Settings

SMS stands for Short Message Service. To benefit from this service, you must subscribe to Caller Line Identification Service (CLI) together with SMS service from your network provider. SMS messages can be exchanged with a phone (mobile or compatible fixed lines), provided the receiver has also subscribed to CLI and SMS services.

The factory settings on your SE735 correspond to the main national operator. If you wish to send or receive SMS messages through another service provider, you must set the corresponding numbers (see page 39).

You can create up to 10 SMS boxes (**Box 0** to **Box 9**) and protect each box with a password (only for UK).

Your SE735 can store up to 100 SMS messages (80 SMS in the Inbox and 20 SMS in the Draft box) shared by all the SMS boxes and the maximum length of each message is 160 characters.

In order to send and receive SMS messages, there must be at least one SMS Box. **Box 9** with empty password is created by default (only for UK). For more information, please refer to "SMS Box (only for UK)" on page 38.

Write and send new SMS

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, press ⊟ **SELECT** again to Write a SMS.
2. Scroll ⬍ to the desired SMS Box (**Box 0** to **Box 9**) and press ⊟ **SELECT** (only for UK).
   Otherwise, you may press ⊟ **SELECT** to go the next screen if you do not need to enter a specific SMS Box.
3. Enter the PIN (if required) and press ⊟ **OK**.

Key	Operation
▲⬍	Press to move cursor left by 1 position.
	Press and hold to jump to the 1st character/digit.
▭▼	Press to move cursor right by 1 position.
	Press and hold to jump to the last character/digit.
⊟ CLEAR	Press to erase the previous character/digit.
	Press to return to the previous menu if there are no characters/digits on the input screen.
	Long press to delete all characters/digits.
#⚡🔢	*Long press* to switch between upper and lower case.

SMS

Key	Operation
1 ⌴	space 1 @ _ # = < > ( ) & € £ $ ¥ [ ] { } ¤ §
2 ᴀʙᴄ	a b c 2 à ä ç å æ
3 ᴅᴇꜰ	d e f 3 é è ∆ Φ
4 ɢʜɪ	g h i 4 ì Γ
5 ᴊᴋʟ	j k l 5 Λ
6 ᴍɴᴏ	m n o 6 ñ ò ö
7 ᴘǫʀs	p q r s 7 β Π Θ Σ
8 ᴛᴜᴠ	t u v 8 ù ü
9 ᴡxʏᴢ	w x y z 9 ø Ω Ξ Ψ
0	. 0 , / : ; " ' ! ¡ ? ¿ . + - % \ ^ ~ |
# ᴀ	*

4. Enter the text and press ⊟ OK.

> You can enter up to 160 characters for an SMS.
>
> If you receive a call while writing an SMS, the operation will be interrupted. When you go back to SMS editing, the message will be retrieved automatically.

5. Enter the destination phone number and press ⊟ OK. Or press ⊟ PHBK to browse the phonebook list to select a phone number, press ⊟ SELECT and press ⊟ OK.

6. Enter the destination box number (**0** to **9**) directly and press ⊟ OK (only for UK).
    Otherwise, you may press ⊟ OK to go the next screen if you do not need to enter a specific SMS Box.

> By default, the destination box number is 9 (the default destination box is country-dependent).

> If you are sending the SMS to a GSM mobile phone, the destination box number can be empty.

7. Press ⎯ **SELECT** to **Send** the message. The message will be sent immediately. **SMS Sent!** will be displayed if the message has been sent successfully.

> If the message cannot be sent successfully, the screen will display **SMS not Sent!** and the message will be saved in the SMS editor buffer.

> **WARNING** When composing your SMS, if no keys are pressed for 30 seconds, the handset will return to stand-by mode. The edited message will be automatically saved in the SMS editor buffer.

Inbox

The messages in the Inbox are listed according to the time of receipt, with the newest message appearing first. The **Inbox** can store up to 80 messages (shared between **Box 0** to **Box 9**).
Each time an SMS is received, you will be alerted with a beep tone (see "SMS Tone" on page 45) and the screen displays the number of new messages received. The event LED will blink until the SMS has been reviewed.

> **WARNING** When the message box is full, you will not be able to receive new messages. In this case, you need to delete some old messages in order to receive new ones.

View Inbox messages

1. Press ⎯ **MENU**, press ⎯ **SELECT** to enter **SMS**, scroll ⬍ to **Inbox** and press ⎯ **SELECT**.
2. Scroll ⬍ to your desired box number and press ⎯ **SELECT** (only for UK).

> **TIP** If there are unread new messages, the SMS box number will be highlighted in green.

3. Enter the PIN and press ⎯ **OK** (PIN is not required for default user).
4. Browse the list of SMS messages and select the message you wish to read. The message list will be displayed with the sender's phone number or corresponding name (if the number matches the phonebook record).
5. Press ⎯ **VIEW** to view the message content.

> **TIP** While reading an SMS, press ⬍ to scroll to the next or previous row. At the end of the message, the sender's phone number and the date and time of reception are shown.

6. When viewing the message content, you can press ⎯ **MENU** to access the following options:

Reply	Send a reply to the sender of the message
Edit	Forward the message to another recipient
Save number	Save the sender's number to your phonebook
Delete	Delete the selected message
Delete All	Delete all messages in the Inbox

SMS

Press 🔄 while viewing the message content/sender number/date/time stamp will abort the SMS function and dial the sender's phone number.

Press 🔘 to return to Inbox message list.

Reply to an Inbox message

1. While viewing the message content, press ⊟ **MENU** to display the Inbox menu options.
2. Scroll 🔘 to **Reply** and press ⊟ **SELECT** to start editing.
3. After editing, press ⊟ **OK** to confirm the message.
4. Refer to steps 5 to 7 in "Write and send new SMS" on page 33 to send the message or steps 1 to 3 in "Save a message in the Draft box" on page 37 to save the message in the **Draft box**.

Forward an Inbox message

1. While viewing the message content, press ⊟ **MENU** to display the Inbox menu options.
2. Scroll 🔘 to **Edit** and press ⊟ **SELECT** to start editing it if you wish.
3. After editing, press ⊟ **OK** to confirm the message.
4. Refer to steps 5 to 7 in "Write and send new SMS" on page 33 to forward the message or steps 1 to 3 in "Save a message in the Draft box" on page 37 to save the message in the **Draft box**.

Save sender's phone number to phonebook

1. While viewing the message content, press ⊟ **MENU** to display the Inbox menu options.
2. Scroll 🔘 to **Save number** and press ⊟ **SELECT** to enter a name for this new contact.
3. Enter the name and press ⊟ **OK** to modify number.
4. To confirm the number, press ⊟ **OK** again.
5. Enter the SMS Box number and press ⊟ **OK** (only for UK).
6. Scroll 🔘 to select a group you wish to assign for this contact and press ⊟ **SELECT**.
7. Press 🔘 to select the picture you wish to associate with the contact and press ⊟ **SELECT**.
   A validation tone is emitted and the screen returns to display the message content.

Delete an Inbox message

1. While viewing the message content, press ⊟ **MENU** to display the Inbox menu options.
2. Scroll 🔘 to **Delete** and press ⊟ **SELECT** to confirm deletion.

Delete all Inbox messages

1. While viewing the message content, press ⊟ **MENU** to display the Inbox menu options.
2. Scroll 🔘 to **Delete All** and press ⊟ **SELECT**.
3. Press ⊟ **SELECT** again to confirm deletion.

Draft box

SMS messages that are saved as drafts will be automatically stored in the Draft box. The Draft box can store up to 20 messages.

Save a message in the Draft box

1. After writing the message, entering the phone number and the desired box, press ⊟ **OK**.

2. Scroll to Save as draft.

3. Press ⊟ **SELECT** to confirm.

Review Draft messages

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, scroll 🔘 to Draft box and press ⊟ **SELECT**.

2. Scroll 🔘 to your desired box number and press ⊟ **SELECT** (only for UK).

3. Enter the PIN and press ⊟ **OK** (PIN is not required for default user).

4. Browse the list of SMS messages and select the message you wish to review.

5. Press ⊟ **VIEW** to view the message content.

6. When viewing the message content, you can press ⊟ **MENU** to access the following options:

Edit	Edit the message and send or save as draft
Send	Send the message immediately
Delete	Delete the message
Delete All	Delete all messages in the Draft box

Edit a Draft message

1. While viewing the message content, press ⊟ **MENU** to display the Draft box menu options.

2. Press ⊟ **SELECT** to Edit the message.

3. After editing, press ⊟ **OK** to confirm message.

4. Refer to steps 5 to 7 in "Write and send new SMS" on page 33 to send the message or steps 1 to 3 in "Save a message in the Draft box" on page 37 to save the message in the Draft box.

Send a message from Draft box

1. While viewing the message content, press ⊟ **MENU** to display the Draft box menu options.

2. Scroll 🔘 to Send and press ⊟ **SELECT**. The message will be sent immediately.
   SMS Sent! will be displayed if the message has been sent successfully

Delete a Draft message

1. While viewing the message content, press ⊟ **MENU** to display the Draft box menu options.

2. Scroll 🔘 to Delete and press ⊟ **SELECT** to confirm deletion.

Delete all Draft messages

1. While viewing the message content, press ⊟ **MENU** to display the **Draft box** menu options.

2. Scroll ⬍ to **Delete All** and press ⊟ **SELECT**.

3. Press ⊟ **SELECT** again to confirm deletion.

SMS settings

This menu allows you to set up the server for sending and receiving SMS messages. Your SE735 can receive messages from 3 service centers.

Each service center consists of 2 numbers:

- Incoming number

- Outgoing number

The maximum length of an incoming/outgoing number is 20 digits.

The incoming and outgoing numbers of your SE735 are already set to work on your country network. We advise you not to modify these settings. For more details or in case of any problems, please contact your local network provider.

SMS reception

Your SE735 can receive SMS messages from another phone if you have subscribed to the CLI and SMS services from your network provider. By default, SMS reception is set to **On** so that you can receive SMS messages.

To activate or deactivate the reception of SMS

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter **SMS**, scroll ⬍ to **SMS Settings** and press ⊟ **SELECT**, press ⊟ **SELECT** to enter **SMS Reception**.

2. Scroll ⬍ to **On** or **Off** and press ⊟ **SELECT** to confirm.

> Even if SMS reception is **Off**, you can still send SMS messages.

SMS Box (only for UK)

In order to send and receive SMS messages, at least 1 SMS Box must be created. **Box 9** with empty password is created by default.

You can add new SMS boxes (**Box 0** to **Box 9**), and you can protect each box with a password.

To create a new SMS Box (only for UK)

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter **SMS**, scroll ⬍ to **SMS Settings** and press ⊟ **SELECT**, scroll ⬍ to **SMS Boxes** and press ⊟ **SELECT**.

2. Press ⊟ **MENU** and press ⊟ **SELECT** to **Add New Box**.

3. Enter box name (maximum 14 characters) and press ⊟ **OK**.

4. Enter PIN (maximum 4 digits) and press ⊟ **OK**.

5. Enter PIN again and press ⊟ **OK**.

> You can choose to leave the PIN empty. If no PIN is required, simply press ⊟ **OK** when prompted to enter PIN.

6. Enter the SMS box number and press ⊟ **OK**.
   If the number entered already exist, an error tone is emitted. If the number entered is accepted, a valida-tion tone is emitted and the screen returns to SMS boxes list.

To change the password of an SMS Box (only for UK)

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, scroll 🔼 to SMS Settings and press ⊟ **SELECT**, scroll 🔼 to SMS Boxes and press ⊟ **SELECT**.
2. Scroll 🔼 to the SMS box for which you wish to change password and press ⊟ **SELECT**.
3. Scroll 🔼 to Change PIN and press ⊟ **SELECT**.
4. Enter old PIN and press ⊟ **OK**.
5. Enter new PIN, press ⊟ **OK** and enter the new PIN again for confirmation.
6. Press ⊟ **OK** to confirm PIN change.

To delete an SMS Box (only for UK)

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, scroll 🔼 to SMS Settings and press ⊟ **SELECT**, scroll 🔼 to SMS Boxes and press ⊟ **SELECT**.
2. Scroll 🔼 to the SMS box for which you wish to delete and press ⊟ **SELECT**.
3. Scroll 🔼 to Delete Box and press ⊟ **SELECT**.
4. Enter the PIN (if needed) and press ⊟ **OK** to confirm box deletion.

To change the box number of an SMS Box (only for UK)

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, scroll 🔼 to SMS Settings and press ⊟ **SELECT**, scroll 🔼 to SMS Boxes and press ⊟ **SELECT**.
2. Scroll 🔼 to the SMS box you for which wish to change the box number and press ⊟ **SELECT**.
3. Scroll 🔼 to Change Box Nr and press ⊟ **SELECT**.
4. Enter the new box number and press ⊟ **OK** to confirm box number change.

To set outgoing number

The incoming and outgoing numbers of your SE735 are already set to work on your country network. We advise you not to modify these settings. For more details or in case of any problems, please contact your local network provider.

1. Press ⊟ **MENU**, press ⊟ **SELECT** to enter SMS, scroll 🔼 to SMS Settings and press ⊟ **SELECT**, scroll 🔼 to SMS Center 1, SMS Center 2 or SMS Center 3 and press ⊟ **SELECT**.
2. Press ⊟ **SELECT** to enter Outgoing Nr..

SMS

3. Enter the number and press ☐ **OK** to confirm.
    A validation tone is emitted.

> The maximum length of an outgoing number is 20 digits.

To set incoming number

1. Press ☐ **MENU**, press ☐ **SELECT** to enter SMS, scroll ☐ to SMS Settings and press ☐ **SELECT**, scroll ☐ to SMS Center 1, SMS Center 2 or SMS Center 3 and press ☐ **SELECT**.
2. Scroll ☐ to Incoming Nr. and press ☐ **SELECT**.
3. Enter the number and press ☐ **OK** to confirm.
    A validation tone is emitted.

> The maximum length of an incoming number is 20 digits.

Default SMS center

The default SMS center number is 1.

To set default SMS center

1. Press ☐ **MENU**, press ☐ **SELECT** to enter SMS, scroll ☐ to SMS Settings and press ☐ **SELECT**, scroll ☐ to Default Ctr. and press ☐ **SELECT**.
2. Scroll ☐ to SMS Center that you wish to set as default center (SMS Center 1, SMS Center 2 or SMS Center 3) and press ☐ **SELECT**.
    A validation tone is emitted.

1st Ring

When this function is set to Off, the first ring from a voice call will not sound. This is particularly useful in countries where calling line identity is sent after the first ring, so no phones in the house would ring when a message arrives.

To set 1st Ring

1. Press ☐ **MENU**, press ☐ **SELECT** to enter SMS, scroll ☐ to SMS Settings and press ☐ **SELECT**, scroll ☐ to Set 1st Ring and press ☐ **SELECT**.
2. Scroll ☐ to On or Off and press ☐ **SELECT** to confirm.

Clock & Alarm

> **Clock & Alarm** 🕐
> Set Date/Time
> Alarm
> Alarm Tone
> Do not Disturb

Set date and time

1. Press ⊟ **MENU**, scroll ⬍ to Clock & Alarm and press ⊟ **SELECT**, press ⊟ **SELECT** again to enter Set Date/Time.

2. Enter the current time (HH:MM) and current date (DD/MM/YY) and press ⊟ **OK.**

> Enter the date in Day/Month/Year format and the time in 24-hour format.

3. A validation tone is emitted and the screen returns to Clock & Alarm menu.

> Once the date and time are set, there will be time & date recovery when the batteries are removed, or when there is a power failure.

Set Alarm

1. Press ⊟ **MENU**, scroll ⬍ to Clock & Alarm and press ⊟ **SELECT**, scroll ⬍ to Alarm and press ⊟ **SELECT**.

2. Scroll ⬍ to Off, On Once or On Daily and press ⊟ **SELECT**.

3. If you select On Once or On Daily, enter the time for the alarm and press ⊟ **OK**.
   A validation tone is emitted and the screen returns to previous menu.

> The alarm tone and alarm icon will only sound/blink for 1 minute when the alarm time is reached. To mute the alarm tone, simply press any key on the handset.

Alarm tone

1. Press ⊟ **MENU**, scroll ⬍ to Clock & Alarm and press ⊟ **SELECT**, scroll ⬍ to Alarm Tone and press ⊟ **SELECT**.

2. Scroll ⬍ to the desired melody (Melody 1, Melody 2 or Melody 3) to play the melody.

3. Press ⊟ **SELECT** to set the alarm tone.

Clock & Alarm

Do not Disturb mode

This feature is available only if you have subscribed to Caller Line Identification from your network provider. When **Do not Disturb** mode is activated, the phone will ring only when there are calls received from authorised groups. For all other callers, the phone will display an incoming call message or the backlight will be turned on, but it will not ring. If the telephone answering machine is activated, it will answer the call to allow the caller to leave a message.

To set Do not Disturb mode On/Off

1. Press ⊟ **MENU**, scroll ⌷ to Clock & Alarm and press ⊟ **SELECT**, scroll ⌷ to Do not Disturb and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** again to enter Activation.

3. Scroll ⌷ to On or Off.

4. Press ⊟ **SELECT** to confirm.

> By default, Do not Disturb mode is Off.

To set Day of Do not Disturb mode

1. Press ⊟ **MENU**, scroll ⌷ to Clock & Alarm and press ⊟ **SELECT**, scroll ⌷ to Do not Disturb and press ⊟ **SELECT**, scroll ⌷ to Set Day and press ⊟ **SELECT**.

2. Scroll ⌷ to your desired option (All Week, Weekday, Monday, Tuesday..... or Sunday) and press ⊟ **SELECT**.

3. If you select All Week or Weekday, press ⊟ **SELECT** again to confirm.

4. If you select Monday, Tuesday..... or Sunday, an "√" will appear at the beginning of the row to indicate your selection. You can select more than 1 day.

5. After you have made your selection, scroll ⌷ to OK and press ⊟ **SELECT** to confirm and return to the previous menu.

To set Time of Do not Disturb mode

1. Press ⊟ **MENU**, scroll ⌷ to Clock & Alarm and press ⊟ **SELECT**, scroll ⌷ to Do not Disturb and press ⊟ **SELECT**, scroll ⌷ to Set Time and press ⊟ **SELECT**.

2. Enter Start Time and Stop Time.

3. Press ⊟ **OK** to confirm.

> By default, Start Time is 00:00 and Stop Time is 00:00.

To set allowed caller

1. Press ⊟ **MENU**, scroll ⌷ to Clock & Alarm and press ⊟ **SELECT**, scroll ⌷ to Do not Disturb and press ⊟ **SELECT**, scroll ⌷ to Allowed caller and press ⊟ **SELECT**.

2. Scroll to your desired option (Standard, Group A, Group B or Group C).

3. Press ⊟ **OK** to confirm.

> By default, no group is allowed when Do not Disturb mode is activated.

Personal Set
  Handset Tones
  Wallpaper
  View Foto Pic
  Contrast
  Handset Name
  Auto Pick-up
  Auto Hang-up
  Language
  Babysit Mode
  Backlight Time
  Theme Colour

Handset Tones

Ring Volume

There are 5 ringer volume options (Silence, Low, Medium, High and Progressive). The default level is Medium.

To set ring volume

1. Press ⊟ **MENU**, scroll ⬍ to Personal Set and press ⊟ **SELECT**, press ⊟ **SELECT** to enter Handset Tones and press ⊟ **SELECT** again to enter Ring Volume.
2. Scroll ⬍ to your desired volume level and press ⊟ **SELECT** to confirm.
    A validation tone is emitted and the screen returns to previous menu.

> When Silence is activated, the icon 🔕 is displayed on the screen.

> **WARNING** When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

Ring Melody

There are 16 ring melodies available on your handset.

To set Ring Melody

1. Press ⊟ **MENU**, scroll ⬍ to Personal Set and press ⊟ **SELECT**, press ⊟ **SELECT** to enter Handset Tones, scroll ⬍ to Ring Melody and press ⊟ **SELECT**.
2. Scroll ⬍ to your desired melody to play the melody.

Personal Settings

3.   Press ⊟ **SELECT** to set the ring melody.
     A validation tone is emitted and the screen returns to previous menu.

My Melody

You can add an additional ring melody (maximum 20 KB) or replace it by downloading a new melody from your PC to your handset via USB connection (see "USB Connection" on page 17). You can also record your own ring melody (see page 45).

To set My Melody

1.   Press ⊟ **MENU**, scroll 🔘 to **Personal Set** and press ⊟ **SELECT**, press ⊟ **SELECT** to enter **Handset Tones**, scroll 🔘 to **My Melody** and press ⊟ **SELECT**.
2.   Scroll 🔘 to **Recorded Mel.** or **Downloaded Mel.** and press ⊟ **SELECT**.
     A validation tone is emitted and the screen returns to previous menu.

Group Melody

To benefit from this feature, you must subscribe to the Caller Line Identification service. See "Caller Line Identification" on page 24.

This menu enables you to select and set the melodies to be played when there is an external incoming call from a contact whose name is stored in your phonebook and is part of a group. You can associate 1 ring melody to each group.

There are three phonebook groups (Group A, B, C) available for you to organise your contacts. Each group can be assigned a unique melody.

To set Group Melody

1.   Press ⊟ **MENU**, scroll 🔘 to **Personal Set** and press ⊟ **SELECT**, press ⊟ **SELECT** to enter **Handset Tones**, scroll 🔘 to **Group Melody** and press ⊟ **SELECT**.
2.   Scroll 🔘 to the group for which you wish to set melody and press ⊟ **SELECT**.
3.   Scroll 🔘 to the desired melody to play the melody.
4.   Press ⊟ **SELECT** to set the group melody.
     A validation tone is emitted and the screen returns to previous menu.

Key Beep

A single beep is emitted when a key is pressed. You can enable or disable the key beep. By default, the key beep is **On**.

To set key beep On/Off

1.   Press ⊟ **MENU**, scroll 🔘 to **Personal Set** and press ⊟ **SELECT**, press ⊟ **SELECT** to enter **Handset Tones**, scroll 🔘 to **Key Beep** and press ⊟ **SELECT**.
2.   Scroll 🔘 to **On** or **Off** and press ⊟ **SELECT** to confirm.
     A validation tone is emitted and the screen returns to previous menu.

Personal Settings

SMS Tone

A tone is emitted when a new SMS is received. You can enable or disable the SMS Tone. By default, SMS tone is On.

To set SMS tone On/Off

1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, press ▭ **SELECT** to enter **Handset Tones**, scroll ⬍ to **SMS Tone** and press ▭ **SELECT**.
2. Scroll ⬍ to **On** or **Off** and press ▭ **SELECT** to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Record Melody

There are 16 ring melodies available on your handset. You can add an additional ring melody or replace it by recording a new sound or voice and save it as a ring melody. The maximum melody recording time is 15 seconds.

To record ring melody

1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, press ▭ **SELECT** to enter **Handset Tones**, scroll ⬍ to **Record Melody** and press ▭ **SELECT**.
2. Press ▭ **START** to start recording and press ▭ **END** to end and save the recording.
   The recorded melody will start playing immediately and the screen returns to previous menu after the recording is played.

Wallpaper

This feature allows you to select the wallpaper to be displayed in stand-by mode. There are 6 wallpapers pre-installed on your SE735. The 3rd wallpaper can be overwritten by downloading a new wallpaper from your PC to your handset via USB connection. The 4th wallpaper is a blank wallpaper. Please see "Default settings" on page 16 for the default wallpaper.

You can download 1 wallpaper and replace it by downloading a new wallpaper from your PC to your handset via USB connection (see "USB Connection" on page 17).

To set wallpaper

1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, scroll ⬍ to **Wallpaper** and press ▭ **SELECT**.
2. Scroll ⬍ to your desired wallpaper and press ▭ **SELECT** to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Personal Settings

View Foto Pic

There are 20 fotocall pictures pre-installed on your handset. You can use this feature to view all your fotocall pictures.

To view your fotocall pictures

1. Press ⊟ **MENU**, scroll ⬍ to **Personal Set** and press ⊟ **SELECT**, scroll ⬍ to **View Foto Pic** and press ⊟ **SELECT**.

2. Scroll ⬍ to view your fotocall pictures.

> You can download and overwrite any existing fotocall picture via USB connection (see "USB Connection" on page 17).

Contrast level

There are 3 contrast level options (**Level 1**, **Level 2** or **Level 3**). The default contrast level is **Level 2**.

To set contrast level

1. Press ⊟ **MENU**, scroll ⬍ to **Personal Set** and press ⊟ **SELECT**, scroll ⬍ to **Contrast** and press ⊟ **SELECT**.

2. Scroll ⬍ to your desired contrast level (**Level 1**, **Level 2** or **Level 3**) and press ⊟ **SELECT** to confirm. A validation tone is emitted and the screen returns to previous menu.

Handset Name

You can name the handset and display the handset name in stand-by mode. The default handset name of your handset is PHILIPS.

To rename the handset

1. Press ⊟ **MENU**, scroll ⬍ to **Personal Set** and press ⊟ **SELECT**, scroll ⬍ to **Handset Name** and press ⊟ **SELECT**.

2. Edit the handset name and press ⊟ **OK** to confirm. A validation tone is emitted and the screen returns to previous menu.

> Maximum length of the handset name is 14 characters and the default handset name is PHILIPS.

Auto Pick-up

This function enables you to answer a call automatically by simply lifting the handset from the base station. By default, the Auto Pick-up feature is Off and in this case you have to press the 📞 key to answer a call.

To set Auto Pick-up mode
1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, scroll ⬍ to **Auto Pick-up** and press ▭ **SELECT**.
2. Scroll ⬍ to **On** or **Off** and press ▭ **SELECT** to confirm.
    A validation tone is emitted and the screen returns to previous menu.

Auto Hang-up

This function enables you to end a call automatically by simply replacing the handset on the base station.
By default, the Auto Hang-up feature is On.

To set Auto Hang-up mode
1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, scroll ⬍ to **Auto Hang-up** and press ▭ **SELECT**.
2. Scroll ⬍ to **On** or **Off** and press ▭ **SELECT** to confirm.
    A validation tone is emitted and the screen returns to previous menu.

Language

Your SE735 can support different display languages.

To change the language
1. Press ▭ **MENU**, scroll ⬍ to **Personal Set** and press ▭ **SELECT**, scroll ⬍ to **Language** and press ▭ **SELECT**.
2. Scroll ⬍ to your desired language and press ▭ **SELECT** to confirm.
    A validation tone is emitted and the screen returns to previous menu.

Babysit mode

You must have at least 2 handsets registered to your base station to be able to use this feature (see page 52 "To register an additional handset").

This feature allows you to monitor, e.g. the baby's room. Place the handset in the room to be monitored. If the sound level around the microphone of the handset exceeds a certain threshold, the handset can automatically call another handset registered on the same base station.

To use the Babysit feature you need to activate it (e.g. on handset 1) and enter the number of the handset to be called (e.g. handset 2) in the event that there are noises in the monitored room. Place the handset which is in Babysit mode (e.g. handset 1) in the room to be monitored. If this handset detects a sound level greater than a certain threshold, it will automatically initiate an internal call to the selected handset (e.g. handset 2).

Personal Settings

To activate Babysit mode

1. Press ⊟ MENU, scroll ⓘ to Personal Set and press ⊟ SELECT, scroll ⓘ to Babysit mode and press ⊟ SELECT.

> In Babysit mode, all keys are deactivated except for ⊟ MENU key. Babysit mode is displayed on the screen when this function is activated and the handset cannot perform any normal operation (making an outgoing call, receiving an incoming call, intercom another handset, paging, etc.).

2. Scroll through the list of handsets available and press ⊟ SELECT to select the handset to be called.

> You can still perform all normal operations (making an outgoing call, receiving an incoming call, intercom another handset, paging, etc.) on the selected handset.

To deactivate Babysit mode

1. Press ⊟ MENU, select Off and press ⊟ SELECT.

Backlight time

To set Backlight time

1. Press ⊟ MENU, scroll ⓘ to Personal Set and press ⊟ SELECT, scroll ⓘ to Backlight Time and press ⊟ SELECT.
2. Select 20s, 40s and 60s and press ⊟ SELECT to confirm.
   A validation tone is emitted.

> Backlight is activated when there is an incoming call, new message, etc. The default backlight time is 20s.

Theme Colour

To set theme colour

1. Press ⊟ MENU, scroll ⓘ to Personal Set and press ⊟ SELECT, scroll ⓘ to Theme Colour and press ⊟ SELECT.
2. Scroll ⓘ to Theme Colour 1, Theme Colour 2 or Theme Colour 3 and press ⊟ SELECT to confirm.
    A validation tone is emitted.

Advanced Set

Recall Time

Dial Mode

Call Barring

Baby call

Registration

Select Base

Unregistration

Change PIN

Reset

Auto prefix

Conference

Demo Mode
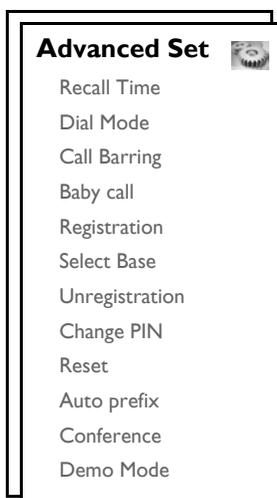
Recall Time

Recall time (or dial delay) is the time delay by which the line will be disconnected after you press ⏻ key. It can be set to short, medium or long.

The default value of recall time that is preset in your SE735 should be the best suited for your country network and therefore you should not need to change it.

To set recall time

1. Press ☐ **MENU**, scroll ⬍ to Advanced Set and press ☐ **SELECT** and press ☐ **SELECT** to enter Recall Time.

2. Scroll to select Short / Medium / Long and press ☐ **SELECT** to confirm.
   A validation tone is emitted and the screen returns to previous menu.

> This setting is useful when using network services. The use of some services accessed with [⏻ + ⏱] , [⏻ + 2️⃣] , [⏻ + 3️⃣] (call waiting, call forward...) will depend on your recall time setting. Please contact your network provider for more details on this feature.

Advanced Settings

Dial Mode (only for UK)

The default value for dial mode that is preset in your SE735 should be the best suited for your country network and therefore you should not need to change it.

There are 2 dial modes: Tone or Pulse

To set dial mode

1. Press ⊟ MENU, scroll 🔘 to Advanced Set and press ⊟ SELECT, scroll 🔘 to Dial Mode and press ⊟ SELECT.

2. Scroll 🔘 to Tone or Pulse and press ⊟ SELECT to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Call Barring

Call barring enables you to restrict selected handsets from dialling a phone number beginning with certain numbers. You can set up to 4 different barring numbers, with each number containing up to 4 digits.

To activate/deactivate Call Barring mode

1. Press ⊟ MENU, scroll 🔘 to Advanced Set and press ⊟ SELECT, scroll 🔘 to Call Barring and press ⊟ SELECT.

2. Enter the Master PIN when prompted and press ⊟ OK to confirm.

   The default Master PIN number is 0000.

3. Press ⊟ SELECT to enter Barring Mode.

4. Scroll 🔘 to On or Off and press ⊟ SELECT to confirm.
   A validation tone is emitted and the screen returns to previous menu.

To modify Call Barring number

1. Press ⊟ MENU, scroll 🔘 to Advanced Set and press ⊟ SELECT, scroll 🔘 to Call Barring and press ⊟ SELECT.

2. Enter the Master PIN when prompted and press ⊟ OK to confirm.

   The default Master PIN number is 0000.

3. Scroll 🔘 to Barring Number and press ⊟ SELECT.

4. Scroll 🔘 to Number 1, Number 2, Number 3 or Number 4 and press ⊟ SELECT.

5. Enter a maximum of 4 digits and press ⊟ OK to confirm.
   A validation tone is emitted and the screen returns to previous menu.

   If a restricted number is dialled, the call will not be connected. When this happens, the phone emits an error tone and returns to stand-by mode.

Baby Call

When activated, the Baby Call feature enables you to dial a number by pressing any key on your handset. This feature is very useful for direct access to emergency services.

> You can enter up to 20 digits for baby call number.

To activate Baby Call mode

1. Press ☐ **MENU**, scroll 🔾 to **Advanced Set** and press ☐ **SELECT**, scroll 🔾 to **Baby call** and press ☐ **SELECT**.

2. Enter the Master PIN when prompted and press ☐ **OK** to confirm.

> The default Master PIN number is **0000**.

3. Press ☐ **SELECT** to enter **Mode**.

4. Scroll 🔾 to **On** and press ☐ **SELECT** to confirm.

5. Enter the Baby Call number and press ☐ **OK** to confirm.
    A validation tone is emitted.

To deactivate Baby Call mode

1. Long press ☐ **MENU** (when Baby Call mode has been activated before).

2. Scroll 🔾 to **Off** and press ☐ **SELECT** to confirm.

To change Baby Call number

1. Press ☐ **MENU**, scroll 🔾 to **Advanced Set** and press ☐ **SELECT**, scroll 🔾 to **Baby call** and press ☐ **SELECT**.

2. Enter the Master PIN when prompted and press ☐ **OK** to confirm.

> The default Master PIN number is **0000**.

3. Scroll 🔾 to **Number** and press ☐ **SELECT**.

4. The last stored Baby Call number is displayed (if any).

5. Enter the new Baby Call number and press ☐ **OK** to confirm.
    A validation tone is emitted and the screen returns to previous menu.

Registration

The procedures described below are the procedures that you will find in your SE735 handset. The procedures may vary according to the handset you want to register. In this case, please refer to the manufacturer of the additional handset.

Additional handsets must be registered to the base unit before you can use them. Up to 6 handsets can be registered to one base station.

> The Master PIN is required before you can register or unregister handsets. The default PIN is **0000**.

Advanced Settings

To register an additional handset

1. On the base station, press and hold ▪)) for 3 seconds. After that, the registration procedure has to be done within 1 minute.

> Within 1 minute, the base station is able to accept registration from a handset. If no action is taken on the handset within 10 seconds, the registration procedure will be aborted.

2. At the same time, on the handset, press ⊟ MENU, scroll ⬍ to Advanced Set and press ⊟ SELECT, scroll ⬍ to Registration and press ⊟ SELECT.
3. Press ⬍ to select the Base to be registered to and press ⊟ OK to confirm.
4. Enter the Master PIN when prompted and press ⊟ OK to start registration.

> If the PIN is incorrect, Incorrect PIN will be displayed and the handset returns to stand-by mode.

A validation tone is emitted to indicate successful registration and the screen returns to stand-by mode.

Select Base

One SE735 handset can be registered to up to 4 different SE735 Base stations. By default, the handset will register to BASE 1. If you select Best Base, the handset will register to the nearest base station.

To manually select best base station

1. Press ⊟ MENU, scroll ⬍ to Advanced Set and press ⊟ SELECT, scroll ⬍ to Select Base and press ⊟ SELECT.
2. Scroll ⬍ to the desired base station and press ⊟ OK to confirm.
3. The handset will start searching for the base station. If the selected base is found, a validation tone is emitted.

Unregistration

To unregister a handset

1. Press ⊟ MENU, scroll ⬍ to Advanced Set and press ⊟ SELECT, scroll ⬍ to Unregistration and press ⊟ SELECT.
2. Enter the Master PIN when prompted and press ⊟ OK to confirm.
3. Select in the list of handsets displayed, the handset that you wish to unregister.
   A validation tone is emitted to indicate successful unregistration and the screen shows Unregistered.

> If no action is taken on the handset within 15 seconds, the unregistration procedure will be aborted and the handset returns to stand-by mode.

Change Master PIN

The Master PIN is used for setting call barring/baby call number, registration/unregistration of handsets and for accessing the answering machine remotely. The default Master PIN number is **0000**. The length of the PIN is 4 digits. This PIN is also used to protect the settings of your handset. Your handset will prompt you whenever the PIN is required.

To change Master PIN

1. Press ⊟ **MENU**, scroll 🎚 to Advanced Set and press ⊟ **SELECT**, scroll 🎚 to Change PIN and press ⊟ **SELECT**.
2. Enter the current Master PIN when prompted and press ⊟ **OK** to confirm. The PIN entered will be shown as asterisks (*) on the screen.

> If an incorrect PIN is entered, the screen returns to previous menu.

3. Enter new PIN and press ⊟ **OK**.
4. Enter new PIN again and press ⊟ **OK** to confirm PIN change.
   A validation tone is emitted, the message New PIN Stored appears and the screen returns to previous menu.

Reset

Reset to default settings

1. Press ⊟ **MENU**, scroll 🎚 to Advanced Set and press ⊟ **SELECT**, scroll 🎚 to Reset and press ⊟ **SELECT**.
2. Scroll 🎚 to Yes and press ⊟ **SELECT**.
   A validation tone is emitted, and the unit is reset to its default settings (Please see "Default settings" on page 16).

> The WELCOME mode will appear again after master reset.

Auto Prefix

The maximum length of an auto prefix number is 5 digits. Once the number is set, it will be automatically inserted at the beginning of each number that will be dialled.

To set auto prefix number

1. Press ⊟ **MENU**, scroll 🎚 to Advanced Set and press ⊟ **SELECT**, scroll 🎚 to Auto prefix and press ⊟ **SELECT**.
2. The last stored auto prefix number is displayed (if any).
3. Enter the number and press ⊟ **OK** to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Advanced Settings

Conference Mode

When Conference mode is activated, you can initiate a three-party conference call with a second handset registered to your base station automatically if the second handset takes the line when there is already an external call in progress.

The default setting for this mode is Off.

To activate/deactivate conference mode

1. Press ⊟ MENU, scroll ⬍ to Advanced Set and press ⊟ SELECT, scroll ⬍ to Conference and press ⊟ SELECT.

2. Scroll ⬍ to On or Off and press ⊟ SELECT to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Demo Mode

1. Press ⊟ MENU, scroll ⬍ to Advanced Set and press ⊟ SELECT, scroll ⬍ to Demo Mode and press ⊟ SELECT.

2. Press ⊟ SELECT to start the demo mode.
   The demo mode begins.

3. To exit from this mode, press 📞.

Net. Service
Call Forward
Call Fwd Busy
Call Fwd UnAns
Voice Mail
Call Back
Cancel Call Bk
Withhold ID

This menu provides a convenient means for you to access, activate or deactivate some network services that are **country/subscription** dependent. Contact your network provider for more information about these services.

The default numbers and values that are preset in your SE735 should be the best suited for your country network and therefore you should not need to change them.

Call Forward

There are 3 call forwarding options available: Unconditional Call Forwarding, When Busy and When Unanswered.

Set up Call Forward number

1. Press ☐ **MENU**, scroll ⬍ to Net. Service and press ☐ **SELECT**.
2. Scroll ⬍ to the type of call forwarding option you wish to set (Call Forward / Call Fwd Busy / Call Fwd UnAns) and press ☐ **SELECT**.
3. Scroll ⬍ to Settings and press ☐ **SELECT** to enter the number for forwarding.
4. Press ☐ **OK** to confirm.

Activate Call Forward

1. Press ☐ **MENU**, scroll ⬍ to Net. Service and press ☐ **SELECT**.
2. Scroll to the type of call forwarding option you wish to set (Call Forward / Call Fwd Busy / Call Fwd UnAns) and press ☐ **SELECT**.
3. Press ☐ **SELECT** to Activate.
4. The number for that selected service will be dialled.
5. When the number has been dialled, press 📞 to return to stand-by mode.

> When this feature is activated, depending on the call forwarding option you have set, your incoming calls will be forwarded to the number of your choice.

Deactivate Call Forward

1. Press ☐ **MENU**, scroll ⬍ to Net. Service and press ☐ **SELECT**.
2. Scroll ⬍ to the type of call forwarding option you wish to set (Call Forward / Call Fwd Busy / Call Fwd UnAns) and press ☐ **SELECT**.

3. Scroll ⌃⌄ to Deactivate and press ⊟ **SELECT** to confirm.

4. The number for that selected service will be dialled.

5. When the number has been dialled, press ☎ to return to stand-by mode.

Voice Mail

This feature allows the caller to leave a voice message when you are unable, or do not wish to take a call yourself. The availability of this feature is dependent on your country and your subscription with your network provider. Charges often apply for you to retrieve messages, as these are stored by the network rather than on the handset itself. Contact your network provider for more information about this feature.

Set up Voice Mail number

1. Press ⊟ **MENU**, scroll ⌃⌄ to Net. Service and press ⊟ **SELECT**, scroll ⌃⌄ to Voice Mail and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** to select Voice Mail 1.

3. Scroll ⌃⌄ to Settings and press ⊟ **SELECT**.

4. Modify the voice mail number and press ⊟ **OK**.

Activate Voice Mail

1. Press ⊟ **MENU**, scroll ⌃⌄ to Net. Service and press ⊟ **SELECT**, scroll ⌃⌄ to Voice Mail and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** to select Voice Mail 1.

3. Press ⊟ **SELECT** to Activate.

4. The number for that selected service will be dialled.

5. When the number has been dialled, press ☎ to return to stand-by mode.

Call Back

Setting

1. Press ⊟ **MENU**, scroll ⌃⌄ to Net. Service and press ⊟ **SELECT**, scroll ⌃⌄ to Call Back and press ⊟ **SELECT**.

2. Scroll ⌃⌄ to Settings and press ⊟ **SELECT**.

3. Enter the required number for call back and press ⊟ **OK**.

Activate Call Back

1. Press ⊟ **MENU**, scroll ⌃⌄ to Net. Service and press ⊟ **SELECT**, scroll ⌃⌄ to Call Back and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** to Activate.

3. The number for that selected service will be dialled.

4. When the number has been dialled, press ☎ to return to stand-by mode.

Cancel Call Back

Setting

1. Press ⊟ **MENU**, scroll 🔘 to Net. Service and press ⊟ **SELECT**, scroll 🔘 to Cancel Call Bk and press ⊟ **SELECT**.

2. Scroll 🔘 to Settings and press ⊟ **SELECT**.

3. Enter the required number for cancelling of call back and press ⊟ **OK**.

Activate Cancel Call Back

1. Press ⊟ **MENU**, scroll 🔘 to Net. Service and press ⊟ **SELECT**, scroll 🔘 to Cancel Call Bk and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** to Activate.

3. The number for that selected service will be dialled.

4. When the number has been dialled, press 🔳 to return to stand-by mode.

Withhold ID

Setting

1. Press ⊟ **MENU**, scroll 🔘 to Net. Service and press ⊟ **SELECT**, scroll 🔘 to Withhold ID and press ⊟ **SELECT**.

2. Scroll 🔘 to Settings and press ⊟ **SELECT**.

3. Enter the required number for withholding ID and press ⊟ **OK**.

Activate Withhold ID

1. Press ⊟ **MENU**, scroll 🔘 to Net. Service and press ⊟ **SELECT**, scroll 🔘 to Withhold ID and press ⊟ **SELECT**.

2. Press ⊟ **SELECT** to Activate.

3. The number for that selected service will be dialled.

4. When the number has been dialled, press 🔳 to return to stand-by mode.

Deactivate Withhold ID

1. Press ⊟ **MENU**, scroll 🔘 to Net. Service and press ⊟ **SELECT**, scroll 🔘 to Withhold ID and press ⊟ **SELECT**.

2. Scroll 🔘 to Deactivate and press ⊟ **SELECT** to confirm.

3. The number for that selected service will be dialled.

4. When the number has been dialled, press 🔳 to return to stand-by mode.

Games

Games

Memory

Snake

Tetris

Memory

The objective of this game is to find and match different pairs of graphics in the shortest possible time using your memory. To win, you have to complete matching all 8 pairs of graphics in a 4×4 matrix.

To start the game

1. Press ▭ **MENU**, scroll ⬍ to **Games** and press ▭ **SELECT**, press ▭ **SELECT** to enter **Memory** game.
2. An instruction screen is displayed.

   Press `2-` / `4-` / `6-` / `8-` keys to move up / left / right / down respectively.
   Press `5-` to select to open the card.

3. Press ▭ **SELECT** or `5-` key to start the game.
4. To exit from the game, press ▭.

Snake

The objective of this game is to move the snake and eat as many "food blocks" as possible. When the food is eaten, the snake grows in length and the score increases. Once you hit the body of the snake itself, the game is over.

To start the game

1. Press ▭ **MENU**, scroll ⬍ to **Games** and press ▭ **SELECT**, scroll ⬍ to **Snake** and press ▭ **SELECT**.
2. An instruction screen is displayed.

   Press `2-` / `4-` / `6-` / `8-` keys to move up / move left / move right / move down respectively.
   Press `5-` to pause/continue with the game. Press ⬍ to select the difficulty level.

3. Press ▭ **SELECT** or `5-` key to start the game.
4. To exit from the game, press ▭.

Tetris

You can rotate each shaped block as they fall such that they fit neatly into horizontal blocks. The more blocks you can gather within the same level, the more you will score.

To start the game

1. Press ▭ **MENU**, scroll ⬍ to **Games** and press ▭ **SELECT**, scroll ⬍ to **Tetris** and press ▭ **SELECT**.
2. An instruction screen is displayed.

   Press `2-` / `4-` / `6-` / `8-` keys to rotate / move left / move right / move down respectively.

3. Press ▭ **SELECT** to start the game.
4. To exit from the game, press ▭.

Telephone Answering Machine (TAM)

Answer Machine
Play
Delete All
Record Memo
Answ. Mode
Ans. On/Off
Ans. Settings

Your SE735 features an answering machine that records unanswered calls when it is activated.

The answering machine can store up to 99 messages within the maximum recording time of 30 minutes. The maximum recording time for each message is 3 minutes.

Your SE735 base station answering machine control keys

Volume keys
Time
Message number
Delete key
Next message key
SIM card tray
Paging key
Answer Machine On/Off key
Previous message/ Replay message key
Play/Stop key

●)))	Page handset. *Long press* to start registration procedure.
ON/OFF	*Short press* to turn the answering machine On/Off.
− +	Increase speaker volume during message playback. Reduce speaker volume during message playback.

Telephone Answering Machine (TAM)

✕	Delete current message during message playback.
	Long press to delete all messages when TAM is in stand-by mode (unread messages will not be deleted).
▶■	Play phone messages (the first recorded will be played first).
	Stop message playback.
◀	Go to previous message if pressed within 1 second of current message playback.
	Replay current message if pressed after 1 second of current message playback.
▶	Skip to the next message during message playback.
LCD Message counter	Displays current time when the answering machine is switched off or in stand-by mode.
	Displays date & time of recording and message number during playback.
	Blinking: Indicates number of new messages.
	Steady: Indicates number of old messages.
	2 bars flashing: Indicates that there is no more memory left.
	Indicates the volume level (L0 - L9) when ⊟⊞ is pressed.
	Indicates the current message number during playback.

Play

Playback of new messages via handset

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, press ⊟ **SELECT** to Play.
2. The new messages will be played via the loudspeaker. During playback, you can:

Adjust volume	Press ⬍ key.
Stop playback	Press 📵 to return to Play menu.
Repeat	Press ⊟ **MENU**, scroll ⬍ to Repeat and press ⊟ **SELECT**.
Next message	Press ⊟ **MENU**, scroll ⬍ to Next Message and press ⊟ **SELECT**.
Previous message	Press ⊟ **MENU**, scroll ⬍ to Prev. Message and press ⊟ **SELECT**.
Delete message	Press ⊟ **MENU**, scroll ⬍ to Delete and press ⊟ **SELECT**.
Switch the playback to earpiece	Press 📞 key.

> **TIP** You can also playback messages by pressing ☎ key in stand-by mode, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, press ⊟ **SELECT** again to Play.

Playback of old messages via handset

Old messages can only be played if there are no new messages. The first recorded message will be played first and the next message will be played automatically until there are no more messages.

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, press ⊟ **SELECT** to enter Play.

2. Press ⊟ **SELECT**, the first recorded message will start to play until the last recorded message. During message playback, you can press ⊟ **MENU** to select the available options (please refer to the options available under "Playback of new messages via handset" on page 60).

Delete All

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Delete All and press ⊟ **SELECT**.

2. Press ⊟ **OK** to confirm deletion of all your messages.

> Unread messages will not be deleted.

Memo recording

You can record a reminder message for yourself or for anyone else who uses your answering machine. The answering machine treats a memo recording the same way it treats any incoming message, and the new message indicator will flash accordingly. To play the memo recording, please refer to "Play" on page 60.

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Record Memo and press ⊟ **SELECT**.

2. Press ⊟ **START** to start recording the memo.

3. Press ⊟ **STOP** to end the recording.

4. Press ⊟ **BACK** at any time to return to the previous menu.

Answering machine mode

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Answ. Mode and press ⊟ **SELECT**.

2. There are 3 answering modes available: Answer Only, Answ. & Record or VIP Mode. The current selected mode is highlighted.

3. To change the answering mode, scroll ⬍ to your selection and press ⊟ **SELECT**.

> If you select Answer Only mode, the answering machine will only pick up an incoming call after a certain number of rings but will not record any message. Your correspondent will be prompted to call back later.

Telephone Answering Machine (TAM)

Set Outgoing Messages (OGM)

1. If you set the answering mode as Answer Only or Answ. & Record, you can choose to set your outgoing message as Predefined or Personalised.
2. The current selected mode is highlighted.
3. To change it, scroll ⬍ to your selection and press ⊟ SELECT.

Predefined Outgoing Messages

Press ⊟ SELECT to set your outgoing message as Predefined, you can press ⊟ SELECT again to play the outgoing message. The language of the predefined outgoing message can be changed in the Voice Language menu (see page 65).

Personalised Outgoing Messages

If you set your outgoing message as Personalised, you can either play the existing outgoing message or record your own outgoing message.

Playing your Personalised Outgoing Message

1. Scroll ⬍ to Play message and press ⊟ SELECT.
2. The existing outgoing message will be played and the screen will return to previous menu once it has finished playing.

> If there is no existing outgoing message, the predefined outgoing message is played.

Recording your Personalised Outgoing Message

1. Scroll ⬍ to Record message and press ⊟ SELECT.

> The maximum length of an outgoing message is 2 minutes.

2. Press ⊟ START to start recording and press ⊟ STOP to end the recording.
    The recorded message will be played and the screen will return to the previous menu once it has finished playing.

> When you record an outgoing message, the previous one is overwritten automatically.

VIP mode

This feature is available only if you have subscribed to Caller Line Identification from your network provider. When VIP Mode is activated, the phone will play a personalised VIP greeting message for the members in the VIP list when they call you.

VIP Mode is automatically activated if there is a number in the VIP list.

The following options are available in VIP Mode:

VIP List	Add or delete numbers from the VIP list (maximum 6 numbers).
Answer Only	Record and play the outgoing message for the VIP list in Answer Only mode.
Answ. & Record	Record and play the outgoing message for the VIP list in Answ. & Record mode

Add VIP numbers

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Answ. Mode and press ⊟ **SELECT**.
2. Scroll ⬍ to VIP Mode and press ⊟ **SELECT**.
3. Press ⊟ **SELECT** to enter the VIP List.
4. The numbers in the VIP list will be displayed. If it has not been set before, the screen will display Empty.
5. Scroll ⬍ to select an entry and press ⊟ **SELECT**.
6. Press ⊟ **SELECT** to select Add.
7. Scroll ⬍ to select a number from the phonebook and press ⊟ **SELECT** to add the entry into the VIP list.
8. You can then set the answering mode as Answer Only or Answ. & Record, and choose to set your outgoing message as Predefined or Personalised (special VIP message).
   Refer to "Predefined Outgoing Messages" and "Personalised Outgoing Messages" above for the steps to record and play your outgoing messages for the VIP list.

Delete VIP numbers

1. Press ⊟ **SELECT** to enter the VIP List.
2. The numbers in the VIP list will be displayed.
3. Scroll ⬍ to select an entry and press ⊟ **SELECT**.
4. Scroll ⬍ to Delete and press ⊟ **SELECT** to delete.

Answer On/Off

Turn answering machine On/Off

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Ans. On/Off and press ⊟ **SELECT**.
2. Scroll ⬍ to On or Off and press ⊟ **SELECT** to confirm.

Answering Machine settings

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Ans. Settings and press ⊟ **SELECT**.

Ring delay

This is the number of rings before the answering machine answers and starts playing your greeting message. You can set the answering machine to start playing your greeting message after 1 to 7 rings or Toll saver. The default ring delay is 5.

1. Press ⊟ **MENU**, scroll ⬍ to Answer Machine and press ⊟ **SELECT**, scroll ⬍ to Ans. Settings and press ⊟ **SELECT**, press ⊟ **SELECT** to enter Ring delay.

Telephone Answering Machine (TAM)

2. Scroll 🔄 to your desired ring delay setting (1 to 7 rings or **Toll saver**) and press ⊟ **SELECT** to confirm.

> Toll saver mode can save you the cost of a long-distance call when you check your messages remotely. If there are new messages in your answering machine, the outgoing message will start playing after 3 rings. If there are no new messages, the outgoing message will be played after 5 rings. Hence, if you want to check if you have any messages without incurring call charges, you can hang up the call after the 4th ring.

Remote control access

This feature lets you check your messages, or otherwise operate your answering machine, by calling the answering machine and entering a remote access code (which is the same as your Master PIN code) on a tone dialling phone. To prevent unauthorised access to your answering machine, your Master PIN code must be changed (see page 53).

Activate/Deactivate remote access

1. Press ⊟ **MENU**, scroll 🔄 to **Answer Machine** and press ⊟ **SELECT**, scroll 🔄 to **Ans. Settings** and press ⊟ **SELECT**, scroll 🔄 to **Remote access** and press ⊟ **SELECT**.
2. The current selected option is highlighted.
3. Scroll 🔄 to **Activated** or **Deactivated** and press ⊟ **SELECT** to confirm.

> Remote access code is to prevent unauthorised access of the answering machine from external callers. The remote access code is the same as the Master PIN of the phone. Your Master PIN code must be changed (see page 53) before you can access this feature.

Controlling the answering machine from an external call

1. From your external phone, dial home. The answering machine answers and starts playing your greeting message. Within 8 seconds, press # key.
2. Enter the remote access code (same as your Master PIN code). If the code is not correct, an error tone will be emitted. After the error tone is emitted, you can try to press the remote access code again until you enter the correct number.

> The answer machine will drop the line immediately if there is no detection of the master PIN entry within 8 seconds.

3. If the access code is correct, a validation tone can be heard. If there are new messages, all the new messages will be played immediately and then stop when there are no more new messages.
    If there are no new messages, the answering machine will not play any messages.

The following table indicates how to access the below features during remote access procedure:

1 ␣	Replay current message or go to previous message.
2 abc	Play old messages or stop them.
3 def	Go to next message.

4 ghi	Delete current message.
0	Turn the answering machine on/off.

Call screening

Handset call screening

If Handset Call screening is set to On, you may press ⬚ to switch between the loudspeaker and earpiece mode. If you decide to pick up the call, press ☎. Once the call has been picked up, the recording will stop automatically. If you press ☎, the call will be cut off and the recording will be ignored.

Set Handset Call Screening

1. Press ⊟ **MENU**, scroll ⬚ to **Answer Machine** and press ⊟ **SELECT**, scroll ⬚ to **Ans. Settings** and press ⊟ **SELECT**, scroll ⬚ to **HS Screening** and press ⊟ **SELECT**.
2. The last selected option is highlighted.
3. Scroll ⬚ to **On** or **Off** and press ⊟ **SELECT** to confirm.

> If you have multiple handsets, only 1 handset can enable handset call screening for each call.

Base Call Screening

If Base call screening is set to On, you can hear the incoming message via the loudspeaker of the base station. If you press ☎, the call will be cut off and the recording will be ignored.

Set Base Call Screening

1. Press ⊟ **MENU**, scroll ⬚ to **Answer Machine** and press ⊟ **SELECT**, scroll ⬚ to **Ans. Settings** and press ⊟ **SELECT**, scroll ⬚ to **Base Screening** and press ⊟ **SELECT**.
2. The last selected option is highlighted.
3. Scroll ⬚ to **On** or **Off** and press ⊟ **SELECT** to confirm.

> By default, the call screening on base unit is activated and call screening on handset is deactivated.

Voice Language

This menu allows you to change the language of the predefined outgoing message. The availability of this menu and the language options available are country dependent.

To set voice language

1. Press ⊟ **MENU**, scroll ⬚ to **Answer Machine** and press ⊟ **SELECT**, scroll ⬚ to **Ans. Settings** and press ⊟ **SELECT**, scroll ⬚ to **Voice Language** and press ⊟ **SELECT**.
2. The current selected language is highlighted.
3. Scroll ⬚ to your preferred language and press ⊟ **SELECT** to confirm.
   A validation tone is emitted and the screen returns to previous menu.

Troubleshooting

Troubleshooting of the phone

Please refer to the following website for more information on Philips web support:
www.philips.com/support

Problem	Causes	Solution
The ▢▢▢ icon is not blinking when the handset is placed on the base	• Bad battery contact • Dirty contact • Battery is full	• Move the handset slightly • Clean the battery contact with a cloth moistened with alcohol • No need to charge
No dialling tone	• No power • Batteries are empty • You are too far from the base station • Wrong line cable • Line adaptor (when needed) is not connected to the line cord	• Check the connections. Reset the phone: unplug and plug back in the mains • Charge the batteries for at least 24 hours • Move closer to the base station • Use the line cable provided • Connect the line adaptor (when needed) to the line cord
Poor audio quality	• You are too far from the base station • The base station is too close to electrical appliances, reinforced concrete walls or metal doorframes	• Move closer to the base station • Move the base station at least one metre away from any electrical appliances
The ▯▯ icon is blinking	• Handset is not registered to the base station • You are too far from the base station	• Register the handset to the base station • Move closer to the base station
The copy from my mobile phone SIM card to SE735 phonebook is not complete.	Only phonebook entries from your mobile phone SIM card will be transferred; the phonebook entries that are stored on your mobile phone memory will not be transferred.	Transfer the phonebook entries that are on your mobile phone memory to your mobile phone SIM card and then to your SE735.

Problem	Causes	Solution
The handset displays "not available"	• The procedure to add a handset has failed	• Try again by disconnecting and connecting the base station power supply and follow the procedure to register a handset (see page 51) • Remove and place back the handset batteries
• when attempting to add another handset to the base station	• Maximum number of handsets (6) has been reached	• Unregister a handset so as to register the new handset
• when using a handset	• Base station is already busy with another handset	• Wait until it is available
Noise interference on your radio or television	Your SE735 base station or mains power pack are too close to electrical appliances	Move the power pack or base station as far away as possible
Caller Line Identification (CLI) service does not work	The service is not activated	Check your subscription with your network operator
No ring tone	The ring tone is deactivated	Increase the volume
A phonebook entry cannot be stored	The phonebook is full	Delete an entry to free memory
Cannot receive new SMS	• SMS storage space is full • Wrong SMS settings	• Delete old SMS • Check your SMS settings (see page 38)
Cannot send or receive new SMS	• The outgoing or incoming SMS center numbers are not set or are wrong • You have no subscription • Another SMS-enabled phone is also on your line • There is a problem of compatibility between operators • The identity is withheld	• See "SMS settings" on page 38 • Contact your provider for more information • Deactivate the SMS reception mode on one of the device • Contact your provider for more information • Show identity (see "Withhold ID" on page 57)
Downloaded melodies cannot be heard or sounds bad	Some or all instruments are not available on the phone	Use the MIDI converter available on the PC software
Download speed is slow or fails with an error message when the phone is connected to a USB hub.	• Download speed will reduce if connected through a USB hub • Compatibility problem between the hub and the phone	Remove the connection to the USB hub and connect the phone directly to the USB port of your PC.

Troubleshooting

Troubleshooting of the Answering Machine

Problem	Causes	Solution
The answering machine does not record messages	• Memory is full • The ANSWER ONLY mode has been activated	• Delete old messages • Activate **Answ. & Record** mode (see "Answering machine mode" on page 61)
Remote control access does not work	• Remote control access has not been activated	• Activate Remote control access (see "Remote control access" on page 64)
Cannot record outgoing message	• Memory is full	• Delete old messages
The SE735 hangs up during remote access	• You have not changed your Master PIN code • You have taken more than 8 seconds to enter the Master PIN code	• To prevent unauthorised access to your answering machine, your Master PIN code must be changed. To change PIN code, see page 53. • Enter the Master PIN code within 8 seconds
The answering machine stops automatically	• Memory is full • Message exceeds 3 minutes	• Play and delete old messages • Messages must not exceed 3 minutes

Electric, Magnetic and Electromagnetic Fields ("EMF")

1. Philips Royal Electronics manufactures and sells many consumer oriented products which usually, as with any electronic apparatus, have the ability to emit and receive electro magnetic signals.

2. One of Philips' leading Business Principles is to take all necessary health and safety precautions for our products, to comply with all applicable legal requirements and to stay well within the EMF standards applicable at the time of producing the products.

3. Philips is committed to develop, produce and market products that cause no adverse health effects.

4. Philips confirms that if its products are handled properly for their intended use, they are safe to use according to scientific evidence available today.

5. Philips plays an active role in the development of international EMF and safety standards, enabling Philips to anticipate further developments in standardisation for early integration in its products.

Conformity

The Declaration of conformity is available on www.p4c.philips.com.

Hereby, Philips Consumer Electronics, BLC P&ACC, declares that the SE735x is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

Recycling and disposal

Disposal instructions for old products

The WEEE Directive (Waste Electrical and Electronic Equipment: 2002/96/EC) has been put in place to ensure that products are recycled using best available treatment, recovery and recycling techniques to ensure human health and give utmost protection to the environment.

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.

Do not dispose of your old product in your general household waste bin. Inform yourself about the local separate collection system for electrical and electronic products marked by this symbol:

Use one of the following disposal options:

1. Dispose of the complete product (including its cables, plugs and accessories) in the designated WEEE collection facilities

2. If you purchase a replacement product, return your old product, in its entirety, to the retailer. He should accept it as required by the WEEE Directive.

Philips has marked the packaging with standard symbols designed to promote the recycling and appropriate disposal of your eventual waste.

A financial contribution has been paid to the associated national recovery & recycling system.

The labelled packaging material is recyclable.

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