

BenQ Z2
Mobile Phone
User Manual

Welcome

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Safety Information

For your safety, please read the guidelines below carefully before you use your phone:

Exposure to Radio Frequency Signals

Max. SAR measurement

EU: GSM900: 0.52 mW/g; DCS1800: 0.28 mW/g.

USA: PCS1900: 0.417 mW/g (head); 1.06 mW/g (body).

Your wireless handheld portable telephone is a low power transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals.

European and international agencies have set standards and recommendations for the protection of public exposure to RF electromagnetic energy.

- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Verband Deutscher Elektrikingenieur (VDE) DIN- 0848
- Directives of the European Community, Directorate General V in Matters of Radio Frequency Electromagnetic Energy
- National Radiological Protection Board of the United Kingdom, GS 11, 1988
- American National Standards Institute (ANSI) IEEE. C95.1- 1992
- National Council on Radiation Protection and Measurements (NCRP). Report 86
- Department of Health and Welfare Canada. Safety Code 6

These standards are based on extensive scientific review. For example, over 120 scientists, engineers and physicians from universities, government health agencies and industry reviewed the available body of research to develop the updated ANSI Standard.

The design of your phone complies with these standards when used normally. For body worn operation, this phone has been tested and meets the FCC RF exposure guidelines when used with the Z2 accessories supplied or designated for this product. Use of other accessories may not ensure compliance with FCC RF exposure guidelines.

Antenna Care

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

Phone Operation

- Normal Position: Hold the phone as you would any other telephone.
- Do not expose your phone to temperatures below -10°C ($+14^{\circ}\text{F}$) or above 45°C ($+113^{\circ}\text{F}$). Always take your phone with you when you leave your vehicle.
- To avoid potential RF interference, please do not wear the phone around your neck or in front your chest for long hours.

Batteries

- For safety concerns, when the temperature of the phone goes over 40°C ($+104^{\circ}\text{F}$) or below 0°C ($+32^{\circ}\text{F}$), charging will halt.
- All batteries can cause property damage, injury or burns if a conductive material such as jewelry, keys or beaded chains touches exposed terminals. The material may complete electrical circuit and become quite hot. To protect against such unwanted current drain, exercise care in handling any charged battery, particularly when placing it inside your pocket, purse or other container with metal objects. When battery is detached from the phone, your batteries are packed with a protective battery cover; please use this cover for storing your batteries when not in use.

Driving

Check the laws and regulations on the use of wireless telephones in the areas where you drive. Always obey them. Also, if using your phone while driving, please:

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

Electronic Devices

Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of six (6") inches be maintained between a handheld wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with pacemakers:

- Should **ALWAYS** keep the phone more than six inches from their pacemaker when the phone is turned **ON**.
- Should not carry the phone in a breast pocket.
- Should use the ear opposite the pacemaker to minimize the potential for interference.

If you have any reason to suspect that the interference is taking place, turn your phone **OFF** immediately.

Hearing Aids

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

Other Medical Devices

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

Turn your phone **OFF** in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Turn your phone **OFF** in any facility where posted notice so requires.

Aircraft

FCC regulations prohibit using your phone while in the air. Switch **OFF** your phone before boarding an aircraft.

Blasting Areas

To avoid interfering with blasting operations, turn your phone **OFF** when in a “blasting area” or in area posted “TURN OFF TWO-WAY RADIO.” Obey all signs and instructions.

Potentially Explosive Atmospheres

Turn your phone **OFF** and do not remove the battery when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks, from your battery, in such areas could cause an explosion or fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always clearly marked. They include fueling areas such as gasoline stations; below deck on boats; fuel or chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or particles, such as grain, dust, or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

For Vehicles Equipped with an Air Bag

An air bag inflates with great force. **DO NOT** place objects, including both installed or portable wireless equipment, in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

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

European Union Directives Conformance Statement

This device complies with the OJ-Directive as below:

Electromagnetic Compatibility Directive (89/336/EEC), Low Voltage Directive (73/23/EEC)

And R&TTE Directive (99/05/EEC).



And also complies with the standard:

3GPP TS 51.010-1
EN 301 511
EN50360 / EN50361
ETSI EN 301 489-1/-7
EN 60950

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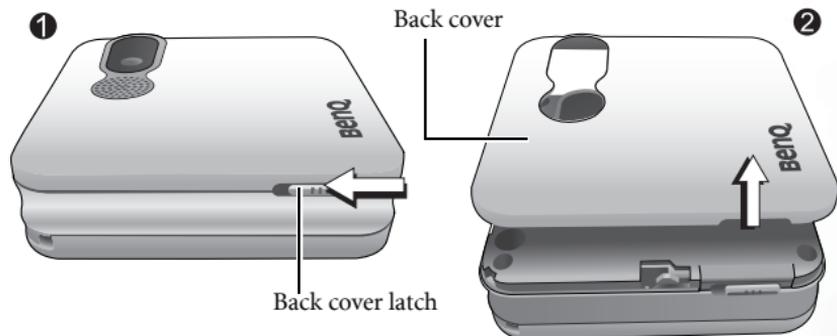
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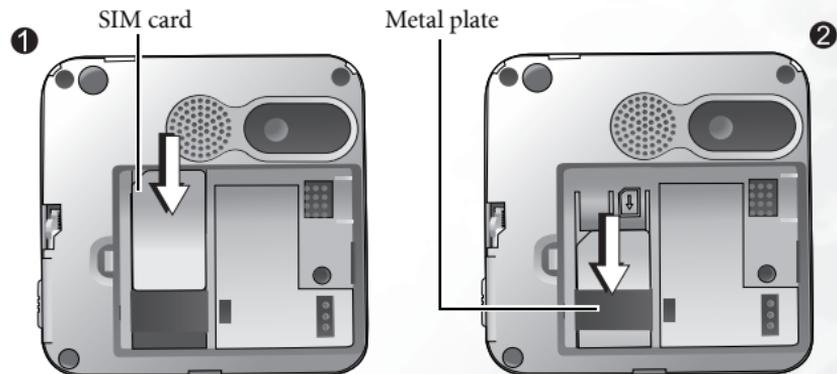
1 Preparing Your Phone For Use

Inserting a SIM Card

1. Push the back cover latch forward to release the back cover.

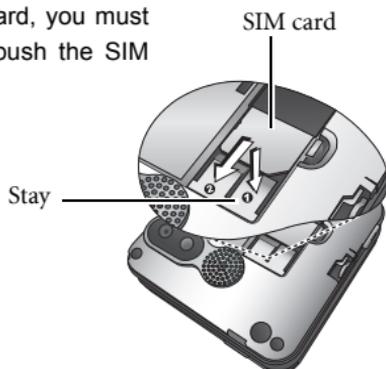


2. Slide the SIM card in under the metal plate in the SIM card slot. Ensure that the cut corner is at the top left and the metal contacts face the phone.





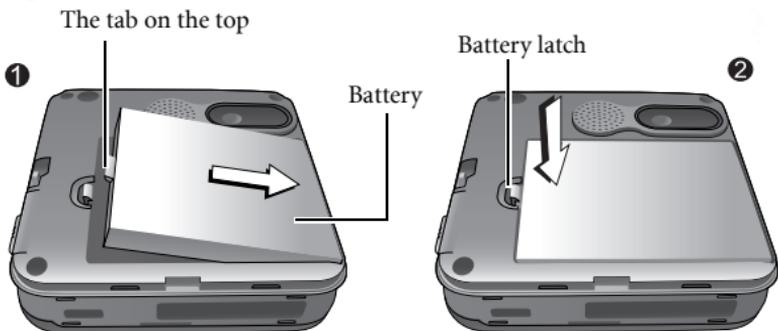
If you wish to remove the SIM card, you must first press down the stay, then push the SIM card out of the SIM card slot.



A SIM card can be easily damaged if its metal contacts become scratched. Therefore, take special care when holding or inserting it.

Installing a Battery

1. With the battery's metal contacts facing downwards, align the protruding tab on the battery's end with the hole in the battery bay. Then push the battery toward the end of the bay to insert the battery tab into the hole.
2. Press the battery down to have the latch catch the other tab on the top.



Do not remove the battery when the phone is on. Doing so could cause you to lose personal settings or data stored either on your SIM card or in the phone's memory.

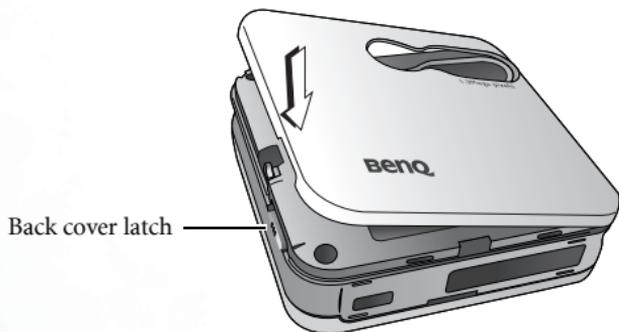


To remove the battery, push the latch forward.



Placing the Back Cover

Align the tabs on the inside left edge of the back cover with the holes on the left edge of the phone. Then place the back cover onto the phone's back until the latch catches the cover.



Charging the Phone

1. Insert the charger connector deep into the charger socket at the left side of the phone until the connector locks into place. Be sure that the connector is inserted in the right direction (the side showing the "UP"/arrow icon faces you).



2. Plug the charger into a power outlet.
3. Once the phone is fully charged, remove the charger from both the power outlet and the phone.



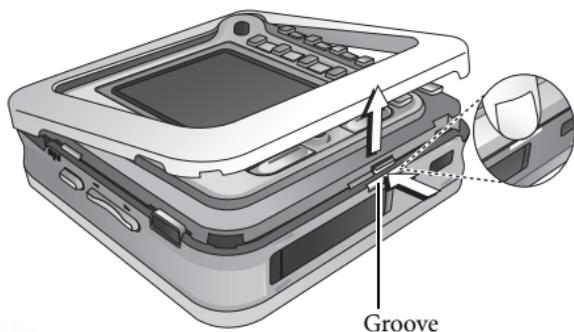
- It takes approximately 4 hours to fully charge a battery.
- When charging while the phone is turned off, an animated battery icon  will be shown on the display. When charging while the phone is turned on, the  icon will be shown on the display. The lines showing the battery power level will scroll until the battery is fully charged.
- When the battery is weak, the phone will play an alert sound.



Do not remove the battery while the phone is charging.

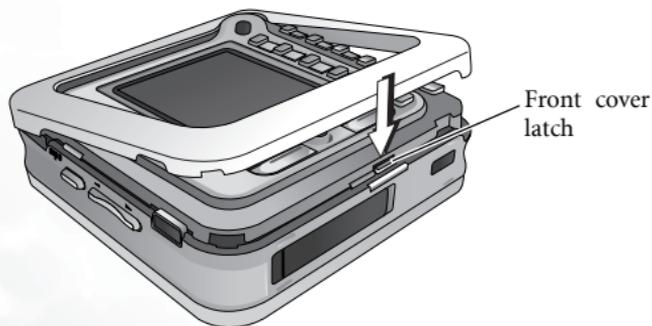
Removing the Front Cover

Press down the groove at the bottom of the phone, then lift the cover off the phone.



Placing the Front Cover

Align the tabs on the inside top edge of the front cover with the holes on the top edge of the phone. Then place the front cover onto the phone until the latch catches the cover.



Turning the Phone On

1. Long-press  to turn the phone on. The phone will show the welcome display and play the welcome melody.

 In this user manual, "long-press" means to press and hold down a key for about two seconds before release. "Press" means to press a key and release immediately



To set a welcome display and melody, go to: **Settings > Display > Welcome Message**. For details, please refer to page 112.

2. Enter your PIN1 number and press **OK** to confirm.

 The PIN (Personal Identification Number) is the password provided by your network operator. You need this password in order to use the SIM card.



If you enter the PIN incorrectly three times in a row, the SIM card will be locked. You must now enter the PUK (Personal Unblocking Key) for that SIM card in order to unlock it. Please contact your network operator to obtain a PUK.



To activate/disable PIN password authentication, go to **Settings > Security > PIN Code > PIN 1 Code > Set Status**. See page 120.

3. When the PIN code entered has been accepted, the phone will automatically search for the designated network. This search process may take a few seconds.

4. The idle screen will be displayed, as well as network signal strength and the name of your network operator. You can now use the phone.

 If the phone is not able to detect the designated network, or links to a network that you are not authorized to use, the signal strength meter



will show no bars. You will only be able to make emergency calls.

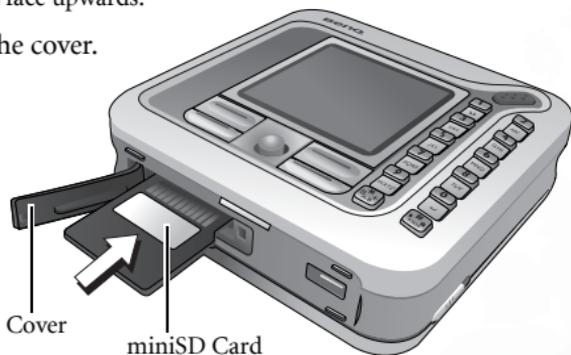
The miniSD Card

Your phone features a miniSD slot designed specifically for use with the miniSD Card, a removable flash memory card intended to add greater storage capacity to your phone.

The miniSD Card enables you to store multimedia data, including images, photos, MP3 audio files, ring tones, and Java games.

Inserting the miniSD Card into the Phone

1. Lift the cover.
2. Insert the miniSD Card into the slot. Ensure that the card's metal contacts face upwards.
3. Close the cover.



  will appear on the idle screen when the miniSD card is loaded



Please do not format the miniSD card to **FAT32** or **NTFS**.

Removing the miniSD Card

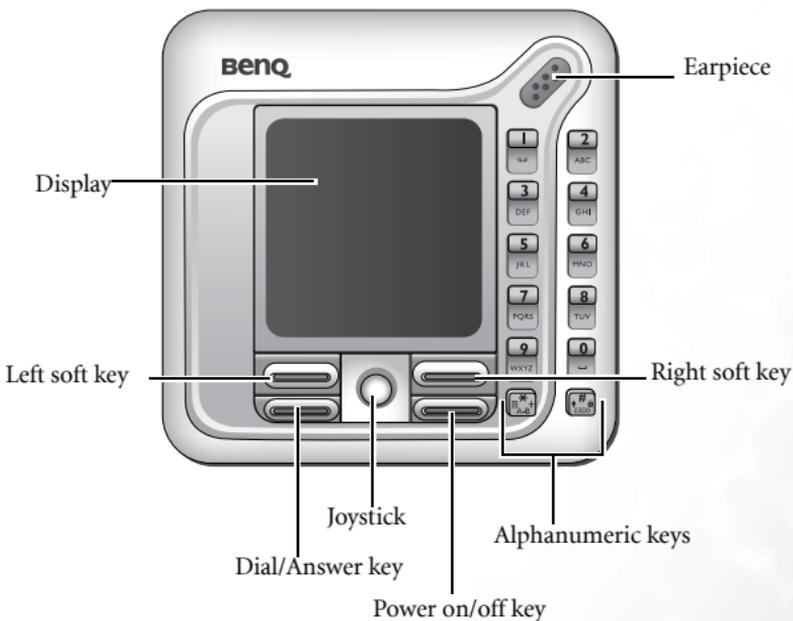
1. Lift the cover.
2. Press the miniSD Card to release it.

 For information on transferring data between the miniSD card and a computer using the phone, see page 80, "Transferring data between the phone and a computer".

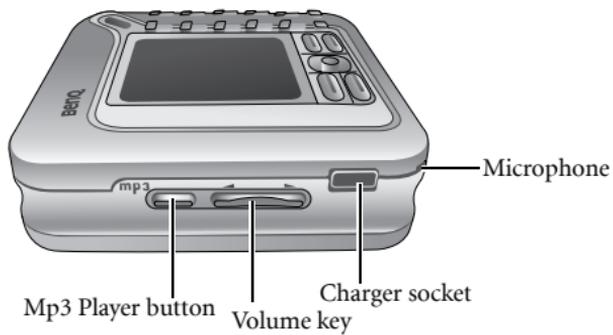
2 Getting to Know Your Phone

Your Phone at a Glance

Front view



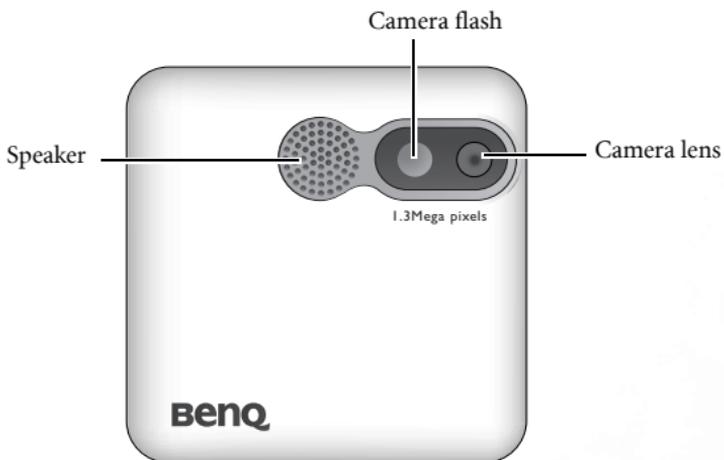
Left side view



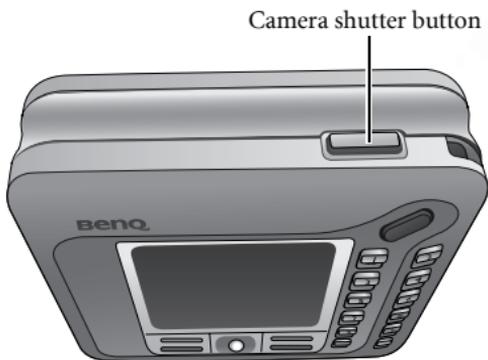
Right side view



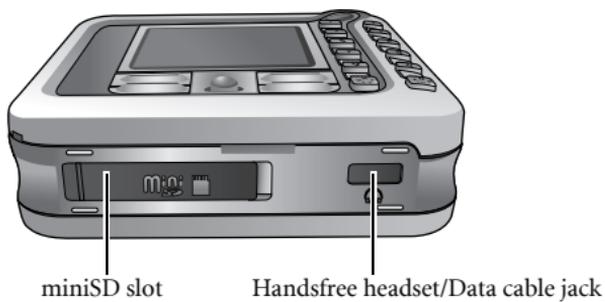
Rear view



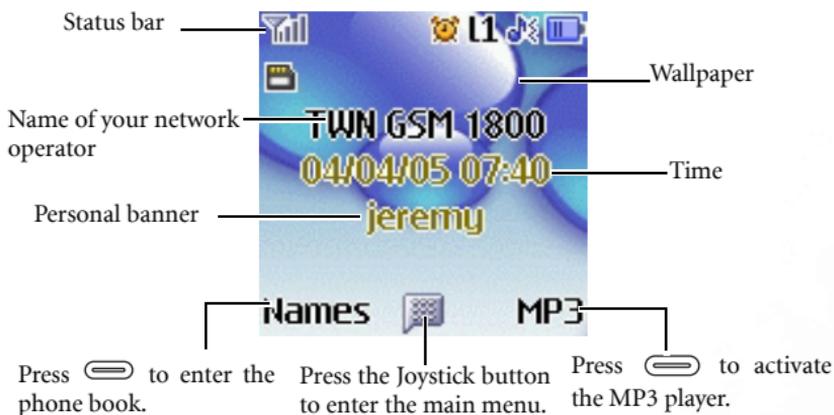
Top view



Bottom view



Idle Screen



- To set the wallpaper of the display, go to **Settings > Display > Wallpaper**. Alternatively, you can go to **Media Center > Images or Media Center > Album**. See page 92 and page 112.
- To set the theme of the display, go to **Settings > Display > Theme**. See page 112.
- To set the current time and date, as well as the format to be shown, go to **Settings > Date & Time**. See page 111.
- To enter text (such as the user name) to be displayed on the idle screen, go to **Settings > Display > Personal Banner**.

Icons in the Status Bar

Icon	Function	Description
	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
	Battery status	The current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed.
	GPRS in use	GPRS services have been activated on your SIM card.
	Message	Appears in blue when you have new or unread SMS/MMS messages.
	message full in SIM card	Capacity for SMS in the SIM card is full.
	Message full in phone	Capacity for SMS and MMS in phone memory is full.
	WAP message	You have new or unread WAP messages.
	Voicemail	You have new voicemails (this icon will only appear if the function is supported by your network operator).
	miniSD Card	The miniSD Card is inserted.
	Alarm	The alarm is turned on.
	Keypad lock	The keypad is locked.
	Line1 in use	Shows that Line 1 is now in use.

Icon	Function	Description
	Line2 in use	Shows that Line 2 is now in use.
	Normal	The Normal profile is activated.
	Meeting	The Meeting profile is activated.
	Silent	The Silent profile is activated.
	Outdoors	The Outdoors profile is activated.
	Personal	The Personal profile is activated.
	Handsfree	The Handsfree profile is activated.
	Divert	The Call Divert function is activated.
	Roaming	Roaming is activated (not your regular network).

Using the Keys in the Idle Mode

 The chart below is meant only to introduce the commands accessible with keys when the phone is in idle mode. For information on other key commands available in other operating modes, see the pertinent sections in this user manual.

Key	Commands and functions
	Power on/off key <ul style="list-style-type: none">• Long-press to turn the phone on or off.• Press this key to end a call, reject an incoming call, or to cancel a dialing.
	Send/Answer key <ul style="list-style-type: none">• Press to send or answer a call.• Press to access the call record list.• During a call, long-press to turn on/off the loud speaker function.
	Left soft key <ul style="list-style-type: none">• Press to perform the function indicated on the bottom left of the screen.
	Right soft key <ul style="list-style-type: none">• Press to perform the function indicated on the bottom right the screen.• Long-press to turn the silent profile on or off.

Key	Commands and functions
	<p>Navigation Joystick</p> <ul style="list-style-type: none"> • Press the Joystick button to enter the main menu. • Push up to enter the menu for function and phone number shortcuts. For information about the shortcuts menu, see page 54. • Push down to retrieve photos stored in the Album menu. • Push left to edit a new SMS message. For details, see page 58. • Push right to enter the Profiles menu. • Push up and hold to activate voice dialing. • Push down and hold to activate the Recorder function.
	<p>Asterisk key</p> <ul style="list-style-type: none"> • Press this key to enter an asterisk " * ". • To make an international call, long-press this key until the display shows "+", Then enter the recipient's country code, area code and phone number.
	<p>Voicemail key</p> <ul style="list-style-type: none"> • Long-press to dial your voicemail number.

Key	Commands and functions
	<p>Keypad lock key</p> <ul style="list-style-type: none"> • Press to enter "#". • For extensions: After entering a phone number, long-press to enter a "P" and then enter the extension number. • Long-press this key to activate the keypad lock. To unlock the keypad, press  (Unlock) and then this key again.
	<p>Alphanumeric keys</p> <ul style="list-style-type: none"> • Press to enter digits in a phone number. • Shortcut key: Long-press a key to immediately access the function, or dial the number, that it represents. See page 54, "Shortcuts Menu".
	<p>Volume key (On the left side of the phone)</p> <p>Long-press the upper or lower part of this key to adjust the ring volume.</p>
	<p>Camera shutter button (On the top of the phone)</p> <ul style="list-style-type: none"> • Long-press to activate the camera mode. See page 42, "Using the Camera Function" • In camera mode, it functions as a shutter button.
	<p>MP3 player button (On the left side of the phone)</p> <p>Long-press this button to activate the MP3 player. See page 37, "Using the MP3 Player".</p>

Menu Navigation

When the phone is in idle mode, press the Joystick button to bring up the main menu. For details on how to use the various functions listed in the menu, see page 83.

Main menu

Push the Joystick to move up, down, right, and left through the menu.

Press the Joystick button to enter the sub-menu represented by the animated icon.



The name of the main menu icon you have scrolled to.

Each icon represents a sub-menu.

Pressing  will return the display to the idle screen.

Sub menu



Press  to return to the previous menu or screen.

Push the Joystick up or down to scroll to an option.

Press the left soft key  to perform the task or command shown here in the display.



Press the Joystick button to enter a highlighted item, confirm a selection, or enter the next step.



You can also access a menu item by pressing the corresponding menu number. In the above example, press 3 to access the **Profiles** menu.

Turning a function on or off



Press  (**Back**) to cancel and return to the previous screen.

Push the Joystick left or right to turn the selected function on or off.

After the selected function is activated, the display will usually show further setting options. Push the Joystick down to scroll to the desired setting option.

Press  (**Save**) to confirm the settings.



Press the Joystick button to edit the selected setting.

Using Your Phone

Call Functions

Making a Phone Call

From the idle screen, enter the phone number using  to  .
Press  to dial your call.

Ending a Phone Call

To end a call, press  . The display will show the total call time, and then return to the idle screen.

Answering a Phone Call

To answer a call, press  .

 If you wish to change the answering mode, go to **Settings > Call Settings > Answer Mode**.

Selecting **Any Key** will allow you to press any key to answer a call.

If the handsfree headset is connected to the phone, selecting **Automatic** will enable the phone to automatically answer a call after ringing for five seconds.

Rejecting an Incoming Call

To reject an incoming call, you can either press , or

long-press the upper portion of the volume key  on the left side of the phone.

Muting the Ring Tone for an Incoming Call

Long-pressing the lower portion of the volume key will mute the ring tone for an incoming call to avoid disturbing others. You can still answer the call after the ring tone has been turned off.

Adjusting the Volume

During a call, if you want to adjust the speech volume, you can press the

volume key  on the left side of the phone.

Making an International Call

1. Enter the outgoing international call code, or long-press  until "+" appears on the display.
2. Enter the recipient's country code, area code and phone number. Dial the call by pressing .

Making an Emergency Call

To call emergency services, enter 112 (the international emergency number) and then press  to dial the call. You can make an emergency call even if your phone is locked or cannot access your network, or there is no SIM card inserted, so long as you are within range of a network of the type supported by your phone.

Dialing an Extension Number

After you enter a telephone number, long-press  until "P" appears on the display. At this point, you can enter the desired extension number, and then press  to dial it.

Speed Dialing

 You must assign a number key as the shortcut for a particular phone number in order to use speed dialing for that phone number. For information on how to set up a shortcut, see page 54, "Shortcuts Menu".

After you have assigned a number key to serve as the shortcut key for a particular phone number, long-press this key when the phone is in the idle mode to dial the corresponding phone number.

Listening to Voicemails

Long-press  to dial the voicemail phone number and listen to your voicemails.

 If the network vendor supports it, the voicemail icon will appear on the display when you have new voicemails.

 If the voicemail number is not stored in the memory, you will not be able to access your voicemail by long-pressing . In this case, you will need to manually set the number by going to **Messages > Voicemail > Set Number**.

Voice Dialing

1. In the idle mode, push the joystick up and hold.
 2. After a beep, when the display shows "Recording...", say the voice dialing prompt for the number you wish to dial. Once the phone has correctly identified the contact associated with this voice dialing prompt, two situations may occur:
 - a. If there is only one phone number identified, your phone will automatically dial this number.
 - b. If there are two or more phone numbers stored for the contact identified, scroll to the number you wish to dial, and press  to make the call.
-  To use voice dialing to make a call, you must have already stored a voice dialing prompt for the desired number in Phone Book. For details, see page 31, "Adding Contacts to the Phone Book".

Operations During a Call

 The following options marked with an asterisk (*) are dependent on network support and may require a subscription.

Loud speaker

During a call, long-press  to turn the loud speaker on. Long-pressing  once more will turn the loud speaker off.

 For better call quality while using the loud speaker, please take off the phone's show case/armband, and do not block the microphone with your hand.

Mute

Press  (**Mute**) to turn off the microphone. The person on the other end of the line will not be able to hear your voice. To restore the microphone's function, press  (**Unmute**).

Putting a Call on Hold*

1. When the only call is active:
 - a. Press  (**Hold**) to hold this call.
 - b. Press  to end this call.
2. When the only call is on hold:
 - a. Press  (**Unhold**) to resume the call.
 - b. Press  to end this call.
3. When there is an active call and a call on hold.
 - a. Press  (**Swap**) to resume the call that is on hold, and put the active call on hold.

- b. Press  to show a list of calls that you can end.

Making a Second Call*

Enter a phone number, or select one from the phone number or call record, and then press  to dial it. The currently active call will automatically be placed on hold.

Call Waiting*

If there is an incoming call while you are on the phone, the phone will notify you with a call waiting tone. If you want to

1. Answer the waiting call: Press . The currently active call will automatically be placed on hold. However, if there is already another call on hold, a list will appear allowing you to select a call to end and then answer the waiting call.
2. Reject the waiting call: Press  or  (**End**). Pressing  (**End**) will immediately reject the waiting call; pressing  will bring up a list allowing you to select a call to end.

Call Menu

If you press the joystick button (**OK**) during a call, it will bring up a call menu which provides a number of functions during a call.

 Items marked with an asterisk (*) depend on network support and may require a subscription.

Loud Speaker/Mute Speaker

Turns on/off the loud speaker function.

Phone Book

Allows you to search for a number in the Phone Book.

Call Records

Allows you to view missed, received, and dialed calls.

Conference*

Conference calls allow you to converse with more than one party at a time.

Hold/Unhold/Swap*

Toggles the call status.

Join/Private

Adds a party that is on hold to the current conference call, or isolates a single party in a conference call and puts all other parties on hold.

Forward

Allows two parties to connect, while ending one's own call (one of the two parties may be involved in an active call while the other is either on hold or being dialed), so as to allow the two parties to have their own call.

Send DTMF

When the phone is connected with other devices or services, you can send DTMF (Dual Tone Modulation Frequency) strings. DTMF strings are keypad tones that can be sent via the microphone as you dial another number. Your phone will emit the tones in order to communicate with answering machines, pagers, computerized telephone services, and so forth.

Enter the number and then press the Joystick button (**OK**) to send the DTMF string.

End Call

End All

Ends all calls, whether active or on hold.

End Active

Ends only the active call.

End Hold

Ends only a call or calls on hold.

End One

Ends only a single call by the number or the contact.

Hold/Unhold/Swap

Toggles the call status.

Mute/Unmute

Activates/cancels the silent mode.

SMS

Allows you to read or write an SMS message during a call. For details, see page 58, "SMS".

Calculator

Allows you to use the calculator. For details, see page 105, "Calculator".

Phone Book

Adding Contacts to the Phone Book

 You can store up to 500 entries in the phone memory. The capacity of a phone book on your SIM card depends on the type of SIM card provided by your network operator.

1. In the idle screen, enter the phone number to save, then press  (**Save**).
2. Select the memory where the contact is to be stored--**Add to SIM** or **Add to Phone**. Then press the Joystick button (**OK**) to open the contact data screen.
3. Scroll to the desired data field, and then press the Joystick button (**OK**) to edit the currently selected field.
4. After filling the entry, Press the Joystick button (**OK**) to return to the contact data screen.
5. Press  (**Option**) to
 - **Save:** Save the entries you have entered.
 - **Change Type:** Change the category of the phone number (for example, from **Mobile Number** to **Home Number**). This option can only be used in the phone number data field.
 - **Add New Field:** Adds additional data fields for a contact.
 - **Delete Field:** Removes the selected data field.
6. Once you have completed editing a contact's data, press  (**Options**) and then select **Save** to save the data to the phone book.

Contact data fields on SIM card memory:

	The contact's name.
	The contact's phone number.
	Used to select a caller group for the contact.  To define a ring tone and image for each caller group, go to Phone Book > Caller Group . See page 84.

Contact data fields on phone memory:

	The contact's name.
	The contact's mobile phone number.
	The contact's home phone number.
	The contact's email address.
	Used to select a caller group for the contact.
	Used to assign a voice dialing prompt to a phone number. Say a name after the beep to start recording.

Additional contact data fields on phone memory:

	The contact's mobile phone number.
	The contact's home phone number.
	The contact's office phone number.
	Other phone number for the contact.
	The contact's home address.
	The contact's office address.
	The contact's company name.
	The contact's department name.
	The contact's position.
	Used to edit notes for the contact.
	Used to enter a special date for the contact.

	<p>Used to set a ring tone for the contact. When there is an incoming call from the contact, the phone will play this ring tone.</p> <p> A ring tone set in this field will replace the one associated with the contact's caller group, if any.</p>
	<p>Used to set the image that will appear on the display when there is an incoming call from the contact.</p> <p> The image set in this field will replace the image associated with the contact's caller group, if any.</p>

Finding Contacts in the Phone Book

- In the idle mode, press  (**Names**) to display contacts stored in the Phone Book.
 - Press the alphanumeric key that corresponds to the first letter of the name you wish to locate the appropriate number of times.
 - If necessary, scroll to the contact you want.

  will appear on the top of the screen if the contact is stored on your SIM card;  will appear if the contact is stored in your phone memory.

- When you have found the contact you want, you can
 - Press  to dial the number. If the entry has more than one phone number, then you will be prompted to select a number.
 - Press  (**Option**) to edit, delete, copy the contact to the SIM card or the phone memory (**Copy to SIM/Phone**), or add a new contact.

- Press the Joystick button (**OK**) to view the contact's details. Press the Joystick button (**OK**) again will dial the currently highlighted phone number. If you want to send a SMS/MMS message to the contact, you can press  (**Option**) and select **Send Message**. For details on editing SMS/MMS messages, see page 57, "Messages Menu".

Last Missed, Dialed, and Received Calls

There are two ways you can view the last missed, dialed, and received calls on your phone.

1. If there have been any missed calls, the display will show a missed call message along with the number of calls that were missed. Press the Joystick button (**OK**) to view the missed call number.
2. In the idle mode, press  to view the list of the most recent missed, dialed, and received calls.

 The icon  will appear beside missed calls; the icon  will appear beside dialed calls; the  will appear beside received calls.

 If a phone number has already been stored for a contact in the Phone Book, the display will show the name of this contact.

 If a call for the same number/contact has been missed, dialed, or received two or more times, a note such as "x02" will appear beside the record of the call.

Scroll to the number you want and then you can

1. Press  to call back.

2. Press  (**Option**) to perform the following tasks:
- Call the number.
 - Edit the contact's phone book data. This option appears when the number is already saved for a contact in the phone book.
 - Save the number to the phone book. This options appears when the number has not been stored in the phone book.
 - Send an SMS message to the caller.
 - Delete the current call record from the list.
 - Delete all call records.

Using the Silent Profile

From the idle screen, you can long-press the right soft key  to activate the Silent profile. Once it is activated, the phone will alert you to an incoming call by vibrating without ringing.

1. When you long-press the right soft key  to activate the Silent profile, the phone will vibrate for one second. The icon  will then appear in the status bar.
2. To turn off the Silent profile and restore the previously active profile, long-press the right soft key .

 To select or define a profile, push the joystick right to enter the **Profiles** menu while the phone shows the idle screen. See page 52.

Using the MP3 Player

To turn on the phone's MP3 player, press  (**MP3**) from the idle screen or long-press the MP3 player button  on the left side of the phone.

 If the SIM card is not inserted, long-pressing the MP3 player button  will turn the MP3 player on.

 The MP3 Player can only play audio files saved in the following formats: MP3 (MPEG1-LAYER3/MPEG2-LAYER3), AAC/AAC+ (ADTS Format (LC & HE-AAC Profile)), and BP3.

Setting up the Play List

The first time you use the MP3 player, you need to decide which songs you want the MP3 player to play by setting up the Play List.

1. On the MP3 player screen, press  (**Option**) and select **Edit Play List** to build your play List.
2. Scroll to the preferred song, then press the Joystick button (**OK**) to mark the song you want to add to the Play List. Pressing the Joystick button (**OK**) will also remove a selected song from the Play List.
3. Press  (**Done**) to confirm your choices.

 Selecting **All** will either add or remove all songs.

Playing the music

Before playback

Push the Joystick up to set playback's repeat mode--repeat the selected song, or repeat all songs in the Play List.

Push the Joystick left to select the previous song.

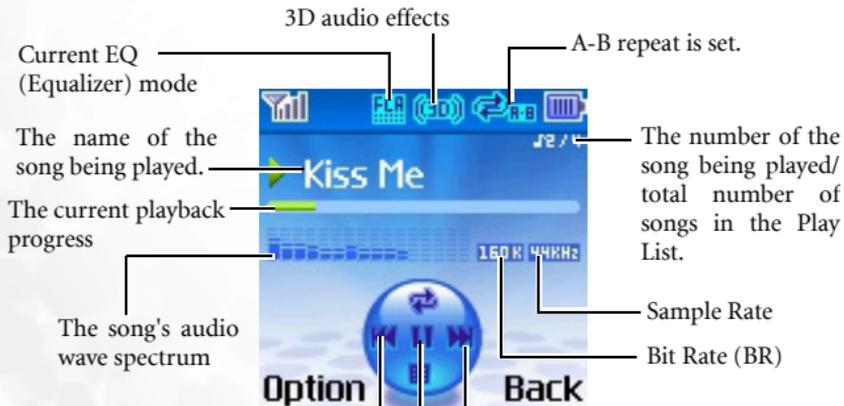


Press the Joystick button to start/resume playback.

Push the Joystick right to select the next song.

Push the Joystick down to enter the Play List.

During playback



- Push the Joystick left to replay the current song or to play the previous song.
- Push the Joystick left and hold to fast-rewind.

Press the Joystick button to pause during playback.

- Push the Joystick right to play the next song.
- Push the Joystick right and hold to fast-forward.

Pressing  (Back) or  will close the MP3 player screen without stopping the music (the music will continue in the background).

The phone's MP3 player supports both Constant Bit Rate (CBR) and Variable Bit Rate (VBR).

MP3 player settings

Adjusting volume

Press the volume key  on the left edge of the phone to adjust volume.

While music is being played in the background (after pressing  (Back) or  to close the MP3 player screen), long-press the volume key to adjust volume.

Setting the EQ (Equalizer) mode

Press  (Option) and select **Set EQ** to choose your preferred EQ mode that will influence the sound during playback.

Producing 3D sound effects

Press  to produce 3D audio effects during playback.

Setting up A-B Repeat

The MP3 Player supports A-B Repeat--continuous repeat of playback between selected points--which is ideally suited for use in language learning.

1. During playback, press  once at point A--the start point of the portion you would like to repeat. The icon  appears indicating that point A is set.
2. Press  once more to set point B--the end marker. The icon  then appears indicating that the preferred portion's A-B repeat is set, and the player will start to repeat playback between the selected points.
3. To cancel A-B Repeat press  again.

Displaying the background image during playback

Press  (**Option**) and select **Set Atmosphere**. Then select the background image you wish to display during playback.

 Once set, the background image will only appear during playback and can be temporarily turned off by pressing any key.

Displaying lyrics during playback

Press  (**Option**) and select **Lyrics Mode** to display the selected song's lyrics during playback.

 The supported lyrics format is ID3v2.3.

Playing songs at random

Push the Joystick down to enter the Play List. Press  (**Option**) and turn the **Shuffle** mode on.

Using the Recorder Function

From the idle screen, push the Joystick down and hold to activate the Recorder mode.

Producing a new recording

1. Select the miniSD Card or phone memory where recordings are saved.
2. Press  (**Option**) and select **Add** to produce a new recording:
 - a. Push the Joystick up to record.
 - b. Press the Joystick button to stop recording.
 - c. Press the Joystick button to playback the recording; press the Joystick button to stop playback.
 Pressing  (**Back**) will discard the current recording and let you create a new recording.
 - d. Press  (**Save**) to save the recording.
 - e. Repeat the steps above to produce more recordings.

Playing a recording

1. In the **Recorder** menu, select a recording and press the Joystick button (**OK**) to display the Recorder screen.
2. Pressing the Joystick button to playback/stop playback.
3. Push the Joystick right or left to play the next or previous recording.

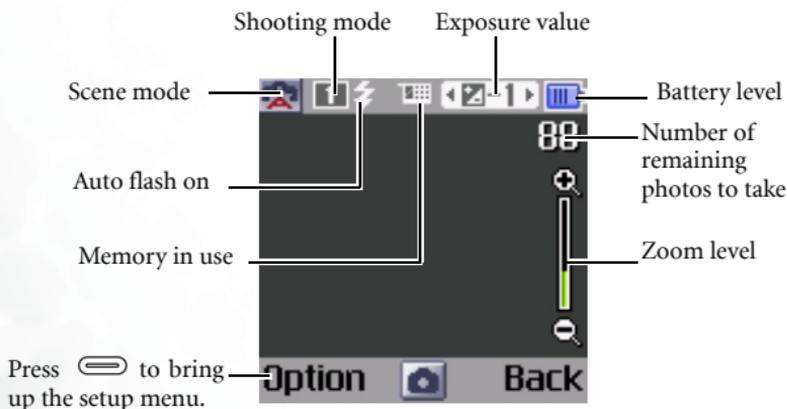
Using the Camera Function

Taking Pictures

1. Long-press the camera shutter button  at the top right of the phone to activate the camera mode.

 If the SIM card is not inserted in the phone, long-pressing the camera shutter button  will still activate the camera mode.

2. The viewfinder is then displayed.



3. To adjust various camera settings, press  (**Option**) to bring up the setup menu. For details, see page 44, "Camera Setup".

 The LCD icons will change according to the settings you made. For information on each icon, see page 46, "LCD Icons on the Camera Viewfinder"

4. When the viewfinder appears, push the joystick left or right to adjust the exposure value. Push the joystick up or down to zoom in or out.

5. Press the shutter button on the top of the phone or the joystick button to take a photo. The photo will be saved automatically.

 To delete the newly saved photo, press  (**Delete**). To take a new photo without deleting the one just taken and saved, press the joystick button again.

6. Press  (**Option**) and you can manage this photo using the options below:

- **Zoom**

Allows you to zoom in or out the photo by pushing the joystick up or down.

- **Set as**

Wallpaper: Sets this photo as the wallpaper for the idle screen.

Image ID: You can use this photo as a phone book contact's visual caller ID. When there is an incoming call from that contact, the phone display will show this photo.

- **New Contact:** You can create a new contact in the phone book and use this photo as their caller ID.
- **Existing Contact:** Uses this photo as the caller ID for a caller group or for a single contact. Press the Joystick button (**OK**) to select and press  (**Done**) to save your choices.

 This function is only available for contacts saved in the phone memory's phone book.

- **Send Photo**

Enables you to send the photo with an MMS message. For details on editing an MMS message, see page 67.

- **Rename**

Gives this photo a new file name.

- **Details**

Shows the photo's name, date, resolution, and file size.

- **Face Morph**

If you have activated the Face Mask option before photographing someone, you will be able to change her/his facial expression shown in the photo using this Face Morph function. For details on performing the Face Morph function, see page 50.



You can also go to the **Album** menu to manage saved photos. See page 48, "Using the Album".

Camera Setup

Press  (**Option**) to bring up the setup menu as follows:

Name	Functions
Image Size	Allows you to set the desired image size.
Effect	Enables you to apply a special effect or color to your picture to create an artistic style.
Scene	Enables you to load preset settings that best suit the environment you are in.
Contrast	Allows you to adjust the contrast level by pushing the joystick left and right.
Quality	Allows you to set the quality (compression ratio).
Shooting Mode	Allows you to take a single shot or consecutive shots.
Flash	Allows you to set the flash mode on or off.
Self-Timer	When this mode is enabled, a picture is taken a few seconds after you press the shutter button. Choose between 5 or 10 seconds, or turn the option off.
Time Stamp	Add a time stamp to your picture.

Name	Functions
Save to	Determines whether a the photo taken will be stored in the phone memory or in the miniSD Card.
Face Mask	After you have selected this option, the camera's view finder will display a mask that is used to position the face of the person being photographed in good focus, in order for you to later obtain the best results when changing the person's facial expressions using the Face Morph function. For details on performing the Face Morph function, see page 50.

LCD Icons on the Camera Viewfinder

Scene

Icon	Mode
	Auto
	People
	Landscape
	Sunny
	Sunset
	Night
	Snow
	Text

Self-timer

Icon	Mode
	5 seconds
	10 seconds

Shooting mode

Icon	Function
	1 single shot
	4 consecutive shots
	8 consecutive shots
	12 consecutive shots
	16 consecutive shots
	20 consecutive shots

Memory in use

Icon	Function
	SD
	Phone

Using the Album

To access the photo album from the idle screen, push the joystick down. You can also enter the camera mode and press  (**Option**) to select **Album**.

The Album stores photos saved in the phone memory and in the miniSD Card.

1. Select the miniSD Card (shown as **miniSD**) or the folder where the desired photo is stored, if you have already created your own folder(s).

 To access photos saved in the miniSD Card, you must first select **miniSD**.

2. Push the joystick to scroll to the desired photo.
3. Press the joystick button to display the selected photo. Push the joystick right or left to show the photo in full screen; push the joystick up or down to display the previous or next.
4. Press  (**Option**) to perform the following tasks with the picture:
 - **Send**
Used to send the photo with an MMS message.
 - **Delete**
Deletes the photo.
 - **Set as**
Sets this photo as the wallpaper for the idle screen, or use this photo as a caller group or a contact's visual caller ID (see details on page 43).

- **Edit**

Press  (**Option**) and select **Rotate**. Then press  (**Adjust**) to rotate the photo.

- **Tailor**

Used to crop the photo.

1. Use the Joystick to select the desired portion of the photo.
2. Press  (**Adjust**) to set the size of the desired portion.
3. Press the Joystick button (**OK**) to cut out the desired portion.
4. Press the Joystick button (**OK**) again to save the cropped photo.

- **Face Morph:** Allows you to generate various interesting facial expressions.

- a. The Face Morph will generate various expression effects, according to the four spots you have manually positioned over the photo. You must first set the four spots' positions in order to perform the Face Morph. Once you have entered the Face Morph option, the selected photo will appear in full screen, along with the first red spot displayed. Push the joystick to position the red spot. Press the joystick button (**OK**) to set the position, and then the second spot appears automatically in order for you to adjust its position.
- b. To generate the best expression effects, it is recommended that the four spots be placed over the corners of the eyes and the corners of the mouth, which are normally used to make facial expressions.



Please follow the correct order below to set the positions of the red spots: outer corner of the right eye (1) > outer corner of the left eye (2) > right corner of the mouth (3) > left corner of the mouth (4).

- c. To reset a red spot, press  (**Undo**) to remove the spot, press the joystick button (**OK**) to have the spot reappear, and then adjust its position.
- d. When spots are set and ready to change facial expressions, press the joystick button (**OK**). The message "**Press number key to change**" appears. To generate an expression, press a corresponding number key, as the chart below shows:

Key	Expression	Key	Expression
	Smile		Angry
	Young		Funny
	Slim		Alien
	Kiss		Koala
	Sleepy		Monkey
	Sad		Fox

 Press  (**Normal**) to display the original photo with no expression effects made.

e. Scroll left or right to reduce or intensify expression effects.

- **Move**

Allows you to move the photo from the phone memory to the miniSD Card, or from the miniSD Card to the phone memory.

- **Copy**

Allows you to copy the photo from the phone memory to the miniSD Card, or from the miniSD Card to the phone memory.

- **Slideshow**

Allows you to view all the photos in a slideshow.

- **Browsing Mode**

Determines whether the screen displays photos as thumbnails or just lists their names.

- **New Folder**

Allows you to create a new folder to store photos.

- **Protect**

Allows you to protect the picture from deletion.

- **Rename**

Allows you to rename the picture.

- **Delete All**

Deletes all the photos in the Album.

- **Details**

Shows the photo's name, resolution, date and file size.

The Profiles menu

To enter the **Profiles** menu from the idle screen, push the joystick right. A profile is a group of settings that determine whether the phone will alert you to incoming calls through a ring tone or a vibrating alert, and how ring tones in general are used on the phone. These settings allow the phone's operations to best suit the environment you are in.

1. Scroll to the desired profile and then press the Joystick button (**OK**) to activate this profile. You can choose from among the following profiles:

Normal

This is the default profile.

Meeting

The options in this profile have been preset to suit a meeting environment.

Silent

The options in this profile have been preset to suit an environment where silence is required.

Outdoors

The options in this profile have been preset to suit an outdoor activity.

Airplane

When you are on a plane, activate this profile will automatically turn off the phone.

Personal

Allows you to use this profile for a group of custom settings.

2. To customize settings, scroll to a profile, and then press  (**Edit**).

 You cannot modify settings in Silent mode and in Airplane mode.

Vibrate

Decides whether the phone will vibrate when there is an incoming call.

Call Ring

Allows you to set the ringtone that will sound when there is an incoming call.

Message Tone

Allows you to set the ringtone that will sound when there is a new message.

Calendar Tone

Allows you to set the ringtone that will sound when your calendar event approaches.

Keypad Tone

Decides whether keypad will sound when keys are pressed.

Ring Volume

Allows you to adjust the ring volume by pushing the joystick up or down.

Rename

You can give this profile a new name (only available for the **Personal** profile)

Restore

Allows you to reset the profile to its default configuration.

 Requires entry of the phone code, whose default value is 1234.

Shortcuts Menu

You can use the **Shortcuts** menu to assign 9 alphanumeric keys as shortcuts to commonly used functions or frequently dialed numbers.

  is assigned to voicemail dialing and you are not allowed to change it.

Entering the Shortcuts Menu

From the idle screen, push the joystick up to enter the **Shortcuts** menu. The numbers 1 to 9 displayed in the menu's default screen represent the corresponding 9 alphanumeric keys on the phone.

Setting Function Shortcuts

1. In the **Shortcuts** menu, push the joystick to move the selection box to the number key you wish to use as a shortcut key. You can also press the actual alphanumeric key to select it.
2. Press  (**Option**) to select **Add Function**.
3. From the **Add Function** menu, select the function to be represented by the shortcut key.
4. Repeat the above step to add or modify function shortcut key assignments.

 To cancel a shortcut key and restore the key's original function, move the selection box to the icon for the shortcut key that you wish to cancel, and then press  (**Option**). Select **Delete** to cancel the shortcut.

 If you select **Delete All**, all shortcut settings will be cancelled.

Setting Phone Number Shortcuts

1. After selecting the shortcut key, press  (**Option**) to select **Add Phone**.
2. From the Phone Book, select a contact and press the Joystick button (**OK**).
3. Next, from the list of phone numbers for this contact, select the one that you wish to access through the shortcut key, and then press the Joystick button (**OK**).
4. After you have set the shortcut key, the number icon for the key will be replaced by an icon representing a phone number shortcut. The upper part of the screen will display the name of the contact to whom the phone number accessible by the shortcut key belongs.
5. Repeat the above step to add or modify a phone number shortcut.

Using Function and Phone Number Shortcuts

There are two ways to use shortcuts:

1. From the idle screen, long-press  to  to access the function represented by that key or dial the number it represents.
2. From the idle screen, push the joystick up to enter the **Shortcuts** menu. You can then:

- a. Push the Joystick to move the selection box to the icon corresponding to the desired key. Then press the Joystick button (**OK**) to access the assigned function or dial the assigned phone number.
- b. Press the corresponding key  to  to access the function represented by that key or dial the number it represents.

Messages Menu

Your phone supports various messaging services including SMS (Short Messaging Service) and MMS (Multimedia Messaging service). SMS allows you to insert simple images, animations and ring tones into your short messages, while MMS enables you to send photos, colored images and music using your phone.

To enter the **Messages** menu, select  in the main menu.

 Before you start to use MMS, you must subscribe to both GPRS and MMS services provided by your network operator. Please contact your network operator for details.



- When there is a new or unread SMS or MMS message, the message icon  will appear in blue.
- When capacity for SMS in the SIM card is full, the message icon  will appear in red with a SIM card icon.
- When capacity for SMS and MMS in phone memory is full, the message icon  will appear in red.

SMS

Receiving a New Message

1. When you receive a new message, the message icon  and a text message showing the number of messages received appear on the display.
2. To read the message, press the Joystick button (**OK**). For information on managing received messages, see page 61, "Managing the Inbox".

Creating a New SMS Message

1. To bring up the message editing screen, push the Joystick left while the phone shows the idle screen, or go to the menu: **Messages > SMS > New**. Use the alphanumeric keys to enter text.

 For information on the input method, see page 76, "Input Modes".

2. While editing your message, you can press  (**Option**) and select **Insert** to put the following items in your message:

- **Text**

Allows you to insert preset text templates to your message.



To create your own text templates, go to the menu **Messages > SMS > Templates**.

- **Images**

Allows you to insert images to the message.

You may choose images stored in your miniSD Card (provided that the miniSD Card is inserted) or in the phone memory, or choose preset images stored in the built-in folder.

 The image types support by the phone's SMS are *.ebmp and *.eani.

- **Melody**

You may choose melodies stored in your miniSD Card (provided that the miniSD is inserted) or in the phone memory, or choose preset melodies stored in the built-in folder.

 The melody type supported by the phone's SMS is *.imy.

- **vCard**

Allows you to attach a phone book contact's data to your message.

 The vCard version supported by the phone is vCard 2.1.

- **vCalendar**

Allows you to attach a Calendar memo to your message.

 The vCalendar version supported by the phone is vCalendar 1.0.

3. To align texts, press  (**Option**) and select **Alignment**.

4. When you finish editing your message, press the Joystick button (**OK**) to use the following options.

- **Send Message**

a. Enter the recipient's phone number on the editing screen.

- b. Or select recipients from the phone book by pressing  (**Browse**). Press the Joystick button (**OK**) to select desired contacts. Press  (**Done**) and the selected contacts' phone numbers will appear on the screen.
- c. Press the Joystick button (**OK**) to send your message to the selected recipients.
- **Save to Drafts**
Saves the message to the Drafts folder so that later it can be sent.
 - **Save to Private Folder**
Saves the message to the Private Folder that requires your phone code to access.
 - **Discard**
Discards the message.

Managing the Inbox

 To decide whether new SMS messages are saved in the SIM card or in the phone memory, go to **Message > SMS > Settings > Save Msg. To.**

 Unread messages stored in the SIM card are marked by ; messages already read and stored in the SIM card are marked by . Unread messages stored in the phone memory are marked by ; messages already read and stored in the phone memory are marked by .

Your phone saves received messages in the Inbox. To manage received messages, go to **Messages > SMS > Inbox.**

While viewing the Inbox list or reading a message, you can press

 (**Option**) to perform various tasks for the selected message:

- **Reply**
Allows you to write and send a reply message.
- **Delete**
Allows you to delete the message.
- **Call**
Allows you to call the sender.
- **Chat**
Starts a chat session with the sender.
- **Forward**
Allows you to forward the message to others.
- **Save Sender Info**
Saves the sender's phone number to the Phone Book.

- **Save Number**
Saves the phone number(s) displayed in the message's content.
- **Save Email**
Saves the Email address to the Phone Book.
- **Set Wallpaper**
Sets the attached image as the wallpaper for the idle screen.
- **Save Image**
Saves the attached image to the phone or to the miniSD Card (provided that the miniSD Card is inserted).
- **Save as Ring Tone**
Saves the attached ring tone to the phone or to the miniSD Card (provided that the miniSD Card is inserted).
- If the message has a contact's information attached to it, you can save that contact's information to your Phone Book.
- If the message has a Calendar memo attached to it, you can save that memo to your Calendar.
- **Save All**
The objects attached to the message will be saved to the phone (contacts and Calendar memos cannot be saved in this way).
- **To Private Folder**
Moves the message to the Private Folder.
- **Goto URL**
Allows you start WAP browser and link to the URL address displayed in the message's content.

- **Delete all**

Used to delete all messages in the Inbox.



If a message is saved in the SIM card (marked by --unread or --read), you can move and copy the message or all messages saved in the SIM card to phone memory.

Managing the Outbox

The Outbox preserves a backup copy of messages that you failed to send.

To manage messages stored in the Outbox, go to **Messages > SMS > Outbox**.

Managing Sent Items

To manage sent messages, go to **Messages > SMS > Sent**. The Sent folder preserve messages that you sent successfully.

Managing Message Drafts

You can go to **Messages > SMS > Drafts** to use the message drafts that you have saved.

Managing the Private Folder

Go to **Messages > SMS > Private Folder**. You must enter your phone code to access the Private Folder (the default phone code is 1234).

Defining text Templates

Go to **Messages > SMS > Templates** to access a list of preset text templates. You can use the text templates here to compose a message, without having to enter the entire text character by character.

To create your own text template, press  (**Option**) and select **Add**.

Cleaning Up Messages

To clean up messages, go to **Messages > SMS > Cleanup**, which allows you to erase specific messages based on the message category that you select.

Settings

Save Msg. to

Allows you to select whether incoming messages will be saved to the phone memory or to your SIM card's memory.

 Both the phone memory and SIM card memory can store up to approximately 500 messages.

Service Center No.

Used to save the phone number of your network operator's message center for sending your messages. The messages that you send are sent to recipients through this message center.

 Your network operator provides its message center's phone number which is usually saved in your SIM card.

Bearer Mode

This can be set according to whether you are using a GPRS network system or a regular GSM dialup network. If you are using a GPRS network, you can use both the GPRS and dialup network to send and receive SMS messages. If you are using a dialup network, you are restricted to using only the dialup network for sending and receiving SMS messages.

 You need to ask the network operator whether your network supports sending SMS over GPRS.

- **GPRS**

Use only the GPRS network to send and receive SMS messages.

- **GPRS/CSD**

Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.

- **CSD**

Use only the dialup network to send and receive SMS messages.

- **CSD/GPRS**

Use the dialup network preferentially. Only if there is no GPRS network will the GPRS network be used.

Expiry

This sets the duration that an undeliverable SMS message that you send can be stored at the message center. During this period, the message center will continue to attempt to deliver the message to the designated number.

 Each operator has its own maximum expiry time setting.

Message Type

You can request that your network operator convert your text messages to different types.

Status Report

If you set this on, the network vendor will notify you when a message has been delivered.

Direct Reply

You can request that your reply to an SMS be sent directly through the sender's message center.

MMS



In order to use MMS, you have to subscribe to both GPRS and MMS services provided by your operator. Some operators may complete needed MMS settings for you after you subscribe to MMS. If this is not the case, you need to manually configure the MMS settings. Contact your operator for details on MMS settings.

Go to the menu: **Services > WAP Service > WAP Settings** to create a new WAP profile for your MMS network settings. See page 109, "WAP Settings" for details about setting up a WAP profile.

Go to the menu: **Messages > MMS > Settings > Server Info** to select the MMS server for sending and receiving MMS messages.

Reading a new MMS Message

Having successfully downloaded the MMS message, the display will automatically switch to **Inbox**, press the Joystick button (**OK**) to start playing the MMS message page by page. Press the Joystick button  (**Stop**) to stop playing. For information on managing received MMS messages, see page 69, "Managing the Inbox".

Creating a New MMS Message

1. To write and send a new MMS message, go to **Messages** > **MMS** > **New**. Scroll to the **Content** and then press the Joystick button (**OK**) to edit your message's first page.

While editing your MMS message, press  (**Option**) to execute the following tasks:

- **Insert:**
 - **New Photo**
Activate the camera mode to take a new photo to insert into a MMS page.
 - **Photo**
Select a photo from the Album to insert into an MMS page.
 - **Images**
Select a image saved in the Images to insert into an MMS page.
 - **Melody**
Select a ring tone to insert into a MMS page.
 - **Text**
Enter preset text to your message.
 - **Page Before**
Insert a new page before the current one.
 - **Page After**
Insert a new page after the current one.
- **Preview**
Plays all the pages in the message in sequence.
- **Remove Image**
Removes the image or photo inserted in an MMS page.

- **Remove Melody**
Removes the ring tone inserted in an MMS page.
 - **Remove Text**
Removes entered text.
 - **Remove Page**
Removes the current page.
 - **Previous/Next Page**
Go to the previous or next page.
 - **Page Duration**
Sets the length of time that each page is displayed when playing an MMS message.
2. After you finish creating your MMS message, press the Joystick button (**OK**) to return to the main list and fill out the information below.
- **To**
To send your message, this field cannot be left blank.
 - a. Enter the recipient's phone number or e-mail address on the editing screen.
 - b. Or select a contact from the phone book by pressing  (**Browse**). Scroll to the contact and then press the Joystick button (**OK**) to select it. Repeat the step to select multiple contacts. Press  (**Done**) and the selected contacts' phone numbers will appear on the screen.
 - **Subject**
Allows you to enter the subject for your message.
 - **Cc**
Allows you to send the message as a carbon copy to others.

- **Bcc**
Allows you to send the message as a confidential carbon copy to others.
 - **Priority**
Allows you to set the priority for this message.
 - **Receipt**
Allows you to set whether a confirmation is to be sent back to you when the message has been delivered, read, or both.
3. Press  (**Option**) and choose from the following options:
- **Send Message**
Sends the message to the selected phone numbers immediately.
 - **Preview**
Allows you to preview the message.
 - **Save to Drafts**
Saves the message to the Drafts folder.
 - **Save to Private Folder**
Saves the message to the Private Folder.
 - **Discard**
Discards the message.

Managing the Inbox

Your phone saves new MMS messages in the Inbox. To manage Inbox messages, go to **Messages > MMS > Inbox**. A list of messages received appear. To view a message, scroll to it and press the Joystick button (**OK**).

While viewing the Inbox list or playing an MMS message, you can press  (**Option**) to perform various tasks for the selected message:

- **Reply**
Allows you to reply to the sender.
- **Delete**
Allows you to delete the message.
- **Call**
Allows you to call the sender.
- **Chat**
Starts a chat session with the sender.
- **Forward**
Allows you to forward the message to someone else.
- **Goto URL**
Allows you start the WAP browser and link to the URL address displayed in the message's content.
- **Set Wallpaper**
Sets the attached image as the wallpaper for the idle screen.
- **Set Ringtone**
Sets the phone to play the attached ring tone for incoming calls.
- **Save**
Allows you to save the media file attached to the MMS or the sender's information to the phone. After you save the media file, you can go to the menu: **Media Center > Downloads** to see it.
- **Save all**
All the images, photos or audio files attached to the message will be saved to the phone.
- **To Private Folder**
Saves the message to the Private Folder.
- **Delete All**
Allows you to delete all the messages in the Inbox.

Managing the Outbox

The Outbox preserves a backup copy of MMS messages that you failed to send.

To manage messages stored in the Outbox, go to **Messages > MMS > Outbox**.

Managing Sent Items

To manage sent messages, go to **Messages > MMS > Sent**. The Sent folder preserves messages that you sent successfully.

Managing Message Drafts

You can go to **Messages > MMS > Drafts** to use the message drafts that you have saved.

Managing the Private Folder

Go to **Messages > MMS > Private Folder**. You must enter your phone code to access the Private Folder (the default phone code is 1234).

Templates

To use a preset MMS template to create your message, go to **Messages > MMS > Templates**.

Cleaning Up Messages

To clean up messages, go to **Messages > MMS > Cleanup**. You can choose to delete messages by category.

Settings

To set up advanced settings for MMS, go to **Messages > MMS > Settings**.

Filter

Your phone will reject all MMS messages from the senders listed here.

Expiry

Sets the length of time your outgoing MMS message stays on the server before it reaches the recipient successfully.

Reply Type

You can determine here whether you want to use an SMS message or MMS message in reply to an MMS message you have received.

Size Limit

Sets the maximum size for an MMS message that the phone receives. If an incoming message exceeds this size, the phone will not be able to download that message.

Server Info

Activates the MMS server used for sending and receiving MMS messages.

Deferred Download

When this function is set to On, the phone will only download the sender's details. You can then decide whether you want to download the whole message.

Delivery Report

Asks the recipient to return a confirmation after receiving your MMS message.

Read Report

Asks the recipient to return a confirmation after reading your message.

SMS Chat

You can engage in a peer-to-peer chat session by writing SMS messages to another mobile phone user.

 Chat messages will not be saved in the SMS Inbox.

Starting a chat session

There are two ways to initiate a chat session.

1. Go to **Messages > SMS Chat > Start Chat**
 - a. Enter the nickname for the chat session.



You can also select **Messages > SMS Chat > My Nickname** to enter frequently used nicknames.

- b. Enter the recipient's phone number directly, or select one from the Phone Book by pressing  (**Browse**).
- c. Write your message. Then press the Joystick button (**OK**) to send the message to invite the recipient to a chat session.
- d. When the message is sent, or when you receive a reply, you can press the Joystick button (**OK**) to enter the next chat message. The message will be sent to the same recipient. Repeat the step to continue chatting.

2. You can also start a chat session by going to **SMS > Inbox** or **MMS > Inbox**. Select and open one of the messages. Press  (**Option**) and select **Chat**.

Leaving a chat session

- To terminate the chat session, press  (**Option**) to select **End Chat**. The Chat log will be cleared as well.
- If you wish to leave the chat session without terminating it, press  or press  (**Back**).

To review the previous chat log, select **Previous Chat**.

You can resume the previous chat session by pressing the Joystick button (**OK**).

When you are interrupted by an incoming call during a chat session

1. Answer the call. Upon ending the call, the display returns to the idle mode. Then you may resume the chat session by selecting **Previous Chat** from the **SMS Chat** menu.
2. Reject the incoming call and continue the chat by selecting **Previous Chat** from the **SMS Chat** menu.

Voicemail

Get Voicemail

Dials the voicemail number provided by your network vendor to access your voicemail box.

 You can also long-press  to call your voicemail box from the idle screen.

Set Number

Allows you to save your voicemail phone number.

Cell Broadcast

Cell broadcast messages are general messages that your network operator broadcasts to all phones within a particular area. These messages are broadcast in numbered channels. For example, channel 030 might be for local weather, 060 for traffic reports, 080 for information about local hospitals, taxis, etc.

You can receive cell broadcast messages that your network operator broadcasts, and select your preferred topics and languages.

 For more information about available channels and a list of the information they provide, contact your network operator.

Receive

To activate the cell broadcast feature, set this option to On.

Topics

The topics listed in the Topics list represent the broadcast information that you have selected to receive from your network operator.

If you have not previously saved any topics, press  (**Option**) and then select **Add** so that you can enter the desired range of topic numbers (that is, the channel numbers). The upper and lower limits of the range are the highest and lowest channel numbers, respectively. You are no longer limited to selecting only single channels, but can specify a range.

Language

You can limit the cell broadcast information that you receive from your network operator to a specific language.

Memory Status

Shows the amount of used and available memories for storing messages.

Input Modes

When an editing screen is displayed, the current text input mode is indicated at the top right corner of the screen. The phone has the following input modes.

	iTap (predictive input mode).
	ABC (letter input mode).
	Numeric input mode.

Changing the Text Input Mode

Press  to change the input mode; long press  to switch between uppercase and lowercase. Press  to open the symbols table.



To set the default input mode to the one you most frequently use, choose the menu **Settings > Input > Default**. See page 122.

Predictive Input Mode (iTap)

How to use iTap

1. Press each key associated with the letter you want to enter only once.
Press  (**Clear**) to delete the letters you have entered.
2. The predicted words will be displayed and may change as you continue to press other keys. There are two lines of predicted words:
 - a. The top line shows the same word that you have currently highlighted in the bottom line.
 - b. The bottom line shows a list of predicted prefixes or words. Push the Joystick right or left to highlight the desired one. When you highlight a prefix, push the Joystick up or down to choose the word with the exact prefix that you intend to enter.
3. Once the correct word is displayed, press the Joystick button (**OK**) to enter this word. A space will automatically be inserted after the word.
4. While entering text, use the joystick to move the cursor. Press  (**Clear**) once to delete a character; long-press  (**Clear**) to delete all entered text.

Letter Input Mode (ABC)

How to use the letter input mode

- You must press the key corresponding to the desired letter the correct number of times in order to enter the letter you want. Display letters for entry according to the order shown on each key. Pressing a key once will display the first letter listed on the key, while pressing it twice will display the second letter, and so on.

- Press  to enter a space before beginning the entry of a new word; long-press  to begin a new line.
- While entering text, use the joystick to move the cursor. Press  (**Clear**) once to delete a character; long-press  (**Clear**) to delete all entered text.

Numeric Input Mode (123)

The numeric input mode allows you to use the alphanumeric keys

 to  to enter numbers.

Symbol Input Mode

- To open the symbol table, press .
- Pressing  repeatedly will bring up different sets of available symbols (such as the those commonly used in an e-mail).
- Push the Joystick to highlight the desired symbol, and press the Joystick button (**OK**) to place it in the text.
- Press  (**Clear**) to hide the symbol table.

Direct Connection to URLs

Your phone provides preset URL text hotkeys. It allows you to efficiently enter a URL address.

For example, if you want to enter "http://123.com", you simply key in "123" in the idle screen and then press the Joystick button. The full URL will appear on the screen.

To connect to this URL, press .

- Press the Joystick button the correct number of times to switch to the desired URL suffix. The available suffixes are shown in the chart below:

Number of times	Output result
0	.com
1	.00088.com
2	.com.cn
3	.com.tw
4	.net
5	.net.cn
6	net.tw

- You can convert  (*) into the (.) that appears in URL addresses. For example, if you enter 123*456 in the idle screen, and then press the Joystick button, the URL "http://123.456.com" will appear on the screen.
- Press  will switch between "/" and "-".
- When the screen shows the desired URL, press  to connect to this URL address.

Transferring data between the phone and a computer

1. With the miniSD Card inserted, turn the phone on.
2. Connect the phone to the computer using the phone's data cable. Plug the cable's smaller end into the phone's data cable jack at the bottom right, and the bigger end into the computer's USB port.
3. The phone will display a **USB Connection** menu. Select the desired task from the following:

- **MSC**

To transfer files between the computer and the miniSD Card and phone memory, select this option. See details on page 81.

To transfer music files using the QMusic software tool, please also select this option.



Please have Qmusic installed on your PC if you want to use the software tool to transfer music files.

- **Modem/PC Sync**

To synchronize the phone with your computer to transfer Phone Book data or Calendar memos, select this option.

Besides, the phone can work as a modem to let you connect your computer to the Internet.



Before start to perform data synchronization or the modem function, make sure you have installed onto your computer the software tool designed for use with the phone.

4. The icon  will appear on the Windows status bar at the bottom right of the computer screen, indicating that the connection is successful.

Transferring files between the computer and the miniSD Card or phone memory

1. Connect the phone to the computer using the phone's data cable.
2. From the phone's **USB Connection** menu, select **MSC**.
3. Once the connection is established and detected by your computer, the miniSD card and the phone memory will function as a removable storage device.
4. On your computer, double-click on the **My Computer** icon to open the **My Computer** panel, where the icons of two removable disks are displayed. The first one represents the storage capacity of the miniSD Card; the second one represents the storage capacity of the phone memory.
5. Double-click the icon that represents the preferred storage memory. The computer screen will display all the folders stored inside.
6. The phone saves multimedia files in the folders by category. For example, files of photos will be stored in the **Album** folder.
The default folders are as follows:

- **Album**
Stores photos.
- **Download**
Stores the files downloaded through WAP or from MMS messages.
- **Image**
Stores images and graphics.
- **Java**
Stores Java games and applications.

- **MP3**

Stores MP3 files.

- **Music**

Stores ringtones and melodies.

- **Recorder**

Stores recordings produced using the phone.

7. Now you can start to transfer files between your PC and the specified memory using the Copy/Paste commands on your PC, or by dragging the selected files to the desired folder or disk.



When copying a file from your computer to the miniSD card or the phone memory, you must place the file in the folder intended for this type of file. For example, an MP3 file must be placed in the **MP3** folder in order to be successfully used in the phone.

Menus

For information on navigating the menus, see page 21, "Menu Navigation".



Phone Book

Find

Used to locate a contact in the Phone Book. You can enter the desired contact's full name, or if you are not sure about the spelling of the contact's name, simply enter the first letter, and then press the Joystick button (**OK**). The phone will locate all contacts whose names begin with this letter, and you can scroll to the contact you want.

Alternatively, you can press the Joystick button (**OK**) to open the Phone Book directly as you are asked to enter a contact's name, and then scroll to the preferred contact.

For details on what to do after locating the desired contact, see page 34, "Finding Contacts in the Phone Book".

Add

Used to add a new contact to the Phone Book. See page 31, "Adding Contacts to the Phone Book" for details.

Edit

Used to edit a selected contact's Phone Book data.

Copy

Used to copy contacts stored in the phone to the SIM card, or copy contacts stored in the SIM card to the phone. You can also select to copy one contact at a time.

Delete

You can delete one contact at a time, or delete all contacts at once from the SIM card or from the phone.

Caller Group

Caller groups are combinations of phone settings used to identify a particular group of contacts. For example, you can associate a ring tone and an image with one group, and when a member of that group calls, the phone will use the group's ring tone and display its image.

Scroll to the preferred caller group and you can:

1. Press  (**Option**) to perform the following tasks:

- **Ring ID/Image ID**

Used to select the ring tone or image/photo that will help you identify the caller group.



While setting the Image ID, selecting **New Photo** allows you to take a new photo for the caller group.

- **Rename**

Gives the caller group a new name.

- **Details**

Displays the caller group's name, Image ID and Ring ID.

2. Press the Joystick button (**OK**) to view the contacts that belong to the caller group, then press  (**Option**) to:

- **Edit**

Used to select the contacts to add to the group. Press the Joystick button (**OK**) to select the contacts and press  (**Done**) to confirm.

- **Remove**

Removes the selected contact one by one.

Privacy Manager

This option allows you create a list of calls that you wish to accept (**Accept List**) or a list of calls that you wish to reject (**Reject List**). Set this function to Off if necessary.

1. Scroll to the **Accept List** or **Reject List**, then press  (**Edit**).
2. Press  (**Option**) and select **Add** or **Edit** to add contacts to the list. Selecting **Remove** will remove all contacts from the list.
3. Scroll to the list you wish to activate, and press the Joystick button (**OK**).

 The same contact cannot be included in both the Accept List and the Reject List. The same contact will be auto removed from the current list after you have added her/him to the other list.

Business Card

You can use this option to enter your own business card information.

1. Scroll to the data field you wish to edit, and then press the Joystick button (**OK**) to enter text.

2. After you are finished entering the data, press the Joystick button (**OK**) to return to the previous screen.
3. Press  (**Option**) and select **Save** to save all the business card data, or select **Send vCard** to send this business card in a SMS message.

My Number

This option allows you to store your phone number and name.

1. Press  (**Option**) and select **Add** to enter your name and number.
2. When you are finished, press  (**Option**) and select **Save** to save your data.

Memory Status

Shows you the Phone Book entries that have been stored and the maximum entries that can be stored, on the SIM and on the phone.



Message

For information on features available in the **Messages** menu, see page 57, "Messages Menu".



Call Records

This menu includes a list of your missed calls, dialed calls, and received calls. Call costs and time are also recorded.

Missed

Shows your most recent missed calls.

See page 35, "Last Missed, Dialed, and Received Calls" for details.

Received

Shows your most recent received calls.

See page 35, "Last Missed, Dialed, and Received Calls" for details.

Dialed

Shows your most recent dialed calls.

See page 35, "Last Missed, Dialed, and Received Calls" for details.

Cleanup All

Deletes all of the call records.

Duration

 This feature is only accessible if supported by your network operator.

Last

Shows the duration of the last call.

All

Shows the total time for all calls.

Received

Shows the total time for all received calls.

Dialed

Shows the total time for all dialed calls.

Reset

Resets all call time records to zero.

Cost

Last

Shows the cost of your last call.

 Requires the support of the network operator.

All

Shows the total cost of all calls.

 Requires the support of the network operator.

Reset

Resets all call cost records.

 Requires entry of the PIN2 code.

Limit

Shows the current limit set for total call costs.

Settings

Allows you to set the unit price and a currency for calculating call costs.

 Requires entry of the PIN2 code.



Games

You can play the games embedded in the phone, or Java games downloaded to the phone from WAP websites.

All Games

Embedded games and downloaded Java games are stored in this menu.

To find out how to play these games, please read their on-screen instructions.

Settings

Internet Setting

Used to select the WAP server for downloading Java games from WAP websites. For details on setting the WAP server, see page 109, "WAP Settings".

Java Version

Shows the phone's Java Virtual Machine Version, as well as remaining free space for downloading Java games through the WAP browser.



Entertainment

Camera

For information on using the camera, see page 42, "Using the Camera Function"

MP3 Player

For information on using the MP3 Player, see page 37, "Using the MP3 Player".

FM Radio

 To use the FM Radio, you must plug the handsfree headset into the phone first.

Turning on the FM Radio

Once you enter the menu **Entertainment > FM Radio** with the handsfree headset plugged into the phone, the FM Radio will be automatically turned on.

 To turn the FM Radio off, you must press the Joystick button **(Off)**.

Pressing  **(Back)** or  will close the FM Radio screen without stopping the music.

Scanning for a channel manually

Push the Joystick right or left to scan for a channel manually.

Auto scanning for a channel

Push and hold the Joystick to the right or left for two seconds and the phone will start the auto scan to locate an available channel.

Presetting a channel

When a preferred channel is located, press  (**Option**) and select **Save** to save this channel to the **My Channels** list.

Listening to a preset channel

There are two ways to listen to a preset channel:

1. From the FM Radio screen, push the Joystick up or down to locate a preset channel.
2. Press  (**Option**) and then select **My Channels**. Scroll to your preferred channel and then press the Joystick button (**OK**).

Listening to the Radio using the Loud Speaker

Press  (**Option**) and then select **Loud Speaker**.

 The handsfree headset must remain connected to the phone even if the Loud Speaker is turned on.

Recorder

For information on using the Recorder function, see page 41, "Using the Recorder Function".



Media Center

Album

For information on the Album menu, see page 48, "Using the Album".

Images

The **Images** menu stores images saved in the phone or on the miniSD card.

1. Select the miniSD Card (shown as **miniSD**) or the folder where the desired photo is stored.
2. Scroll to the desired image.
3. Press the Joystick button (**OK**) to display the selected image. Press the Joystick up or down to display the next or previous picture; press the Joystick left or right to display the image in full screen.
4. Press  (**Option**) to perform the following:
 - **Send**
Sends the image in an SMS/MMS message.
 - **Delete**
Deletes the selected image.
 - **Set as**
 - **Wallpaper**
Allows you to set this image as a wallpaper for the idle screen.

- **Image ID**

You can use this image as a phone book contact's visual caller ID. When there is an incoming call from that contact, the phone display will show this image.

- **New Contact:** You can create a new contact in the phone book and use this image as their caller ID.
- **Existing Contact:** Uses this image as the caller ID for a caller group or for a single contact. Press the Joystick button (OK) to select and press  (**Done**) to save your choice(s).

- **Move**

Allows you to move the image from phone to miniSD, or from miniSD to phone.

- **Copy**

Allows you to copy the image from phone to miniSD, or from miniSD to phone.

- **New Folder**

Allows you to create a new folder.

- **Rename**

Allows you to rename the image.

- **Delete All**

Deletes all images.

- **Details**

Shows the name, type, date and file size of the image.

Music

This menu stores ringtones, MP3 music and melodies you composed.

Melodies

Melodies stores ringtones.

1. Select the miniSD Card (shown as **miniSD**) or the folder where the desired ring tone is stored.
2. Select a ringtone and press  (**Option**) to perform the following:
 - **Send**
Send the ringtone in an SMS/MMS message.
 - **Delete**
Deletes the selected ring tone.
 - **Set as**
 - **Ringtone**
Allows you to set this ringtone for incoming calls.
 - **Ring ID**
You can use this ringtone as the caller ID of a specified contact or caller group. When there is an incoming call from the specified contact or caller group, the phone sound this ringtone.
 - **Move**
Allows you to move the ringtone from phone to miniSD, or from miniSD to phone.
 - **Copy**
Allows you to copy the ringtone from phone to miniSD, or from miniSD to phone.

- **New Folder**
Allows you to create a new folder.
- **Rename**
Allows you to rename the ringtone.
- **Delete All**
Deletes all ring tones.
- **Details**
Shows the name, type, date and file size of the ringtone.

MP3

MP3 stores your MP3 audio files. Select an MP3 file and press  (**Option**) to perform the following:

- **Delete**
Deletes the selected MP3 file.
- **Set as**
 - **Ringtone**
Allows you to set the selected MP3 music as the ringtone for incoming calls.
 - **Ring ID**
Allows you to set this MP3 music as the caller ID of a specified contact or caller group. When there is an incoming call from the specified contact or caller group, the phone sound this MP3 music.
- **Move**
Allows you to move the MP3 file from phone to miniSD, or from miniSD to phone.
- **Copy**
Allows you to copy the MP3 file from phone to miniSD, or from miniSD to phone.

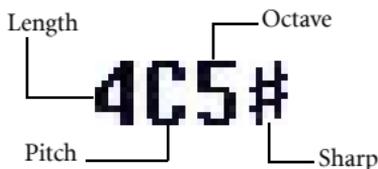
- **New Folder**
Allows you to create a new folder.
- **Rename**
Allows you to rename the MP3 file.
- **Delete All**
Deletes all MP3 files.
- **Details**
Shows the name, length, date and file size of the MP3 file.

Composer

You can edit your own polyphonic ring tone melodies, and use them as alert sounds for incoming calls.

A polyphonic ring tone consists of musical tones in multiple channels. The Composer function allows you to create a maximum of 8 channels, mixing them to create the final polyphonic ring tone.

Note format



Entering default notes

Press  to  to enter the seven pitches in the middle octave as quarter notes: Do Re Mi Fa So La Ti. The screen will display: **4C5**, **4D5**, **4E5**, **4F5**, **4G5**, **4A5** and **4B5**.



The "4" on the left shows that the represented note is a quarter note; the "5" indicates that it is in the middle octave.

Entering a default rest

Press  to enter a quarter rest: **40**.

Adjusting the length of a note

The default note length is a quarter note (the screen uses the number 4 to represent a quarter note). Press  to increase the note's length (the number on the screen will increase); press  to reduce the note's length (the number on the screen will decrease). Various note lengths are represented by the numbers shown in the chart:

On-screen number	1	2	3	4	5	6	7	8
Note length	1/16	1/8	3/16	1/4	3/8	1/2	3/4	1

Adjusting a note's octave

The default notes just entered are in the middle octave (represented on the screen by the number 5). Press  to adjust a note's octave. The octave of a note is represented by the numbers shown in the chart:

On-screen number	Represented octave
4	Lower octave
5	Middle octave
6	Higher one octave
7	Higher two octaves

Adding a sharp to a note

Press  to add a sharp '#', which raises the note a semitone.

To remove a sharp from a note, press  .

 A sharp cannot be added to an **E** or **B** note.

Steps for creating a polyphonic ring tone

1. The first time you enter the **Composer** menu, you will see 8 channels that you can select for editing. Each channel can be used to save one passage of music that you have created. Select the channel that you wish to edit to begin composing the music for this channel.
2. Edit notes according to the procedures described above.
 - To modify a note, use the Joystick to move the cursor to the right of the note that you wish to change. You can then proceed with adjusting the length, octave, sharp/unsharp, and so on.
 - Press  (**Clear**) to delete a highlighted note.
3. When editing the music in a channel, press  (**Option**) to access the following options:
 - **Play**
Plays the notes in the channel.
 - **Instrument**
Allows you select the instrument that will play the notes in the channel.
 - **Time Beat**
Sets the tempo (tempo range: 40 to 200).

4. After you are finished editing the notes in the channel, press the Joystick button (**OK**) to return to the channel list. You can now repeat the above steps to create another channel of music.
5. When you are finished with all the channels that you wish to fill with notes, press  (**Option**) in the channel list screen to access the following options:
 - **Play All**
Plays the polyphonic ring tone that results from mixing all channels.
 - **Play Channel**
Plays the channel you have currently scrolled to (if this channel does not contain any music that you created, this option will not appear).
 - **Save**
Select this option and your phone will automatically mix the music you have created in the channels into a polyphonic ring tone, and save this ring tone to the menu **Media Center > Music > Melodies**.

Downloads

Downloads stores the files you download through WAP or from MMS messages.

Format miniSD

This option will delete all the files stored in the miniSD Card. The phone code is required to execute this task.

Memory Status

Shows the amount of used and available memories in the phone and on the miniSD Card.



Tools

Alarm

To set an alarm, follow the steps below:

1. Select an alarm.
2. Push the Joystick right or left to turn the status on.
3. Push the Joystick down to change the following settings as needed.

Frequency

Select the days on which you want the alarm to sound.

Press the Joystick button (**OK**) to select or deselect.

Press  (**Done**) to save your selections.

Time

Used to enter the time when the alarm will go off.

Time Duration

Used to set the length of the alarm.

Alarm Tone

Used to set the alarm's ringtone.

- To save all your current Alarm settings, press  (**Save**).
- When setting is saved,  will appear in the display's status bar.

 When the alarm rings:

- Press  (**Snooze**) to stop the alarm. The alarm will ring again five minutes later.
- Press  (**OK**) to turn off the alarm. The alarm will not ring until the next scheduled time.

World Clocks

This feature simultaneously displays current local time and date for major cities around the world.

 To make use of the **World Clock** feature you must firstly set your phone's time and date correctly. To do this, choose the menu: **Settings > Date & Time**.

To decide which cities' time and date you want to display:

- Press  (**Edit**) to bring up a list of available cities.
- Press the Joystick button (**OK**) to mark the cities whose local time and date you want to display. To unselect a city, scroll to that city and press the Joystick button (**OK**).
- With desired cities selected, press  (**Done**).

Calendar

Calendar allows you to keep track of upcoming events. You may set the alarm to ring when it comes to the date.

Creating a new memo

1. When you open the Calendar, the phone will show the calendar for the current date. Scroll to the date you want to write a memo on. You can also press  (**Option**) and select the **Go to Date**.
2. When the desired date is highlighted, press  (**Option**) and select **Add** to open the memo editor.
3. Edit the data fields in the memo editor as needed. Press  (**Save**) to save the memo.

You can enter data in these fields:

	The subject for the event.
	The start date of the event.
	The start time of the event.
	The end date of the event.
	The end time of the event.
	Used to set the length of time the reminder waits before going off to remind you about the event. For example, if you want the reminder to sound 30 minutes before a meeting, chose 30 Minutes to set the reminder to do so.

	<p>Used to set the reminder to go off repeatedly. For example, if a meeting is held every Thursday starting 2005/08/05, you may select 2005/08/05, and then chose Weekly to set the reminder to go off on Thursdays beginning with 2005/08/05.</p>
	<p>The location for the event.</p>
	<p>The names of the participants in the event.</p>
	<p>The memos about the event.</p>

- To auto delete memos, press  (**Option**) and select the **Delete After**. Select the time frame you want the deletion to be auto executed.
- To send a memo with an SMS message, select the preferred memo and then press  (**Option**) to select **Send vCal**.

To Do List

To do list allows you to keep track of a list of tasks.

Creating a new to do item

- To add a new to do item, press  (**Option**) and select **Add**.
- Write down your memo. Press the Joystick button (**OK**) to save the memo.
- On the list, if there is any to do item that has already been completed, you can scroll to the item and then press the Joystick button (**OK**) to mark it. If you press  (**Option**), you can activate the **Auto Delete**, which will automatically clear any to do items that you have marked as completed.

Note

Note allows you to write down quick notes. You can set the phone code (password) protection for the notes.

 The default phone code is 1234. To change the phone code, go to the menu **Settings > Security > Phone Lock**. See page 121.

Shortcuts

For information on the Shortcuts menu, see page 54, "Shortcuts Menu".

Calculator

1. Enter numbers using alphanumeric keys.
2. Use the Joystick to perform calculations. Push up to perform + (add); push down to perform - (subtract); push right to perform / (divide); push left to perform x (multiply); press down the Joystick button to get the result (equal).
3. Press  (**Clear**) to delete numbers and symbols entered. Press  to enter a decimal point.

Currency Converter

Currency converter allows you to convert currencies and set the exchange rate.

1. To set the currencies for conversion, press  (**Option**) and select either **Currency 1** (to set the currency at the top of the screen) or **Currency 2** (to set the currency at the bottom of the screen).

2. To set the exchange rate, press  (**Option**) and select **Rate Setting**.

 Press  to enter a decimal point.

3. Enter the amount to convert, and the result will appear in the other currency field.

Stopwatch

1. Press the Joystick button to start the Stopwatch.
2. While the Stopwatch is running, you can press  (**Split**) to save each elapsed time.
3. Press the Joystick button to halt the Stopwatch.
4. Scroll to view the list of elapsed times.
5. To reset the stopwatch, press  (**Reset**).

Countdown Timer

Countdown timer allows you to specify the length of time to count down. You can set any time up to 23 hours, 59 minutes and 59 seconds.

1. Enter the length of time you want to count down.
2. Press the Joystick button and the timer will start counting down to zero.
3. Press the Joystick button to halt the timer.
4. To reset the stopwatch, press  (**Reset**).

Flashlight

By selecting this option, you can use the camera flash on the back of the phone as a flashlight.

USB Connection

This menu is for transferring data between your phone and a computer. For details, see page 80, "Transferring data between the phone and a computer".



Services

Your phone features a WAP browser, allowing you to use the phone for mobile Internet connectivity, such as browsing WAP pages and downloading Java programs supplied by your network operator or ISP (Internet Service Provider). To get online using the phone, necessary WAP and GPRS settings must be completed.

 To activate the mobile Internet connectivity, consult your network operator for WAP and GPRS services.

ClubBenQ

Used to start up the WAP browser and connect to the official BenQ Website--ClubBenQ: <http://www.clubBenQ.com.tw/wap> for downloading Java games.

WAP Service

Start Browser

Starts up the browser and connects to the specified homepage.

Browsing a webpage

- Press the Joystick up or down until the item you want is highlighted, and then press the right or left soft keys  to select it.
- Referring to the soft key commands that appear on the screen, press the right and left soft keys  to perform needed tasks.

Ending the online session

While online, long-press  to close the browser and return to the idle screen.

How to display the browser's menu

- While viewing a webpage, press  (**Menu**) to display the browser's menu.
- Press the Joystick up or down until the option you want is highlighted, and then press the left soft key  to select it. Press the corresponding alphanumeric keys to directly select an option.
- Referring to the soft key commands that appear on the screen, press the right and left soft keys  to perform various tasks.

WAP Messages

When you receive a new WAP message,  will be shown on the display. This option will start up the browser so you can read the WAP message.

Goto URL

Allows you to link to the URL you enter.

WAP Settings

Allows you to configure settings for different network operators' WAP servers, and then select the desired server to get online.

1. Scroll to the desired server and press  (**Option**).
2. Select **Edit** to configure the server's settings as follows:
 - **Profile Name**
Gives the WAP server a name.
 - **Homepage**
Sets the homepage that the browser will link to when it is started up.
 - **IP Address**
Enter the IP address used for accessing the mobile Internet.
 - **Port**
Enter the connection port specified by the network operator.
 - **NAP**
If you are using a GPRS network, choose to configure **GPRS NAP** settings or **CSD NAP** settings and select either type of settings to get online.
If, however, you are using a dialup network, you are restricted to configuring only the **CSD NAP** settings to connect to the Internet.

 For detailed information on how to properly configure GPRS and CSD settings, contact your network operator.

3. Press (**Save**) to save the settings.
4. Scroll to the server that you would like to use and press the Joystick button (**OK**) to confirm your choice.

Clear Cache

Clears webpage content that the browser temporarily stores in memory.

NAP Settings

Used to configure GPRS or CSD settings according to the network type used by the phone.

Service Number

Displays the service number that the network operator has stored on the SIM card.

 Requires the support of the network operator.

SIM ToolKit Menu

This SIM Tool Kit (STK, for short) Menu is only available if provided by your network operator. For details, contact your network operator.

 Requires the support of the network operator.



Settings

Date & Time

Used to set the time and date, as well as the format in which they are displayed on the screen.

Auto Power On/Off

Allows you to specify a time for the phone to be automatically turned on or off.



When on an airplane, be sure that you deactivate the Auto Power On/Off feature.

1. Select **Power On** or **Power Off**.
2. Push the Joystick right or left to turn the status on or off.
3. If the status is set to **On**, specify a time.

Profiles

For information on the Profiles menu, see page 52.

Display

Theme

You can change the appearance of the display by selecting a particular theme. A theme consists of a combination of display color and the idle screen wallpaper. Different display colors are paired with different preset wallpapers, so when you change the display color, the idle screen wallpaper will also change.

Wallpaper

Designates an image or photo as the wallpaper for the idle screen.

Welcome Message

Allows you to set a welcome display and melody to be used as the phone is turned on.

1. Push the Joystick right or left to set the status **On**.
2. Scroll to **Display** or **Melody**, and press the Joystick button (**OK**).
3. Press  (**Edit**) to insert an image or photo, or to edit text.
4. Press the Joystick button (**OK**) to set a ringtone for use.
5. After finishing the settings, press  (**Save**).

Personal Banner

Allows you to enter text (such as the user name) to be displayed on the idle screen.

Contrast

1. To adjust the contrast of the display, push the Joystick up or down.
2. Press the Joystick button to save the setting.

Brightness

1. To adjust the brightness of the display, push the Joystick up or down.
2. Press the Joystick button to save the setting.

Keypad Backlight

Allows you to specify how long the keypad backlight remains on after a key is pressed.

Audio

This menu allows you to set various sounds that the phone uses.

-  Most of the options provided in this menu and in the Profiles menu are identical (for example, Call Ring). Therefore the particular setting that the phone uses will depend on which menu you last used to make the setting.

Call Settings

Answer Mode

Send Key

Allows incoming calls to be answered only by pressing  .

Any Key

Allows any key except  and the volume key to be used to answer an incoming call.

Automatic

If the Automatic answer mode is activated, the phone will ring for five seconds, and then the incoming call will be automatically answered (only the Handsfree profile allows this setting).

Connect Alert

This feature allows the phone to ring, vibrate, or flash the backlighting when the recipient of a call has answered.

Minute Minder

1. Set the status to On by pushing the Joystick right or left.
2. Scroll down to the Duration field to specify the interval of time at which the phone emits a beep during a call.
3. Press the Joystick button to save this setting.

Show Number

Decides whether your phone number will be displayed on the recipient's phone when you make a call. Select **Preset** to be determined by the default set by the network operator.

Call Divert

Requires the support of the network operator.

Forward All

Forwards all incoming calls to a designated phone number or your voicemail box. You need to enter a phone number to which to forward incoming calls.

 When the **Forward All** mode is activated,  will appear in the idle screen's status bar.

When Busy

Diverts incoming calls when you are in the middle of another call.

No Reply

Diverts incoming calls when you do not answer.

Not Reachable

Diverts incoming calls when your phone is turned off or outside network coverage.

Cancel All

Cancels all Call Divert functions.

Call Barring

You can request that your network operator block the dialing or receiving of certain calls. The call barring services below require the support of your network operator. To activate or cancel any of the options below, you must enter the network password provided by the network operator.

All Outgoing

Blocks dialing of any calls from the phone.

Intl. Out

No international calls can be made with your phone.

Intl. Except Home

If this option is activated, your phone can only be used to dial local calls and calls to your home country from abroad. Other international calls will be barred.

All Incoming

Rejects all incoming calls.

Incoming When Roaming

If you are in another country (using roaming), activating this option will cause the phone to reject all incoming calls.

Cancel All

Cancels all call barring settings. You must enter the network password in order to cancel these settings.

Change Password

You can change the network password, which can be obtained from the network operator.

Call Waiting

If there is an incoming call when you are in the middle of another call, the screen will display the number of the incoming call and call waiting message to alert you. You can activate, cancel, or view the status of this feature from this menu.

 You must apply to the network operator for the call waiting service in order to use this feature.

Auto Redial

If there is no answer at a number you have dialed, the phone will automatically redial.

Fixed Dialing Num.

After this feature is activated, the phone will only be able to dial numbers on the Fixed Dialing Number list. If a number is not on the list, calls cannot be made to this number.

To activate or cancel this feature, you must enter the PIN2 code.



If the PIN2 code is entered incorrectly three consecutive times, the PIN2 code will be locked down. You will need the PUK2 code to unlock the PIN2 code. Contact your network operator to obtain the PUK2 code.

To create a Fixed Dialing Number list,

1. Press  (**View**), then press  (**Option**) and select **Add**.
2. Enter the PIN2 code, and then add a new number to your Fixed Dialing Number list.

Active Line

This feature allows you to use two different phone numbers on one phone. You can designate one number for dialing calls, while accepting incoming calls dialed to both numbers. Select either **Line 1** or **Line 2** and the icon (**L1** or **L2**) will appear accordingly.

 This feature requires the support of the network operator.

User Group

User Group

Used to create a closed group of callers based on a service provided by the network operator. The members of a User Group can call each other, but cannot conduct calls with anyone outside the group unless special provisions are made.

Outside Access

When the User Group service is activated, enabling Outside Access will allow users in the group to make calls to numbers outside the group. However, incoming calls will still be restricted to calls within the group.

Network

Generally speaking, the choice of the network that your phone uses is configured automatically. When turned on, the phone will automatically connect to the network provided by your network operator, or will automatically connect to the roaming network when you are outside the coverage of your regular network.

When outside the coverage of your regular network, you can manually select the local network system using this menu.

 Your network operator must be able to support network selection in order for you to use this feature.

Network Mode

Allows you to set the network searching automatic or manual.

Automatic

When outside the coverage of your regular network, the phone will automatically scan for available networks.

Manual

When outside the coverage of your regular network, the phone will list the available networks and allow you to choose.

Available List

The phone will list all the available networks so that you can manually choose the preferred one.

 Not all networks listed will necessarily be available for use. If you require further information, contact your network operator.

Band Setting

Allows you to set an appropriate band in the GSM network system.

Connection

Used to set whether the phone will search for a GPRS network when it is turned on.

GPRS & GSM

When it is turned on, the phone will search for available GPRS and GSM networks.

GSM Only

When it is turned on, the phone will search only for a GSM network.

Non-Networking Mode

If you select this mode, the phone will not search for any network after it is turned on.

Security

You can use various codes and locks to prevent unauthorized use of the phone.

PIN Code

A PIN (Personal Identification Number) code is a password provided by a network operator. When PIN code authentication is activated, it will prevent unauthorized use of the SIM card.



If the PIN code is entered incorrectly three consecutive times, this will cause the SIM card to lock down, and a PUK1 code provided by the network operator will be required to unlock it. After unlocking, the PIN code will be automatically set to activate once the phone is turned on.

PIN1 Code

Used to activate, deactivate or change the PIN1 Code.

To activate the PIN1 Code, select **Set Status** and set to **On**, then enter the PIN1 Code.

Select **Change Password** to change the PIN1 Code.

PIN2 Code

Used to change the PIN2 code.

Phone Lock

Once the phone lock is activated, you will be required to enter the phone code when the phone is turned on. You must enter the correct code to unlock it (the default phone code is 1234). When the phone is locked, you will only be able to make emergency calls.

SIM Lock

Using this feature, you can prevent unauthorized persons from using your phone with other SIM cards. After you activate the SIM Lock, only the SIM card present when the feature was activated will be accepted by the phone. If a new SIM card is inserted in the phone, entry of the SIM Lock code will be requested as you turn the phone on (there is no limit on the number of attempts to enter the SIM Lock code).

If the code is entered correctly, the phone will be able to recognize the new SIM card and use it normally. The next time the phone is turned on with this SIM card inserted, the phone will not ask again for you to enter the SIM Lock code.

Auto Keypad Lock

Used to set up a keypad lock. When you have not used the keypad for a specified period of time, the keypad will be locked.

To set the status **On**, push the Joystick right or left. Then you can set the time duration of inactivity before the phone activates the keypad lock.

Power Saving Mode

Activating this mode will reduce the brightness of the keypad and display backlighting in order to conserve battery power.

Language

Used to select the language that the phone will use.

Input

You can set up the list of available input modes and then choose the default input mode to enter text.

Restore

Restores all the settings to their factory defaults.

5 Care and Maintenance

Take note of the points noted below to ensure that you are using the phone properly and to extend the lifespan of the phone.

- Store the phone and its accessories out of the reach of children.
- Keep the phone and accessories dry, and use the phone in environments where the temperature is between -10°C ($+ 14^{\circ}\text{F}$) and 45°C ($+ 113^{\circ}\text{F}$). High or low temperatures outside this range may damage the phone.
- If possible, do not use or store the phone in excessively dusty or dirty environments.
- Do not remove the warranty seal on the phone yourself, nor allow an unauthorized dealer to do so.
- Do not use strong detergents or organic solvents to wipe or clean the phone.
- If your phone or its accessories are not operating normally, contact an authorized dealer immediately.
- Use only genuine BenQ accessories such as batteries, battery charger and hands-free kit to ensure the phone's normal operation and preserve battery life, as well as protect the safety of your person and belongings. Use of non-BenQ accessories will not allow your phone to achieve optimal performance, and may cause the phone to malfunction. Any malfunctions or damage caused by the use of third-party accessories are not covered by the terms of the product warranty, and will void the product warranty.
- Avoid allowing objects that may discharge electricity to contact the charging socket on the bottom of the phone or the metal contacts on the battery, as this may cause short circuits and put you in danger.

6 Troubleshooting

If you encounter problems while using the phone, or if it performs erratically, you can consult the information in the chart below. If your particular problem cannot be resolved using the information in the chart, contact the dealer where you purchased the phone.

Problem	Possible cause	Solution
Poor reception	<ul style="list-style-type: none">• The network signal is too weak at your current location — for example, in a basement or near a tall building—because wireless transmissions can not effectively reach it.	Move to a location where the network signal can be properly received.
	<ul style="list-style-type: none">• The network is busy at the current time (for example, during peak times, there may be too much network traffic to handle additional calls).	Avoid using the phone at such times, or try again after waiting a short time.
	<ul style="list-style-type: none">• You are too far away from a base station for your network operator.	You can request a service area map from your network operator.
Echo or noise	<ul style="list-style-type: none">• Poor network trunk quality on the part of your network operator.	Hang up the phone and dial again. You may be switched to a better-quality network trunk or phone line.
	<ul style="list-style-type: none">• Poor local telephone line quality.	

Problem	Possible cause	Solution
Shortened standby time	<ul style="list-style-type: none"> The standby time is related to your network operator's system configuration. The same phone used with different network operators' systems will not provide exactly the same length of standby time. 	If you are located in an area where signaling is weak, temporarily shut off the phone.
	<ul style="list-style-type: none"> The battery is depleted. In high-temperature environments, battery life will be shortened. 	Use a new battery.
	<ul style="list-style-type: none"> If you are not able to connect to the network, the phone will continue to send out signals as it attempts to locate a base station. Doing so consumes battery power and will consequently shorten standby time. 	Change your location to one where the network is accessible, or temporarily turn off your phone.
You cannot switch your phone on.	<ul style="list-style-type: none"> Battery power has been depleted. 	Recharge the phone's battery.
SIM card error	<ul style="list-style-type: none"> SIM card malfunction or damage. 	Take the SIM card to your network operator for testing.
	<ul style="list-style-type: none"> SIM card inserted improperly. 	Insert the SIM card properly.
	<ul style="list-style-type: none"> Debris on the SIM card contacts. 	Use a soft, dry cloth to clean the SIM card contacts.

Problem	Possible cause	Solution
Unable to connect to the network.	• SIM card invalid.	Contact your network operator.
	• You are not within the network's service area.	Check the service area with your network operator.
	• Poor signal.	Move to an open space, or if you are inside a building, move closer to a window.
You cannot answer incoming calls.	• You have activated Accept List or Reject List in the Privacy Manager menu.	Choose Phone Book > Privacy Manager > Off in order to cancel this function.
	• You have activated the Call Barring feature.	go to Settings > Call Settings > Call Barring , and then select Cancel All .
You cannot make outgoing calls.	• You have activated the Call Barring feature.	go to Settings > Call Settings > Call Barring , and then select Cancel All .
	• You have activated the Fixed Dial Number feature.	Choose Settings > Call Settings > Fixed Dialing Num. > Off to turn this feature off.
PIN Code is blocked.	• You have entered an incorrect PIN code three consecutive times.	Contact your network operator. If the network operator provides the SIM card's PUK code, use the PUK code to unlock the SIM card.
Battery will not charge.	• The battery or battery charger is damaged.	Contact the dealer.
	• The phone's temperature is below 0° C or higher than 40° C.	Adjust the battery charging environment to avoid extremes of temperature.
	• Poor contact between the battery and charger.	Check all connectors to make sure all connections have been properly made.

Problem	Possible cause	Solution
Unable to enter information into the Phone Book.	<ul style="list-style-type: none"> • The Phone Book's memory is already full. 	Delete unnecessary data from the Phone Book.
Unable to select certain features.	<ul style="list-style-type: none"> • Your network operator does not support these features, or you have not applied for services that provide these features. 	Contact your network operator.
After connected to the phone, your PC is unable to establish a removable storage device for the phone memory and/ or miniSD.	<ul style="list-style-type: none"> • No USB port is currently available for use on your PC. 	Check if your PC has a USB port available for use. If not, please remove one USB device currently connected to your PC.
	<ul style="list-style-type: none"> • Your PC cannot provide two virtual disks available for use. 	Check if your PC has at least two virtual disks available for use. If not, you may need to disconnect one or two disk drives currently connected to your PC.

Appendix 1: Wearing the phone

The illustrations below demonstrate how to wear the phone properly using its genuine BenQ accessories.

 These optional accessories may not be available in all areas.

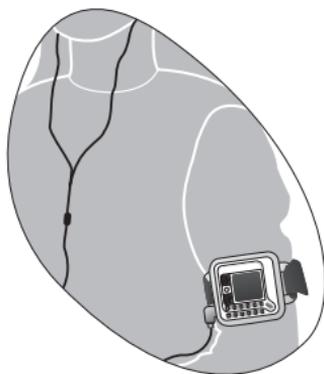
Neck Strap



Showcase with Hook



ArmBand



8 Appendix 2: the HCS-100 Remote Control



 This optional accessory may not be available in all areas.

1. Plug the remote control into the headset jack at the bottom of the phone.
2. To answer or end a call, press ▶||.
3. While using the MP3 player:
 - Regardless of whether the phone displays the MP3 player screen or not, press ▶|| to turn the MP3 player on and start the music.
 - To select/play the next song, press ▶▶; to select/play the previous song, press ◀◀.
 - To start/pause/resume playback, press ▶||.
 - To volume up, press +; to volume down, press -.
 - During playback, long-press ▶▶ to fast-forward; long-press ◀◀ to fast-rewind.

- To turn the MP3 player off, long-press ►||.
4. To lock the remote control, push the HOLD key at the remote control's bottom to the right. To unlock the remote control, push the HOLD key to the left.

Appendix 3: the DCO-100 Headset Adapter



 This optional accessory may not be available in all areas.

This headset adapter is used for connecting a standard 3.5mm headset to the phone.

1. Plug the adapter into the headset jack at the bottom of the phone.
2. Plug the standard 3.5mm headset to the adapter. Then you can use the phone with the standard 3.5mm headset to listen to the music.

 To answer an incoming call, you must remove the adapter from the phone.