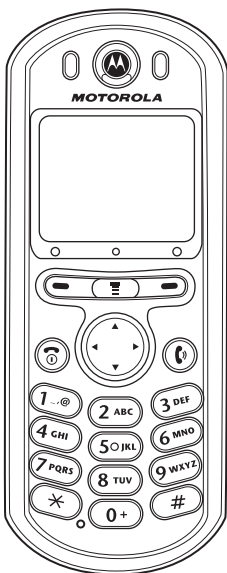**MOTOROLA**

Mobile
Telephone
E360

LET'S START >

Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola E360 wireless phone.

The advanced design of the handset, together with the capability of the software, make the E360 a revolutionary new concept in mobile communications.

Personal Communications Sector
600 North U.S. Highway 45
Libertyville, Illinois 60048

Software Copyright Notice

Menu Map

Main Menu

- **Recent Calls**
  - Received Calls
  - Dialed Calls
  - Missed Calls
  - NotePad
  - Call Times
  - Call Cost
- **Phone Book**
- **Datebook**
- **Fun**
  - Games
  - Animation
  - Wallpaper
- **Messages**
  - Create Message
  - Message Inbox
  - Quick Notes
  - Chat
  - Message Outbox
  - Draft Folder
  - Media Library
  - Voicemail
  - Cell Broadcast
  - Message Setup
- **Quick Access**
- **Browser**
- **Accessories**
  - Calculator
  - Service Dial
  - Fixed Dial

- **Settings**
  (see next page)
- **STK Service**

Note: This is the standard phone menu layout. Menu organization and feature names may vary on your phone. Not all features may be available for all users.

3

Settings Menu

- **Profile Setting***
- **Caller Groups**
- **WAP Profile**
- **Call Forward**
- **Quick Access Setup**
- **Phone Status**
- **In Call Setup**
- **Security**
- **Other Settings**
  - Personalize
    - Edit Ringtone
    - Banner
    - Screen Saver
  - Initial Setup
    - Time and Date
    - Power on/off
    - Backlight
    - Language
    - Battery Save
    - Contrast
    - Master Reset
    - Master Clear
  - Network
    - Avail. Networks
    - Network Setup

* The Profile Setting submenu allows you to specify these settings to suit different situations:

- Color Setting
- In-Call Alerting
- Ring Type
- Ring Tone
- Ring Volume
- Battery Save
- Message Tone
- Keypad Tone
- Warning Tone
- Call Time Reminder
- Connected Alert
- Answer Mode

Contents

Contents

Understanding This Guide

Many of your phone options are accessed by a simple menu system. A full description of the menus and how to move around them is covered in "Menu Navigation" on page 54.

Key Presses

Key presses are represented in this guide using the names of the keys followed by their symbols so that you may locate and use the required sequence quickly. For example, dial the number by pressing the Send key ⓒ.

A longer sequence of key presses doesn't always include the names of the keys, for example: ⊡ ⊐ ⑧.

This means that you should press the Menu key ⊡, followed by the right soft key ⊐, then the Power key ⑧, in sequence, not simultaneously.

When you press the left or the right soft key, the key symbol is followed by the related option shown on the bottom left or right side of the display. The option will be written between brackets and represented in gray and bold type. For example, press the right soft key ⊐ (**Change**) followed by the left soft key ⊏ (**Done**).

Prompts and Messages

Your phone responds to key presses by displaying either easy to understand prompts that guide you to the next action, or simple messages confirming that your action is complete. Prompts and messages are represented in this guide in the following style:

Enter SIM PIN or Completed.

Optional Features

Features marked with this label are optional network, SIM card, and/or subscription-dependent features. These features may not be offered by all service providers in all geographical areas. Contact your service provider for information about availability.

Other Symbols

You will find the following symbols used throughout this guide:

Note: A Note contains additional information which is relevant to the feature/item of your phone.

Caution: A Caution contains important additional information which is relevant to the efficient and/or safe usage of your phone.

8

Safety and General Information

MPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION. READ THIS INFORMATION BEFORE USING YOUR PHONE.

The information provided in this document supersedes the general safety information contained in user guides published prior to July 2000. For information regarding radio use in a hazardous atmosphere please refer to the Factory Mutual (FM) Approval Manual Supplement or Instruction Card, which is included with radio models that offer this capability.

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.

RF Operational Characteristics

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits radio frequency (RF) energy. The phone operates in the frequency ranges of 880MHz to 960MHz and and 1710MHz to 1880MHz in digital mode.

When you communicate with your phone, the system handling your call controls the power levels at which your phone transmits. The output power level typically may vary over the range of 0 Watts to 2.19 Watts for the 900MHz band and 0 Watts to 1.12 Watts for the 1800MHz band. The phone is

capable of transmitting in the frequency ranges of 880MHz to 915MHz and 1710MHz to 1785MHz in digital mode.

Exposure to Radio Frequency Energy

Your Motorola phone is designed to comply with the following national and international standards and guidelines regarding exposure of human beings to radio frequency electromagnetic energy:

- United States Federal Communications Commission, Code of Regulations; 47 CFR part 2 sub-part J

- American National Standards Institute (ANSI) / Institute of Electrical and Electronic Engineers (IEEE) C95. 1-1992

   Caution: Institute of Electrical and Electronic Engineers (IEEE) C95.1-1999 Edition

- National Council on Radiation Protection and Measurements (NCRP) of the United States, Report 86, 1986

- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1998

- Ministry of Health (Canada) Safety Code 6. Limits of Human Exposure to Radiofrequency Electromagnetic Fields in the Frequency Range from 3 kHz to 300 GHz, 1999

- Australian Communications Authority Radiocommunications (Electromagnetic Radiation-Human Exposure) Standard 1999

To assure optimal phone performance and make sure human exposure to radio frequency electromagnetic energy is within the guidelines set forth in the above standards, always adhere to the following procedures:

Portable Phone Operation and EME Exposure

Antenna Care

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

Do NOT hold the antenna when the phone is in use. Holding the antenna affects call quality and may cause the phone to operate at a higher power level than needed.

Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone. **Speak directly into the microphone.**

Body-Worn Operation

To maintain compliance with FCC/Health Canada RF exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this product. Use of non-Motorola-approved accessories may exceed FCC/Health Canada RF exposure guidelines. If you do not use one of the

11

Motorola-supplied or approved body-worn accessories, and are not using the phone held in the normal use position, **ensure the phone and its antenna are at least one inch (2.5 centimeters) from your body when transmitting.**

Data Operation

When using any data feature of the phone, with or without an accessory cable, **position the phone and its antenna at least one inch (2.5 centimeters) from your body.**

Approved Accessories

For a list of approved Motorola accessories, visit our website at www.mot.com.

Electromagnetic Interference/Compatibility

Note: Nearly every electronic device is susceptible to electromagnetic interference (EMI) if inadequately shielded, designed, or otherwise configured for electromagnetic compatibility.

Facilities

To avoid electromagnetic interference and/or compatibility conflicts, turn off your phone in any facility where posted notices instruct you to do so. Hospitals or health care facilities may be using equipment that is sensitive to external RF energy.

Aircraft

When instructed to do so, turn off your phone when on board an aircraft. Any use of a phone must be in accordance with applicable regulations per airline crew instructions.

⚠️ **Caution:** Turn off the "Power on/off" feature prior to traveling on an airplane or entering into an area where the use of wireless devices is prohibited.

Medical Devices

Pacemakers

The Advanced Medical Technology Association recommends that a minimum separation of 6 inches (15 centimeters) be maintained between a handheld wireless phone and a pacemaker. These recommendations are consistent with the independent research by, and recommendations of, the United States Food and Drug Administration.

Persons with pacemakers should:

- ALWAYS keep the phone more than six inches (15 centimeters) from your pacemaker when the phone is turned ON.

- NOT carry the phone in the breast pocket.

- use the ear opposite the pacemaker to minimize the potential for interference.

- turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

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 it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.

Safety and General Use While Driving

Check the laws and regulations on the use of phones in the area where you drive. Always obey them.

When using your phone while driving, please:

- give full attention to driving and to the road.

- use hands-free operation, if available.

- pull off the road and park before making or answering a call if driving conditions so require.

Operational Warnings

For Vehicles With an Air Bag

Do not place a portable phone in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a portable phone is placed in the air bag deployment area and the air bag inflates, the phone may be propelled with great force and cause serious injury to occupants of the vehicle.

Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless the phone is a model specifically identified as being "Intrinsically Safe." Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, 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. Areas with potentially explosive atmospheres are often but not always posted.

Blasting Caps and Areas

To avoid possible interference with blasting operations, turn OFF your phone when you are near electrical blasting caps, in a blasting area, or in areas posted: "Turn off two-way radio." Obey all signs and instructions.

Operational Cautions

Antennas

Do not use any portable phone that has a damaged antenna. If a damaged antenna comes into contact with your skin, a minor burn can result.

15

Batteries

All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains touches exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.

ITC01-101

Specific Absorption Rate Data

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

Your mobile phone is a radio transmitter and receiver.   It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies.   The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.[*] Tests for SAR are conducted in accordance with CENELEC[†] testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at

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[*]   The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.

[†]   CENELEC is a European Union standards body.

the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a base station, the lower the power output of the phone.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions and locations (e.g., at the ear and worn on the body) that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is 0.402 W/kg.[‡]

While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure. Please note that improvements to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

[‡] Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.

About Your Phone, Battery and SIM Card

Lanyard Hook   **Display**

Earpiece

Headset Port
Connect to
portable,
handsfree
headset.

**4-Way
Navigation
Key for Menu**
Use as speaker
control
during call.
Press up as shortcut
to Quick Access
list. Press down as
shortcut to voice
commands.*

Soft Keys
Press and hold
left soft key as
shortcut to
voice tags for
phonebook.

Send Key

Menu Key

**Power/End
Key**

**Accessory
Connector**

Microphone

*   Navigation shortcut: Enter a submenu by pressing the numeric key
    that corresponds to the submenu's order in the current menu. For
    example, while inside the Recent Calls menu, press ③ to go to
    the Missed Calls submenu.

Special Keys

⊂ **Left Soft key**–Selects the option that appears in the
bottom left corner of the display.

▣ **Menu key**–Press to access the main menu or other Menu
Options when the Menu indicator ☰ appears in the bottom
center of the display.

⊃ **Right Soft key**–Selects the option that appears in the
bottom right corner of the display.

⊚ **Power key**–Turns the phone on/off, ends a call, or returns to
idle mode.

⊙ **Navigation key**–

Menu Navigation:

- **-** Press up to scroll up through options in a menu or sub-menu.

- **-** Press down to scroll down through options in the menu or
  sub-menu.

Entering or editing text:

- **-** Press left or right to scroll left or right.

Shortcuts in Idle Mode:

- **-** Press up to access Quick Access List.

- **-** Press down to access voice commands.

Shortcut during Call:

- **-** Press up and down for volume control.

⊚ **Send key**–Makes a call or recalls recently dialed calls.

Note: The shapes of the keys that appear in this guide may vary slightly from those on the phone.

The Display

Roam Indicator

Message Waiting Indicator

GPRS Indicator

In-Call Alerting Indicator

Signal Strength Indicator

Battery Level Indicator

Network Indicator

Test Network
Joeri's Phone

Banner Indicator

Real Time Clock

08:40   17/03

PH.BOOK ≡ MESSAGE

Date Indicator

Left Soft Key

Menu Key

Right Soft Key
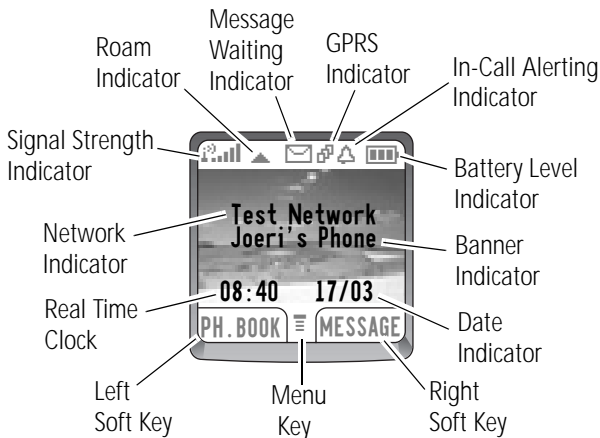
The top section of the display shows phone status indicators.

Messages, phone numbers, and menu options appear in the middle of the display.

Text labels at the bottom corners of the display show the current soft key options. A menu ≡ indicator in the bottom center of the display indicates that you can open the main menu or a feature submenu to see more options. (For more information about the soft key and menu key labels, see "Using Your Phone's Menus" on page 62.)

Some of the phone features described in this guide must be performed from the idle display. The term *idle display* refers to the standard display that you see when your phone is powered on and ready to use, while you are not on a call or using the menu system. In the idle display, your phone displays the selected wallpaper.

The following are the various elements that can appear on your phone's display.

ꜛ⁀ıll Signal Strength Indicator: Shows the strength of your phone's connection with the network.

You cannot send or receive calls when the "no signal" indicator is displayed.

☎ In Use Indicator: Appears when a call is in progress.

▲ Roam Indicator: Appears when your phone uses another network system outside your home network. When you leave your home network area, your phone roams or seeks another network.

✉ Message Waiting Indicator: Appears when your phone receives a voicemail or message (SMS/EMS). The symbol will flash when your message storage area is full.

ᴳᴾ GPRS Indicator: Indicates a GPRS (General Packet Radio Service) connection. For data calls such as Internet access, GPRS uses a dedicated data channel.

In-call Alerting Indicator: Shows the current selected in-call alert profile. (See "In-Call Alerting" on page 118.) The default in-call alert setting is "Ring".

- △ **Ring**
- «» **Vibrate**
- «△» **Vibrate Then Ring**
- «△» **Flash**
- △ **Off**

▥ **Battery Level Indicator:** Shows the amount of charge left in your battery. The more segments visible, the greater the battery charge.

Recharge your battery as soon as possible when you see the Low Battery warning message.

Note: When you charge the battery, the battery level indicator will flash. See "Charging Your Battery" on page 29.

Network Indicator: In the idle display, the network indicator will display the name of the current used network (`Test Network` in the sample display).

Banner Indicator: In the idle display, the banner indicator displays the name of the current entered banner (`Joeri's Phone` in the sample display). See "Banner" on page 149.

Real Time Clock: In the idle display, the real time clock can display the time in either a 12-hour or 24-hour format. See "Time and Date" on page 151.

Date Indicator: In the idle display, the date indicator displays the date. See "Time and Date" on page 151.

Left Soft Key Option: Indicates that you can press the left soft key ⊆⊂ to select the displayed option (**Ph. Book** in the sample display).

☰ **Menu Indicator:** Indicates that you can press the Menu key to open a menu. See "Using Your Phone's Menus" on page 62.

Right Soft Key Option: Indicates that you can press the Right Soft key ⊃⊃ to select the displayed option (**Message** in the sample display).

Animated Icons

Your phone displays animated icons to represent different activities. when you receive an SMS message while the phone is idle, the following animated icon appears:

Low Temperature Use

The liquid crystal display used in your phone behaves differently at extremely low temperatures. You may notice that the display responds slowly to key presses. This is normal and does not affect the phone operation in any way.

24

Earpiece Connector

The earpiece connector is on the upper left side of your phone. Use this connector for the optional headset accessories.

Communicating with External Devices

To communicate with an external device such as a personal computer, your phone includes a data port located at the bottom of the phone.

Setting Up the Data Port

The data port requires a Motorola data cable.

To connect the cable to your external device, refer to the manufacturer's documentation.

Looking After Your Phone

- Never leave your phone or battery in extreme temperatures (over 60° C), for example behind glass in very hot, direct sunlight.

- To clean your phone, use a moistened or antistatic cloth. Do **not** use a dry or electrostatically charged cloth.

Battery Use

Caution: To prevent injuries or burns, do not allow metal objects to contact or short-circuit the battery terminals.

To maximize your battery's performance:

- Always use Motorola Original batteries and battery chargers. The phone warranty does not cover damage caused from using non-Motorola batteries and/or battery chargers.

- New batteries or batteries that have been stored for a long time may require a longer charge time.

- Maintain the battery at or near room temperature when charging.

- Do not expose batteries to temperatures below -10°C (14°F) or above 45°C (113°F). Always take your phone with you when you leave your vehicle.

- When you do not intend to use a battery for a while, store it uncharged in a cool, dark, dry place, such as a refrigerator.

- Over extended periods of time, batteries gradually wear down and require longer charging times. This is normal. If you charge your battery regularly and notice a decrease in talk time or an increase in charging time, then it is probably time to purchase a new battery.

- The more you talk on the phone or use phone features (like sending text messages), the less standby time your battery has.

- Best battery performance will be achieved when you regularly charge and discharge batteries as instructed in this manual.

- Battery performance is greatly affected by network coverage.

• Set Battery Saving Mode to On. (See "Battery Save" on page 152.) If left unused, a fully charged battery will discharge itself in approximately one month.

The rechargeable batteries that power this product must be disposed of properly and may need to be recycled. Refer to your battery's label for battery type. Contact your local recycling center for proper disposal methods. Never dispose of batteries in a fire because they may explode.

Low Battery Warning

When the battery level is low and only a few minutes of talk time remain, a warning signal (two double beeps) sounds, and **Low Battery** is displayed.

When the battery is completely discharged, your phone turns off.

Removing Your Battery

Caution: Switch off your phone before removing the battery. Failure to do so may damage your phone memory.

1 Press the release catch on the battery compartment, slide down the cover and lift the cover.
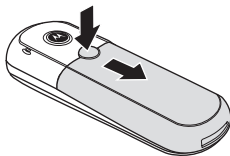
2 Push the battery toward the top
of the phone.

3 Lift the battery out from the
bottom end.

4 Replace the cover.
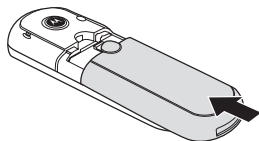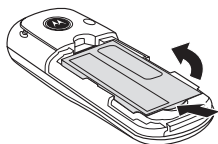
Fitting Your Battery

1 Remove the battery
compartment cover.

2 Align the connections on the
battery with the connections on
the phone.

3 Press the battery toward the
connections and push
downward until it clicks into place.

4 Replace the cover.

28
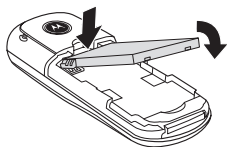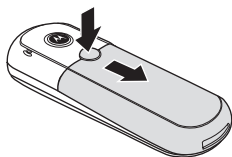
Charging Your Battery

The travel charger can power the phone and charge a fitted battery.

To charge your battery:

1 Fit a battery onto your phone.

2 Attach the correct adapter plug to the travel charger.

3 Connect the travel charger to the phone.

   Note: The connector is keyed and can only be inserted one way.

4 Insert the travel charger plug into a suitable mains power socket.
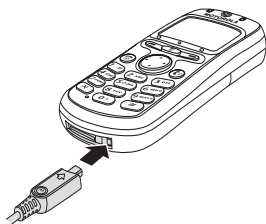
The phone plays a beep-tone and displays the flashing battery icon when charging begins.

Note: Your phone can be either on or off during charging.

When you charge the battery while the phone is turned off, the phone displays `Charging Battery`. When charging is complete, your phone displays `Charging Complete`.

29

Your SIM Card

Your SIM (Subscriber Identity Module) card was supplied by your Cellular Service Provider when you bought your phone. You will not be able to make or receive calls if you do not have a SIM card inserted in your phone.

Note: Some networks allow you to make emergency calls without a SIM card inserted.

The SIM card is a "Smart Card" that contains your phone number, service details, and memory for Phone Book numbers and messages. You can therefore use your SIM card in someone else's GSM phone and you will be charged for the call.

Like a bank or credit card, you should keep your SIM card secure.

Do not bend or scratch your card, and avoid exposure to static electricity or water.

Caution: Switch off your phone before inserting or removing the SIM card. Failure to do so may damage the memory on your SIM card.

SIM Card Insertion/ Removal

1 Switch off your phone by pressing the Power key ⊙.

2 Remove the battery cover and the battery.

3 Slide the SIM card carefully into the slot as indicated on the phone. Make sure that the notch of the SIM card is in the bottom right corner.
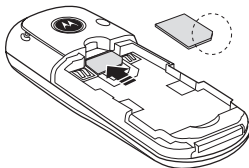
4 Replace the battery and battery cover.

If the SIM card is inserted the wrong way or is damaged, the message **Insert SIM** is displayed. Remove the SIM card, check that it is aligned correctly, and then re- insert it into the phone.

To remove the SIM card, follow steps 1 and 2, then slide the card carefully downward until it comes out.

31
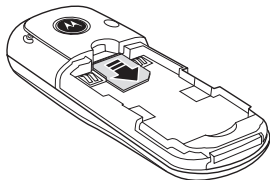
Replacing the Face Plate

1 Switch off your phone by pressing the Power key ⊙.

2 Remove the battery cover and the battery.

3 Push the two face plate latches inward.
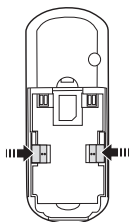
4 Turn the phone over, slide the face plate downward, and lift it off the phone.

5 Push the new face plate down onto the phone.
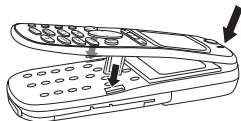
6 Slide the face plate toward the upper end of the phone until it locks into place.

7 Push the face plate latches outward to close them.
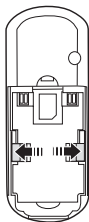
8 Replace the battery and battery cover.

33

Making and Receiving Phone Calls

Switching the Phone On and Off

To switch the phone on or off, press and hold the Power key ⑦.

If you switch the phone on and there is no SIM card inserted, your phone will display the message **Insert SIM.** Insert your SIM card. Once inserted, the phone will check that the SIM card is valid.

A number of messages will then be displayed:

- **Enter SIM PIN**—a request to enter the SIM card PIN. (If required, see "SIM PIN" on page 140.)

- **Enter Phone Unlock Code**—a request to enter the phone unlock code. (If required, see "Unlock Code" on page 141 for more details.)

- **Searching...Please Wait** followed by a network name— as the phone searches and then finds a suitable network to connect to.

Entering Your SIM Card PIN

Use the digit keys (⓪ to ⑨) to enter the SIM PIN, provided by your service provider.

A ＊ character is displayed for each digit of the PIN that you type. If you make a mistake, press and release ⟨ (**Delete**) to remove the last digit. When the SIM PIN is complete press ⟩ (**OK**).

- If the PIN entered is incorrect, the warning message
  Incorrect: 2 Tries Left is displayed, followed by **Enter
  SIM PIN**.

- If the PIN is entered incorrectly a second time, the warning
  message **Incorrect: 1 Try Left** is displayed, followed by
  Enter SIM PIN.

- If you enter the PIN correctly, your phone displays an
  animated icon and the message **SIM: Unlocked**.

Caution: If you enter an incorrect SIM PIN three times in a row,
your SIM card is disabled and your phone displays the message
SIM Blocked. You need to enter a PIN unblocking key (PUK)
code, which you can obtain from your service provider. See "SIM
PIN" on page 140 for more details on unblocking your phone.

The PIN can be changed. See "SIM PIN" on page 142 for more
details.

Entering Your Unlock Code

If your phone displays the message **Enter Phone Unlock Code**,
you must use the number keys (⓪ to ⑨) to enter your
unlocking code.

The unlock code is a four-digit number which is set at
manufacture to **1234**. The code can be changed. See "Unlock
Code" on page 141 for more details.

If you forget your unlock code:

1 Press the Menu key⏢.

The phone prompts you to enter the security code.

2 Enter the security code. (See "Security Code" on page 141.)

The phone is now unlocked.

Locking the Keypad

Press the Menu key ⬡ followed by ⬡ to lock the keypad and power key to prevent the phone from being used or turned off. All keys except the Power key ⬡ will be disabled. You can still answer an incoming call when the keyboard is locked by pressing Send ⬡ or ⬡ (ANSWER).

To remove the lock, press the Menu key ⬡ followed by ⬡.

For more information on locking and unlocking the keypad, see "Lock Keypad" on page 138

You can still place an emergency call when the keypad is locked See "GSM Emergency Calls" on page 41.

Making a Phone Call

To make a phone call, your phone must be switched on and unlocked. It will not be possible to make a phone call unless you are in an area with GSM 900 or 1800 service. When your phone detects service, it displays a series of rising bars, 📶, to show the signal strength.

There are a number of different ways to make a phone call:

- using the digit keys
- using the redial option
- redialing a number from the Dialed Calls list

36

- using TurboDial to dial a phonebook entry
- dialing a phonebook entry
- calling the originator of an SMS or EMS message
- using Voice Command

Note: Your phone contains a "phonebook" that can be used to store names and telephone numbers. See "The Phone Book Menu" on page 66 for further details.

The simplest method of making a phone call is to enter the number using the digit keys, then press Send $\textcircled{b}$.

Note: If you make a mistake, press and release $\textcircled{=}$ (`Delete`) to remove the last digit. Press and hold $\textcircled{=}$ (`Delete`) to remove the entire number.

To indicate that you are making a phone call, your phone displays the outgoing call animation and the word `Calling…` followed by the telephone number or the name of phonebook entry (if the number you are calling is stored in the phonebook) you are calling.

If the call is not answered and you want to end it, press the Power key $\textcircled{a}$. Your phone displays the ending-a-call animation.

When the phone call is answered, the phone displays a timer that shows the duration of the connection. To end the call, press the Power key $\textcircled{a}$. Your phone displays the ending-a-call animation.

Manual Redial

If your call attempt does not succeed, `Redial?` is displayed for five seconds. Press ⊟ (`OK`) to redial the number.

Redialing a Number from the Dialed Calls List

When in the idle display, press Send 🔘 to enter the Dialed Calls list. Now you can scroll through your last twenty dialed calls. Each call appears with a call position number, for example: 1), 2), 3) … 20). The last number called is the number with the highest position number and is highlighted. Select the desired number and press Send 🔘 to redial the number.

Using TurboDial to Dial Phonebook Numbers

To quickly retrieve and dial a number stored in the first nine locations of your phonebook, press and hold the appropriate digit key (① to ⑨). For example, press and hold ③ to dial the phone number at location 3 of your TurboDial list. (See "TurboDial List" on page 74 for more details.)

Note: You do not need to press Send 🔘 to call the number.

Dialing Phonebook Numbers

From the idle display you can access the phonebook by pressing ⊟ (`Ph. Book`). You can also enter the phonebook menu by pressing the Menu key ⊟, scrolling to `Phone Book`, and pressing ⊟ (`Select`).

Once you access the phonebook, select the desired entry and press Send 🔘 to dial it. (See "The Phone Book Menu" on page 66 for more details.)

Dialing Phonebook Numbers by Using VoiceName

See "Using a Voice Command for a Phonebook Entry" on page 51 for more information.

Calling the Originator of an SMS or EMS Message

For instructions on calling the originator of an SMS or EMS, see the Messages menu option "Call Back" on page 94.

International Phone Calls

To make an international phone call, press and hold ⬛ until your phone displays the international dialing prefix ✱. This allows you to call from any country without knowing the local international access code.

Now enter the country code, followed by the phone number. The country code follows the conventional format: 49 for Germany, 44 for the UK, etc.

Remove the leading **0** of the area code when you dial (just as you do when making any international call).

Inserting Pauses into Phone Numbers

To obtain a three-second *pause* character in a phone number, press and hold ⬛ until the pause character **p** appears.

The pause character produces a three-second delay when used. However, the first pause character in a phone number is a special case, it will not begin its delay until the call is answered.

39

You can also produce a *wait* character. Your phone dials the digits preceding the wait character, waits for the call to connect, then prompts you for confirmation before it sends the remaining digit(s). To produce the wait character, press and hold ⊛ until the pause character **p** appears, then press ⊛ again until the wait character **w** appears

Pause—A Working Example.

Suppose, for example, you have a tone-based voicemail system on 555-6911, with a mailbox number 1066 and password 2001. You would dial as follows and then press Send ⓒ:

5556911p1066p2001

- The first part of the number (**5556911**) dials the voicemail system.

- Next, the first pause produces a three-second delay (which allows time to complete the connection).

- The phone then sends the tones for **1066** to select the mailbox.

- The second pause produces another three-second delay.

- The phone sends the tones for **2001** as the password.

40

GSM Emergency Calls

Your service provider programs one or more emergency numbers that you can call under any circumstances. If your phone finds a network, you can dial and call the emergency number even when your phone is locked, when you are prompted to enter a code or password, when the SIM card is not inserted in your phone, or when the SIM card is blocked or disabled.

Emergency calls are directed to a central emergency operator.

Note: Emergency numbers vary by country. Your phone's emergency number(s) may not work in all locations.

Receiving a Phone Call

To receive a phone call:

- Your phone must be powered on and unlocked.

- You must be in an area with GSM 900 or 1800 service.

- Your Call Diversion and Call Barring settings must not be set to divert or bar incoming calls.

When your phone receives a call, it rings and/or vibrates and displays the incoming call animation and the message Incoming Call. If you have Caller Line Identification, the caller's number or name (if the name is stored in the phonebook) also appears.

To answer the call:

Press ⊐⊃ (ANSWER).

or

Press Send Ⓒ.

41

If you don't want to answer the call, press ⊂ (**IGNORE**) or the end ⊚ key.

If your phone rings and you do not answer it, the message 1 Missed Call will be displayed to show you that a call attempt was received.

Ending a Phone Call

To end a phone call:

Press the Power key ⊚.

or

Press the Menu key ⊡, select **Hang Up**, and press ⊃ twice.

The Call Menu

Call Menu
During Single Call

⊒

— New Call

— Hang Up

— Volume

— Hold Active

— Muting ——┬— On
            └— Off

— Messages —— See "Messages" Menu
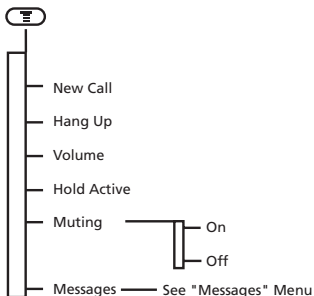
Call Menu
During Two Calls

⊒

— Hang Up

— Volume

— Hold Active

— Activate Call

— Swap Call

— Conference Call

— Muting ——┬— On
            └— Off

— Call Transfer

— Messages —— *See "Messages" Menu*

— Phone Book
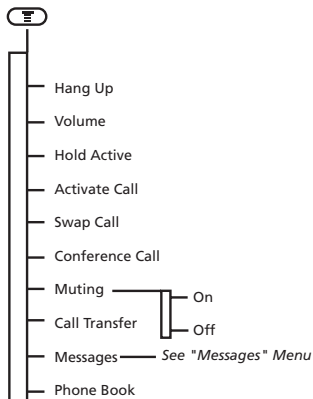
The Call menu provides access to additional functionality during a call. The menu offers different features depending on whether you are on a single call or two (such as when you have one call on hold).

Entering the Call Menu

The Call menu is accessed by pressing the Menu key ⊒ during a call.

Leaving the Call Menu

To leave the Call menu, press ◁ (**Back**).

43

Call Menu Options

The options listed in the Call menu dynamically change depending on the current call state. This section lists all possible Call menu options.

Note: Only some options appear at any given time. The order of the options may vary.

New call

This option allows you to make another call.

Hang up

This option enables you to hang up either the active call or the call on hold.

Volume

Use this option to adjust the earpiece volume.

Activate Call

This option makes an "on-hold" call the active call.

Hold Active

This option places the active call on hold.

Swap Call

This option will put all the telephones participating in the conference on hold or make them active. See "Making a Conference Call" on page 47 for more details.

Conference Call

This option allows you to have a conference call with six total participants. See "Making a Conference Call" on page 47 for more details.

Muting

This feature allows you to turn off the microphone during a phone call.

To resume your conversation, reselect this option.

Call Transfer

This option transfers a call to another telephone. See "Call Transfer" on page 49 for more details.

Messages

This option allows you to jump to the Messages menu. See "The Messages Menu" on page 87 for more details.

Phone Book

This option allows you to access the phonebook. See "The Phone Book Menu" on page 66.

Call Holding and Call Waiting

Your phone supports Call Holding and Call Waiting. Using these options, you can place a current phone call on hold and then accept an incoming call or start a second call. See "Call Waiting" on page 137 for more details about this feature.

Call Holding and Call Waiting Scenarios

During a call, the display changes according to the call's status, and presents the option that you are most likely to use.

To accept the displayed option, press the right soft key $\boxed{\supset}$.

To select another option, press the Menu $\boxed{\text{∷}}$ key, then scroll through alternate options in the Call menu.

To put an active call on hold:

- Press $\boxed{\supset}$ (**HOLD**).

     or

- Press the Menu key $\boxed{\text{∷}}$ and select **Hold active**.

To reconnect the call, press $\boxed{\supset}$ (**RESUME**).

To put an active call on hold and make another call:

1 Press $\boxed{\supset}$ (**HOLD**).

2 Press the Menu key $\boxed{\text{∷}}$.

3 Select **New call**.

To switch between an active call and a held call:

   Press $\boxed{\supset}$ (**SWITCH**).

To accept a waiting call during an active call:

   Press $\boxed{\supset}$ **(YES)** when your phone displays the message **Call Waiting Answer?**. The active call will be placed on hold.

To end the active call before accepting the waiting call:

46

1 Press the Menu key ⬛.

2 Select **Hang Up**.

To reject a waiting call:

Press ⬛ (**Ignore**) when your phone displays **Call Waiting Answer?**.

Note: If you have an active call, a call on hold and a call waiting, you cannot accept the waiting call until you end either the active call or the held call, or join the active and held calls.

Making a Conference Call

This option joins an active call with a held call. You can have a conference call with up to six total participants.

At any time during a call, you can add, disconnect, or separate calls from the conference using other Call menu options.

Note: You must subscribe to both Conference Call and Call Waiting Supplementary Services to use this feature.

Initiating a Conference Call

To initiate a Conference Call:

1 Press the Menu key ⬛.

2 Select **New Call**. While you dial another number, the previous active call is placed on hold. You then have one active call and one call on hold.

3 To link the active call and the "on-hold" call:

• Press ⬛ (**LINK**).

   or

• Press the Menu key ⬛ and select **Conference call**.

Managing a Conference Call

During a Conference Call, you can add new calls or separate calls from the conference.

Adding a New Call

To add more calls (up to 5) to a Conference Call:

1 Enter the Call menu.

2 Press the Menu key ⬛.

3 Select **New Call**.

4 Dial the desired number.

   While you dial, the conference call is placed on hold. You will have one active call and a Conference Call that is on hold.

5 To join the new active call with the original Conference Call in progress:

• Press ⬛ (**LINK**).

   or

• Press the Menu key ⬛ and select **Conference call**.

48

Separate a Caller from the Conference

During a Conference Call, you can separate a selected caller from the main call.

Note: To separate a caller from the main Conference Call, there must not be any calls on hold.

To separate a caller from a Conference Call:

1 Press the Menu key $\boxed{\textbf{≡}}$.

2 Select **Private Call**.

Your phone displays the phone number or name of the members of the Conference Call.

3 Scroll to the call you want to separate, and press $\boxed{}$ (**Select**).

The selected call is separated from the main Conference Call. Private conversation between you and the selected member is possible.

4 To re-join all calls, select **Conference Call** from the Call menu.

Call Transfer

Call Transfer transfers a call to another phone. You can transfer calls in two ways: before or after the third party is connected.

Completing a Call Transfer without Connecting to the Third Party

To transfer a call to another phone without waiting for a connection to that phone:

1 Press the Menu key ⬛.

2 Select `Call Transfer` from the Call menu.

3 Enter the number where the call will be transferred, and press Send ⓒ.

Your phone attempts to transfer the call and displays `Transferring Call`, followed by `Call Transferred`. When the call is successfully transferred, you are automatically disconnected.

Completing a Call Transfer After Connecting to the Third Party

If you already have an active call and a call on hold:

1 Press the Menu key ⬛.

2 Select `Transfer Call` from the Call menu.

Your phone attempts to transfer the active call to the call on hold. The display shows `Transferring Call` followed by `Call Transferred`. When the transfer succeeds, you are automatically disconnected.

Voice Commands

With Voice Commands, you can call a phone number or activate a Quick Access feature with a single spoken command:

- When used to call an entry in the phonebook, the command is called a *Voice Name*. You can assign Voice Names to any phonebook entries in your phone memory. You can enter up to 10 Voice Names.

- When used to activate a Quick Access menu feature, the command is called a *Voice Tag*. You can assign Voice Tags to any Quick Access features. You can enter up to 10 Voice Tags.

Note: You cannot assign Voice Names to entries stored on SIM card memory.

While recording a voice command, you cannot make or receive any calls. For best results while recording, make sure there is no wind or background noise, and speak in a clear, natural voice. Your phone allows about two seconds for each voice command.

Adding a Voice Command to a Phonebook Entry

In the Phonebook Menu you can add a voice command to a phonebook entry. See "Recording a Voice Name for a Phonebook Entry" on page 69 for instructions.

Using a Voice Command for a Phonebook Entry

1 In the idle display, press and hold ▭ (**PH.BOOK**).

- If no voice names are stored, your phone displays **No voice names are stored in phonebook**. Follow the instructions in "Recording a Voice Name for a Phonebook Entry" on page 69.

- If your phonebook contains entries with a Voice Name, your phone displays **Say Name Now**.

2 Speak the desired Voice Name.

For best results, complete this step in an area with minimal wind and background noise.

- If the phone does not find a matching Voice Name, it displays **Voice Name not found**. You return to the phonebook.

- If the name you speak matches a Voice Name, your phone calls the matching entry.

Adding a Voice Command to a Quick Access Feature

In the Quick Access Setup submenu in the Settings Menu, you can add a voice command to a Quick Access feature. See "Add or Modify Voice Tag" on page 131 for instructions.

Using a Voice Command for a Quick Access Feature

In the idle display, press the down-arrow on the Navigation key $\odot$.

- If no voice commands are stored, your phone displays **No voice commands are stored**. Follow the instructions in "Add or Modify Voice Tag" on page 131.

- If your phone includes Quick Access features with assigned voice commands, your phone displays **Say Command Now**.

Menu Navigation

Many of your phone's options are accessed by using menus. A *menu* is a simple list of options. Some of these options provide access to a further list of options called *submenus*.

Entering the Menus

Four different keys are used to access menus:

- **Menu key** ⬚ —Press to access the main menu from the idle display or other menu options when the Menu indicator ≣ appears in the bottom center of the display. During a call you can press the Menu key ⬚ to enter the Call menu.

- **Top of the Navigation key** ⌢ —Press this key to access the Quick Access menu from the idle display.

- **Left soft key** ⬚ —Press to select the option shown in the bottom left corner of the display. Usually the option shown is Exit or Back, but it may sometimes be a menu option. For example, in the idle display the option shown in the bottom left corner is PH. BOOK. In this case you can enter the Phone Book menu by pressing the left soft key ⬚. In the Browser menu, this key acts as Select.

- **Right soft key** ⬚ —Press to select the option shown in the bottom right corner of the display. Usually the option shown is Select, but sometimes this may also be a menu option. For example, in the idle display the option shown in the bottom left corner is MESSAGE. In this case you can enter the Messages menu by pressing the right soft key ⬚.

Selecting Menu Options

To move from one option to another on the same level, use the Navigation key $\odot$ to scroll up and down.

Menu Options with Security Codes

Some options are protected from misuse by requiring you to enter one of the security codes. To use these options, you must enter the requested code before proceeding.

Leaving the Menus

To leave any of the menus, you can either press the power key $\circledS$ once or repeatedly press the left soft key $\bigcirc\!\!\!\!\diagup$.

How to Enter Text on Your Phone

The $\boxed{0^+}$, $\boxed{1_{\textcircled{}}}$, … …,$\boxed{8^{TUV}}$ and $\boxed{9^{WXYZ}}$ keys are used to enter text on your phone, for example when storing names in the phonebook or when creating messages.

You can enter all characters (letters, numbers, and symbols) using the standard TAP method. Other text modes let you easily enter numbers and symbols or insert text already stored on your phone. Finally, iTAP—a predictive text mode—lets you enter text with a minimum of key presses.

Table of Characters

The following table of characters identifies the characters assigned to each key. The top line shows the upper case characters and the lower line shows the lower case characters

0	+ - 0 x * / = > < # §
1	space . 1 ? ! , @ & : ; " - ( ) ' ¿ ¡ % £ $ ¥ ¤
2	A B C 2 Ä Å à a b c 2 ä å à
3	D E F 3 Δ É φ d e f 3 Δ é φ
4	G H I 4 Γ g h i 4 ┌
5	J K L 5 Λ j k l 5 Λ
6	M N O 6 Ñ Ö Ø Ω m n o 6 ñ ö ø Ω
7	P Q R S 7 Π β Σ p q r s 7 π β Σ
8	T U V 8 θ Ü t u v 8 θ ü
9	W X Y Z 9 Ξ ψ w x y z 9 Ξ ψ

While the cursor is on the text entered, press the up-arrow on the Navigation key ⊙ to change from lower case to upper case. Press the down-arrow on the Navigation key ⊙ to change from upper case to lower case.

56

Choosing a Text Entry Mode

To select and activate a text entry mode, press ⬛ from any text entry screen and then select the mode from the Entry Method menu:

TAP Method	Press a key to generate a character.
iTAP	Press a key to generate a character and a dynamic dictionary uses this to build and display a set of word or name options.
	iTAP™ may not be available on the phone in all languages
Number	The keypad produces numeric characters only. For some text areas, this is the only method available, for example, phone numbers.

Note: The text entry mode you select remains active until you change it by selecting another mode.

How to Enter Text in TAP Mode

In TAP Mode, each key has different characters assigned to it. (See "Table of Characters" on page 55.) Press the same key several times to scroll through its assigned characters.

For example, press ⑤ to display the **J** or **j** character. If you press the same key again, you display the **K** or **k** character, and so on.

To enter the next character, press the next key for the character you require. If the next character is on the same key, wait for the cursor to move to the next position.

TAP—Correcting Text

In TAP Mode, you can delete one character at a time or you can delete all the text.

Press the left- or right-arrow on the Navigation key $\odot$ to move the cursor left or right.

To delete the character before the cursor, press ⊂ (**DELETE**). You can then insert any new characters you require. To delete all the text, press and hold ⊂ (**DELETE**).

How to Enter Text in iTAP Mode

If iTAP Mode does not support the current language set up for your phone, then only TAP Mode is available.

In iTAP Mode, each key has different characters assigned to it. When you press a key to begin a word, the available characters for that key appear at the bottom of the display. As you add characters, a dynamic dictionary builds and displays a set of text options. iTAP highlights the first choice text option.

To highlight and add characters to an alternative text option, use the Navigation key $\odot$ to move left or right. A left- or right-arrow on the bottom line indicates that more text options are available.

When you are ready to add a highlighted word to the main display area, press ⊅ (**Select**).

To begin adding another word, press the next key you require. If you are finished editing, press ⌦ (OK).

Note: In iTAP mode, the ② to ⑨ keys produce only standard letters as predicted by the dynamic dictionary. The ① key generates all the punctuation and symbols. The ⓪ key generates 0.

iTAP—Locking a Word

You lock a word to give yourself a better selection of text options or to stop the dynamic dictionary from changing the core text you are using. The core text can change if you create a word that is not in the dynamic dictionary.

You can lock a word in two ways:

- Press the left or right-arrow on the Navigation key ☉ to highlight an alternative text option (even if you then return to the original text option). The highlighted text then forms the basis for all subsequent text options.

- Use the left soft key ⌦ to return to the core text you require. For example, you add p to Scri but iTAP changes the text option to Paris. If you press the left soft key ⌦, and highlight Pari, Pari is locked.

iTAP—Punctuation and Upper Case Characters

When you select a word for the main display area, iTAP automatically inserts a space. However, iTAP does not necessarily add a space if you insert a punctuation character such as a period.

Press ⓣ to add a punctuation character or symbol. iTAP automatically adds an upper case character at the beginning of a message, at the beginning of a sentence, and at the beginning of each word in the phonebook.

To insert upper case characters at any other time, press the up-arrow on the Navigation key ⊙ to change from lower case to upper case. Press the down-arrow on the Navigation key ⊙ to change from upper case to lower case.

iTAP—Adding Numeric Characters

When you press a key, the numeric character assigned to the key appears as one of the alternative text options. Once you highlight a numeric character, all subsequent characters are numeric until you press ⊃ (OK).

iTAP—Correcting Text

In iTAP Mode, you can correct the text in the main display area.

You can delete one character at a time or one word at a time.

Press the left or right-arrow on the Navigation key ⊙ move the cursor left or right.

To delete the character before the cursor, press ⊂ (DELETE). You can then insert any new characters you require.

To delete the word before the cursor, press and hold ⊂ (DELETE). If you continue to press ⊂ (DELETE), you delete the next word, and so on, until you delete all the words.

iTAP—The Dynamic Dictionary

The dynamic dictionary learns the most recent and the most frequent words that you use. This includes names and acronyms.

If there are words that you do not use frequently, then the dynamic dictionary deletes these first to make room for new words or words that are more frequently used.

The language you specify for the phone determines the dynamic dictionary that it uses (if one is available). See "Languages" on page 107.

How to Enter Text in Numeric Mode

The keys ⓪, ① to ⑨ produce numeric characters only.

Correcting Text

In Numeric Mode, you can delete one character at a time or you can delete all the text.

Press the left or right-arrow on the Navigation key ⚬ to move the cursor left or right.

To delete the character before the cursor, press ⊂ (DELETE). You can then insert any new characters you require. To delete all the text, press and hold ⊂ (DELETE).

61

Using Your Phone's Menus

The Recent Calls Menu

This feature allows you to review your most recently used phone numbers. Depending on the option you choose, you can then redial a phone number, store a phone number in your phonebook, delete one or all the phone numbers and even add digits to it.

After you have selected an option, scroll through the list of phone numbers. The different sub-menu options are described in the following sections.

Received Calls

Select this option to view and redial the phone number of any of the last twenty calls received. In addition, you can add digits to the phone number, and you can store any of the phone numbers in your phonebook.

When you scroll through your last twenty received calls, each call appears with a call position number, for example: 1), 2), 3) … 20).

When you press ⊐ (**View**), the phone number is displayed. You can dial the number by pressing Send ⓞ.

Press the Menu key ⊡ to select a phone number. You can then scroll through and select one of the following options.

Store

Select this option to add all the phone number details (including any details you have added) to your phone or SIM memory.

1 Scroll through the Entry details and press ⌦ (**Change**).

2 Enter or modify the selected entry details, and press ⌧ (**Done**).

The telephone number details will now be stored to your phone or SIM memory.

Delete

Select this option to delete the selected phone number from your Received Call list.

Delete All

Select this option to delete all the phone numbers stored in your Received Call list.

Add Digits

Select this option to add digits to a phone number from your Received Call list. After you have added the necessary digits you can store the phone number by pressing ⌦ (**Store**).

Dialed Calls

Select this option to view and redial the phone number of any of the last twenty calls dialed. In addition you can add digits to the phone number, and you can store any of the phone numbers in your phonebook.

When you scroll through your last twenty dialed calls, each call appears with a call position number, for example: 1), 2), 3) … 20).

1 Press ⌦ (**View**).

The phone number is displayed.

2 Dial the number by pressing Send $\copyright$.

or

Press the Menu key $\boxed{\equiv}$. You can then scroll through and select the options (**Store**, **Delete**, **Delete all** and **Add Digits**) described in "Received Calls" on page 62.

Missed Calls

Select this option to view and redial recently missed calls. In addition, you can add digits to the phone number, and you can store any of the phone numbers in your phonebook

When you scroll through your last twenty missed calls, each call appears with a call position number, for example: 1), 2), 3) … 20).

1 Press $\boxed{\supset}$ (**View**).

The phone number is displayed.

2 Dial the number by pressing Send $\copyright$.

or

Press the Menu key $\boxed{\equiv}$. You can then scroll through and select the options (**Store**, **Delete**, **Delete all** and **Add Digits**) described in "Received Calls" on page 62.

NotePad

Your phone uses a notepad to store the most recent string of digits entered—either for a phone number that you called or for a number that you entered but did not call. The maximum number of digits that you can enter in your notepad is 40.

You can call the number, create a phonebook entry, or perform other operations with the number stored in the notepad.

Call Times

Select this option to see the duration of recent calls.

- The option **Last Call** displays the time spent on the last call dialed or received. You cannot reset this timer. Times are indicated as: hours, minutes, seconds – (*HH:MM:SS*).

- The option **All Calls** displays the total time spent on dialed and received calls since the last time you reset this option.

- The option **Lifetime** is used to display total time spent on all calls on this phone. This option cannot be reset.

Call Cost

Select this option to display the cost of your calls or the amount of credit available. The figures are in phone units.

- The option **Credit Available** displays your remaining credit.

- The option **All Call Costs** displays the cost of all your chargeable calls.

- The option **Last Call Cost** displays the cost of your last chargeable call.

65

The Phone Book Menu

You can store names and telephone numbers in your "phonebook." These entries are stored on your phone's memory or SIM card memory, and in the Fixed Dial list on your SIM card. Phonebook entries are sorted alphabetically by name.

Note: Availability of the Fixed Dial list feature depends on the type of SIM.

Once stored, a number can be quickly retrieved and dialed. Your phone can store up to 300 entries, and the SIM card can store 100 or more entries in the Personal Numbers list. The number of SIM card entries varies depending upon the type of SIM card issued by your Cellular Service Provider.

You can also store up to 40 entries in a Fixed Dial list, if you have this feature. Fixed Dial allows you to limit use of your phone to particular numbers or to country codes, area codes, or other prefixes of your choice.

To see the list of names stored in your phonebook:

1 Press the Menu Key ⬚.

2 Scroll to **Phone Book** and press ⬚ (**Select**). (You can also access the phonebook from the idle display by pressing ⬚ (**Ph. Book**).)

The phone displays an alphabetically sorted list of stored phonebook entries. To the right of each entry is an icon that indicates whether the entry is stored in your phone's memory or on the SIM card.

66

3 Enter the first letter of the entry, then scroll to the desired entry.

4 When you find the desired entry, press ⊐ (**View**) to view details of the entry.

5 To dial the selected entry, press Send ⓒ.

You can also apply any of the Phone Book's menu options on the selected entry by pressing the Menu key ⊂⊃ and then scrolling through them. The different menu options are described below.

New

Use the **New** option to add (store) entries to the phonebook. You can choose to add the new entry to either the phone or SIM card memory locations.

A phonebook entry must include a phone number. All other details are optional.

1 After you enter the Phone Book, select **New**.

or

Scroll to [**New Entry**], which is stored as the last entry in the phonebook, and press ⊐ (**Select**). (To locate [**New Entry**], scroll up immediately after you enter the phonebook.)

The Entry Details are displayed.

2 Press ⊐ (**Change**) to select **Name**.

3 Enter a name for the entry, and press ⊐ (**OK**).

4 Press ⌦ (**Change**) to select **No**.

5 Enter the telephone number for the entry, and press ⌦ (**OK**).

6 Press ⌦ (**Change**) to select **Memory**.

7 Press ⌦ (**Select**) to select the memory location displayed by the phone, or scroll to a new location (**SIM** or **Phone**) and press ⌦ (**Select**).

8 Press ⌦ (**Record**) to add **Voice Name**. Then record a voice name for the entry, if desired. See "Recording a Voice Name for a Phonebook Entry" on page 69.

9 Press ⌦ (**Change**) to select **Group**.

This feature allows you to add the selected entry to a Caller Group of your choice. (See "Caller Groups" on page 74 for more information.) When selected, your phone will display the different Caller Groups (**Group 1** to **Group 10**).

10 Scroll to the Caller Group in which you want to add the entry and press ⌦ (**Select**) to select the desired Group.

11 Press ⌦ (**Change**) to select **TurboDial**.

12 Enter a number to assign as a TurboDial key (①⊙ to ⑨ᵂˣʸᶻ) and press ⌦ (**OK**).

Note: If the chosen TurboDial number is already assigned to another phonebook entry, your phone displays **ID Used**.

13 When you have entered all desired entry details, press ⊂⊃ (**Done**).

Shortcut: Enter a phone number in the idle display and press ⌦ (**Store**) to create an entry with the number in the **No.** field. Then follow the above procedure to enter additional information and store the entry on the phonebook.

Note: Phonebook entries stored on the SIM card do not have the Entry Details **Voice**, **Group**, or **TurboDial**. Only **Name**, **No.**, and **Memory** can be entered.

Recording a Voice Name for a Phonebook Entry

You can record a voice name when you create a new phonebook entry or when you edit a previously stored entry. This enables you to use voice dialing to call the number.

Note: For best results, make your voice recording in a quiet location. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone's microphone in a normal tone of voice.

1 When your phone displays **Press Record key then say name**, press ⌦ (**Record**). Your phone displays **Say Name Now**.

2 Press and release ⌦ (**Record**) and say the entry's name (within two seconds).

After you say the name once, your phone prompts you to **Press Record key then REPEAT name**.

3 Press ⌦ (**Record**). After the prompt **Repeat Name Now**, say the name in the same way as in the previous step.

If the recording was successful, the message **Trained Voice Tag** appears on your phone's display.

Edit

Use this option to edit the selected phonebook entry stored on your phone or the SIM card.

When you select this option, the Entry Details appear.

1 Scroll to the Entry Detail you want to edit and press ⎯⎯ (**Change**).

Note: The Entry Detail **Memory** is not available for editing. You can change the memory location of a phonebook entry by selecting the options **Copy Entry** and **Copy Entries**.

2 Edit the required detail, then press the right soft key ⎯⎯ (**OK**).

Edit the entry by following the procedures described in "New" on page 67.

3 After you enter or change all the required Entry Details, press ⎯⎯ (**Done**) to store the changed entry to the phonebook.

Find by Name

This option is used to find a telephone number from a list of alphabetically sorted phonebook entries. You can begin the search by entering one or more characters from the name you are looking for. If one or more matches are found, they are displayed in alphabetical order.

Delete

This option is used to delete a phonebook entry stored on your phone or the SIM card.

Suppose you want to the delete the phonebook entry Motorola stored on your phone or the SIM card:

1 Scroll to **Motorola** and press the Menu key ⬛.

2 Scroll to **Delete** and press ⌦ (**Select**).

The phone displays **Delete Motorola?**.

3 Press ⬛ (**Yes**).

The phone displays **Deleted: Motorola**.

Add Digits

Use this option to add digits to the end of a phonebook entry's number on your phone or the SIM card.

1 After you select this option, add digits to the end of the number, then press ⌦ (**Store**) to store the number.

You are prompted to enter the **Name** field.

2 Press ⌦ (**Change**).

3 Enter the desired name and press ⌦ (**OK**).

4 Enter other required details, and press ⌦ (**OK**) after each.

5 After you enter or change all required Entry Details, press ⬛ (**Done**) to store the entry in the phonebook.

Before storing the new entry, the phone displays **Duplicate Entry … Store anyway?**.

6 Press ⬛ (**Yes**) to store the entry.

Your phone displays **Stored Motorola**.

71

Copy Entry

Use this option to change the memory location of a phonebook entry. The location can be on either phone or SIM card memory.

1 Select **Copy Entry**.

Your phone displays **Copy Entry Motorola to SIM?**.

2 Press ⌐ (**Yes**) to copy the entry to the new location.

If the entry is stored on the SIM card, the entry is copied to the phone. If the entry is stored on the phone, the entry is copied to the SIM card.

Copy Entries

This feature enables you to copy all entries from phone memory to SIM memory (and vice versa) or from SIM memory to a caller group (and vice versa).

This feature includes the following options:

SIM To Phone
Phone To SIM
SIM To CallerGroup
CallerGroup To SIM

SIM to Phone or Phone to SIM

1 Select **Copy Entries**.

2 Select either **SIM To Phone** or **Phone to SIM**.

Your phone displays **Copy all entries?**.

3 Press ⬅ (**Yes**). Your phone displays **Copying ...**, followed by **Copied**. When copying is complete, you return to the Phone Book display.

or

Press ➔ (**No**). You return to the Phone Book display.

SIM to CallerGroup or CallerGroup to SIM

1 Select **Copy Entries**.

2 Select either **SIM To CallerGroup** or **CallerGroup to SIM**.

Your phone displays the Caller Groups screen.

3 Scroll to the desired Caller Group and press ➔ (**Select**).

Your phone displays **Copy all entries?**.

4 Press ⬅ (**Yes**). Your phone displays **Copying ...**, followed by **Copied**. When copying is complete, you return to the Phone Book display.

or

Press ➔ (**No**). You return to the Phone Book display.

Phone Capacity

This option shows the storage capacity of the phone. This option is used to check the number of used and empty phonebook entries in the phone memory.

SIM Capacity

This option displays the storage capacity of the SIM card. This option is used to check the number of used and empty phonebook entries in the SIM card memory.

TurboDial List

This option allows you to view the TurboDial list.

The TurboDial list shows you which phonebook entries are assigned to the different TurboDial keys:

- The number on the left side of the list refers to the TurboDial key.

- The right side shows the phonebook entry assigned to that TurboDial key.

- If no entry is assigned to a Turbodial key, [empty] is displayed on the right side.

Caller Groups

Caller Groups are used to group certain types of phonebook entries (callers) together, for example, business and personal. Each group can be titled, and a different alert profile can be attributed to groups so that incoming calls to be customized to indicate the type of caller. Your phone has 10 different caller groups.

This feature allows you to display the callers that are assigned to the different groups. You can also add a new entry to a caller group or edit and delete an existing entry from a group.

74

Note: This option is only available for phonebook entries stored on your phone. Phonebook entries stored on your SIM card do not have this functionality.

Adding a New Entry to a Caller Group

1 Select the Caller Groups option.

2 Scroll through the Caller Groups to the desired one.

3 Press ⌑ (**Select**) to select the desired Caller Group.

4 Scroll to **[New Entry]**, which is the last entry in the group, and press ⌑ (**Select**).

5 When the Entry Details are displayed, enter your desired changes. (For more information on Entry Details, see "New" on page 67.)

Adding an Existing Phonebook Entry to a Caller Group

You can copy an existing phonebook entry to a caller group.

If the phonebook entry is stored on the SIM card, you must first copy it from the SIM card to phone memory. This is because phonebook entries stored on the SIM card do not include the Entry Details **Voice Group** and **TurboDial**. Only **Name**, **No.**, and **Memory** can be entered. (See "Copy Entry" on page 72 to copy the entry from the SIM card to phone memory.)

1 With the desired phonebook entry in phone memory, scroll to that entry in the phonebook.

2 Press the Menu key ⌑.

3 Scroll to Edit and press ⊃ (**Select**).

4 Scroll to Group and press ⊃ (**Change**).

5 Scroll to the caller group to which you want to add the phonebook entry, and press ⊃ (**Select**).

6 Press ⊏ (**Done**) to add the new entry to the caller group.

Note: To customize caller group Entry Details Name, Ring, Icon, etc., use the Caller Groups submenu. See "Caller Groups" on page 121.

Editing or Deleting an Existing Entry

To edit an entry or delete an entry from a Caller Group:

1 Select the Caller Groups option.

2 Scroll through the Caller Groups to the desired one.

3 Press ⊃ (**Select**) to select the desired Caller Group.

4 Scroll to the entry you want to edit or delete and press the Menu key ⊡ to access the following options New, Edit, Delete, and Add Digits.

See the instructions for these options on pages 67 through 71.

The Datebook Menu

The Datebook allows you to schedule and organize events such as appointments and meetings. You can review your schedule of events in chronological order and have the datebook play a reminder alarm for specific events.

Note: You must set the correct time and date in order to use the Datebook. See "Time and Date" on page 151 for more information on setting up the time and date.

The Datebook will not play the reminder alarm in these situations:

- during an active call
- while Master Clear or Master Reset are processing
- when the SIM is not inserted
- when the phone is locked
- while you are recording a name tag or voice command
- while you are copying phonebook entries
- while sending a message
- while searching for a network

Checking Your Datebook

After you select **Datebook**, scroll through the list of events. If no previous events are stored, only **[New Event]** is displayed.

Setting Up a New Datebook Event

1 Select **[New Event]**, or press the Menu Key ⬛ and select **New**.

The message **Title** appears.

2 Enter a description for your event.

When you display entry methods, you will see an option called **Quick title**. This option displays a list of predefined titles. Select this option to choose a predefined titles such as **Meeting**, **Appointment**, **Presentation**, **Conference call**, **Breakfast**, **Lunch**, etc. . . .

To choose the desired text entry method, press the Menu key ⬛, scroll to the desired method and press ⬛ (**Select**). (See "Choosing a Text Entry Mode" on page 57 for more information.)

3 After you enter the description, press ⬛ (**OK**).

4 Enter the time and date in a similar way. (See "Time and Date" on page 151 for more information on setting up the time and date.)

When the time and the date are set, your event is stored and will be displayed in the list of events of the datebook.

Datebook Event Options

When you store an event in your datebook, pressing the Menu key ⬛ will offer you the following options:

New   Adds an event to your datebook.

78

Edit	Modifies the highlighted event in your datebook.
Delete	Deletes the highlighted event from your datebook.
	When you select this option, you will be asked if you want to delete the highlighted event. Select **Yes** to delete or **No** to cancel.
Delete All	Deletes all events from your datebook.
	When you select this option, you will be asked if you want to erase all the events. Select **Yes** to delete or **No** to cancel.

Note: You can view the details of any datebook event by scrolling through the datebook and pressing ⊐ (**View**).

The Fun Menu

The Fun menu includes three submenus: Games, Animation, and Wallpaper. These are described in the following sections.

Games

Your phone contains five games that you can play between phone calls.

If you are playing a game and get an incoming call or alert, the game is automatically paused. You can resume the game later.

If you receive an SMS message, your phone beeps, an envelope icon is displayed, and the game continues.

Game scores will not be saved during an incoming event (such as a call or alert) or when you quit or exit the game before the game ends. Games scores are saved only when:

- a game is played until the end (and you see **Game Over**)

  and

- the final score is one of the highest scores for that game

To play a game:

1 Select **Games**.

2 Scroll to the game you want to play and press $\sum \!\! \bullet$ (**Select**).

The following options appear:

Start	Start the selected game.
Score	View the highest scores.
Help	View instructions for the game.

3 To end a game at any time, press the left soft key ($\ominus$).

Racing

The goal of this game is to avoid an accident. The car speed increases with the score. You earn three to six points for avoiding an accident.

Press the $\odot$ (left-arrow) or $\text{\small 4\tiny GHI}$ key to steer to the left.

Press the $\odot$ (right-arrow) or $\text{\small 6\tiny MNO}$ key to steer to the right.

Press the $\text{\small 0+}$ key to pause and restart.

Press the left soft key (⬤◿) or the end key ⑧ to end the game. You can resume the game later.

The game ends when you hit another car.

Memory

The goal of this game is to memorize the order of flashing squares on the display. Each time you correctly match a sequence, the game becomes more difficult.

When you select this game, your phone displays a grid of nine squares. Each square represents a key on your phone's keypad, from ①⊛ through ⑨ʷˣʸᶻ.

Press the number keys in the same order that the corresponding squares light up. If you press the correct keys in the correct order, you progress to the next level. (Press the ⓪ key to repeat the order.)

You have three chances to make a mistake.

Press the left soft key (⬤◿) or the end key ⑧ to end the game. You can resume the game later.

Torpedo

The goal of this game is to destroy the submarines before they destroy your battleship. You earn one to two points for each submarine you destroy.

Press the ⌢⌣ (left-arrow) or ④ᴳᴴᴵ key to move the ship to the left.

Press the ⌢⌣ (right-arrow) or ⑥ᴹᴺᴼ key to move the ship to the right.

Press ⓈⓄⓂ or (up-arrow) to drop a bomb.

Press the ⓞ⁺ key to pause and restart.

Press the left soft key (◄) or the end key ⓔ to end the game. You can resume the game later.

If your ship is hit by a torpedo, the ship is destroyed and the game is over.

Smack

The goal of this game is to hit the mouse as it pops out of a hole. The time limit is three minutes. You earn one to five points for each mouse you hit.

Press the number key (from ① through ⑨) to hit the mouse in the corresponding hole. For example, press ① to hit the mouse if it pops up in hole 1.

Press the ⓞ⁺ key to pause and restart.

Press the left soft key (◄) or the end key ⓔ to end the game. You can resume the game later.

Magic

The goal of this game is to match three or more stones in a row, column, or slope. You earn one point for each match.

Press the (left-arrow) or ④ key to move to the left.

Press the (right-arrow) or ⑥ key to move to the right.

Press ⓈⓄⓂ or (up-arrow) to rotate the order.

Push ⑧ or (down-arrow) to push down fast.

Press the ⊙ key to pause and restart.

Press the left soft key (⊏⊏) or the end key ⊙ to end the game. You can resume the game later.

The game ends when the stones pile up to the top of the screen.

Animation

Your phone has three predefined animations that will be displayed as a screen saver in the idle mode after a specified time. Your phone also has two empty locations where you can store downloaded animations of your choice.

1 Press ⊐⊃ (**Select**) to select the Animation submenu.

Your phone displays a list of the three predefined screen saver animations and the two empty locations.

The checkmark to the left of an animation indicates that the animation is currently activated. Your phone is always set to use one of the animations as the screen saver.

2 Scroll to the desired animation and press ⊐⊃ (**Option**) to access the menu options described in the following sections.

Play
Select this option to play the highlighted screen saver animation. Press any button to stop the animation.

Set as screen saver
Select this option to set the highlighted animation as the screen saver.

Screen saver setting

Select this option to set up the screen saver animation displayed when your phone is idle for a specified amount of time. When you select this option, your phone displays the following options:

On	Turns on the selected screen saver.
Off	Turns off the selected screen saver.
Idle Time	Sets the idle time of the screen saver. When the phone has been idle for this specified time, the screen saver animation will automatically turn on. When you select this option, you will be prompted to enter a value between 1 and 5, which represents the idle time in minutes.

Download a New Screen Saver Animation

To download a new animation, scroll to an empty location under the Animation submenu and press Z (Option). The following options are displayed:

Download

Select this option to download a new screen saver animation. After you select this option, your browser connects to the Web address in the Setup URL option (below).

Setup URL

Select this option to set up the URL (*Uniform Resource Locator*) for downloading a screen saver animation. After you select this option, you are prompted to enter a valid Web address or URL.

When you are on the desired site, select and download the desired screen saver to your phone. You can save and set the downloaded screensaver as your current one. You can also delete it.

Screen Saver Setting
This option allows you to set up the screen saver animation displayed if your phone is idle for a specified amount of time. (See "Screen Saver Setting" on page 84.)

Wallpaper

Wallpaper is a pattern or picture that is stored on your phone and can be set to be used as the screen background for the idle display. Your phone contains five predefined wallpapers and five empty locations for storing downloaded wallpapers. You can delete downloaded wallpapers but not predefined ones.

When you select the Wallpaper submenu, your phone displays a list of the five predefined wallpapers and the five empty locations. A checkmark to the left of a wallpaper indicates that the wallpaper is currently activated.

Your phone is always set to one of the wallpapers.

When you scroll to a wallpaper and press ⬚ (**Option**), the following options are displayed:

Preview	Preview the selected wallpaper.
	Press ⬚ (**Back**) to return the previous screen.
Set as Wallpaper	Select to activate the highlighted wallpaper.

85

Set Layout   Choose from center or tile layout. This option is available only for the current wallpaper in use.

Download New Wallpaper

1 Scroll to one of the empty wallpaper locations and press ⁚⊃ (Option).

2 Select Download to display these options

Default   Download wallpaper from the default Web address. When you select this option, your phone connects to that address.

User defined   Download wallpaper from a Web address that you specify.

               When you select this option, you are prompted to enter a valid Web address or URL. Enter the address and press ⁚⊃ (OK). Your browser connects to that address.

3 When you are on the specified site, select and download the desired wallpaper to your phone. You can save and set the downloaded wallpaper as your current one. You can also delete it.

The Messages Menu

This menu allows you to adjust the message settings and view or manage the various types of messages your phone can receive and/or send.

Your phone supports three GSM messaging features: SMS, EMS, and Cell Broadcast.

SMS and EMS Messages

The Short Message Service (SMS) allows you to send and receive short text messages.

The Enhanced Message Service (EMS) allows you to send and receive text messages with icons, animations, and ringtones.

Notes:

- The recipient's phone may be unable to display the pictures or play the sounds inserted into your message.

- You cannot send messages with pictures or sounds to an email address.

In order to send and receive messages, you need to set up your inbox. See "Message Setup" on page 107. (Your service provider may have already done this for you.)

When a message is received, your phone:

- Plays a short alert tone (which can be set on or off in **Profile Setting**).

- If in idle mode, displays the animated new-message icon.

87

- Stores the message for later viewing, if there is space. If there is not enough space, the ⊠ icon will flash. You must remove one or more messages before the message can be stored.

   Note: Your Cellular Service Provider will transmit a message for a limited amount of time. If a memory location is not made available before the message is removed from the network, then you will not be able to receive or read it.

- Displays **You have new Messages!**.

 1 Press ⊐⊃ (**Read**) to display the New Message Menu.

   This displays the number of new messages received.

 2 Press ⊐⊃ (**Select**) to go to Text Msg Inbox.

   The new message is highlighted and has the highest message number (shown on the left of the display). If the message was sent by someone whose name is stored in your phonebook, this name is displayed after the message number. Otherwise, the phone number is displayed after the message number.

 3 Press ⊐⊃ (**Read**) to read the message.

Receiving Cell Broadcast Messages

Cell broadcast messages are general messages that your service provider broadcasts to all phones in a geographic area. Your phone can only receive a cell broadcast message when it is in idle mode.

Messages are broadcast in numbered *channels*. For example, channel 050 might be for local weather, traffic reports or stock market prices. Contact your service provider for a list of available channels and the information they provide.

When a cell broadcast message is received, your phone displays the notification **New Info Service Message**.

Press ⊅ (**Read**) to open the broadcast message. Scroll through the cell broadcast message from the beginning.

To remove the message from the display, press ⊅ (**Back**).

Using the Messages Menu

From the idle display, you can access the Messages menu in two ways:

- Press the Menu Key ⊑, scroll to **Messages**, and press ⊅ (**Select**).

   or

- Press ⊅ (**Message**).

The phone displays the different message menu options. Scroll to the desired menu option.

Create Message

This option allows you to create or modify text messages.

Note: If the editor was interrupted during editing, that message is displayed when you select **Create Message**. Press ⊂ (**Delete**) to delete it character by character, or press and hold ⊂ (**Delete**) to delete the whole message and start a new one.

Press the Menu key ⊡ to access the following **Create Message** options.

Send

This option allows you to send the message that you create.

1 Select **Send** from the Create Message menu.

Your phone displays **Send To:**.

2 Enter the phone number from the keypad.

or

Press the Menu key ⊡ to display these two options:

- **Phonebook**—Select this option to scroll through the phonebook and select message recipients. Use the right soft key ⊐ to add recipients to, or delete recipients from, the recipients list. When you complete your recipients list, press ⊏ (**Done**).

- **Caller Groups**—Select this option to scroll through your caller group entries and select message recipients. When you select a caller group, use the right soft key ⊐ to add recipients to, or delete recipients from, the recipients list. When you complete your recipients list, press ⊏ (**Done**).

Note: The maximum number of recipients is 20.

3 Press ⊐ (**Send**) to send the message.

Your phone displays **Send Msg Now?**.

or

Press ⌧ (**Change**) to change the recipients. (See the previous step for instructions.)

4 Press ⌧ (**OK**) to send the message.

Your phone displays **Sending…** followed by a confirmation message.

Note: Messages that you send are stored in the Message Outbox. A tick mark at the front of the message indicates that the message was successfully sent. A cross mark at the front of the message indicates that it was NOT sent.

Insert Media

This option allows you to add media to your message. When selected, you can choose between the following options:

Add Picture	Scroll through the preset pictures and select the desired one.
Add Animation	Scroll through the preset animations and select the desired one.
Add Melody	Scroll through the preset melodies and select the desired one.

Quick Notes

This option allows you to choose a message from a list of predefined messages. These predefined messages are called *Quick Notes*.

1 Select **Quick Notes** from the **Msg Editor**.

Your phone displays the list of Quick Notes.

91

2 Scroll to the desired Quick Note and press ⊐⊃ (**Select**) to include it in your message.

3 To send this message, follow the instructions in "Send" on page 88.

Save to Drafts

This option allows you to save the current message to your draft folder. (See "Draft Folder" on page 104.) When you select this option, your phone will display **Are you Sure?**. Press ⊂⊃ (**OK**) to save the message to the draft folder.

Entry Method

This option allows you to select the desired text entry method. For a detailed information about the entry methods, see "How to Enter Text on Your Phone" on page 55.

1 When you complete your message, press ⊐⊃ (**OK**).

Your phone displays **Send To:**.

2 Enter the phone number by using the keypad or by pressing the Menu key ⊂⊃ and then selecting a number from the **Phone Book** or **Caller Groups**.

3 Press ⊐⊃ (**OK**) to send the message.

Remove Media

This option is available only if you have already added media to the current message. It allows you to remove the previously added media from your message. When selected, a list will display the currently added media, select the one you want to remove.

Preview

This option is available only if you have already added media to the current message. It allows you to preview your message.

When selected, your phone will display your message.

- Scroll up or down in the message using the ⊙ Navigation key.

- Press ⊐ (**More**) to interrupt the preview (stop the animation or melody).

- Press ⊏ (**Done**) to show the previous screen.

For any EMS message being sent, your phone displays the actual number of SMS messages that will be sent.

Message Editor Constraints

- Enter text first, followed by any media objects you wish to include. You cannot enter text after you have inserted an object. (To enter more text, you must delete all the media objects.)

- An EMS message can include only one of each type of media object (picture, animation, and sound), with a maximum of three media objects.

- When you enter a media object into a message, you can only view message text and media object(s) by selecting the preview feature.

Message Inbox

This option allows you to display a list of the received messages. A received message may contain an icon, animation, and ringtone. Messages are sorted from newest (highest message number) to oldest (lowest message number, which is 1).

Scroll to the message you want and press $\boxed{\supset}$ (**Read**) to open and read it.

Press the Menu key $\boxed{\equiv}$ to access the following message inbox options.

Reply

This option allows you to reply with a message.

When you select this option, you can press the Menu key $\boxed{\equiv}$ to access the Create Message options. (See "Create Message" on page 89.)

Call Back

This option can be used to call:

- the person who sent you the message

- a number included in quotes in the message

  This option will work only with a single SMS text message. The number must include a minimum of 3 digits, but cannot exceed 20 digits. The number may NOT include the **w** (wait), **p** (pause), or other special symbols (*****, **#**).

Forward

This option allows you to forward the received message to a phone number you enter, to recipients stored in your phonebook, or to recipients in a Caller Group.

Note: If the message is not enabled for forwarded, Message Cannot Be Forwarded will be displayed.

Store Number

This option allows you to store the sender's phone number to your phonebook. Your phone will display the Entry Details. Enter the required entry details and press ⊂ (**Done**) to store the phone number in your phonebook.

Delete

This option will delete the currently selected message.

Delete All

This option allows you to delete all received messages whether they have been read or not.

Note: Once deleted, messages are NOT retrievable.

Go to Next Message

This option will scroll to the next message (currently message number –1) in the message inbox and open it.

If you are currently reading the last message in the message inbox then this option will take you back to the top of the list.

Extract Media

This option allows you to extract any pictures, animations, or iMelody ringtones included with a received message.

Predefined (EMS standard) pictures, animations, and ringtones cannot be extracted. These are EMS standards and are kept on all phones that support EMS. Predefined pictures and animations are displayed according to the receiving phone's manufacturer's specifications.

You can save media elements in the Media Library and then include them in outgoing messages (unless they are marked as "non-distributable"). See "Insert Media" on page 91.

Note: You can delete these media elements or replace them with new elements as needed.

Extracting and Saving a Picture

1 In the Message Inbox, select the EMS message and press the menu ⬛ key.

2 Scroll to the **Extract Media** menu and press ⬛ (**Select**).

The **Extract Media** menu is displayed.

3 Scroll to the picture you want to extract and press ⬛ (**Select**).

Your phone displays the **Save Picture** menu.

4 Scroll to **Add New** and press ⬛ (**Select**).

5 Enter a name for the picture and press ⬛ (**OK**).

Extracting and Saving an Animation

1 In the Message Inbox, select the EMS message and press the menu ⬤ key.

2 Scroll to the **Extract Media** menu and press ⬤ (**Select**).

The **Extract Media** menu is displayed.

3 Scroll to the animation you want to extract and press ⬤ (**Select**).

Your phone displays the **Save Animation** menu.

4 Scroll to **Add New** and press ⬤ (**Select**).

5 Enter a name for the animation and press ⬤ (**OK**).

Extracting and Saving a Melody

1 In the Message Inbox, select the EMS message and press the menu ⬤ key.

2 Scroll to the **Extract Media** menu and press ⬤ (**Select**).

The **Extract Media** menu is displayed.

3 Scroll to the melody you want to extract and press ⬤ (**Select**).

Your phone displays the **Save Melody** menu.

4 Scroll to **Add New** and press ⬤ (**Select**).

5 Enter a name for the melody and press ⬤ (**OK**).

Extracting and Saving a Picture as a Caller Group Icon

1 In the Message Inbox, select the EMS message and press the menu ⬤ key.

2 Scroll to the **Extract Media** menu and press $\square$ (**Select**).

The **Extract Media** menu is displayed.

3 Scroll to the picture you want to extract and press $\square$ (**Select**).

Your phone displays the **Save Picture** menu.

4 Scroll to **Save Group Icon** and press $\square$ (**Select**).

The **My Icon** screen is displayed.

5 With **[New Icon]** highlighted, press $\square$ (**Save**).

6 Enter a name for the Caller Group icon, and press $\square$ (**OK**).

Extracting and Saving a Ringtone

1 In the Message Inbox, select the EMS message and press the menu $\textcircled{\tiny\textbullet}$ key.

2 Scroll to the **Extract Media** menu and press $\square$ (**Select**).

The **Extract Media** menu is displayed.

3 Scroll to the melody you want to extract and press $\square$ (**Select**).

Your phone displays the **Save Melody** menu.

4 Scroll to **Save Ringtone** and press $\square$ (**Select**).

The **My Tones** screen is displayed.

5 With **[New Tone]** highlighted, press $\square$ (**Save**).

6 Enter a name for the ringtone and press $\square$ (**OK**).

Quick Notes

This option allows you to choose a message from a list of predefined messages. These predefined messages are called *Quick Notes*. When you select this option, your phone displays a list of ten predefined Quick Notes, along with the option **[New Quick Note]** where you can store a Quick Note that you create.

Sending a Predefined Quick Note

1 Select **Quick Notes** from the Messages menu.

Your phone displays the list of Quick Notes.

2 Scroll to the desired Quick Note and press ⊐⊃ (**Read**) to open and read it.

3 To send the opened Quick Note, press ⊐⊃ (**Send**).

Your phone displays **Send To:**.

4 Enter the phone number by using the keypad.

or

Press the Menu key ⊂⊃ and select a number from the **Phone Book** or **Caller Groups**.

5 Press ⊐⊃ (**OK**) to send the Quick Note.

Your phone displays **Send Msg Now?**.

6 Press ⊂⊃ (**OK**) to send the Quick Note.

Your phone displays **Sending…**, followed by a confirmation message.

Create Your Own Quick Note

   1 Select **Quick Notes** from the Messages menu.

     Your phone displays the list of Quick Notes.

   2 Scroll to **[New Quick Note]** and press ⊅ (**Select**).

     To go quickly to **[New Quick Note]**, press ☺ (up-arrow) after you enter the Quick Notes submenu.

   3 Enter your own Quick Note. When finished, press ⊅ (**OK**) to store it.

The Quick Note that you created is now displayed along with the predefined ones.

Edit, Delete, or Send a Quick Note That You Create

   1 Select **Quick Notes** from the Messages menu.

     Your phone displays the list of Quick Notes.

   2 Scroll to the Quick Note you created, and press the Menu key ⬛.

   3 Select one of the following options that are now displayed:

     New—Create a new Quick Note.

     Edit—Modify the selected Quick Note.

     Delete—Delete the selected Quick Note from the list. When prompted, select **Yes** to delete the note or **No** to cancel the deletion.

     Send—Send the selected Quick Note.

Chat

This option allows you to have a conversation with other people using text messages.

When selected, you can choose between the following options:

Start Chat

This option allows you to start a chat.

1 When prompted to enter a nickname, press the Menu key ⚏ to select the required text entry method. (See "Choosing a Text Entry Mode" on page 57 for more information.)

Then enter your nickname for the chat and press ⟗ (OK).

2 Enter your chat message.

Press the Menu key ⚏ to display an additional entry method called **Quick Notes**. This option displays a list of predefined notes that you can enter in your chat message.

3 When finished entering your chat message, press ⟗ (OK).

4 Enter the other party's phone number or look it up in the phonebook.

5 Press ⟗ to send the chat message.

6 After you send your chat message, you can:

- Suspend the chat by pressing ⟗ (Suspend).

  or

- Continue the chat by pressing ⟗ (Chat).

101

Responding to a Chat Invitation

While your phone is in idle mode and is not already in a chat session, you may receive a chat invitation. When you see the invitation prompt, accept the invitation by pressing ⏩ (**Accept**) and begin the chat session.

Resume Chat

If you receive an incoming call during a chat session, the session is interrupted. You can resume the session by selecting this option.

End Chat

Ends an active chat. This option also allows you to end a previously suspended chat.

History

This option allows you to see the previous chat messages.

Clear History

This option allows you to delete all previous chat messages.

Message Outbox

This option is used to view and manage any outgoing messages. These do not include messages forwarded from the inbox, outbox, or the draft folder.

When selected, this option will display a list of your outgoing messages. The messages in the message outbox are sorted from newest (highest message number) to oldest (lowest message number, which is 1).

Note: When the outbox is full and you send a new message, your phone automatically deletes the oldest SMS message from the outbox to make room for the new one. You must manually delete EMS messages.

Scroll to the message you want and press ➔ (**Read**) to open and read the selected message.

Press the Menu key ⬤ to access the following message outbox options.

Send

This option allows you to send out the selected message to a phone number you enter, to recipients stored in your phonebook, or to recipients in a Caller Group.

Delete

This option will delete the currently selected message.

Delete All

This option allows you to delete all the messages that are stored in the message outbox

Note: Once deleted, messages are NOT retrievable.

Go to Next Message

This option will scroll to the next message (currently message number –1) in the message outbox and open it.

If you are currently reading the last message in the message outbox, then this option will take you back to the top of the list.

103

Draft Folder

This option is used to view and manage any outgoing messages created with the **Create Message** menu.

1 From the Message menu, scroll to and select **Draft Folder**.

Your phone displays a list of your drafts. The messages in the draft folder are sorted from newest (highest message number) to oldest (lowest message number, which is 1).

2 Scroll to the message you want and press ⊐⊃ (**Read**) to open and read it.

or

Press the Menu key ⊂⊒⊃ to access the options **Send, Delete, Delete all**, and **Go to Next Message**. (See "Message Outbox" on page 102 for more information about these options.)

Media Library

This option allows you to view different media that you can add to a message.

You cannot edit or delete preloaded pictures, animations, or melodies. You can only delete media that you have created or extracted.

Note: When you include a predefined picture or animation in an outgoing message, it may not look the same on the receiving phone. Differences in how predefined pictures and animations are displayed result from differences in phone manufacturers.

When selected, the following options are available.

Pictures

Select this option to scroll through the pictures and view the selected one.

Animations

Select this option to scroll through the animations and view the selected one.

Melodies

Select this option to scroll through the melodies and hear the selected one.

To add media to an outgoing message, see the option **Insert Media** in "Create Message" on page 89.

Voicemail

This option will make a call to the current voicemail number.

The voicemail number is entered using the "Voicemail Number" option. (See "Voicemail Number" on page 107.)

Cell Broadcast

This option determines the cell broadcast settings. See also "Receiving Cell Broadcast Messages" on page 88.

Service

This option allows you to switch the Cell Broadcast feature on or off. The options are

On	Receive cell broadcast messages. You must use **Active Channel** to specify the appropriate channels.
Off	Do not receive any cell broadcast messages, and automatically delete all existing cell broadcast messages.

Active Channels

This option allows you to select up to five different channels for receiving cell broadcast messages. If you modify a channel, you also remove any message associated with it.

1 When you select this option, scroll to the active channels you require (1- 5), then press ⊵ (**Select**).

The phone prompts you to **Enter Channel No:**.

2 Enter the channel number and press ⊵ (**OK**).

The phone stores the channel details and returns you to the active channel list.

3 Press the Menu key ⊡ for the following options:

New	Sets up a new cell broadcast channel. When selected, the phone prompts you to enter **Channel No**. The new broadcast channel will be added to the active channel list.
Disable	Disables the selected cell broadcast channel.
Disable all	Disables all the cell broadcast channels and all the existing messages**.**

Contact your service provider for a list of available channels and the information they provide.

Languages

This option allows you to select different languages for all Broadcast messages. When you select a language all broadcast messages will be in the selected language (if available).

Message Setup

This option allows you to set up your message inbox so you can send and receive messages.

Voicemail Number

This option is used to enter a phone number, which will be used by the Voicemail option. (See "Voicemail" on page 105.)

If there is already a Voicemail Number, it is shown in the display. This can be used, modified or deleted as desired.

Service Center

Before you can send any messages, you must use this option to enter your Message Service Center number. This number is obtained from your Cellular Service Provider.

If there is already a Message Service Center number, it is shown in the display. This can be used, modified or deleted as desired.

Note: Remember to add the * symbol and the appropriate country code prefix to the phone number.

Expiry Period

You can use this option to specify the maximum time, in days, your unforwarded messages are to remain with the Message Service Center before being deleted. When you select this option, the current expiry period is displayed. (The default is one day.)

The maximum value you can enter is 9999, although the real limit depends on your Message Service Center.

Outgoing Message Type

This option can be used to specify the format of your outgoing messages. You can select from the following message types: SMS (default), Fax, Email, or Page.

The Quick Access Menu

Although the features in your phone are available through easy access menus, some of the most commonly used features are also available in the Quick Access menu. Each feature in the menu is allocated a number from 1 to 9.

To use a Quick Access feature, you can use any of the following methods:

- Press the up-arrow on the Navigation key ⊙ in the idle display, then enter the number of the feature.

- Press the down-arrow on the Navigation key $\odot$ in the idle display, then say the Voice Tag name after the tone. For best results, use in an area with minimal wind or background noise. See "Using a Voice Command for a Quick Access Feature" on page 52

- Press the Menu key $\textcircled{=}$, scroll to and select the Quick Access menu, then enter the number of the feature.

Customizing the Quick Access Menu

You can change the features and the position of the features available in the Quick Access menu to suit your personal preferences.

To customize the menu, use the option Quick Access Setup in the Settings menu (see "Assign to Quick Access Item" on page 131) or you can use the Quick Access menu:

1 Press the up-arrow on the Navigation key $\odot$ in the idle display, then scroll up or down to the menu item you wish to change.

2 Press and hold $\textcircled{=}$ (Select) to access the Function List. The currently selected function is displayed.

3 Scroll through the list until you find the feature you wish to store in the Quick Access menu, then press $\textcircled{=}$ (Pick).

The newly selected feature replaces the former feature and will now appear in the Quick Access list.

109

The Browser Menu

The Wireless Application Services (WAP) browser is suitable for interaction with services such as on-line reservations, e-commerce and banking. It can also be used for accessing information such as stock prices, and sports news.

Using the WAP Browser is very similar to the way you would use a traditional web browser.

The browser allows you to:

- Connect to the internet and interact with specially designed WAP services
- View pages on the Internet designed specifically for WAP services

The option of surfing the Internet depends on the availability of this service from your Cellular Service Provider and whether you have subscribed to the service.

Before you can start using the WAP browser, you must configure your phone to use this service. See "WAP Profile" on page 122. Your service provider may have already done this for you.

Internet surfing and data transfer is greatly enhanced by using the high speed General Packet Radio Service (GPRS) functionality. GPRS availability depends on your Cellular Service Provider and whether you have subscribed to the service.

Using the Browser

To launch the browser:

1 Press the Menu key ⬛.

2 Scroll to and select the browser.

This launches your Web session.

Note: Your phone will use a GPRS network connection if it is available. If not, you will be asked if you want to use a standard voice channel. Your network connection charges may vary depending on the type of connection used.

Editing text in a mobile internet session is similar to editing text in all other phone features. You can delete a character by using the End key ⑥. You can use the Menu key ⬜ to access browser features. You can use the Navigation key ⌢ to scroll up and down and side to side.

Making and Receiving Calls During a Mobile Internet Session

If you want to make a call, you must end the mobile internet session. Then make the call in the usual way.

When you receive a voice call during a mobile internet session, the session ends. You then have the option to answer or ignore the incoming call.

Ending a Mobile Internet Session

To end a session press and hold the Menu key ⬜, or select the **Exit** option.

The Accessories Menu

The Accessories menu includes three submenus: Calculator, Service Dial, and Fixed Dial. These submenus are discussed in the following sections

Calculator

The phone includes a calculator, which can also be used for currency conversions

Calculating Numbers

1 Press the number keys to enter a number in the calculator.

2 Scroll right or left to highlight a calculator feature.

3 Press ⊐⊃ (**Select**) to perform the highlighted feature.

The calculator can perform the following functions:

Function	Description
.	Insert a decimal point
C	Clear the calculation
=	Calculate the result
+	Add
-	Subtract
*	Multiply
÷	Divide

Function	Description
%	Divide the displayed value by 100
±	Change the entry's sign (positive/negative)
$	Calculate the exchange rate
MR	Replace the displayed value with the value already stored in memory
MS	Store the current value in memory (overwrites values already stored)
MC	Clear the value stored in memory

Converting Currency

The currency converter works just like the calculator, but uses the $ (currency) feature:

1 Press the Menu key ⬛ and then ⬛ (Select) to select the Exchange Rate feature.

2 Press the number keys to enter the exchange rate.

3 Press ⬛ (OK) to store the exchange rate.

4 Press the number keys to enter the amount to convert (amount to multiply by the exchange rate).

5 Scroll to and highlight the $ feature.

6 Press ⬛ (Select) to perform the conversion.

113

Service Dial

Availability of this menu depends on whether your service provider has included this information on your SIM card.

Service Dial enables you to dial pre-programmed numbers stored on your SIM card. Your service provider can program your SIM card with numbers for services such as taxi companies, restaurants, and hospitals. You are not able to modify Service Dial numbers.

1 After you select **Service Dial** from the Accessories menu, scroll through the list of Service Dial phone numbers to the one you want.

2 Call the selected number by pressing $\sum$ (**Call**) or by pressing Send ($\copyright$).

Fixed Dial

This feature allows you to limit use (typically third-party use) of your phone to a predefined list of telephone numbers or, if you wish, to a list of country codes, area codes, or other prefixes of your choice.

When Fixed Dial is switched on, you can only dial numbers stored (or whose prefix is stored) in the Fixed Dial list. If you try to dial other numbers (except the emergency number) the phone will not respond and nothing will happen. You will not be able to make fax or data calls.

To make a call when Fixed Dial is switched on, either dial the number manually, or select it from the Fixed Dial list and press Send ($\copyright$).

114

Up to 40 entries can be stored in the Fixed Dial list. The list is stored on your SIM card.

Note: Availability of the Fixed Dial menu depends on the type of SIM card. The number of fixed dial entries is dependent on the type of SIM card you have in your phone.

Switching Fixed Dial On or Off

To switch Fixed Dial on or off:

   1 Select **Security** in the Settings menu.

   2 Scroll to and select **Fixed Dial**.

   3 When prompted, enter your SIM PIN2, and press ▭ (**OK**) to confirm.

   Note: If you enter an incorrect SIM PIN2 more than two times, the SIM PIN2 becomes blocked. See page 143 for information on unblocking the SIM PIN2.

   4 Complete your selection:

   • **On**—Switches Fixed Dial on.

   • **Off**—Switches Fixed Dial off.

When Fixed Dial is on, you can only dial numbers that are stored in the Fixed Dial list.

Making a Call from the Fixed Dial Menu

   1 After you select the Fixed Dial menu, scroll through the numbers in the Fixed Dial list to the number you want.

   2 Press Send ⓒ to make the call.

Adding a Fixed Dial Entry

1 After you select the Fixed Dial menu, select **[New Entry]**.

2 When prompted, enter your SIM PIN2, phone number, and name.

Additional Fixed Dial Options

After you select the Fixed Dial menu, press the Menu key ⬭ to access the following options:

New	Add a phone number and name to the Fixed Dial list. When you select this option you will be prompted to enter your SIM PIN2, phone number and name.
Edit	Modify the highlighted entry in the Fixed Dial list. After you enter the SIM PIN2, you are able to change the name and the phone number.
Delete	Delete the highlighted entry in the Fixed Dial list. After you enter the SIM PIN2 security code, you are asked if you want to delete the highlighted entry. Select **Yes** to delete or **No** to cancel.
Add Digits	Add digits to the end of the selected number.
Capacity	Display the capacity of the Fixed Dial list. This option is used to check the number of used and empty entries in the Fixed Dial list.

The Settings Menu

The Settings menu allows you to view and manage your phone's setup. The Settings menu options are described below.

Profile Setting

A *profile* is a group of settings that are designed to suit a certain environment. For example, when you go to a meeting, you can choose the **Meeting Mode** profile, and your phone will use a number of settings that suit it.

Press ⊃ (**Select**) to select the Profile Settings menu. You can then choose from the following six profiles:

- **General Mode**
- **Meeting Mode**
- **Outdoor Mode**
- **Car Mode**
- **Customized Mode**
- **Party Mode**

The checkmark at the left side of a profile indicates that the profile is currently activated. Your phone is always set to one of the six profiles. When you buy your phone, it is set to the **General Mode** profile.

Note: All profile settings can be edited. All profile names except **General Mode** can be renamed.

Scroll to the desired profile and press ⊃ (**Select**) to select the profile. Then select the desired option:

Activate

Press ⊐ (**Select**) to activate the selected profile.

Edit

Select this option to change the settings of the selected profile. A list of profile settings appears. Scroll to the setting you want to change, and select it.

The profile settings are:

Color Setting	This option customizes the color setting of your phone's display. You can select from four settings. When you buy the phone, Color Setting 1 is activated by default.
In-Call Alerting	This option customizes the alert type used for an incoming call. The options are:
	Ring—Your phone rings with the tone specified by the Ring Tone option.
	Vibrate—The phone only vibrates.
	Vibrate Then Ring—The phone vibrates twice and then rings.
	Flash—Your phone's display flashes.
	Off—Your phone sends no alert for an incoming call.
Ring Type	Customizes the ring type used for an incoming call. You can select Continuous or Once.

Ring Tone	Customizes the ringing tone used for an incoming call. When this option is selected, the phone displays a list of available ringing tones for an incoming call. Scroll to the ring tone you want and press ⌧ (**Select**). The phone displays **OK**. Your phone's memory contains five empty spaces for user-defined or downloaded ringtones.
Ring Volume	Selects the ring volume used for an incoming call. When this option is selected, your phone displays a Ring Volume meter. The more segments visible in the meter, the higher the volume.
	Scroll up to increase volume and down to decrease volume. When you select the desired volume, press ⌧ (**OK**).
Message Tone	Turns on or off the tone your phone makes when it receives an SMS or EMS message.
Keypad Tone	Allows you to change or disable tones you hear when you press a key. You can select **Silent**, **Single Tone**, or **Standard Tone**.
Warning Tone	Turns the warning tone on or off. When this option is turned on, the Low Battery and Datebook event expiry alerts can be heard.

119

Call Time
Reminder

Customizes the call time reminder used to remind you how long your call has been in progress. The option has three settings:

- **Off**—Switches off the call time reminder.

- **Single**—Specifies a single call time reminder. Your phone prompts you to enter a value (10 to 1,000 seconds). When a future call has been in progress for the number of seconds specified in this setting, the phone beeps to remind you.

- **Multiple**—Specifies a repeating call time reminder. Your phone prompts you to enter a value (5 to 30 seconds). When a future call is in progress, the phone beeps to remind you at the specified second before the completion of every minute. For example, if you enter a value of 20, the phone beeps after 40 seconds, then one minute later (100 seconds), etc.

Connected
Alert

Customizes the alert type used when an outgoing call is connected. Refer to "In-Call Alerting" on page 118 for information on the available alert options.

Answer
Mode

Customizes the answer mode used for an incoming call. This option has three settings:

- **Auto answer**—Your phone automatically answers the phone after two rings

- **Anykey answer**—Answers an incoming call by pressing any key of your phone's keypad.

- **Sendkey answer**—Answers an incoming call by pressing Send ⓒ.

Use Defaults

Select this option to reset the settings of the selected profile to the default values.

Rename

Select this option to change the name of the selected profile. Enter a new name for the profile and press ⅀ (**OK**).

Note: This option is not available when **General Mode** is the selected profile.

Caller Groups

Caller Groups are used to group certain types of phonebook entries (callers) together, for example, business and personal. Each group can be titled, and a different alert profile can be attributed to groups so that incoming calls to be customized to indicate the type of caller. Your phone has 10 different caller groups.

This feature allows you to adjust the settings for the different groups.

1. Select the **Caller Groups** option.

2. Scroll through the Caller Groups to the desired one.

3 Press ⊐ (**Select**) to select the desired Caller Group.

   The Entry Details for that caller group appear.

4 Scroll to the detail you want to enter or change and press
   ⊐ (**Change**).

5 Enter the required detail(s) and press ⊐ (**OK**):

   Name—Enter or change the name of the selected caller
   group. When prompted, enter the name.

   Ring—Customize the ring tone of the selected caller group.
   Scroll to the desired ring tone and press ⊐ (**Select**).

   Icon—Customize the icon of the selected caller group.
   Scroll to the desired icon and press ⊐ (**Select**).

   Use Defaults—Restore the Entry Details of the selected
   call group to their original settings. When selected, your
   phone will display a confirmation message.

6 After you enter or change all the required Entry Details,
   press ⊏ (**Done**) to store the changes.

WAP Profile

This option allows you to set up the WAP (Wireless Application
Protocol) profile for your phone. WAP technology is provided by
your service provider and allows you to access the Internet
directly from your phone. See also "Using the Browser" on
page 110.

From the WAP Profile you can select **Set Profile** or **Set GPRS**.

Set Profile

This option allows you to select and configure any of the three WAP profiles. When you select this option, a WAP profile list appears. The checkmark to the left of a profile indicates that this profile is currently activated. Your phone is always set to one of the three WAP profiles.

Scroll to the desired WAP profile and press `⌑` (**Select**). The following three options appear:

Set Default	Set the default WAP profile.
Edit	Configure the selected WAP profile. Here you can set up the **Bearer Type** and the **WAP Setting**.
	When you select Bearer type, you can configure either **GPRS** (General Packet Radio Service) or **CSD** (Circuit Switched Data) as the bearer type. See "Configuring GPRS" below and "Configuring CSD" on page 125.
	For information on **WAP Setting**, see page 126.
Rename	Change the name of the selected WAP profile.

Configuring GPRS

1 When you select **GPRS**, you are presented with these options: **User Name**, **Password, Apn**.

123

2 Scroll to `User Name` and press `⊃` (`Select`). You will be prompted to enter the `User Name`.

3 Press and hold `⊂` (`Delete`) to clear the field, and enter the User Name provided by your ISP.

Press the Menu key `⊜` to toggle between the available text entry methods. (See "Choosing a Text Entry Mode" on page 57 for more information.)

After entering the User Name, press `⊃` (`OK`) to return to the previous screen.

4 Scroll to `Password` and press `⊃` (`Select`). You will be prompted to enter the `Password`.

5 Press and hold `⊂` (`Delete`) to clear the field, and enter the Password, which may be provided by your ISP.

After entering the Password, press `⊃` (`OK`) to return to the previous screen.

6 Scroll to `Apn` and press `⊃` (`Select`). You will be prompted to enter the `Apn`.

7 Press and hold `⊂` (`Delete`) to clear the field, and enter the Apn provided by your ISP.

Press the Menu key `⊜` to toggle between the available text entry methods. (See "Choosing a Text Entry Mode" on page 57 for more information.)

After entering the Apn, press `⊃` (`OK`) to return to the previous screen.

8 Press `⊂` (`Back`) to return to the Bearer Type screen.

Configuring CSD

1 When you select CSD, you are presented with these options: User Name, Password, Phone number, Line Type, Transfer Rate.

2 Scroll to User Name and press ⊐⊃ (Select). You will be prompted to enter the User Name.

3 Press and hold ⊂⊐ (Delete) to clear the field, and enter the User Name provided by your ISP.

Press the Menu key ⊡ to toggle between the available text entry methods. (See "Choosing a Text Entry Mode" on page 57 for more information.)

After entering the User Name, press ⊐⊃ (OK). You will return to the previous screen.

4 Scroll to Password and press ⊐⊃ (Select). You will be prompted to enter the Password.

5 Press and hold ⊂⊐ (Delete) to clear the field, and enter the Password, which may be provided by your ISP.

After entering the Password, press ⊐⊃ (OK) to return to the previous screen.

6 Scroll to Phone Number and press ⊐⊃ (Select). You will be prompted to enter the Phone number.

7 Press and hold ⊂⊐ (Delete) to clear the field, and enter the Phone number, provided by your ISP.

After entering the Phone Number, press ⊐⊃ (OK) to return to the previous screen.

8 Scroll to Line Type and press ⊃ (**Select**).

9 Scroll to and select either **Analog** or **ISDN**.

10 Scroll to Transfer Rate and press ⊃ (**Select**).

11 Scroll to and select either **Automatic** or **9600**.

12 Press ⊂ (**Back**) to return to the Bearer Type screen.

WAP Setting

This option allows you to set up the IP address of the gateway (proxy server) through which you will access the mobile Internet. Once you have selected the WAP setting, you will have to enter the following information (provided by your service provider):

Primary IP
The IP address of the gateway (proxy server) you will use to access the mobile Internet. Press and hold ⊂ (**Delete**) to clear the field, and enter the IP address provided by your ISP. The IP address is in the format 123.123.123.123. After entering the address, press ⊃ (**OK**) to return to the previous screen.

Primary Port
The primary port, provided by your service provider. Press and hold ⊂ (**Delete**) to clear the field, enter the port number (from 1024 to 65535) provided by your service provider, then press ⊃ (**OK**) to return to the previous screen.

Secondary IP	The secondary IP address provided by your ISP. Press and hold ⟵ (**Delete**) to clear the field, and enter the IP address. The IP address is in the format 123.123.123.123. After entering the address, press ⟼ (**OK**) to return to the previous screen.
Secondary Port	The secondary port, provided by your service provider. Press and hold ⟵ (**Delete**) to clear the field, enter the port number (from 1024 to 65535) provided by your service provider, then press ⟼ (**OK**) to return to the previous screen.
Timer	The required idle time out of the timer. Enter the value for the timer in seconds and press ⟼ (**OK**). The default setting for the timer is 300 seconds.
HomePage	A valid Web address or URL (Uniform Resource Locator), such as http://cute.phone.com.

Set GPRS

This option allows you to turn the high-speed GPRS (General Packet Radio Service) network connection on or off.

127

Call Forward

If your phone is unavailable, or you do not wish to receive calls, incoming calls can be forwarded to other phone numbers.

This option can be used to:

- Forward all incoming Voice calls unconditionally

- Forward incoming Voice calls whenever your phone is unavailable, busy, not reachable or not answered.

- Forward incoming Fax calls.

- Forward incoming Data calls.

- Cancel all forward options.

Note: You cannot change the call forward settings when you are out of network coverage.

After selecting any of the call forward options, there will be a short delay while the phone asks the network for the current setting.

The Call Forward options are described below.

Voice Calls

Use this option to set your phone to the following:

If unreachable	Forward all incoming Voice calls to a single number, whenever your phone is not reachable.
	The option has three settings:

- **On**—Enter the phone number to which the calls are forwarded.

- **Off**—Cancel the forward option.

- **Query**—Display the status of Call Forward (**On** or **Off**).

If no answer Forward all incoming Voice calls to a single number, whenever you don't answer your phone.

The option has three settings: **On, Off** and **Query**. (See "If unreachable" above for details on these settings.)

If Busy Forward all incoming Voice calls to a single number, whenever your phone is busy.

The option has three settings: **On, Off** and **Query**. (See "If unreachable" above for details on these settings.)

Unconditional Unconditionally forward all incoming Voice calls to a single number.

The option has three settings: **On, Off** and **Query**.(See "If unreachable" above for details on these settings.)

Fax Calls

Forward all Fax calls to a single number.

The option has three settings: **On, Off** and **Query**. (See "If unreachable" under "Voice Calls" on page 128 for details on these settings.)

Data Calls

Forward all Data calls to a single number.

The option has three settings: `On, Off` and `Query`. (See "If unreachable" under "Voice Calls" on page 128 for details on these settings.)

Cancel All

Cancel the forwarding of incoming calls.

Caution: This option resets all Forward Call settings to `Off` and removes all the forward numbers.

Quick Access Setup

This option allows you to:

- Customize your Quick Access menu
- Set up and change the Voice Tag allocation for the quick Access features.

When you select `Quick Access Setup`, your phone displays the Function List of the Quick Access features.

1 Scroll to the feature you require and press `⊐` (`Option`).

2 Assign a key to the Quick Access feature or add, modify or delete a voice tag.

Note: The `Ring Tone` feature in the Quick Access function list refers to the ringtone associated with the `General Mode` profile. You can use `Ring Tone` from the Quick Access function list to change the ringtone for the `General Mode` profile.

Assign to Quick Access Item

Select this option to assign a key to the Quick Access feature. Your phone displays the prompt **Which QA Item?**.

Enter a number from 1 to 9 by pressing a number key (⚊ to ⚊) to assign a key and then press the right soft key ⚊ (**OK**).

If you assign a valid key, your phone will return to the Quick Access Function List and the number of the assigned key will be displayed on the left side of the Quick Access feature.

Add or Modify Voice Tag

This option allows you to add or modify a voice tag.

1 Select **Add or Modify voice tag**.

Your phone displays **Press Record key then say command**.

2 Press ⚊ (**Record**).

Your phone displays **Say Command Now**.

3 Speak the command.

For best results, make your voice recording in a quiet location. Hold the phone about four inches (10 centimeters) from your mouth, and speak directly into the phone's microphone in a normal tone of voice.

After you say the command once, your phone displays **Press Record key then REPEAT Command**.

4 Press ⚊ (**Record**)

Your phone displays **Repeat Command Now**.

5 Speak the command in the same way as you did in step 3.

If the recording is successful, `Trained: Voice command` is displayed.

If the recording is not successful, your phone displays one of these messages:

- `Unable to store Voice command`
- `Similar command stored`
- `Sounds are different`

After you have stored the message, you can use the Voice Command feature by pressing the down-arrow $\odot$ in the idle display and then speaking the voice command. See "Using a Voice Command for a Quick Access Feature" on page 52.

Delete Voice Tag

Select this option to delete the Voice Tag from the Quick Access feature.

Note: This option does not appear if there is no voice tag to delete.

Phone Status

This option can be used to view and to change the current setting of menu options.

When selected, your phone will display the menu options described in the following sections.

My Tel. Numbers

This option allows you to access your cellular phone, fax, and data numbers so you can retrieve or modify them as needed. For example, if you have difficulty remembering your cellular phone number, store it with the name *My Phone*.

The My Tel. Numbers list is stored on your SIM card and can contain up to three numbers.

When you select this option, the My Tel. Numbers list is displayed.

1 To enter or change a number, highlight the location you require, then press ⊃ (Change).

The Entry Details Name and No. appear.

2 Scroll to the detail you want to enter or change, and press ⊃ (Change).

3 Enter the detail and press ⊃ (OK) to store the information.

4 After you enter or change the Name and Number, press ⊂ (Done).

Note: Depending on your cellular service provider, you may find that one or more of the entries in the My Tel. Numbers list are already defined. You may not be able to change these predefined settings.

Credit Available

Select this option to display the Credit Available in Units.

133

Active Line

This option allows you to switch between Line 1 and Line 2

When selected, your phone displays two options:

Line1	Scroll to this option and press ⊃ (Select) to activate Line 1.
Line2	Scroll to this option and press ⊃ (Select) to activate line 2.

In Call Setup

This option allows you to set up the features that are active during a call.

In Call Timer

This option sets the In Call Timer, which is the timer shown during a call. When selected, your phone will show Display. Press ⊃ (Select) to display the following two options:

- Call Times—Scroll to this option and press ⊃ (Select) to turn on the Call Timer. When you a make or receive a call the Call Timer will show you the time you have been connected.

- Off—Scroll to this option and press ⊃ (Select) to turn off the Call Timer.

Call Cost Setup

Use this option to set up the call costs settings. You will be prompted to enter your SIM PIN2 before you can access the following options.

134

Note: Your phone will only receive cost information if you applied for the advice-of-charge service.

Reset All Costs

Select this option to reset the cost. Enter your SIM PIN2 to confirm the reset.

Credit Limit

This option sets the maximum limit for call costs. When this limit is reached, the network refuses any further chargeable calls.

1 Select the Credit Limit option.

   You are prompted to enter your SIM PIN2.

2 Enter your SIM PIN 2.

3 Enter the new limit amount as either units or currency depending on the setting of **Currency Setup**. (Units must be entered as whole numbers.)

Note: When the charge limit is set, you cannot make fax or data calls.

Once a limit is set, the Call display shows the remaining credit. When you reach your last two minutes, your phone displays **Approaching Cost Limit** and sounds and a warning alert. The alert will be repeated when one minute remains.

When the limit is reached, **Cost Limit Reached** is displayed, and you cannot make any more chargeable calls. You must select **Reset All Costs** before you can make any chargeable calls.

Currency Setup
Select this option to define whether the cost information is displayed as either phone units or currency. The options are:

Set Currency

Sets the cost information to currency.

1 When prompted, enter your SIM PIN2.

You are prompted to enter the Currency type.

2 Enter a 3-character notation, for example GBP for the UK, EUR for Europe or USD for the United States of America.

Next Call   The selection you make in this feature is
Only   applied to the next call only. When that call is
            terminated, the selection made in All Calls
            is applied again.

Call Waiting

When this network feature is activated, an alert tone sounds
while you are on a call to indicate that you have received a
second call. (See "Call Holding and Call Waiting" on page 45.)

When you select the Call Waiting feature, your phone displays
the following three options:

On   Activate the Call Waiting feature.

Off   Deactivate the Call Waiting feature.

Query   Display the status of Call waiting, either On or
            Off.

Security

Use this option to view and change your phone's security
settings.

When you select this option, your phone displays the following
menu options.

Phone Lock

You can lock your phone to protect it from unauthorized use.

Note: You can still dial and call the emergency number 112
when the phone is locked.

The **Phone Lock** options are:

Lock now	Immediately lock your phone. When set, your phone is unusable until the unlock code is entered.
	When this option is selected, you are prompted to enter the **Unlock Code**.
Auto Lock	Automatically lock phone each time it is switched on. The option has two settings: **On** and **Off**.
	When this option is selected, you are prompted to enter the **Unlock Code**.
Unlock Code	Change the unlock code, set at manufacture to **1234**.
	When you select this option, you must enter the **Old Unlock Code** before you can proceed.
	After you enter the old unlock code, you must enter the **New Unlock Code**, then **Re-enter New Code**. When you complete this final step, your unlock code is set.

Lock Keypad

Use this option to lock or unlock your keypad.

To lock or unlock the keypad, press the Menu key ⬛, followed by ⬛.

Note: You can still dial and call the emergency number 112 when the keypad is locked.

Fixed Dial

Select this option to switch Fixed Dial on or off. See "Fixed Dial" on page 114.

Call Barring

Call Barring is a network feature that can be used to selectively bar outgoing and incoming calls.

If you change the barring setting, you may be prompted to enter your barring password. After you enter the password, a short delay passes while the phone notifies the network of the new setting. When the network completes the change, the phone displays a confirmation message.

The initial password is supplied by your Cellular Service Provider when you subscribe to this service.

When selected, Call barring offers these options:

Outgoing
Calls

When you select this option, there is a short delay while the phone asks the network for the current setting. You can then select one of these options:

- All Calls—Bars all outgoing calls except emergency calls.

- International Calls—Bars outgoing international calls.

- International Calls Except Home— Bars outgoing international calls, except those to your home country.

139

	• Off—Disables all call barring for outgoing calls.
Incoming calls	When you select this option, there is a short delay while the phone asks the network for the current setting. You can then select one of these options:

- **All Calls**—Bars all incoming calls.

- **When Roaming**—Bars incoming calls when you are roaming. (You may wish to select this option, as some Cellular Service Providers charge an additional fee for receiving calls when you are roaming.)

- **Off**—Disables all call barring for incoming calls.

Cancel All	Turns off all Call Barring options. When selected, your phone prompts you to enter the call barring password. Enter the password and press ⊃ (**OK**).

SIM PIN

This option allows you to set your phone whether or not to ask for the PIN (Personal Identification Number) of the SIM card when the phone is switched on. The options are:

On	When selected, the phone will ask you for the SIM PIN when switched on.

Off   When selected, the phone will not ask you for the SIM PIN when switched on.

Note: Some SIM cards do not allow turning off this feature.

Passwords

This option allows you to set and change the following passwords that you can use on your phone.

Unlock Code

This option is used to set the unlock code, which is used to prevent unauthorized use of your phone.

1 Select the Unlock Code option.

2 When prompted, enter the Old Unlock Code. (You must enter this code before you can proceed.)

3 When prompted, enter the New Unlock Code.

4 When prompted to Re-enter New Code, enter the new code again.

After you complete this step, your unlock code is set. (See also "Unlock Code" on page 138.)

Security Code

The security code is used to control access to security and other options within the menus.

Note: In order to safeguard your phone, you should change your security code from the factory setting as soon as possible. This code is set at manufacture to **000000**.

141

To change the code:

1 Select the **Security Code** option.

2 When prompted, enter the current security code. (You must enter this code before you can proceed.)

3 When prompted, enter a new, six-digit code to replace the old security code.

SIM PIN

This option is used to change your SIM card's PIN. The **SIM PIN** option must be set to **On** to use this option. (See "SIM PIN" on page 140.)

1 Select the **SIM PIN** option.

2 When prompted, enter the **Old PIN**.

3 When prompted to **Enter New PIN**, enter a new, four- to eight-digit code to replace the old PIN.

4 Enter the new PIN again when the phone displays **Repeat New PIN**.

Caution: If you enter an incorrect SIM PIN three times in a row, your SIM card is disabled and your phone displays the message **SIM Blocked**. You need to enter a PIN unblocking key (PUK) code (which you can obtain from your service provider) and key sequence before you can use the phone.

To unblock your phone, enter the following key sequence:

(#) (#) (0) (5om) (✳) *SIM PUK* ⊐ *New PIN* ⊐ *New PIN* ⊐

Note: The `New PIN` must contain four to eight digits.

Caution: If this operation is performed incorrectly 10 times in a row, your SIM card will become permanently blocked.

SIM PIN2

This option is used to change SIM card's PIN2.

1 Select the `SIM PIN2` option.

2 When prompted, enter the `Old PIN2`.

3 When prompted to `Enter New PIN2`, enter a new, four- to eight-digit code to replace the old PIN2.

   Note: If you enter an incorrect SIM PIN2 twice in a row, the phone blocks SIM PIN2.

4 Enter the new PIN2 again when the phone displays `Repeat New PIN2`.

Caution: If you enter an incorrect SIM PIN2 three times in a row, the `Pin2 Blocked` message is displayed. You must enter a PIN2 unblocking key (PUK2) code, which you can obtain from your service provider.

When the `PIN2 Blocked` message is displayed, you are denied access to menu items that require you to enter the PIN2, such as setting up the Fixed Dial Menu and customizing the Call Cost Setup.

If you receive the `PIN2 Blocked` message when you try to enter your PIN2, use the following key sequence to unblock and change the PIN2:

143

(#) (#) (0+) (5ᴏᴋʟ) (2ᴀʙᴄ) (*) *SIM PUK2* ⊐⊃ *New PIN2* ⊐⊃ *New PIN2* ⊐⊃

Note: The **New PIN2** must contain four to eight digits.

Caution: If the PIN2 unblocking operation is performed incorrectly 10 times in a row, your PIN2 will become permanently blocked.

Bar Password
This option can be used to change the call barring password.

After selecting this option, you will be asked to enter the **Enter Password**.

You will then be prompted to enter **New Password** followed by **Verify Again**. Make sure you enter the same code both times.

When the network completes the change, the phone will display a confirmation message.

Other Settings

This menu enables you to set up all remaining phone options. Other Settings is divided into three sub-menus: **Personalize**, **Initial Setup**, and **Network**. They are described below.

Personalize
This option allows you to customize the ring tone, banner and screen saver. They are described below.

Edit Ringtone
This option allows you to compose your own ring tone. When selected, your phone displays a list with the stored ring tones, called **My Tones**.

1 Scroll to an existing ring tone press $\boxed{\supset}$ (**Edit**).

or

Scroll to **[New Tone]** and press $\boxed{\supset}$ (**Select**).

Your phone displays the Tone Details **Notes** and **Name**. Scroll up and down to switch between these Tone Details.

2 Highlight **Notes**, then press $\boxed{\supset}$ (**Change**) to edit the existing ring tone or to compose a new one. See "Entering and Editing Notes" on page 145 for more information on editing and entering tones.

3 Highlight **Name** and press $\boxed{\supset}$ (**Change**) to enter or change the ring tone's name.

4 After entering or editing the tone details, press $\boxed{\subset}$ (**Done**).

Edit Ringtone Menu Options

Press the Menu key $\boxed{\equiv}$ to display the following options:

- **New Tone**—Compose a new ring tone.
- **Edit**—Edit the highlighted ring tone.
- **Delete**—Delete the highlighted ring tone.
- **Play**—Play the highlighted ring tone.

Entering and Editing Notes

To create a new tone:

1 Select **New Tone** from the **My Tones** menu.

2 Press $\boxed{\supset}$ (**Change**) to enter notes.

145

3 Use the keypad keys to enter each note. Press a key multiple times to cycle through its available notes or options (pitch, octave, or length). The default setting for a new tone is a quarter note in octave two.

Key	Phone Display	Description
(1 - @)	1	set octave one
	2	set octave two
	3	set octave three
(2 ABC)	A	note A
	B	note B
	C	note C
	2	set octave two
(3 DEF)	D	note D
	E	note E
	F	note F
	3	set octave 3
(4 GHI)	G	note G
	R	rest

Key	Phone Display	Description
(7ᴾᵠᴿˢ)	**#**	sharp
	b	flat
(0+)	**q**	quarter note or quarter rest
	h	half note or half rest
	w	whole note or whole rest

Change the Octave

Set the new octave (1, 2, or 3) before selecting the note. The new octave applies to the note and all following notes until you change it again.

Select the Note (Required)

Press a keypad key to enter a note.

Change a Note to a Sharp or Flat

Enter a sharp or flat (**#** or **b**) after selecting the note. Some sharps and flats are played as standard notes. For example, **B#** is the same as **C**. Press **S** to scroll to valid notes when entering a new note.

Change a Note's Length

Set the new length (**h**, **w**, or **q**) after selecting the note. The new length applies to the note and all following notes until you change it again.

147

Add a Rest

Enter one or more rests (**R** characters) as needed in the tone sequence. You can set the length of the rest by entering an **h**, **w**, or **q** character after the rest, just as you can for a note.

Listen to a New Tone as You Compose It

Press the Menu key ⬚ and select **Play All** to play the notes you have entered. Press the ⬚ (**Cancel**) to go back to entering notes.

Note: Entering and Editing Notes with the Navigation Key

You can also create a ringtone by using the up- and down-arrows on the Navigation key ⬚.

Start creating a new ringtone by pressing the up- or down-arrow on the Navigation key ⬚. (The first press of the Navigation key ⬚ will always display **C** of 2nd Octave).

As you press the up-arrow on the Navigation key ⬚, the following sequence of notes will appear:

   C C# D D# E F F# G G# A A# B **3C** C# D D# E F
   F# G G# A A# B **1C** C# D D# E F F# G G# A A# B

Here the first 12 notes belong to the 2nd octave.

As you continue pressing up-arrow, the notes of 3rd octave appear. The first note in third octave is represented as **3C**. Subsequent notes that appear (by pressing up-arrow) will belong to the 3rd octave, even though they are not prefixed with the number 3 (as shown above). After the last note **B** of 3rd octave, notes of the 1st octave are displayed, represented by **1C**, as shown above.

Hence, the appearance of notes begins with the 2nd Octave**,** moves to the 3rd Octave, and then to the 1st Octave. This order is cyclic.

As you press down-arrow on the Navigation key $\odot$, the above process occurs in reverse order, and the sequence of notes will appear as follows:

C **1B** A# A G# G F# F E D# D C# C **3B** A# A G# G F# F E D# D C# C **2B** A# A G# G F# F E D# D C# C

Banner

This option allows you to enter a banner, which is displayed between the operator name and the time and date lines. The banner you enter must be only one line and can consist of only letters and/or numbers.

The banner is displayed when the phone is in the idle display EXCEPT in these situations:

- When the keypad is locked, your phone displays **Keypad Locked**.

- When the battery's charge is low, your phone displays **Low Battery**.

When selected, you can enter a banner of up to 16 characters. To choose the desired text entry method, press the Menu key $\boxed{\text{\scriptsize\textbullet}}$, scroll through the different entry methods, and select the required one by pressing $\boxed{\supset}$ (**Select**). (See "Choosing a Text Entry Mode" on page 57 for more information.)

149

Screen Saver

This option allows you to set up screensaver animation that is displayed if your phone is idle for a specified amount of time called Idle Time. When selected your phone will display the following options:

On	Turns on the selected screen saver.
Off	Turns off the selected screen saver.
Idle Time	Sets the idle time of the screen saver. When the phone has been idle for this specified time, the screen saver animation will automatically turn on. When selected you will be prompted to enter a value between 1 and 5. This value represents the idle time in minutes.

Note: The Screen Saver feature does not allow you to select which animation you want to use as the screen saver. The selection of the screen saver animation can be done in the feature Animation of the Fun Menu. (See "Animation" on page 83.)

Initial Setup

This feature allows you to set up many basic phone options. When selected, your phone will display the options Time and Date, Power on/off, Backlight, Language, Battery Save, Contrast, Master Reset, Master Clear. They are described below.

Time and Date

This option is used to set the time and date.

When selected, scroll to the current time or date and press ⥥ (**Change**). Use the Navigation key ⊙ to correct the current time or date and press ⊂ (**Done**) to store the changes.

Power on/off

This option allows you to set up your phone to automatically power on or off at a certain time power will be turned on or off.

⚠️ **Caution:** Turn off the Power on/off feature prior to traveling on an airplane or entering into an area where the use of wireless devices is prohibited.

When selected you can choose one of the following options:

Power On Time	Set up the time when your phone will automatically power on.
Power Off Time	Set up the time your phone will automatically power off.
Enable Always	Activate the Power on/off feature. When this option is selected, your phone will power on and off at the set times.
Disable	Deactivate the Power on/off feature. When this option is selected, your phone will ignore the time settings in Power on time and Power off time.

151

Backlight

Use the `Backlight` option to set the time that the display backlight remains on. The `Backlight Timer` options are:

`Off`	Turns off the backlight to conserve battery power.
`5 Seconds`	Backlight stays on for 5 seconds after you pressed any button or your phone performs any operation.
`10 Seconds`	Backlight stays on for 10 seconds after you pressed any button or your phone performs any operation.
`20 Seconds`	Backlight stays on for 20 seconds after you press any button or your phone performs any operation.

Language

Use this option to change the language for display messages.

When you select a language, all further display prompts and messages will be in the selected language.

Battery Save

This option can help you conserve battery power.

The option has two settings: `On` or `Off`.

Contrast

This option allows you to adjust the contrast setting for your display. Adjust the contrast by scrolling up or down. Once you have adjusted the contrast to the desired level, press ⊃ (**Select**). The contrast will be adjusted to the selected value. Press ⊂ (**Back**) to leave the **Contrast** option without adjusting it.

Master Clear

This option should be used with extreme caution, for example it will clear all the phonebook entries from your phone memory.

This option is used to restore certain phone options to their original settings. When you select this option, you will be asked to enter the security code.

When selected, the **Master Clear** option will clear:

Last Dialed Numbers	Last Received Numbers
Last Missed Numbers	Caller Group Settings
Profile Mode Settings	Call Settings
Notepad content	Phone book
Downloaded and user created ring tone	Downloaded caller group icon
Chat buddy information	Phone settings
Chat Log text	Chat SMS information
Chat SMS text	Exchange rate
Downloaded Wallpaper Storage	Download Wallpaper URL
Band Selection	Line1/Line2 Settings

153

Customized Banner	Quick Access List
Screen Saver On/Off	Phone Lock
Auto Lock	Schedule Power On/Off
Language settings	Date Book
Chat configuration	Screen Saver Download URL
Wallpaper configuration	Game data
Voice tag	Latest Wallpaper download URL
Cell broadcast service status	Cell broadcast language
Battery Saving	EMS Media Library: User Extracted Picture/Animation/Sound

Master Reset

This option should be used with caution. It is used to restore certain phone options to their original settings. When you select this option, you will be asked to enter the security code.

When entered, the **Master Reset** option will reset the same options as **Master Clear** except:

- Phone Book
- Downloaded and user-created ring tones
- Downloaded Caller Group icons
- Voice tags
- Cell broadcast language

Network

This option allows you to view and adjust your phone's network settings. The different options are described below:

Avail. Networks
This option enables you to search for the currently available network. When you select this option, the phone displays `Finding Network ....`

When the search is complete, your phone displays a list with the current available networks. Search the list and select the network with which you want to register. Your phone displays `Registering Network ....`

Network Setup
This option allows you to adjust your Network Setup. It includes:

- `Type`—Allows you to choose your bands automatically or manually.

- `Speed`—Allows you to set data transfer rate to fast, medium, or slow.

STK Service

SIM ToolKit (STK) Service is a network- and subscription-dependent feature.

Your SIM card may contain applications that process outgoing calls, messages, and other events. Contact your service provider for more information.

What to Do If...

You press the Power key ⓞ but nothing happens.	Be sure to press and hold the Power key ⓞ until the display appears and you hear an alert. If nothing happens, check that a charged battery is installed and fitted properly.
You can't make calls.	Check the signal strength indicator in the display. If the signal is weak, move to an open space or, if you are in a building, move closer to a window.
	Check the Network settings. Try Manual Selection, or try another network. See "Network Setup" on page 155.
	Check your Operator coverage map.
	Check the Call Barring and Fixed Dial settings.
	Has the credit limit been reached? Use your SIM PIN2 to reset the limit or contact your Service Provider. See "In Call Timer" on page 134.
	Has a new SIM card been inserted? Check that no new restrictions have been imposed.

You can't receive calls.	Check the signal strength indicator in the display. If the signal is weak, move to an open space or, if you are in a building, move closer to a window.
	Check the Call Forward and Call Barring settings.
	Check the In-call alerting settings. If the ringer is off, there is no audible alert. See "In-Call Alerting" on page 118.
Your phone does not ring.	If you see the following in the display:
	• ⚱ (Off)
	• «» (Vibrate)
	• «⚱» (Flash)
	the ringer is turned off. Turn the ringer on. See page 118.
You cannot hear others on your phone.	While on a call, press up-arrow on the Navigation key ⊙ to increase the volume. Also, make sure that your phone's earpiece is not blocked by its carrying case.

157

Your phone's display is too dark.	Use the **Contrast** feature to change the level of contrast in your display. See page 153. Also, you can also use the **Backlight** feature to change the length of time that your phone display's backlight stays on. See page 152.
The battery won't charge.	Check the charger. Is it properly connected? Are its contacts clean and dry? See "Battery Use" on page 25.
	Check the battery contacts. Are they clean and dry?
	Check the battery temperature. If it is warm, let it cool before recharging.
	Is it an old battery? Battery performance will decline after several years use. Replace the battery.
	Are you using a Motorola original battery? Your charging system may not be able to communicate with your battery. See "Battery Use" on page 25.
The battery icon is missing.	Are you using a Motorola original battery? Your charging system may not be able to communicate with your battery. See "Battery Use" on page 25.

The battery drains faster than normal.	Are you in an area of variable coverage? This uses extra battery power.
	Is it a new battery? A new battery will need two to three charge/ discharge cycles to attain normal performance. See "Charging Your Battery" on page 29.
	Is it an old battery? Battery performance will decline after several years use. Replace the battery.
	Is it a battery that hasn't been completely discharged? Allow the battery to fully discharge (until the phone turns itself off) and then charge the battery overnight.
	Check that the **Speed** feature in the Network menu has not been set to **Fast**. See "Network" on page 155.
	Check that the **Battery Save Mode** feature has not been set to **Off**.
	Are you using your phone in extreme temperatures? At extreme hot or cold temperatures, battery performance is significantly reduced.

159

Your phone won't unlock.	Have you inserted a new SIM card? Enter the new PIN. See "SIM PIN" on page 140.
	Do you have a replacement phone? Enter the default phone unlock code—1234.
	Did you forget the unlock code? Press the Menu key ⏚ and enter the correct Security code to unlock the phone.
Your PIN is blocked.	Enter the PIN unblocking code supplied with your SIM card. See "SIM PIN" page 142.
Your PIN2 is blocked	Enter the PIN2 unblocking code supplied with your SIM card. See "SIM PIN2" page 143.
Your SIM card won't work.	Is the card inserted the right way round? See "SIM Card Insertion/ Removal" on page 31.
	Is the gold chip visibly damaged or scratched? Return the card to your Service Provider.
	Check the SIM contacts. If they are dirty, clean them with an antistatic cloth.
You can't cancel Call Forwarding or Call Barring.	Wait until you are in an area with good network coverage and try again.

The symbol ✉ is flashing.	There is not enough memory available to store another SMS or EMS message. Use the Messages menu to delete one or more existing messages.
You can't make international calls.	Some Service Providers automatically bar the ability to make international calls. Contact your Service Provider.
	Have you included the relevant codes? Press and hold the ⓪ key to display the international dialing prefix (∗) and then enter the appropriate country code followed by the phone number.
You are unable to record a voice command.	Try moving to a quieter location. Hold the phone about 4 inches (10 centimeters) from your mouth, and speak directly into the phone in a normal tone of voice.
Your browser cannot connect to the Internet.	You may be in an area without service, or you may be connected to a network that does not support Internet access.
Your phone was stolen.	Report a stolen phone to the police and to a service provider (the company that sends you your monthly wireless service bill).
Your phone is not responsive.	Remove the battery, reinsert, power on, and reset the phone clock.

Index