

G310C USER MANUAL

Eng_Ver1.0

Feature Specifications

Display

Dual clamshell TFT LCD, both Main & Sub.

Main LCD : 260,000 TFT Color Display (128 X 143)

Sub LCD : 260,000 TFT Color Display (96 X 64)

Animated messages, variable icons

Melody

64 Poly Orchestra Musical Bell Sounds

Camera

Highly sensitive Digital Camera with flash

Dimensions & Weight

80*40*20.9mm with Slim Battery

under 80g target with Slim Battery

Battery Performance

Talk time: Up to 180 minutes (with 680 mAh Battery)

Standby time: Up to 200 hours (with 680 mAh Battery)

AOL Tegic Solution T9

Chinese (Simplified), English Spanish, Portuguese, English

Operating Frequency

GSM 850MHz / PCS 1900MHz Dual Band

Caution

For the safety of You and the proper operation of the phone, please ensure you read the guidelines that follow. For more details, please refer to the appendix.

Antenna

If you use antenna which is not approved by the manufacturer of the units, it may cause a malfunction or serious damage of the unit.

Traffic safety

Please ensure that you check out the traffic regulations on the use of mobiles beforehand. Do not use mobiles while driving. If required, please use a hands -free kit in safe conditions.

Electronic devices in cars

The electromagnetic waves emitted from the phone may interfere with the electronic systems of cars.

Hands -free

If you install a hands -free kit within the area of an airbag, it may cause serious injury. Please take this into consideration.

Electronic devices

The electromagnetic waves emitted from the mobile phone could affect the function of electronic devices which are not shielded.

Medical devices

Please ensure that you turn off your mobile phone in hospitals and follow the regulations of hospitals.

Please turn off your mobile so as not to affect pacemaker devices or other medical devices. For other inquiries about the use of mobiles in hospitals, please contact doctors or medical device manufacturers.

In the public places

Please turn off your mobile phone in the public places where the use of mobiles is

prohibited.

In airplanes

Please turn off your mobile before taking it on board an airplane. If you use your mobile in an airplane, it could dangerously impact on the function of the airplane.

Explosive gas

Please turn off your mobile in regions where any explosive gas is presumed to exist and then follow the instructions or the contents of sign boards. Do not disconnect the battery from your mobile in regions where any explosive gas is presumed to exist.

User Guidelines

Do not allow other people to use your mobile without permission.

In case of the loss or theft of your mobile, please contact a service provider immediately.

If your mobile does not work properly, please bring it to the nearest service center.

Please use only approved accessories and batteries. Do not attempt to connect non-compatible products to the unit.

The RF waves emitted from the mobile may harm the human body. Therefore please ensure that you do not expose yourself to RF waves for protracted periods.

Please back up important content such as telephone numbers or other information.

Electromagnetic Wave Exposure

The unit consists of an electromagnetic wave transmitter and receiver. It is designed and manufactured in respect to the suggestions made by scientific studies of an independent scientific organization, which limit the exposure of electromagnetic waves.

Please only use batteries, chargers, and accessories approved by authorized manufacturers so that you can follow the recommended guidelines for exposure. If you fail to use authorized products, it means you have not followed the guidelines. Therefore, we can not guarantee the safety of You regardless of your age and status of health.

Proper Usage

Please use your mobile in the proper manner.

Do not touch or bend your antenna while using the mobile, it may harm the quality of reception or the performance of the battery.

Do not disassemble the mobile. Non professionals could damage the mobile.

Ensure that you use only authorized or provided batteries, chargers, and accessories.

If you use unauthorized products, the warranty could be voided.

Contents

Caution

Components

Handset description

Internal LCD (Main LCD)

Sub -LCD Menu Option

Function keys

Quick start

Getting started

Basic telephone functions

Menu functions

- i. Messages
- ii. Call logs
- iii. Sounds
- iv. Settings
- v. Net service
- vi. Organizer
- vii. Fun & Tools
- viii. STK
- ix. Phonebook
- x. Hot folder

Appendix

- How to use T9 & etc.

Components

The picture below is for the reference of You. Each item in the package could be different according to the policy of dealers.

The mobile phone

AC adapter



Handset Description

* For detail usage of key

Antenna
Earphone

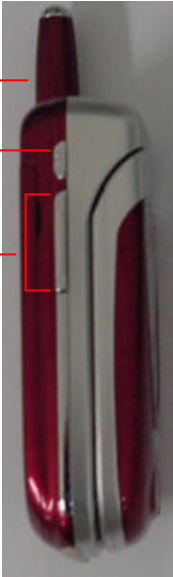
Side keys
Sub display

Camera & Flash

Antenna

Camera (+key)

Side keys



Earpiece

LCD display

Camera key

Menu key

OK key

Navigation keys

Clear key

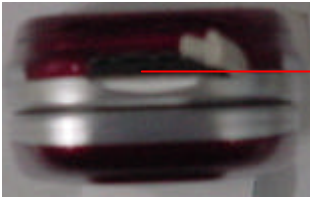
Alphanumeric
keys

Microphone

Power Adaptor
Connectors



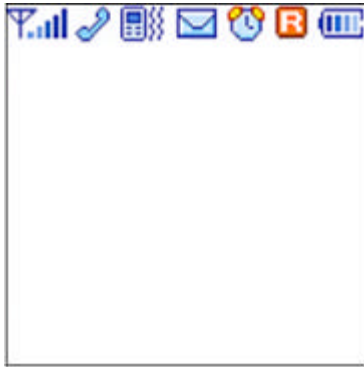
Earphone



Power Adaptor
Connectors

Internal LCD (Main LCD)

The main-LCD and the sub-LCD are divided into two parts of screen. One screen lines up a group of icons showing the status of the unit, while the other screen shows messages, telephone numbers, icons, etc.





<Main LCD Screen>

When a particular function is activated or a message is received, each applicable icon is shown.

The icons shown above are the maximum number of icons which can be displayed at the top.

The definition of icons with pictures is explained as below.

	Signal Power	This icon indicates the level of RF signal. The number of bars is different according to the power of the signal received.
	Line is busy	This icon indicates that the line is busy.
[G]	Gprs attach	This is displayed when GPRS is activated.
	Ringing tone	This icon indicates that the ringer is in melody mode.
	Vibration	This icon indicates that the ringer is in vibration mode or manner mode (vibration mode: blue color, manner mode: red color).
	Vib+Ring	This icon indicates that the ringer is in melody mode after vibration mode.
	SMS message	This icon indicates when messages have not been read. Also F is displayed inside the envelope when the messages saved in the SIM are full.
	Alarm	This icon indicates that the alarm is set

	Roaming	This icon indicates that the roaming system is supported.
	Battery	This indicates the level of the battery.
[]]	Answering Machine	This icon is displayed when the answering machine is turned on.
[]]	Answering Machine	This icon is displayed if there is a recorded message in an incoming call..

Sub -LCD Menu options

In the case of being in standby mode when the hinged door of the unit is closed, you can adjust the time shown in the Sub LCD by using the [Vol Down] key. Analog and Digital time alternatively appear. If you press the [Vol Up], [Vol Down] or [SIDE CAMERA] key for a moment, the backlight of the Sub LCD turns on. If you long press the [SIDE CAMERA] key when the hinged door of the unit is closed, the Sub LCD will carry out the camera preview function.

Flash ON



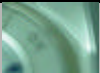



You can use the camera flash as an emergency light.





- 1) If you keep pressing the [Vol Up] key for a while in standby mode, the flash turns on.
- 2) Stop pressing the [Vol Up] key in order to turn off the flash.

Functional keys

The table below explains the list of functional keys which have more than one feature

Function keys

Key Icon	Name	Key Function
	SEND KEY	<p>Press this key to place a call or answer an incoming call Except when the answer type is set as "Auto Answer" and "Flip Open" type.</p> <p>If you press the [SEND] key twice in idle mode, you can place a call to the last number received, dialled, or missed. Press this key once to display the list of the numbers called.</p>
	END KEY	<p>Press this key when you would like to end a call or convert to standby mode from Menu mode.</p> <p>If you keep pressing this key for a moment, the power of the unit either turns on or off.</p>
	OK KEY	Press this key to choose or carry out a Menu option shown on the screen.
	MENU KEY	Pressing this key allows you to access the main Menus and sub menus.
	CLEAR KEY	<p>Press this key briefly to delete a message, or keep pressing this key for a moment to delete a whole sentence.</p> <p>Press this key if you would like to go to the previous Menu.</p>
	NAVIGATION KEYS with shortcut keys to WAP, Sound setting, Game, My Menu, Messages	<p>Press one of the 4 keys for left, right, Up, or Down as you want to move when you would like to change the position of the cursor in Menu list or editor.</p> <p>If you press the [Up] key while talking on the phone, it shows the last number received, and pressing the [Down] key, shows the list of missed calls.</p> <p>If you press this key in the initial screen, you can get easy access to the phonebook, Games, Messages, Sound setting, SMS, My Menu(Hot Folder) Menus.</p>

	and Phonebook	
	SIDE UP and DOWN KEYS	Press this key if you would like to adjust the volume of the conversation. If the hinged door of the unit is closed, this will carry out FLASH and Sub LCD related jobs.
	CAMERA KEY	If you press this key in the initial screen, you can directly access the [Camera] Menu.
	SIDE CAMERA KEY	If you press this key when the phone flip is closed, you can directly access the [CAMERA Preview] mode.
	WAP KEY	If you press this key in the initial screen, you can directly access the [WAP] Menu

Quick start

If you use the unit for the first time, please follow the procedures as below. :

Put the SIM card within the unit.

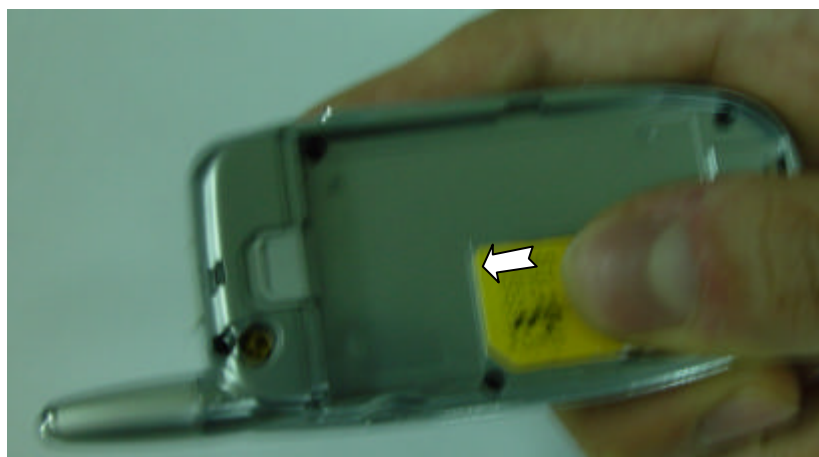
If a user is registered to the network provider, he/she is supposed to be provided with a plug-in SIM 'which contains the user's registration information. (PIN, the existence of additional service, etc).

If required, keep pressing the [END] key until the message of power off appears.

1. Separate the battery from the unit.
2. After checking whether the SIM slot is empty, put the SIM card into the slot.



3. If the user would like to remove the SIM card, please push the SIM card in the direction of the arrow shown in the picture as below.



Battery Installation

As shown in the picture below, put the metal locators of the battery into the holes located in the bottom of the unit.

1. Insert the metal locators of the battery into the hole located in the bottom of the unit.



2. Press the Upper part of the battery until the sound of a 'click' is heard.



Battery Recharging

The power of the unit is supplied by the Li-ion battery charged. Ensure that you use only authorized batteries and chargers. For more details, please inquire at the nearest dealer.

The unit can be used while being recharged.

When the battery is installed in the unit, open the cover and

connect an adapter to the outlet located in the lower part of the unit. An adaptor is provided together with the unit

When finishing recharging, separate the adaptor connection from the outlet located in the lower part of the unit.

Getting started

1. Unit power on (turn on the phone power)

Press the [END] key for a moment (approximately 3 seconds) in order to turn on the power of the unit.

2. Unit power off

Press the [END] key for a moment in order to turn off the power of the unit.

3. Making calls

Press the [END] key for a moment in order to turn on the power of the unit.

If a message "Insert SIM card" appears, insert the SIM into the SIM slot.

Unlock the handset by inputting the PIN (maximum 8 letters) when applicable

If a wrong PIN is inputted, the system automatically detects the network the user belongs to.

Press the telephone number including the area code in the initial mode. Then attempt to make a call by pressing the [Send] key. If you would like to make overseas calls, press the [0] key until the sign '+' appears and then input the country code, area code, telephone number in your order. You can insert the sign 'P' between each code and telephone number in order to have approximately 2 seconds of pause by pressing the [#] key. You can make emergency calls without a SIM. If you input the number 112 and press the [Send] key, you can make an emergency call.

4. Finishing calls

Press the [END] key or close the flip if you would like to cancel or finish your call.

5. Taking calls

When the unit rings in a melody or vibrates, if it has network service, the name or the telephone number of the caller appears on the screen. The screen says the name only when you have the number and name saved in the Phone Book. Press the [SEND] key if you would like to take a call in general mode. If the receiving mode is set to [Any key], You can take calls by pressing any key except for the [END] key.

6. Adjusting the volume of conversations

If you would like to adjust the volume of conversations while using the unit, adjust the

volume by pressing the volume key on the side of the unit for up to 8 steps as you wish.

7. Searching the main Menu

If you would like to move to the main Menu in the initial screen, press the [Menu] key.

Press the [End] key if you would like to escape from the Menu and return to the initial screen.

You can select one of the items in the Menu by pressing the Navigation key [Up][left] and [Down][right].

You can reply to questions with 'Yes' by pressing the [OK] key, and 'No' the [Clr] key.

8. Inputting letters and number in the handset

If You would like to input a number, select the number key pad you desire to input. If you input a number in the handset, the system should be in T9 'mode. (i.e. Phone book, Message). For more details, please refer to the T9 'page. If you would like to delete a wrongly inputted letter, press the [Clr] key and to delete a whole sentence, keep pressing the [Clr] key for a moment. If you keep pressing the [Clr] key for a while, all the letters in the screen are deleted.

Basic Call related Functions

1. Speed Dial

There are two ways to make a call in the initial screen. One is to press [Send] normally after inputting a telephone number. The other is to use speed dial.

When making calls by using speed dial, you should press the index number for a moment which is allocated when saved in the Phone Book of the unit. Then, the telephone number matching the index number is attempted to be called. For example, if the index number saved in the Phone Book of the unit is 5, press the number [5] key for a moment, then the applicable telephone number will be attempted to be called. If the index number is a double digit, press the double digit number and then press the [OK] key, then the applicable telephone number will be attempted to be called. For example, if the index number is 34, press the number [3] and [4], then press the [OK] key. Also for the speed dial for index number 5, you can make a call by pressing the number [0] and [5] key, then press [OK]. The scope of the index available for speed dial is from 01 up to 99.

1	voice mail, 9	emergency call (060)	default
---	---------------	----------------------	---------

2. Making overseas calls

If you would like to make overseas calls, press the [0]key twice at first so that sign + appears on the screen and then press the country code after the sign.

3. Making emergency calls

Input number 112 (emergency number: 060, 911) and press the [SEND] key. If you belong to the GSM net, regardless of the existence of a SIM card, making emergency calls is available in any country.

4. Hold calls

When you can not take a call for some reason, the unit displays a call message which shows you have missed a call on the screen. If you would like to get back to any missed calls, first select the [MENU] -[Call logs]-[Missed calls] keys in order. Then select a number by using the [Up/Down] key that the user desires to get back, and press the [SEND] key. A call will be made to the number selected.

5. Access to the Phonebook from the initial screen

You can move to the lower Menu of the unit by pressing the Down key of the Navigation

key in the initial screen without going via the Menu

6. Check out the latest number received and missed calls

If you would like to check out the list of latest numbers taken or made, press the [SEND] key. If you would like to make a call to any number from the list, press the [Up/Down] key to select the applicable number and then press the [SEND] key and a call will be made. If you press the [OK] key, the information of the number selected will appear.

7. Holding calls

(This function is available only for You who are registered to the internet service provider.)

When taking calls, you can select a calling option by pressing the [MENU] key.

[MENU]

1. Answer
2. Reject
3. I am busy

If you take another call while talking on the phone, you can select one of the options according to your situation.

Press the [End] key, if you would like to finish the current conversation.

Press the [Send] key if you would like to hold the current conversation and connect to another call received.

8. Options while taking a call

Press the [MENU] key if you would like to use the option while taking a call.

[Menu]

1. Phonebook
2. Messages
3. Volume
4. Hold
5. End current
6. Mute on
7. DTMF on/off

The following explain each function of the above.

Phonebook ? During a call, you can search the phone book to find the name of a desired person.

Messages? You can send SMS/EMS during a call..

Hold ? This option allows you to attempt another call while keeping the current call.

End current ? by selecting this option, you can finish the current call.


Mute On ? this option allows the other party not to hear you while the user is taking another call.

DTMF on/off ?you can turn on or off the DTMF tone with this option.

Menu functions

Menu Type

The unit provides two different types of Menu. One is a basic main Menu and the other is a hot folder (short cut) Menu.

The basic way to access to the main Menu is to press the  key.

To access the hot folder Menu, press the  key and camera menu, press the

 key.

1. Messages

1. SMS/EMS

EMS (Enhanced Messaging Service) is formed based on SMS (Short Message Service). You can create a text message (SMS) including pictures, animation, melodies, messages, and emotions through EMS. The characteristics of the lettering can also be adjusted.

Before starting

You, first ensure that the number of the service center is set. This number is normally provided by dealers and saved in the SIM card.

[MENU]



1. Create (writing message)
2. Inbox (received message)
3. Outbox (sent message)
4. Archive
5. Settings (configuration settings)
6. Used space (SIM capacity)

Create ? you can write messages including items

Inbox ? displays the list of received messages

Outbox ? displays the list of sent messages

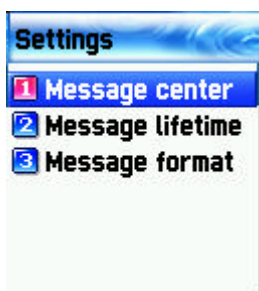
Archive- displays the list of messages saved in the phone memory.

Settings ? Please refer to the contents that follow.

Used space ? shows the condition of the SIM card.

(the total capacity of the SIM, the number of used messages, the number of unread messages)

Settings 'detailed functions



[MENU]

1. Message center
2. Message lifetime
3. Message format

Message center ? Authorization of the URL of proxy relay or set MMSC.

Message lifetime ? Adjustment of the lifetime of messages (1hour~6 months)

Message format ?-Normal , fax, voice mail, ERMES, National paging, X.400, Internet)

Used space detailed functions

1. Capacity
2. Used records
3. Unread records

Capacity ? displays the maximum number of messages that the SIM can save

Used records ? displays the number of messages saved in the SIM.

Unread records ? displays the number of messages unread.

Message check in Inbox, Outbox, Archive

1. Inbox (received messages)

1. If you press the [OK] key after selecting the "Inbox" Menu, the list will then be displayed.

The list displays caller's numbers corresponding to the names saved in the Phone Book.

2. Press the [OK] key to select the message from the list of the "Inbox".
3. The selected message appears. If the message includes any items, when positioning the cursor at the item, for Animated parts, it moves and for Melodies, it makes sounds.
4. If you press the [Menu] key, Menus such as "Edit", "Delete", "Forward", "Text Reply" or "Voice call" pop up and you can select any Menu as desired.

2. Outbox (sent messages)

1. Press the [OK] key after selecting the "Outbox" menu, then the list will be displayed.
2. Select a message in the list of the "Outbox" by pressing the [OK] key.
3. Press the [Menu] key when the selected message appears.
4. You can select a menu among the "Edit", "Delete", and "Forward" icons that pop up.

3. Archive

1. Press the [OK] key after selecting the "Archive" menu, then the list will be displayed

~~2. Press the [Menu] key among the list of the "Archive" The size of the data under the~~

Press the [Menu] key among the list of the "Archive". The size of the data is indicated under the message.

3. You can select a menu among the "View", "Info", "Delete", and "Rename" icons that pop up.
4. If you press [OK] in the list of "Archive" the messages saved will appear.

Menu of Inbox and Outbox

[MENU]

1. Edit (editing)
2. Delete (deleting)
3. Forward (delivering)
4. Text Reply (replying)
5. Voice call (making calls)

Edit ? edits the messages received or sent.

Delete ? deletes messages.

Forward ? delivers the same message received to other transmitters.

Text Reply ? sends a new message to a transmitter's number while setting it as a default.

Voice call ? makes calls to transmitter's numbers.

* Menu of Archive

[MENU]

1. View (check messages)
2. Info (message information)
3. Delete (delete)
4. Rename (save messages with other names)

View ? checks the messages saved in the Archive.

Info ? indicates the type of message (SMS/EMS), saved date and time, the size of message data.

Delete ? deletes the messages saved in the Archive.

Rename ? saves messages with other names.

Message creating/sending/saving



1. Message created

You can add items in the Insert item !

1. Press the [OK] key after selecting "Create "
2. Press the [MENU] key to select "Insert items "while creating a message.
3. Select one of the menus among the Picture / Animation / Melody/Message/ Emoticon under "Insert items ".
4. Then "Predefined "and "Load "are indicated.
5. Select item by using the [Navigation] key and press [OK]. The selected item will be loaded.

Predefined ? you can load the items saved in the phone memory. (This is not indicated in Picture/Message.)

Load ? you can load the items that you have saved in the file item.

* The limitation of EMS file size

Picture - 16*16 (pixels), 32*32 (pixels)

Animation - 8*8 (pixels), 16*16 (pixels)

Melody - 128 bytes

* The limitation of EMS item extension (when Loading)

Picture - *.wbmp

Animation - *.awb

Melody - *.imy

Text style

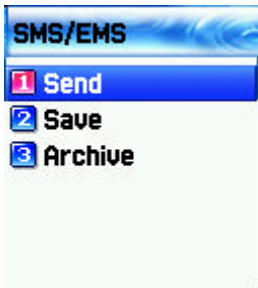
You can modify the properties of text messages.

1. Press the [MENU] key when creating a message.
2. Press the [OK] key after selecting "Text style "
3. Select one of the properties among Underline / Bold / Strikeout.



T9 options

For more detail about how to edit, please refer to the Appendix.



2. Sending Messages

1. Press the [OK] key after creating a message.
2. Press the [OK] key after selecting 'Send '.
3. At this time, you can either input a number or bring out a number saved in the 'phonebook list "through the [MENU] to transmit.
4. If you press [OK] after inputting a number, sent animation and sending progress (i.e. :1/3) is displayed.

3. Saving Messages

Saving messages in SIM

1. Press the [OK] key after creating a message.
2. Press the [Ok] key after selecting 'Save '.
3. After the sign 'Saving message->Message saved " pops up, the message is saved in the SIM

Saving messages in the File system

1. Press the [OK] key after creating a message.
2. Press the [Ok] key after selecting 'Archive '.
3. After pressing 'Save "and selecting <<Save here>>, you will be able to assign a file name.
4. If you press the [OK] key, the message will be saved in the File system.

Receiving messages

When receiving a message, an alarm indicating to you the arrival of a message is activated along with the animation of 'Received message "Then the number of messages are indicated on the idle screen.

(In the case of the message consisting of many pages, the alarm rings when the last page arrives)

Messages saved on the SIM card

Received messages are saved on the SIM card. If the SIM card is full, no more messages can be received. If so, the icon showing the SIM being full appears at the top of the idle screen. If you delete saved messages, you can receive messages which have not been

received.

Saving items in the Inbox

If messages include Pictures/Animations/Melodies/Messages/Emoticons, you can save them in the Phone memory. (User defined items only.)

1. Place the cursor at the back of the item while checking messages.
2. You can set file name and directory by pressing the [MENU] key.
3. Message is saved in the File system.
4. Saved items can be sent by selecting Insert item] ?
[Picture/Animation/melody/Message] -[Load] under message created.

Limitation of pages in message creation

The maximum pages allowed in the creation of messages are 7 pages . Every time it turns to a new page, a sign (i.e. SMS1) pops up.

*The maximum number of letters allowed for messages consisting of only text

-when written in English

















$$153 \text{ (letters)} * 6 \text{ (pages)} + 1 \text{ (7}^{\text{th}} \text{ page)} = 909 \text{ (letters)}$$


2. MMS


MMS is a multi-media message to create and send which includes image files taken by camera or downloaded and sound files downloaded. The size allowed for each file is 32KB, and the total size of messages should not exceed 64KB.


Structure of Menu


MMS

-  Create : new messages are created and sent.
-  Inbox : displays received messages.
-  Outbox : displays messages to be sent.
-  Drafts : displays messages which have not been completed.
-  Sent : displays sent messages.
-  Archive : displays saved messages.
-  Templates : displays applicable template when creating new messages.
-  MMS settings
 -  Save messages: decides whether all the sent messages should be saved in the Sent box.
 -  Delivery receipts : asks whether sent messages are delivered to receivers and decides whether delivery reports should be sent if received messages request it.
 -  Message center: sets the addresses of MMS centre.
 -  WAP Profile: sets the configuration of WAP profile to be used when sending and receiving MMS messages.
 -  MMS life time : decides the life time of MMS messages created.
 -  MMS download :
 -  Automatic : as soon as a new message arrives, it automatically receives a message and informs you when it completes it.
 -  On read : downloads a new message when you desire to read it.

 Spam filter: sets spam filter for the MMS messages set as "Advertisement".

 Off : receives all the MMS messages

 Prompt if spam: asks you whether spam messages should be downloaded.

 Reject spam : does not receive all spam messages.

Creating and sending Multi-media messages

A new message can be written by selecting the 'Create ' menu. If you select the 'Create ' menu, the first page of MMS messages is displayed in the screen.

At the top of the message page there is a status bar showing the information and status of pages. This indicates whether the current page includes sound, the order of pages, and the size of the message.

1. Select MMS in the Message Menu and move to 'Create ' then press [OK] to select it.

2. Input desired text. (i.e. 'Hello world ').

3. You can add, modify, and delete the object of images and sounds in multi-media message. You can use the Menu Option by using [MENU] key.

- Add picture : Select "Add picture "or "Add photo "after pressing the [MENU] key in order to insert images. Then, select desired image files (*.bmp, *.jpg, *.gif, *.png) in the list by pressing the [OK] key.

- Add photo : Select “Add photo ”after pressing [MENU] in order to insert saved images taken by camera. Then select desired image files (*.jpg) by pressing [OK] key.

- Change picture, Change photo : Select [MENU] -> ‘Change image, ” ‘Change photo ”, ‘Change sound ”in order to modify the object of inserted files and modify the selected files.
- Add sound : select Add sound after pressing the [MENU] key in order to insert the sound. Then select desired sound files (*.imy,*.mid,*.mmf) in the list by pressing [OK] key.
- Delete object select [MENU] key -> ‘Delete object” in order to delete inserted objects. After selecting desired object, delete it by pressing the [OK] key.
- Apply template : re-create the current page by using the saved template.

4. You can adjust the object properties of images and sound inserted.
 - Object properties : after pressing the [MENU] key select More->Object properties and press the [OK] key after selecting the desired object (image, sound). Then, you can select how long or when the object will be displayed at the time the page is read.
5. Adjust Page properties "
 - Page property ->Page layout : After pressing the [MENU] key, select More->Page properties -> Page layout ". Then select whether the image or text should be placed in the upper part of a message.
 - Page property ->Displayed for : After pressing the [MENU] key select More->Page properties -> 'Displayed for ". Then select when it turns to the next page at the time each page is read.
6. Press the [MENU] key and select preview in order to confirm that the created message is properly displayed. If there is no problem, select [CLR]
7. When the Address options menu is displayed, select "TO" and press the "ok" key in order to select a dial number. You can input dial number directly from the Phonebook by pressing [MENU] key. When completing inputting the number, move to "Add address "and escape from it by pressing the [OK] key.

8. Input title by moving to "Subject".

9. "Priority " message priority(Normal / High / Low) . After going to "More" for the additional setting of the message, select one of the options for "Normal", "High", "Low" Priority.

10. After completing the creation of a message, you can press the Send key to send immediately or press Send later to save.

Receiving messages

When a new MMS message arrives, an alert icon is displayed in the IDLE screen.

1. Select "MMS" under the Message Menu, then move to the "Inbox" and select a message by pressing the [OK] key.
2. Receive screen is pops up and starts receiving messages.
3. When finishing receiving messages, the received messages are displayed.

Reading messages and functions

1. You select desired mail box.
2. After selecting a message you are wanting to read, press the [OK] or [MENU] key and select Read
3. After selecting the [MENU] key, choose Select option. You can carry out the functions as follows in Select option
 - Play: this plays images or sounds of the current page (this function activates when the messages consists of more than 2 pages.)

- Play from start: this plays images and sounds from the first page (this function activates when the messages consist of more than 2 pages.)
- Step forward a page, Step back a page : this moves forward or backward a page. You can carry out the same function with the right/left key of the handset key pad.
- Edit : this edits messages .
- Delete : this deletes the current messages .
- Reply : this creates an immediate reply.
- Move to : this moves messages to the desired mail box.
- Forward : this sends received messages to third parties.
- Archive : this moves messages to the Archive folder.
- Save as template : this saves current messages in template. When creating a new message, you can apply the saved template.
- Object : this saves the object included in messages to the handset.
- Details : this indicates the detailed information of messages .

Saving object of messages

1. You select desired mail box.
2. After selecting a message you are wanting to read, press the [OK] key or [MENU] key and select Read
3. After selecting the [MENU] key, select Object.
4. After selecting the object you are wanting to save, press the [OK] key to select it.
5. After editing a name to save, press the [OK] key to save it.

Deleting Messages

1. You select desired mail box.
2. After selecting a message you want to delete, press the [MENU] key.
3. Delete the message by using Delete.

Moving Messages

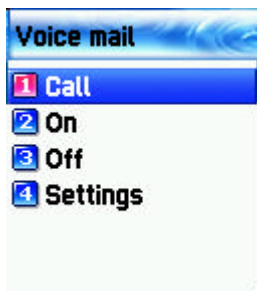
1. You select desired mail box.
2. After selecting a message you are wanting to move to other mail box, press the [MENU] key
3. Move the message to the desired mail box by using "Move To".

Editing Messages

1. You select desired mail box.
2. After selecting a message you want to read, press the [MENU] key and select Edit.

The rest of the procedures are the same as those of creating messages.

3.Voice mail



[MENU]

1. Call
2. On
3. Off
4. Settings

This function is for checking your voice mails by connecting to the voice mail box provided by network dealers. If you select Call menu, the system automatically attempts to connect to the voice mail box allocated to you.

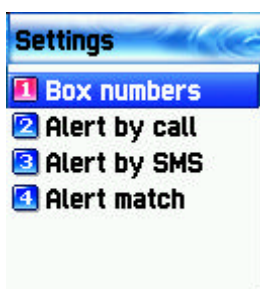
The details of each function are as follows.

Call ? Calls the voice mail box system allocated in order to check your voice mail.

On ? Makes a call at the voice mail box in order to start the voice mail service.

Off ? Makes a call at the voice mail box in order to stop the voice mail service.

Voicemail settings ?please refer to the "Settings "part.



Settings

1. Mail box Number

Sets each home mail box / roaming mail box / voice no./

message no./ disable no./ enable no.

2. Alert by call

Sets the reminder of receiving voice mail by call

3. Alert by SMS

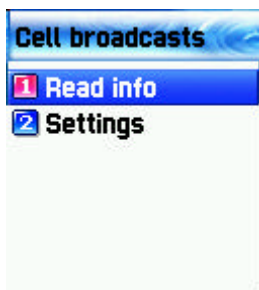
Sets the reminder of receiving voice mail by SMS

4. Alert match

Sets a message to be shown when voice mails arrive

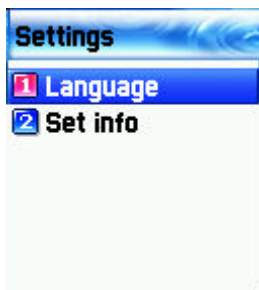
4. Cell broadcasts

[MENU]



1. Reading information (Read info)

You can read the message of Cell Broadcast provided by your network service.



2. Settings

You can select the subject and language you prefer.

- Language

You can set the language of the information message.

Adding or deleting a new language to the existing language is possible.

When pressing the [OK] key in the list of language registered

1. Insert- adds a new language. The added language is displayed first.

2. Add to End -1. function is the same as Insert but the added language is displayed last.

3. Delete ? deletes a language.

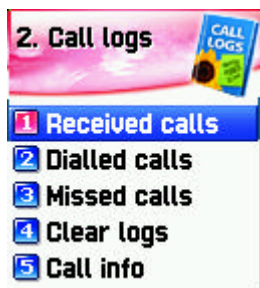
-Set info

You can set the title for information messages.

1. create subject : adds a new subject in the 'Current list'. If you press the [OK] key in the registered title, a new subject can be 1.add 2.view/edit 3.delete , etc.

2. Current list: displays the list of subjects currently registered.
- You can 1. add or 2. delete a new title by pressing the [OK] key in the registered title.
- You can select a maximum of 2 titles of information message.
- For more detail, please ask network service provider.

2. Call logs



You can set Received calls, Dialed calls, Missed calls, Clear logs, Call timers, Call costs with this function

1) Received calls

This displays the list of received calls and has the functions of edit, view call log, add to P -Book, and send SMS 'sub functions.

2) Dialed calls

This displays the list of dialed calls and has the functions of edit, view call log, add to P -Book, and send SMS 'sub functions.

3) Missed calls

This displays the list of missed calls and has the functions of edit, view call log, add to P -Book, and send SMS 'sub functions.

In the call logs screen, place the state bar in the desired list by using the [scroll up/down key] and press the [OK key], it will take you to the applicable list. If there is not saved contents in the selected list, a box saying "list empty" appears for about 2 seconds and automatically disappears, then return to the previous window state. The above menu's popup-menu is displayed when pressing the [MENU key]. If you desire to delete the content of an applicable list, use the clear log in menu number 4..

SEND OPTION: if you desire to make calls by using numbers listed in the Phone Book, place the state bar in the desired number by using the scroll up/down key and press the SEND key.

MENU OPTION: With the numbers selected by using the scroll bar you can use the popup menu as follows.

EDIT: After modifying the telephone number selected by using the scroll, you can use the 'SEND OPTION' (used for Received calls / Dialed calls / Missed calls)

VIEW CALL LOG: After placing the state bar in the desired telephone number by using the scroll up/down key, press the OK key or the MENU key to display the popup-menu. Then move the state bar to 'view call log' by using the scroll up/down key and press the OK key. It will display detailed information of the selected number. Press the CLR key to end log window, or the END key to move to the previous telephone number list.

ADD TO P-BOOK: If You want to save desired numbers to the phone book by using the 'add to P-Book' function, place the status bar in the desired numbers by using the scroll up/down key and press the MENU key to display the 'popup-menu'. Then move the status bar to the 'add to P-Book' by using the scroll up/down and press the OK key. They will carry out related functions and the telephone numbers already saved are not displayed in the 'popup-menu'.

SEND SMS: If you want to use SMS by using the numbers in the telephone list, place the status bar in the desired telephone number by using the scroll up/down key and press the MENU key to display the 'popup-menu'. Then move the status bar to 'SMS' by using the scroll up/down key and press the OK key. They will carry out the related functions. If the telephone number is indicated as 'withheld', a box saying 'no number' is displayed for about 2 seconds and automatically disappears. The current telephone list will be displayed.

DELETE : Deletes a selected item(s)..

✍ If you press the END key while carrying out functions or before carrying out functions, you will return to the initial screen. Pressing the CLR key takes you to the previous screen. Also after pressing the MENU key, while the "popup-menu" is appears, if you do not press any key for 10 seconds, the "popup-menu" will disappear.

4) Clear logs

This is a function to delete the list of calls. You can delete the data of "received calls, dialled calls, missed calls" or delete the whole list of calls by using all calls.

5) Call Info

(1) Call costs

This records the costs related to calls. You can set a maximum value to avoid overcharge.

[1] Last call

This displays the cost of the last call.

[2] All calls

This displays the total cost of all calls. You can delete this by using PIN2 authorization.

[3] Clear logs

This is a function of deleting logs related to the cost of calls by inputting PIN1.

[4] Cost units

This is a function of setting a standard call within the service zone. You can select the two options as follows.

-Read units: this reads Cost unit.

-Set units: You can set current cost unit and price per unit.

[5] Max cost

You can set the maximum value of call costs in specified units through PIN 2 authorization. They have two options as follows.

-Read limit: this reads the maximum units.

-Set limit: this sets the maximum units .

(2) Call timers

This is a function to read the information on call times.

[1] Last call

This displays the time lapse of the latest call.

[2] Dialled calls

This displays the time lapse of the Dialled calls .

[3] Received calls

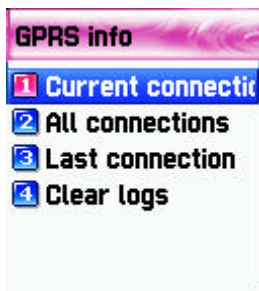
This displays the time lapse of the Received calls .

[4] All calls

This displays the total lapsed time of all calls

[5] Reset call time

This initializes the call time of Last call or All call.



6) GPRS Info

(1) Current connection (GPRS current)

(2) All connections

This displays what You recently have received or sent in kilo bites by using GPRS.

(3) Last connection

This displays what You have received or sent all in kilobites by using GPRS.

(4) Clear logs

This deletes the log related to GPRS.

3. Sound

You can set the sound of bells, messages, keys, flip. etc.

3.1 Ringing settings

3.2 Message alert

3.3 Key tone

3.4 Flip open tone

3.5 Sound effect



3.1 Ringing Settings

Ring Type

Ringing tone ; activates the selected Melody, Bell Sound, Voice Sound, Natural Sound, My melody.

Vibration; activates in vibration

Vib then Ring; rings bell after vibration.

Vib and Ring; bell and vibration simultaneously rings.

Ascending ; the sound of the bell increases.

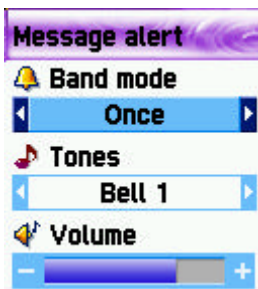
None (Quiet); ramp activates without ringing bell or vibration

Melody Type

This consists of Melody/Bell Sound/Natural Sound/My melody. There are many melodies and 24 melodies are provided (subject to the model of unit).

Ringing volume

Adjust volume up to 8 levels (0~7)



3.2 Message alert

-Select mode

Once/Every 2 mins/Every 5 mins/off

If selecting Every 2 mins / Every 5 mins, the message tone rings every 2 mins / every 5 mins when there are messages unchecked .

-Tones

Select one of message tones among Bell 1/Bell 2/Bell 3

-volume

Adjust volume up to 8 levels (0~7)



3.3 Key Tone

Settings: this consists of On/Off.

Tones

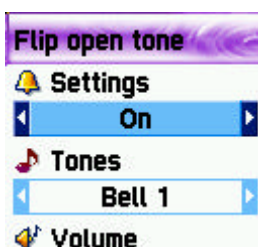
DTMF/Voice/Bell 1/Bell 2 /Bell 3 /Bell 4 /Bell 5/Beep

Key Tone is applied to number key.

Voice and Bell 1 activate only in the Idle screen.

Volume

Adjust volume up to 8 levels (0~7)



3.4 Flip open tone

Settings: this consists of On/Off.

Tones

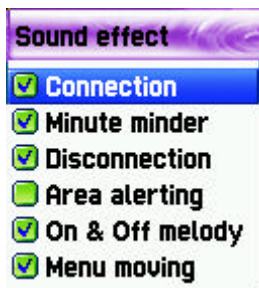
Bell 1/Bell 2/Bell 3

This is a melody ringing when opening Flip. (no melody for shutting flip)

Volume

Adjust volume up to 8 levels (0~7)

3.5 Sound effect



Connection/Minute minder/Disconnection/Area alerting
/On & Off melody/menu moving

This activates melody which is checked. (only one melody is available)

[Operation Method]

Bell/ Vibration/ Volume

Select Ringing settings (Sound Setting) under the Sound Menu

Select Bell/ Vibration/ Volume by using the Up/Down/Left/Right key

Save the selected one by pressing the OK key.

If not wanting to save it, press the CLR or END key to escape from the menu.

(CLR; move to the previous page END; return to the IDLE screen)

SMS Tone Setting

Select Message alert menu.

Select Mode/Tone/Volume by using Up/Down/Left/Right key.

Save the selected one by pressing the OK key.

Once; operates once, Every 2 mins ; operates every 2 mins, Every 5mins ; operates every 5 minutes.

If not wanting to save it, press the CLR or END key to escape from the menu.

(CLR; move to the previous page END ; return to the IDLE screen)

Key Tone Setting

Select Key Tone menu

Select Setting/Tone/Volume by using the Up/Down/Left/Right key.

Save the selected one by pressing the OK key.

If not wanting to save it, press the CLR or END key to escape from the menu.

(CLR; move to the previous page END; return to the IDLE screen)

Modified tones, for Key tone is applied only to number keys.

Flip Open Tone

Select Flip Open Tone menu.

Select Setting/Tone/Volume by using the Up/Down/Left/Right key.

Save the selected one by pressing the OK key.

If not wanting to save it, press the CLR or END key to escape from the menu.

(CLR; move to the previous page END; return to the IDLE screen)

Flip Open Tone is the tone when you open the flip top of the unit.

Sound effects

Connection is a tone played when you make calls (outgoing calls).

Minute minder is a one minute reminder sound

Disconnection is a tone played when you cancel calls (outgoing calls).

Area alert is a tone played when you are out of the service zone.

On & Off melody is a tone played when you turn the unit On/Off.

Menu moving is a tone played when you move to each menu.

You can select each menu by using the Up/Down key.

You can select Set/Reset by using the Right/Left key.

You can save modified contents by using the OK key.

If you do not want to save something, press the CLR or END key to escape from any menus.

(CLR; move to the previous page END; return to the IDLE screen)

4. Settings

You can modify or confirm the settings of the screen, date, time, etc in this menu.

1. Display

1.1 Visual setting

1.1.1 Screen setting (Idle image Power on/off image)

You can set each picture as shown below.



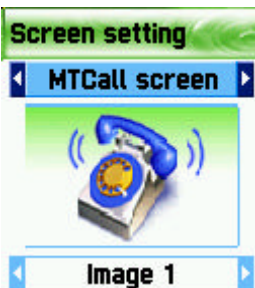
Idle screen image



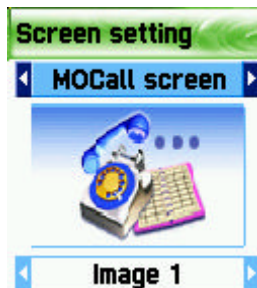
Power On screen image



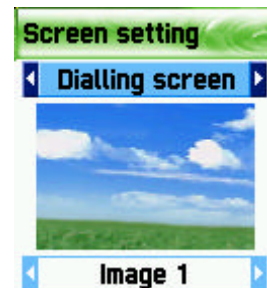
Power Off screen image



Mtcall screen image



Mocall screen image



Dialling screen image

If You want to change the picture matching each situation, first place the select bar in the desired situation by using the Left/Right key. Then move the Select bar down by using the Down key. Last, select the desired picture by using the Left/Right key.

If not wanting to change picture setting, press the CLR or END key to escape from the menu.

1.1.2 Screen Option

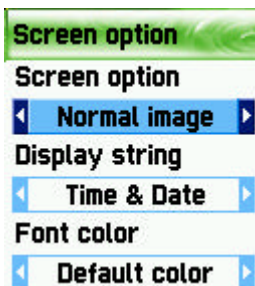
You can set three screen options here.

Screen option: select the kind of idle screen.

Display string: modifies the string on the idle screen.

Font color: modifies the color of letters.

Use the UP/DOWN key in order to move to each option.



Screen option

LEFT/RIGHT You can select one of the IDLE screens among the 4 options using this function.

Normal image: this displays the picture set in the Screen Setting menu.

Analog clock: this displays the analogue time screen.

~~Calendar: this displays the calendar in the background.~~

User define image: You can set pictures taken by camera, or images downloaded from the internet, etc as background screen. You can set it in [camera album] and [fun&tools download image] menu.

Display string

You can select one which will be used for the idle screen among the three options by using the LEFT/RIGHT key.

Time&Date: this displays the current date and time. You can modify the setting in [setting] -[date&time] -[display].

Greeting: this indicates the Greetings which You personalize. The message of Greetings can be set in [setting] -[display] -[greeting].

D-day: this indicates the schedule of D-day. You can input the D-day in the organizers scheduler.

Font color

You can modify the colors of all the letters used for the handset.

The colors available , are red, blue, green, and dark grey including basic colors.

1.1.3 Voice equalizer

A pattern on the screen is shown on the outside LCD during conversations depending on the volume of the other party's voice.



On : Voice equalizer function is ON

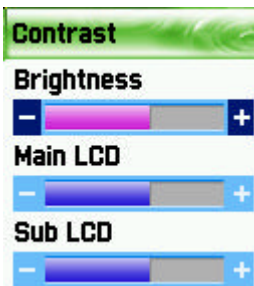
Off : this shows the other party's information (telephone number, name, conversation lapsed time, condition) instead of showing a pattern on the screen by the volume of the voice.

(Picture above: showing the outside LCD when the Voice Equalizer is On)

1.2 Greeting

If you set greetings, the greetings of animated pictures are displayed instead when the handset is turned on as well as the IDLE screen. You can set by following [setting] - [display] - [visual setting] - [screen option] - [Display string] - [Greeting].

1.3 Contrast



LCD brightness, main LCD contrast, and sub LCD contrast can be set. First place the Select Bar in the desired setting by using the UP/DOWN key. Then, adjust the value of the brightness and contrast by using the Left/Right key. Each option has 8 levels of setting.

1.4 Backlight



You can set the backlight levels of the internal and external LCDs. First, position the Select Bar on the desired feature that you wish to set, and then use the Left/Right key to adjust the values.

Light level: this is the brightness value when the backlight turns on. You can set 5 levels of value (Off, Low, Medium, High, and Maximum)

Minimal brightness: this is the brightness value minimized after the period of time of light duration. This value can not be bigger than the value of the light level currently set. You can set 5 levels just as light level (Off, Low, Medium, High, and Maximum)

Light duration: Backlight On Off
(Always on/Always off/On for 5 secs/On for 10 secs/On for 20 secs).

2. Date & Time

2.1 Set time

After pressing time, press the OK key, then you can set the current time. If the time is 12 hour format, the conversion of am, pm can be done by pressing the * key of the handset

2.2 Set date (Image : /)



After placing the cursor in the desired date by pressing the navigation key, press the OK key. Then the current date can be set.

Press [1] or [3] to switch to a different month.

2.3 Set time zone (Mexico City)

After selecting desired time zone press the OK key. Then this reflects the current time.



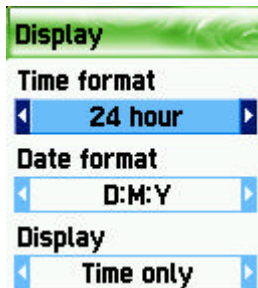
2.4 Display

In this menu you can set the time format to be displayed in the handset.

Time format: you can convert 12 hours and 24 hours by pressing the Left/Right key.

Date format: you can set the day format D:M:Y, M:D:Y or Y:M:D.

Display: you can select the information related time to be displayed. You can select one option among Time only, Date only, Date & Time.



3. Language

Language

You can set language to be used in handset in this menu. After placing the scroll bar in the desired language to be displayed in the screen, press the OK key. Then the system will be converted into the applicable language.

<Information>, If you set automatic , the value set in the SIM you currently use will be automatically set.

4. Reset settings

With this menu, all the values that you have saved in your handsets return to the initial values. After entering this menu, input the PIN of the handset. Then press the OK key at a box saying Restore factory settings? The all the values saved in the handset return to the initial value and the handset automatically are rebooted.



5. Information

5.1 Own number



You can input, save, and edit your own Phone numbers. If no number has been saved before, you will see List empty. At this state press OK to have an edit window where you can edit numbers. After inputting numbers, save them. Then the numbers will be saved in handsets.

If there are numbers already saved, press the Menu key. Then select one of following functions.

1. Edit: modifies saved numbers

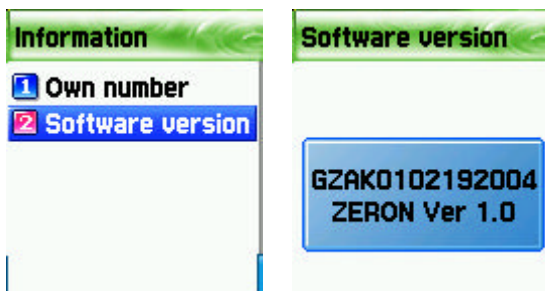
2. Add: adds new numbers.

3. Delete: deletes saved numbers.

<Information> Own numbers can be saved up to 2.

5.2 Software version (S/W version)

You can confirm the Software version of handsets you currently use.



6. Auto power alarm

In this mode, the phone turns on if it is turned off at the time of alarm to go off and turns off again after setting the alarm off.

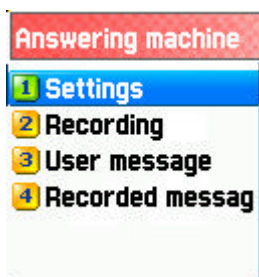
6.1 On

This activates the function.

6.2 Off

This deactivates the function. In this mode, the alarm does not go off if when the phone is turned off

4.7. Answering machine (Answering machine image)

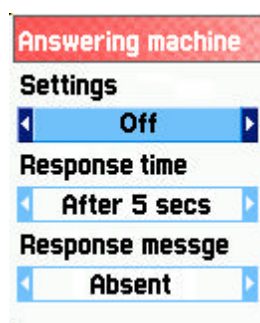


A unique feature of Pantech mobiles is the Answering Machine

function, by which a user can record up to 10 messages. The user can also overhear the recording and can choose to accept or reject the call.

To access answering machine press [MENU] ↵ 4 ↵ 7

4.7.1 Settings



Settings:

You can turn on or off the answering machine by selecting this button.

Press the right or left key to change between the On and Off.

When the answering machine is activated, a 'mike' icon appears on the idle screen.

Response Time:

You can set the response time before which the answering machine becomes activated.

One can choose a response time of 3 secs. 5 secs. or 10 secs.

Response Message:

You can choose between a set of 3 predefined messages and one user defined message as their choice of response message, when an incoming call is received.

Absent: 'I am not available right now, please leave a message after the tone. '

Meeting: 'I am in a meeting right now, please leave a message after the tone. '

Driving: 'I am driving right now, please leave a message after the tone '

User message is a message that the user can record by themselves. The next menu explains this.

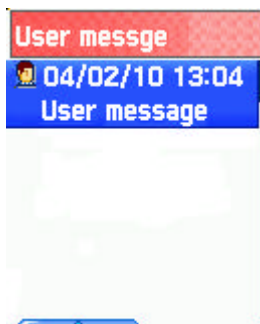
4.7.2 Recording

By selecting this key, one can record messages of their choice to be played on the answering machine.

Press [OK] button to start recording, by speaking clearly into the mouth piece/ microphone. Maximum recordable time is 15 secs.

Once a message is recorded, User Defined Message is automatically selected as the Response Message.

4.7.3 User message



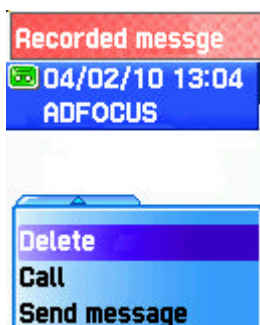
Select this key to hear the recorded message.

Press [OK] button to hear the recorded message. In case the user wishes to delete the recording, press [Menu] key and select 'Delete '.

Message can be re-recorded by selecting the 'Recording ' key again.

If message is deleted, the answering machine is reset to 'absent ' mode. ('I am not available right now, please leave a message after the tone ')

4.7.4 Recorded message



This key is selected to hear all recorded messages .

To listen to the recorded messages, select the recorded message by moving the down/ up arrow key and press [OK] button on the selected message.

To delete the recorded message, press [Menu] button and select 'Delete '.

A maximum of 10 messages can be recorded in the answering machine. The answering machine will not work when full capacity is reached (10 messages).

Users can listen to the message being recorded by hearing into the ear-piece and can connect to the call any time during the recording by pressing the [SEND] button.

Whenever a message is recorded, a 'Recorded Message 'sign giving the number of recorded messages is displayed on the sub-LCD. When flipped open, the main LCD gives the same display. To view the Recorded message, press [OK] key.

A "Audio -cassette " type icon appears on the idle screen, in case there any unread/ unheard messages among the recorded messages.

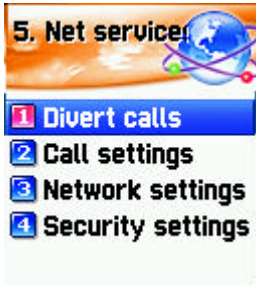
Pantech phones have also developed a unique feature by which a voice call or a SMS message can be made to the person who has left a message. To access this function, select the recorded message to which the voice call/ SMS needs to be made, then press [Menu] button and select "Call "or "Send message ".

Shortcut

In idle screen, press the side volume "up " key (short press) to access the answering machine function.

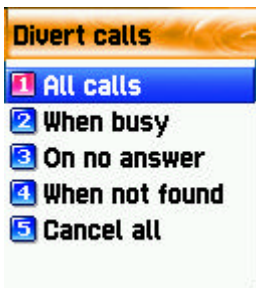
When the answering machine is activated, users can connect to an incoming call any time while ringing or while recording by pressing the [Send] button.

5. Net Services



1. Divert calls

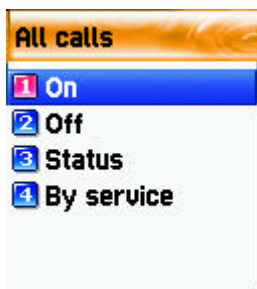
Divert calls ? according to the service status of you, diverts calls into other number as set.



1. 1 All calls

Divert all calls ? sets other numbers to be diverted for voice call, receiving data, fax, message service.

1. 1. 1 On



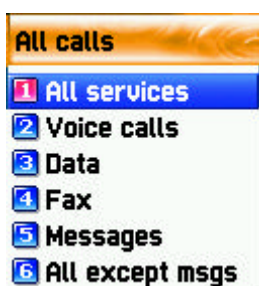
This sets call diversion for all calls. If you press On, the screen saying "Input a number to be diverted" will appear. After inputting a number to be diverted press the [OK] button. Then the screen saying "Input transfer time ranged from 5 to 30 seconds" will appear. After that press the [OK] button to be transferred to the network.

1. 1. 2 Off

This cancels the setting of "Call diversion for all calls".

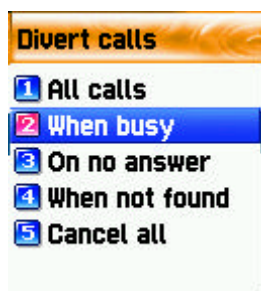
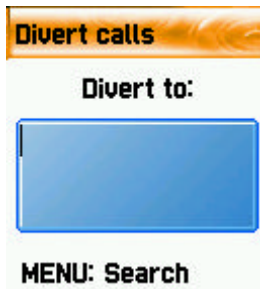
1. 1. 3 Status

This indicates the current status being set.



1. 1. 4 By service

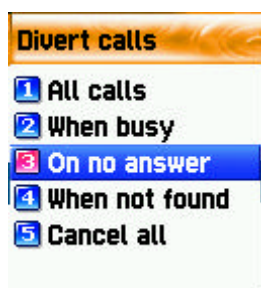
You can set call diversion for all 4 services [1], or set call diversion for each service [2][3][4][5]. You also can select all services except for message service [6].



1.2 When busy

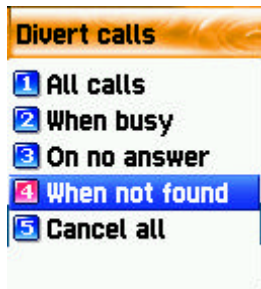
Call diversion when line is busy ? this diverts calls to another number set when a user's line is busy. The procedure of setting this is the same as the one explained in 1.1.

1.3 On no answer



Call diversion when you do not take calls ? this diverts calls to another number set when you can not take calls within 5 to 30 seconds set by them.

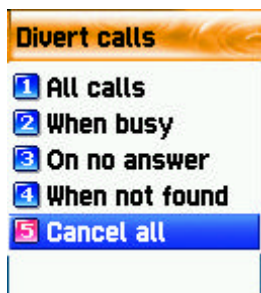
The procedure of setting this is the same as the one explained in 1. 1



1. 4 When not found

Call diversion when you are out of the coverage service zone ?
this diverts calls to another caller set when you are out of range.

The procedure of setting this is the same as the one explained
in 1. 1

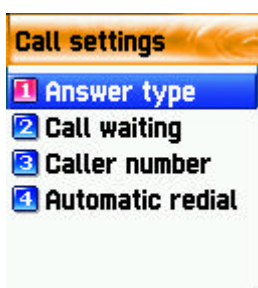


1. 5 Cancel all

You can cancel all options currently set ? all settings regarding
call diversion are cancelled.

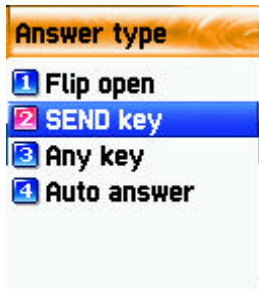
2. Call Settings

Call settings ? this sets additional functions used for making or
taking calls.



2. 1 Answer type

Answer type ? this sets the method of taking calls for incoming calls.



2. 1. 1 Flip open

To take incoming calls, open the flip of the unit.

2. 1. 2 Send key

To take incoming calls, press the [SEND] key.

2. 1. 3 Any key

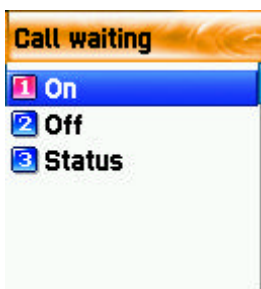
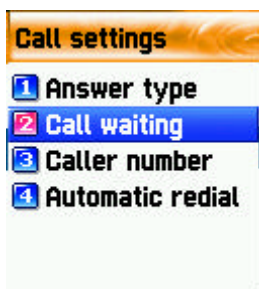
To take incoming calls, press any key except for the [END] key.

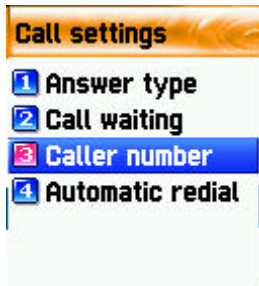
2. 1. 4 Auto answer

For incoming calls, this will automatically connect after 10 seconds of ringing,

2. 2 Call waiting

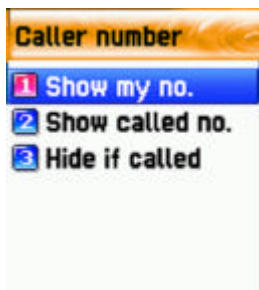
Call waiting ? When the line is busy, this reminds you that another call is attempting to be connected if there is another call.





2. 3 Caller number

Displays telephone number ? this displays the numbers of names of receivers and callers. This function varies according to the settings such as the existence of your service registration, or of callers ' settings.



2. 3. 1 Show my no.

This shows my number.

2. 3. 2 Show called no.

This shows the callers 'number

2. 3. 3 Hide if called

This hides you 'unit number from callers when you have incoming calls.

2. 4 Automatic redial

Automatic redial ? this automatically redials twice to 4 times when you attempted to make calls but were cancelled. You can not set trial times.

3. Network settings

(1) Preferred N/W

Set preferred Network ? When the network list currently provided by handset is displayed, press the [MENU] key. Then the sub options as follow will appear.

- Insert: this adds the preferred net work to the top of the current list.
- Add to end : this adds the preferred net work to the end of the current list
- Delete: this deletes the contents of selected networks.

Units have had the profiles of the various dealers of every country saved on them. This menu provides a function that you select and register to dealers by your preference.

(2) Add new N/W

Follow the following procedures in order to register a new network.

Country code: a window saying 'input country code' will appear. (3 digits)

Network code: a window saying 'input a code of desired network' will appear. (2 digits)

Enter name: you should input directly the applicable name of the network.

This menu has the following sub-menus.

- Add: this adds a new network .
- Change: this changes the contents of the net work currently registered.
- Delete: this deletes the contents of selected network.

“(1) This menu is used when another dealers should be additionally saved, apart from the dealers saved in the contents of Preferred N/W ”.

(3) N/W selection

With this function, you can select your preferred dealers among the list of available networks you make after connection

[1] Automatic

This automatically selects networks.

[2] Manual

You select directly particular networks.

(4) Change password

You need to use your network password when you set the rejection of certain calls in the service net you registered. You can change your network password in this menu.

4. Security settings

You should input your PIN1 in order to continue this menu after selecting it. If you input the wrong PIN1 3 consecutive times, PIN1 will be locked and the system goes to the status of IDLE.

The security function setting is used to protect any unauthorized use and to restrict service in case of loss or theft. You can change your PIN1 or PIN2 used in your unit and can set or cancel the security function. This function includes Call Barring (restrict making and taking calls) as well as FDN (Fixed Dialing Number), etc. These services can be changed by inputting your PIN2.

(1) SIM lock

-Lock: this sets that the handset can be turned on and continued to go onto the initial screen only when your PIN1 is inputted.

-Unlock: this sets that handset can be turned on and continued onto the initial screen without inputting PIN1.

-Change PIN: this is the menu displayed when SIM lock setting is set Lock, you can change your PIN1 randomly.

(2) Handset lock

You can set your handsets to be locked when you are turned on and input wrong PINs so that the handsets can not be used. Once handsets are locked, even if the SIM cards are replaced

with others, the lock continues. However, emergency calls can be made even in the lock state of handsets. Also this function can be carried out by pressing the [#] key for a moment in the IDLE screen. If you press the [#] key in the lock state, the handset will be unlocked. However that is temporarily carried out while the phone is turned on.

This function includes the following sub menus.

- Unlock: this frees access to the menu and calls
- Call only: this allows general calls but restricting access to the menu by inputting a password onto the handset.
- Lock: this allows only emergency calls and restricts access to menus or general calls by the input of the password of the handset.
- Change code: you can change your handset password randomly.

(3) H/S barring

H/S barring is a function that you can restrict the attempts of making or receiving calls of the handset in various ways. Normally, barring services is run from the network but H/S barring restricts the handset itself. Its main functions are as follows.

[1] Incoming

This rejects all incoming calls. You can select On/Off in the menu.

[2] Outgoing

This restricts making calls. This function includes sub optional menu classified by (1) restricts all dial calls, (2) restricts particular calls, which means the restriction of calls applied to prefixes set and (3) no restriction of dial calls. If you select the Bar prefix, then the bar list is displayed. You can select and set here or, popup menus such as add, modify, delete, delete all, etc. Once H/S barring function is set, if there is a call attempt, a message saying 'Call failed / Call barred "is displayed.

(4) N/W barring

This function is decided according to the existence of service dealers or subscribers 'selection. You can individually set the whole group of basic services or each group just like call diversion services (Call Divert). You can individually set On/Off regarding (1) All services, (2) Voice calls, (3) Data service, (4) Fax service, (5) Message service and (6) All services except message services. If changing settings, the inputting of the PIN will be required.

[1] Foreign calls

Barring of Outgoing International Calls (BOIC) - this restricts all outgoing overseas calls.

[2] Only Local/Home

Barring of Outgoing Calls except those directed to the HPLMN Country (BOIC -exHC) ? this allows only overseas calls outgoing Home PLMN and restricts other outgoing overseas calls.

[3] Bar incoming

Barring of All Incoming Calls(BAIC) ? this restricts all received calls.

[4] Incoming abroad

Barring of Incoming Calls when Roaming Outside the Home PLMN Country (BIC-Roam) ? this restricts all received calls when receiving roaming service from other countries 'dealers apart from Home PLMN.

[5] Outgoing calls

Barring of All Outgoing Calls (BAOC) ? this restricts all outgoing calls.

The call list which barring should be set is displayed.

Select one among the call lists.

If you press the [OK] key, you can set the following.

On: this sets barring for applicable calls.

Off: this sets cancellation of barring for applicable calls.

Status: this indicates the current status of applicable calls whether you are barred

[6] Clear all

This sets the cancellation of barring through [1-5] menu. When attempting to use this, a window input network password will appear.

(5) Fixed dialing

[1] Fixed dial

Fixed Dialing Numbers (FDN) is a function that only particular numbers are available in the telephone list saved in the SIM. When setting or canceling this function the inputting of the PIN2 password will be required.

[2] Fixed dial list

This displays the saved numbers of FDN.

(6) CUG setting

[1] List CUGs

This displays the CUG name list inputted by you.

After selecting CUG name, press the OK key, then the following functions are available.

,

Add: this adds a new CUG name inputted by you at the end of the CUG name list.

Edit: this edits the CUG name and index.

Delete: this deletes the CUG name and index.

Clear all: this deletes registered the CUG name and index.

[2] Select

1. This displays the CUG name list inputted by you.
2. If you select CUG name, CUG is set with selected contents

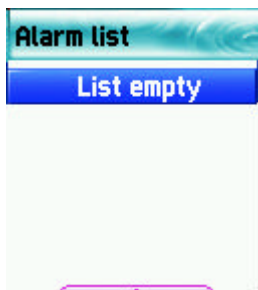
6. Organizer

You can alarm alert settings, record important events, make memos, use calculations, do unit conversions, use a stop watch, etc with this function.

1. Alarm

[left] navigation key → 1. Alarm

You can set an alarm ringing once on an alert day, or on a daily or weekly basis.



[Status showing that no alarm is registered]

Add and delete alarm alert

Pres [Menu] key -> [OK] key.



Alarm on/off Add alarm ' alarm

alarm edit 가

After setting alarm alert, go one step down by On/Off toggle bar.

The select by pressing On or Off. You can decide with the following scroll bar whether the

alarm alert set as above is rung once or in a daily or weekly basis.

If selected [Once], alarm rings once on alert date.

If selected [Daily], alarm rings at set time everyday.

If selected [Weekly], alarm rings at a set time on a particular day set by pressing the right navigation key [->].

Select alarm melody,

If pressing [Menu] in Alarm Setting, you will see a popup window. Select [Melody] here to select alarm melody.

If you tick the [On Morning Call] option, alarm will ring even if the handset is in <manner mode>.



You can register a maximum 5 of alarms.



2. Scheduler (Image : / .)

[left] navigation key → 2. Scheduler

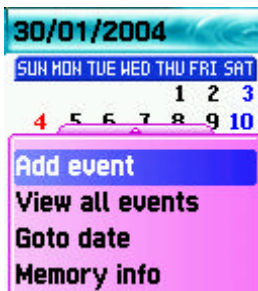


You can record important events by setting a brief memo with alarm in the calendar.

You can move <red square> cursor by using

[When there is no event registered]

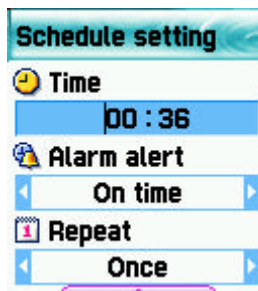
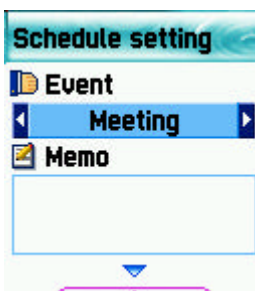
Add and delete events



After moving the <red square> cursor to the date you wish to put the event, press the [MENU] key. Then select [Add Event].

You simply press [OK] and [MENU] to select [Add Event].

Then, you will see the following screens.



- By using the [up/down] navigation key, move up or down.

By using the [left/right] navigation key, select option.

1) Event: you can decide the kind of events.

(option: meeting, call, restaurant, entertainment, birthday, travel, others)

2) Memo: by pressing the [right], [left] navigation key or [Number] key , you can input memos.

3) Time: records event time.

4) Alarm alert: this decides when the alarm alert for the above events recorded.

(option: on time, 1 hour before, 2 hours before, 1 day before, 2 days before, no alerting can be selected)

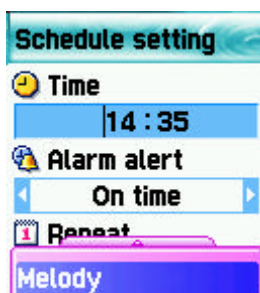
5) Repeat: this sets the frequency of events.

(Option: once, daily, weekly, monthly, and yearly)

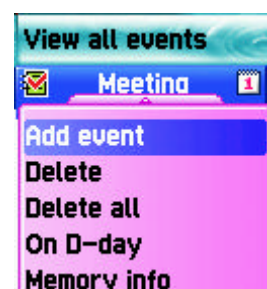
eg) Select <yearly> for birthday.

6) You can set alarm melody for event by pressing the [MENU] key.

7) Once setting is completed, press the [OK] key to save events.



If a new event is set on a particular date, this is displayed in the calendar. You can see the events registered at the bottom of the calendar with the date. You can see the details of the event by pressing the [OK] key.



OK ↗

Menu ↗

If you press the [Menu] key, the popup menus will be displayed.

1. Add Event: this adds new events on the date selected

2, 3 Delete and delete all: this deletes an event or all events registered on the selected dates.

4. On D-day: this shows the days left until the event.

(2. On D-day: this shows the days left until the event.

3, 4 Delete and delete all: this deletes an event or all events registered on the selected dates.)

5. Memory Info: this displays the number of events registered.



View all the events registered in calendar

[Menu] key ↗ [View All Event]

Move to particular dates

[Menu] key ↗ [Goto Date]

30/01/2004

SUN MON TUE WED THU FRI SAT

1 2 3

4 5 6 7 8 9 10

Add event

View all events

Goto date

Memory info

3. Memo

You can leave a brief memo in your handset.

If you press the [MENU] key, sub menus as follows are displayed.

1. Add memo: this creates new memos.
2. Delete: this deletes selected memos.
3. Delete all: this deletes all the memos.



After completing writing memos you can press the [OK] key in order to save the memo.

By pressing the [OK] key in the memo list screen, the contents of the selected memo are displayed.

A maximum of 20 memos can be left.

4. Calculator

This function provides plus, minus, times, and division of decimal numbers.



Select one of 4 arithmetic with the navigation key. By using the [OK] key, you can gain the results of arithmetic. Use [*] key to input a decimal point, and the [#] key to change signs.

i.e. : $6 \times 5 / 2 + 2 =$

[Keypad 6], [Scroll Left], [5], [Ok Key], [Scroll Right], [2],

[Ok Key], [Scroll Up], [2], [Ok Key]

5. Converter



You can convert units such as length, width, volume, and weight into various units by using the converter.

Length ' includes cm, m, inch, feet, yard, and mile,- 'Area ' includes sq. m, a, sq. feet, sq. yard and acre. Volume 'includes cu. cm, cu. m, L, cu. inch, cu. feet, cu. Yard, and gallon, and Weight 'includes g, kg, t, grain, oz, pound.

By using the [Left] or [Right] keys you can select one among length, width, volume, weight.

After moving down by using the [Down] key, select a unit to calculate by using the [Left] or [Right] key.

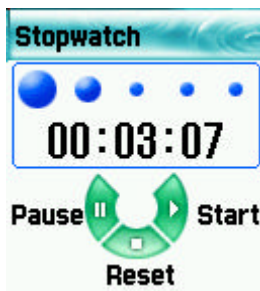
Input value to calculate by using key pad. By using the [*] key, you can use decimal points.

Select a unit by using the [Left] or [Right] key.

Whenever inputting values or changing units, the converter outputs the results.

In case several units are not calculated, the result of the value becomes 0. Also if the value is over the range of calculation, the result will be indicated "overflow".

6. Stop Watch



You can record events by using the stop watch. The stop watch is operated by the navigation keys. Press Start (right) to record events, press Pause (left) to pause time, and press Reset (down) to delete the time and wait.

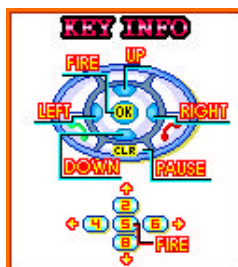
7. Fun & Tools

7.1 Game (Game Embedded Game Java 가).

7.1.1 Escape of the Rabbit



A cute rabbit living in a deep forest is one day very happy to find carrots scattered here and there in a pathway. However when she realized that those carrots were dropped by a fox for the purpose of trying to catch and eat her, it was too late and she was caught. However, she escaped from the prison while the fox was idle. She made a plan to trick the fox. How the smart rabbit tricks the fox and gets the keys and the carrots are all up to your hands.





If she collects all the keys by evading or freezing him by shooting out her droppings, a stage will be cleared. The mini-map in the screen indicates the positions of the player, enemy, food, and keys. She can shoot her droppings as much as she eats carrots and build up her power. She uses her droppings as a weapon which creates an obstacle in his route and stops his movement for a moment. Losing game is by either being caught



by the fox or being starved to death. The total number of stages is 10 and there are 1 type of character, 1 type of obstacle, 2 types of items, and 1 type of attack provided.

The game basically consists of 5 menus and you can select menus by using keypads or navigation keys. When pressing [UP/2] key and [DOWN/8] key in the game menu, it moves the scroll up or down. When pressing it in the game, it will move the position of the rabbit up or down. Pressing the [LEFT/4] key and [RIGHT/6] key changes the stage in the menu but changes the position of the rabbit left or right in the game. Pressing the [OK/5] key starts games in the menu yet shoots weapons in the game.

 Game	PDF manual	Game image	Key
			

7.1.1 Magic ball

In the mediaeval times, a witch kidnaps the girl friend of the hero. He has to save her soon. So his journey to save her starts fighting with the obstructing characters made by the witch.

By using the blocks thrown by the witch in random, he must remove all the obstructing characters positioned in the game board. The blocks thrown by the witch can be turned 90°. The obstructing blocks are removed, if the horizontal line is filled with the blocks considering the locations between the obstructing characters. The more obstructing characters are removed, the closer the hero accesses to the witch's castle.

Up/2 : Rotates

Down/8 : Moves down

Left/4 : Moves to the left

Right/6 : Moves to the right

OK/5 : Moves down straight

7.1.2 Combat

A brave knight, the hero of Combat, fights against malicious monsters to defend his nation. He can attack the monsters by shooting 3 types of weapons: big rock, cold-volt and fireball. With the fireball, the most powerful weapon, he has limited shooting chances. But it can be recharged for additional shooting when he attacks a pterosaur flying over the battlefield now and then. The game is performed by turns. As the number of stages increases, the hero fights with more intelligent and powerful monsters.

Left/4 : Changes weapon

Right/6 : Changes weapon

OK/5 : Fires

7.1.3 Penky

Penky (the main character) must catch at least a certain number of fishes to pass (or clear) each stage. Ice boards automatically appear at the top of the screen, and sometimes a fish item appears on the boards. There are different types of ice boards: one that is broken after 3 seconds, the one whose surface moves automatically, and the one with sharp icicles. The octopus monster disables Penky for 3 seconds, and the crab monster pushes Penky into different directions. Penky must catch fishes by jumping between the ice boards while avoiding various blocking boards and the monsters.

Left/4 : Moves to the left

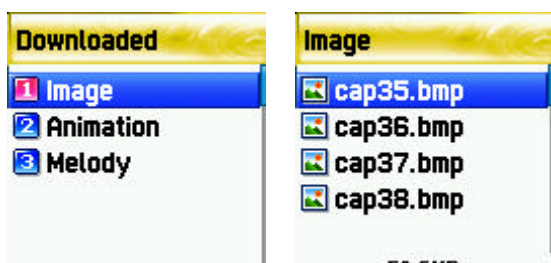
Right/6 : Moves to the right

7.2. Downloaded

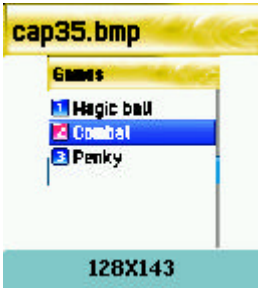
You can see the list of images and melodies files downloaded through EMS/MMS, mobile service, or PC sync. You can also carry out basic work such as deleting each file, changing file names, and viewing file information, and background screen registration, view image, etc.

7.2.1. Image

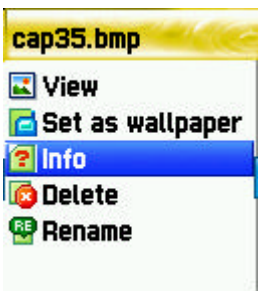
View a list of image files



Select image file by using navigation key [UP/DOWN].

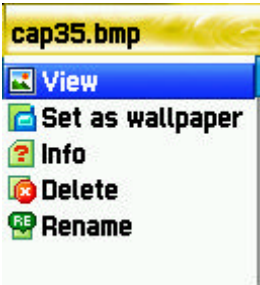


This will display image files downloaded. You can see the selected image file in a small screen at the bottom. Select desired image file by using the [search] key. (we do not support viewing over 256X256 sized images or viewing in a small screen at the bottom).

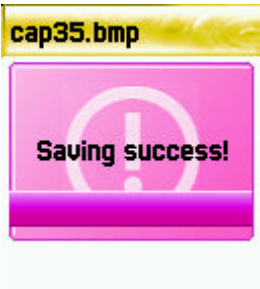
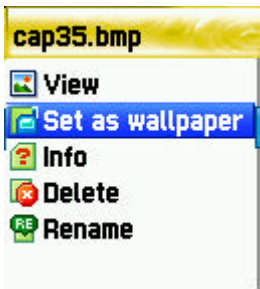


Press the [Menu] key to carry out work regarding image files. When the file menu screen appears, select the desired menu by using the [Search] key and press the [OK] key.

View ? viewing image.

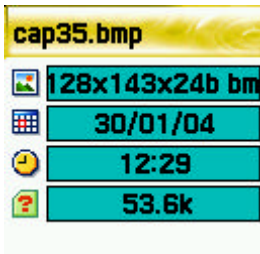
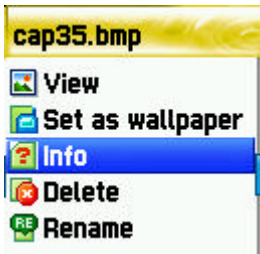


Set wallpaper ? background screen registration. After pressing the [OK] key, please wait until the progress bar is completed.

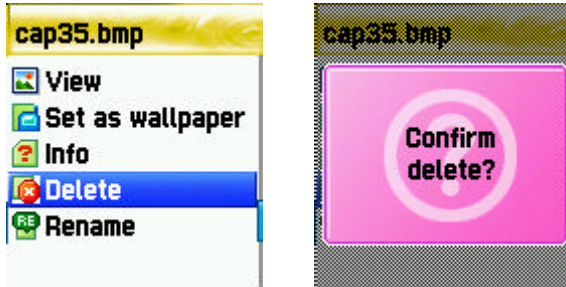


Info ? View file information ? You can see basic file information, the number of

horizontal and vertical pixels, and color resolution.



Delete ? deletes files



Rename ? Change file names. Enter editor screen by pressing the [OK] key. After inputting the name you desire to change press [OK] to save it.



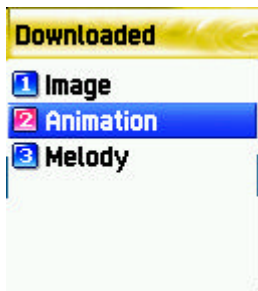
You can escape from the file menu screen by pressing the [OK] key or the [END] key.

7.2.2. Animation

This shows the list of animation files downloaded (applies to animation with wbmp format.

You can see animation gif files at the Image menu.). You can see the selected animation file in a small screen at the bottom. You also can select desired animation files by using the navigation key (we do not support viewing over 256X256 sized images or viewing in a small screen at the bottom).

Press [Menu] key in order to carry out works regarding animation files. When the file menu screen appears, select desired menu by using the navigation key and press the [OK] key.



View ? Views animation.

Info ? views file information, You can see basic file information, the number of horizontal and vertical pixels, and color resolution.

Delete ? deletes files

Rename ? changes file names. Enter editor screen by pressing the [OK] key. After inputting the name you desire to change press [OK] to save it.

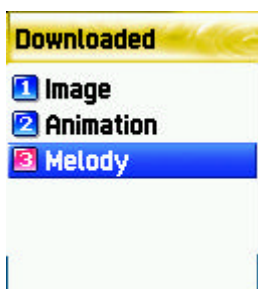
You can escape from the file menu screen by pressing the [OK] key or the [END] key.

7.2.3. Melody

This shows the list of melody files downloaded. You can see the size of selected melody files at the bottom. You can select desired melody files by using the [navigation] key.

(Press the [Menu] key to carry out the work regarding animation files. When the file menu screen appears, select desired menu by using the [navigation] key and press the [OK]

key



Play ? plays melody

Set as ring tone ? bell sound registration. After pressing the [OK] key wait until the progress bar is completed.

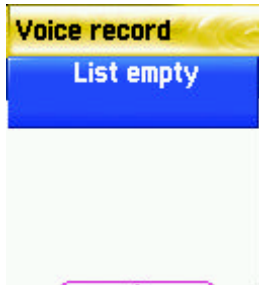
Info ? views file information. You can see basic file information and audio type (i.e. midi, imelody, etc).

Delete ? deletes files

Rename ? changes file names. Enter editor screen by pressing the [OK] key. After inputting the name you desire to change, press the [OK] key to save it.

You can escape from the file menu screen by pressing the [OK] or [END] key .

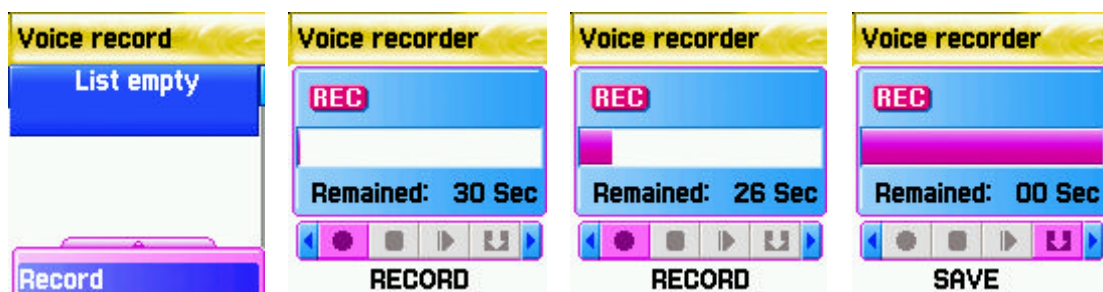
7.3. Voice record



You can record your voice by using this function.

This function consists of two functions; one is to record you 'voice and the other is to replay the recording.

You can enter Voice recorder by using [MENU/Record] in View voice list.



Voice record provides basically [RECORD], [STOP], [PLAY], and [SAVE] functions.

Press the [RECORD] key to record your voice, and save the recording by pressing the [SAVE] key. During recording, you can stop the recording by pressing [STOP] key and save the recording by pressing the [SAVE] key.

Then a text editor window in which you can input the title of the recording will appear. The inputted title is displayed in the Voice memo list.

Once creating the list of recording, select the applicable list which you desire to replay by pressing the [OK] key. After entering Voice play, press the [PLAY] key to replay. If wanting to stop replay, press the [STOP] key.

[Note] Maximum record time available: 30 seconds/voice record

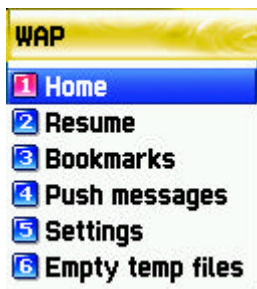
Maximum number of saved voice records: 3

(In case the capacity of the file system is insufficient, the number of saved voice can be limited to under 3 according to the available capacity)

7.4.Wap

You can surf the internet through the WAP browser. This means you can connect internet anytime, anywhere. For more information, please ask nearest dealers.

1) Home



2) Resume

This re-connects to web sites recently visited.

3) Bookmarks

This saves internet addresses which have WAP browsers.

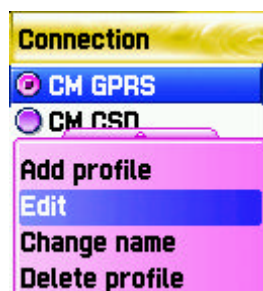
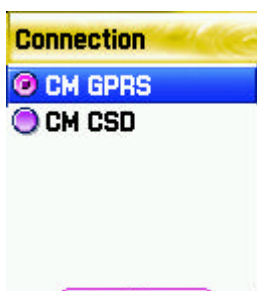
4) Push messages

Handsets can receive 'Push message' from the service provider.

5) Settings

You can set functions such as connection setting, security certificate, Cache mode, and Push security.

(1) Connection (Profile image)



Connection

- 1 Homepage
- 2 Image settings
- 3 Connection type
- 4 Connect options
- 5 Gateway settings
- 6 Bearer

Image settings

- 1 Display images
- 2 Update images

Display images

☐ No

☒ Yes

Connection

- 1 Homepage
- 2 Image settings
- 3 Connection type
- 4 Connect options
- 5 Gateway settings
- 6 Bearer

Connection type

☐ Temporary

☒ Continuous

Connection

- 1 Homepage
- 2 Image settings
- 3 Connection type
- 4 Connect options
- 5 Gateway settings
- 6 Bearer

Connect options

☒ None

☐ Secure

Connection

- 1 Homepage
- 2 Image settings
- 3 Connection type
- 4 Connect options
- 5 Gateway settings
- 6 Bearer

Gateway settings

- 1 User ID
- 2 Password

User name

Edit ABC

wap

Connection

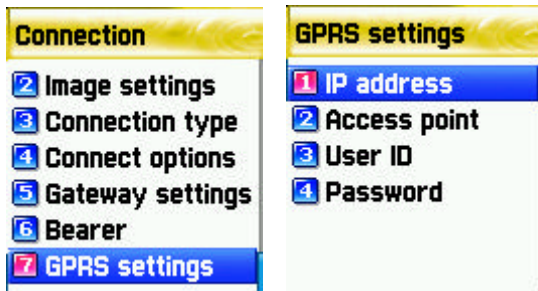
- 1 Homepage
- 2 Image settings
- 3 Connection type
- 4 Connect options
- 5 Gateway settings
- 6 Bearer

Bearer

☐ Data settings

☐ SMS settings

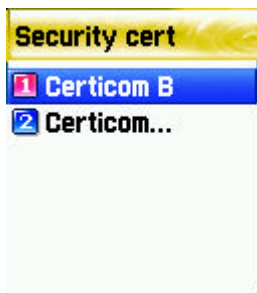
☒ GPRS settings



- A. Home pages: This is the address of homepages.
- B. Image settings: You can select image display options.
- C. Connection type/options: You can select temporary/continuous connection or secure/none secure connection, etc
- D. Gateway settings (040506): This is the ID and password of the gateway.
- E. Bearer: You can select bearer type (Data/GPRS).
- F. Data Option
 - IP address: Gateway IP addresss
 - Dial : Dial number
 - Data Call type: ISDN/ analogue
 - Data Call speed: 2400/4800/9600/14400 bps
 - User \$ ID
 - Password
 - Timeout : 30/60/90/120 msec
- G. GPRS settings
 - Ip address : IP address of gateway
 - Access point : Access point number
 - User \$ ID
 - Password

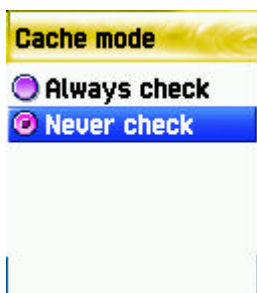
(2) Security cert

This displays the list of security certificates.

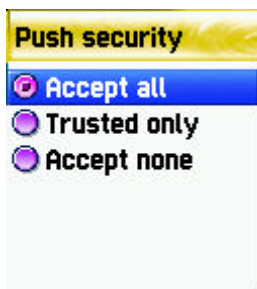


(3) Cache mode

You can select one mode among two options. (Always check/Never check)

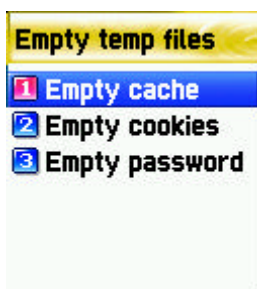


(4) Push security



- Applies to all
- Applies to only certified
- Do not apply

3) Empty Temp File



- Empty Cache
- Empty Cookies
- Empty Passwords

4) Version info

This function displays the software version of the WAP browser.

3) On-line menu

When browsing, press this menu key, then you can use browser menu.

Stop: this stops downloading the current page.

Go back: this moves to the previous page of the page in the history list.

Bookmarks: this displays bookmarks.

Add bookmarks: this creates current pages into a new bookmark.

Enter address: this allows entering URL s for browsing.

Home: this returns to the beginning of current page.

Top: this goes to the top of the current page.

7.5.Camera

You can take and save photos any time anywhere by using the camera function. The saved photos can be checked by using the Album menu. A change of name is also available.

[Snapshot]

You can take photos by selecting this menu. You can carry out the function by pressing **1** in the Camera menu or selecting **Snapshot**.

A. Function

- i) Select Snapshot to run preview mode.
- ii) Take photos by using **OK** or **Side camera** key.
- iii) After taking photos press the **OK** key to continue to the stage of save photos. After inputting the name of photos, press the **OK** key to save photos.

After taking photos, if pressing **MENU** key, this carries out preview mode without saving photos

- iv) In the preview mode press the **Volume Up/Down** key or **Camera** key to convert preview screen from main LCD to sub LCD or the other way round.
- v) In the preview mode by using the **navigation** key various setting values can be modified.

Select objects by using the **left-right navigation** key

Modify the value of the selected objects by using the **up-down navigation** key.

The name of the selected objects is displayed at the bottom left corner and its setting value at the bottom right corner.

- vi) When running snapshot functions while the flip of the mobile is closed

You can take photos in the preview mode by using the side camera 'key, adjust brightness by using Volume Up ' key, and end snapshot function by using the Volume Down 'key.

After taking photos, by pressing the side camera 'save photos, or carries out the preview mode without saving by pressing the Volume Up '. Also pressing the Volume Down 'key will finish the snapshot function.

[Sticker shot]

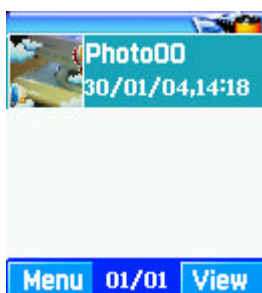
You can take sticker photos by using this function. You can run this function by pressing either 2 ' in the Camera menu or selecting 'Sticker shot'.

A. Function

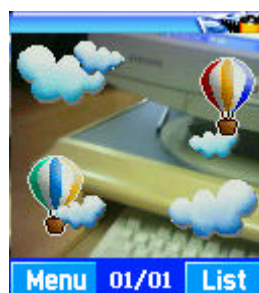
This is the same as Snapshot.

[Album]

You can manage photos taken by selecting this menu. You can run this function by either pressing 3 ' in Camera menu or selecting 'Album'.



<List mode>



<Zoom mode>

- A. Album consists of list mode and zoom mode.

You can change mode by pressing the OK 'key.

- B. You can select photos by using the navigation 'key.

C. You can carry out the following functions for the selected photos by using 'menu'.

- i) Set as wallpaper: this sets the selected photos as the background screen for main LCD or sub LCD when you are idle.
- ii) Information: this displays the detailed information on selected photos.
- iii) Rename: this changes the name of selected photos.
- iv) Link/Unlink phonebook: this links/unlinks the selected photos to phonebook. When photos are linked to Phone book and receive calls, matching photos of the telephone number will be displayed.
- v) Delete: this deletes selected photos.
- vi) Delete all: This deleted all saved photos.

[Setting]



You can set the environment related to the Camera by selecting this menu. This function can be carried out by pressing the '4' key in Camera menu or selecting 'Settings'.

A. You can modify various setting values related to the camera by using the 'Navigation' key.

Select objective by using the 'left-right navigation' key.

Modify the setting values of selected objects by using the 'up -

down navigation 'key .

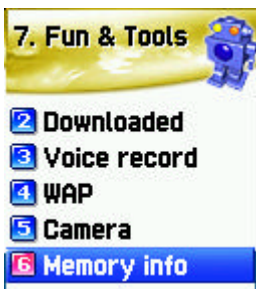
The setting value of currently selected objective is displayed at the bottom of the screen.

B. Save and end the current setting values by pressing the OK ' key. Pressing the END 'key finishes without saving the changed setting values.

7.6. Memory info

This displays the consumption and capacity of memory.

In order to select memory info press [MENU] ? [4] ? [6] keys in order and press [OK] key.



8. STK

STK is a service provided by service dealers while using the GSM net.

For more information, please contact the service dealers you are registered to.

[HOT KEY]

Phonebook

Phonebook supports the function of saving the list of private telephone numbers. The addition and deletion of telephone numbers is always available. Besides this, you can select a desired saving space between SIM/Phone memories. A maximum of 1,000 telephone numbers can be saved.

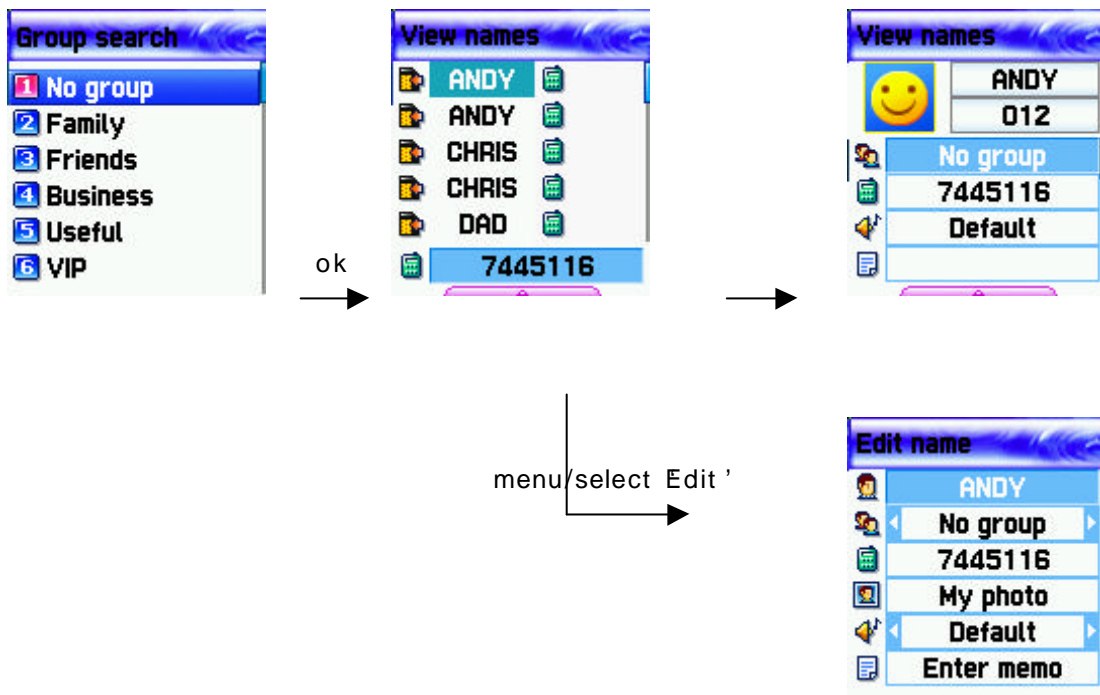
(Phone memory 800 SIM 1,000
)

If you press the down key in the IDLE screen, you can enter Phonebook.

(1) Group search

(1) Group search

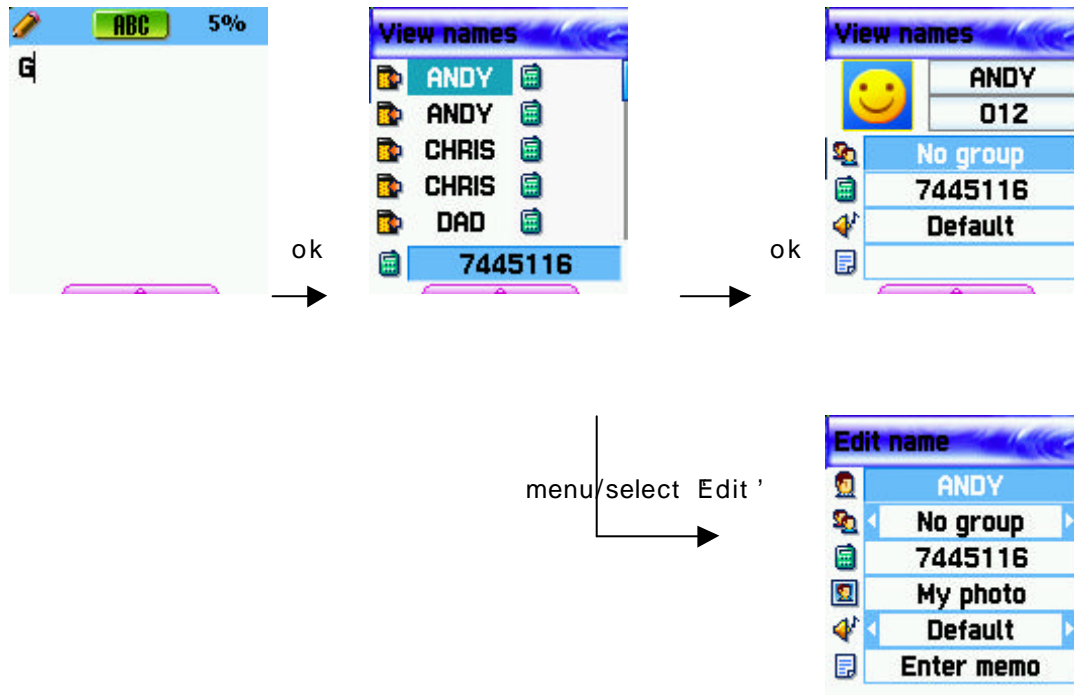
You can search telephone numbers by group with this function.



(2) Name Search

After selecting Name Search, input names to be searched in the Edit Window.

The cursor moves to the list of similar names. If not inputting names, the list arranged by name is displayed.



If a name is long, it is automatically scrolled. The movement of up and down is available by using the Navigation key and pressing the Send key in the list will connect to the applicable telephone number. You can save 3 different numbers (mobile, home, office) per person and move the icons lined in the right side of names by using Left/Right key. You can also connect calls by using the Send key. The number displayed at the bottom indicates the number listed or icons the cursor is pointing at. This one is also automatically scrolled if its length is very long.

Menus appearing in Phonebook when pressing Menu key -
in case you do not select icons

?Search (search a number in the list)

?Edit

?Delete (delete all numbers of the person)



Menus appearing in Phonebook when pressing Menu key
after selecting icons

?Delete (delete the number)

?Add to Speed (store the number to the Speed Dial)

?Send Message (Menu to send SMS / EMS)

Select each number with
left & right navigation key.

If you press the OK key, you can see saved contents in one
screen. If wanting to edit, select Edit by using the Menu key.

(3) Photo search

If you enter Photo search, the list of photos connected to the list
of the Phone book will appear. Then you can make a call by
pressing the Send key.

(4) Add New Name

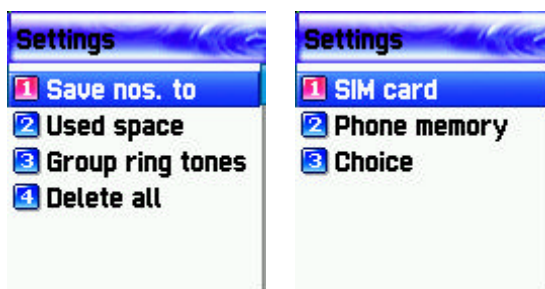
Firstly you choose whether you would like to save numbers on
the SIM or handset. Once you choose the place to save
numbers, you can register numbers in Edit mod. When inputting
name /memos, you can enter Edit by pressing any key. After
inputting, press the OK key to return to the Edit screen. When
wanting to add photos, move the cursor to photo insert space
and select desired menu by pressing the Menu key. When
deleting photos the same procedure applies. You can select
Group or melody by using the Left/ Right key. Once you input
the desired contents, press Ok to save it. You can save a
number in the SIM and three numbers in Phone memory per
person.

(5) Speed Dial List

This function supports the creation of a 100 (00~99) Speed dial list. If you move the cursor, the name and number of the list will be automatically scrolled. Pressing number (00~99) for a moment in the IDLE screen, will connect calls registered in the Speed dial list.

If wanting to register desired numbers in the Speed dial list, press Menu key in Phone book list and select Add to speed. At this time ensure that you press Menu after selecting icons with the Left/Right key in the Phonebook list. Once entering the Speed dial list, move the cursor to the desired number and press the OK key. (The numbers saved in the SIM range from 0-9, and in the Phone memory range from 10-99) **speed dial 1**
voice mail, 9 emergency call default

(6) Settings



6-1) Save nos.to (Select saving place)

Telephone numbers are saved in the place set in this menu. You can select SIM card/Phone memory/Choice. Choice is used to select where to save telephone numbers between the SIM card or Phone memory.

6-2) Used space

This indicates the consumed capacity of the Phonebook. Phonebook can 800 telephone numbers.



6-3) Group ring tones

You can assign different melodies by group.

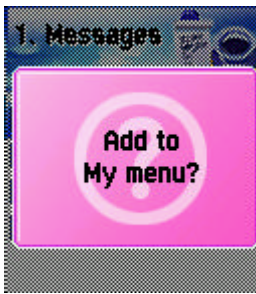
6-4) Delete all

When you activate the 'Delete all' function, the phone will request you to enter the lock code. If the lock code is correct, a screen will appear for you to choose from: 1) delete SIM, 2) delete phone. If you select the desired item, the entire list stored in the item will be erased.

My Menu

You can collect and edit your favorite menus. Register desired menus by pressing [Menu]

key My Menu 1 default STK가



1. Register My Menu

- 1) Go to desired menu.
- 2) Press the [Menu] key.
- 3) When the Add to My menu? 'window pops up, register it by pressing the [OK] key.
- 4) When not wanting to register cancel by pressing the [End] or [Clr] key.

2. Use registered menu

- 1) Press the [left] key in the idle screen.
- 2) Select the menu you want to use among the registered menus.

3. Delete registered menus

- 1) Run My Menu by pressing the [Left] key in the IDLE screen.
- 2) Press the [Menu] key in the menu to be deleted (STK).
- 3) Delete it by pressing the [Ok] key. If not wanting to delete it, cancel it by pressing the [End] or [Clr] key.

4. Notes









- 1) My Menu can be registered up to 5 4 times (STK 4).
- 2) Any menus requiring the input of a PIN cannot be registered.
- 3) ~~STK menu can not be registered.~~ (STK 1 default)
- 4) Some menus can be registered or run depending on the insert of the SIM card.
- 5) Menus under 3 sub trees can not be registered.

Appendix

T9 Guideline



T9 helps you easily input both English and Chinese. Here is the guideline for T9 usage.

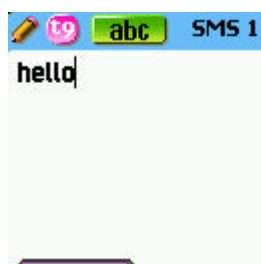
First of all, enter INPUT MODE, then the T9 modes as below will be displayed.

Key	T9Number	T9English	Multitap
	1	Next candidate	Smart punctuation . ' : 1 /) ? (; * ? &
	2	ABC	ABC2
	3	DEF	DEF3
	4	GHI	GHI4
	5	JKL	JKL5
	6	MNO	MNO6
	7	PQRS	PQRS7
	8	TUV	TUV8

	9	WXYZ	WXYZ9
	No function	Smart period	Smart punctuation . , - ? ! ' @ :
LONG press	Changes to Multi-tap or T9 English mode	T9Number	T9Number
	0 (SPACE)	(SPACE)	0 (SPACE)
LONG press	(SPACE)	(SPACE)	(SPACE)
	#	Shift - CapsLOCK	Shift - CapsLOCK
LONG press	No function	Changes to Symbol mode	Changes to Symbol mode

T9 input mode	explanation
	English input mode
	English input mode by pressing multi -cap key

	<p>A mode to be able to input numbers or mathematical signs</p>
	<p>A mode to be able to input Greek letters, currency units, period, etc</p>



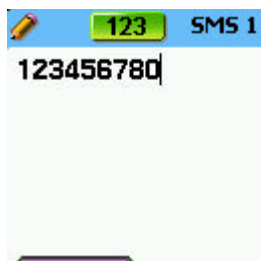
T9 English

You can complete a word by inputting each letter in the T9 English. For instance, if you want to input 'hello', input [4][3][5][5][6] in order. In case you can not find a desired letter, search the letter by pressing the [1] key. You can alter capital and small letter by pressing the [#] key and input period by using [*] key. In order to input a space, press [0]. You can alter the input mode by using the [up] or [down] key. You can also alter into the T9 number mode by pressing the [*] key for a moment and into T9 sign mode by pressing the[#] key for a moment.

Multi -tap English



You can input particular English words such as names, nicknames, or acronyms, etc. As this provides an English dictionary, it helps to search or display candidate words. You can simply search for a desired word by inputting several initial letters of the word which is the same function as mobiles. You can alter the capitals from/into the small letters and T9 number mode by pressing the [#] key.



T9 number T9 Symbol

You can input numbers or signs in this mode. Signs are selected in the option window.



Mobile Administration & Cautions

This displays cautions and administrative methods when using the unit.

- Keep the unit and its related accessories beyond children's reach.

- Maintain the unit dry and use it in a normal temperature. Any temperature over 55°C (131°F) or below 20°C (-4°F) could damage the unit.
- Do not keep or use the unit in dust or an unhygienic place.
- Do not attempt to disassemble the unit.
- Do not drop or give impact on the unit.
- Do not apply chemicals, solvents, or detergents to the unit for the purpose of cleaning.
- When the unit is not properly operated, please contact the nearest dealer shop immediately.
- Use only approved batteries, chargers, and accessories. Any damage on the unit, caused by the use of unauthorized products, we do not apply the warranty.
- Ensure that the grounding conductor of batteries or chargers is not touched by a dielectric.

Troubleshooting

When any problems occurred in using the unit, please refer to the checklist as below. If a problem is persistent, please contact a nearest dealer shop or service center.

When the "Insert SIM Card" message displayed:

Ensure that the SIM card is properly installed. After confirming the proper operation of the SIM, if any damages found in the SIM card, please bring it to a service provider or clean up the connection of the SIM card.

When the "Handset locked enter password" message displayed:

Input a lock code. If you fail to remember the lock code, please contact the

nearest dealer shop.

When the "Enter PIN1" message displayed:

Input a PIN1. If you fail to remember the PIN1, please contact the nearest dealer shop.

Any units locked by inputting the 3 times of wrong PIN1 are able to take calls.

When the "No service" or "Network failure" message displayed:

Confirm the SSI(signal strength indicator). If the network connection is not available in the basement or a building which weaken the signals of the unit, try it again after changing place where is easily able to receive the signals. If the level of signals maintain low, this may be because of being out of the range. Therefore please contact the service provider.

When the quality of conversation being poor:

Finish your conversation and attempt to make a call again.

When the other party unable to hear callers:

The unit is set MUTE. Therefore alter the function of UNMUTE.

When the lifespan of batteries being short:

This could happen in the region which has the weak level of the signals. Therefore switch off the unit when not using it. When the lifespan of a battery is running short, please change it into new battery.

When the unit unable to turn on:

Confirm batteries are charged. While recharging batteries, confirm the level of batteries by turning on the unit.

When sending messages unable:

When you are not registered to the SMS service or you are out of the range which a service provider can not provide a due service.

When making calls unable:

The unit is set as a fixed dial function. Please cancel the fixed dial function.

When recharging unable:

This is applied to the following three cases.

1. When chargers are out of order, please contact the nearest dealer shop.
2. When the unit is under the extremely cold temperature, please alter the charging environment.
3. When the connection to the charger is not properly done, confirm the connection part.

When data input in the Phonebook unable:

The memory of Phonebook is full. Please delete several contents in the Phonebook.

When particular services unable to select:

You are not registered to particular services or are out of the range which a service provider can not provide those services. Please contact the service provider.

Battery Use

The unit uses Li-on batteries. There are two types of batteries as follows. Please refer to the nearest dealer shop.

- Standard batteries
- Slim batteries

Cautions required when using batteries

- Do not use damaged batteries or chargers.
- Do not use a battery in other use.
- If you use the unit near to a base station, the power consumption is reduced. As a result, the lifespan of batteries consumed during the call time or waiting time is increased.
- The time required to recharge batteries varies subject to remaining battery level, battery type and different chargers.
- The lifespan of batteries are getting shorter by the time lapse.
- Use only approved batteries and chargers. An excessive charging can reduce the lifespan of batteries, therefore remove the batteries from the chargers after completing charging and unplug the chargers. Do not leave batteries in extremely cold or hot places such as leaving them in the car either in summer or in winter. This causes the reduction of the capacity of batteries. Please use batteries in a normal temperature. Do not ground batteries. Grounded units could damage batteries. Please recycle or dispose consumed

batteries according to the related regulations. Do not throw batteries into the fire. Do not use batteries except for the assigned batteries. Ensure that any metal substances do not ground in order to avoid possible injury or burn.

Safety Cautions

When driving in the roads

Safety is a priority when driving in the roads. Do not use the unit while driving. If you require using the unit, pull over your car before using the mobile. Confirm the unit is properly placed. Do not place the unit in the next seat to the driver's, or in unstable places which could cause to drop the unit with a sudden crash or stop.

Use Environment

Please follow the regulations required in particular regions while switching off the unit in the places where the use of the unit is prohibited. When connecting the unit or accessories to other devices, please refer to the User's Manual for your safety. We recommend that you use the mobile in proper manners as other wireless transmission devices. (Use antennas while letting it point to the shoulder).

Other electric devices malfunction factors

Most of electric devices are operated while being protected from the RF. However, some particular devices are affected by the RF emitted from the mobile. Wireless transmission devices could affect medical devices. For other inquiries, please contact doctors or

medical device manufacturers. Besides this, other electric devices could be exposed to the hindrance of electric wave. Please comply with the related regulation while switching off your units in gas stations, chemical manufacturing factories, and any places which have a danger of potential explosion. Do not keep or carry the mobile with substances containing a danger of explosion. Please turn off your mobile before taking it on board an airplane. Using your mobile in an airplane is illegal. It could dangerously impact on the function of the plane and bring confusion to the cellular network. Anyone breaching this regulation is subject to be charged or face a legal punishment such as being unable to receive a prospective cellular service, etc.

Emergency calls

Important! This mobile just as other mobile phones, the wireless signals, the wireless/wire net, and all the functions defined by users are able to be received. So the call connection is unable to be guaranteed in every situation. Therefore when making very important calls such as medical emergency, please do not completely rely on your mobiles

Please attempt to make calls when the unit is able to be operated or to receive sufficient signals. Emergency calls are not available in every wireless net and while using particular net services or mobile functions, making emergency calls is not available.

The method of making emergency calls: When the unit is switched off, turn the power on. Confirm that the unit is within the range and the level of signals is also sufficient. If making emergency calls are not available in all cellular phone network as well as while using particular network services or mobile functions, please contact a wireless network provider.

FCC & Industry Canada Regulatory Compliance

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.

Your mobile device is a low power radio transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals. In August 1996, the Federal Communications Commission (FCC) adopted RF exposure guidelines with safety levels for mobile device. Those guidelines are consistent with safety standards previously set by both U.S. and international standards bodies: American National Standard Institute (ANSI), National Council of Radiation Protection and Measurements (NCRP), and International Commission on Non-Ionizing Radiation Protection (ICNRP). Those standards were based on comprehensive and periodic evaluations of the relevant scientific literature. The design of your Module complies with the FCC guidelines and applicable

Statement according to FCC part 15.105

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

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

Statement according to FCC part 15.21

Modifications not expressly approved by this company could void the user's authority to operate the equipment.

RF exposure FCC

For body worn operation, to maintain compliance with FCC RF exposure guidelines, use only accessories that contain no metallic components and provide a separation distance of 15mm (0.6 inches) to the body.

Use of other accessories may violate FCC RF exposure guidelines and should be avoided.

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

Health and Safety Information FCC

This EUT has been shown to be capable of compliance for localized specific absorption rate (SAR) for uncontrolled environment/general population exposure limits specified in ANSI/IEEE Std. C95.1-1992 and had been tested in accordance with the measurement procedures specified in FCC/OET Bulletin 65 Supplement C (2001) and IEEE Std. 1528-200X (Draft 6.5, January 2002).

Ministry of Health (Canada), Safety Code 6. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health. The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg *.

* In the U.S. and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in.

Memo