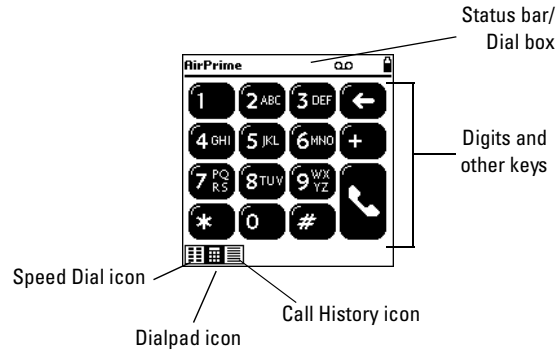


Phone Application Display Screens

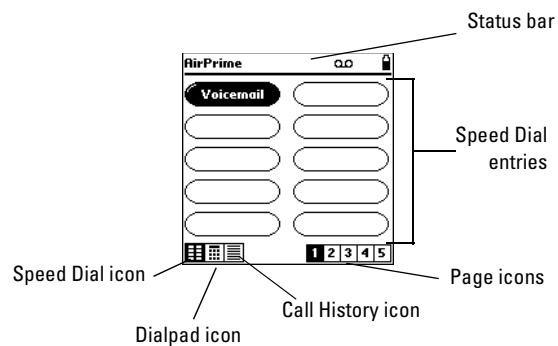
The Phone application has three main screens:

Dialpad Screen



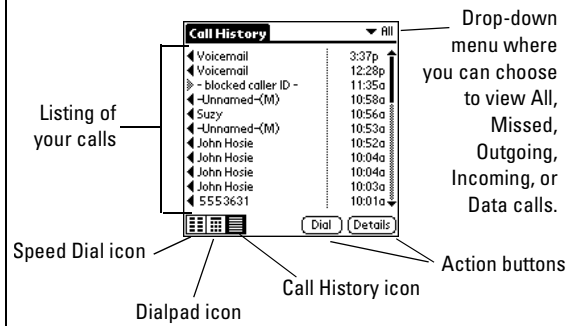
<Insert updated screen grab here (time/date, no VM icon).>

Speed Dial Screen



<Insert better screen grab here.>

Call History Screen

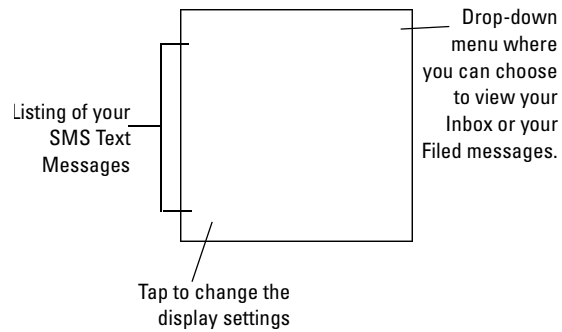


<Insert updated screen grab here.>

Data Applications Display Screens

You can use your Sprint PCS Communicator to access a variety of data applications, including SMS Text Messages and third-party applications. The display screen varies with the application you are using.

SMS Text Messages Screen



<Insert screen grab of SMS Text Messages inbox here.>

Note:

In order to use some third-party data applications, you must subscribe to their services.

Tip:

If you try to place an outgoing call when your module is off, you will be asked if you want to turn the module on.

Tip:

The Power Save feature helps to conserve your battery power when you are in an area where there is no signal.

Turning Your Module ON and OFF

Turning your Module ON

To turn your module on, press the Power button  on your SB3000 for approximately one second. The module beeps and the screen displays **Please wait** while the module is turning on.

[<Need Sprint banner or terminology for powering up.>](#)

Once your module is on, it displays **Network Search** while your module looks for a signal. When your module finds a signal, it automatically takes you to the Phone application. At this point, you're ready to begin making and receiving calls.

If your module is unable to find a signal after 15 minutes of searching, a Power Save feature is automatically activated. The message **Power Save** appears.

Your module searches for a signal periodically without your intervention. You can also initiate a search for Sprint PCS Service by tapping **OK** on the Power Save dialog.

Turning your Module OFF

Press  for two seconds. The module beeps and the message **Power Down. Goodbye.** appears while the module is turning off. The message **Phone is off** appears when the module is off.

Using the KeyGuard

<This feature is not applicable. Confirmed by AirPrime. OK to remove?>

The KeyGuard feature helps avoid accidental key presses without blocking incoming calls or messages. KeyGuard is disabled when you receive an incoming call and is reactivated when the call is complete.

1. To activate the KeyGuard, highlight **KeyGuard** in the main menu and press ☐.
2. To disable the KeyGuard, press and hold ☐.

Using the Battery

Battery Capacity

Your Sprint PCS Communicator is equipped with a Lithium Ion (LiIon) battery. This allows you to recharge your battery before it is fully drained. The battery provides approximately 6 hours of continuous talk time or approximately 10-28 days of continuous standby time, depending on network configurations.

When the battery reaches 5% of its capacity, the battery icon blinks and the message **Phone battery is low** appears. When the battery reaches 3% of its capacity, the battery icon blinks, the message **Phone battery is critically low** appears, and the module sounds an audible alert. When the battery is empty, the module powers down and the message **Please recharge your phone battery** appears.

Note:

Searching for service and using the vibrate mode affect the battery's talk and standby times.

Tip:

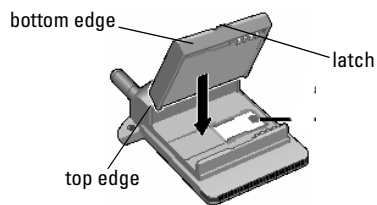
Be sure to charge your module's battery and watch your Battery icon to ensure the battery level is OK.



Installing the Battery

Your Sprint PCS Communicator comes with a LiIon battery. Follow these easy steps to install it:

1. Insert the top edge of the battery into the battery compartment on the back of the SB3000 Module. The label on the battery faces in (toward the SB3000).
2. Push the bottom edge of the battery down until the latch clicks.

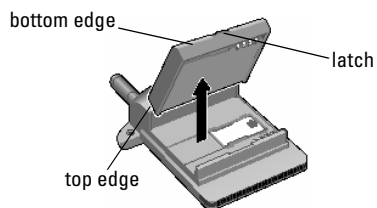


<Need better graphic.>

Removing the Battery

To remove your battery, follow these easy steps:

1. Remove the SB3000 Module from your Visor handheld.
2. Press the latch and lift the bottom edge of the battery out of the SB3000.
3. Slide the top edge of the battery out of the compartment.



<Need better graphic.>

Charging the Battery

Your Sprint PCS Communicator comes with a rechargeable battery. You should charge the battery as soon as possible so you can begin using your module.

Keeping track of your battery's charge is important. If your battery level becomes too low, your module automatically turns off and you may lose some data. For a quick check of your module's battery level, glance at the Battery icon located in the upper-right corner of the Phone application screen. When the battery charge gets too low, the Battery icon appears empty  and starts to flash.

When you're ready to charge your battery, it is vital that you use only a Sprint PCS-approved charger, such as the travel charger that came with your module (see page 5).

It generally takes about 4 to 5 hours to fully recharge a completely rundown battery. With the Sprint PCS-approved Lilon battery, it is okay to recharge the battery before it becomes completely run down.

Using the Handspring Charging Cradle

If you are using your SB3000 with a rechargeable Visor (such as the Visor Prism or Visor Edge), you can use the charging cradle that came with your handheld to charge your SB3000. Simply place your handheld into the charging cradle while the SB3000 is installed to charge both your handheld and the SB3000.

While the SB3000 is charging, the Battery LED is red. The Battery LED turns green when the SB3000 is fully charged. It takes about 4 to 5 hours to fully charge the battery.

Using the Desktop Charger

<This section is not applicable. OK to discard?>

When you're ready to charge your battery, it is vital that you use only Sprint PCS-approved desktop chargers and AC

Warning!

Using the wrong battery charger could cause damage to your module and void the warranty.



Tip:

For more information on using the handheld's charging cradle, see the "Visor Handheld User Guide" that came with your handheld, or go to www.handspring.com.

adapter chargers. To use the desktop charger provided with your module:

1. Plug the round end of the AC adapter into the charger holder and the other end into the electrical outlet.
 2. Insert the the module (with the battery installed) into the slot.
- ▶ A **red light** on the charger lets you know the battery is charging.
 - ▶ A **green light** lets you know that the battery is at least 90 percent charged.

It generally takes about 4 to 5 hours to fully recharge a completely rundown battery. With the Sprint PCS-approved Lilon battery, it is okay to recharge the battery before it becomes completely run down.

Future Capabilities

Your new module uses existing CDMA technology to provide clear digital voice and data calling across the all-digital Sprint PCS Nationwide Network.

Your module is also designed to support future cdma2000 1x data and voice enhancements to the Sprint PCS Nationwide Network. These new enhancements promise to deliver much faster data rates and a standby time of up to 28 days. As these new high-speed data and improved battery capabilities are introduced, you will be given the opportunity to upgrade the software in your module to support these new services.

Getting to Know
Your Communicator
2

Understanding Roaming

In this Section

- ▶ **Understanding How Roaming Works**
 - ▶ **Setting Your Module's Roam Mode**
 - ▶ **Setting and Using Alerts and Call Guard**
-

Roaming is the ability to make or receive calls while you're off the Sprint PCS Nationwide Network. Your new digital Sprint PCS Communicator™ works anywhere on the Sprint PCS Nationwide Network and allows you to roam on other digital networks virtually anywhere in the U.S. where competitive wireless service is available.

This section explains how roaming works and explains special features that let you manage your roaming experience.

Tip:

Remember, when you are using your module off the Sprint PCS Network, always dial numbers using 11 digits (1 + area code + number).

Note:

You will pay a higher per-minute rate for roaming calls.

Tip:

If you're on a call when you leave the Sprint PCS Network and enter an area where CDMA roaming is available, your call is dropped. If your call is dropped in an area where you think Sprint PCS Service is available, turn your module off and on again to reconnect to the Sprint PCS Nationwide Network.

Understanding How Roaming Works

Recognizing When You're Roaming

When you are roaming off the Sprint PCS Network,  appears in the status bar of your display screen.

<Need "R" icon.>

Roaming on Other PCS CDMA Networks

When you're roaming on other PCS CDMA networks, your call quality will be similar to the quality you receive when making calls while on the Sprint PCS Network. You may not be able to access certain calling features, such as SMS Text Messages, however, all of your calls are still private and secure.

Roaming on Analog Cellular Networks

<Not applicable. Confirmed by AirPrime. OK to remove?>

~~When you roam on analog cellular networks, you will experience the same quality provided by analog cellular carriers today. Although some calling features, such as Sprint PCS Wireless Web, may be unavailable, you can still make and receive calls. You will experience a few differences including:~~

- ~~▶ You are more likely to experience static, cross-talk, fade-out and dropped calls.~~
- ~~▶ Some calling features that are standard on the Sprint PCS Network are unavailable.~~
- ~~▶ There are security and privacy risks (eavesdropping and cloning) that exist with conventional analog cellular services today.~~
- ~~▶ Your battery needs recharging sooner when you use your phone for analog cellular roaming.~~

Setting Your Module's Roam Mode

Your Sprint PCS Communicator allows you to control your ability to roam. By using the **Roam Preferences** menu option, you determine whether your module allows digital

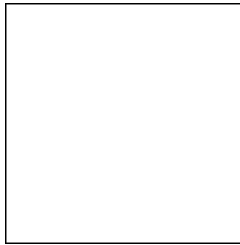
roaming. You can also choose options to help you control your roaming.

To choose your roaming preferences:

1. Make sure your module is on.
2. Press the Phone Application button  or tap the Phone icon in the Applications Launcher to start the Phone application.
3. Tap the Menu icon  on your Visor™ handheld to view the menus.

<Need icon.>

4. From the **Options** menu, tap **Roam Preferences**.



<Insert graphic of Roam Prefs screen.>

5. The Roam Preferences screen gives you the following options. To change or select an option, tap it.
 - ▶ **Allow digital roaming:** This option determines whether you can roam off the Sprint PCS Nationwide Network.
 - ▶ **Call Guard:** This feature causes a warning dialog to appear when you try to place a call while you are roaming off the Sprint PCS Network.
 - ▶ **Roam Ringer:** This feature allows you to pick a special ringer to alert you to incoming calls while you are roaming.
6. Tap **OK** to save your changes, or tap **Cancel** to return to the Phone application without saving your changes.

Tip:

For more information about using the menus, see page 52. Also, refer to the "Visor Handheld User Guide" that came with your handheld.

Tip:

You can always place an emergency call, even if Allow digital roaming is disabled.

Note:

Call Guard and Roam Ringer are only applicable if Allow digital roaming is enabled.

Tip:

If you enable Allow digital roaming, an alert message will remind you when roaming rates apply.

Note:

Call Guard is only applicable if Allow digital roaming is enabled.

Tip:

You can get more information by tapping the Information icon  on the dialog.

<Insert info icon.>

Setting Alerts to Warn You When Roam Charges Apply

<These two options have not been implemented on my prototype. The info here is from UI doc v.6. Need to test.>

Your Sprint PCS Communicator features two options you can set to alert you when roam charges will apply.

Call Guard

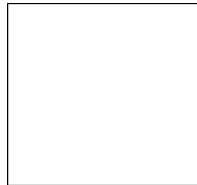
Call Guard alerts you when roaming charges apply to outgoing calls. This feature makes it easy to manage your roaming charges by requiring you to take an additional step before placing a roaming call. This additional step is not required when you make or receive calls while on the Sprint PCS Nationwide Network.

To turn Call Guard off:

1. From the **Options** menu, tap **Roaming Preferences**.
2. Tap the checkbox next to **Call Guard** to deselect it.

To place roaming calls with Call Guard on:

1. On the Dialpad screen, enter 1 + area code + the seven-digit number, then tap . (You can also initiate a call from the Address Book, Call History, SMS Text Messages, or Speed Dial.) The Call Guard Reminder appears.



<Insert graphic of Call Guard Reminder dialog.>

2. Tap **OK**.

Roam Ringer

Roam Ringer alerts you when roaming charges apply to incoming calls. By setting a special ring for incoming

roaming calls, you can choose whether to answer a roaming call.

To turn Roam Ringer on:

1. From the **Options** menu, tap **Roaming Preferences**.
2. Tap the checkbox next to **Roam ringer** to select it.
3. Tap the arrow next to **Roam ringer** and choose a ring from the pop-up list.

To answer an incoming roaming call:

- ▲ Tap **Answer**.

Setting the Time and Date in Analog Mode

<Not applicable. Confirmed by AirPrime. OK to remove?>

If the time has not been set since the battery was installed and you turn your phone on outside a Sprint PCS Service Area, you are prompted to enter the current time and date.

To enter the time and date when the Set Time and Date menu displays, press the appropriate keys on your keypad. Fields must be two digits, for example “05:07a 01/01/99.”

Note:

Roam Ringer is only applicable if Allow digital roaming is enabled.

Note:

If you do not enter the time and date when prompted in Analog mode, you are not notified of scheduled events or call alarms.

Understanding
Roaming
3

Making and Answering Calls

In this Section

- ▶ **Making Calls**
- ▶ **Answering Calls**
- ▶ **Using the Speakerphone**
<Not applicable. Confirmed by AirPrime. OK to remove?>
- ▶ **Using Sprint PCS Voice Command**
- ▶ **In-Call Options**
- ▶ **End-of-Call Options**
- ▶ **Dialing Options**
<Not applicable. Confirmed by AirPrime. OK to remove?>
- ▶ **Saving a Phone Number**
- ▶ **Dialing Phone Numbers with Pauses**
- ▶ **Calling Emergency Numbers**
- ▶ **Displaying your Phone Number**

Your Sprint PCS Communicator™ gives you different options for making calls so you can use the method that works best for you. Once you learn the basics here, the possibilities are endless.

Tip:

To redial your last outgoing phone number, press and hold the Phone Application button for 2 seconds.

Tip:

When making calls off the Sprint PCS Network, always dial using 11 digits (1 + area code + phone number).

Tip:

If your module is off when you try to place a call, you will be prompted to turn your module on.

Tip:

To display the last number dialed, tap  without entering a phone number. To display the last ten numbers dialed, use the Scroll buttons on the front of your handheld.

Making Calls

Your Sprint PCS Communicator offers many different ways to make calls, including dialing from the Dialpad (see below), using Speed Dial (page 37), using the Call History (page 38), using Sprint PCS Voice Command (page 42), and dialing from your Address Book (page page 96).

Using the Dialpad to Make Calls

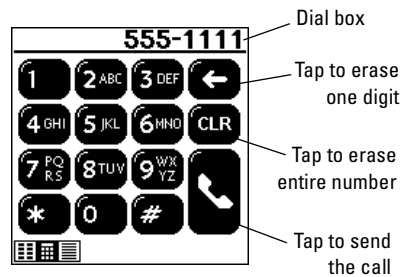
The Dialpad screen looks and functions like a regular telephone keypad.

To make a call using the Dialpad:

1. Make sure your module is on.
2. Press the Phone Application button  or tap the Phone icon in the Applications Launcher to start the Phone application.
3. Tap the Dialpad icon  or press the Phone Application button  repeatedly until the Dialpad screen appears.



4. Enter a phone number by tapping the digits or by using Graffiti® writing. The number appears in the Dial box as you enter it. (If you make a mistake while dialing, tap to erase one digit at a time or tap to erase the entire number.)



Tip:

You can also paste a number that you have copied from another application into the Dial box. Phone numbers can be any combination of alpha-numeric characters.

Tip:

To edit the phone number, tap the Dial box, then correct the entry.

Tip:

If the other party hangs up first, you do not need to tap Hang Up.

<Need updated screen grab.>

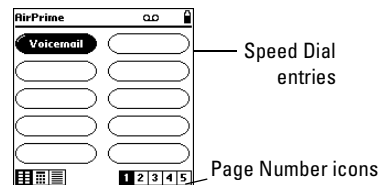
5. Tap to dial the number. (To make calls when you are roaming and Call Guard is enabled, tap **OK** on the Call Guard Reminder dialog. See page 32.)
6. To end the call, tap **Hang Up** on the Active Call screen.

Using Speed Dial to Make Calls

Speed Dial allows you to place a call to a number you have stored without entering the phone number.

To place a call using Speed Dial:

1. Press the Phone Application button or tap the Phone icon in the Applications Launcher to start the Phone application.
2. Tap the Speed Dial icon or press the Phone Application button repeatedly until the Speed Dial screen appears.



Note:

Before you can use Speed Dial to place a call, you need to create a Speed Dial list by programming Speed Dial entries (see page 127).

Tip:

To view additional Speed Dial entries, tap the Page Number icon at the bottom of the screen, or use the Scroll buttons on the front of your handheld.

Tip:

You can also Speed Dial a number from the Dialpad screen. Simply tap the digit(s) that correspond to the button number for your Speed Dial entry, then tap . See page 137 for more information.

Tip:

You can also make a call from the Call Details screen. See "Call History Options" on page 89 for more information.

Note:

You cannot make calls from the Call History screen to entries identified as No ID or Blocked Caller ID. Calls labeled Data can only be dialed through a personal computer.

<Need better graphic (one with more speed dial entries).>

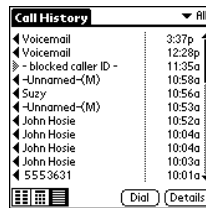
3. Tap the entry's button to dial the number.

Using the Call History to Make Calls

The Call History screen contains a log of the last 1000 phone numbers or Address Book entries for calls you placed, accepted, and missed.

To place a call using the Call History:

1. Press the Phone Application button  or tap the Phone icon in the Applications Launcher to start the Phone application.
2. Tap the Call History icon  or press the Phone Application button  repeatedly until the Call History screen appears.



Call History entries

<Need better graphic here. This graphic should have No ID and Blocked entries as well as entries with phone numbers.>

3. Tap the entry you want to call.
4. Tap **Dial**.

4-Digit Dialing

4-Digit Dialing lets you dial by simply entering the last four digits of a phone number. Your module searches your Address Book for a matching entry.

In order to use 4-Digit Dialing, you need to enable it on your module.

To enable 4-Digit Dialing:

1. Press the Phone Application button  or tap the

Phone icon in the Applications Launcher to start the Phone application.

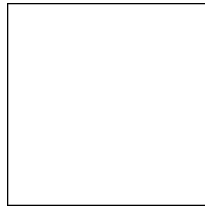
2. Tap the Dialpad icon  or press the Phone Application button  repeatedly until the Dialpad screen appears.
3. Tap the Menu icon  on your Visor™ handheld to view the Dialpad menus.

<Need icon.>

4. From the **Edit** menu, tap **Enable 4-digit dialing**.

To make a call using 4-Digit Dialing:

1. On the Dialpad screen, tap the last four digits of a phone number stored in your Address Book.
2. Tap .
 - ▶ If one matching entry is found, your module dials the number automatically.
 - ▶ If more than one matching entry is found, the Phone Number Lookup screen displays. Tap the entry you want, then tap **Dial**.



<Insert graphic of Phone Number Lookup screen.>

Tip:

For more information about using the menus, see page 52. Also, refer to the "Visor Handheld User Guide" that came with your handheld.

Tip:

To disable 4-Digit Dialing, tap Disable 4-digit dialing on the Edit menu.

Tip:

You can also use Graffiti writing to enter the last four digits.

Tip:

Your handheld does not need to be on to receive a call. Incoming calls automatically turn on your handheld.

Tip:

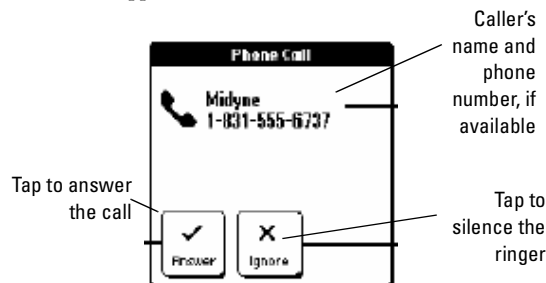
If the other party hangs up first, you do not need to tap Hang Up.

Tip:

You can also mute the ringer by briefly pressing the Power button.

Answering Calls

1. Make sure your module is on. If your module is off, incoming calls go to voicemail.
2. When your module rings, tap **Answer**, or press the Phone Application button .



<Need new graphic here. I can't get screen shots of alert messages.>

3. To disconnect the call, tap **Hang Up** on the Active Call screen.

Incoming Call Notification

Depending on your settings, your Sprint PCS Communicator notifies you of incoming calls in the following ways:

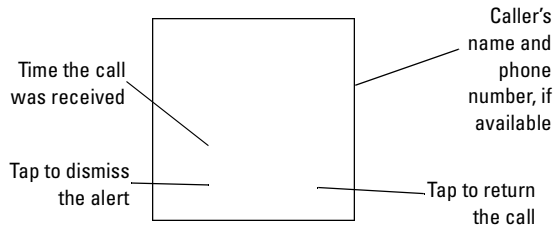
- ▶ The module rings and/or vibrates.
- ▶ The green LED blinks rapidly.
- ▶ The screen displays an incoming call message.
- ▶ If the phone number is available, the phone number of the caller is displayed.
- ▶ If the phone number is in your handheld's Address Book, the name is also displayed.

The following options are also displayed. To select an option, tap it.

- ▶ **Answer** to answer the call.
- ▶ **Silence** to mute the ringer.

Missed Call Notification

When an incoming call is not answered, the Missed Call alert displays on your screen.

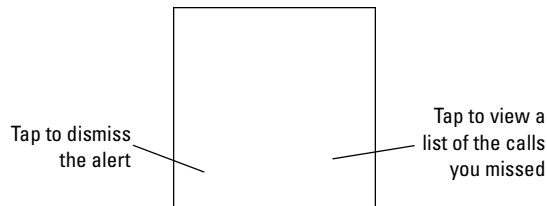


<Need screen grab of Missed Call alert - single call.>

To dial the Missed Call:

▲ Tap **Call Back**.

If you miss more than one call, the Missed Call alert displays the following:



<Need screen grab of Missed Call alert - multiple calls.>

To view a list of the calls you missed:

1. Tap **View List**. The Call History screen displays the missed call log. See page 87 for more information about using the Call History.
2. Tap the entry, then tap **Dial** to return the call, or tap **Details** to get more information about the call.

Using the Speakerphone

<This feature is not applicable. Confirmed by AirPrime. OK to remove?>

Note:

You cannot return phone calls identified as No ID, Blocked Caller ID, or Data calls.

Tip:

Even after you dismiss the Missed Call alert, you can see the details of your missed calls and return missed calls using the Call History screen (see page 87).

Warning!

Due to higher volume levels, do not place the phone near your ear during speakerphone use.

The speakerphone feature lets you hear audio through the speaker and talk without holding the phone. When the speakerphone is activated, use the volume control keys on the side of the phone to adjust the volume.

To activate the speakerphone during a call:

- ▶ Highlight **Speakerphone On** and press .

To turn the speakerphone off:

- ▶ Highlight **Spkrphone Off** and press .

Using Sprint PCS Voice Command

With Sprint PCS, the first wireless provider to offer innovative Voice Command technology, reaching your friends, family, coworkers, and teammates has never been easier — especially when you're on the go.

With Sprint PCS Voice Command:

- ▶ You store all your contacts right in your module, so you don't need to search through or keep a phone book close by.
- ▶ There's no need to punch in a lot of numbers, memorize voicemail passwords or try to dial while you're driving.
- ▶ You can call anyone at any time — even if you don't remember their phone number.

It's Easy To Start

Just dial    from your Sprint PCS Communicator to activate the service. You can also dial   to go through a Sprint PCS Voice Command tutorial directly from your module.

You can choose Sprint PCS Voice Command as your free option when you sign up for the Sprint PCS Advantage AgreementSM or you can add Sprint PCS Voice Command for \$10 per month in addition to your normal monthly service plan rate.

Create Your Own Address Book

You can program up to 500 names into your personal address book, with each name having up to five phone numbers. That's 2,500 phone numbers — and with the advanced technology of Sprint PCS Voice Command — you can have instant access to all of them.

There are four ways to update your address book:

- ▶ Choose Sprint PCS Voice Command and receive a fully functional web-based address book where you can create and update your contacts for free at www.talk.sprintpcs.com.
- ▶ Upload your contacts from Microsoft® Outlook, Microsoft Excel and other personal information software into your address book for no additional charge.
- ▶ If you don't have a computer or Internet access handy, you can have Sprint PCS Directory Assistance look up phone numbers for you and automatically add them to your address book. Just say, "Call operator," and we'll add two names and numbers to your address book for our standard \$0.99 directory assistance charge. Each additional update added during the call is \$0.50.
- ▶ Simply dial * and  and say, "Add name." You will then be asked to say the name and number you want to add to your personal address book. Your address book can store up to 20 voice-entered names at one time.

How It Works

1. Once you've signed up for Sprint PCS Voice Command and created your address book, all you do is dial * and . You'll hear a tone followed by the prompt "Ready."
2. After the "Ready" prompt, simply say, in a neutral voice, the name of the person or the number you'd like to call. You can say, "Call Jane at work," "Call John on his wireless phone," "Call 555-1234" or "Look up Bob."

Tip:

You can also upload your handheld's Address Book to your Sprint PCS Voice Command personal address. Just sync your Address Book with Microsoft Outlook on your PC, then upload your contacts from Outlook.

Tip:

To speed dial a phone number from the main menu, press and hold the Internal Phone Book entry number. If the entry number is two digits, enter the first digit, then press and hold the second digit. (This feature will not work when you are roaming and Call Guard is enabled.)

3. The number will automatically be dialed. Keep in mind that Sprint PCS Voice Command recognizes not only your voice, but any voice, so others can experience the same convenience if they use your module.

For more helpful hints on Sprint PCS Voice Command, visit www.talk.sprintpcs.com.

Dialing Options

<This section is not applicable. Confirmed by AirPrime. OK to remove?>

Dialing options are displayed when you enter numbers in the main menu.

To select an option, highlight it and press ☐.

- ▶ **Call** to dial the phone number. (If you are roaming and have the Call Guard feature activated, select **Roam Call**. See “Call Guard” on page xx.)
- ▶ **Save** to save the phone number in your Internal Phone Book. (See “Saving a Phone Number” on page xx.)
- ▶ **Find** to display Internal Phone Book entries that contain the entered numbers. (See “Finding a Phone Number” on page xx.)
- ▶ **Hard Pause** to insert a hard pause. (See “Dialing and Saving Phone Numbers with Pauses” on page xx.)
- ▶ **2-Second Pause** to insert a 2-second pause. (See “Dialing and Saving Phone Numbers with Pauses” on page xx.)

Some options are displayed as you enter numbers. To select an option, highlight it and press ☐.

- ▶ **[An Internal Phone Book Entry]** to display the Internal Phone Book entry. Press ☐ again to dial the entry's phone number.
- ▶ **4-Digit Dial** to dial the phone number in your Internal Phone Book that ends with the four digits you enter. (See “4-Digit Dialing” on page xx.)

In-Call Options

During a call, your module may display one or more of the following options. The options that display depend on the status of your call.

To select an option, tap it.

- ▶ **Hang Up** to end the call.
- ▶ **Hold** to place the call on hold.
- ▶ **Mute** (or **Unmute**) to mute (or reactivate) your module's microphone.
- ▶ **Release Pause** to send the next set of numbers after a hard pause. This option is only available if the call was placed using Speed Dial and the Speed Dial entry contains a hard pause. See page 125 for more information about using Speed Dial.
- ▶ **Key Pad** to enter and send audible DTMF tones (for sending voicemail codes, passwords, credit card information, etc.). See "Dialing Extra Digits" on page 48 for more information.
- ▶ **Swap** to place an active call on hold and answer an incoming Call Waiting call (see page 64).
- ▶ **Ignore** to send an incoming Call Waiting call to voicemail.
- ▶ **Swap Calls** to switch between two calls. This option is only available if the second call is an incoming Call Waiting call.
- ▶ **Off Hold** to return to a call that you previously placed on hold.
- ▶ **2nd Call** to place a second call. This option is only available after you've placed the first call on hold.
- ▶ **Clear All Calls** to end both calls. This option is only available if the second call is an outgoing call.
- ▶ **3-way Call** to speak with both calls at the same time. This option is only available if the second call is an outgoing call (see page 67).