

- **Save All:** Saves all the objects attached to the message.

Template

SMS Template

You can use the quick message templates in this menu to compose a message without having to enter the entire text character by character. You can use the factory default templates, or templates that you previously saved to the list. Scroll to the desired template and then press **OK** to enter its text into your message. You can then edit the text as you wish and then send the message.

To create your own quick message templates, press  (**Option**) and then select **Add**. You can then enter the text for the template, pressing **OK** to save it.

 If a template is one of the factory defaults, you will not be able to use the editing function to modify it.

MMS Template

You can select a preset MMS template from this menu to compose your MMS message. Scroll to highlight the name of the template you want and then press **OK** to edit that template into your desired MMS message.

Outbox

This option preserves a backup copy of messages that you previously sent. Scroll to the desired message record, and then you can:

- Press  (**Option**) to access the following options:
 - **Resend:** Allows you to edit and send the message to its original recipients.

- **Forward:** Allows you to edit and forward the message to other recipients.
 - **Delete:** Deletes the message.
 - **Delete All:** Deletes all the messages in the Outbox.
- Press **OK** to read the message. After reading the message, you can press **[]** (**Option**) to execute the following options:
 - **Resend:** Allows you to edit and send the message to its original recipients.
 - **Forward:** Allows you to edit and forward the message to other recipients.
 - **Delete:** Deletes the message.
-  The way you manage an MMS message differs from the way you manage an SMS/EMS message. See related sections of this user manual for details.

Drafts

This option allows you to preserve message drafts that you have saved. Scroll to the desired message record, and then you can:

- Press **[]** (**Option**) to access the following options:
 - **Send:** Allows you to edit and send the message.
 - **Forward:** Allows you to edit and forward the message.
 - **Delete:** Deletes the message.
 - **Delete All:** Deletes all messages in the Drafts folder.
- Press **OK** to directly edit the contents of the message.

 The way you manage an MMS message differs from the way you manage an SMS/EMS message. See related sections for details.

Voicemail

Used to dial the voicemail number provided by your network vendor to listen to your voicemails.



Your network vendor will provide you with your voicemail inbox number and a number for accessing any other voicemail services. For detailed information about voicemail services, contact your network operator to see if you need to save a specific phone number to your phone in order to access your voicemail inbox.

Message Settings

This menu item includes a number of options for adjusting message settings:

Voicemail No.

You can save your voicemail phone number here.

Short Message Setting

Save New Msg to

Here you can determine whether a new message will be saved to the phone's memory or to your SIM card's memory.

Service Center No.

This feature allows you to save the message center's phone number for sending your messages. The messages that you send are sent to recipients through this message center.

Enter the message number provided by the network vendor.

After you are finished, press **OK** to confirm.

Bearer Mode

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

- **GPRS:** Use only the GPRS network to send and receive SMS messages.
- **CSD:** Use only the dialup network to send and receive SMS messages.
- **GPRS Preferred:** Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.
- **CSD Preferred:** Use the dialup network preferentially. Only if there is no GPRS network will the GPRS network be used.

Validity Period

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

Message Type

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

Status Report

After activating this function, the network vendor will report to you when a message has been delivered.

Direct Reply

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

MMS Settings

Filter

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

Expiry

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

Reply Type

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

Size Limit

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

Server Info

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

Deferred Download

After you activate this function, the phone will only download the information associated with the sender when it receives an MMS message. You can then decide whether to download this message's content after you have read the information related to the sender.

Delivery Report

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

Read Report

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

Broadcast

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

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

-  For more information about available channels and a list of the information they provide, contact your network operator.
-  When you receive a cell broadcast, the content will be displayed twice in ticker-tape fashion.

Receive

Allows you to select whether or not to receive cell broadcast messages.

Topics

Allows you to decide what information you wish to receive from your network operator's cell broadcasts. The topics listed in the **Topics** list represent the broadcast information that you have selected to receive from your network operator.

If you have not previously saved any topics, you can press

 (**Option**) and then select the **Add** option so that you can enter the desired range of topic numbers (that is, the channel numbers). The upper and lower limits of the range are the highest and lowest channel numbers, respectively. The largest

possible range is 0 to 65534. You are no longer limited to selecting only single channels, but can specify a range. After the list has stored the topic range, you can select a specific topic and then press  (**Option**) to add it to the list. You can also edit or delete selected topics.

Language

You can limit the cell broadcast information that you receive from your network operator to a specific language. Press  (**Select**) to select your preferred language, and then press .

Cleanup Messages

Allows you to erase specific messages based on the message category that you select in this menu.

Memory Status

Displays the amount of remaining available memory, including pictures, animations and ring tones stored on the phone.

Voice Memo

1. When the phone is in the standby mode, long-press .

2. Press  (**Option**) to bring up a pop-up menu.

Select **Add** and then press . The voice memo screen will appear. Use  to navigate to the button icons on the screen and access Voice Memo functions:



a. Press  to record.

b. Press  to stop recording.

c. Press  to play the voice memo.

3. After you are finished recording, press  (**Save**) to save the voice memo. Enter the name of the recording and then press .



4. After you save the voice memo, the display will show the name of the voice memo. You can now:

a. Press  (**Option**), and then select whether you wish to record a new voice memo, rename the current voice memo, or delete the current voice memo.



- b. Press **OK** to play the voice memo. In the voice memo screen, you can press **⏮** to play the previous or next memo.



Input Modes

Changing the Text Input Mode

When the display shows the editing screen, you will be able to see the name of the current text input mode in the upper right corner of the screen. Press **#** to change the input mode.

The text input mode currently in use



The input mode icons (names) that may appear in the upper right corner of the screen represent the following input modes:



Uppercase letters input mode.



Lowercase letters input mode.



iTap (predictive input mode) for uppercase letters.



iTap (predictive input mode) for lowercase letters.



Numeric input mode (123).



You can set the default input mode to the one you most frequently use. Go the menu **Settings** → **Input Mode**. See page 163.

Letter Input Mode (ABC)

In this mode, press the key containing the desired letter repeatedly to scroll through the available characters in order until it is reached.

How to use the letter input mode

- You must press the key corresponding to the desired letter the correct number of times in order to enter the letter you want. Display letters for entry according to the order shown on each key. Pressing a key once will display the first letter listed on the key, while pressing it twice will display the second letter, and so on.
- When you have entered a letter and wish to enter the next letter, either wait for two seconds until the cursor moves to the next text entry position, or immediately press the key for the next letter.
- Press  to enter a space before beginning a new word.
- While entering text, press  to move the cursor left or right; press  to move the cursor up or down. Press  once to delete a character; long-press  to delete all entered content.

Numeric Input Mode (123)

The numeric input mode allows you to use the alphanumeric keys

 to  to enter numbers.

Predictive Input Mode (iTap)

iTap analyzes letters as they being inputted, making intelligent predictions about the words you are attempting to enter, and speeding up text entry.

How to use iTap

- Press once the alphanumeric key corresponding to the first letter of the word you wish to enter without considering where that letter falls in the sequence of characters available through that key. Then press the key corresponding to the second letter, and so forth. The phone will predict which word you wish to enter based on the set of keys you have pressed. The predicted word will be shown in the lower left portion of the screen. This word may change as you continue to press other keys; therefore, before you have entered a complete word, you do not need to worry if the displayed word does not yet match the word you intend to enter.
- After pressing keys for a complete word, if the displayed word does not match the one you intended to enter, press  to view other candidate words and locate the desired word.
- Once the correct word is displayed on the screen, press  to enter this word. A space will automatically be inserted after the word.
- While entering text, press  to move the cursor left or right; press  to move the cursor up or down. Press  once to delete a character; long-press  to delete all entered text.

Example of iTap in use

To enter "COME HOME" in the message editing screen using iTap, use the following steps:

1. Press  to switch to iTap for uppercase letters (ITAP).
2. Press     to select C, O, M, E.
3. Press  to enter "COME" as text. A space will automatically be

inserted after "COME".

4. Press     to enter "HOME".
5. Since "GOOD" is not the word that you wish to enter, press  to display the next candidate word, "HOME".
6. Press  to place "HOME" into the message.

Symbol Input Mode

When editing messages, press  to open the symbols field along the bottom of the screen. Use  to move the selection box to the symbol you wish to enter, and then press  to place it in the message text.

Direct Connection to URLs

Your phone provides handy preset URL text hotkeys, enabling you to enter a complete URL more quickly and conveniently, and making Internet access more efficient and enjoyable.

From the standby screen, you can rapidly key in numerical URLs. If, for example, you wish to enter "http://123.com" you need only key in "123"

and then press **OK** . The full URL will appear on the screen. **OK** automatically adds the necessary "http://" prefix and the ".com" domain

suffix. To actually connect to this website, simply press  to confirm and the phone's browser will be started up so that you can get online.

When entering a URL, you can also use **OK** to access the following functions:

- After pressing **OK** once, further presses of **OK** will switch to the URL suffixes shown in the chart:

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

- You can convert  (*) into the (.) that appears in URL addresses. For example, if you enter 123*456 in the standby screen, and then press **OK** , the URL "http://123.456.com" will appear on the screen.

- After you press  to enter "http://" press  to enter "/" and "-". For example, if after you enter "123" and then press  once-causing "http://123.com" to appear on the screen-you press  again, the URL will change to "http://123.com/". Pressing  again will switch between "/" and "-".
- When the screen shows the desired URL, press  to connect to the Internet and access this URL address.

4 Menus

The phone's menus provide various features. The main menu consists of 9 icons. Each icon represents a particular menu item, which is used to access related sub-menus.

For information about navigating menus, see page 23, "Menu Navigation".



Phone Book

This menu provides various functions for managing the Phone Book, including the ability to add, locate, and copy contact data; add contacts to a caller group; and so forth.

Find

Used to locate a contact in the Phone Book. You can enter the full name of the desired contact, or if you are not sure about the spelling of the contact's name, simply enter the first letter, and then press **OK**. The phone will locate all contacts whose names begin with this letter, and you can scroll to the field containing the contact you want. For details on what to do after locating the desired contact, see page 42, "Finding Contacts in the Phone Book".

Add

Used to add a new contact to the Phone Book. You can follow the procedure described on page 38, "Adding Contacts to the Phone Book".

Edit

After selecting a particular contact, you can follow the procedure described on page 38 for editing the data for this contact.

Copy

If you are using the phone book stored in the phone's memory, you can copy contact data to the SIM card's phone book, and vice versa. You can select a contact to copy from one phone book to the other, and copy all contacts in one phone book to the other by choosing the option **Copy All Phone Book to SIM (Copy All SIM Phone Book to Phone)**.

Delete

Deletes a contact from the Phone Book. You can delete one contact at a time, or delete all contacts at once. If you select the option to delete all contacts, you will be asked for your phone password (the default password is "1234").

Caller Groups

Caller groups are combinations of phone settings used to identify a particular group of contacts, such as work colleagues, family members, or friends. For example, you can associate a ring tone and animation with one group, and when a member of that group calls, the phone will use the group's ring tone and display its animation.

The phone provides 5 caller groups: **Colleagues, Family, Friends, VIP, Others.**

After you scroll the caller group that you wish to configure, you can perform the following tasks:

- Press  (**Option**): Used to select the ring tone or animation/image that will help you identify the caller group to which a particular caller belongs, or to rename the caller group.
- Press  : Allows you to view a list of all contacts that belong to the caller group. Press  to highlight the desired contact, and then press  (**Option**) to access the following options:

- **Add:** Add a contact to the caller group. Press  to select a contact to add, and when finished press .
- **Delete:** Deletes the selected contact from the contact group.

Privacy Manager

This option allows you to set your phone to reject certain calls, or alternatively, specify which calls to accept, rejecting all others.

1. First, create a list of calls that you wish to accept (**Accept List**) or a list of calls that you wish to reject (**Reject List**), by scrolling to the corresponding item. Then press  (**Edit**) and the names of the contacts who are already on the selected list will be displayed. If the list is empty, press  (**Option**) and then select **Add** to choose contacts to include in the list.
2. You can select all the members of a caller group to be added to a list, or you can select contacts from the Phone Book individually (the screen will first display the caller group option). Press  to scroll to the caller group or contacts that you wish to add to the list, and then press  (**Select**) to make your selections; press  (**Cancel**) to clear the caller group or contacts that you have selected.



3. When you are finished, press . The screen will display the names of the contacts you have added to the list. If needed, you can press  (**Option**) to add or remove contacts. When you have confirmed the list, press  (**Back**) to return to the **Privacy Manager** menu.
4. Lastly, select whether to activate the **Accept List** or the **Reject List**. Press  to scroll to the list that you wish to activate, and then press  to confirm your choice.



If you choose to activate the Accept List, from now on your phone will only be able to receive calls from contacts in the Accept List. If, on the other hand, you choose to activate the Reject List, your phone will not be able to receive calls from contacts in the Reject List.

 The same contact cannot be included in both the Accept List and the Reject List.

 If you are currently using the phone book on your SIM card, you will not have access to the **Privacy Manager** feature.

Business Card

You can use this option to enter your own business card information. The data fields are as follows:



Your name.



Your mobile phone number.



Your e-mail address.



Your company's address.



Your job title.

Press  to scroll to the data field you wish to edit, and then press  (**Edit**), press  , or begin entering text to edit the data in this field. After you are finished entering the data you wish to, press  to save all the business card data.

Activate

Used to activate the phone book stored in the phone's memory or on your SIM card. Press **()** to highlight the desired phone book and then press **OK** .



My Number

This option allows you to save your SIM card number and name to your SIM card's memory.

Press **[]** (**Option**) and select **Add**. Now select whether you want to enter your name or number and then press **[]** (**Edit**) or **()** to begin entering the information. When you are finished, press **OK** , and the screen will display the name you have stored in your SIM card's memory. You can press **[]** (**Option**) to add more data, edit the currently selected data, or delete the currently selected data.

SIM Status

Used to view how many additional entries can be stored in the SIM card's phone book and the maximum number of entries that it can store.



Call Records

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

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

Missed Calls

Shows your most recent missed calls.

Press  to scroll to the missed call that you wish to select. You can now choose to view, edit, or delete the number for the missed call. The procedure is the same as that described on page 46, "Last Missed, Dialed, and Received Calls".

Received Calls

Shows your most recent received calls.

The procedure for using this feature is the same as that described on page 46, "Last Missed, Dialed, and Received Calls".

Dialed Calls

Shows your most recent dialed calls.

The procedure for using this feature is the same as that described on page 46, "Last Missed, Dialed, and Received Calls".

Delete All

Deletes all call records.

Call Duration



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

Last Call Time

Shows the duration of the last call.

All Calls Time

Shows the total time for all calls.

Received Calls Time

Shows the total time for all received calls.

Dialed Calls Time

Shows the total time for all dialed calls.

Clear

Clears all call time records.



You must enter your PIN2 code in order to zero call times.



What is a PIN2 code?

- The PIN2 is the second PIN code. Its main use is in controlling restricted services—for example, call time limits and restricted phone numbers.
- If the PIN2 code is incorrectly entered three times consecutively, the PIN2 code will be locked. To unlock the PIN2 code, you will need to enter the PUK2 code, which you obtain from your network operator.

Call Cost

Last Call Cost

Shows the cost of your last call.

 Requires the support of the network operator.

All Calls Cost

Shows the total cost of all calls.

 Requires the support of the network operator.

Clear

Clears all call cost records.

 Requires entry of the PIN2 code.

Call Cost Limit

Shows the current limit set for total call costs.

Set Cost Limit

Allows you to set a limit for total call costs. If call costs exceed this limit, the phone will no longer be able to dial pay calls. When this feature is activated, the remaining cost will be displayed in the information box on the screen each time you end a call.

 Requires entry of the PIN2 code.

Set Units

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

 Requires entry of the PIN2 code.



Messages

For a description of the features available in the messages menu, see page 62, "Messages Menu".



Organizer

Calendar

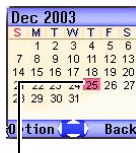
You can use the Calendar to set up memos for forthcoming events such as a meeting, an appointment, or a friend's birthday. The Calendar will also remind you about events you have previously scheduled.

1. When you open the Calendar, the phone will show the calendar for the current date.

 If you have not set the current date on your phone, go the menu **Settings** → **Date & Time**. See page 145.

In the Calendar screen, press  to move the red box to the date where you wish create a memo. You can also press  (**Option**) and select the **Go to Date** option, then enter the desired date, pressing

 to confirm your selection of that date.



When the Calendar is opened, the current date will be highlighted by a red box.

2. When the red box is highlighting the desired date, press  (**Option**) and select the **Add** option to open the memo editor.



3. In the memo editor screen, scroll to the data field you wish to edit, and then press  (**Edit**) or , or press alphanumeric keys to

begin entering data. You can enter data in these fields:



Change the memo's assigned date. In the Calendar screen, press



to scroll to the date where you wish to create the memo, and then press **OK**.



Enter a time for the event associated with the memo by using the appropriate number keys.



Enter a name for the event associated with the memo.



Enter the scheduled location for the event associated with the memo.



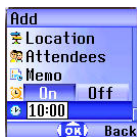
Enter the names of the participants in the event associated with the memo.



Record any notes about the event associated with the memo.



Scroll to this option to set up your phone to remind you about an event. On the appointed date, when the scheduled time arrives, the memo will appear on the screen and the Alarm Clock will ring.



First press **OK** to activate this feature. The time field will appear beneath, and you can enter the time when you wish to be reminded about the event.

4. After completing entry of data in each of the fields, you must press **OK** to save the memo to that date. The phone will display this date's memo list, including the event name and time for the memo you just saved. If the Alarm Clock has been set to remind you about the event associated with the memo, the  icon will appear beside the event

name.

5. You can now perform the following tasks:

- a. Press  (**Option**) to select whether to edit or delete the memo, or send this memo to others through SMS.
- b. Press  to view the information in the memo. Then press  (**Option**) to edit or delete the memo
- c. Press  (**Back**) to return to the Calendar screen. You can move the red box to other dates to create additional memos (dates that already contain memos will be marked by a yellow box); you can also create a second memo for the same date. The procedure is identical to that described previously.

6. After creating all the event memos you wish, return to the Calendar screen. You can now press  (**Option**) and select:

- **Delete All:** Deletes all currently saved memos.
- **Auto Delete:** If this feature is activated, all event memos for dates prior to the current date will be automatically deleted.

To Do List

You can use this feature to create a list of work tasks or personal projects.

1. Press  (**Option**) and then select **Add** to bring up the editor window. After entering the name of the task, press  to create this to do item.
2. In the list screen, scroll to the desired to do item, and then press  (**Option**) to add a new to do item, or to edit or delete the selected to do item. If there are two or more items in the list, you can select **Delete All** to delete all of them.
3. In the list screen, if there are any to do items that have already been

completed, you can scroll to the item and then press **OK** to mark it to remind yourself that the task has been done. If you press **Option**, you can activate the **Auto Delete**, which will automatically clear any to do items that you have marked as completed.

Note

You can use this feature to create a list of notes.

1. Press **Option** and select **Add** to bring up the editor screen. Enter the desired text and press **OK**.
 2. A message on the screen will ask whether you wish to add a password for this note. If you press **Yes**, you will from then on need to enter the phone password in order to view the contents of the note. Press **No** to save the note without adding a password.
-  The default phone password is 1234. To change the password, go to the menu **Settings** → **Security** → **Phone Lock**. See page 161.



Tools

Camera

You can use the phone's digital camera here to shoot photos. For information on using the camera, see page 53, "Camera Function".

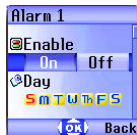
Alarm Clock



If you activate the Alarm Clock feature, when the specified date and time arrive, the phone will sound the alarm, even if your phone is turned off.

Use the following steps to set an alarm:

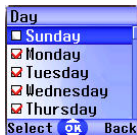
1. Select an alarm you wish to set and activate.
2. Press **(C)** to select the feature for activation. The configuration fields for the alarm will appear in the lower part of the screen.



Day

Used to set the alarm to go off on a particular day from Monday to Sunday. Press **[F]** (**Edit**) to display the days of the week. Press **[F]** (**Select**) to make your selection.

When done, press **(OK)** to return to the Alarm Ring screen. The Day field will now indicate the days on which the alarm will go off.



The days on which the alarm will go off.

Time

Allows you enter the time when an alarm will go off.

Time Duration

Allows you to set the length of the alarm. Press  (**Edit**) to select the desired alarm duration and then press .

3. Lastly, you must press  to save all your current Alarm Clock settings. After completing Alarm Clock settings,  will appear in the external display's status bar;  will appear in the main display's status bar.



When the alarm rings, there are two ways to turn it off:

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

Shortcuts

For a description of the features accessible through the Shortcuts menu, see page 58, "Shortcuts Menu".

Voice Memo

For a description of the features accessible through the Voice Memo menu, see page 86, "Voice Memo".

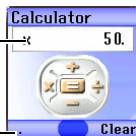
Calculator

Allows you to use the phone as a calculator. Use  to perform the mathematical operations shown on the screen.

 You can enter numbers up to a maximum of 8 digits in length.

Entered numbers and calculation results will appear in this field.

Press  to enter a decimal point.



Currency Converter

Below is a description of the Currency Converter screen:

Once you enter the Currency Converter screen, the default currencies will be displayed, as shown in this example:



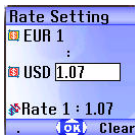
1. To set the currencies for conversion, press

 (**Option**) and select either **Currency 1** (to set the currency at the top of the screen) or **Currency 2** (to set the currency at the bottom of the screen), then press  to confirm. After selecting a currency from the list, press  .



2. Used to set the exchange rate.

Press **[Option]** and select **Rate Setting**, then enter the rate for converting from Currency 1 to Currency 2. The conversion calculation result will be displayed in the same line as the bottom currency on the screen. Use the **[←→]** to view the calculation result. The calculation can provide precision up to two decimal places.



 The exchange rate field can accommodate a maximum of five digits (including decimal digits).

 Press **[.]** to enter a decimal point.

3. After returning to the Currency Converter screen, you can select one of the currencies and then enter an amount that you wish to convert into the other currency.

 You can enter amounts up to six digits long.



4. After pressing **[OK]** the converted amount will appear in the field for the other currency.



Stopwatch

1. Press **OK** to start the stopwatch.
2. While the stopwatch is running, you can press **[F]** (**Split**) to save up four elapsed times (such as in a race). The display will show the saved times in the lower part of the screen.

Stopwatch	
🕒	00:00:17.3
④	00:00:14.6
③	00:00:13.9
②	00:00:12.4
①	00:00:11.6
Split	Back

- ➡ Pressing **[B]** (**Back**) while the stopwatch is running will bring up the "Quit?" warning message (the stopwatch will continue to run). Press **[Y]** (**Yes**) to stop the stopwatch or **[N]** (**No**) to return to the timer screen.

3. Press **OK** to halt the stopwatch.
4. Once the stopwatch is halted, press **[R]** (**Reset**) to zero the stopwatch.

Countdown Timer

1. Enter the amount of time to count down. You can set any time up to 23 hours, 59 minutes and 59 seconds.
2. When you press **OK**, the countdown timer will begin counting down to zero. When the countdown is finished, the screen will display the "Time's Up" message and an alert sound will be played. Press **[X]** (**Exit**) to leave the screen.
3. Press **OK** to stop the countdown timer.
4. After the countdown timer is stopped, you can press **[R]** (**Reset**) and enter a new time to count down.
5. When the countdown timer is running, press **[B]** (**Back**). The "Stop Timer?" message will appear. If you press **[Y]** (**Yes**), the countdown

timer will stop and return to the timer screen. If you press  (**No**), you will exit the countdown timer screen, but the countdown timer will continue the countdown. You can then perform other tasks, and when the countdown is finished, the "Time's Up" message will appear and an alert sound will be played. Press  (**Exit**) to exit the screen.

Memory Status

Shows the amount of memory, including space for storing pictures, animations, and ring tones on the phone. The amount will be displayed as "Remaining Usable Memory / Total Usable Memory".

Service Number

This option can be used to display the service number that the network operator has stored on the SIM card.

 Requires network operator support.

SIM Toolkit Menu

Your network operator provided you with the mobile services in this SIM Toolkit (STK, for short) menu. Depending on the particular services provided by the network operator, this menu may contain a number of extra options. However, if the network operator has not provided any STK services, this menu will not appear on the screen. For detailed information, contact your network operator.

 Requires network operator support.



Games

Your phone provides a number of exciting games that you can use to entertain yourself when you have a spare moment.

Champion Soccer

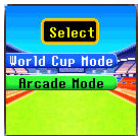
This game lets you manage one of the world's top eight soccer teams in its quest to win the greatest prize in world soccer.



1. After choosing this option, select **Start** to enter the game's opening screen. Press **OK** and select **START** to begin a new round of play.

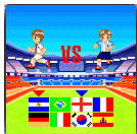


2. Select World Cup Mode or Arcade Mode.



3. In the World Cup Mode, you can select your own team with the opposing team selected at random by the phone. If your team wins, you face the next team as you make a challenge for the World Cup title. In the Arcade Mode, you can select your own team and the opposing team to play a single game.

Press  to select a flag representing a national team, and then press  to confirm.



4. After the message announcing the first half appears, press  to begin the game.



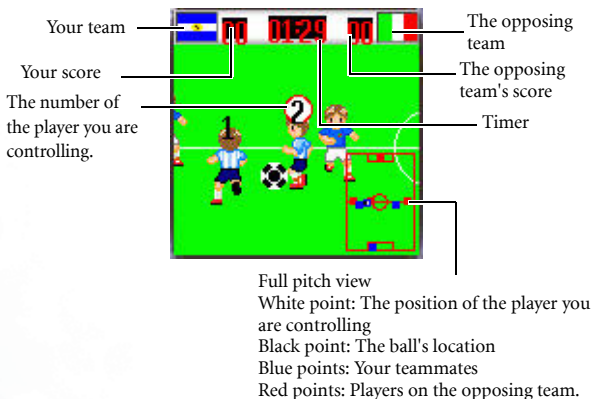
Game Controls

- 
- The diagram shows a game controller with a circular top section containing a directional pad and an 'OK' button. Below this is a numeric keypad with buttons labeled 1 through 9, 0, *, and #. Callouts point to specific buttons and combinations:
- When attacking, use these three keys to select which player to pass the ball to. (Callout points to buttons 1, 2, and 3)
 - Controls the direction of the player's movement. (Callout points to the directional pad)
 - When on defense, use these three keys to select players to move. (Callout points to buttons 4, 5, and 6)
 - Controls the direction of the player's movement. (Callout points to the directional pad)
 - When attacking, press **8 TUV** to take a shot on goal. (Callout points to button 8)
 - When on defense, press **8 TUV** to tackle. (Callout points to button 8)

During the game, you need to control your three players on the pitch, while your goalkeeper is controlled by the phone.

- When attacking, use **4 GHI** to **0**, **+ *** and **#** (the alphanumeric keys, excepting **8 TUV**) to move the players. Use **1** to **3 DEF** to pass the ball (you will see the player's number on the screen), and when near the goal, press **8 TUV** to take a shot on goal.
- When on defense, use **4 GHI** to **9 WXYZ**, **+ *** and **#** (the alphanumeric keys, excepting **8 TUV**) to move a player. Use **1** to **3 DEF** to select a player to move (you will be able to see the player's number on the screen). When a player on the opposing team is near the goal, use **8 TUV** to tackle.
- If you want to stop a game during play, press **⏏** and **⏏**.

Game screen



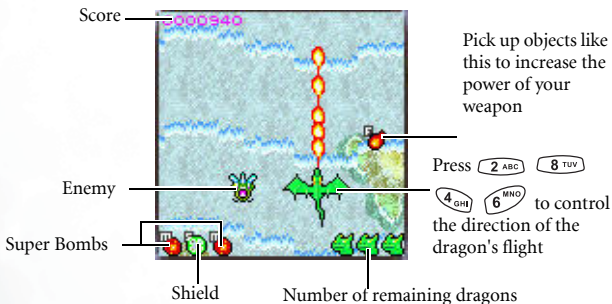
Game options

- **START:** Begins a new game.
- **Continue:** Resumes an interrupted game. Usable only in the World Cup Mode.
- **Controls:** Brings up an explanation of how to use keys during a game.
- **Ranking:** Records the rankings of the teams after a tournament in the World Cup Mode is completed.
- **Option:**
 - **Sound:** Press (C) to adjust the volume, or to turn off background music.
 - **Mini Map:** Shows/hides the full pitch view.
 - **Time:** Sets the duration of a half.

- **Exit:** Quits this game.

Dragon Fight

The flying dragon that you control must make incursions into hostile territory and destroy enemies. Select **Start** to enter the game's opening screen, and then press **(OK)** to begin play. The more enemies you destroy, the higher your score. If you collide into an enemy, you lose one flying dragon.



Press **5 JKL** to launch a firestorm or bring up a protective shield



Press **3 DEF** to shoot the laser gun or fireballs



Press **1** to increase the power of your weapon.



Internet

Your phone includes a built-in WAP browser, allowing you to use the phone for mobile Internet connectivity. You can browse the online services offered by the network operator or ISP, such as information on financial news, sports, travel, and entertainment. To use the phone to get online, necessary WAP and GPRS settings must be made in this menu.



You must apply to a network operator for WAP services and complete WAP and GPRS settings in this menu before you will be able to take advantage of mobile Internet connectivity. In general, once the service you have applied for has been activated, the network operator will automatically transmit the needed settings to your phone. If this is not the case, you must perform this configuration yourself. For information about WAP and GPRS services and configuration details, contact a network operator providing these services.

WAP Service



Your phone provides the following methods for activating the browser and getting online.

1. From the standby screen, activate the browser and get online by using the feature that allows you to connect directly to URLs. For details, see page 91, "Direct Connection to URLs".
2. Activate the browser from the three options in the menu **Internet**
→ **WAP Service**:
 - **Start Browser**: Starts up the browser and connects to the homepage.
 - **WAP Message**: Starts up the browser and accesses the WAP inbox for reading text messages.
 - **Enter Address**: Starts up the browser and connects to the URL that you enter.

Start Browser

Starts up the browser and connects to the homepage.

Browsing a webpage

Referring to the soft key commands at the bottom of the screen, press  and  to perform needed tasks while browsing a webpage. Press  to scroll up or down a webpage. For details on browsing a webpage, inquire with the network operator providing WAP services. Your Internet connectivity service will determine the layout and content of the webpages you view. Depending on the specifics of your service, the way you browse the Internet on your phone will differ.

How to close the browser and end the online session

- While online, press  or long-press .
- If you are already viewing a WAP webpage, long-press  or from the browser's menu select **Exit**.

How to display the browser's menu

While viewing a WAP webpage, press  to display the browser's menu. Referring to the soft key commands at the bottom of the screen, press  and  to access the various options. Press the corresponding alphanumeric keys to directly select an option. The browser menu contains the following items:

Back

Selecting this option will take you to the page you viewed previously.

Home

Returns to the home page. To designate a particular page to be your home page, go to **9 Settings** → **1 Homepage**.

Exit

Closes the browser and returns you to the main menu screen.

Inbox

When your phone receives a message that can only be viewed using a WAP browser, you enter this WAP inbox to read the message.

Bookmarks

You can open the Bookmarks menu and select webpage bookmarks.

View

Allows you to see the current bookmarks and bookmarks folders. Scroll to the desired bookmark or bookmarks folder, and you can:

- Press  (**Go**) to link to the webpage that the bookmark represents. If you have selected a bookmarks folder, select the desired bookmark from within the folder, and then press  (**Go**).
- Press  (**Menu**) to display the following options:
 - **Details:** Displays the bookmark's title and the URL it represents.
 - **Delete:** Deletes the bookmark or bookmarks folder.
 - **New Bookmark:** Creates a new bookmark.
 - **New Folder:** Creates a new bookmarks folder.

- **Move to Folder:** Moves a bookmark to the designated folder.
- **Delete All:** Deletes all bookmarks and book-marks folders.
- **Hotkeys:** Allows you set a numerical key as a hotkey for a bookmark. After completing the setting, you can press this numerical key to directly link to the webpage represented by the bookmark.

Mark Site

Adds the current webpage to your bookmarks list.

GoTo URL

Press  (**Edit**) and enter the URL of the webpage that you wish to browse, and then scroll to the **Go** option and press  (**Go**) to link to that URL.

Save Items

When viewing a webpage, if you discover that it contains an image that can be downloaded, you can access this option to save the image to your phone. Subsequently, this image will be available for use when you are composing messages or choosing a standby screen wallpaper.

Reload

Reloads the current webpage.

Settings

You can enter this item to making the following settings:

 For detailed information about the following settings, contact your ISP.

Homepage

Designates a homepage. When you start up the WAP browser or if you select **Home** from the browser's menu, the screen will display the homepage you designate.

- a. Press  (**Edit**) and then enter the URL of the webpage that you wish to use as your homepage. (Some WAP service providers do not allow users to set a homepage.)
- b. Select the **Save** option to designate the URL you entered as your homepage. Select **Use Default** to use the homepage designated by your WAP service provider.

Scroll Mode

You can select two scrolling modes: **Block** or **Smooth**. In the Block mode, as many words as will fit in a line are shown for a few seconds, then the next line is shown, and so on. In the Smooth mode, the content scrolls smoothly on the screen. You can also adjust the scrolling speed: **Fast**, **Medium**, **Slow**.

Send Referrer

This option allows you to determine whether the browser will send an HTTP referrer header.

Key Press Timeout

This option sets the amount of time that the phone waits during text entry before automatically advancing the cursor to the next entry position. As long as the same key is re-pressed within the interval of time set here, it will continue to cycle through the characters available through that key.

Set Proxy

Your phone can save the settings for six WAP proxy servers. You can select one of these proxy settings for use as a default so that your phone will connect to that proxy server when you begin an Internet session.

You can also go to the menu **Internet** → **Wap Service** → **Wap Settings** to select the server that you wish to activate. See page 126.

Circuit Prompt

The Circuit Prompt is a message displayed before each circuit data call is made. It reads, "Circuit is down. Start a data call?" You can choose to enable or disable this feature.

Security

Secure Prompt

The Secure Prompt message is displayed before you leave a secure area. It reads, "Entering a non-secure area. OK?" You can choose to enable or disable this feature.

Current Certificate

Displays information on the certificate currently in use.

CA Certificates

Displays information on the built-in certificate. A certificate is a digital ID issued by a trusted third party known as a certificate authority (CA). The phone uses CA certificates to authenticate websites that send information to the phone.

Authentication

You can decide whether your phone should store your user name and passwords for websites that require them. If you allow your phone to authenticate you automatically, you will not need to re-enter your user name and password each time you visit the same website.

Advanced

Restart Browser

Restarts the browser, and automatically returns to the designated homepage. This feature is provided for your convenience if network errors occur, allowing you to restart the browser and re-establish your Internet connection.

Downloads

If this option is enabled, you will not be able to download images, background audio, and objects.

View Title Region

You can choose whether or not to have the browser display webpage titles. You can also set this option so that titles exceeding a certain length will be split into separate lines. (The first line of the browser displays a "G" and a globe image, while the second is the "title region". The actual webpage content begins on the third line.)

About...

From here, you can view information about the version of the browser that you are using.

WAP Message

Starts up the browser and displays the WAP inbox so you can read WAP messages.

Enter Address

Starts up the browser and connects to the URL you enter.

Resume

Returns to the last webpage you viewed.

Clear Cache

Clears webpage content that the browser temporarily stores in memory.

WAP Settings

In this menu, you can make settings for the WAP servers of six different network operators, and select the server that you would like to use when connecting to the Internet.

The first time that you start your phone after inserting a SIM card, the ISP name of the network operator issuing the SIM card will appear in this menu's first group of settings. This indicates that your network operator's WAP server settings will be saved under the name shown. The phone will activate this group of settings for use in connecting to the Internet.

To activate another set of WAP server settings, scroll to the group of settings you wish to use and then press **OK**. The phone will activate these settings for use in connecting to the Internet.

By scrolling to a particular group of WAP server settings that you wish to modify, and then pressing  (**Option**), you can create a new group of settings, edit the settings, or delete the settings.

WAP server settings include the fields listed below. Press  (**Edit**) to edit the setting in each field. When you are finished with the settings for all fields, you must press  in order for this group of WAP server settings to be saved.

- **Profile Name:** Gives the WAP server settings a name.
- **Homepage:** Sets the webpage that the browser will link to when it is started up. After you enter this item, key in the URL for the webpage that you would like to use as the homepage — for example, <http://wap.yahoo.com>.
- **IP Address:** Enter the IP address used for accessing the mobile Internet.
- **Port:** Enter the connection port specified by the network operator — for example, 9201.
- **Bearer Mode:** Before connecting to the Internet, you must set this item according to whether your Internet connection bearer mode is a GPRS network system or a GSM dialup network. Doing so will allow you to properly link to the data network to browse WAP pages, download Java programs, and so forth. If you are using a GPRS network, you can use both the GPRS and dialup network to connect to the Internet. If, however, you are using a dialup network, you are restricted to using only the dialup network to connect to the Internet.
 - **GPRS/CSD:** Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.
 - **GPRS:** Use only the GPRS network.

- **CSD/GPRS:** Use the dialup network preferentially. Only if there is no dialup network will the GPRS network be used.
- **CSD:** Use only the dialup network.



A dialup network is a GSM Circuit Switch Data Service (CSD for short). Using a dialup network can be likened to using a home computer's modem, in that before connecting to the Internet a number must be dialed. As for GPRS, it like the LANs used at company, where users do not need to dial a number to access the network. Regular GSM users who are not using a GPRS network system can only have a dialup connection to the Internet.

- **GPRS:** To modify settings for a GPRS account, press  (**Edit**) to edit the settings in each field. GPRS settings include the following fields:
 - **APN:** Enter the APN (Access Point Name) assigned by your network operator.
 - **User Name:** If needed, enter the user name provided by your network operator.
 - **Password:** If needed, enter the account password provided by your network operator.
- **CSD:** If you are using a GSM network, you must configure and activate a CSD account. Press  (**Edit**) to edit the settings in the following fields:
 - **Dial Number:** When you start up the browser to connect to the Internet, you phone will dial this number. Your telecoms network operator or ISP will provide this number to you.
 - **User Name:** This is your user account name, and is provided by your network operator.
 - **Password:** The account password provided by the network provider.

- **Line Type:** This is the type of dialup connection. Press () to select.
- **Baud Rate:** The default value is 9600, which is the standard speed for data connections with a GSM mobile phone.
- **Auth Type:** This is information needed for telecommunications protocol authentication.

JAVA

Your phone provides Java support, allowing you to download and install Java applications that you like, such as various Java games, from sites provided by your network operator. You can then run these Java applications directly on your phone. If you do not need an application, you can remove it from your phone at any time, replacing it with another downloaded application.

The JAVA menu contains the following items:

Application Browser	All Java applications will be listed in this menu. The Application Browser menu serves as a file manager, and includes the option to place Java applications into groups, similar to folders, for convenient organization of and access to the Java applications you download.
Environment Settings	This sets a file size limit for downloads, allows you to complete necessary Java online settings, and displays memory usage within Java (space in use/space available).
OTA	Use this option to set the Java website URL that you wish to connect to, and start up the browser to get online and download Java applications.

JAVA Settings

Before you can begin downloading Java applications, you must go to the menu **Internet** → **JAVA** → **Environment Settings** → **Internet Setting**, and then press  (**Edit**) to complete the settings below. When you are finished making all settings, you must press  to save them.

- **Profile Name:** Provides a name for this Internet setting.

- **Network Access:** Some types of Java games are only playable online (for example, mahjong), and using the phone to go online entails an extra cost. However, it may not be possible to determine from a game's name alone whether or not it is an online game. Therefore, this setting allows you to be presented a prompt asking if you wish to go online to play a game before actually running the program.
 - **Always Ask:** Each time you attempt to launch an online game, you will be asked if you want to connect to the Internet.
 - **Ask Once per AP:** You will only be asked if you want to go online the first time you attempt to launch an online game. The next time you attempt to launch the game, the same choice that you made the first time will be applied.
 - **Never Ask:** Each time you launch an online game, the phone will automatically connect to the Internet, and you will not be asked to confirm.
- **DNS:** Here you can enter the IP address of the Domain Name Server that you wish to use.
- **Bearer Mode:** Before you download a Java application from the Internet, you must set the network system that you are using to either GPRS or CSD (dialup).
- Based on the bearer mode that you have set, you will need to make further settings for either the GPRS or dialup network. For details on configuring GPRS and dialup network access, see page 128.

Downloading JAVA applications

1. To download Java applications from the Internet, go the menu **Internet** → **JAVA** → **OTA**, and enter the URL for the download site. Pressing **OK** will start up the Java download program and link to the specified site to begin downloading a Java application.
2. If you provide a confirm command, the Java application will be automatically installed into the **MyApps** group in the **JAVA**

Application Browser and terminate the Internet connection. After installation is complete, you can enter a new URL to download a Java application from another site.

3. In addition, you can also use the WAP browser to download Java applications. The browser screen will first display information about the applications. After you have read this information, you can run the download command shown on the screen to begin downloading the desired application to the **MyApps** group on the phone.

Managing and running JAVA applications

To manage and run Java applications installed on the phone, go to the menu **JAVA** → **Applications Browser**. All Java applications will be listed in this menu. The **Applications Browser** menu serves as a file manager, and the groups listed within it can be thought of as folders used to organize different types of Java applications.

When you enter the **Applications Browser** menu, you will see the default group **MyApps**, where all downloaded Java applications will initially be installed. The name of this group cannot be changed, and the group itself cannot be deleted. Press **OK** to enter **MyApps**, and then select the name of the desired Java application. You can now:

- Press **Option** to access the following options:
 - **Content:** Displays information about the Java application.
 - **Delete:** Deletes the Java application.

- **Move:** Removes the Java application from the **MyApps** group and places it in another group in the **Applications Browser**. Scroll to the group where you wish to move the application and then press

 .

 To move a Java application to a group other than **MyApps** when it is currently the only group, you must press  (**Option**) in the **JAVA → Applications Browser** menu and select **New** to create a new group.

- Press  to show the names of the executable files of the applications.

Scroll to the desired executable file and press  to run the corresponding Java application.

 After starting up a Java application, use the keys corresponding to the commands shown in the soft key bar in the lower part of the screen to control that application.



- Use only BenQ-certified Java applications in order to ensure that they will run properly on your phone.
- You must complete related settings in the menu **JAVA → Environment Settings → Internet Setting** in order to use a Java program to get online or to download Java games.



The default Java applications contained in **MyApps** may differ according to localized configurations. Once you begin running an application, simply follow the on-screen instructions. You can delete it in order to install other application software.



Multimedia

Picture

This image library stores the phone's default pictures, as well as images received in EMS messages, or downloaded through WAP services or using multimedia communications tools.



The file formats supported by the phone are BMP, PNG, GIF, JPEG (progressive or marithmetic-encoded saves not supported), and EMS picture.

Scroll to the desired picture to access the following options:

- Press **OK** to display this picture. Pressing **⏮** will display the next or previous picture; pressing **⏭** will show the full-screen picture.
- Press **⏏** (**Option**) to perform the following tasks with the picture:
 - **Rename:** Allows you to provide the picture with a new name.
 The phone's default picture cannot be renamed, so this option is not present for it.
 - **Delete:** Deletes the picture.
 The phone's default picture cannot be deleted, so this option is not present for it.
 - **Send:** Sends the picture in a message.
 Only pictures supporting EMS can be sent with a message, so non-EMS pictures do not offer this option. For information about messaging features, see page 62, "Messages Menu".
 - **Information:** Displays the picture's name, file size, and whether the file is a default picture, a picture you have saved or one you downloaded yourself (noted as **User Defined**).

- **Set Wallpaper:** Use the picture as the wallpaper for the standby screen.

Animation

This animation library stores the phone's default animations, as well as animations received in EMS messages, or downloaded through WAP services or using multimedia communications tools. The procedure for using this menu is the same as that described above for the **Picture** menu.



The phone supports the following animation file formats: GIF, EMS animation.



Only animations that support the EMS format can be sent with a message.

Melody

My Melodies

This ring tone library includes the phone's default ring tones, as well as ring tones received in EMS messages, or downloaded through WAP services or using multimedia communications tools, or that you have created yourself with the **Composer** function.



The phone supports the following music file formats: MIDI, SMAF.

Scroll to the desired ring tone, and press  (**Option**) to perform the following tasks with the ring tone:

- **Set Ringtone:** Makes the ring tone the alert sound for incoming calls.

 Ring tones that support the EMS format (such as **Chimes High**) cannot be set as the phone's alert sound for incoming calls, so they do not offer this menu option.

- **Rename:** Allows you to give a new name to the ring tone.

 The phone's default ring tones cannot be renamed, so they do not present this option.

- **Edit:** Allows you to edit the ring tone.

 The phone's default ring tone cannot be edited, and only Composer offers this option. For information on how to edit ring tones, see page 137, "Composer".

- **Delete:** Deletes user-edited ring tones.

 The phone's default ring tones cannot be deleted. Only user-created or downloaded ring tones provide this option.

- **Send:** Sends the ring tone in a message.

 Only EMS format ring tones (such as **ChimesHigh**) can be sent with a message. Non-EMS ring tones (including default ring tones and user-created ring tones that can be set as the alert sound for incoming calls) do not provide this option. For information about messaging features, see page 62, "Messages Menu".

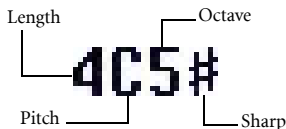
- **Information:** Displays the name of the ring tone, its file size, and whether it is a default ring tone, or a file that you have saved or downloaded yourself (noted as **User Defined**).

Composer

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

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

Note format



Entering default notes

Press **1** to **7 POPS** to enter the eight pitches in an octave as quarter notes: Do Re Mi Fa So La Ti. The screen will display: **4C5**, **4D5**, **4E5**, **4F5**, **4G5**, **4A5** and **4B5**.



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

Entering a default rest

Press **+0*** to enter a quarter rest: **40**.

Adjusting the length of a note

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

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

Adjusting a note's octave

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

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

Adding a sharp to a note

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

To remove a sharp from a note, press .

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

Steps for creating a polyphonic ring tone

1. The first time you enter the **Composer** menu, you will see 8 channels that you can select for editing. Each channel can be used to save one passage of music that you have created. Scroll to the channel that you wish to edit, and then press **OK** to enter the ring tone editing window to begin composing the music for this channel.
2. Edit notes according to the procedures described above.
 - To modify a note after you have entered several notes, press  to move the cursor to the right of the note that you wish to change. You can then proceed with adjusting the length, octave, sharp/unsharp, and so on.
 - Press  to delete a highlighted note.
3. When editing the music in a channel, press  (**Option**) to access the following options:
 - **Play:** Plays the notes in the channel.
 - **Instrument:** Allows you select the instrument that will play the notes in the channel.
 - **Time Beat:** Sets the tempo (tempo range: 40 to 200).
4. After you are finished editing the notes in the channel, press **OK** to return to the channel list. You can now repeat the above steps to create another channel of music.
5. When you are finished with all the channels that you wish to fill with notes, press  (**Option**) in the channel list screen to access the following options:

- **Play All:** Plays the polyphonic ring tone that results from mixing all channels.
- **Play Channel:** Plays the channel you have currently scrolled to (if this channel does not contain any music that you created, this option will not appear).
- **Save:** Select this option and your phone will automatically mix the music you have created in the channels into a polyphonic ring tone, and save this ring tone to the menu **Multimedia** → **Melody** → **My Melodies**. Press **OK** and enter a name for the ring tone and it will be saved.

Help

Displays information on how to use the phone's keys in composing ring tones.

Album

Photos taken using the phone's digital camera are stored in this menu. After entering this menu, the two most recently saved photos will be displayed on the left of the screen as thumbnails--small miniature versions of photos, and the top of the screen will display the file name of the currently highlighted photo. On the right of each photo thumbnail you will see the following information associated with the photo:

- The date when the photo was taken: Shown as "yyyy.mm.dd".
- The photo's resolution: Shown as "width x height".
- The photo's file size: Shown as "xxx KB".

Steps for handling photos are as follows:

1. Press **Left Arrow** to scroll to the photo thumbnail you need.
2. Press **OK** to display the photo in full screen. Press **Right Arrow** to show the

next/previous photo.

3. When the display shows photo thumbnails, or after you press **OK** to display a photo in full screen, you can press  (**Option**) to perform the following tasks with that photo:

- **Send Photo:** This option enables you to send the selected photo to others through MMS. You can also do so by selecting the menu: **Messages** → **Create** → **MMS**. For details on using the MMS function, see page 67.
- **Set to Wallpaper:** Designates this photo as the wallpaper for the main display's standby screen. You can also do so by using the menu: **Settings** → **Display** → **Wallpaper** → **Photo**. See page 151.
- **Set to Phonebook:** You can use this photo as a phone book contact's visual caller ID. When there is an incoming call from that contact, the phone's display will show this photo.
 - **New Entry:** Creates a new contact in the Phone Book and uses the photo as the new contact's caller ID.
 - **Exist Entry:** Uses this photo as an existing contact's caller ID.

Select the contact you want and press **OK** to attach the photo to that contact.



This function is only available for contacts saved in the phone memory's phone book. Please go to the menu: **Phone Book** → **Activate** to select the Phone Book for use.

- **Rename:** Give this photo a new file name.



A photo's name can't be left empty, nor can it share the same name with another photo already stored in your phone.

- **Details:** Shows the photo's name, date, resolution, and file size.
- **Delete:** Deletes the selected photo.

- **Delete all:** Deletes all of the photos stored in the Album menu. (this option is only available when the screen shows photo thumbnails).
- **Face Morph:** You are able to change a person's facial expression shown in the photo with this Face Morph function, and then save photos showing different expressions of that person. Follow the steps below to perform the Face Morph function:
 - a. The Face Morph function will generate various expression effects for a person's face shown in the photo, according to the four red spots you have manually positioned over the photo. After you have entered the Face Morph option, the selected photo will appear in full screen, along with the first red spot displayed on it. Press  to position this red spot where you would like it to be over the person's face: press  to fine tune the position of the red spot; long press  to move the spot by a fixed space. When the first spot is in the desired position, press  to confirm. The next spot will then show up automatically in order for you to adjust its position.
 - b. You must first set the four spots' positions in order to perform the Face Morph function. To generate the best expression effects, it is recommended that the four spots be placed over the corners of the eyes and the corners of the mouth, which are normally used to make facial expressions.



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

- c. To reset a red spot's position, press  (Undo) to first remove that spot, press  to display it again in its default position, and then press  to adjust its position.

 The moment you finish setting the four spots' positions and press , you can immediately press  (Reset) to reset all of the spots's positions.

- d. When the spots are in desired positions, press . The screen will show "Press number key to change," and then will bring up the original photo with that person's face remaining unchanged. At this point, you can press a corresponding number key to generate the desired facial expression effects for the person's face. The chart below shows each number key and their matching expression effects :

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

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

- e. Press  to intensify/reduce expression effects. Intensity levels will be displayed at the top right corner of the screen ranging from 1 to 5; the default value is 2.
- f. When the photo shows desired expression effects, you can press  and save this new photo as a separate file. Enter this new photo's file name, and then press  to save it to the **Album** menu.
- g. After you have saved the photo showing the expression effects you want, the original photo will appear. You can then again press corresponding number keys to create more photos showing various facial expressions.



- The Face Morph function may not create desired outcomes when used to change your pets or dolls' facial expressions.
- The Face Morph function cannot be applied to photos with a resolution of 80 x 60.



Settings

Date & Time

Used to set the time and date, as well as the format in which the time and date will be displayed on the startup screen.

Time

1. Press  to select either the **Auto** or **Set** mode for this item:

Auto: Automatic time zone adjustment. If during travel, you move between time zones, the phone will automatically adjust the time displayed on the screen based on the time zone prompts provided by the local network operator so that you always have access to accurate local time.

Set: You phone will display the time you have set, and when you travel to other time zones, the phone will ignore time zone prompts issued by the local network operator.



2. After selecting the **Set** mode, you can complete the date and time fields.

Format

This option is used to decide the format in which the time and date will appear in the standby screen.

Secondary Time

Allows you to display the time in another designated time zone. If you choose to activate this option, the standby screen will display the time in that time zone along with your local time.

Time in secondary time zone



Power On/Off

Allows you turn the phone on and off at specified times to conserve power.



When riding in an airplane or in any other situation where you cannot use a mobile phone, remember to deactivate the Power On/Off option.

Power On

Designates a time for the phone to be automatically turned on. If this option is activated, the phone will be automatically turned on at the designated time each day.

Power Off

Designates a time for the phone to be automatically turned off. If this option is activated, the phone will be automatically turned off at the designated time each day.

Profiles

A profile is a group of settings that determine whether the phone will alert you to incoming calls through a ring tone or a vibrating alert, and how ring tones in general are used on the phone. These settings allow the phone's operation to best suit the environment you are in.

1. Press  to scroll to the desired profile and then press  to activate this profile. You can choose from among the following profiles:

Normal

This is the default profile. Once this profile is activated, the main display's status bar will show the  icon; the external display will show the .

Meeting

The options in this profile have been preset to suit a meeting environment (for example, only a vibrating alert is used, with no audible ring tone and no keypad tones). Once this profile is activated, the main display's status bar will show the  icon; the external display will show the .

Outdoors

The options in this profile have been preset to suit an outdoor activity (for example, use of the highest ring tone volume, activation of both ring tone and vibrating alerts, and use of keypad tones). Once this profile is activated, the main display's status bar will show the  ; the external display will show the  icon.

Handsfree

This profile is only active when a hands-free kit is attached to the phone. Once this profile is activated, the main display's status bar will show the  icon; the external display will show the  icon.

Airplane

When you are on a plane, you can select this profile to turn off the phone. Once this profile is activated, the phone will automatically be powered off, and all alarms will be suspended. If the phone is turned off by long-pressing , the alarms will still turn the phone at the appointed times.

Personal

You can use this profile as a group of custom settings, and rename the profile if desired. After activating this profile, besides the appearance of the  icon in the main display's status bar and the  icon on the external display, "Personal" will appear as well. If however you have renamed this profile, the name you chose will appear on the standby screens.

 The default profile name "Personal" or the name you give to this profile will only appear on the external display when the phone's flip is opened.

2. Press  to scroll to the desired profile, and then press  (**Edit**) to modify the settings listed below and adjust the profile to suit a

particular environment.



After entering the **Edit** menu, the setting for each option will be displayed, providing a overview of the profile.

Vibrate

Includes the following setting options:

- **Ring Only:** When there is an incoming call, the phone will use a ring tone but no vibrating alert.
- **Vibrate Only:** When there is an incoming call, the phone will use a vibrating alert but no ring tone.
- **Ring & Vibrate:** When there is an incoming call, the phone will use both a vibrating alert and a ring tone.
- **Vibrate then Ring:** When there is an incoming call, the phone will first use a vibrating alert and then a ring tone.

Call Ring

Your phone includes various types of ring tone melodies. Scroll to the desired ring tone, and after one second or so you will be able to hear that ring tone. Press **OK** to confirm your selection.

Message Ring

The ring tone that your phone uses when a message is received.

Alarm Ring

The ring tone used by the Alarm Clock.

Calendar Ring

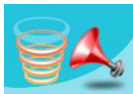
The ring tone used for Calendar events for which you have set an alarm.

Keypad Tone

Determines whether keypad tones are played when keys are pressed.

Ring Volume

Press  to adjust the ring tone volume or mute the ring tone.



Answer Mode

- **Send Key:** Allows incoming calls to be answered only by pressing .
- **Any Key:** Allows any key except  to be used to answer an incoming call. In this mode,  is used to reject an incoming call, and not to answer.
- **Automatic:** If the **Automatic** answer mode is activated, the phone will ring for five seconds, and then the incoming call will be automatically answered (only the **Handsfree** profile allows this setting).

Rename

Allows you to provide a new name for the profile (only available for the **Personal** profile).

Restore

Returns the above settings for the profile to their factory default values.

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

Display

Theme

A display theme consists of a combination of display color and the standby screen wallpaper. Different display colors are paired with different preset wallpapers, so when you change the display color, the standby screen wallpaper will also change. Scroll to the color that you wish to use and then press  (**View**) to preview the color matched with the standby screen wallpaper. Press  to confirm the setting.



After you press  (**View**) to enter the preview mode, pressing  will allow you to browse the wallpapers matched to the colors.

Wallpaper

Designates the wallpaper used for the main display's standby screen.

Image: Here you can select an image/animation to use as the main display's wallpaper. Scroll to the name of the image/animation that you wish to use, and then press  (**View**) to view this image/animation. After you press  (**View**) to enter the preview mode, pressing  will display the next or previous image/animation; pressing  will display it in full screen. Press  to confirm your selection.

Photo: Here you can select a photo saved in the phone memory as the wallpaper.



You can also use this feature to change the wallpaper matched with a color in the **Theme** option.

Welcome Message

Used to select and configure the animation/picture/text that is displayed when the phone is turned on, as well as the music that is played.

- **Animation:** Only the animation selected in this option will be displayed when the phone is turned on.
- **Picture:** Only the picture selected in this option will be displayed when the phone is turned on. Images that have been saved from messages can also be set for use in the welcome screen.
- **Text:** Only the welcome message entered in this option will be displayed when the phone is turned on.



Limit on length of entered text: 15 letters or numbers.

- **Picture and Text:** The picture and welcome message set in this option will be displayed when the phone is turned on.



Regardless of the settings you have made for the animation/picture/text to be displayed when the phone is turned on, the phone will play the music set in this option. Therefore, after making settings for the animation/picture/text used for the startup screen, the startup music must also be set.

- **Off:** Returns the settings for startup music and animation to their factory default values.

Contrast

Press  to adjust the contrast of the screen's display. Press  to confirm the setting.



Brightness

Press  to adjust the brightness of the phone's display backlighting. Press  to confirm the setting.

Backlight Setting

You can turn the phone's keypad backlighting and display backlighting on or off, as well as set the length of time that backlighting will remain activated after the flip is opened or a key is pressed. After turning backlighting on, you can scroll to the Time Duration option and then press  (**Edit**) to set this length of time. When done, press .

OLED Duration

- **Default:** After the external display cycles through displays of the time and animations, it will power off, and will only power on again when you press the upper or lower part of the volume key  on the left side of the phone, or open and then close the flip (if a new message is received or there is an incoming call, the external display will also power on and then, after cycling through the programmed items, power off once more).
- **Cycle:** After the external display cycles through displays of the time and animations, it will power off. After 15 seconds, the external display will automatically power on and again cycle through the programmed items.

- **Always On:** The external display will remain on, cycling continuously through displays of the time and animations.



Because the S670C's external display drains power from the battery when it is on, selecting **Cycle** or **Always On** will reduce battery life.

OLED Animation Setting

You can set the animations to show on the external display. Press  (**Select**) to make your selections; press  (**Cancel**) to clear the animations that you have selected. When you are finished, press to confirm your selections.

Audio

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



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

Power Saving Mode

After you activate the power saving mode, keypad and display backlighting will be turned off, as will the status indicator lights on the flip, in order to conserve power.

Call Settings

Call Divert

 Requires the support of the network operator.

Forward All

Forwards all incoming calls to a designated phone number or voicemail inbox. When you use this feature, you must enter a phone number to which to forward incoming calls.

 After the **Forward All** mode is activated, the standby screen will display the  icon.

When Busy

The phone will divert incoming calls to another number when you are in the middle of another call.

No Reply

Forwards incoming calls to another number when you do not answer.

Not Reachable

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

Cancel All

Cancels all call divert options.

Call Barring

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

All Outgoing

Blocks dialing of any calls from the phone.

Intl. Out

If this option is activated, no international calls can be made with your phone.

Intl. Except Home

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

All Incoming

Rejects all incoming calls.

Incoming When Roaming

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

Cancel All

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

Change Password

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

Call Waiting

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

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

Auto Redial

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

Show Number

You can decide whether or not to display your phone number on the recipient's phone when you make a call.

On: When you call someone, the recipient's phone will display your phone number.

Off: Your phone number will not be shown on the recipient's phone.

 If this feature is turned off, you may not be able to make phone calls in certain countries, such as Singapore and China.

Preset: Whether your phone number will be displayed on a recipient's phone will be determined by the default set by the network operator.

Fixed Dial Number

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

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



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

Before activating the Fixed Dial Number feature, you must press  (**View**), then press  (**Option**) and select **Add** to create a Fixed Dial Number list. You must enter the PIN2 code, and then add a new number to your Fixed Dial Number list. After creating the list, you can view, edit and delete numbers in the list.

Active Line

This feature allows you to use two different phone numbers on one phone. You can designate one number for dialing calls, while accepting incoming calls dialed to both numbers without needing to use two phones. Select either **Line 1** or **Line 2**. The number you select ( or ) will appear on the standby screen.

 This feature requires the support of the network operator.

Connect Alert

This feature allows the phone to provide a ring tone or vibrating alert, or flash the backlighting when the recipient of a call has answered.

Minute Beep

Once this option is activated, the phone will emit a beep once every minute during a call.

Network

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

If you wish to change the connection network, this menu will allow you to select the network you want to use. When outside the coverage of your regular network in your home country or when abroad, you can manually select the local network system.



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

Mode Selection

You can choose whether the network selection mode that the phone will use when it is turned on is automatic or manual.

Automatic: If this option is selected, when outside the coverage of your regular network, the phone will automatically search for usable networks.

Manual: If this option is selected, when outside the coverage of your regular network, the phone will list all the networks of telecom vendors and allow you to choose.

Available List

Allows you to manually select a network. Your phone will list all the networks of telecoms vendors so you can choose.



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

Band Setting

According to your requirements, you can set an appropriate band in the GSM network system.

Connection Mode

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

- **GPRS & GSM:** When it is turned on, the phone will search for available GPRS and GSM networks.
- **GSM Only:** When it is turned on, the phone will search only for a GSM network.

Security

You can use a PIN code, phone password, and SIM card lock authentication to prevent unauthorized use of the phone.

PIN Code

A PIN (Personal Identification Number) code is a password provided by a network operator. When PIN code authentication is activated, it will prevent unauthorized use of the SIM card. Unless the correct PIN code is entered when the phone is turned on, the SIM card cannot be used, even if it is inserted in another phone.



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

PIN1 Code

Used to activate/deactivate or change the PIN1 code. Before changing settings for the PIN1 code feature, the previously set PIN1 code must be entered.

If you wish to change the PIN1 code, you must press  in the **Enable** item to select **On**, so that you will be able to enter and confirm the new password.

PIN2 Code

Used to change the PIN2 code. The procedure is the same as for the PIN1 code.

Phone Lock

Activates/deactivates or changes the phone's startup password. The startup password prevents unauthorized persons from using your phone. Once the phone's password is activated, the phone will be locked down when it is turned on unless this password is correctly entered. If an incorrect password is entered, your phone will remain locked down, and cannot be unlocked even if the SIM card is replaced by another one. When the phone is locked, you will only be able to make emergency calls.

Once the phone password is activated, you must enter the password each time the phone is turned on in order to unlock the phone (there is no limit on the number of attempts to enter the phone password).

The procedure for setting the phone password is the same as for the PIN1 code (the default phone password is 1234).

SIM Lock

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

password.

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

 Your phone can recognize a maximum of three different SIM cards.

Before setting the SIM Lock feature, you must enter the previously set SIM Lock password (the default SIM Lock password is 1234). The password must be between 4 and 8 digits in length.

Screen Lock

Used to create a security screensaver. When you have not performed any tasks with the phone for a set period of time, the phone will automatically activate the screensaver shown on the left, the purpose being to prevent personal information on the phone from being viewed by others. To return to the original screen, after pressing any key, you must enter the password you set for this feature.



The steps for setting the Screen Lock feature are as follows:

1. You must first enter the Screen Lock password that was previously set (the default password is 1234).
2. Press  in the **Enable** option to select **On**, and then press  to scroll to the **Timeout** item.
3. In the **Timeout** item, press  (**Edit**) or press  to set the period of inactivity before the phone will enter the Screen Lock mode.

4. After completing settings, press **OK**. The phone will prompt you to enter and confirm the Screen Lock password. You have two choices:
 - a. If you do not wish to change the password, press **OK** to activate the Screen Lock feature using the previously set password.
 - b. If you wish to change the password, enter the new password in the New Password and Confirm fields, then press **OK** to use the new password and activate the Screen Lock feature.

Language

You can select the language that the phone will use to display information.

Input Mode

You can set the default input mode that will be automatically activated whenever you open the editing window for entering information into a message, the Phone Book, and so forth.

Flip Activate

Activates/deactivates the active flip feature.

User Group

User Group

Used to create a closed group of callers based on a service provided by the network operator. The members of a User Group can call each other, but cannot conduct calls with anyone outside the group unless special provisions are made. This option can be used to select whether or not to activate this service.

Outside Access

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

Restore

Restores all of the phone's settings to their factory defaults.

5 Care and Maintenance

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

- Store the phone and its accessories out of the reach of children.
- Keep the phone and accessories dry, and use the phone in environments where the temperature is between -20°C and 55°C . High or low temperatures outside this range may damage the phone.
- If possible, do not use or store the phone in excessively dusty or dirty environments.
- Do not remove the warranty seal on the phone yourself, nor allow an unauthorized dealer to do so.
- Do not use strong detergents or organic solvents to wipe or clean the phone.
- If your phone or its accessories are not operating normally, contact an authorized dealer immediately.
- Use only genuine BenQ accessories such as batteries, battery charger and hands-free kit to ensure the phone's normal operation and preserve battery life, as well as protect the safety of your person and belongings. Use of non-BenQ accessories will not allow your phone to achieve optimal performance, and may cause the phone to malfunction. Any malfunctions or damage caused by the use of third-party accessories are not be covered by the terms of the product warranty, and will void the product warranty.
- Avoid allowing objects that may discharge electricity to contact the charging socket on the bottom of the phone or the metal contacts on the battery, as this may cause short circuits and put you in danger.
- This device complies with part 15 of the FCC Rule. Operation is subject to ☐ to the condition that this device does not cause harmful interference ☐
- Specific operating restrictions, no metallic component allowed in body-worn ☐ accessories

Troubleshooting

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

Problem	Possible cause	Solution
Poor reception	• The network signal is too weak at your current location — for example, in a basement or near a tall building—because wireless transmissions can not effectively reach it.	Move to a location where the network signal can be properly received.
	• The network is busy at the current time (for example, during peak times, there may be too much network traffic to handle additional calls).	Avoid using the phone at such times, or try again after waiting a short time.
	• You are too far away from a base station for your network operator.	You can request a service area map from your network operator.
Echo or noise	• Poor network trunk quality on the part of your network operator.	Hang up the phone and dial again. You may be switched to a better-quality network trunk or phone line.
	• Poor local telephone line quality.	

Problem	Possible cause	Solution
Shortened standby time	• The standby time is related to your network operator's system configuration. The same phone used with different network operators' systems will not provide exactly the same length of standby time.	If you are located in an area where signaling is weak, temporarily shut off the phone.
	• The battery is depleted. In high-temperature environments, battery life will be shortened.	Use a new battery.
	• If you are not able to connect to the network, the phone will continue to send out signals as it attempts to locate a base station. Doing so consumes battery power and will consequently shorten standby time.	Change your location to one where the network is accessible, or temporarily turn off your phone.
You cannot switch your phone on.	• Battery power has been depleted.	Recharge the phone's battery.
SIM card error	• SIM card malfunction or damage.	Take the SIM card to your network operator for testing.
	• SIM card inserted improperly.	Insert the SIM card properly.
	• Debris on the SIM card contacts.	Use a soft, dry cloth to clean the SIM card contacts.

Problem	Possible cause	Solution
Unable to connect to the network.	• SIM card invalid.	Contact your network operator.
	• You are not within the network's service area.	Check the service area with your network operator.
	• Poor signal.	Move to an open space, or if you are inside a building, move closer to a window.
You cannot answer incoming calls.	• You have activated Accept List or Reject List in the Privacy Manager option.	Go to the menu Phone Book → Privacy Manager and then select Off in order to deactivate this option.
	• You have activated the Call Barring feature.	Go to the menu Settings → Call Settings → Call Barring , and then select Cancel All .
You cannot make outgoing calls.	• You have activated the Call Barring feature.	Go to the menu Settings → Call Settings → Call Barring , and then select Cancel All .
	• You have activated the Fixed Dial Number feature.	Go to the menu Settings → Call Settings → Fixed Dial Number , and then select Off to turn off this feature.
PIN Code is blocked.	• You have entered an incorrect PIN code three consecutive times.	Contact your network operator. If the network operator provides the SIM card's PUK code, use the PUK code to unlock the SIM card.

Problem	Possible cause	Solution
Battery will not charge.	• The battery or battery charger is damaged.	Contact the dealer.
	• The phone's temperature is below 0° C or higher than 45° C.	Adjust the battery charging environment to avoid extremes of temperature.
	• Poor contact between the battery and charger.	Check all connectors to make sure all connections have been properly made.
Unable to enter information into the Phone Book.	• The Phone Book's memory is already full.	Delete unnecessary data from the Phone Book.
Unable to select certain features.	• Your network operator does not support these features, or you have not applied for services that provide these features.	Contact your network operator.