

Emergency Services and Safety Precautions

Emergency services

To make an emergency call

 Press **911** 

Ask the operator for the service which you require: Police, Ambulance, Fire Brigade, Coastguard or Mountain Rescue Services. Give your position and, if possible, remain stationary to maintain phone contact.

The 911 emergency number service is available on every digital network service.



Due to the nature of the cellular system, the success of emergency calls cannot be guaranteed.

General care

A cellphone contains delicate electronic circuitry, magnets, and battery systems. You should treat it with care and give particular attention to the following points.

- Do not allow the phone or its accessories to come into contact with liquid or moisture at any time.
- Do not place anything in the folded phone.
- Do not expose your phone to extreme high or low temperatures.
- Do not expose your phone to naked flame, cigars or cigarettes.
- Do not paint your phone.
- Do not drop or subject your phone to rough treatment.
- Do not place the phone alongside computer disks, credit cards, travel cards and other magnetic media. The information contained on disks or cards may be affected by the phone.
- Do not leave the phone or the battery in places where the temperature could exceed 140°F, eg on a car dashboard or on a window sill, behind glass in direct sunlight, etc.
- Do not remove the phone's battery whilst the phone is switched on.
- Take care not to allow metal objects, such as coins or key rings, to contact or short-circuit the battery terminals.
- Do not dispose of battery packs in a fire. Your phone's Li-ION batteries may be safely disposed of at Li-ION recycling points. For more specific battery and power supply information, see pages 8 and 9.
- Do not put your phone's battery in your mouth as battery electrolytes may be toxic if swallowed.
- Do not attempt to dismantle the phone or any of its accessories.
- This equipment is fitted with an internal battery that can only be replaced by a qualified service engineer. There is a risk of explosion if the battery is replaced by an incorrect type. Dispose of the used battery in accordance with the manufacturer's instructions.
- Using any battery pack or AC adapter not specified by the manufacturer for use with this phone creates a potential safety hazard.
- The earpiece may become warm during normal use and the unit itself may become warm during charging.
- Use a damp or anti-static cloth to clean the phone. Do *NOT* use a dry cloth or electrostatically charged cloth. Do not use chemical or abrasive cleaners as these could damage the case.
- Remember to recycle: the cardboard packaging supplied with this phone is ideal for recycling

Aircraft safety

- Switch off your cellphone and remove its battery when inside or near aircraft. The use of cellphones in aircraft is illegal, it may be dangerous to the operation of the aircraft and it may disrupt the cellular network. Failure to observe this instruction may lead to suspension or denial of cellphone service to the offender, or legal action, or both.
- Do not use your phone on the ground without the permission of the ground crew.

General safety

- Observe 'Turn off 2-way radio' signs, such as those near stores of fuel, chemicals or explosives.
- Do not allow children to play with the phone, charger or batteries.
- A small rubber bung (for antenna socket protection) is included in the carton. Keep this out of reach of small children, for whom it could be a choking hazard.
- The operation of some medical electronic devices, such as hearing aids and pacemakers, may be affected if a cellphone is used next to them. Observe any warning signs and manufacturer's recommendations.

Road safety

- You **MUST** exercise proper control of your vehicle at all times. Give full attention to driving.
- Observe all the recommendations contained in your local traffic safety documentation.
- Pull off the road and park before making or answering a call if driving conditions so require.
- You **MUST NOT** stop on the hard shoulder of a motorway to answer or make a call, except in an emergency.
- Switch off your cellphone at a refuelling point, such as a petrol station, even if you are not refuelling your own car.
- Do not store or carry flammable or explosive materials in the same compartment as a radio transmitter, such as a cellphone.
- Electronic vehicle systems, such as anti-lock brakes, speed control and fuel injection systems are not normally affected by radio transmissions. The manufacturer of such equipment can advise if it is adequately shielded from radio transmissions. If you suspect vehicle problems caused by radio transmissions consult your dealer and do not switch on your phone until it has been checked by qualified approved installers.

Vehicles Equipped with an Air Bag

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

Third party equipment

The use of third party equipment, cables or accessories, not made or authorised by NEC, may invalidate the warranty of your cellphone and also adversely affect the phone's operation. For example use only the NEC mains cable supplied with the AC charger.

Service

The cellphone, batteries and charger contain no user-serviceable parts. We recommend that your NEC cellphone is serviced or repaired by an NEC authorised service centre. Please contact your Service Provider or NEC for advice.

Non-ionising Radiations

The radio equipment shall be connected to the antenna via a non-radiating cable (e.g. coax).

The antenna shall be mounted in a position such that no part of the human body will normally rest close to any part of the antenna unless there is an intervening metallic screen, for example, the metallic roof.

Use only an antenna that has been specifically designed for your mobile phone. Use of unauthorized antennas, modifications or attachments could damage the mobile phone and may violate the appropriate regulations, causing loss of performance and radio frequency (RF) energy above the recommended limits.

Efficient Use

For optimum performance with minimum power consumption please:

- Hold the mobile phone as you would any other telephone. While speaking directly into the mouthpiece, angle the antenna in a direction up and over your shoulder.
- Do not hold the antenna when the mobile phone is in use. Holding the antenna affects call quality, may cause the mobile phone to operate at a higher power level than needed and may shorten talk and standby times.

FCC RF EXPOSURE INFORMATION

WARNING! Read this information before using your phone



In August 1996 the Federal Communications Commission (FCC) of the United States with its action in Report and Order FCC 96-326 adopted an updated safety standard for human exposure to radio frequency electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards.



Use only the supplied or an approved antenna. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in violation of FCC regulations.

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Please contact your local dealer for replacement antenna.

Body-worn Operation

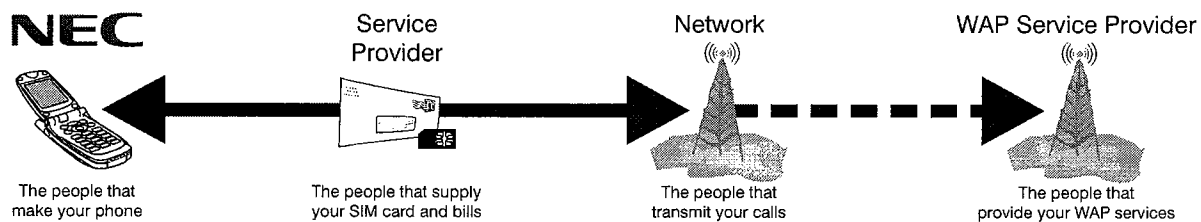
This device was tested for typical body-worn operations with the back of the phone kept 1.0 cm. from the body. To maintain compliance with FCC RF exposure requirements, use only belt-clips, holsters or similar accessories that maintain a 1.0 cm. separation distance between the user's body and the back of the phone, including the antenna, whether extended or retracted. The use of third-party belt-clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure requirements, and should be avoided.

For more information about RF exposure, please visit the FCC website at www.fcc.gov

Before you start

Cellphone system structure

It is worth remembering that every time you use your phone, three or four different organisations are involved:



All the features described in this user guide are supported by your phone. However, for all these features to work, you must have a SIM card (supplied by your Service Provider) that also supports these features. Even if you have a fully featured SIM card, any feature not supported by the Network transmitting your call will not work. This last point is especially important when you are roaming networks (see page 11).

User guide conventions

When one or more of the ◀ ▶ ▲ ▼ symbols are shown, the relevant part of the 4 way navigation key should be pressed (see right).

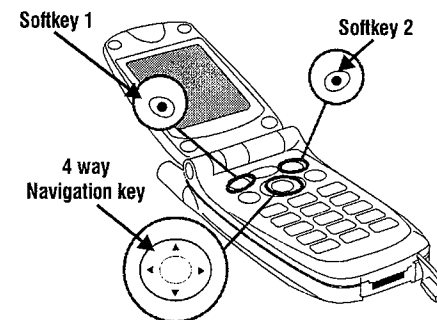
There are two keys that change their function according to the phone's current use. They are referred to as **Softkey 1** and **Softkey 2** (see right).

The following markers are used throughout the user guide to attract your attention:

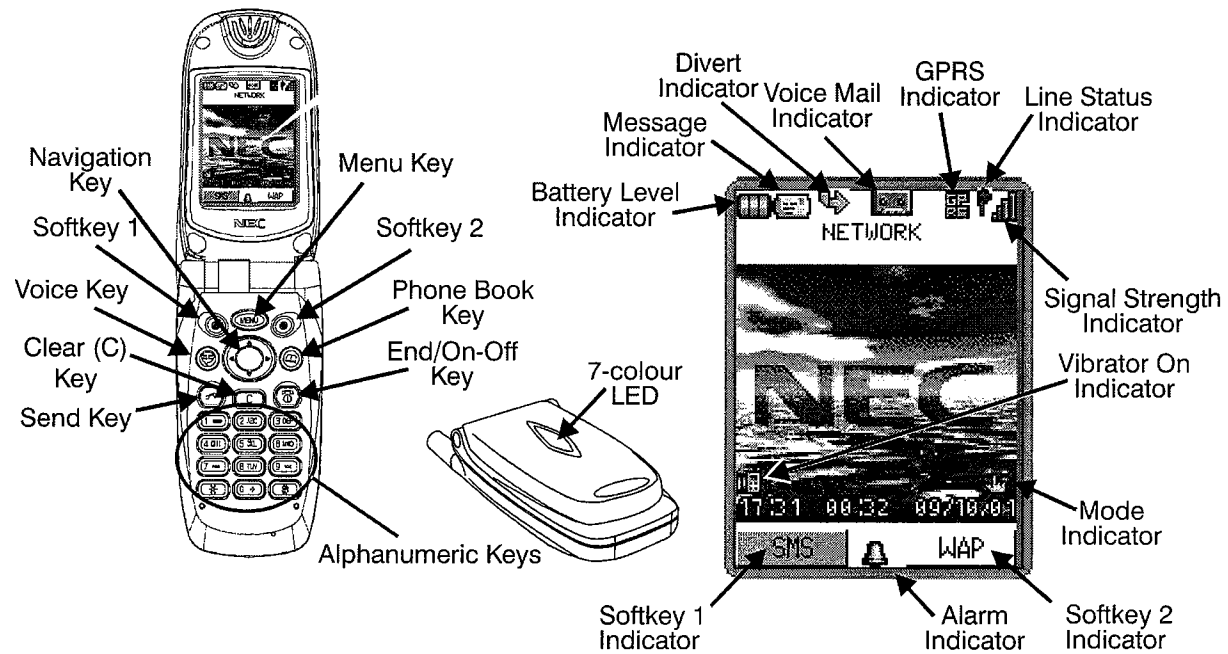
 This type of paragraph will contain details of where to find related information to the topic being explained.

 This type of paragraph will contain information worth noting.

 This type of paragraph will contain important information.



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Getting Started

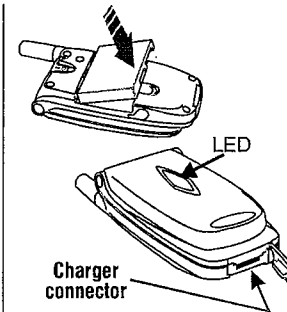
Charging the battery

Before trying to use your phone, insert the phone's battery (see right), connect the NEC battery charger supplied with your phone to a suitable mains power socket and then connect the charger's output to the phone's charger connector (see right). Close the phone and switch on the mains power to the charger. The LED will show red. Leave the phone until the LED goes out. For full information regarding battery charging, changing and care, see page 8.

 *If the phone does not respond when you first turn the charger on, please wait for 10 to 20 minutes, the charging will then start.*

 **DO NOT** connect a charger or any other external DC source if the phone's battery is not inserted.

 **Damage may result if you do not press in the charger connector's side catches when removing it from your phone.**



Main Features

Your phone has the following features:

- Single band (GSM1900)
- Alternate Line Service (ALS) compatible. See page 15
- Multi-party call capability See page 14
- Large display using animated graphics (animated and still graphics can be downloaded)
- 7-colour LED See page 3
- Ring melodies (16 channel harmony ringer). See page 13
- 2 Softkeys
- Date, Time & Alarm function See page 16
- Calculator. See page 45
- Currency converter See page 40
- User mode settings (Normal, Meeting, In Pocket and In Car) See page 12
- Phone memory phonebook (can store up to 500 records) See page 20
- SIM memory phonebook (can store up to 255 records, depending on SIM capacity). See page 20
- SMS See page 34
- T9™ Text Input See page 31
- Voice mail See page 39
- 10 phone record voice recall See page 14
- Scheduler. See page 41
- WAP compatible See page 51
- Download graphics, phonebook picture and ring melodies. See page 54
- 2 Games See page 46

Preparing the phone

Before you try to use your phone check the following has been carried out.

- Valid SIM card inserted (see below)
- Battery charged (see page 9)
- PIN 1 code entered (if necessary - see page 3)

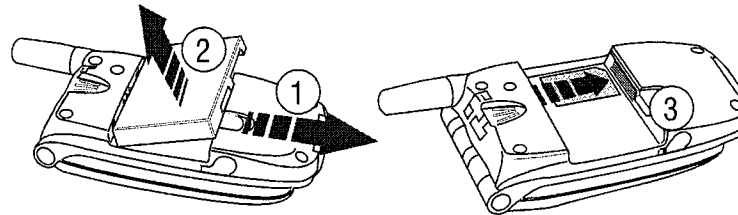
SIM card

Before using your cellphone you must sign-up with one of the digital network Service Providers. In addition to your subscription details you will receive a personal SIM (Subscriber Identity Module) which is inserted into your phone.

If the SIM card is removed then the phone becomes unusable until a valid SIM is fitted. It is possible to transfer your SIM to another compatible phone and resume your network subscription. There are two types of SIM, plug-in and full-size, and this phone uses the plug-in type. The screen on your phone will display appropriate messages if no SIM is fitted.

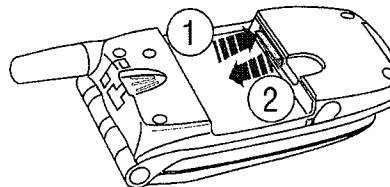
Inserting a SIM card

- Make sure that the power is off and then remove the battery ① & ② to reveal the SIM location.
- Slide the SIM card into the slot in the battery compartment ③ ensuring the gold contacts are face down and the notch on the card lines up as shown. Push the SIM card in until it clicks into place. Making absolutely sure the SIM is **fully** inserted, replace the battery.



Removing a SIM card

- With the battery removed (see above), press the SIM card in until it clicks ① and then pull it out of the slot ②.



If the phone, or the SIM, is lost or stolen then you should contact your Service Provider immediately in order to bar it from use.



The phone supports a number of languages and the keyboard symbols have been chosen for world-wide operation.



The digital technology of your NEC GSM phone helps to ensure that your conversations are kept secure.



The SIM card contains personal data such as your electronic phonebook, messages (see page 34) and also details of the network services you have subscribed to. The phone will not work (except for emergency calls on some networks) unless a valid SIM is fitted.



If the SIM card is not fully inserted when the battery is replaced, damage to the SIM card can occur.



If the SIM is already fitted, see Start-up on page 3.

Start-up

Switching the phone on

- Hold down the power key  for about a second, to switch on. The screen will either remain blank or display an animation or greetings text (see page 17 to change the text) and the phone is then in standby.

Switching the phone off

- Hold down the power key  until the display shows the power down message.

PIN 1 code

The SIM card issued by your service provider has a security feature called PIN 1 code protection. The PIN 1 (Personal Identification Number) is a number put on to the card by your Service Provider, and is 4 to 8 digits long. Some service providers supply SIM cards which will cause your phone to prompt for a PIN 1 code when it is turned on. If this is the case, use the phone's keypad to enter your code. You can disable this prompt (see page 32). If you insert a SIM card other than your own, information such as call logs may be lost.



Standby screen

Display information

Graphic display area

This area contains the greeting graphic on power up, status graphics and information when searching for networks and making calls. When in the standby mode it shows the current network, vibrator status, mode status, current time and date, and whatever you have keyed in on the phone's keypad. When **MENU** is pressed, this area displays the phone's menu options (animated icons and text). Many of the phone's features are activated using the powerful menu structure (see page 10 on selecting the phone's features).

Status Icons

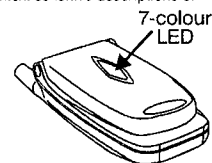
This area contains icons which indicate the battery strength, outstanding short message, call diversion on, outstanding voice mail, GPRS attached, connection status and Network signal strength.

Help & Softkey area

This area can contain help information (e.g. key presses remaining when composing a message) and context sensitive descriptions of the softkeys' functions. This area will also display the alarm icon if the alarm is set.

7 colour LED

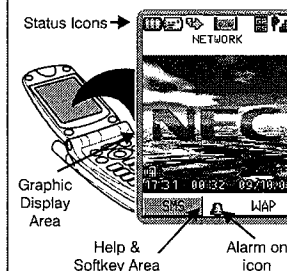
Any of the LED's 7 colours can be allocated to specific phone numbers so incoming calls from these numbers can be identified (see page 23). When the phone is being charged it will show red. When there is an outstanding short message or voice mail, it will show blue.



You may need to charge the battery before using your cellphone. If the phone gives no response when switched on, read the information about batteries on page 8.

The greeting message may not be as indicated if any locks have been set or the wrong SIM has been inserted. Please follow any instructions given, e.g. 'Return to Service Centre'.

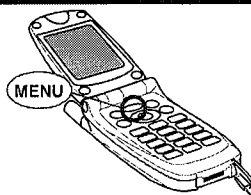
Do not remove the battery to switch your phone off as this may cause loss of stored information.



Setting the display to your language of preference

If the display is showing any other language than your own, proceed as follows:

- ☛ Press **MENU** **6 3**.
- ☛ Press the appropriate key to select the required language (see table right).
- ☛ Press **⏏** briefly to return to the standby screen.



Language	Key
English	1
French	2
German	3
Dutch	4
Italian	5
Spanish	6

Basic calls & phone use

Connecting to the network

☞ Open your phone and hold down the power key  for about a second, to switch it on.

After start-up (and correct PIN 1 code entry if necessary), the phone searches for a network. When found, the network name is displayed. You also see the time & date (if set - see page 16), signal strength, battery strength and any cell broadcast messages if this facility is enabled (see page 38). To see the display details, refer to the diagram near the front of the document.

The phone's LCD display shows the strength of the radio signal that links your phone to the network. A maximum signal is shown by 4 shaded blocks and a minimum signal by 1 block.

Making basic calls

You make a simple call in the same way as you would with a normal phone, except that you need to press the  key after entering the phone number and area STD code. To make international calls you must first enter the international dialling code (see page 11).

Starting a call

- ☞ Key in the phone number. Check the number on the display.
- ☞ Press  or **Softkey 1** to send the call.
- ☞ To abort the call at any time, press  briefly or close your phone. The standby screen will be displayed.

When the call is sent the screen displays the number called or the name stored in the phonebook (if a name has been stored in memory along with the number - see page 21) and a connection graphic or a phonebook picture that has been allocated to the number called (see page 23).

Correcting mistakes

Use the  or  key to scroll through the number then press **C** to clear individual digits or hold down the **C** key to completely clear a phone number.

Ending calls

- ☞ Press  (short press) or **Softkey 2** or close your phone. The phone returns to standby.

 *Use the full STD area code even if you are in the same town. Long numbers will continue on a second line.*

 *If you do not wish your number to be displayed on the phone you are calling, turn the send own number feature off (see page 14).*

 *Every minute during a call a beep will be heard.*

 *See also: Phone Number Editing on page 31.*

 *Always press  or close your phone even if the other person has ended the call first.*

 *If the  key is held down, your phone will turn off.*

Receiving calls

When someone calls your number, the phone's ringer will sound (if set - see page 17), the LED will flash and the phone number of the person calling may be displayed in the middle of the screen if the calling line identification (CLI) facility is available and the caller has activated the feature. If the caller's phone number has been stored in your phonebook along with a name and a phonebook picture (see page 21), that name and picture will be displayed. If the caller has withheld their identity then the screen will give a message that the incoming number is being withheld.

Accepting a call

Press the  key or **Softkey 1**.

Rejecting a call

Press  briefly or **Softkey 2** or close your phone.

You also have options for holding calls and diverting calls. These options depend upon your network and your subscription arrangements.

If your cellphone receives a call and you do not answer it, the screen will display the telephone number (or the name if a stored number) of the caller (if available). This information is stored in the missed calls list. Up to 10 missed calls are stored in this list. The last 10 incoming calls are stored in the Incoming calls list.

Putting a call on hold

You can put an incoming or outgoing call on hold by pressing **Softkey 1**. To retrieve the call, press **Softkey 1** again.

Unsuccessful calls

If the call cannot be connected, you will hear a tone. The display will give an appropriate message, and the phone will return to standby. If your phone is set to Auto redial the number will be automatically called again after a short delay (see page 18).

If a connection is broken, such as by a poor radio signal, then the phone returns to standby. You may also get a warning tone.

Stored numbers

You can store numbers and names on your phone, and recall these numbers to make calls. The numbers and names are stored on your SIM card and/or phone's memory.

The following numbers are considered to be stored numbers:

- Numbers you have stored yourself
- The last 10 outgoing call numbers (redial numbers)
- The last 10 incoming calls (unless a number was withheld)
- The last 10 missed calls (unless a number was withheld)

 You can set your phone to answer a call when any key except the  key is pressed - see 'Answer key' on page 18. If you are making a call, the phone gives priority to receiving a call unless you have already pressed the  key.

 See Also: Call waiting & holding (page 15) and Call diverting (page 14).

 See Also: Viewing Incoming and Missed Calls on page 20.

 See Also: Storing and retrieving numbers on page 20.

Emergency calls

The standard emergency number of 911 can be used.

- ☛ Key **911**
- ☛ Press  to connect the call to the local emergency services.

Last number redial

To redial the last number you called:

- ☛ Ensure the standby screen is displayed and no phone number is shown.
- ☛ Press the  key twice. The last number you dialled will be called.

Earpiece volume

To change the earpiece volume, proceed as follows:

During a call

- ☛ Use the  and  keys to increase or decrease the earpiece volume respectively.

Whilst in standby (no call)

- ☛ Press . Use the  and  keys to increase or decrease the volume then press **Softkey 1** to store the setting.

Displaying your own phone number

- ☛ Press  **6 4**.

Single button facilities

The following single button facilities are available from the standby screen:

- ☛ Press the  key to access the phone mode menu (see page 12).
- ☛ Press the  key to access the earpiece volume screen. Use the  and  keys to increase or decrease the earpiece volume respectively then press **Softkey 1** to store the setting.
- ☛ Press the  key to access the incoming call list (see page 20).
- ☛ Press the  key to access the outgoing call list (see page 20).
- ☛ Press the  key to access the voice recorder menu (see page 49)
- ☛ Press the  key to access the phonebook (see page 22).
- ☛ Press **Softkey 1** to access your SMS inbox (see page 35).
- ☛ Press **Softkey 2** to go to the last accessed WAP page.



On some networks emergency calls can be made using the 911 number without a SIM card inserted.



See also: Outgoing call list on page 20.

Caring for batteries

Standby and talk times

Your cellphone works closely with the network you are using to provide the services you need, and the standby and talk times achieved will depend on how you use the phone and choices made by the network operator.

In particular, your location within the network, the frequency at which this location is updated, the type of SIM you have, your reception of area or 'cell broadcast' messages and the use of Full Rate or Enhanced Full Rate speech, as well as other factors, will affect both standby and talk times.



IMPORTANT BATTERY CHARGING INFORMATION

Charging a very low battery

The battery's charge continues to drop after the Recharge battery warning is displayed. In extreme cases where the battery is left uncharged for some considerable time after this warning is displayed a trickle charge is used to slowly top-up the battery to the safe level at which 'fast charging' can begin. During this time the battery icon will pulse but you will not be able to make or receive a call, or fully power up the phone. Normal operation is resumed once fast charging begins. The phone can be in trickle charge for a few hours before fast charging starts if the battery is left uncharged for some days after the Recharge battery warning is displayed.



DO NOT connect a charger or any other external DC source if the phone's battery is not inserted.

Checking the battery

 Check icon at the top of the screen

The blocks on the display show the charge of your battery pack.



Full battery power



Low battery power



Battery empty

Low battery alarm

When the battery voltage falls below the working level, **Recharge battery** is displayed on screen along with an empty battery icon. The phone will automatically power down shortly afterwards.

 Please charge the battery as much as possible when the battery is very low.

Changing the battery

Make sure the phone is switched off. Some settings may be lost if the battery is removed while the power is on.

-  Slide the battery catch towards the base of the phone ① and lift the battery out ②.
-  Put the new battery pack in base first then lower it into place ③.

Charging a battery

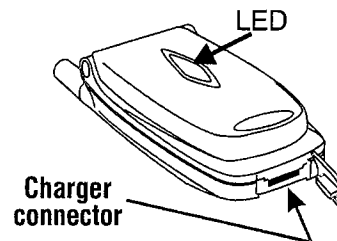
The charger unit begins to restore the battery power when it is connected to the phone.

-  Connect the charger plug into the connector at the base of the phone. Check the battery icon is pulsing and the LED glows red.

During charging, the battery icon pulses and the LED glows red. When charging is complete, the battery icon will stop pulsing and display as full, the LED will go out and trickle charging will continue. The battery icon and LED will display as described even when the phone is switched off during charging.

If you need to receive calls, the cellphone can be switched on and left in standby while it is charging, although the total time taken to charge is then increased.

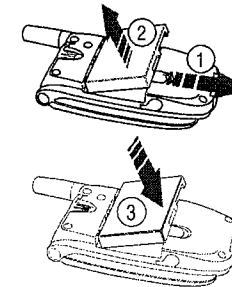
The cellphone is designed to be charged with the NEC equipment listed with the specifications of your phone.



 Do not try to charge the battery if the ambient temperature is below 32°F or above 113°F.

 Damage may result if you do not press in the charger connector's side catches when removing it from your phone.

 **DO NOT connect a charger or any other external DC source if the phone's battery is not inserted.**



 If the phone does not respond when you first turn the charger on, please wait for 10 to 20 minutes, the charging will then start.

 Using any battery pack or AC adapter not specified by NEC for use with this phone can be dangerous and may invalidate any warranty and approval given to the cellphone. Do not connect more than one charger at any time. Do not leave the charger connected to the mains supply when it is not in use.

Selecting features

Menu types

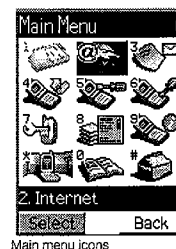
There are three top level menus:

- Main (press **MENU** with your phone in standby to display the main menu icons)
- Mode (press **▲** with your phone in standby to display the Mode menu)
- Voice (press **☎** to display the Voice menu)

The main menu has a set of icons for its top levels of options (examples of the top level are shown right) which can be selected either using a combination of the 4-way navigation key and **Softkey 1** (menu selection), or just the keypad (fastkey selection).

The main menu icon numbers represent the following options:

1 Service	5 Screen settings	9 Call info
2 Internet	6 Phone settings	* Network
3 Messages	7 Security	0 Phonebook
4 Call Diversion	8 Call lists	# Accessory



Menu selection

When using the icon menu method to select a feature, use the **◀ ▶ ▲ ▼** to highlight the required icon and then confirm your choice by pressing **Softkey 1**.

When an option list is displayed, use the **▲** and **▼** keys to move the option to be under the highlight bar, or the highlight bar to be over the option, and press **Softkey 1**.

The currently selected option is normally marked by a **✓** whilst the highlighted option will be selected if you press **Softkey 1**.

Fastkey selection

The alternative 'fastkey' method of selection lets you jump straight to a menu or function without highlighting an icon and then scrolling through the intermediate menu options. The selections are made by pressing numbers on the keypad which relate to the displayed menu's options.

Fastkey selection examples

Using the fastkey selection method, setting the Any answer key facility on or off would be carried out as follows:

☎ Press **MENU** **6 8**.

Using the fastkey selection method, bringing up the calculator function can be carried out as follows:

☎ Press **MENU** **# 1**.

When a main menu icon is highlighted, the icon graphic will be animated.

Certain menu options are not accessible during a call. These options are greyed out.

*When a **✓** is shown over an option icon, it means this is an On/Off option which is set to On.*

The current menu number will be displayed in the top right-hand corner of the any menu icon screen.

*Pressing the **☎** key briefly will return you to the standby screen (unless you are in the Service menu).*

The instructions in this user guide usually make use of the fastkey method.

The final on/off options will also be selectable using the softkeys. The options will be displayed in the help area as appropriate.

Advanced use

International dialling codes

When you make an international call from any country, you must start by dialling a special international access code. Your cellphone has the facility to prefix numbers with a '+' symbol, which saves you entering the access code for the country that you are calling from. Your phone will automatically dial the correct numbers for each country if you enter the '+' digit as follows:

Entering international dialling codes

☞ With the phone in standby, hold down **0**. The '0' character displayed changes to a '+' character.

You can then enter the country code, area code, and phone number that you wish to call. The UK country code is always 44, no matter what country you are dialling from. For example, a typical UK number of 01189 123456 is entered as:

+	44	1189	123456
International access	country code	area code	phone number

Roaming

Roaming allows you to use your phone in many parts of the world and pay all charges through your normal Service Provider. Your network operator usually has agreements with named networks in other countries. The SIM fitted in your phone can be supplied so that automatic roaming can take place with these named networks. The phone also allows you to set network preferences of your own.

When dialling you will need to add the international access codes when required, so storing all numbers with the codes (such as +44 for the UK) is helpful (see above).

Set automatic or manual network selection

☞ With the standby screen displayed, press **MENU** * **1**. The automatic/manual menu will be displayed with a ✓ next to the current selection.

☞ Press **1** to select automatic mode or **2** to select manual mode then press **Softkey 1** to return to the network menu.

View/edit network list

☞ *Before editing your network list, please consult with your service provider.*

☞ With the standby screen displayed, press **MENU** * **3**.

☞ Use the **▲** or **▼** key as appropriate until the required network is displayed then press **Softkey 1**.

☞ Press the appropriate key to select the required action (see table right).

☞ To move a Network (option **1**), use the **▲** or **▼** key to move its position in the list and press **Softkey 1**. To add (option **2**), key in the new Network name and press **Softkey 1**. To remove (option **3**), press **Softkey 1** to confirm.

Action	No.
Move	1
Add	2
Remove	3

☞ *Before leaving your home country you should select any preferences such as call barring or call diverting.*

☞ *You will be charged for calls forwarded to you whilst roaming.*

☞ *When your phone is set to manual mode, you will have to wait while the phone is searching for networks. If several network options are found, use the **▲** or **▼** key to scroll through the list.*

☞ *Before you manually select a network, ensure it is covered under the agreement you have with your service provider.*

☞ *If you select a network to be added to your network list (option 2) but the list is full, you will have to use the **▲** or **▼** key to select the network to be replaced and then press **Softkey 1**.*

Phone modes

Your phone can be set to operate in one of four modes.

- Normal
- Meeting
- Pocket
- Car

These modes are selected from a menu displayed when the **▲** key is pressed in standby (see the table below for selection details).

Mode selection & default settings

When a mode is selected, some of your phone's settings will be altered automatically to suit the situation suggested by the respective mode name. The phone functions altered are as follows:

- Key tone (on/off)
- Ringer (ringer melody)
- Ringer volume
- Vibrator (on/off)
- SMS received tone (on/off)
- Service tone (on/off)
- Backlight (on/off)
- Auto answer (on/off)

The following table shows the selection keys and default settings for each mode.

	Normal (press ▲ 1)	Meeting (press ▲ 2)	Pocket (press ▲ 3)	Car (press ▲ 4)
Key tone	On	Off	On	On
Ringer melody	1	1	1	1
Ringer Volume	Medium	Quiet	Loud	Medium
Vibrator	On	On	On	Off
SMS tone	On	Off	On	On
Service tone	On	Off	On	On
Backlight	On (Timed)	On (Timed)	On (Timed)	Always On (See warning right)
Auto answer	Off	Off	Off	On



Any changes made to these settings whilst in a mode will be stored and used when that mode is selected again.



*You can change the phone modes' settings by pressing **(MENU) 6 2**. Then press **1** for Normal, **2** for Meeting, **3** for Pocket, or **4** for Car.*



Whichever mode is selected when you turn your phone off will still be selected when you turn your phone on again.



When your headset is connected, the volume levels shown on your phone's display are for the headset and will differ from those shown in the table on the left.



With the backlight always on, battery life is reduced.

Changing the Mode settings

To change the settings of a particular mode, proceed as follows:

- Press **MENU** **6 2**. The phone mode settings menu will be displayed.
- Press the appropriate key for the required mode you wish to change the settings of (see table right).
- When you have selected the required mode, the following setting changes can be made:

Key tone (1)

- Press **Softkey 1** to toggle key tones on or off.

Ringer (2)

The existing melody will have a ✓ next to it.

- Use the ▲ and ▼ keys to highlight the melody required and then press **Softkey 1**.

Ringer volume (3)

The volume slider will be shown on your phone's display.

- Use the ▲ and ▼ keys to set the volume to the level required and then press **Softkey 1**.

Vibrator (4)

- Press **Softkey 1** to toggle vibrator on or off.

SMS received tone (5)

- Press **Softkey 1** to toggle SMS received tone on or off.

Service tone (6)

- Press **Softkey 1** to toggle service tone on or off.

Backlight (7)

- Press **Softkey 1** to toggle backlight on or off.

Auto answer (8)

The Auto answer facility will cause an incoming call to be connected automatically only if you are using your phone as a car phone or with the simple hands free kit.

- Press **Softkey 1** to toggle auto answer on or off.

Mode	Key
Normal	1
Meeting	2
Pocket	3
Car	4

The on/off mode functions (e.g. Vibrator) will have a ✓ next to the options currently set to On in the phone mode settings menu.

When the selected mode is Car, the only option allowable is 'Backlight on always'. This will reduce battery life.

Auto answer will only work if your phone is working with a hand free kit or a headset.

Sending your own phone number

You can send your own phone number when you make a call so it will be displayed on the phone you are calling.

- Press **MENU** **6 7**. When the Line identification screen is displayed, press **Softkey 1** to turn Send own **#** on or off as required. A ✓ will be displayed over the Line when pre-sent number is active.

Multi-party calls

If your SIM card is Multi-party enabled, you can make a conference call to more than one caller. You can even leave the call whilst the remaining participants carry on with the call.

Voice recall

You can store up to 10 voice recall recordings which can be allocated to a record in your phone memory phonebook. To use the voice recall function, proceed as follows:

- With the standby screen displayed, press and **hold** the **☎** key.
- Within 10 seconds say the word or words you have recorded to identify the record you wish to recall. If the word or words were recognised, the phonebook entry will be displayed on screen.
- Press **▼** until the required phone number type is highlighted and then press **Softkey 1** to make the call.

Diverting calls

This facility allows you to divert calls to your phone under the following conditions:

- *Unconditional*
- *Only if busy*
- *Only if unanswered*
- *No answer time (only applicable to speech calls)*
- *Only if unreachable*

- Press **MENU** **4**. There will be a delay while your phone checks its divert status with your network and then the divert screen will be displayed.
- Use the **◀** and **▶** keys to move between Speech, Data and FAX if necessary then use the **▲** and **▼** keys to move between the above divert conditions.
- When the phone number field of a divert condition is highlighted, either enter the phone number to divert to, or delete any existing phone number.
- If you select the No answer time option, use the **▼** key to enter the No answer time field. Then use the **◀** or **▶** key to select a time after which the phone will be considered to be unanswered.
- Press **Softkey 1** to undo any mistakes and then press the **☎** key when the settings are correct.



Multi-party call facilities are SIM and Network dependent.



To store a voice recall sound, see page 25.



With the phonebook entry displayed, you can press the **MENU** key to display the edit menu (see page 23)



Allow for a short delay whilst the network sends the divert status of your phone. There may be an additional charge for this service depending on your network.



If ALS is active on your phone, the icons for line 1 will be red and for line 2 they will be green.

Call waiting and holding

This facility informs you when a call is being made to your phone while an existing call is in progress.

Setting up call waiting

- Press **MENU** **6 6**. The call waiting menu will be displayed.
- Press **1** to activate call waiting, **2** to cancel or **3** to check the status of call waiting.
- Press **Softkey 1** to accept the confirmation. The call waiting screen will be re-displayed. Press **Softkey 2** to return to the phone settings screen.

Using call waiting

If call waiting is activated, proceed as follows:

- If you are on a call and another comes in, you will be alerted by '2nd' being displayed under the signal strength icon.
- Press **Softkey 1** to put the current call on hold and see if you wish to accept the new incoming call.
- Press **Softkey 1** to accept the incoming call you will hear beeps in your earpiece and the caller's phone will now hear the phone ringing tone.
- If you wish to swap between calls, press **Softkey 1**.
- If you wish to end the current call, press **Softkey 2** then press **Softkey 1** to retrieve the holding call.
- When both calls have been ended, the standby screen will be displayed.

ALS setup

If your SIM supports ALS (Alternate Line Service) you can setup which line to use, what they are called and automatic line selection, as follows:

- Press **MENU** **6 9** then press the appropriate key to select the required setup option (see table right).
- When options **1** or **2** are selected the selected option will have a ✓ over its icon while the ✓ on the other option will be removed.
- Press **Softkey 2** to return to the phone settings menu or **⏏** to return to the Standby screen.
- When ALS is supported, the connection icon will be replaced with a red icon indicating line 1 is in use or a green icon indicating line 2 is in use.*

Service menu

The service menu allows access to service provider specific services such as horoscopes, etc. as follows:

- Press **MENU** **1**. The services available will be listed.

Setup Option	Key
Use Line 1	1
Use Line 2	2
Auto line selection	3



For details on what is available in the service menu, contact your service provider.

Setting up your phone

Time, date & alarm set

Your phone has the ability to store the time and date for two time zones: Home (local time) or World. This information is displayed, in 12 or 24 hour format (see below), on the standby screen and can be used to trigger an alarm. To set the time and date, proceed as follows:

Setting the time

Press **MENU** **5 3 2 1** for the Home (local) clock or **MENU** **5 3 2 2** for the World clock (remote). The relevant clock set screen will be displayed.

Key in the time (using the format shown above the time field) and press **Softkey 1**.

Setting the date

Press **MENU** **5 3 3**. The set date screen will be displayed.

Key in the date (using the format shown above the date field) and press **Softkey 1**.

Format time

Press **MENU** **5 3 6 2**. The 12/24 hour menu screen will be displayed. The currently selected option will have a ✓ next to it.

Press **1** for 24 hour or **2** for 12 hour then press **Softkey 2**.

Format date

Press **MENU** **5 3 6 1**. The date format menu screen will be displayed. The currently selected option will have a ✓ next to it.

Press **1** for European format (dd/mm/yyyy) or **2** for American format (mm/dd/yyyy).

Show clock

Press **MENU** **5 3 1**. The show clock menu screen will be displayed. The currently selected option will have a ✓ next to it.

Press **1** for the local clock, **2** for the local and remote clocks or **3** for no clock display. If you have selected either the 'local' or 'local & remote' options, a ✓ will be shown over the show clock icon.

Setting the alarm

Press **MENU** **5 3 4**. The alarm set screen will be displayed.

Key in the required alarm time using the 24 hour format and press **Softkey 1**.

Key in the required alarm date (using the format shown above the date field) and press **Softkey 1**.

Using the text entry procedure described on page 29, enter the alarm description and press **Softkey 1**.

Resetting the alarm

Press **MENU** **5 3 5**. The alarm will be turned off and you will be returned to the clock menu.

The time is always entered in the 24 hour format even if you wish to display it in the 12 hour format.

When the alarm is set a ✓ will be displayed over the alarm icon and the icon will be displayed at the base of the standby screen.

Volume

- Press **▼** or **(MENU) 6 1**. The earpiece volume display will be shown on the screen.
- Use the **▲** and **▼** keys to adjust the setting as required and then press **Softkey 1** to select the current setting. If **Softkey 2** is pressed, or no key is pressed for some time, no change will be made and the standby screen will be displayed.

Ring melodies

You can set up your ring melody by changing the ringer setting in the Normal phone mode (see page 13).

Greetings/animations

Four types of greeting screen can be selected as follows:

- Press **(MENU) 5 1** then press the relevant key to display the required greetings screen (see table right).
- If you select option **5** (Edit text), key in the required greetings text (using the text entry method described on page 29) and press **Softkey 1**. The greetings menu will be re-displayed.

Animation 2 is downloadable (see page 54).

Standby screen picture/wallpaper

You can choose between 2 pictures to be displayed as a background to the standby screen, as follows:

- Press **(MENU) 5 2**. Press **1** to select picture 1 or **2** to select picture 2. A **✓** will be displayed on the appropriate icon. Press **Softkey 2** to accept the current setting and return to the screen settings menu.

Colour style

You can select from 8 different colour schemes for your phone's display, as follows:

- Press **(MENU) 5 4**. The colour scheme list will be displayed with a **✓** next to the current selection.
- Select the required colour scheme (the screen will change to indicate the highlighted style) and then press **Softkey 1**. The setting screens menu will be re-displayed.

Contrast

To alter the contrast of your phone's display screen, proceed as follows:

- Press **(MENU) 5 5**. The contrast adjustment screen will be displayed.
- Either use the **▲** and **▼** keys to adjust the setting as required or press **1** to **9** on the keypad. The contrast will be shown as the setting is changed.
- Press **Softkey 1** to select the current setting or the **C** key to cancel the setting and return to the screen setting menu.

*During a call, the earpiece volume can be adjusted by pressing the **▲** and **▼** keys.*

You can also download ring melodies, see page 54.

Mode	Key
Text	1
Animation 1	2
Animation 2	3
No greeting	4
Edit text	5

Both pictures are down loadable (see page 54).

Any key answer

If this facility is active, your phone will connect to an incoming call by pressing any key (except the  key or **Softkey 2**). When this facility is turned off, the phone will only connect to an incoming call by pressing the  key or **Softkey 1**. To set up how you want to answer incoming calls, proceed as follows:

- Press   **6 8**. Press **Softkey 1** to activate or deactivate the any key answer facility. A  will be displayed over the icon when the facility is active.

Auto redial

With this facility on, your phone will try up to 10 times to redial a number if the first attempt fails. A tone will be heard at each redial attempt. The failure to connect a call can be due to network problems or if the other phone is busy. Pressing **Softkey 2** during a redial attempt will abort it. To set redial on or off, proceed as follows:

- Press   **6 5** to activate or deactivate the auto redial facility. A  will be displayed over the icon when the facility is active.

Language setting

Your phone can display all its menus and other information in a number of languages. To set the required language, proceed as follows:

- Press   **6 3**. The language menu will be displayed. The flag representing the currently selected language will have a  over it.
- Use the     keys to highlight the required language flag icon and then press **Softkey 1** to select it.
- Press **Softkey 2** to return you to the screen settings menu.

Restore factory settings

This function will revert your phone to its factory settings.

 *Your phonebooks will be unaffected.*

- Press   **5 6**.
- Press **Softkey 1** to confirm or **Softkey 2** to cancel.



By restoring the factory settings, any changes you have made to your phone's set-up will be lost. An example of some of these settings are as follows:

*Ringer volume
Ringer type
Ring style allocation
Mode settings
Backlight*

Call & charge information

Call information

View calls

Press **MENU** 9. Then press **1** to view last call information or **2** to view total call information.

Last call

The last call screen will display the duration of the last call made on your phone. Press **Softkey 1** to reset the display to zero or **Softkey 2** to return to the call info menu.

Total calls

The total calls screen will display the duration of all calls made from your phone. Press **Softkey 1** to reset the display to zero or **Softkey 2** to return to the call info menu.

Blacklist

If an outgoing call cannot be connected (e.g. number busy), the Auto redial facility will be offered (if set to On see page 18). If you decide to auto redial and the call still fails, the number called will be added to the Blacklist. To access the numbers in the Blacklist, proceed as follows:

Press **MENU** 9 4.

Charge information (Advice of charge - AoC)

The AoC feature enables you to view the cost of calls. You can also set a limit in units so your phone cannot be used once the limit is reached.

View total cost of calls (total charge)

Press **MENU** 9 3 1. The total cost of calls will be displayed. Press **Softkey 2** to return to the charge menu or **Softkey 1** to reset the display to zero.

Set the call limit (max charge)

Press **MENU** 9 3 2. Enter the maximum amount of units allowed and press **Softkey 1**.

Set currency (unit price)

Press **MENU** 9 3 3. The unit price screen will be displayed.

Use the **▼** or **▲** key to select whether you enter a whole number (integer), a decimal number or a text code.

If you chose to enter a number (either integer or decimal), key in the required value, or if you selected text, use the text entry procedures (see page 29) to enter the currency type, using a maximum of three characters.

Press **Softkey 1**.



The AoC facility is SIM card and network dependant.



When resetting the total charge display you may be requested to enter your PIN 2 code (see page 33).



When setting the call limit you may be requested to enter your PIN 2 code (see page 33).



When setting the currency you may be requested to enter your PIN 2 code (see page 33).

Storing & retrieving numbers

Phonebooks

Your phone can have up to 3 phonebooks stored on your SIM card and one in your phone's memory:

- Personal directories (ADN) one on SIM and one in your phone's memory
- Fixed dialling numbers (FDN)
- Service dialling numbers (SDN)

Personal directory (ADN)

These numbers are known as abbreviated dialling numbers (hence ADN) and up to 255 can be stored (along with a name) on your SIM (depending on your SIM card capacity) and 500 can be stored along with a name, ring melody, LED colour and a phonebook picture in your phone's memory. The phone memory phonebook allows you to store 7 phone numbers, 2 email addresses and 5 fields of descriptive information against one name. You can also place names in your phone memory into groups to simplify searching. The numbers from either of these personal phonebooks can be viewed, altered and called whenever you wish. Up to 10 phone memory number can have a voice recognition recording allocated to them, enabling you to recall these numbers from the phonebook by voice activation.

Fixed dialling numbers (FDN)

Fixed dialling numbers are a means of limiting which numbers can be called from your phone. With the FDN feature switched on (see page 32), only numbers you have stored in this phonebook and the emergency number can be called from your phone.

Service dialling numbers (SDN)

The numbers stored in the SDN phonebook are supplied ready installed by your service provider. They will call numbers and services as agreed with your supplier (e.g. customer enquiries, billing information, sportslines, weatherlines, etc.) and cannot be edited by you. You will not be able to see the number which will be dialled, only the associated text title.

Call lists

There are 3 call lists in your phone's memory:

- Missed calls
- Incoming calls
- Outgoing calls

These lists contain the last 10 calls of each type. As a new call is added to a list of 10 the oldest is deleted. To view these call lists, proceed as follows:

- Press **MENU** 8 then press **1** to display the missed calls list **2** for the incoming calls list or **3** for the outgoing calls list.
- Use the **▲** and **▼** keys to highlight a number in the list and press **Softkey 1**. Press **1** then **Softkey 1** to call the number or **2** then **Softkey 1** to store the number in your phonebook (see page 21 for details on storing a number).
- To clear the currently displayed list, press the **C** key.

When viewing any of the directories described, you can scroll to the other directories (if your SIM card supports them) by using the **↔** key.

The procedures for storing, calling, altering and deleting these numbers are detailed from page 21 onwards.

The maximum number of phone numbers that can be stored on a SIM card is shared between the ADN, FDN and SDN directories.

Although FDN is supported by your phone, it must be present on your SIM - check with your service provider.

Although SDN is supported by your phone, it must be present on your SIM - check with your service provider.

A quick way to view the incoming and outgoing call lists from the standby screen is to press **◀** for incoming or **▶** for outgoing.

If you insert a SIM card other than your own, information such as call logs may be lost.

To redial the last number you called, press the **↶** key twice.

Setting the primary phonebook

Either the phone memory or SIM memory can be set to be the primary phonebook as follows:

- Press **MENU 0 8**. The setting menu will be displayed.
- Press **1** to set the phone memory as the primary phonebook or **2** to set the SIM memory.

Storing numbers & names (Phone memory, SIM memory & FDN)

There are two types of phone number entry screen:

- Blank
- Number pre-loaded

Blank entry screen

To display a blank entry screen, proceed as follows:

- With no number entered into the standby screen, press **MENU 0 1**. A blank name/number entry screen will be displayed.

Number pre-loaded entry screen

A number can be pre-loaded into the name/number entry screen by keying the required number into the standby screen and pressing the **↵** key, or by selecting the 'Move to phonebook' option (**2**) in any call list (see page 20), or by selecting the 'Entry phonebook' option (**4**) from an incoming message (see page 35).

Storing

- With the name/number screen displayed (either blank or pre-loaded) key in the name to associate with the phone number you wish to store (see page 29 for text entry details).

If the screen was blank when entered, press **▼** then key in the phone number you wish to store and press **Softkey 1**.

If the correct number had been pre-loaded, press **Softkey 1**. The Choose location screen for the primary phonebook (normally the phone memory phonebook) will be displayed.

- If you wish to select between other available phonebooks, press the **↵** key until the required phonebook is displayed at the base of the screen. If you select the FDN directory you will have to enter your PIN 2 code to continue (for security code details, see page 33).

- To store the number in the next available location of the selected phonebook, press **Softkey 1**. To store the number in a specific location, key in the location number required. If the location is already in use, you will be prompted to press **Softkey 1** to confirm the replacement.

If you are entering the number into the phone memory, you will be offered some alternative number types to choose from.. Press the appropriate key to select the required phone number type (see table right).

- Press **Softkey 2** to return to the phonebook menu or **⏏** to return to the standby screen.

If you have entered the number in the phone's memory, you have the ability to personalise the entry by allocating a specific ring type, an LED colour, a phonebook picture, adding the number to a group, etc. (see page 23).

*If the number displayed in the standby screen is already in your phonebook when the **↵** key is pressed, that entry will be displayed.*

It is best to store numbers using the international number format (see page 11).

To set the primary phonebook (Phone memory or SIM memory), see above.

Phone number type	No.
Home	1
Mobile	2
Work	3
Data	4
FAX	5
Spare 1	6
Spare 2	7

If you select the FDN directory you will have to enter your PIN 2 code to continue (for security code details, see page 33).

Recalling stored numbers & entering the edit menu

The phone numbers in your personal phonebook can be located and then called or edited using one of the following methods:

Alphabetical list

- Press or **MENU** **0 2** to display the primary phonebook's numbers in alphabetical order. To change phonebooks (e.g. from phone memory to SIM), press . The entries in the other personal phonebook will now be displayed.
- Use the and keys as appropriate to scroll through your directory or hold them down to scroll a page at a time. To jump directly to names starting with a specific character, press the appropriate number key (e.g. press **5** *once* to jump to names beginning with J or *twice* to jump to names beginning with K).
- When viewing the phone memory phonebook, use the and keys to display the other number types within a record (home, mobile, work, etc.). Each type is identified by a relevant icon.
- When the required number or name is highlighted, press the **MENU** key to display the edit menu (see page 23) or **Softkey 1** to perform the action described by the Softkey's function label. Press **Softkey 2** to exit the phonebook and return to the previous screen.

Memory location list

- Press **MENU** **0 3**. The primary phonebook contents will be displayed in location order (location 1 first).
- Use the and keys as appropriate to scroll through your directory or hold them down to scroll a page at a time.
- When viewing the phone memory phonebook, use the and keys to display the other number types within a record (home, mobile, work, etc.). Each type is identified by a relevant icon.
- When the required number or name is highlighted, press the **MENU** key to display the edit menu (see page 23) or **Softkey 1** to perform the action described by the Softkey's function label. Press **Softkey 2** to exit the phonebook and return to the previous screen.

Search by group

- Press **MENU** **0 4**. The list of group names will be displayed.
- Use the and keys as appropriate to scroll through the list and when the required group name is highlighted, press **Softkey 1** to display the names of the entries in that group.
- Use the and keys as appropriate to scroll through the names or hold them down to scroll a page at a time.
- When viewing the phone memory phonebook, use the and keys to display the other number types within a record (home, mobile, work, etc.). Each type is identified by a relevant icon.
- When the required number or name is highlighted, press the **MENU** key to display the edit menu (see page 23) or **Softkey 1** to perform the action described by the Softkey's function label. Press **Softkey 2** to exit the phonebook and return to the previous screen.

- There will be a delay whilst your phone scans the phonebook.
- To set the primary phonebook, see page 21.
- If the FDN function has been set to On (see page 32), only numbers in the FDN directory can be called.
- To call numbers in the SDN directory, press the key until the SDN directory is displayed and then use either the scrolling or searching method to locate and call the number.
- Up to 10 phone memory entries can be recalled by using the voice recall feature. See page 25 for creating a voice recall recording and page 14 for recalling one of these entries.

Editing or personalising phone memory numbers

The edit menu enables any phone number stored in the phone's memory can have additional information and attributes added to it, and 10 numbers can have a voice recall recording attached to them. This menu allows phonebook entries to be deleted and also copied or moved between the phone memory and SIM memory.

Editing phonebook entries

- When any phonebook record is highlighted, the edit menu can be displayed by pressing the **MENU** key.
- Press the appropriate key to select the required function (see table right).

SIM memory edit

The edit function can be used to alter the existing information in a SIM memory record as follows:

- When a SIM memory record has been entered for editing purposes, the name field is displayed above the number field. Press **Softkey 1** to enter the edit mode.
- Use the text editing facilities (see page 29) to make any changes necessary to the text and then press the **▼** key to enter the number field. Make any changes necessary and press **Softkey 1** to save the changes.

Phone memory edit

The edit function can be used to alter any of the existing information in a phone memory record, and, in addition, the following attributes can be added to a record:

- Add further phone numbers (home, work, mobile, etc.)
- Add 2 e-mail addresses
- Add personal information into 2 information fields
- Allocate the phone number to a group
- Ungroup the phone number
- Add a voice recall recording (10 entries only)
- Allocate one of the seven LED colours
- Allocate a phonebook picture
- Allocate a ring melody

To edit or add attributes to a phone memory entry, proceed as follows:

Editing existing phone memory information

- With the required phone record's details displayed in the edit mode, use the **▼** and **▲** keys to highlight the title of the field to be edited and press **Softkey 1**. The field's contents will be displayed at the top of the screen with the next field's contents shown below.
- Make the necessary changes to the selected field (see page 29 for editing procedures) and either press **Softkey 1** to save the changes or the **▼** key to enter the field below and make further alterations if required and then press **Softkey 1**. The phone details will be re-displayed. Press **Softkey 2** to return to the edit menu or **END** to return to the standby screen.

Function	No.
Edit	1
Delete	2
Move	3
Copy	4
Jump to index	5
Empty count	6

*Option 5 (Jump to index) brings up the selected phonebook's contents in alphabetical order (see **Alphabetical list** on page 22 for details on this facility).*

Option 6 (Empty count) displays how many empty locations remain in the selected phonebook's memory.

Adding phone numbers, e-mail addresses & personal information

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the title of the field you wish to add information to and press **Softkey 1**. The field will be displayed at the top of the screen with the next field shown below.
- ☞ Add the required number or information to the selected field (see page 29 for text entry procedures) and either press **Softkey 1** to save the additions or the ▼ key to enter the field below and make further additions if required and then press **Softkey 1**. The phone details will be re-displayed.
- ☞ Press **Softkey 2** to return to the edit menu or ⏏ to return to the standby screen.

Creating a group name

There are 20 group headings available to allocate phone numbers to (including 'No group'). The groups that can have their names edited are called group 1 to 19 when your phone first arrives. To change these names to be representative of the phone numbers that are to be allocated to them, you must change their names as follows:

- ☞ Press **MENU 0 5**. The list of group names is displayed.
- ☞ Use the ▼ and ▲ keys to highlight the group name you wish to change and press **Softkey 1**. The group name edit screen will be displayed.
- ☞ Use the text entry procedure (see page 29) to enter the required name and press **Softkey 1**. The group list will be re-displayed. Either select another group name to alter and repeat the procedure or press **Softkey 2** to return to the phonebook menu.

Add a phone record to a group

To make it easier to search for numbers, it is possible to create a group name (see above), e.g. work, golf, family, etc. and then allocate numbers to the group. To do this, proceed as follows:

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the group field and press **Softkey 1**. The group name list will be displayed.
- ☞ Use the ▼ and ▲ keys to highlight the group name you wish to add the record to and press **Softkey 1**. The phone record details will now be re-displayed.
- ☞ Press **Softkey 2** to return to the edit menu or ⏏ to return to the standby screen.

Ungroup a phone number

If you wish to remove a number from a group, proceed as follows:

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the group field and press **Softkey 1**. The group name list will be displayed.
- ☞ Use the ▼ and ▲ keys to highlight 'No group' and press **Softkey 1**. The phone record details will now be re-displayed.
- ☞ Press **Softkey 2** to return to the edit menu or ⏏ to return to the standby screen.

Add a voice recall recording

Up to 10 records in the phone memory phonebook can have a voice recall recording allocated to them so you can display the entry by saying the recall word(s) into the phone's mouth piece. To create a voice recall recording, proceed as follows:

- ☛ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- ☛ Press **1**. The training screen will be displayed, prompting you to say the word(s) to use as a recall recording.
- ☛ Speak into the phone's mouth piece as you would if you were making a call. The recording will be repeated in the earpiece and you will be prompted to repeat the word(s). If you say the words incorrectly on the second attempt, you will be prompted again. When you have repeated the words correctly, the phone record details will be re-displayed showing the voice field as 'set'.
- ☛ Press **Softkey 2** to return to the edit menu or ⏪ to return to the standby screen.

Playing a voice recall recording

To play a voice recall recording that has been allocated to number, proceed as follows:

- ☛ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- ☛ Press **2**. The voice recall recording for the selected phone record will be played in the phone's earpiece and the phone record details will be re-displayed.
- ☛ Press **Softkey 2** to return to the edit menu or ⏪ to return to the standby screen.

Editing/deleting a voice recall record

- ☛ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the voice field and press **Softkey 1**. The voice menu will be displayed.
- ☛ Press **3**. A screen asking you to confirm the deletion will be displayed.
- ☛ Press **Softkey 1** to delete the recording.

If you wish to replace the recording, press **Softkey 1** and repeat the 'Add a voice recall recording procedure' from the second step above.

If you just wished to delete the recording, press **Softkey 2** to return to the edit menu or ⏪ to return to the standby screen.

 To use the voice recall facility, see page 14

Allocate an LED colour

If you wish the LED to flash a certain colour when a particular phone number calls your phone, proceed as follows:

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the LED field and press **Softkey 1**. The LED on/off screen will be displayed.
- ☞ Press **Softkey 1**. A list of the LED colours will be displayed.
- ☞ Use the ▼ and ▲ keys to highlight the LED colour required (as each colour is highlighted, an example will be displayed by the LED - see right) then press **Softkey 1** to make your selection. The phone record details will be re-displayed showing which colour LED has been allocated.
- ☞ Press **Softkey 2** to return to the edit menu or Ⓜ to return to the standby screen.

Allocate a phonebook picture

To display one of the 10 phonebook pictures stored in your phone when a particular phone number calls you, proceed as follows:

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the picture field and press **Softkey 1**. The phonebook picture on/off screen will be displayed.
- ☞ Press **Softkey 1**. The first phonebook picture and its title will be displayed.
- ☞ Use the ▼ and ▲ keys to the phonebook pictures in turn and when the required picture is displayed, press **Softkey 1**. The phone record details will be re-displayed showing a phonebook picture has been 'set'.
- ☞ Press **Softkey 2** to return to the edit menu or Ⓜ to return to the standby screen.

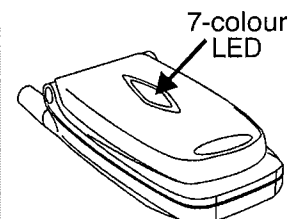
Allocate a ring melody

If you wish a specific ring melody to sound when a particular phone number calls your phone, proceed as follows:

- ☞ With the required phone record's details displayed in the edit mode, use the ▼ and ▲ keys to highlight the melody field and press **Softkey 1**. The melody on/off screen will be displayed.
- ☞ Press **Softkey 1**. The list of melodies will be displayed with a ✓ next to the current melody.
- ☞ Use the ▼ and ▲ keys to highlight the required melody (an example of each melody will be played when they are highlighted) and press **Softkey 1**. The phone record details will be re-displayed showing the melody title in the melody field.
- ☞ Press **Softkey 2** to return to the edit menu or Ⓜ to return to the standby screen.

Deleting a single phonebook record

- ☞ When any phonebook record is highlighted, the edit menu can be displayed by pressing the **MENU** key.
- ☞ Press **2**. The confirmation screen will be displayed.
- ☞ Press **Softkey 1** to delete the record or **Softkey 2** to cancel the action.



☞ Phonebook pictures can be uploaded to a special NEC web site and then downloaded to your phone (see page 54).

☞ A phonebook picture can be allocated to more than one phone record.

Move/copy a record between locations and/or phonebooks

To move or copy a phone record from one location to another within a phonebook or from the phone memory phonebook to the SIM phonebook (or vice versa), proceed as follows:

- ☛ When any phonebook record is highlighted, the edit menu can be displayed by pressing the **MENU** key.
- ☛ Press **3** to move a record or **4** to copy it. The enter location screen will be displayed.
- ☛ To move/copy the record to the new location suggested, press **Softkey 1**.

To move/copy the record to another location within the same phonebook, key in the location required and press **Softkey 1**. If the location is already in use, you will be prompted to press **Softkey 1** to confirm the replacement.

To move/copy the record to another phonebook, press the  key until the required phonebook is displayed. The Enter location screen for the selected phonebook will be displayed. To move/copy the record to the location suggested, press **Softkey 1**. To move/copy the record to another location, key in the location required and press **Softkey 1**. If the location is already in use, you will be prompted to press **Softkey 1** to confirm the replacement. The edit menu will be displayed.

- ☛ Press  to return to the standby screen.

Package copy

To copy multiple phone records in the SIM memory to the phone memory, copy 7 phone number to the SIM memory, or to copy all memory records to the SIM memory, proceed as follows:

- ☛ Press **MENU** **0 6**. The package copy menu will be displayed.
- ☛ Press **1** to copy multiple records to the phone memory by location number, **2** to copy first located phone number type to the SIM memory, or **3** to copy all phone number types to the SIM memory.
- ☛ If you selected option **1**, you will be prompted to enter the location from which the copy will start and then the location at which the copy should end and then press **Softkey 1**. If you wish to copy all records, just press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.

If you selected option **2**, you will be prompted to enter the location from which the copy will start and then the location at which the copy should end and then press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.

If you selected option **3**, you will be prompted to enter the location from the record will be copied and then press **Softkey 1**. A confirmation screen will be displayed. Press **Softkey 1** to confirm. A status screen will be displayed showing the progress of the copy. When the copy has finished, a confirmation screen will be displayed. Press **Softkey 2** to return to the package copy menu.

- ☛ Press  to return to the standby screen.



If a record is moved/copied from the phone memory to the SIM memory, the name will be truncated to the number of characters allowed by your SIM and you will be requested to select which number in the record you wish to move or copy.

If a record is moved/copied from the SIM memory to the phone memory, you will be prompted to enter the phone number type before the record is stored (see page 23).



When records are copied from the phone memory to the SIM memory, the name will be truncated to the number of characters allowed by your SIM and, if a single record is being copied, only the first phone number in the record will be stored. If a multiple copy is carried out to the SIM, each number will be allocated a location.

When records are copied from the SIM memory to the phone memory, it will be assumed the number is a home number.

Delete all phone records

To delete all phone records in your phone memory only, proceed as follows:

- Press **MENU 0 7**. A deletion confirmation screen will be displayed.
- Press **Softkey 1** to delete all the phone records, or **Softkey 2** to cancel the operation.

Scratchpad number

Your phone has a scratchpad facility that enables you to take down a telephone number during a call and then make a call to it when you have finished. This scratchpad number can be stored in memory for future use.

Noting & calling a scratchpad number

- During a call, key in the number to be placed in the scratchpad. It will be shown on your phone's screen.
- Press the **Ⓢ** key when the call is finished. The number will still be displayed. Press the **☎** key. The number displayed will be called.

Storing a scratchpad number

- With the scratchpad still displayed, press the **☎** key. **Enter name** will be displayed.
- Key in a name associated with the number (see page 29 for the text entry procedure). Press the **▼** key to confirm you have completed the text entry. The cursor will enter the number entry area.
- To store the number in the next available location, press the **☎** key. To store the number in a specific location, key in the location number required and then press the **☎** key.

Information numbers

Your phone has a menu option which will enable you to access Network and Service provider specific numbers (e.g. Billing enquiries, Customer care, etc.). This option will only work if you have an appropriate SIM card in your phone.

To access these information numbers, proceed as follows:

- Press **MENU 0 9**. A list of available numbers will be displayed.

 *The Delete all phone records facility is not applicable to the SIM memory.*

 *Information numbers will only be available if they are supplied by your Service provider.*

Text entry & number editing

This section describes how you enter text (letters, numbers and symbols), your own phone numbers and modify phone numbers when required.

Text entry

Whenever you need to enter text (for short messages, storing names with numbers, etc.), successive presses of a number key will display different characters as shown in the tables below. Pressing the ***** key toggles between lower case, shift (upper case for one letter) and caps lock (permanent upper case). Whenever a text entry screen is displayed, the **MENU** key will display a menu that enables you to select normal text (ABC), T9™ Text Entry (T9) or numeric entry (123) - see the tables that follow for symbol to key allocation in these entry modes. For phone number editing facilities, see page 31.

Normal text (ABC)

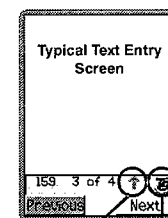
Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	1 . , ? ! - ' @ :		7	P Q R S 7 Π P Σ	p q r s 7 β
2	A B C 2 Å Ä Æ Ç	a b c 2 å ä æ ç	8	T U V 8 Û	t u v 8 û ü
3	D E F 3 Δ Ê Φ	d e f 3 è é	9	W X Y Z 9 Ω Ξ Ψ	w x y z 9
4	G H I 4 Γ	g h i 4 i	0	Space 0 \$ £ ¥ € #	
5	J K L 5 Λ	j k l 5	*	Toggle Shift/Caps lock (↑ = shift ⬆ = Caps lock)	
6	M N O 6 Ñ Ò Ó	m n o 6 ñ ò ó	#	Active symbol mode	

T9™ Text Entry

Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	1 . , ? ! ' @ : 1		7	P Q R S 7	p q r s 7
2	A B C 2	a b c 2	8	T U V 8	t u v 8
3	D E F 3	d e f 3	9	W X Y Z 9	w x y z 9
4	G H I 4	g h i 4	0	Space if no word highlighted Select T9 word when a word is highlighted	
5	J K L 5	j k l 5	*	Toggle Shift/Caps lock (↑ = shift ⬆ = Caps lock)	
6	M N O 6	m n o 6	#	Active symbol mode or Next T9 candidates if highlighted	



Not applicable to text entry in the WAP mode.



Shift/Caps Lock Indicator

Text Entry Mode Indicator (T9™, text or numeric)

When entering normal (ABC) text, and the character you require is displayed, press the **▶** key to move to the next character position (if you wait for more than 1 second, the cursor will move one character to the right automatically).

If you make a mistake, use the **◀ ▶ ▲ ▼** keys to place the cursor to the right of the incorrect character then press the **C** key.

Numeric entry (123)

Digit	Upper case mode	Lower case mode	Digit	Upper case mode	Lower case mode
1	1		7	7	
2	2		8	8	
3	3		9	9	
4	4		0	0	
5	5		*	Disabled	
6	6		#	Active symbol mode	

Symbol mode

In the symbol mode each key will display a symbol according to its Candidate page (see the table below). By pressing the # key in a text entry mode the symbol mode will be turned on. Use the ▼ and ▲ keys to select the candidate pages and then press the appropriate number to select the required symbol.

Candidate Page	Symbols											
	1	2	3	4	5	6	7	8	9	*	0	#
1	.	!	?	¿	_	,	'	"	:	;	Space	&
2	^		~	%	-	=	+	-	/	*	Space	#
3	(	)	[	]	{	}	<	>	/	\	Space	&
4	.	\$	€	£	¥	ı	\$	¤	/	@	Space	#

Edit your own phone number

To edit your own number, proceed as follows:

Add an own phone number

- Press **MENU** 6 4. Your own number will be displayed.
- Use the **C** key to delete individual characters or hold it down to delete all characters and then use the keypad to enter the correct number.

If an own number has not been previously entered a blank screen will be displayed.

Phone number editing

Your phone enables you to edit phone numbers in the following circumstances:

- When a number is displayed whilst in standby. (standby screen number)
- When a scratchpad number is displayed whilst in a call (standby screen number)
- During the storage of an own phone number. (standby screen number)
- During the entry of a divert-to number. (divert number)
- When short message destination number is displayed. (stored number)
- When your short message service centre number is displayed. (stored number)
- When a number is displayed whilst in any of the phonebooks (ADN or FDN). (stored number)

Editing

A short press of **C** will delete the number to the left of the cursor, a long press will delete the entire number. When a number key is pressed, it will be inserted at the cursor position.

Entering special characters

Entering a + symbol (for international numbers, see page 11)

Before you can enter a + symbol in a number, the cursor must be at the beginning of a number. To enter a + symbol, press and hold down the **0** key for about a second.

Entering a pause (for DTMF dialling)

If you want to enter a pause in a number, make sure the conditions in **Entering a + symbol** above do not apply first and then press and hold the **#** key down for about a second.

T9™ Text Input

Your phone incorporates T9™ Text Input, enabling fast, easy and intuitive text input. Your phone's keypad provides the following T9™ Text Input functions with the required phone record's details displayed in the edit mode:

- ☞ Press **MENU** then **1** to select T9™ Text Input (T9), **2** normal text input (ABC), **3** numeric input (123) or **4** to select the options menu. The options menu allows you to Edit, Clear, Copy or Paste.
- ☞ Press **#** when a word is highlighted to display other matching words.
- ☞ Press **0** to complete word and insert a space.
- ☞ Press **2** to **9** to enter text (default - lower case) as described on page 29.
- ☞ Press ***** to change from lower case shift (one character upper case) or caps lock (all characters upper case).
- ☞ Press **C** to delete a single character or space.
- ☞ Press the **▲ ▼ ◀ ▶** keys to move the cursor within text.

Security

The facilities outlined in this section enable you to protect your phone from improper and unauthorised use.

FDN setting

Press **MENU** **7 7** then press **Softkey 1** to turn FDN on or **Softkey 2** to turn it off.

 You may be requested to enter your PIN 2 code to change the FDN setting.

Security codes

You may be required to enter one of the five security codes (shown below). When the phone prompts you for one of these codes, use the keypad to enter the appropriate number and press **Softkey 1**.

- PIN 1 code (provided by your Network to protect your SIM card if it is stolen)
- PIN 2 code (provided by your Network for AoC and FDN services protection)
- PUK code (personal unblocking key in case you forget PIN 1 code)
- PUK2 code (personal unblocking key in case you forget PIN 2 code)

PIN 1 code

Your phone can be set up so it needs your PIN 1 code entered at power up before the phone can be used at all. If the PIN 1 code is not entered, not even incoming calls can be answered. If you enter your PIN 1 code incorrectly more than three times (not necessarily in the same session) not even the correct PIN 1 code will work and you will have to contact your service provider for a PUK code to unblock your SIM card.

 Press **MENU** **7**. The security menu will be displayed.

 Press **2** to turn PIN 1 code entry on (Enable) and **3** to turn it off (Disable). You will be prompted to enter your PIN 1 number to confirm the change.

Changing your PIN 1 code

 Press **MENU** **7 1**. The PIN 1 change screen will be displayed.

 Key in the current code. You will be prompted to enter the new code and then to enter it again as confirmation. A confirmation screen will be displayed momentarily and then the security screen will be displayed.

 See also: FDN storage on page 20.

 The FDN facility is network dependant.

 If you forget any of these codes, **ALWAYS** contact your service provider as they are the **ONLY** source for your codes.

 The PIN 2 code is SIM card related and may only be available from your service provider.

 Some SIM cards are set up so that PIN 1 number entry cannot be turned off.

PIN 2 code

Your phone supports advanced feature (e.g. FDN) that may require a PIN 2 code to be entered before they can be accessed or modified. If the PIN 2 code is entered incorrectly 3 times, you will need to contact your service provider for a PUK 2 code.

Changing your PIN 2 code

-  Press **MENU 7 4**. The PIN 2 change screen will be displayed.
-  Key in the current code. You will be prompted to enter the new code and then to enter it again as confirmation. A confirmation screen will be displayed momentarily and then the security screen will be displayed.

Bar calls

This facility allows you to restrict the following types of calls made or received on your phone.

- All outgoing
 - International outgoing
 - International outgoing except to home
 - All incoming
 - Incoming if abroad
-  Press **MENU 7 5**. There will be a delay while your phone checks its barring status with your network and then the call barring screen will be displayed.
-  Use the **◀ ▶ ▲ ▼** keys to select the type of barring (shown above) and whether it should be for Speech, Data, FAX or SMS then press **Softkey 1**. When a selection has been made, the selected setting will have a red bar over its icon.
-  When the setting has been made, press the **✓** key and then enter your Network barring password.

 If ALS is active on your phone, the icons for line 1 will be red and for line 2 they will be green.

 Call barring facilities (barring, cancelling barring and checking barring) are network services and may require a password.

Messages & voice mail

Short messages overview

Standard messages

Your phone can send and receive standard messages, each containing 160 text characters. The phone can store up to 255 received messages on your SIM card. When you receive a message, your phone will ring, the message icon will be shown on your phone's display and its LED will flash blue.

Your phone will automatically send a message to the service centre when your SIM memory is full. When the service centre has been informed that your SIM is full, an error message will be displayed and it will not send your phone any further messages until your SIM has some free message space. Your phone will automatically notify the service centre there is more space and message reception will resume.

When you send a message you can attach a receipt request. This will cause the service centre to send you a message indicating whether your original message was delivered successfully or not.

Auto display

With Auto display set to On (see Message setup on page 37), after your phone has alerted you to the incoming message it will display the option to view the message now (**Softkey 1**) or later (**Softkey 2**).

Options

Your phone's SMS facilities can be customised to work the way you wish (e.g. Delete, Forward, Reply, etc.). Details of these options and how to set them up can be found in Message options on page 37.

Area messages (cell broadcast messages)

These messages are sent by the network to all phones in a certain area and can be viewed in the normal way (see page 38).

Bearer type

Although CSD is the normal bearer type for your SMS messages, you can elect to use GPRS instead. To select which bearer type you wish to use, proceed as follows:

Press **MENU** **3 5 7** then press **1** to select CSD to be the bearer, or **2** for GPRS.

Press **END** to return to the standby screen.



The Short Message Service is network dependant.



Although your phone can store up to 255 messages, your SIM card may limit this to a smaller number.



Setting the bearer type is service provider and/or network dependent. Please check with your service provider before you attempt to select GPRS to be your message bearer.

Reading messages

- ☛ To view the incoming message list from the standby screen press **Softkey 1**. To have a choice of either the incoming or outgoing messages, press **(MENU) 3 1** then press **1** to view incoming messages or **2** to view outgoing messages. The appropriate message list will be displayed.
 - ☛ Use the **▲** and **▼** keys, if necessary, to scroll through the message list then press **Softkey 1** to read the required message.
 - ☛ Use the **▲** or **▼** key as necessary to scroll through the message.
 - ☛ Press the **(MENU)** key to copy the text contents into memory in order to edit the text later.
- Press **Softkey 1** to enter the edit/send menu (see below).
- ☛ When you have finished viewing the messages and you do not wish to proceed to the edit/send message menu, keep pressing the **C** key to retrace your steps through preceding menus until you return to the standby screen.

Options menu

To access the functions available in this menu, press **Softkey 1** whilst viewing a message. The menu will vary according to whether the message was incoming or outgoing:

New/old incoming messages

- ☛ Press the relevant key(s) according to the table right.

- Delete:** Deletes the message.
- Forward:** Opens the write screen displaying the original message for you to edit and forward to a third party.
- Reply:** Opens the Write screen so you can compose a message to reply to the sender.
- Entry**
- Phonebook:** Prompts you to enter the sender's phone number into your phonebook.

Incoming Function	Key
Delete	1
Forward	2‡
Reply	3‡
Entry phonebook	4

Sent/unsent outgoing messages

- ☛ Press the relevant key(s) according to the table right.

- Delete:** Deletes the message.
- Write:** Opens the Write screen containing the message for you to edit and send.
- Auto Redial List:** Displays a list of numbers you can send the message to.

Outgoing Function	Key
Delete	1
Write	2‡
Auto Redial List	3

☛ See also: Auto display on page 34.

☛ The messages in the lists are displayed with the latest first

☛ A * displayed next to an incoming message indicates it is unread. A * displayed next to an outgoing message indicates it is unsent.

☛ If you wish the network to provide you with a status report regarding the delivery of the message, ensure the status report option is set to 'on' before you send the message (see page 37).

☛ The reply facility uses the phone number of the person who sent the message.

‡ Key in or edit the message as appropriate (see page 36).

Creating a short message

To create a short message, proceed as follows:

- ☛ Press **MENU** **3 2**. The message entry screen will be displayed.
- ☛ Enter your message (up to 160 characters) using the procedure detailed on page 29.
- ☛ If the **MENU** key is pressed at any time during message creation, the Edit menu will be displayed. Press **1** to turn T9 on, **2** to turn normal text entry on, **3** to turn numeric entry on or **4** to open the options menu (press **1** for edit, **2** for the clear mode, **3** to copy text or **4** to paste text).
- ☛ When you have created your message, press **Softkey 1**. The message destination list will be displayed.
- ☛ Press **1** to open the Auto redial list, **2** to select a number from the phonebook, or **3** to manually input the destination number.
- ☛ When you have selected or entered the phone number you wish to send the message to, press **Softkey 1**. The send message menu will be displayed.
- ☛ Press **1** to send and store the message, **2** to just send the message or **3** to just save the message.
- ☛ Whilst a message is sent, a name, number and a phonebook picture will be displayed (if a name and phonebook picture have been stored against the number in your phone memory phonebook). If there is no name or phonebook picture stored against the phone number you are sending the message to, the number and a graphic will be displayed until the message has been sent and you get a confirmation message displayed.

Deleting a message

To delete a message, proceed as follows:

- ☛ Press **MENU** **3 3**. Press **1** to display the incoming message list or **2** to display the outgoing message list. The selected message list will be displayed.
- ☛ Use the **▼** and **▲** keys to highlight the required message and then press **Softkey 1**. A confirmation screen will be displayed.
- ☛ Press **Softkey 1** to delete the message and return to the list or **Softkey 2** just to return to the message list.
- ☛ Either repeat the procedure or press **Softkey 2** to return to the delete menu.

☛ Whilst creating a short message, a counter is displayed at the base of the display showing the number of characters remaining out of the 160 allowed per message.

☛ When you are in the ABC (normal text) mode, any word entered that is not in the T9 dictionary will be added automatically.

☛ If you receive a call while you are creating a message, the message will be saved automatically for you to complete later.

☛ If there is no space left in your SIM's memory to store the message, the message cannot be stored.

Message setup

The following facilities

Voice mail number

To set up your Voice mail centre's number, proceed as follows:

- Press then **MENU 3 5 1**. The Voice Mail number screen will be displayed.
- Enter the relevant number or edit the existing one and press **Softkey 1**.

Auto display

To enable a prompt to be displayed on your phone's screen, enabling a message to be viewed as soon as it is received, proceed as follows:

- Press **MENU 3 5 2**.
- Press **Softkey 1** to toggle between on and off.

SMS centre number

To set up your SMS centre's number, proceed as follows:

- Press **MENU 3 5 3**. The SMS centre number screen will be displayed.
- Enter the relevant number or edit the existing one and press **Softkey 1**.

Valid time

To set the time your messages will be held by your network, proceed as follows:

- Press **MENU 3 5 4**.
- Select the required time scale by pressing the appropriate number (see table right).
- Press **Softkey 1** to store the selected valid time.

Status report

To select whether or not a status report request is attached to all messages sent, proceed as follows:

- Press **MENU 3 5 5**. The status report on/off menu will be displayed.
- Press **Softkey 1** to toggle between on and off.

Delete voice mail icon

If your network does not turn off your voice mail icon automatically when you have listened to all your messages, proceed as follows:

- Press **MENU 3 5 6** to turn your voice mail icon off manually.

 This feature is disabled when ALS is active.

 When you have completed any of the setup menu functions, you will be returned to the option menu. Press **C** once to return to the message menu or twice to return to the standby screen.

Time	No.
12 hours	1
1 day	2
1 week	3
1 month	4
Max time	5

 The Delete voice mail icon facility is Network dependant.

Cell broadcast messages

These messages are sent by the network to all phones in a certain area.

Reading cell broadcast messages

- Press **MENU 3 6 1**. The message will be displayed.
- Use the **▼** and **▲** keys to scroll through the message.
- Press **Softkey 1** when you have read the message. The cell broadcast menu will be re-displayed.

Auto displaying cell broadcast messages

If auto display is turned on, cell broadcast messages will be shown on your phone's display as they are received. To turn auto display on or off, proceed as follows:

- Press **MENU 3 6 2**. The auto display menu will be displayed.
- Press **Softkey 1** to turn auto display on or **Softkey 2** to turn it off. With auto display On, a **✓** will be displayed over its icon.

Cell broadcast message filter

The message filter gives you the following choices:

- All (view all cell broadcast messages)
- None (view no cell broadcast messages)
- List (view only cell broadcast message types from the filter list)

To set the filter, proceed as follows:

- Press **MENU 3 6 3**. The filter menu will be displayed.
- Press **1** to view all cell broadcast messages, **2** to view none and **3** to manage the filter list (see below).
- When you have made your selection (and altered the filter list if applicable), the chosen option icon will have a **✓** over it.
- Press **Softkey 2** to return to the cell broadcast main menu.

Cell broadcast filter list

To add to or edit the cell broadcast message filter list, proceed as follows:

- Press **MENU 3 6 3 3**. The cell broadcast message filter list will be displayed. If there are no cell broadcast message type codes in the list you will be prompted to add one. Press **Softkey 1**, key in the relevant code and press **Softkey 1** again.
- With the filter list displayed, either press **Softkey 2** to accept its contents and return to the main menu or use the **▲** and **▼** keys to highlight a cell broadcast message code and then press **Softkey 1** to open the options menu. If you press **1** you will be prompted to add a code (see the procedure above). If you press **2** the highlighted filter code will be deleted.

 The default setting is All.

 For information regarding cell broadcast message codes, contact your service provider.

 If when you delete a code there are no more codes in the list, you will be prompted to enter another code.

Cell broadcast languages

To set the language of your cell broadcast messages, proceed as follows:

- ☛ Press **MENU** **3 6 4**. The cell broadcast message language list will be displayed with a ✓ next to the currently selected language.
- ☛ Use the ▼ and ▲ keys to select the required language and press **Softkey 1**.
- ☛ Press **Softkey 2** to apply the setting. The cell broadcast main menu will be displayed.

Voice mail

Your phone supports voice mail, allowing incoming calls to be diverted to the voice mail service provided by your network.

When you are called, your current divert settings will dictate if the call is diverted to your voice mailbox. When you next turn on your phone, the network will send you a signal informing you that you have voice mail waiting. This will cause the voice mail icon () to be displayed on your phone. You can then call your voice mail centre and listen to your message(s).

Diverting your incoming calls to voice mail

Divert your call in the normal way (see page 14) but enter your voice mail service centre number as the number to divert to.

Storing/changing your voice mail number(s)

Before you can use the voice mail retrieval menu option you must store your voice mail retrieval number (see page 37).



The above option is SIM dependent.

Retrieving your voice mail

To retrieve your voice mail, proceed as follows:

- ☛ Press **MENU** **3**. Then press **7** to be connected to your voice mail centre on line 1, or **8** to be connected to your voice mail centre on line 2 (ALS active).

Fast dial access to your voice mail

- ☛ Press and hold the **1** key to access your voice mail (in a GSM network, this will only work if you have a number stored in voice mail 1 - see page 37).



The number of broadcast languages which can be selected simultaneously varies depending on your SIM. A warning message appears if more broadcast languages than allowed are selected and an attempt is made to apply them.



The Voice Mail facility is network dependant.



Contact your Service Provider for details of your voice mail number, and any other options associated with this facility.



Some networks send a voice mail signal which turns on your message icon ().



You can also store your voice mail number in your phonebook with names . This means when you retrieve your voice mail the stored name will be displayed on your phone.



When you use the Fast dial access facility with ALS active, the voice mail will be retrieved for your default line.



If your phone is displaying the message icon () but you have no new messages, it could mean your network uses the same icon for messages and voice mail.

Accessories

Currency converter

This facility allows you to convert an amount of money from a source currency into the equivalent amount in any one of 25 other countries' currencies.

To convert an amount of money from one currency to another, proceed as follows:

☞ Press **MENU** **# 2**. The currency converter screen will be displayed.

☞ Press the **▼** key. The source currency code will be highlighted.

To change the source currency, either use the **◀** and **▶** keys to scroll through the currency codes (see table right for a list of codes and their respective currencies and regions) or press **MENU** **1** to bring up the currency list then use the **▲** and **▼** keys to highlight the required currency and press **Softkey 1**. The current currency will have a **✓** next to it.

☞ Press the **▼** key. The destination currency code will be highlighted.

To change the destination currency, either use the **◀** and **▶** keys to scroll through the currency codes (see table right for a list of codes and their respective currencies and regions) or press **MENU** **1** to bring up the currency list then use the **▲** and **▼** keys to highlight the required currency and press **Softkey 1**. The current currency will have a **✓** next to it.

☞ Press the **▼** key. The exchange rate will be highlighted.

If you wish to change the exchange rate, delete (using the **C** key) and insert numbers (using the keypad - press the **MENU** key for a decimal point) as required. To clear the rate in order to re-enter it completely, press **Softkey 2**.

☞ Press the **▼** key. The money field will be highlighted.

☞ Use the keypad to enter the amount of money you wish to convert (press the **MENU** key for a decimal point) and then press **Softkey 1**. The resulting conversion will be shown in the result field and the current settings will be stored.

If you make a mistake whilst entering the amount, use the **C** key to delete individual numbers or press **Softkey 2** to clear the entire amount and start again.

☞ To convert another amount with the same settings, enter the new amount and press **Softkey 1**.

To start again with different settings, press the **▼** key.

To reset all the currencies to their initial values, press **MENU** **2**.

To exit the currency converter, briefly press the **⏻** key. The standby screen will be displayed.

Code	Currency	Region
DEM	D. Mark	Germany
AUS D	Dollar	Australia
ESP	Peseta	Spain
EUR	Euro	Europe
SF	Franc	Switzerland
FRF	Franc	France
GBP	Stg. Pound	England
NZ D	Dollar	New Zealand
NLG	Guilder	Holland
IEP	Punt	Ireland
ITL	Lira	Italy
JPY	Yen	Japan
PTE	Escudo	Portugal
RUR	Ruble	Russia
TRL	T. Lira	Turkey
USD	Dollar	USA
ZAR	Rand	South Africa
USR1	User defined 1	
USR2	User defined 2	
USR3	User defined 3	
USR4	User defined 4	
USR5	User defined 5	
USR6	User defined 6	
USR7	User defined 7	
USR8	User defined 8	

Scheduler

The scheduler allows you to enter reminders and appointments for particular times and dates (a total of 600 events).

Making an entry in the scheduler

- ☛ Press **MENU** # **3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.
- ☛ Press **Softkey 1**. The day's schedule list screen (if any) will be displayed.
- ☛ Press **MENU** 2 to display the schedule entry screen.
- ☛ Press **Softkey 2** to set the date of the scheduled event. Use the keypad to enter the year for the scheduled event (if necessary) then press the ▼ key to enter Month field.
- ☛ Use the keypad to enter the month for the scheduled event (if necessary) then press the ▼ key to enter Date field.
- ☛ Use the keypad to enter the date for the scheduled event (if necessary) then press the ▼ key to enter Time field.
- ☛ Key in the time of the scheduled event and then press **Softkey 1**. You will be returned to the add scheduled event screen.
- ☛ Press the ▼ key to highlight the description field and press **Softkey 2**. The description entry screen will be displayed.
- ☛ Use the normal text entry procedures (see page 29) to enter a description of the scheduled event and then press **Softkey 1**. The add schedule screen will be displayed. If the schedule information is now complete, press **Softkey 1**. If there are no schedule clashes, you will be returned to the schedule list screen.
- ☛ Press **Softkey 2** to return to the weekly or monthly schedule display or briefly press **⏏** to return you to the standby screen.

Viewing the scheduled events

- ☛ Press **MENU** # **3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.
- ☛ Use the ▲ or ▼ key to display the last or next week or month respectively if necessary and the ◀ or ▶ key to display the previous or next day respectively until the required date is highlighted.
- ☛ Press **Softkey 1**. The highlighted day's schedules (if any) will be displayed. Use the ▲ or ▼ key to highlight the required scheduled event and press **Softkey 1**. The selected scheduled event will be displayed.

To edit the displayed scheduled event, press **Softkey 1**.

To delete the displayed scheduled event, press **C**. The delete confirmation screen will be displayed. Press **Softkey 1** to delete the event or **Softkey 2** to return to the event details screen.

To view the scheduler's option menu, press **MENU** (see page 42).

- ☛ Press **Softkey 2** to return to the weekly or monthly schedule display or briefly press **⏏** to return you to the standby screen.

☛ *Only the 24 hour format can be used for time entry for a scheduled event.*

☛ *If there is already an identical schedule stored, you will be informed and returned to the time and date screen.*

Scheduler's option menu

The scheduler's options menu allows you to add, edit, copy, delete and view the status of scheduled events as follows:

- ☛ Press **(MENU) # 3**. The scheduler will be displayed, showing either a weekly or monthly view (according to how the scheduler was left when it was last used) with today's date highlighted.
- ☛ Use the **▲** or **▼** key to display the last or next week or month respectively if necessary and the **◀** or **▶** key to display the previous or next day respectively until the required date is highlighted. Then press **Softkey 1**. The day's schedules (if any) will be displayed.
- ☛ Use the **▲** or **▼** key to highlight the required scheduled event and press **(MENU)**. The scheduler's option menu will be displayed. Key in the appropriate number to select the required option (see table right) or use the **▲** or **▼** key to highlight the required option and press **Softkey 1**.

Home

This option, if selected when viewing the calendar, will return you to today's date in the weekly or monthly calendar display. If this option is selected when viewing a day's schedule list, it will return you to the first schedule in today's list.

Add

This option allows you to add a scheduled event based on the scheduled event highlighted when the option menu was entered, if applicable (see the fourth step of Making an entry in the scheduler on page 41).

Edit

This option allows you to edit the scheduled event that was highlighted when the option menu was entered, if applicable (see the fourth step of Making an entry in the scheduler on page 41).

Delete

Selecting this option will delete the scheduled event that was highlighted when the option menu was entered, if applicable.

Delete all

Selecting this option causes a warning screen to be displayed to confirm the deletion. Press **Softkey 1** to delete all scheduled events and return to the weekly or monthly schedule display screen.

Status

This option shows how many scheduled events there are. It also displays how many more scheduled events can be created.

Delete today

This option allows you to delete all scheduled events for the selected day. The confirmation screen will be displayed. Press **Softkey 1** to confirm the deletion. The weekly or monthly schedule display screen will be displayed.

Delete previous days

This option allows you to delete all scheduled events prior to the day that was selected when the options menu was displayed, or the current date if the options menu was selected from the weekly or monthly display. Press **Softkey 1** to confirm the deletion. The weekly/monthly schedule display screen will be displayed.

Copy

This option allows you to copy the contents of a scheduled event to become another. The time and date setting screen will be displayed. Carry out the procedures as from the fifth step of Making an entry in the scheduler on page 41. All the other scheduled event's details will also be available for change.

- ☛ Press **C** or **Softkey 2** to return to the weekly or monthly schedule display or briefly press **⏻** to return you to the standby screen.

Option	No.
Home	1
Add	2
Edit	3
Delete	4
Delete all	5
Status	6
Delete today	7
Delete previous days	8
Copy	9

ToDo list

This feature allows you to set up to 100 ToDo tasks that should be finished by a certain date. You can choose to display all ToDo tasks, or just finished or unfinished ToDo tasks. Each task is identified by a description (of up to 32 characters) and its start due date.

Creating a ToDo task

Press **MENU** # 4. The list of stored tasks (if any) is displayed.

If there are no ToDo tasks listed, press **Softkey 1**. If there are ToDo tasks listed, press **MENU** 1. The ToDo entry screen will be displayed showing the Start date (the current date - highlighted), Due date (the current date) and status (Unfinished).

If you wish to accept the current date as the Start date, press the **▼** key. This date will be stored and the Due date field will be highlighted.

If you wish to change the Start date from the current date, press **Softkey 2**. The enter start date screen will be displayed. Key in the required year, month and date. When the contents of a field is correct, press the **▼** key to go to the next field.

When the Start date has been entered, press **Softkey 1**. The ToDo entry screen will again be displayed.

Press the **▼** key to highlight the due date field.

If you wish to accept the current date as the Due date, press the **▼** key. This date will be stored and the Status field will be highlighted.

If you wish to change the Due date from the current date, press **Softkey 2**. The enter start date screen will be displayed. Key in the required year, month and date. When the contents of a field is correct, press the **▼** key to go to the next field.

When the Due date has been entered, press **Softkey 1**. The ToDo entry screen will again be displayed.

Press the **▼** key to highlight the finished/unfinished field then press **Softkey 2** *only* if you wish to change the current state.

Press the **▼** key and then press **Softkey 2** to display the ToDo task description entry screen. Use the normal text entry methods (see page 29 for text entry methods) to enter a description of up to 32 characters for the ToDo task. When you have entered the required text, press **Softkey 1**. The ToDo list screen will be displayed. Press **Softkey 2** to return to the Accessories menu or briefly press **⏻** to return to the standby screen.

If there are no ToDo tasks stored, you will be prompted to create one.

The type of ToDo task displayed in the list will depend on the setting of the display filter (see page 45).

If an invalid date is entered, an error screen will be displayed and then the Previous date entry screen will be redisplayed.

Viewing ToDo task details

- Press **MENU** # 4. The list of stored tasks is displayed.
- Use the **▲** and **▼** keys to highlight the required ToDo task and press **Softkey 1**. The selected ToDo task's start date, due date, Status (finished or unfinished) and description will be displayed.

To view the details of the previous or next ToDo task in the list, press **▲** or **▼** key respectively.

To edit the currently displayed task, press **Softkey 1**.

To delete the currently displayed task, press **C**.

To view the options menu press the **MENU** key (see below for details of the options menu).
- Press the **Softkey 2** key to return to the ToDo task list or briefly press the **⏻** key to return to the standby screen.

ToDo options menu

- The ToDo options menu allows you to add, edit, delete individual ToDo tasks, delete all ToDo tasks, view the overall ToDo status, change the status of ToDo tasks, delete finished ToDo tasks, and view ToDo tasks by some filters. To use the ToDo options menu, proceed as follows:
- Press **MENU** # 4. Use the **▲** and **▼** keys to highlight the required ToDo task and press the **MENU** key. The ToDo options menu will be displayed.
 - Key in the appropriate number to select the required option (see table right) or use the **▲** or **▼** key to highlight an option and press **Softkey 1**.
Add
This option allows you to add a ToDo task based on the ToDo task highlighted when the option menu was entered (see the second step of Creating a ToDo task on page 43).
Edit
This option allows you to edit the ToDo task that was highlighted when the option menu was entered (see the second step of Creating a ToDo task on page 43).
Delete
Selecting this option will delete the ToDo task that was highlighted when the option menu was entered.
Delete all
Selecting this option causes a warning screen to be displayed to confirm the deletion. Press **Softkey 1** to delete all ToDo tasks and return to the Accessories menu.
Status
This option shows the current number of unfinished and finished tasks there are, and how many more tasks can be created.

Option	No.
Add	1
Edit	2
Delete	3
Delete all	4
Status	5
Finished/unfinished	6
Delete finished item	7
Display filter	8

 **If you select the delete option, the selected ToDo task will be deleted immediately. No warning is given.**

Finished/unfinished

This option changes the status of the selected ToDo task from finished to unfinished or vice versa.

Delete finished items

When selected this option will display a prompt that requires you to confirm that all finished ToDo tasks will be deleted. Press **Softkey 1** to delete all finished ToDo tasks or **Softkey 2** to cancel. Whichever option is selected you will be returned to the ToDo list.

Display filter

This option allows you to select which types of ToDo task are displayed in the ToDo task list. Key in the appropriate number to select the required display filter (see table right) or use the ▲ or ▼ key to highlight an option and press **Softkey 1**.

If there are no matching ToDo tasks when you have finished making you filter selection, you will be returned to the display filter screen, other wise you will be returned to the ToDo list screen.

☞ Press **Softkey 2** key will display the ToDo list or briefly press the ⏏ key to return to the standby screen.

Calculator

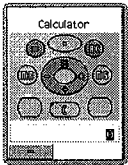
The calculator can perform addition, subtraction multiplication and division. It also has a memory function. To access and use the calculator, proceed as follows:

- ☞ Press **MENU** # **1**. The calculator screen will be displayed.
- ☞ The table right shows which keys perform which calculator function.
- ☞ To add 123 to 567:

Press **1 2 3** then ►

Press **5 6 7** then **Softkey 1**

The answer (690) will be displayed.



Calculator screen

The calculator also has a temporary memory accessed by the (Memory Store) and (Memory Read) keys. An example of its use is as follows:

- ☞ To carry out the calculation $12 + 3 \times 5$, proceed as follows:
 - Press **1 2** then to temporarily store the number 12. An **M** will be displayed to the left of the calculation field.
 - Press **3** then **▲** then **5** then **Softkey 1**. An interim result of 15 will be displayed.
 - Press **►** then then **Softkey 1**. The final result of 27 will then be displayed.
- ☞ Briefly press the ⏏ key to return to the standby screen.

Option	No.
Unfinished	1
Finished	2
All	3

Key	Calculator function
►	Addition (+)
◄	Subtraction (—)
▲	Multiplication (X)
▼	Division (÷)
MENU	Decimal Point (.)
Voice	Memory Read (MR)
	Memory Store (MS)

☞ The calculator can display a result of up to 10 digits with a maximum of 8 decimal places. If a calculation results in a number greater than the above maximums, 'Error' will be displayed.

☞ The key performs no function.

Games

Your phone incorporates 2 games to play:

- Thief
- Belt

Thief

Game concept

You are a thief. You are in an airtight labyrinth, where flying bat-like monsters live. Steal as many jewels as you can, find the key for the door and escape from the labyrinth before your oxygen runs out.

The maze will be constructed at random using 4 screens (2 x 2) for the first level, and 16 screens (4 x 4) for higher levels.

The oxygen decreases 1% every 2.5 seconds. When your Oxygen is gone, the game is over.

You have a gun with which to kill the monsters. When one is hit, it will turn to yellow for a moment and then disappear. Monsters will appear again at random. Your gun has 5 bullets at the start of the game but more are available for you to pick up on your way around the labyrinth (3 in the first level and 6 in higher levels).

If you collide with a monster, your oxygen decreases by 5% and your character will blink for 2 seconds. If you touch the monster again while blinking, there is no additional penalty.

When the game ends (whether it is "Game Over" or "Stage Cleared"), the result screen will appear. The result screen displays the number of the jewels you stole and the number of monsters you defeated.

How to play

- ☞ Press **MENU** # **6 1**. The thief game will start.
- ☞ In the first level, you start with 49% oxygen left, whilst in higher levels you start with 99%. Use the **◀ ▶ ▲ ▼** keys to move your character around the labyrinth. As you cross a jewel, bullet or the key they will be picked up automatically. The number of bullets you have left (including the ones you pick up) will be displayed at the base of the screen as will the key when you pick it up.
- ☞ Only when you have picked up the key will you be able to go through the exit door and win the game.
- ☞ Press **MENU** key to fire your gun in the direction you are going.
- ☞ Press **MENU** key to start the game again once a game is over. The game will start on a higher level if you won the previous game, or the same level if you lost.
- ☞ Press **C** to return you to the games menu or **⏻** to return you to the standby screen.

☞ *Press **Softkey 1** to adjust volume between off, mid and high.*

Belt

Game concept

You are a luggage loader and are loading parcels into trucks. The parcels are colour coded to be the same colour as the truck they must be loaded into. In between the parcels and their respective trucks are a series of conveyor belts which can move the parcels to the left or to the right. You must switch the conveyor belts' direction to guide the luggage to the appropriate truck. Each parcel that you direct correctly will score 1 point. When 4 parcels miss their respective truck, the game is over. When you load 100 parcels correctly you will go on to the next level.

How to play

- ☞ Press **MENU** **# 6 2**. The conveyor belt game will start.
- ☞ Each conveyor belt has a key symbol under it. The direction of the conveyor belt (indicated by arrows at each end) will be reversed by pressing the appropriate key. Belts 1 & 3 and 7 & 9 are linked as pairs, so that pressing either key will change the direction of both belts (see table right).
- ☞ Press **MENU** key to start the game again once a game is over.
- ☞ Press **C** to return you to the games menu or **⏻** to return you to the standby screen.

Key	Changes Direction of
1	Belt 1 & 3
2	Belt 2
3	Belt 1 & 3
4	Belt 4
6	Belt 6
7	Belt 7 & 9
8	Belt 8
9	Belt 7 & 9
*	Belt *
#	Belt #

⏮ Press **Softkey 1** to adjust volume between off, mid and high.

Voice record/memo

This facility allows you to record in-call conversations and make voice memos. Up to 10 separate call recordings or voice memos can be stored. The maximum time for all recording or voice memos is approximately 15 seconds.

In addition to making and playing back in-call recordings and voice memos, your phone allows you to view a list of all recordings in date/time order, allocate or edit voice memo titles and delete individual or all recordings.

Recording a phone call



If you intend to record a phone call, you MUST inform the other party first.

-  During a call press and **hold** the  key. The Record ready screen will be displayed.
-  Press **Softkey 1** to start recording the received voice only. An animated status bar showing the time elapsed and the time left will be displayed on your phone's screen.
-  To pause recording, press **Softkey 1**. To resume recording, press **Softkey 1** again.
-  To stop recording, press **C** or  or **Softkey 2**. Recording will stop immediately. If you have not stopped the recording manually after either approximately 15 seconds or by the time the remaining recording time is elapsed (whichever comes first), the recording will stop automatically. When a recording is stopped (either manually or automatically) the Voice Memo menu will be displayed. The recording itself will be stored along with the time and date. If you wish to add a label to this recording, see page 50.
-  Press **C** or  to return to the standby screen.

Recording a memo

To enter the memo record mode, proceed as follows:

-  With your phone in standby, press . The voice menu will be displayed.
-  Press **Softkey 1**. The Record ready screen will be displayed.
-  Press **Softkey 1** to start recording. An animated status bar showing the time elapsed and the time left will be displayed on your phone's screen.
-  To pause recording, press **Softkey 1**. To resume recording, press **Softkey 1** again.
-  To stop recording, press **C** or  or **Softkey 2**. Recording will stop immediately. If you have not stopped the recording manually after either approximately 15 seconds or by the time the remaining recording time is elapsed (whichever comes first), the recording will stop automatically and the Voice Memo menu will be displayed. The recording itself will be stored along with the time and date. If you wish to add a label to this recording, see page 50.
-  Press **C** or  to return to the standby screen.

Playback

To play back a particular voice record, proceed as follows:

- Press  **2**. The list of the recordings available is shown displaying date, time and label (if any) for each.
- Use the  or  key to highlight the required recording and then press **Softkey 1**. The Playback ready screen will be displayed.
- Press **Softkey 1**. The recording will be played back through your phone's earpiece.
- To pause play, press **Softkey 1**. To resume play, press **Softkey 1** again.
- To end the playback before it has finished, press **Softkey 2**. When the playback has ended (either manually or automatically), the Voice Memo menu will be re-displayed.
- Press **C** or  to return to the standby screen.

Deleting recordings

You can either delete all recordings at once (see Options menu below) or individual recordings. To delete individual recordings, proceed as follows:

- Press  **4**. The list of the existing recordings is shown displaying the date, time and label (if any) for each.
- Use the  or  key to highlight the required recording and then press **Softkey 1**. The recording will be deleted.

Voice memo options menu

This menu allows you to record, edit a voice memo's title, delete individual recordings, delete all recordings, view the recording facility status, play a recording or view the recordings list. To select an option from this menu, proceed as follows:

- Press  either in a call or from the standby screen and then select the appropriate number from the table right.

Record

This will record a voice memo if there is no call in progress or make an in-call recording if a call is in progress (see page 48).

Playback

This will display the list of recordings available and allow you to play them back (see Playback above).

Label

This selection allows you to change the title of a voice memo (see Labelling a recording on page 50).

Delete One

This selection will delete the selected recording (see Deleting recordings above).

Delete All

This selection will prompt you to press **Softkey 1** to delete all recordings or **Softkey 2** to cancel the operation.

Option	No.
Record	1
Playback	2
Label	3
Delete one	4
Delete all	5

Labelling a recording

To label a voice recording, proceed as follows:

- ☞ Press  **3**. The list of recordings will be displayed.
- ☞ Use the **▲** and **▼** keys to highlight the recording label you wish to edit.
- ☞ Press **Softkey 1**. The cursor will be in the label description area and the recording details will be displayed: date and time it was created, its playing time and whether it has been played or not.
- ☞ Press  to display the text entry mode/options menu.

Press the appropriate key to select T9™ Text Entry, standard text entry, numerals or another option (see table right).
- ☞ Make the necessary changes by moving the cursor with the **◀** and **▶** keys and using the **C** key to delete characters or just enter characters using the keypad.
- ☞ Press **Softkey 1** when complete.

Option	No.
T9	1
ABC	2
123	3
Options	4

WAP facilities

What can I download

Your phone supports the downloading of four different types of content:

- Ringer Melodies
- Phonebook Pictures
- Standby screen pictures/wallpapers
- Animations

You can download NEC content or you can create your own content to download to your phone.

What are ringer melodies?

Ringer melodies are the melodies your handset plays when you receive a call. The ring melodies are 16 channel. This means that up to 16 different sounds can be played at the same time giving an excellent sound quality.

What are phonebook pictures?

A phonebook picture is a picture that you assign to a person in your phonebook. When that person calls or sends you a text message, the allocated phonebook picture will appear on the phone showing you who is trying to contact you. These phonebook pictures are 256 colour and you can download them to your phone. Your phone can store a maximum of 10 phonebook pictures.

What are wallpapers?

Wallpaper is an image that is displayed as the background for your standby screen. These pictures are 256 colour and you can download them to your phone. Your phone can store a maximum of 2 wallpapers.

What are animations?

Animations are 10 frames long and are played when the phone is turned on. These are 256 colour and you can download them to your phone. Your phone can store 2 animations.

NEC web site

The phone is supported by a web site at www.NECmobile.com. Access this site from your PC and you can select content from the wide variety available. Tools are provided to help you create your own content both on and offline. At this web site you will also be able to import content. If you have electronic pictures in JPEG, GIF or BMP format they can be imported and downloaded to your phone.

For example with your phone you can now have:

- A personal cartoon animation - when you turn the phone on
- A picture of your last holiday - as your background wallpaper
- A picture of your friends or partner - when they call you
- High quality music - when you receive a call

Find all this and more at www.NECmobile.com

 To find out how to download ring melodies, phonebook pictures, wallpaper and animations, see page 54.



NEC WAP site

Your phone is also supported by a WAP site at www.NECmobile.com. Access this site from your handset and you can select and download content from the wide variety available. So, you don't need a PC to take advantages of these great new services.

Further information

For more details on NECmobile.com visit www.NECmobile.com on your PC, or www.NECmobile.com on your handset.

WAP setup

To set up your phone to access WAP information on the Internet, proceed as follows:

Setup

- Press **MENU** **2 5**. The list of available connections is displayed.
- To alter or enter information into a connection, use the **▼** and **▲** keys to highlight a connection name and press **Softkey 1**. The list of available connection attributes is displayed.
- Use the **▼** and **▲** keys to highlight an option and fill it in with the following information:

Choose Preset	Choose proxy from default registrations provided
Name	Edit proxy's name
Homepage	Edit URL of proxy's homepage
Security	Turn security setting on or off
IP Address	Edit IP address. If you do not have an IP address, leave this blank and the network will provide you with a temporary address at connection time.
Bearer	Choose which type of connection you require: Data or GPRS
Dial-up Number	Enter the telephone number to dial to make a connection to your WAP service provider (Data only)
Connect Type	Select the connection line type: ISDN or modem (Data only)
AP Name	Enter the address of the external data network you want to connect to, either an IP address or a text string (GPRS only)
User Name	Enter your user ID to enable you to log on to the external data network
Password	Enter your password to enable you to log on to the external data network
- When you have finished entering or editing the connection information. Press **Softkey 2**. The connection list will be displayed.
- Either set up one or more of the remaining 4 connections or press **Softkey 2** to return to the WAP settings menu.
- To set the default connection, use the **▼** and **▲** keys to highlight the required connection name, press **Softkey 1** and then **Softkey 2**. This connection will now have a **✓** next to it and be the connection used when you connect to the Internet.

Font

To set up the font size used when you are browsing WAP sites, proceed as follows:

- Press **MENU** **2 6**. and then use the **▼** and **▲** keys to highlight the required font size and press **Softkey 1**.

 The connection with a **✓** next to its name will be the connection used when you make a WAP connection to your Home page on the Internet (see page 54).

Adding favourites

You can build up a list of 20 favourite WAP sites as follows:

- ☛ Press **MENU 2 7**. The Enter favourite URL screen will be displayed.
- ☛ Either enter the required URL address (80 characters maximum) or edit any existing text accordingly (see page 29 for procedures) and then press **Softkey 1**. The Enter favourite name screen will be displayed.
- ☛ Either enter the required name (16 characters maximum) or edit any existing text accordingly (see page 29 for procedures) and then press **Softkey 1**. The new favourite will be added to the end of the favourites list which will be displayed.
- ☛ Either use the **▼** and **▲** keys to highlight a favourite URL to visit and then press **Softkey 1** to connect to it, or press **Softkey 2** to edit or delete the highlighted favourite (see below), or press **C** to return to the WAP settings menu.

Editing/deleting favourites

- ☛ Press **MENU 2 3**. When the list of favourites is displayed use the **▼** and **▲** keys to highlight the required favourite and press **Softkey 2**. The favourite edit menu will be displayed.
- ☛ Press **1** to edit the favourite or **2** to delete it from the list.

If you selected edit (option **1**), the text editing screen will be opened with the favourite's URL displayed. Use the text editing procedures (see page 29) to alter the URL as required then press **Softkey 1**. The favourite's name will now be displayed.

Use the text editing procedures (see page 29) to alter the name as required then press **Softkey 1**. The option menu will be re-displayed.

- ☛ Either select another favourite to delete or edit or press **C** to return to the WAP settings menu.

Setting the linger time

The linger time will cause the connection to be broken if the connection has not been used for a preset amount of time. To set this time delay, proceed as follows:

- ☛ Press **MENU 2 8**. The linger time setting screen will be displayed.
- ☛ Enter the time delay required and press **Softkey 1**. You will be returned to the WAP setting menu.

Clear cache

If you start a WAP session using the last page visited, the information will be restored from a cache memory. If, however this page has been updated since your last visit, the updated page will not be displayed. To avoid this possibility clear the cache as follows:

- ☛ Press **MENU 2 9**.

Reset all

- ☛ Press **MENU 2 ***. All WAP settings will be reset to their original states.

GPRS auto attach

- ☛ Press **MENU * 4** to turn GPRS auto attach on or off.

☛ If you wish to add a favourite during a WAP session, press and hold the **#** key and press **1**.

☛ If the favourite list is full (i.e. there are 20 WAP sites in the list) you will get a message to delete a favourite from the list (see **Editing/deleting favourites** below).

Logging on to a WAP site

There are three types of WAP connection:

- Connect to the Home page of the default connection
- Connect to a favourite URL from your favourites list
- Connect to a specific URL

Connect to the Home page of the default connection

Press  **2 2**. When the connection is made the home page specified in the selected connection (see page 51) will be accessed.

Press the  key to terminate the session.

Connect to a favourite

To connect to a favourite URL from your favourites list, proceed as follows:

Press  **2 3**. The favourites list will be displayed.

Use the  and  keys to highlight the required favourite and press **Softkey 1**. When the connection is made, the selected favourite WAP site will be accessed.

Press the  key to terminate the session.

Connect to a specific URL

To connect to a specific URL, proceed as follows:

Press  **2 4**. The URL entry screen will be displayed.

Use the text editing procedures (see page 29) to enter the URL address then press **Softkey 1**. When the connection is made, the required URL will be accessed.

Press the  key to terminate the session.

Downloading

To download ring melodies, pictures/wallpapers, phonebook pictures, etc. to your phone, proceed as follows:

- Access a suitable WAP site (e.g. www.NECmobile.com) using one of the above methods.
- Follow the links to the required download area and use the  and  keys or number keys to select the data you wish to download.
- A download progress screen will be displayed. You will then be prompted to select a suitable location for the data.
- Press **Softkey 1** when you have selected the location. You will be informed when the download is complete.
- Either make other selections for download and repeat the procedure, or press the  key to terminate the session.

 The following icons may appear at the top of your phone's display during a WAP session:

 Indicates a secure connection.

 Indicates there is a WAP message ready to send.

 Indicates you have received a WAP message.

 If you wish to go to a favourite during a WAP session, press and hold the **#** key and press **1**.

 If you wish to go to a specific URL during a WAP session, press and hold the **#** key and press **2**.

 If you wish to add a favourite during a WAP session, press and hold the **#** key and press **3**.

 Downloaded data overwrites existing data.

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