## Operating Instructions

## Name \& function of parts

(1) Antenna
(2) Incoming call light
blinks green when the phone rings, and lights red during battery charging.
3 Sub-display
shows wait time, receive time, etc, while the set is closed.
(4) Speaker
used to incoming calls.
(5) Strap hole
(6) Ear-microphone jack
used to connect an optional switchable ear microphone.
(7) Bo key
used to set a message or to enter a selected item (similar functions as the Menu key on top of the set).
8 ( $\sqrt{ }$ Uup/Down keys
used to adjust the volume, scroll through the Memory Dial contents, convert characters, and to make function settings (similar functions as the (Meñ key on top of the set).
(0) Earpiece
used to hear, other party's voice, various messages, etc.
(10) Display
shows various settings, phone numbers, etc.
(11) Flexible keys
used to select items shown at the bottom of the display (refer to "Using the flexible keys" on page 391.)
(12) (®) key
used for the EZweb service.
(13) Volume/Retrieve/Convert/Phonebook(ゆ)/ Redial(a)/Cursor key
used to set the volume, call a memory dial, redial, convert Kanji characters, and select functions.
( (Start) key
used to make or receive a call.
(15) Dial keys
used to enter phone numbers and characters.
(16) Microphone
used to convey your voice during a call.
(17) External connection terminal
used to connect an optional device such as a quick-rechargeable cig arette lighter adapter.
(18) (End) Key
used to turn on and off the power, to end a call, or to hold a response.
used to call the menu or to enter selected items.
used to send and receive E-mail and C-mail service, to delete characters, or to return to the previous display.


## Display indications

OT he follow ing illustration is for explanation purpose only．Not all indications will actually be displayed at the same time．
－When any key is pressed，illumination will turn on for about 10 seconds．

Till shows signal strength．The more seg－ ments，the stronger the signal．＂圏外＂is displayed while you are out of the ser－ vice area or in a weak signal field．
\％
Security display
This shows up when the en－ crypted information is displayed． shows up when the phone is connected the EZ－web server．
shows up when there is an un－ opened mail．

5 shows up when you turn off the ringer．
（＊）shows up when you set the se－ cret mode．
$\Sigma$ shows up during call．
 indicates the battery pack power in 3 levels．＂充電＂is displayed during battery charge． shows up when the front／ backlight is set．
shows up when the schedule function alarm is set．
shows up when you set the easy timer．
shows up when you set the vibration function．
shows up when you set the alarm clock．

is displayed during＂Kanji／ Hiragana＂entry mode．

力 is displayed during＂Katakana＂ $\pm$ entry mode．

英 is displayed during alphanu－ meric entry mode．

盖 is displayed during pager style entry mode（in em fonts）．

檞 is displayed during pager style entry mode（in en fonts）．

数 is displayed during numeric entry mode．
＊appears when the content overflows the display．

2
shows up when a message memo is set．

T shows up when the timer mode is set for the manner mode．
shows up when the manner mode is set．

Silent vibrator mode

Pochette mode
40 Original manner mode
shows up during battery charge after setting the home mode．

## Power saving during standby for next information

In order to minimize the power consumption，the cdmaOne C401SA dis－ play turns automatically to power saving mode when key operation is stopped for a while．
Indication＂＂turns to＂$\Omega^{2}$＂in power saving mode．
The indication restores with key operation．


## Using the flexible keys

The flexible keys correspond to the items shown at the bottom of the display． Press the key below each indication to select it．

There are several different patterns of indications shown on the display，and the functions of the flex－ idle keys vary accodingly．


The illustrations in this manual differs slightly from the actual displays．
In this instruction manual，the indications for the flexible keys are expressed as shown below．
－Key
In this instruction manual，the point at which to press the
 key is indicated as shown below． Example）Press top or bottom $\rightarrow$
Continuous scrolling can be made by holding down．

## Sub－display indications

－The following illustration is for explanation purpose only．Some indications will not be displayed depending on circumstances．
－When $\Delta, \sqrt{\top}, \square$ is pressed，illumination will turn on for about 10 seconds．
－The sub－display does not work while the cover is opened．

Manner mode，ringer and vi－ brator settings are displayed．
\＆shows up when you turn off the ringer．
v shows up when you set the vibration function．
$\underset{f}{7}$ Silent vibrator mode
戈 Pochette mode
志 Original manner mode
§ Home mode
indicates the battery pack
 power in 3 levels．＂充＂is dis－ played during battery charge．
shows up when there is an unopened mail．
＊shows up when the mail box is full．
shows up when a message memo is set．
Till shows signal strength．The more segments，the stronger the signal．＂圏外＂is displayed while you are out of the ser－ vice area or in a weak signal field．
shows up when the side key guard is set．
E shows up when you set the secret mode．

偊 shows up when you set the secret mode and the side key guard at the same time．

## Charging with the AC Adapter

1．Insert the connector of the AC adapter firmly into the desktop charger （see figure 1）．

2．Connect the plug of the AC adapter to an AC 100 V wall outlet（see figure 2）．

3．Place the au telephone unit（with battery pack attached）into the desktop charger with care of the direction．（see figure 3,4 ）
The light（of incoming call／charging）lights up in red，＂充電＂appears on the display and then begins to charge the battery．

|  | While charging | Fully charged |
| :---: | :--- | :--- |
| Light | lights up in red | lights up in green |
| Display | 「充電」 appears | Phone unit＇s power is ON $\rightarrow$ The 「 <br> Phone unit＇s power is OFF $\rightarrow$ disappears |

4．When fully charged，remove the phone from the desktop charger，and then disconnect the plug from the AC wall outlet．

Charging time： approximately 115
Light
minutes．
au telephone unit （with battery pack attached）
（lights up in red）

## 2 Extending the antenna

The radio waves cannot be transmitted or received well if the antenna is not extended. To facilitate transmission and reception of radio waves, use the phone by positioning the antenna vertically with respect to the ground.

- Extending the antenna.


Extend the antenna until it stops with a click.

- Retracting the antenna.


Move it straight down by pulling on a lower part of the antenna.
To avoid damaging the antenna, never apply direct pressure to the top part of the antenna.

## 3 Turning the power on．

Press and hold e 電深 or more than one second．
When you turn the power on，you＇ll hear the wake－up tone． After a few seconds，the sign will change to standby．
 （The display remains lit for about 10 seconds．） ＂Charamigo＂data is not registered at the time of purchase．The message＂キャラミーゴ用データ未登録です 登録しますか＂appears when you turn the power on．When you press 1 （YES）and register＂Charamigo＂data，the character is displayed thereafter． （see Charamigo Function Guidebook．）If you press $2^{A B C D}(N O)$ ， standby indication will be displayed．

Until you register the user data or cancel the character display function（see Charamigo Function Guidebook．），the message ＂キャラミーゴ用データ未登録です 登録しますか＂is displayed when－ ever you turn the power on．

Turning the power off
Press and hold en for more than one second．
Power is turned off．


In this manual，the display shows the indications for the case when the character display function is off．

## 4 Checking the display screen

Check the display screen and make sure it is shown in the figure below after you turn the power on．This will indicates if the phone is in good working order．

－Even in main service areas there are places that only receive weak signals． In this case，you might not hear well or your call may be cut off．

The above battery level figures show remaining battery strength． Certain charges in conditions may cause the battery level figures
 to fluctuate．（See example of figure right．）

## Displaying your own phone number．

1．W hile in standby mode or while making a call，press $\qquad$
2．Pressing \＃ヵ displays your au telephone number．

## Calling a landline，a mobile，PHS phone．

1．Enter the phone number you want to call．
Area code－local code－subscriber＇s number．
example：03－0001－XXXX
Always include the area code，even when calling to a number in the same area you are in．

## 2．Press $\propto$ to place a call．

If you enter a wrong number：
$\bullet$ Press © briefly－the last dialed dig it will be deleted．
－Press and hold（1）the entire phone number will be deleted．

## Making an International Call

1. Enter the phone number you want to call using the following pattern. International dial code - Country code - Area code - subscriber's number
2. Press $\int$ to place the call.
example: to call New York City, number 123-XXXX,

|  | operation | explanation |
| :--- | :--- | :--- |
| 1 | Pressing "001" | KDDI access code : 001 |
| 2 | Pressing "1" | country code of United States : 1 |
| 3 | Pressing "212" | area code of New York City: 212 |
| 4 | Pressing "123-XXXX" | subscriber's number: 123-XXXX |
| 5 | Press |  |

To make international calls, you need to fill out an application from KDDI international call services. Call numbers are given below for your reference:

From landline phone or au phone: 0120-786-001 (toll free)

$$
(9: 00 \text { to } 21: 00)
$$

## Answering a call

1．The ring tone sounds／vibrator buzzes，and the incoming call lamp flashes．
2．Press ©to answer the call．
An incoming call can also be answered by pressing any of the
 9
If you do not answer the call or the caller disconnects before the call is answered， ＂着信あり＂will be displayed．

## Entering characters：

This is the method of entering names for registering memory dials and writing mail for＂C mail＂and＂E mail．＂

Each time you press 文字，the entry mode will change：

Press 文字 and find the entry mode you want．
＂Kanji＂，＂Hirag ana＂entry mode．
＂Katakana＂entry mode．
＂Alphabetic＂entry mode．
＂Phone number＂entry mode．

Letters are assigned to each key as shown below．Press a key repeatedly to cycle through letters assigned to that key．

| key | ＂Kanji＂，＂Hirag ana＂ | ＂Katakana＂ | ＂Alphanumeric＂ | ＂P hone number＂ |
| :---: | :---: | :---: | :---: | :---: |
| 1的 | あいうえお <br> おえういあ | －アイウエオ | $\rightarrow$＠－$/$ ： $01 \downarrow$ | 1 |
|  | － | －カキクケコ | $\rightarrow$ ABCabc $2 \downarrow$ | 2 |
| 3 檪 | －さしすせぞ | －サシスセソ | $\rightarrow$ DEFdef3 | 3 |
|  | －ちちつてとっ | －タチツテトッ | $\bullet$ GHIghi4 $\downarrow$ | 4 |
| 5 JKL | $\rightarrow$ なにぬねの | －ナニヌネノ | $\rightarrow$ JKLjkI5 | 5 |
| $6^{\text {MNO }}$ | －はび， | －ハヒフヘホ | $\rightarrow$ MNOmno6 $\downarrow$ | 6 |
| 7 7 ${ }^{\text {Pa }}$ | $\rightarrow$ まみむめも | －マミムメモ | $\rightarrow \mathrm{PQRSpqrs} 7$ | 7 |
| $8^{\text {TiVV }}$ | $\rightarrow$ やゆよやゆよ | －ヤユヨヤユ | $\rightarrow$ TUVtuv8 | 8 |
|  | －らりるれろ | － | －WXYZwxyz9 | 9 |
| $00^{\text {btent }}$ | －${ }^{\text {de }}$ | －ワヲンー | 0 | 0 |
| ＊$\times$ 脤 | $\rightarrow \underset{\text { pictographs }}{\text { Symbols（full size），Note } 1}$ | $\rightarrow$ Symbols（half size）${ }^{\text {Note }} 1$ | $\rightarrow$ Symbols（half size）${ }^{\text {Note }}$ | ＊ |
| （\＃＋） |  | Line chang ${ }^{\text {Note } 2}$ |  | \＃ |
| P／－ |  |  |  | P／－ |
| $\square$ | ＊ | ＊ |  | $\begin{gathered} \times \\ \text { (Impossible) } \\ \hline \end{gathered}$ |
| $\square$ | 。 | 。 |  | $\begin{gathered} \times \\ \text { (Im possible) } \end{gathered}$ |
| 小文字 |  | Switches lowercase |  | $\underset{\text { (Impossible) }}{\times}$ |
| $0$ | Move the curs | or（ $=$ ）to the left and | nd to the right． |  |
| $0$ | Converts to Kanji characters． | Switches between full－size and half－size characters． | Switches between full－size and half－size characters． |  |

Note 1：It is possible enter symbols（full size），pictographs and symbols（half size）．
Note 2：It is possible to put in the line change mark＊in entering characters in the EZ web service．

## Registering Memory Dials．

You can register frequently used phone numbers and E －mail addresses．
You can store up to 500 phone numbers and E－mail addresses in the memory dials．
Registering memory dials（Start with the menu．）
To register memory dials，carry out the following basic operation．
1．Press（merve．
The main menu is displayed．
2．Select＂電話帳＂by

The list of phone directory functions is displayed．
3．Press $8^{\text {TuOV }}$ ．
The registration selection of extension item is displayed．
（1\％）：Extension item is registered．
（2 ${ }^{\mathrm{ABCO}}$ ：Extension item is not registered．
4．Press $1 .{ }^{\circ} \mathrm{F}$ or 2 AB ．
When 1 im pressed，the smallest vacant number of the memory numbers No． 000 －No．099 is indicated．
When $\underset{\sim}{2 \mathrm{ABC}}$ is pressed，the smallest vacant number of the memory numbers No． 100 －No． 499 is indicated．

5．Enter the item you want．
Select the icon of the item you want by （O）and press（Nexy）to enter it． As for the items you can enter，see＂Registration Items of Memory Dials＂．

6．Press 保存．
This completes registration．

## Registration Items of Memory Dials

You can register the following items in the memory dials，in addition to the phone numbers．

| Icon |  | Item | Maximum entry characters | Remarks |
| :---: | :---: | :---: | :---: | :---: |
| H0） | Memory No． |  | － | 000－499 |
| 喠 | Name |  | Up to 12 em－size charac－ ters（24 en－size characters） | － |
| （17⿹ㅝ | Pronunciation |  | Up to 24 en－size charac－ ters | Names entered in Kanji／Hiragana are regis－ tered automatically． |
| 哿 | Phone No． 1 |  | Up to 36 dig its | － |
| － | Class of No． 1 |  | － | Phone numbers can be classified and con－ trolled in 6 classes． |
| 或 | Phone No． 2 |  | Up to 36 digits | You can register phone number only when ＂Phone No．1＂is entered． |
| － | Class of No． 2 |  | － | You can register phone number only when ＂P hone No．1＂is entered． |
| （10） | E－mail address 1 |  | Up to 64 en－size alphanu－ meric characters | － |
| 呁 | E－mail address 2 |  | Up to 64 en－size alphanu－ meric characters | You can register E－mail address only when ＂E－mail address＂is entered． |
| （G） | Group No．（Group name） |  | － | You can classify and control names into 11 groups． |
| 星寺 |  | Special <br> message memo | － | Message memo can be changed according to the name you preset． |
|  |  | Special melody <br> \＆animation | － | Melody \＆Animation can be changed accord－ ing to the name you preset． |
|  |  | Special ringer | － | Ringer can be changed according to the name you preset． |
|  |  | Special image／ color | － | Image／color can be changed according to the name you preset． |
| E | Secret |  | － | You can prevent disclosing the content of reg－ istration to other persons． |
| 倩 | $(※ 1)$ | Address | Up to 40 em－size char－ acters | － |
| 兩 |  | URL | Up to 128 en－size char－ acters | － |
| 㚼 |  | Memo | Up to 40 em－size char－ acters | － |
| E］ |  | Location information | － | Content of registration cannot be changed． |

[^0]
## Making a call with Memory Dial．

You can call by using phone numbers saved in Memory Dial．
There are 8 ways to recall numbers saved in Memory Dial．
（1）Dial Memory Dial numbers by using the number pad．
（2）Dial by Japanese phonetic symbols，i．e．hiragana or katakana．
（3）Dial by telephone book order．
（4）Dial by letters．
（5）Dial by phone number fragment．
（6）Dial by memory number order．
（7）Dial by group number．
（8）Dial by type of phone．

Finding a name using the dial keys：
You can dial from a list of the names whose first letters are entered using a same dial key．
 than one second．

 display the name you want．

3．Press 区ニュー．
4．Press $1 \frac{\sigma^{\circ}}{5}$ or ${ }^{\text {ABC }}$ access the telephone number．
$\square$ Finding a name in the Japanese alphabetical order：
1．Press 文字．
2．Use


3．Press xニュー．
4．Press 1 or $2^{\text {AgC }}$ access the telephone number．
$\square$ Finding a name in the stored telephone book：

1．Press


2．Press $1 \frac{0}{0}$ ．
3．Press $\bigcirc$ or $\bigcirc$ to access the telephone book．
4．Use $\qquad$
5．Press メニュー．
6．Press $1 \frac{0}{\infty}$ or $\underbrace{\substack{\text { AsC } \\ m}}$ access the telephone number．
$\square$ Finding a name using its first letters）：
1．Press


2．Press 2 2 aid
3．Enter the first letters）of the desired name．
4．Press 検索 or Morn）．
5．Use
Qto scroll through and display the name you want．
6 ．Press x＝ュ．
7．Press 1 or 2 筑 access the telephone number．
－Finding a name by the phone number：
1．Press


2．Press $3^{\text {掋 }}$ ．
3．Enter the first several digits of the desired phone number．
4．Press 梌索 or menu）．
5．Use
 to scroll through and display the name you want．
6. Press 区ニュ．


■ Finding a name in the order of the Memory Dial number：
1．Press


2．Press 4 4 管．
3．Use
 to scroll through and display the name you want．

4．Press $x=$－ ．

$\square$ Finding a name by the Group number：
1．Press


2．Press 5 泉．

4．Use $\bigcirc$ to scroll through and display the name you want to call．
5．Press xニュー．


Finding a name by the phone type：
1．Press


2．Press $6^{\mathrm{mmog}}$ ．
3．Press $\bigcirc$ to select the desired phone type．
4．Use
to scroll through and display the name you want．
5．Press メニュー．


## Speed Dial：

Calling Memory Dial numbers 000－009
＜EX．＞To dial the phone number stored at number 005.
1．Press 5 䦎．
2．Press $\subset$ ．
Calling Memory Dial numbers 010－099
＜EX．＞To dial the phone number stored at number 015.

2．Press $\mathbb{C}$ ．

## List of functions

Group FO

| Mode No. | Function Description |
| :---: | :---: |
| FO | Instructions of functions besides F functions |

## Group F10

| Mode No. | Function Description |
| :--- | :--- |
| F11 | A uto-lock ON/OFF |
| F12 | Checking the estimated time and charge for the previous call |
| F13 | Checking the estimated total time and charge for calls |
| F14 | Displaying the duration for the current call |
| F15 | Displaying the charge for the current call after ringing off |
| F16 | Setting the remote talk function using an ear microphone |
| F17 | Setting the auto answering function using an ear microphone |
| F18 | Setting the quick call |

## Group F20

| Mode No. |  |
| :--- | :--- |
| F21 | Ringer volume |
| F22 | Selecting ringer pattern |
| F23 | Setting the vibrator with the ringer turned off |
| F24 | Adjusting key response tone volume |
| F25 | Turning off sound effects |
| F26 | Setting the disconnection alert |
| F27 | Composing a melody |
| F28 | Adjusting speaker tone |
| F29 | Setting an original manner |

Group F30

| Mode No. | Function Description |
| :---: | :--- |
| F31 | Turning on the display illumination while a car cigarette lighter adapter is used |
| F32 | Turning off the key illuminations |
| F33 | Changing display color |
| F34 | Adjusting contrast of display |
| F35 | Setting display animation |
| F36 | Selecting the waiting mode display |
| F37 | Setting display image effects |
| F38 | Display ing the characters |
| F39 | Power save mode |

Group F40

| Mode No. | Function Description |
| :---: | :--- |
| F40 | Displaying the Memory Dial number registration status |
| F41 | Resetting the estimated time for calls |
| F42 | Resetting the estimated charge for calls |
| F43 | Resetting the contents of memory |
| F44 | Resetting the function settings |
| F45 | Resetting the entire memory |
| F46 | Changing the password |
| F47 | Registering the area code |
| F48 | Setting the rate for calls |
| F49 | Registering group names |

Group F50

| Mode No. | Function Description |
| :---: | :--- |
| F51 | Setting limits for transmission |
| F52 | Locking Memory Dial function |
| F53 | Setting limits for EZweb service |
| F54 | Rejecting non-shared incoming calls and unwanted calls |
| F55 | Prohibiting E-mail and C-mail service |
| F56 | Setting secret mode |

Group F60

| Mode No. | Function Description |
| :--- | :--- |
| F60 | Registering profiley |
| F61 $\%$ | Setting melody \& animation |
| F62 | Setting pager style entry mode \& registering user dictionary |
| F63 | Setting the message memo, recording/playing/erasing the "absent" message |
| F64 | Setting the answering time for the message memo |
| F65 | Setting the ringer and the vibration |
| F66 | Calculator |
| F67 | Setting "home" mode |
| F68 | Ranking the phone numbers by frequently of reception and transmission |
| F69 $\%$ | Playing games |

Group F70

| Mode No. | Function Description |
| :---: | :--- |
| F71 | Entering the date, time or birthdays |
| F72 $\%$ | Alarm |
| F73 $\%$ | Registering schedule |
| F74 | A uto Power ON |
| F75 | A uto Power OFF |
| F76 ※ | Setting easy timer |
| F77 | Registering task list |

Group F80

| Mode No. | Function Description |
| :--- | :--- |
| F80 | Playing message(s) from the answering service |
| F81 | Enabling answering service |
| F82 | C anceling the answering service |
| F83 | Changing the message(s) from the answering service |
| F84 | Forwarding incoming calls without the answering message |
| F85 | Forwarding incoming calls while the phone is used |
| F86 | Forwarding incoming calls unconditionally |
| F87 | Forwarding incoming calls selectively. |
| F88 | Resetting call forwarding service |
| F89 | Registering the destination for forwarding |

Group F90

| Mode No. | Function Description |
| :---: | :--- |
| F91 | Notifying receiving parties of your phone number |
| F92 $\%$ | Setting the rates for communication |
| F93 $\%$ | Setting data communications mode |

※: Unable to operate during the call.

## Specifications

Weight：
Continuous talk time：approximately 150 minutes
Continuous standby time：approximately 200 hours
Dimensions（H／W／D）：approximately $94 \mathrm{~mm} \times 49 \mathrm{~mm} \times 24 \mathrm{~mm}$ （not including the antenna and protuberances）
－The continuous talk time and continuous standby time are the average values of when the signals can be received normally while the telephone is in the standstill status．
The operation time may be reduced to almost half due to charging conditions， temperature，and other operation environment conditions，signal condition at the location of use，function setting，etc．


[^0]:    （※1）These items can be registered in the memory dials of memory No．000－099 only．

