Sprint PCS™

Sprint
Personal
Communication
Services℠

User Guide

SANYO SCP-3000

Sprint PCS.[SM]

It’s not just a better phone.

It’s a better connection.[SM]

This phone will work only with service from Sprint PCS, which must be purchased separately. See Term and Conditions of Service.

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First things first:
Call us to get activated.

Before you can use your new Sprint PCS Phone™, you need to open your Sprint PCS Account – in other words, activate your phone. You do that by calling 1-888-715-4588 (in Southern California, call 1-800-PCS-6699) from any phone other than your new Sprint PCS Phone.
This call is toll-free.

Note: If a Sprint PCS Sales Representative has already activated your phone, then there's no need to place this call. Instead, see "How to unlock your phone" on the next page.

What you should know before you call.

- The call may take up to 30 minutes, but may take longer at peak time.
- A credit check will be run.
- Your Sprint PCS Phone will be ready for use about an hour after this call is finished.

What you should have handy.

- Your new Sprint PCS Phone
- The original packaging for your new phone

- Your billing address
- Your social security number or tax ID number
- Your driver's license number
- Pen and paper to write down your new Sprint PCS Phone Number

During this call, a Sprint PCS Customer Advocate will collect your information as well as help you select your Sprint PCS Service Features and a calling plan. Once you've made all your selections, the advocate will guide you through the activation process.

How to unlock your phone.

If you received your phone in the mail, you need to unlock it before you can begin making calls. Just follow these simple steps:

1. Press POWER to turn on the phone.
2. Press ▲ under [UNLOCK].
3. Enter the four-digit lock code. (This code typically is the last four digits of your Sprint PCS Phone Number or the last four digits of your social security number.)

How to get help.

If you need help with this or anything else, we hope you'll call Sprint PCS Customer Care at 1-888-211-4PCS (4727). In Southern California, call 1-800-455-4551. You also can press ↑ * 2 TALK from your activated Sprint PCS Phone (in Southern California, press ↑ * 6 1 1 TALK). A Sprint PCS Customer Advocate will answer (24 hours a day) and be happy to assist you.

Our services are provided to you under certain terms and conditions – all of which are listed in the brochures included in the box your phone came in.

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Introduction.

Congratulations on your purchase of a Sprint PCS Phone. This phone is quite versatile because it lets you make and receive calls in so many places:

▶ Anywhere within the nationwide Sprint PCS Network

▶ On other select PCS CDMA networks

▶ On analog cellular networks (that's the old cellular technology)

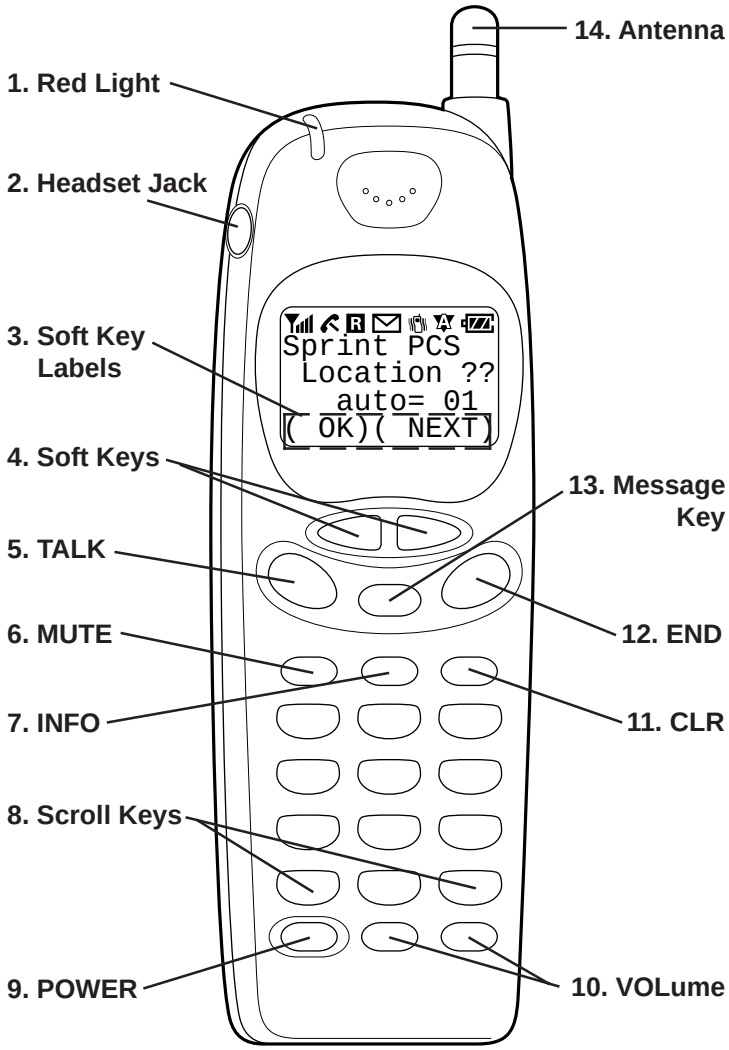
And although it comes standard with many exciting features, like voicemail, an internal phone book and Call Waiting, it's still so easy to use. Just follow the simple steps described inside.

Of course, you can always call us if you need any help. Just press from your Sprint PCS Phone and we'll be happy to help. (In Southern California, press .)

Thanks for choosing Sprint PCS.

Getting to know your phone.

1. **Red Light:** Illuminates when POWER is pressed and when you've got incoming calls and messages.
2. **Headset Jack:** Insert the plug of the headset (not supplied).
3. **Soft Key Labels:** Tell you what the current options are for the Soft Keys.
4. **Soft Keys:** Used to choose the option that is currently displayed above that key.
5. **TALK:** Lets you place a call, answer Call Waiting and place a three-way call.
6. **MUTE:** Switch the microphone on and off while in a call. When the microphone is off, the other party can not hear you. Turn the ringer sound off while ringing or while standby mode.
7. **INFO:** Provides phone book guidance, displays your phone number and enter pause and hyphen.
8. **Scroll Keys:** Allow you to scroll through the menu options and displays.
9. **POWER:** Turns the phone on and off.
10. **VOLume:** Lets you adjust the sound level and scroll through the menu options.
11. **CLR:** Allows you to clear characters from the screen or back up menu levels.
12. **END:** Lets you disconnect a call and return to standby mode.
13. **Message Key:** Lets you access your voicemail box and listen to your messages.
14. **Antenna:** Makes the voice on the other end sound clearest when it's all the way up.


14. Antenna
1. Red Light
2. Headset Jack
3. Soft Key Labels
4. Soft Keys
5. TALK
6. MUTE
7. INFO
8. Scroll Keys
9. POWER
13. Message Key
12. END
11. CLR
10. VOLume
Sprint PCS
Location ??
auto= 01
(OK)(NEXT)

Function keys.

The following keys perform these functions when pressed during most procedures.

CLR — This key lets you do lots of things:

- To erase one character from the display screen, briefly press it once.
- To erase all of them, hold it down for one second.
- To back up one menu level when you're accessing menu options, press it once.
- To revert back to the stadby display, hold it down for two seconds.

END — Press this key to disconnect a call. You can also press it to exit out of a menu and return to the phone's standby display.

The message key lets you easily access voicemail messages.

INFO — Press this key to insert hyphens as well as hard or timed pauses when you're programming a number in your phone's memory (See page 44). This key also gives you phone book guidance. You can press this key to display your Sprint PCS Phone Number when the main screen is displayed.

TALK

Press this key to place and receive calls, to access a second incoming call from call waiting or initiate Three-Way Calling.

Press either Soft Key to choose the operation displayed in the Soft Key Labels directly above that key. Different labels will be displayed above the Soft Keys depending on the menu you're in or the task you're performing. Each time you press a Soft Key, a new label may be displayed.

MUTE

Press this key to switch the microphone on and off while in a call, to turn the ringer sound off temporarily while ringing or to turn the ringer sound off until power off while standby mode.

Display icons: What they tell you.

Display icons are all the graphic symbols that show up on your display screen. In short, they tell you what's going on. Just look below.

	Signal	Measures your current signal strength. The more lines there are, the stronger the signal.
	No Service	This means the phone is outside service areas. When this is displayed, you cannot use your phone.
	In Use	Tells you a call is in progress.
	Roaming	If the icon is not displayed, you are in the Sprint PCS Network. If it is displayed (it may or may not be flashing), you are on another service provider's network.
	Messages	Indicates when you have messages waiting.
	Vibrate	Indicate when the vibrate feature is set to ON.
	Analog	Indicates when using the phone in the analog system.
	Battery	Shows the level of your battery charge. The more black you see, the more power you have left. When the charge is low, this icon blinks and an alert tone is sounded.

Using the battery.

Your Sprint PCS Phone comes with a rechargeable battery pack. Remember to fully charge your battery as soon as the charge becomes low in order to maximize your talk time and standby time.

Installing and removing the battery.

The battery pack snaps easily onto the back of the phone (bottom end first) for quick installation and removal. Make sure to turn the power off before removing the battery. Otherwise, you could lose stored numbers and messages.

Charging the battery.

You can tell whether or not your battery needs to be recharged just by checking the upper-right corner of your phone's display. When the battery charge level gets low, the battery icon will blink and the phone will sound a tone. If the battery level gets too low, the phone will turn off automatically. Three alert tones will sound just before the phone turns itself off. If this happens, unfortunately, you'll lose whatever you were just doing. So watch that indicator and make sure your level is okay.

To charge your battery, you should use the standard AC adapter, or the optional dual port desktop charger or rapid charging cigarette lighter adapter. Using unauthorized ones could cause damage. (The AC adapter is described in the next section. For more information on the desktop charger and rapid charging cigarette lighter adapter, see the product user guide for each.)

Charging with the AC adapter.

Only use SANYO-approved adapters, model number SCP-01ADT, with your Sprint PCS Phone. Using an unauthorized one could cause damage.

1. Plug the adapter into a wall outlet.

2. Plug the other end into the bottom of your Sprint PCS Phone, with the battery attached.

Charging a completely discharged standard Lithium Ion battery takes up to four hours.

If your phone is turned on, the red light will go on while charging and icon on display will blink when charge is completed

If your phone is turned off, the red light will go on and “battery is charging” will show on display while charging, and icon on display will blink when charge is completed.

Turning your phone on and off.

When you're ready to turn your Sprint PCS Phone on, check to see that the charged battery has been installed on the back of the phone or that you have external power (meaning the rapid charging cigarette lighter adapter, hands-free car kit or AC adapter) with the battery pack installed. Then, simply press POWER for one second. The red light flashes briefly and the banner is displayed, which means you're ready to make a call.

To turn your phone off, press POWER for one second until "Powering Off" is displayed. Then release POWER. When your phone is turned off, nothing is displayed on the screen.

Note: If POWER is pressed for less than one second, the phone will not turn on or turn off. This keeps your phone from being turned on or turned off accidentally.

Standby status.

Standby is the most basic state of the phone. The phone goes into standby status soon after you turn it on or whenever you press END. When your phone is in standby status, you will typically see the banner (that's the message that's displayed when you turn on your phone). You'll also have access to the phone's directory and features.

Power Save mode.

Your Sprint PCS Phone comes with a Power Save feature that will be activated automatically if your phone hasn't been able to find a signal after 15 minutes of searching. While this feature is active, the phone's battery charge is conserved. The phone will automatically recheck for a signal periodically. To manually force the phone to recheck for a signal, press any key. A message on the display will let you know when the phone is operating in Power Save mode.

Basic functions.

Making a call.

Whenever you make a call, follow these simple steps:

1. First, check to see that your phone is on. If you see the display indicators on the screen, that means the power is on.

2. Enter the phone number you're calling.

3. Press TALK.

4. When you're finished with your call, just press END to disconnect.

You can also make calls from your internal phone book (see page 35) or from your recent calls list (see page 40).

Correcting dialing mistakes.

If you make a mistake while dialing a phone number, press CLR to erase one digit at a time. You can delete the entire number at once by pressing CLR and holding it down for at least one second.

Answering calls.

Your phone must be turned on before you can receive calls. When your phone rings (“Incoming Call” display and the Red Light flash.), press TALK to answer. You can also answer by pressing any key (other than POWER, MUTE or END). Before you do this, you have to set Any Key Answer function on(See page 56).
To disconnect the call when you’re through, press END.
You can customize your options for answering calls using the Any Key Answer feature on the Features menu (press 7 after accessing the menu to select Features). This allows you to press any key (except POWER, MUTE or END) to answer a call.
When the phone rings, pressing END or MUTE stops only ringing.

Where you can use your phone.

Your Sprint PCS Phone is dual band, which means you can use it to make and receive calls in many places:

- In any city where Sprint PCS provides service
- On select PCS CDMA networks (like the Sprint PCS Network) from other providers
- On conventional analog cellular networks

When you use your phone in any Sprint PCS Service Area outside your home service area, it’s called traveling. You are charged a simple, flat rate for all travel calls you make and receive. When you use your phone outside the Sprint PCS Network, it’s called

roaming. If you're roaming in areas where Sprint PCS has agreements in place with other PCS CDMA service providers, you will be charged the travel rate. If you're roaming in areas where Sprint PCS has agreements in place with conventional analog cellular providers, you will pay airtime plus long-distance charges, where they apply.

Note: In areas where Sprint PCS does not have roaming agreements in place, you will still be able to make emergency calls to 911 and calls billed to a credit card.

What you'll see.

You should always check your phone's display because it will let you know when you're outside the Sprint PCS Network and whether your phone is not operating in analog only mode or analog roam mode. The chart below indicates what you will see, depending on where you're using your phone.

	(Analog Indicator)	(Roaming Indicator)
Sprint PCS Network		
Other PCS CDMA Networks		X ("CDMA Roam" flashes.)
Analog Cellular	X	X ("Analog Roam" flashes.)

Regardless of whether you're using your phone on or off the Sprint PCS Network, you should always dial numbers using 11 digits (1 + area code + number) when you make calls outside your Sprint PCS Home Service Area[SM]. (This does not necessarily mean you'll be charged a long-distance rate.)

Calling experience.

When you use your phone on other PCS CDMA networks, your calling experience will be quite similar to what you experience when making calls from within the Sprint PCS Network. Although certain calling features may not be available, your phone calls are still private and secure, and in general, your call quality should be similar to what you experience with the Sprint PCS Network.

When you use your phone on analog cellular networks, your experience will be much different. Cellular roaming will be of the same quality provided by cellular carriers today. Although you will still have the convenience of being able to make and receive calls, here are some differences you can expect:

- You are more likely to experience static, cross-talk, fade-out and dropped calls.
- Some calling features that are standard within the Sprint PCS Network will be unavailable.
- You will experience the same security and privacy risks (eavesdropping and cloning) that exist with conventional cellular services today.
- Battery life will be shorter when you use your phone for cellular roaming than when you use it on a CDMA network.

If you are on the phone when you leave a Sprint PCS Service Area and enter an area where roaming is available (whether PCS CDMA or analog cellular), your call will be dropped. If your call is dropped in an area where you think Sprint PCS provides service, turn your phone off and then on again to speed acquisition of the Sprint PCS Network.

If you need customer service for any reason while using your phone outside the Sprint PCS Network, just dial 6 1 1 TALK from your Sprint PCS Phone. However, because you're outside the Sprint PCS Network, you may reach the local service provider's customer service instead of Sprint PCS Customer Care. To be sure that you reach Sprint PCS Customer Care, dial 1-888-211-4PCS (4727).

Using Caller ID.

This feature tells you who is calling you on your Sprint PCS Phone by displaying their number when the phone rings. If a caller's name and number are stored in your internal phone book, the corresponding name is also displayed. If you call someone who has this feature, your Sprint PCS Phone Number will be displayed on their phone.

To block your Sprint PCS Number from being displayed for a particular outgoing call, just follow these steps:

1. Press * 6 7.

2. Dial the outgoing phone number and press TALK.

To block your Sprint PCS Phone. Number from being displayed on all of your outgoing calls, just call Sprint PCS Customer Care by pressing * 2 TALK (in Southern California, press * 6 1 1 TALK). Once you have permanently blocked your number, you can release the block for a particular call. To do that, follow these steps:

1. Press * 8 2.

2. Dial the phone number and press TALK.

Responding to Call Waiting.

If you're in the middle of a call and you hear a beep, that means you have another call coming in. If you don't answer the call within 10 seconds, you will be reminded of the incoming call with a second beep. To put the first caller on hold and answer the second call, press TALK. Press TALK again to switch back to the first call.

If you don't want to be interrupted during a particular call, you can temporarily disable Call Waiting. Just press * 7 0 before dialing the number. Once you end that call, Call Waiting will be reactivated automatically. If you don't want to be interrupted during any of your calls, before making any more, press * 2 TALK (in Southern California, press * 6 1 1 TALK) to call Sprint PCS Customer Care and have Call Waiting deactivated.

Using Three-Way Calling.

Three-Way Calling lets you talk with two different people at the same time. Simply dial your first number and press TALK. When you have connected, press TALK to put the first caller on hold. Next, dial the second number and press TALK. When you're connected, press TALK again to begin your three-way call. When you use this feature, you will be charged normal airtime rates for each of the two calls you make.

Using Call Forwarding.

With Call Forwarding, you can have all of your incoming calls forwarded to another phone number – even if your Sprint PCS Phone is turned off. When Call Forwarding is activated, you can still make calls from your Sprint PCS Phone. To activate Call Forwarding, follow these steps:

1. Press * 7 2.

2. Enter the area code and seven-digit phone number to which your calls should be forwarded.

3. Then press TALK. You will hear a tone that confirms you've activated Call Forwarding.

To deactivate Call Forwarding, press * 7 2 0 TALK. Once again, you'll hear a tone to confirm the deactivation.

Redialing calls.

To redial the last call you made from your Sprint PCS Phone, press TALK. When the number is displayed, press TALK again. You also can redial any of your last 10 calls using your recent calls list (see page 40).

Getting your own phone number.

You probably don't call your own Sprint PCS Phone Number very often, so you may forget it. If you do, here's an easy way to get it:

Turn your phone on and your number will be displayed briefly.

If you miss it, press INFO to see it again anytime your phone is either in standby or talk mode.

Adjusting volume.

The volume keys VOL▲ VOL▼ of your Sprint PCS Phone perform three critical functions. They let you:

- Adjust the earpiece volume during a call.
- Adjust the ringer volume or even turn it off when you're in standby mode.
- Scroll through menus.

Locking the keypad.

To avoid accidental key presses, you can lock the keypad. However, you'll still receive incoming calls and messages. (This feature can be activated only when the phone is in standby mode.)
Any Key Answer does not work in this mode.

To lock your keypad, press ▲ under [MENU] and 0 (Key gurad).
To unlock your keypad, press and hold END.

Emergency dialing.

You can place calls to 911, or one of the other three emergency numbers that are in your emergency number list, even if your phone is locked or restricted. (For information on locking or restricting your phone, see pages 53 and 54.) As long as you're within a service area (check your signal strength indicator), these numbers can be dialed.

Calling 911.

1. Dial 9 1 1.

2. Press TALK.

Note: Even if your account is restricted, you can still dial 911 (as long as you're within a service area) but no other emergency numbers.

Saving and editing emergency numbers.

You can save three phone numbers (in addition to 911) that can be dialed even if your phone has been locked. To save emergency numbers, follow the steps below:

1. Press ▲ under [MENU] .

2. Press 6 to select the security menu.

3. Enter your lock code. (The default code typically consists of the last four digits of your phone number. To change your lock code, see page 54.)

4. Press 4 to select “EMERGENCY #.”

5. Press ▲ under [EDIT] to edit or enter the first emergency number, or press ▲ under [NEXT] to display the next emergency number.

6. Press ▲ under [OK] to save the entered number.

Dialing other emergency numbers.

If there’s an emergency, you can still make calls to your stored emergency numbers even when your phone is locked.

1. Dial one of the other three emergency numbers stored in your emergency list. Your emergency numbers must be dialed exactly as stored – with or without the area code.

2. Press TALK.

Dialing Sprint PCS Directory Assistance.

Dial 4 1 1 TALK to obtain residential, business and government listings; to get help completing local or long-distance calls; or to obtain movie listings, hotel, restaurant and shopping information, and major local event information.

Dialing Sprint PCS Operator Services.

Dial 0 to obtain assistance in placing collect calls or calls billed to a local telephone calling card or a third party.

Setting up your voicemail.

To set up your voicemail, press and hold for at least one second. Then enter “SPRINT” (777468) as your temporary pass code. We suggest you do this soon after you activate your Sprint PCS Account.

After entering that code, the voicemail system will prompt you to do these things:

- Create your own personal pass code. Make sure you pick a number that you will remember.
- Create the greeting that people will hear when they call you.
- Record your name announcement.
- Choose whether to activate One-Touch Access.

After you’ve set up your voicemail, it will automatically record messages whenever someone calls and you don’t answer. Whenever you need to call your voicemail from another phone, dial your Sprint PCS Phone Number. When you hear your greeting, press and enter your pass code.

Finding out you have a message.

Your Sprint PCS Phone alerts you when you have new voicemail messages in several ways: by displaying a message on the screen, by sounding five short beeps (if the ringer is turned on), by flashing the red light at the top of the phone, and by displaying ✉ at the top of your screen. If a message is marked “Urgent,” ✉ will flash. You can have up to 30 new or saved messages and each can be stored for up to 30 days.

In addition to VOICE MAIL, there is [PAGE] and [TEXT]. [PAGE] provides notification that there has been an incoming call. [TEXT] is a text message. Whichever the case, when a call has been received from a person who is registered in the phone book, the phone number and name will be displayed on the display. Press ▲ under [READ] to displays detailed information related to the message (and in the case of [TEXT], displays the contents of the text message). Press ▲ under [CALL] (or TALK) to make a call to person sending a message.

If you press ✉ when your Sprint PCS Phone is in standby mode, you can check whether or not there is a message.

Your phone will continue to display ✉ until you erase your new message or you read page or texts.

Internal phone book, Call history and Scratch pad.

You get two types of phone books with your Sprint PCS Phone: the Primary Phone Book and the Recent Call History. To make the most of them, you really need to understand all the basic features and functions of your new phone.

Understanding your phone's memory.

Your Sprint PCS Phone has 99 phone book memory locations – that is, 99 places to store phone numbers. You can store up to 32 digits within 01 through 94 memory locations and up to 54 digits within 95 through 99 memory locations, and use up to 12 characters to give each entry a name.

Saving and storing a phone number.

When adding numbers to your Primary Phone Book, keep in mind that memory locations 1 through 9 should be used for One-Touch Dialing or your most commonly used phone numbers.
Secret numbers can be stored only in memory locations 90 through 99.

To save numbers, simply follow the directions below.

1. Enter the phone number that you want to save. We suggest that you save numbers using 10 digits (area code + number).
   If you enter a hard or timed pause, you can entire more than 33 digits.

2. Press ▲ under [SAVE].

3. Enter the name that goes with the number (up to 12 characters). Press the key of the first letter in the name, and continue until you've spelled the whole name. Pressing a key repeatedly will change the letter or number in the flashing cursor position on the screen. (For example, press 2 once for "A." Press 2 twice for "B.") When you have the correct letter or number in position on the screen, wait two seconds for the cursor to advance automatically one space. To add a space, wait for the cursor to advance and then press # . Press CLR or * or # to correct any mistakes.

4. Once you've finished entering a name, press ▲ under [OK].

5. To store the number in the next available memory location, press ▲ under [OK]. You have the option to specify a different location by entering a two-digit location number.

6. The phone prompts, "Make Secret?" (Secret numbers are not displayed on the screen and can only be deleted, not edited.) Press ▲ under [OK] to accept the "no" default. To save the entry as secret, press ▲ under [NEXT] to toggle to "yes" and press ▲ under [OK].

   Each time you save a new number, the phone automatically displays a tally of numbers stored and of memory locations still available.

Looking up a phone number.

Once you have stored numbers in your Primary Phone Book, you can review all those numbers. To display the location number, name and phone number, follow these steps:

1. Press ▲ under [BOOK].

2. Press ↑ * or # ↓ to display the list of numbers.

3. To scroll through the memory list, press ↑ * or # ↓.

4. To see the number stored in a memory location, press ▲ under [VIEW] when that number is selected ("✓" mark will be pointing to it).

5. To call the displayed number, press TALK.

Finding a number using a person's name.

Just follow the steps described below.

1. Press ▲ under [BOOK].

2. Press ▲ under [NAME].

3. Enter the name of the person whose number you want to find. You can enter two or more consecutive letters from the name if you don't want to enter the entire name.

4. Press ▲ under [FIND]. The phone searches for names containing those consecutive letters and displays a list of matches.

5. To scroll through the list, press ↑ * or # ↓ .

6. To call the number "✓" mark is pointing to, press TALK, or to display more information, press ▲ under [VIEW].

Finding a number when you know at least four digits.

This feature works only when "Digits Find" (Menu 78) is set to "on."

1. Enter four or more consecutive digits of the number on the main screen.

2. Press ▲ under [FIND].

3. When the list of matching numbers is displayed, press ↑ * or # ↓ to scroll to the one you're looking for.

4. To call the number "✓" mark is pointing to, press TALK, or to display more information, press ▲ under [VIEW].

Editing a phone number.

1. First, press ▲ under [BOOK] and then select the memory location you want to edit, following the steps described in the previous section.

2. Press ▲ under [EDIT].

3. Edit the number using CLR and the digit keys. Press ▲ under [OK] when you're finished.

4. The phone displays the name that was stored previously. You can change the name, or press ▲ under [OK] to accept it.

5. The phone then displays the memory location. Press ▲ under [OK] to use that memory location, or enter a new one.

6. If you're saving the edited entry in the same location or in an already occupied location, the phone displays the name, memory location and phone number and prompts, "Overwrite?" Press ▲ under [OK] to accept your change.

7. The phone prompts, "Make Secret ?" Press ▲ under [OK] to accept the "No" default, or press ▲ under [NEXT] to toggle to "Yes" and press ▲ under [OK] to make the entry secret.

Erasing a phone number.

1. First, press ▲ under [BOOK] and then select the memory location you want to edit, following the steps described on page 34.

2. Then, press ▲ under [ERASE] to erase both the name and the number. If the number you want to erase was stored as a secret entry, you'll have to enter your lock code before the number will be erased.

3. Press ▲ under [OK]. Your phone's display will show the word "-erased-" to confirm that the entry has been erased.

Finding a number using its memory location.

1. Press ▲ under [BOOK].

2. Enter the two-digit memory location to display the number.

Using One-Touch/Two-Touch Dialing.

This feature enables you to dial phone book entries through one key press (for locations 1 to 9) or two key presses (for locations 10 to 99). You can turn on One-Touch Dialing through the “One-Touch” item under the “Features” menu (see page 56.).

For memory locations 1 to 9:

Press and hold the appropriate key for one second.

For memory locations 10 to 99:

1. Press the first digit.

2. Press and hold the key for second digit for one second.

Using Speed Dial.

You can dial numbers that are saved in your internal phone book by simply pressing a couple of keys. Just follow these steps:

1. Press the key(s) that correspond to the numeric memory location. For example, for memory location 10, press 1 0.

2. Press TALK. The phone will find the number in the internal phone book, display it on the screen and place the call.

Reviewing your Recent Call History.

Your Sprint PCS Phone maintains a list of the last 10 calls you made, a list of the last 10 calls you accepted or missed and the scratch pad memory you added. To display a list of recently made calls, follow these steps:

1. Press ▲ under [BOOK].

2. Press ▲ under [CALLS].

3. Press 1 to see outgoing calls (or 2 to see incoming calls).

4. Press ↑ * or # ↓ to scroll though the last 10 calls that were made, accepted or missed.

5. When "✓" is displayed at the left of an item in the call list, you can press TALK to place a call to that number. (If there's a name in the call list, that number has already been saved in your phone book.)

6. When "✓" is displayed at the left of an item, you also can press ▲ under [VIEW] for additional information on the call. You can press ▲ under [SAVE] to save the number to a memory location. You also can press INFO to display the date and time stamp associated with the call.

When you're reviewing your Recent Call History list, you'll see one of the following:

MISSED	Indicates you have an unanswered incoming call.
CALL FROM	Indicates a call you received and answered.
CALL TO	Indicates a call you dialed.

Saving in Scratch Pad Memory.

1. Press ▲ under [MENU].
2. Press 7 and 3 during a call.
3. Enter the phone number and name you have to remember.
4. Press ▲ under [ADD] to save in Scratch Pad.

Reviewing your Scratch Pad memory.

1. Press ▲ under [BOOK].

2. Press ▲ under [CALLS].

3. Press 3 to see your scratch pad memory.

4. When “ADDED” and the phone number as the scratch pad are displayed, you can press TALK to place a call to that number.

5. If you want to store that number in the primary phone book, press ▲ under [SAVE].

6. Enter the name.

7. Press ▲ under [OK].

8. To store the number in the next available memory location, press ▲ under [OK]. You have the option to specify a different location by entering a two-digit location number.

The scratch pad memory will be erased when:

- ▶ Entering a next number as the scratch pad memory.

- ▶ Saving the scratch pad memory into the primary phone book memory.

- ▶ Turning your phone off.

Advanced features.

Using the pause feature to dial faster.

This feature saves you from always having to enter a series of numbers when, for example, you're being prompted by an automated system or using a calling card. With your Sprint PCS Phone, you can actually store the required series of numbers in your internal phone book with pauses in all the right places to communicate to the automated system all the right breaks. The gist of it: You're able to hit a couple of numbers instead of a bunch. There are two kinds of pauses you can insert:

- Hard Pause — When dialing a stored number with a hard pause, the phone will stop dialing when it reaches the hard pause. Press ▲ under [RESUME] when you're ready to send the remaining numbers. The hard pause is displayed as H on the phone.

- Timed Pause — When dialing a stored number with a timed pause, the phone will stop dialing and wait for two seconds when it reaches the timed pause. The phone will send the remaining numbers automatically after the two-second pause.

If a two-second pause is long enough for your automated system, use a timed pause. If not, use a hard pause.

Inserting a pause in a number.

1. Enter the first part of the number.

2. Press INFO where you want to insert a pause.

3. To insert a hard pause, press 1. To insert a timed pause, press 2.

4. Enter additional numbers (for example, a PIN or credit card number).

5. Press ▲ under [SAVE].

Note: Press 3 to enter a hyphen. Hyphens are used for appearance only, your phone dials the number without any delays.

Punctuating names.

When you're storing or editing names in your internal phone book, you can use any of 18 special punctuation characters.

1. Press INFO while entering a name. (See page 34.)
   A list of nine characters will be displayed.

2. Press ↑ * or # ↓ to display the other nine characters that can be entered.

3. Press the number next to the character you want to enter.

4. Continue entering the name.

Using uppercase and lowercase letters.

When entering a name, you can use both uppercase and lowercase letters.

1. Press ▲ under [A→a] to change from uppercase letters to lowercase letters. Press ▲ under [a→A] to change back to uppercase letters.

2. Enter the appropriate letters.

Dialing from your phone book to a different area code.

When you're traveling outside your home service area, or when you're calling someone back from within voicemail, you may need to add an area code to the stored number.

To temporarily add digits to the beginning of a stored phone number, follow these steps:

1. Find the number you want to call. (See pages 35 and 36.)

2. Enter the area code for the number. The new numbers will be inserted automatically at the beginning of the phone number.

3. Press TALK to dial the modified number.

Help guidance for the internal phone book.

When you need a help to look up a phone number. You can operate your phone following the instructions indicated on the display.

1. Press ▲ under [BOOK].

2. Press INFO.
   The display shows “Recall the speed memory or used num.”.

3. Press ▲ under [HELP].
   The three indications are respectively shown in the following order for three seconds each.
   “Enter speed memory # to display”
   ⇩
   “ [NAME] to find by name
   [CALLS] for used numbers”
   ⇩
   “Press volume to display memory list”

4. After three seconds, you will see “LOOK UP Location ??”.
   Then you can continue to operate following indications described in the above step 3.

Main menu.

You can access all of your phone's features and settings through the main menu. Here's how to go about it.

Navigating through the menu.

- To display the main menu, press ▲ under [MENU].
- To scroll through menu items, press ↑ * or # ↓.
- To go back one step, press CLR. You can do this at any point in the process.
- To select a menu item, press the number corresponding to it.
- To scroll through possible settings, press ▲ under [NEXT], or press ↑ * or # ↓. To continuously scroll menus, press and hold VOL▲ or VOL▼.
- To save a setting, press ▲ under [OK].
- To exit the menu and return to the standby screen, press END. You won't save any changes. You also can press and hold CLR for one second.

Taking a menu shortcut.

If you're in a hurry, just press ▲ under [MENU] and then press the numbers that correspond to the menu options without scrolling through the menus. For example, if you press ▲ under [MENU], followed by 1 and 1, the phone will display the volume setting of the ringer.

Understanding menu items.

Adjusting your phone's volume.

Volume. (Menu 1) Here's how to adjust the volume on your phone's ringer, key beep and earpiece.

- Ringer **(Menu 11)**
  To adjust the ringer or the message alert, you can press either or , or the volume keys. The ringer volume can be adjusted in 5 steps including "off." To adjust the ringer while the phone is ringing, only the volume keys can be used. When "off" is selected, "Ringer Off" is shown on the display in standby mode.

- Key Beep **(Menu 12)**
  Adjust the volume of the beep your phone makes when you press a key by pressing or , the volume keys. The key beep volume can be adjusted in 5 steps including "off."

- Earpiece **(Menu 13)**
  To adjust the volume of the earpiece, press or , the volume keys. The earpiece volume can be adjusted in 4 steps. To make adjustments during a call, use the volume keys.

- Ring Type **(Menu 14)**
  Determine the sounds your phone makes when you receive a call. Press or to scroll through the possible settings (5 types). As you scroll through the list, you will hear a sample of the ringer setting. The default setting is "RING 1."

▶ Message Ring **(Menu 15)**
Lets you choose how you want to be notified of short messages (when available). Settings are: “off,” “once” and “every 2 min.” (The default setting is “every 2 min.”)

Choosing what you see on the screen.

Display. (Menu 2) These options let you customize how things will be displayed on your phone’s display screen.

▶ Backlight **(Menu 21)**
You can manipulate the display and keypad backlighting. Possible settings are:

- **always on or always off:** The “always on” option makes sure the backlight is always on with the phone turned on. This setting significantly increases battery drain. The “always off” setting means that the backlight is always off except when having incoming call.
- **10 seconds:** The backlight turns off 10 seconds after you press the last key. It is turned on again as soon as you press a key. This is the default setting.
- **30 seconds:** The backlight turns off 30 seconds after you press the last key.

▶ Banner **(Menu 22)**

This option lets you put whatever you want on your phone's display screen – just so long as it's no more than 12 characters. This banner will be displayed on the top line whenever your phone is on. Simply press ▲ under [EDIT] to change your existing banner. You enter characters the same way you would in your Primary Phone Book. (See pages 34.)

▶ Show Time **(Menu 23)**

You can display the date and time on your phone's screen. They will be transmitted to your phone automatically from the Sprint PCS Network and will change to reflect the time zone you're in. Settings are: "yes" and "no." The default is "yes."

▶ Auto Hyphen **(Menu 24)**

When you select this option, your phone automatically inserts hyphens so your numbers look like the normal U.S. phone numbers. Settings are: "on" and "off." The default is "on."

▶ Version **(Menu 25)**

Displays the version number of the software installed on your Sprint PCS Phone.

Choosing the vibration.

Vibration Feature. (Menu 3) If the vibration feature is set to ON, you can get the incoming call and the message by the phone vibrates oneself. When this feature is set to "on", you will see " " icon on the screen. Settings are: "on" and "off." The default is "on."

Choosing the right alerts.

Alerts. (Menu 4) Your Sprint PCS Phone comes with several different options to keep you aware of what's going on.

- Fade **(Menu 41)**
  This option will use a tone to alert you if, for some reason, you have either lost a call or lost service. Settings are: "on" and "off." The default is "off." Also it alerts you when you come back into a service area.

- Minute **(Menu 42)**
  This option is a minute minder that beeps 50 seconds before each minute is up during a call. Settings are: "on" and "off." The default is "off."

- Service **(Menu 43)**
  This option is a tone that alerts you whenever your network service changes. For example, if the service alert is set to "on," your phone will sound an alert whenever you begin traveling outside of your home service area. Settings are: "on" and "off." The default is "off."

Keeping track of calls.

Call Info. (Menu 5) These options help you remember whom you called, when and for how long. Times are displayed in minutes and seconds like this: "5:20."

- Last Call **(Menu 51)**
  Tells you how long your last call was in minutes and seconds.

- Home Calls **(Menu 52)**
  Tells you how many calls you made in your home service area (that is, when you weren't traveling) and how long they lasted, since the last reset. Press ▲ under [ZERO] to reset.

- Roam Calls **(Menu 53)**
  Tells you how many calls you made while traveling outside your home service area and how long they lasted. Press ▲ under [ZERO] to reset.

- All Calls **(Menu 54)**
  Tallies up the total number of calls you made and how long they lasted. This number cannot be reset.

Maintaining phone security.

Security. (Menu 6) You have the option to lock your Sprint PCS Phone when you'd like to make sure you're the only one who can use it. Locking your phone means that you can still receive incoming calls or make emergency calls, but all other phone functions are disabled. You also can restrict outgoing calls (except 911 and emergency calls), incoming calls and access to your phone book.

Your lock code typically consists of the last four digits of your Sprint PCS Phone Number. If you choose to change it, however, and then forget it, you will have to take your phone to the nearest Sprint PCS Center for assistance. Because your phone must be reprogrammed if you forget your lock code, Sprint PCS Customer Care will not be able to assist you over the phone.

To access the security menu and modify the settings, you must first enter your lock code.

▶ Lock **(Menu 61)**

First, you should decide when you want your phone to be locked. Possible settings are “never,” “on power up,” and “now.” If you choose “on power up,” your phone will be locked every time you turn it on. If you select “now,” your phone will be locked immediately. If you choose “never,” your phone will never be locked. The default setting is “never.”

When your phone is locked, [UNLOCK] is displayed.

To unlock your phone, see pages 2 and 28.

▶ Restrict **(Menu 62)**

With restrict mode, you control what calls can be made from your phone.

Phone Book. Determines whether you can access the phone book and call logs and make calls directly from it. Possible settings are “yes” and “no.” The default setting is “no.” If you choose “yes,” access to the phone book and call logs is disabled, although you still can receive calls and dial only the numbers which correspond with the numbers stored in the phone book. You can also dial the emergency numbers. One-touch and two-touch dialing will not be available if the phone book is restricted.

Incoming. Determines whether incoming calls can be received on your Sprint PCS Phone. Possible settings are “yes” and “no.” The default setting is “no.” If you choose “yes,” calls cannot be received on your PCS phone.

Outgoing. Determines whether outgoing calls can be made from your Sprint PCS Phone. Possible settings are “yes” and “no.” The default setting is “no.” If you choose “yes,” outgoing calls cannot be made from your phone (except to 911 or your stored emergency numbers), although you still can receive calls.

- New Code **(Menu 63)**

  If you don’t want to use your phone’s original lock code, you can use this option to enter your own new four-digit code number. If you decide to change your lock code and then forget it, you will have to take your phone to the nearest Sprint PCS Center for assistance.

- Emergency# **(Menu 64)**

  You can enter up to three emergency numbers and you can call all of them and 911 – even when your phone is locked. When you dial an emergency number, it must exactly match the numbers previously programmed in order to override the lock and restriction settings.

- Clear Calls **(Menu 65)**

  This option clears your Recent Call History list.
  When you clear the list of outgoing calls, press 1 after entering your lock code.
  When you clear the list of incoming calls, press 2 after entering your lock code.

Customizing the way your phone works.

Features. (Menu 7) With the help of the following features, you can make your phone work more like you do.

▶ Auto Answer **(Menu 71)**

This feature lets you answer calls without pressing any keys. You can select the number of times your phone rings before a call is answered automatically. Possible settings are: “5 rings,” “3 rings,” “1 ring” and “off.” The default is “off.” Press ▲ under [NEXT] to scroll through the options. The phone must be turned on for the Auto Answer feature to work. This feature is typically used with the Hands-Free Car Kit.

▶ Auto Retry **(Menu 72)**

You can set the length of time your phone will wait before it automatically redials a number when the system is busy. Possible settings are: “every 60 seconds,” “every 30 seconds,” “every 10 seconds” and “off.” The default is “off.” Press ▲ under [NEXT] to scroll through the options. Auto Retry repeats up to 5 times.

▶ Scratch Pad **(Menu 73)**

This feature lets you store phone numbers during a call. They’ll then be added to your Recent Call History list. For example, if during a call someone gives you a phone number that you need to remember, you can enter it in your Scratch Pad.

▶ Key Beep **(Menu 74)**

You can determine the length and speed of your key beep (you hear this when you enter the numbers). Possible settings are: “long” and “normal.” The default is “normal.” Press ▲ under [NEXT] to toggle between options.

▶ One-Touch **(Menu 75)**

This feature allows you to turn your One-Touch (1~9)/Two-Touch (10~99) phone book memory dialing on or off. Settings are: “enable” and “disable.” The default is “enable.”

▶ Privacy **(Menu 76)**

This feature allows you to select “enhanced” or “standard” voice privacy mode. Press ▲ under [NEXT] to toggle between options.

▶ Any Key Answer **(Menu 77)**

You can choose to be able to press any key to answer incoming calls (other than POWER, MUTE or END). Possible settings are: “on” and “off.” The default is “off.” Press ▲ under [NEXT] to toggle between options.

▶ Digits Find **(Menu 78)**

This feature allows you to activate finding out a number from your phone’s memory when entering at least four digits you know. Possible settings are: “DIGITS FIND on” and “DIGITS FIND off.” The default is “on.” Press ▲ under [NEXT] to toggle between options.

Choosing the analog system.

Analog System. (Menu 8) Your dual-band Sprint PCS Phone will work like a single-band CDMA phone unless the “Analog” option is set. If you want to use the phone in the analog system, follow the followings.

▶ Set Analog **(Menu 81)**
This option allows you to entirely stop using the phone in analog mode, or to use the phone in analog mode within the specified duration. Possible settings are: “DISABLED,” “This Call” (Only for one call), “Til PWR OFF” (Turning the phone off) or “Automatic” (Only for analog available). The default is “DISABLED.” During the analog mode, “Analog Roam” (when selecting “Automatic”) blinks.

Preventing accidental key press.

Keyguard. (Menu 0) You can enable keyguard with this option. This feature locks the keypad on your phone so that keys won’t accidentally be pushed. To enable keyguard, press ▲ under [MENU] and then 0. To disable, press and hold END.

Usage guidelines: All about performance and safety.

Keeping tabs on signal strength.

First of all, the voice quality of your Sprint PCS Phone will always be at its best when the antenna is fully raised. If you're inside a building, reception may be better near a window.

The quality of each call you make or receive depends on the signal strength in your area. Your phone will inform you of the current strength by displaying a number of bars next to the signal strength icon. The more bars displayed, the stronger the signal. (See page 14 for an illustration of the signal strength indicators.)

Understanding Power Save mode.

If you're trying to use your phone in an area where the signal is too weak, the Power Save feature will automatically activate to conserve battery power when you've been unable to pick up a signal for 15 minutes. If your phone is on, it will periodically recheck service availability, or you can do so yourself manually by pressing any key. A message will be displayed on the screen any time Power Save has been activated.

Understanding how your phone operates.

Your Sprint PCS Phone is basically a radio transmitter and receiver. When it's turned on, it receives and transmits radio frequency (RF) signals. Your phone operates in the frequency range of 1.9 GHz and 800 MHz. When your phone is in use, the system handling your call controls the power level.

Radio frequency safety.

In 1991–1992, the Institute of Electrical and Electronics Engineers (IEEE) and the American National Standards Institute (ANSI) joined in updating ANSI's 1982 standard for safety levels with respect to human exposure to RF signals. More than 120 scientists, engineers and physicians from universities, government health agencies and industries developed this updated standard after reviewing the available body of research. In 1993, the Federal Communications Commission (FCC) adopted this updated standard in a regulation. In August 1996, the FCC adopted a hybrid standard consisting of the existing ANSI/IEEE standard and the guidelines published by the National Council of Radiation Protection and Measurements (NCRP).

The design of the Sprint PCS Phone complies with these updated standards. Of course, if you want to limit RF exposure even further than the updated standard, you can choose to control the duration of your calls and operate your phone in the most power-efficient manner.

Maintaining your phone's peak performance.

To operate your phone properly – that is, to maintain safe and satisfactory service – you should follow these rules:

- For best reception, extend the antenna fully.
- Hold the phone with the antenna up and over your shoulder.
- Do not hold the phone antenna at any time.
- Do not use the phone with a damaged antenna.
- Speak directly into the mouthpiece.

Avoid exposing your phone and accessories to rain or liquid spills. If your phone does get wet, turn the power off immediately and remove the battery pack. If it is inoperable, you should return it to a Sprint PCS Center or call Sprint PCS Customer Care for service.

Only authorized personnel should service your phone and its accessories. Faulty service may invalidate the warranty.

Protecting your battery.

For best battery performance, you should follow these guidelines:

- Only use the SANYO-approved battery packs (model numbers SCP-01LBPS and SCP-01LBPL) and AC adapter, cigarette lighter adapter, and desktop charger (model number SCP-01DAT for AC adapter; model number SCP-01CLA for cigarette lighter adapter; model number SCP-01DTC for desktop charger). These chargers are designed to maximize battery life. Using other batteries or chargers will invalidate your warranty and may cause damage as well.

- To avoid damage, charge the battery pack only in temperatures that range from 32˚F to 104˚F (0˚C to 40˚C).

- Do not use the battery charger in direct sunlight or in high humidity areas, such as the bathroom.

- Never dispose of the battery pack by incineration.

- Keep the metal contacts at the bottom of the battery pack clean.

- Do not attempt to disassemble or short-circuit the battery pack.

- You may need to recharge the battery pack if it has not been used for a long period of time.

- Replace the battery pack when it no longer provides acceptable performance. It can be recharged hundreds of times before it will need to be replaced.

- Do not store the battery pack in high temperature areas for long periods of time. Follow these storage rules:

  Less than one month: -4˚F to 131˚F (-20˚C to 55˚C)
  More than one month: -4˚F to 95˚F (-20˚C to 35˚C)

Using your phone while driving.

Talking on the phone while you're driving may divert your attention from the road. Besides that, it is illegal in some states. Remember, safety comes first.

When using your Sprint PCS Phone in the car:

- Focus on driving, not talking.

- Use your hands-free car kit.
  For details, refer to the user guide which comes with the hands-free car kit.

If you must use the phone while driving, please use One-Touch Dialing, Speed Dial and Any Key Answer modes.

FAILURE TO FOLLOW THESE INSTRUCTIONS MAY LEAD TO SERIOUS PERSONAL INJURY AND POSSIBLE PROPERTY DAMAGE.

Disposal of Lithium Ion batteries.

You can return your unwanted Lithium Ion batteries to your nearest SANYO Service Center. For the SANYO Service Center nearest you, call 1-800-XXX-XXXX (U.S. only).

Note: In some areas, the disposal of Lithium Ion batteries in household or business trash may be prohibited.

Following safety guidelines.

To operate your phone safely and efficiently, you should always follow any special regulations in a given area, and turn your phone off in areas where use is forbidden or when it may cause interference or danger.

Using your phone near other electronic devices.

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, RF signals from PCS telephones may affect inadequately shielded electronic equipment.

RF signals may affect improperly installed or inadequately shielded electronic operating and entertainment systems in motor vehicles. Check with the manufacturer or its representative to determine if these systems are adequately shielded from external RF signals. You should also check with the manufacturer regarding any equipment that has been added to your vehicle.

Consult the manufacturer of any personal medical devices (such as pacemakers and hearing aids) to determine if they are adequately shielded from external RF signals.

Turn off the phone in healthcare facilities and request permission before using the phone near medical equipment.

Turn off your phone before flying.

You should turn off your Sprint PCS Phone before boarding any aircraft. To prevent possible interference with aircraft systems, U.S. Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground. To prevent any risk of interference, FCC regulations prohibit using your phone while the plane is in the air.

Restricting children's access to your phone.

Your PCS phone is not a toy, and should not be played with by children. They could hurt themselves and others, damage the phone or make calls that increase your telephone bills.

Turn off your phone in dangerous areas.

To avoid interfering with blasting operations, you should turn off your phone when in a blasting area or in other areas with signs indicating that two-way radios should be turned off. Construction crews often use remote-control RF devices to set off explosives.

Turn off your phone when you are in any area with a potentially explosive atmosphere. It is rare, but your phone or its accessories could generate sparks. Sparks could cause an explosion or a fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always, clearly marked. They include fueling areas such as gas station; below deck on boats; fuel or chemical transfer or storage facilities; areas where the air contains chemicals or particles such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

Do not transport or store flammable gas, liquid or explosives in the compartment of your vehicle that contains your phone or accessories.

Cautions.

Any changes or modifications to your Sprint PCS Phone not expressly approved in this document could void your warranty for this equipment and void your authority to operate this equipment. Only use approved batteries, antennas and chargers. The use of any other type will invalidate the warranty.

FCC notice.

The phone may cause TV or radio interference if used in close proximity to receiving equipment. The FCC can require you to stop using the telephone if such interference cannot be eliminated. If you need assistance, contact Sprint PCS Customer Care.

And last, but certainly not least, vehicles using liquefied petroleum gas (such as propane or butane) must comply with the National Fire Protection Standard (NFPA-58). For a copy of this standard, contact the National Fire Protection Association, One Batterymarch Park, Quincy, MA 02269, Attn: Publication Sales Division.

PATENT INFORMATION

The products/Equipment described in the attached documentation are manufactured under one or more of the following U.S. Patents:

4,901,307,	D356,560,	5,506,865,	5,566,357,	5,608,722,
5,056,109,	5,408,697,	5,509,015,	5,568,483,	5,614,806,
5,099,204,	5,414,728,	5,509,035,	5,574,773,	5,617,060,
5,101,501,	5,414,796,	5,511,067,	5,574,987,	5,621,752,
5,103,459,	5,416,797,	5,511,073,	D375,740,	5,621,784,
5,107,225,	5,426,392,	5,513,176,	5,576,662,	5,621,853,
5,109,390,	5,437,055,	5,515,177,	5,577,022,	5,625,876,
5,193,094,	D361,065,	5,517,323,	5,577,265,	5,627,857,
5,228,054,	5,442,322,	5,519,761,	D375,937,	5,629,955,
5,257,283,	5,442,627,	5,528,593,	5,588,043,	5,629,957,
5,265,119,	5,452,473,	5,530,928,	D376,804,	5,638,412,
5,267,261,	5,461,639,	5,533,011,	5,589,756,	5,640,414,
5,267,262,	5,469,115,	5,535,239,	5,590,069,	5,642,398,
5,280,472,	5,469,471,	5,539,531,	5,590,406,	5,644,591,
5,283,536,	5,471,497,	5,544,196,	5,590,408,	5,644,596,
5,289,527,	5,475,870,	5,544,223,	5,592,548,	5,646,991,
5,307,405,	5,479,475,	5,546,459,	5,594,718,	5,652,814,
5,309,474,	5,483,696,	5,548,812,	5,596,570,	5,654,979,
5,337,338,	5,485,486,	5,559,881,	5,600,754,	5,655,220,
5,339,046,	5,487,175,	5,559,865,	5,602,834,	5,657,420,
5,341,456,	5,490,165,	5,561,618,	5,602,833,	5,659,569,
5,383,219,	5,497,395,	5,564,083,	5,603,096,	5,663,807,
5,392,287,	5,499,280,	5,566,000,	5,604,459,	Other patents
5,396,516,	5,504,773,	5,566,206,	5,604,730,	pending

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A

AC adapter,
activation,
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