










- **vCard:** You can select a contact's data from your Phone Book to attach to your message. After receiving your message, the recipient can save the attached contact data to their own Phone Book.
  - **vCalendar:** You can select a Calendar memo and then attach it to your message. After receiving your message, the recipient can save this attached memo to their own Calendar.
  - **Text Alignment:** Used to select the type of text alignment for the message's content.
3. After you have finished editing the message, press . A screen in which you can edit the recipient's number will appear. There are two ways you can enter the recipient's phone number:
- Key in the recipient's phone number in the number editing screen.
  - Before entering any phone number, you can press  (**Select**) and then select a recipient from the list of contacts in the Phone Book. Follow the steps below:
    - a. Press  to scroll to the name of contact, and then press  (**Select**) to select that contact.
    - b. The display will show all the phone numbers stored for the contact you selected. Press  (**Select**) to select the desired phone number.
 


 If the number is too long, press  to display the complete number.
    - c. After the number has been selected, you must press  to return to the list of contacts in the Phone Book. A check mark will appear beside the contact whose number you selected as recipient for your message. You can use the same steps to select the numbers of other

contacts.

d. After you have selected all the numbers you wish to dial,

press  and the display will show all these numbers.


4. After the numbers to be dialed have appeared on the screen, press

 to use the following options with this message:

- **Send Message:** Sends the message to the numbers selected previously. When a message is to be sent, a copy of the message will be saved to the Outbox folder.
- **Preview:** Allows you to view the contents of the message.
- **Save to Draft:** Saves the message to the **Drafts** folder, for sending at a later time.
- **Edit Content:** Allows you to edit the contents of the message.

### MMS

You can edit and send MMS messages using this menu.

 Before you start to use MMS, you have to subscribe to both GPRS and MMS services provided by your operator. Then you have to adjust MMS settings in your phone to be able to use MMS.

Because MMS uses your operator's MMS server on a GPRS network to send messages to phones, you need to adjust the following settings correctly in order to use MMS:


**Oper.Services > WAP Settings**, and select the server you wish to activate in order to configure its settings.






For information on configuring an MMS server's settings, see page 116, "WAP Settings".

**Messages > Settings > MMS > Server Info**, and select the server you want to use for sending and receiving MMS messages.

### Editing and sending MMS messages


1. Access the menu: **Messages** > **New** > **MMS** to open up the MMS editing screen. You can now edit the first page of your MMS message:

 You can also compose an MMS message using a preset MMS template by going to the menu: **Messages** > **Template** > **MMS Template**. See page 72 for details.

2. Edit text: Enter text into the first page's editing screen.
3. Insert objects: From the editing screen, press  (**Option**), and then select **Insert**. The types of objects you can insert into an MMS page are as follows:
  - **Animation:** Scroll to highlight the file name of the desired animation, and then press  (**View**) to display this animation. After entering the viewing mode, you can press  to display the next/previous animation; pressing  will display the animation in full screen. Finally, press  to insert the selected animation into the page you are editing.
  - **Picture:** You can insert the desired picture into the page you are editing.
  - **Photo:** You can select a photo saved in the Album menu to insert into an MMS page.
  - **Voice Memo:** Select the voice memo to be attached to an MMS page.

- **Melodies:** You can select a ring tone saved in the phone to insert into an MMS page.


☞ Each MMS page is only able to accommodate one image and one audio file. If you insert another image or audio file into the same page, the newly inserted file will replace the existing one.


☞ After an audio file such as a voice memo or a ring tone is inserted into an MMS page, the icon  will appear on the top of that page.

- **Text:** You can select a text template to insert into the message instead of entering all the characters individually. You can use the factory default templates or templates of your own that you previously saved to the template list.










☞ To create and save your own text templates, go to the menu: **Message > Template > SMS Template**. See page 71.

- **New Photo:** Enables you to shoot a new photo using the phone's camera and then insert that photo into the currently edited page.


4. When you have completed your message's first page, from this page's screen press  (**Option**), and then select **Insert > Page Before/Page After** to add a new page before or after the existing one.


5. When you are editing an MMS page, you can also press  (**Option**) to perform the following tasks:


- **Preview:** Plays all of the pages you have created in sequence.
- **Remove Picture:** Removes an image or photo from the currently displayed page.
- **Remove Sound:** Removes a ring tone or voice memo from the currently displayed page.
- **Remove Text:** Deletes all of the text from the current page.


- **Remove Page:** Deletes the current page from your MMS message.
  - **Previous Page:** Displays the previous page.
  - **Next Page:** Displays the next page.
  - **Page Duration:** This option allows you to set the length of time that each page is displayed on the screen when playing your MMS message.
6. When you have completed all of the pages of your message, press  to display the following data fields required to send your MMS message.
- Press  to scroll to the field you want, and then press  or begin entering data to directly edit the data in the currently selected field.
- **To:** You can send your MMS message to a recipient's phone or e-mail address.  
There are two ways to enter a recipient's mailing information:
    - a. You can directly enter a recipient's phone number or e-mail address into the recipient list.  
 When there are multiple phone numbers or e-mail addresses being entered, you can press  to open up the symbols field along the bottom of the screen. Use  to move the selection box to a comma, semicolon or space, and then press  to place it in the editing screen to separate different phone numbers or e-mail addresses.
    - b. You can press  (**Select**) and select a contact's phone number or e-mail address directly from your Phone Book.  
When the recipient list displays all of the recipients' numbers or e-mail addresses, press  to return to the screen showing the data fields for your MMS message.

- **Subject:** Enter your message's subject here.
- **Cc:** You can send your message as a carbon copy to others.
- **Bcc:** You can send your message as a confidential carbon copy to others.

 You are able to send an MMS message to a maximum of ten recipients.

7. When the screen shows the data fields required to send your MMS message, pressing  (**Option**) will bring up the options below:


- **Preview:** Plays all of the pages you have created.
- **Save to Draft:** Saves the message to the Drafts folder, for sending at a later time.
- **Receipt:** Press  to choose from the following receipt modes:
  - **Both Delivery Read:** Asks the recipient to return a confirmation after receiving and reading your message.
  - **Only Delivery:** Asks the recipient to return a confirmation after receiving your message.
  - **Only Read:** Asks the recipient to return a confirmation after reading your message.
  - **None:** Cancels this function.
- **Priority:** Determines this MMS message's priority.

After you have completed all of the information and settings required for your message, pressing  will send this MMS message to the designated recipients. Its backup copy will be stored in the **Outbox** folder as well.


## SIM Folder


The messages in the SIM folder are the ones stored in your SIM card's memory.


### Inbox

The procedure for using this option is largely identical with that described below for using the phone's **Inbox**. However, after selecting a message and pressing  (**Option**), the menu displayed includes four additional options:

- **Move to Phone:** Moves the selected message from your SIM card's memory to the phone's memory.
- **Copy to Phone:** Copies the selected message from your SIM card's memory to the phone's memory.
- **Move All to Phone:** Moves all messages to the phone's memory.
- **Copy All to Phone:** Copies all messages to the phone's memory.

 The messages moved to the phone will be erased from the SIM card's memory, and cannot be moved back.


 When there is 1K or less of free space in the phone's memory, the screen will display the message "Memory Insufficient!" and you will not be able to move or copy messages from the SIM card to the phone.

 Only complete messages can be copied to the phone's memory.

### Outbox

If your SIM card was previously used in another phone, saved messages or backups of sent messages will be stored here.

## Inbox

1. When new messages are received, you can press **OK** to read the messages in the Inbox. You can also press **Back** to return to the standby screen (The  icon will appear in the standby screen's status bar, indicating that there are unread messages) and then enter the menu **Messages > Inbox** to read messages.
2. Press **Up** to scroll to the message record you would like to view. Depending on the type of message to read, there are two scenarios:

### Reading an SMS/EMS message

- Press **Option**, which will present the following choices:
  - **Create:** Allows you to write and send a new message.
  - **Delete:** Deletes the selected message.
  - **Call:** You can use the phone number used to send the message to call the sender.
  - **Forward:** Allows you to edit the content of this message and forward it to another person.
  - **Save to Phone Book:** Saves the phone number of the message's sender to the Phone Book. For information on how to save, see page 32, "Adding Contacts to the Phone Book".
  - **Delete All:** Deletes all the messages in the inbox.
- Press **OK** to read the message's content. Then press **Option** to display the following options:
  - **Reply:** Allows you to write and send a reply message.
  - **Delete:** Deletes the message being read.









- **Call:** Uses the number from which the message was sent to call the sender (listed in the "Sender" item on the display), or dial a phone number shown in the contents of the message (the displayed number option). Scroll to the desired number, and then press **OK** to dial the number.
  - **Forward:** Lets you edit the message's contents, and then forward it to another person.
  - **Details:** Allows you to view the date and time when the message was sent.
  - **Save:** Allows you to save the following content:
    - Save the phone number from which the message was sent (the number shown on the display in the "Sender Info" item) to the Phone Book.
    - Save the phone number displayed in the message's contents. (the option for a directly displayed number).
    - If the message is an EMS message with an attached picture or ring tone, you can save these objects to your phone's memory (such as by selecting the option for "Picture/Animation" shown on the display). Depending on the type of the object, the phone will save it to the corresponding EMS object library in the **Media Center** menu. For example, if the object is an EMS animation, it will be saved to an available position in the **Media Center > Animation** menu where you can use it in composing future messages.
- ☞ If you are saving a picture or animation, you can select the **Save as Wallpaper** option, setting it as the wallpaper for the standby screen.
- ☞ If you are saving a melody, you can also select the **Save as Ring Tone** option, setting it as the ring tone that will play when there is an incoming call.

 For details on the **Media Center** menu, see page 92.

- If the message has a contact's information attached to it, you can save that contact's information to your Phone Book.
- If the message has a Calendar memo attached to it, you can save that memo to your Calendar.
- **Save All:** Saves all the objects attached to the message (contacts and Calendar memos cannot be saved in this way).

### Reading an MMS message

- Press  (**Option**) to choose from the following options:
  - **Create:** Allows you to write and send a new message.
  - **Delete:** Deletes the selected message.
  - **Call:** You can use the phone number used to send the message to call the sender.
  - **Forward:** Allows you to edit the content of this message and forward it to another person.
  - **Save to Phone Book:** Saves the phone number of the message's sender to the Phone Book. For information on how to save, see page 32, "Adding Contacts to the Phone Book".
  - **Delete All:** Deletes all the messages in the inbox.
- Press  to play the message's pages in sequence. While playing, you can perform the following tasks:
  - a. When playing the message, you can press  (**Pause**) to temporarily stop playing the message. When the message has temporarily stopped playing, you can either press  (**Play**) to resume playing the message starting with the currently displayed page, or first press  to scroll to the page you want, and then press  (**Play**) to resume playing the message starting with that page.

- b. When playing the message, press **[Stop]** to stop playing the message.
- c. When the phone finishes playing the entire message, from the message's last page press **[OK]** to replay the last page. If you want to replay the other pages, you must return to the first page using **[Home]**, and then press **[OK]** to restart.
- When the phone finishes playing the entire message, you can also press **[Option]** which will present the following choices for you to manage the message:
  - **Reply:** Allows you to write and send a reply message.
  - **Delete:** Deletes the message being read.
  - **Call:** Uses the number from which the message was sent to call the sender (listed in the "Sender" item on the display), or dial a phone number shown in the contents of the message (the displayed number option). Scroll to the desired number, and then press **[OK]** to dial the number.
  - **Forward:** Lets you edit the message's contents, and then forward it to another person.
  - **Details:** Allows you to view the date and time when the message was sent.
  - **Save:** Allows you to save the following content:
    - Save the phone number from which the message was sent (the number shown on the display in the "Sender Info" item) to the Phone Book.
    - Save the phone number displayed in the message's contents. (the option for a directly displayed number).
    - If the message is an MMS message with an attached picture or ring tone, you can save these objects to your phone's memory (such as by selecting the option for "Picture/Animation" shown on the display). Depending on the type of

the object, the phone will save it to the corresponding MMS object library in the **Media Center** menu. For example, if the object is an MMS animation, it will be saved to an available position in the **Media Center > Animation** menu where you can use it in composing future messages.

☞ If you are saving an image, animation or a photo, you can select the **Save as Wallpaper** option, setting it as the wallpaper for the standby screen.

☞ If you are saving a melody, you can also select the **Save as Ring Tone** option, setting it as the ring tone that will play when there is an incoming call.

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

## Templates

### SMS Template


You can use the quick message templates in this menu to compose a message without having to enter the entire text character by character. You can use the factory default templates, or templates that you previously saved to the list.

Scroll to the desired template and then press **OK** to enter its text into your message. You can then edit the text as you wish and then send the message.

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

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

### **MMS Template**

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

### **Outbox**


This option preserves a backup copy of messages that you previously sent.

### **Drafts**

This option allows you to preserve message drafts that you have saved.

### **Voicemail**

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

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

### **Settings**

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

#### **Voicemail No.**

You can save your voicemail phone number here.

## SMS

### **Save Msg to**

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

### **Service Center No.**

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

### **Bearer Mode**

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

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

**Validity Period**

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

**Reply Type**

This determines whether you want to use an SMS message or MMS message in reply to an MMS message you have received.

**Message Type**

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

**Status Report**

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

**Direct Reply**

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

**MMS****Filter**

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

**Expiry**

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

**Reply Type**

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

**Size Limit**

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

**Server Info**

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

**Deferred Download**

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

**Delivery Report**

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

**Read Report**


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




## Cell Broadcast

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

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

 For more information about available channels and a list of the information they provide, contact your network operator.

 When you receive a cell broadcast, the content will be displayed twice in ticker-tape fashion.


### Set Status

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

### Topics

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

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

 (**Option**) and then select the **Add** option so that you can enter the desired range of topic numbers (that is, the channel numbers). The upper and lower limits of the range are the highest and lowest channel numbers, respectively. The largest possible range is 0 to 65534. You are no longer limited to selecting only single channels, but can specify a range.

**Language**

You can limit the cell broadcast information that you receive from your network operator to a specific language.

Press **[ ]** (**Select**) to select your preferred language, and then press **[OK]**.

**Cleanup**

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

**Memory Status**

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

## The Games menu

To enter the **Games** menu, press **[G]** (**Games**) from the standby screen,

or select  in the main menu.

This menu contains the games prestored in the phone or downloaded from WAP websites.








### God Damn Fish

#### Introduction

This game allows you to torture the animated fish by stirring, heating, adding ice, etc.

The fish's appearance will change as it continues to suffer various abuses.

#### Game controls





Press  or , , ,  to decide how to torture the fish and press  or  to confirm your choice.

### Pilates Tutor

#### Introduction

The Pilates Tutor provides step-by-step illustrations of Pilates movements, helping you stay in good shape at anytime, anywhere.

#### Game controls

Press  or  and  to select the contents. Press  or **[G]** to confirm your choice.












## ExtreMe\_Racing

### Introduction

This car racing game provides two playing modes--the challenge mode and one-race mode.

- You can choose your preferred race car.
- In the challenge mode, you must finish five different tracks using the same car. To advance to the next track, you must finish first or second.
- In the one-race mode, you can choose the track that you prefer.
- The challenge mode will record a game's status.

### Game controls

- Press  or  to accelerate.
- Press  or  to brake.
- Press  or  to turn left.
- Press  or  to turn right.
- Press  to accelerate and turn left.
- Press  to accelerate and turn right.
- Press  to stop a game.

## Diamond

### Introduction

- To prevent the gems from reaching the top of the board, you must remove them by forming vertical or horizontal lines of three identical gems.

To form a line of three identical gems, swap the positions of the

gems using  or  ,  ,  ,  .

- You have three lives in each game. You lose one life as the gems reach the top of the board.

## Settings



### Size Limit

This sets a file size limit for Java downloads.

### Java Version

Shows the phone's Java Virtual Machine Version, as well as remaining free space for downloading Java games.

### Internet Settings

Press  (**Edit**) to complete the Java settings below. When you are finished making all settings, you must press  to save them.

- **Profile Name:** Provides a name for this Internet setting.
- **Network Access:** Some types of Java games are only playable online (for example, mahjong), and using the phone to go online entails an extra cost. However, it may not be possible to determine from a game's name alone whether or not it is an online game. Therefore, this setting allows you to be presented a prompt asking if you wish to go online to play a game before actually running the program.

- **Always Ask:** Each time you attempt to launch an online game, you will be asked if you want to connect to the Internet.
- **Ask Once per AP:** You will only be asked if you want to go online the first time you attempt to launch an online game. The next time you attempt to launch the game, the same choice that you made the first time will be applied.
- **Never Ask:** Each time you launch an online game, the phone will automatically connect to the Internet, and you will not be asked to confirm.
- **DNS:** Here you can enter the IP address of the Domain Name Server that you wish to use for downloading Java programs.
- **Bearer Mode:** Before you download a Java application from the Internet, you must set the network system that you are using to either GPRS or CSD (dialup).
- Based on the bearer mode that you have set, you will need to make further settings for either the GPRS or dialup network. For details on configuring GPRS and dialup network access, see page 117.

### Downloading JAVA applications

Please use the WAP browser to download Java games. The browser screen will first display information about the available games. After you have read this information, you can run the download command shown on the screen to begin downloading the desired Java game to the **Games** menu.














Use only BenQ-certified Java applications in order to ensure that they will run properly on your phone.



The default Java games contained in the **Games** menu may differ according to localized configurations. Once you begin running a game, simply follow the on-screen instructions. You can delete it in order to install other games.

## Voice Memo

1. When the phone is in the standby mode, long press .
2. Press  (**Option**) to bring up a pop-up menu. Select **Add** and the voice memo screen will appear. Perform the Voice Memo tasks using the following keys:
  - a. Press  to record.
  - b. Press  to stop recording.
  - c. Press  to play the voice memo.
3. After you are finished recording, press  (**Save**) to save the voice memo. Enter the name of the recording and then press .
4. After you save the voice memo, the display will show the name of the voice memo. You can now:
  - a. Press  (**Option**), and then select whether you wish to record a new voice memo, rename the current voice memo, delete the current voice memo, or send the current voice memo to others via MMS.

 For details on composing and sending an MMS message, see page 62, "Editing and sending MMS messages"
  - b. Press  to play the voice memo. In the voice memo screen, you can press  to play the previous or next memo.

## **Menus**

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


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




### **Phone Book**

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

#### **Find**

Used to locate a contact in the Phone Book. You can enter the full name of the desired contact, or if you are not sure about the spelling of the contact's name, simply enter the first letter, and then press . The phone will locate all contacts whose names begin with this letter, and you can scroll to the field containing the contact you want.

Alternatively, you can press  to open the Phone Book directly as you are asked to enter a contact's name, and then scroll to the preferred contact.

For details on what to do after locating the desired contact, see page 35, "Finding Contacts in the Phone Book".

#### **Add**

Used to add a new contact to the Phone Book. You can follow the procedure described on page 32, "Adding Contacts to the Phone Book".



### **Edit**

After selecting a particular contact, you can follow the procedure described on page 32 for editing the data for this contact.

### **Copy**

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

### **Delete**

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

### **Caller Group**

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

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

- Press **[Option]**: Used to select the ring tone or animation/image that will help you identify the caller group to which a particular caller belongs, or to rename the caller group.



- Press **OK** : Allows you to view a list of all contacts that belong to the caller group. Press **Star** to highlight the desired contact, and then press **Option** to add a contact to the caller group, or to delete the selected one from the group.

### Privacy Manager


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

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

4. Lastly, select whether to activate the **Accept List** or the **Reject List**.

Press  to scroll to the list that you wish to activate, and then press  to confirm your choice.


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

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


### Business Card

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


---

 Your name.

---

 Your mobile phone number.


---

 Your e-mail address.





---

 Your company's address.



---

 Your job title.

---

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

**Activate**

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

**My Number**

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

**SIM Status**


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

**Messages**

For a description of the features available in the Messages menu, see page 57, "Messages Menu".




## Calls

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

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

### Missed

Shows your most recent missed calls.

Press  to scroll to the missed call that you wish to select. You can now choose to view, edit, or delete the number for the missed call. The procedure is the same as that described on page 37, "Last Missed, Dialed, and Received Calls".

### Received

Shows your most recent received calls.


### Dialed

Shows your most recent dialed calls.

### Delete All

Deletes all call records.

### Duration

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

### Last

Shows the duration of the last call.

**All**

Shows the total time for all calls.

**Received**

Shows the total time for all received calls.

**Dialed**

Shows the total time for all dialed calls.

**Reset**

Clears all call time records.


**Cost****Last**

Shows the cost of your last call.

 Requires the support of the network operator.

**All**

Shows the total cost of all calls.

 Requires the support of the network operator.

### Reset

Clears all call cost records.

 Requires entry of the PIN2 code.



#### What is a PIN2 code?

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

### Limit

Shows the current limit set for total call costs.


#### Set Limit

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

 Requires entry of the PIN2 code.

#### Set Units

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

 Requires entry of the PIN2 code.



## **Games**

For information on the Games menu, see page 78, "The Games menu".



## **Camera**

For information on using the camera, see page 44, "Camera Function".





## Media Center

### Album

For information on the Album menu, see page 47, "Using the Album".

### Videos

You can playback the recorded videos in this menu.

Scroll to the preferred video and press to playback the video. Press

(**Option**) to perform the following tasks:

- **Rename:** Allows you to give the video a new name.
- **Delete:** Deletes the video.
- **Information:** Displays the video's name and file size.

### Picture

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



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

Scroll to the desired picture to access the following options:

- Press to display this picture. Pressing will display the next or previous picture; pressing will show the full-screen picture.


- Press (**Option**) to perform the following tasks with the picture:

- **Rename:** Allows you to provide the picture with a new name.

The phone's default picture cannot be renamed, so this option is

not present for it.

■ **Delete:** Deletes the picture.

 The phone's default picture cannot be deleted, so this option is not present for it.


■ **Send:** Sends the picture in an EMS/MMS message.

■ **Information:** Displays the picture's name, file size, and whether the file is a default picture, a picture you have saved or one you downloaded yourself (noted as **User Defined**).

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

## Animation


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


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

## Melodies


### My Melodies

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


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

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


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

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


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

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

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

 The phone's default ring tone cannot be edited, and only Composer offers this option. For information on how to edit ring tones, see page 95, "Composer".

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

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

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

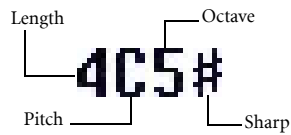
- **Send:** Sends the ring tone in a message.

## Composer

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

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

### Note format



### Entering default notes



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

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

### Entering a default rest


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

### Adjusting the length of a note

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


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

### Adjusting a note's octave


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

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







### Adding a sharp to a note


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

To remove a sharp from a note, press .

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

### Steps for creating a polyphonic ring tone

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

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


### **Help**

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




## Tools



### Alarm


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

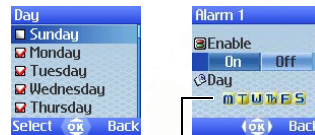
Use the following steps to set an alarm:

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

#### Day

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

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



The days on which the alarm will go off.



#### Time

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






---

### Time Duration



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

---

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




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

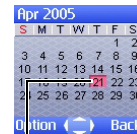
- Press  (**Snooze**) to stop the alarm. The alarm will ring again five minutes later.
- Press  to turn off the alarm. The alarm will not ring until the next scheduled time.

## Calendar




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




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

 If you have not set the current date on your phone, go the menu **Settings > Date & Time**. See page 119.



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


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

2. When the red box is highlighting the desired date, press  (**Option**) and select the **Add** option to open the memo editor.
3. Scroll to the data field you wish to edit, and then press  (**Edit**) or  , or press alphanumeric keys to begin entering data. You can enter data in these fields:

---

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




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

---


---

 Enter a time for the event associated with the memo.


---

 Enter a name for the event associated with the memo.


---

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



---






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

---

 Record any notes about the event associated with the memo.

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

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

4. After completing entry of data in each of the fields, you must press  to save the memo to that date. The phone will display this date's memo list, including the event name and time for the memo you just saved. If the Alarm Clock has been set to remind you about the event associated with the memo, the  icon will appear beside the event name.
5. You can now perform the following tasks:
  - a. Press  (**Option**) to select whether to edit or delete the memo, or select **Send vCal** to send this memo to others through SMS.
  - b. Press  to view the information in the memo. Then press  (**Option**) to edit or delete the memo

- c. Press **⏪** (**Back**) to return to the Calendar screen. You can move the red box to other dates to create additional memos (dates that already contain memos will be marked by a yellow box).
6. After creating all the event memos you wish, return to the Calendar screen. You can now press **⏪** (**Option**) and select:
    - **Delete All:** Deletes all currently saved memos.
    - **Auto Delete:** If this feature is activated, all event memos for dates prior to the current date will be automatically deleted.





### To Do List


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

1. Press **⏪** (**Option**) and then select **Add** to bring up the editor window. After entering the name of the task, press **⏹** to create this to do item.
2. In the list screen, scroll to the desired to do item, and then press **⏪** (**Option**) to add a new to do item, or to edit or delete the selected to do item. If there are two or more items in the list, you can select **Delete All** to delete all of them.
3. In the list screen, if there are any to do items that have already been completed, you can scroll to the item and then press **⏹** to mark it to remind yourself that the task has been done. If you press **⏪** (**Option**), you can activate the **Auto Delete**, which will automatically clear any to do items that you have marked as completed.

## Note

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

1. Press  (**Option**) and select **Add** to bring up the editor screen.  
Enter the desired text and press .
2. A message on the screen will ask whether you wish to add a password for this note. If you press  (**Yes**), you will from then on need to enter the phone code in order to view the contents of the note. Press  (**No**) to save the note without adding a password.

 The default phone password is 1234. To change the password, go to the menu **Settings > Security > Phone Lock**. See page 131.


## Shortcuts


For a description of the features accessible through the Shortcuts menu, see page 52, "Shortcuts Menu".

## Voice Memo


For a description of the features accessible through the Voice Memo menu, see page 82, "Voice Memo".

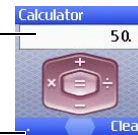
## Calculator

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

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

Entered numbers and calculation results will appear in this field.




Press  to enter a decimal point.





## Currency Converter


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





1. To set the currencies for conversion, press  (**Option**) and select either **Currency 1** (to set the currency at the top of the screen) or **Currency 2** (to set the currency in the lower part of the screen), then press  to confirm. After selecting a currency from the list, press .


2. Set the exchange rate.


Press  (**Option**) and select **Rate Setting**, then enter the rate for converting from Currency 1 to Currency 2. Use the  to show the calculation result at the bottom. The calculation can provide precision up to two decimal places.

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


 Press  to enter a decimal point.

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

 You can enter amounts up to six digits long.

4. After pressing  the converted amount will appear in the field for the other currency.

## Stopwatch

1. Press **OK** to start the stopwatch.
2. While the stopwatch is running, you can press **Split** to save up to four elapsed times (such as in a race). The display will show the saved times in the lower part of the screen.  
 Pressing **Back** while the stopwatch is running will bring up the "Quit?" warning message (the stopwatch will continue to run). Press **Yes** to stop the stopwatch or **No** to return to the timer screen.
3. Press **OK** to halt the stopwatch.
4. Once the stopwatch is halted, press **Reset** to zero the stopwatch.

## Countdown Timer

1. Enter the amount of time to count down. You can set any time up to 23 hours, 59 minutes and 59 seconds.
2. When you press **OK**, the countdown timer will begin counting down to zero. When the countdown is finished, the screen will display the "Time's Up" message and an alert sound will be played. Press **Exit** to leave the screen.
3. Press **OK** to stop the countdown timer.
4. After the countdown timer is stopped, you can press **Reset** and enter a new time to count down.



5. When the countdown timer is running, press **[Back]**. The "Stop Timer?" message will appear. If you press **[Yes]**, the countdown timer will stop and return to the timer screen. If you press **[No]**, you will exit the countdown timer screen, but the countdown timer will continue the countdown. You can then perform other tasks, and when the countdown is finished, the "Time's Up" message will appear and an alert sound will be played. Press **[Exit]** to exit the screen.

### Service Number

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

 Requires network operator support.

### SIM Toolkit Menu


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

 Requires network operator support.



## Oper.Services

Your phone includes a built-in WAP browser, allowing you to use the phone for mobile Internet connectivity. To use the phone to get online, necessary WAP and GPRS settings must be made in this menu.

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



You can activate the browser from the three options in the menu **Oper.Services**:

- **Start Browser:** Starts up the browser and connects to the homepage.
- **WAP Message:** Starts up the browser and accesses the WAP inbox for reading WAP messages.
- **Goto URL:** Starts up the browser and connects to the URL that you enter.

## Start Browser

Starts up the browser and connects to the homepage.

### Browsing a webpage

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

### How to close the browser and end the online session

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

### How to display the browser's menu

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

#### Back

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

**Home**

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

**Exit**

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

**Inbox**

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

**Bookmarks**

You can open the Bookmarks menu and select webpage bookmarks.

**View**

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



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

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

#### **Mark Site**

Adds the current webpage to your bookmarks list.

#### **GoTo URL**

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

#### **Save Items**


When viewing a webpage, if you discover that it contains an image that can be downloaded, you can access this option to save the image to your phone.

#### **Reload**

Reloads the current webpage.

#### **Settings**

You can enter this item to making the following settings:

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

**Homepage**

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

- a. Press **[F5]** (**Edit**) and then enter the URL of the webpage that you wish to use as your homepage.
- b. Select the **Save** option to designate the URL you entered as your homepage. Select **Use Default** to use the homepage designated by your WAP service provider.

**Scroll Mode**

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

**Send Referrer**

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

**Key Press Timeout**

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

**Circuit Prompt**

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

## Security

### Secure Prompt

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

### Current Certificate

Displays information on the certificate currently in use.

### CA Certificates

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

### Authentication

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

## Advanced

### Restart Browser

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

**Downloads**

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

**View Title Region**

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

**About...**

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



**WAP Message**

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

**Goto URL**

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

**Resume**

Returns to the last webpage you viewed.

**Clear Cache**

Clears webpage content that the browser temporarily stores in memory.

**WAP Settings**

You can make settings for the WAP servers of six different network operators, and select the server to use when connecting to the Internet.


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

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

WAP server settings include the fields listed below. Select **Edit** to edit the setting in each field.

- **Profile Name:** Gives the WAP server settings a name.
- **Homepage:** Sets the webpage that the browser will link to when it is started up.
- **IP Address:** Enter the IP address used for accessing the mobile Internet.

- **Port:** Enter the connection port specified by the network operator.
- **Bearer Mode:** Before connecting to the Internet, you must set this item according to whether your Internet connection bearer mode is a GPRS network system or a GSM dialup network. Doing so will allow you to properly link to the data network to browse WAP pages, download Java programs, and so forth. If you are using a GPRS network, you can use both the GPRS and dialup network to connect to the Internet. If, however, you are using a dialup network, you are restricted to using only the dialup network to connect to the Internet.
  - **GPRS/CSD:** Use the GPRS network preferentially. Only if there is no GPRS network present will the dialup network be used.
  - **GPRS:** Use only the GPRS network.
  - **CSD/GPRS:** Use the dialup network preferentially. Only if there is no dialup network will the GPRS network be used.
  - **CSD:** Use only the dialup network.
- **GPRS:** To modify settings for a GPRS account, press  (**Edit**). GPRS settings include the following fields:
  - **APN:** Enter the APN (Access Point Name) assigned by your network operator.
  - **User Name:** If needed, enter the user name provided by your network operator.
  - **Password:** If needed, enter the account password provided by your network operator.
- **CSD:** If you are using a GSM network, you must configure and activate a CSD account. Press  (**Edit**) to edit the settings in the following fields:

- **Dial Number:** When you start up the browser to connect to the Internet, your phone will dial this number. Your network operator or ISP will provide this number to you.
- **User Name:** This is your user account name, provided by your network operator.
- **Password:** The account password provided by your network operator.
- **Line Type:** This is the type of dialup connection. Press  to select.
- **Baud Rate:** The default value is 9.6, which is the standard speed for data connections with a GSM mobile phone.
- **Auth Type:** This is information needed for telecommunications protocol authentication.



## Settings

### Date & Time

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

#### Time

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

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

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

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

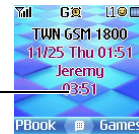
#### Format

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

### Secondary Time

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

Time in secondary time zone



### Auto Power On/Off

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



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

#### Power On

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

#### Power Off

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




### Profiles

For information on the Profiles menu, see page 49, "Profiles".

## Display





### Theme

A display theme consists of a combination of display color and the standby screen wallpaper. Different display colors are paired with different preset wallpapers, so when you change the display color, the standby screen wallpaper will also change.


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

### Wallpaper

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

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

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

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

### Welcome Message

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

- **Animation:** Only the animation selected in this option will be displayed when the phone is turned on.
- **Picture:** Only the picture selected in this option will be displayed when the phone is turned on.
- **Text:** Only the welcome message entered in this option will be displayed when the phone is turned on.

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



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




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

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

### Contrast

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

### Brightness

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

### Keypad Backlight

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

**Duration** option and then press  (**Edit**) to set this length of time.

### OLED Duration

- **Default:** After the external display cycles through displays of the time and animations, it will power off, and will only power on again when you press the upper or lower part of the volume key



on the left side of the phone, or open and then close the flip (if a new message is received or there is an incoming call, the external display will also power on and then, after cycling through the programmed items, power off once more).




- **Cycle:** After the external display cycles through displays of the time and animations, it will power off. After 15 seconds, the external display will automatically power on and again cycle through the programmed items.
- **Always On:** The external display will remain on, cycling continuously through displays of the time and animations.



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




### **OLED Animation Setting**

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

### **Audio**

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

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

### **Power Saving Mode**

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



### **Call Settings**

#### **Call Divert**

Requires the support of the network operator.

#### **Forward All**

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

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

**When Busy**

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

**No Reply**

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

**Not Reachable**

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

**Cancel All**

Cancels all call divert options.

**Call Barring**

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

**All Outgoing**

Blocks dialing of any calls from the phone.

**Intl. Out**

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

**Intl. Except Home**

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

**All Incoming**

Rejects all incoming calls.

**Incoming When Roaming**

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

**Cancel All**


Cancels all call barring settings.

**Change Password**

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

**Call Waiting**

If there is an incoming call when you are in the middle of another call, the screen will display the number of the incoming call and call waiting message to alert you.

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

**Auto Redial**


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

**Show Number**

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

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


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

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

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



### Fixed Dialing Number

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



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




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

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

### **Active Line**

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

 This feature requires the support of the network operator.

### **Connect Alert**

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


### **Minute Minder**

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

## **Network**

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

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

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

### **Network Mode**

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

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

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

### **Available List**

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



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

### **Band Setting**

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

### **Connection**

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

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

## Security

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

### PIN Code


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



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

### PIN1 Code

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

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

### PIN2 Code

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

### **Phone Lock**

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


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

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

### **SIM Lock**

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

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

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










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

### Screen Lock

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



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

1. You must first enter the Screen Lock password that was previously set (the default password is 1234).
2. Press  in the **Enable** option to select **On**, and then press  to scroll to the **Timeout** item.
3. In the **Timeout** item, press  (**Edit**) or press  to set the period of inactivity before the phone will enter the Screen Lock mode.
4. After completing settings, press . The phone will prompt you to enter and confirm the Screen Lock password. You have two choices:
  - a. If you do not wish to change the password, press  to activate the Screen Lock feature using the previously set password.
  - b. If you wish to change the password, enter the new password in the New Password and Confirmed fields, then press .

to use the new password and activate the Screen Lock feature.

### **Language**

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

### **Input**

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

### **User Group**

#### **User Group**

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

#### **Outside Access**

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

### **Restore**


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

## 5 The A520 Tools Gallery CD-ROM

The A520 Tools Gallery provides the cable drivers and software tools that the phone requires to perform various tasks with the computer.

1. Place the A520 Gallery Tool CD-ROM in the computer's CD-ROM drive. The setup program will automatically start as you close the drive. Please click on your preferred language.



 This auto run setup program only supports Windows® 2000 and XP.

2. The computer screen will display the following items to install:



- **A520 Handset Manager:**

Includes the driver of the phone's data cable, the Wireless Modem setup program and the Handset Manager program (PC Sync application).

☞ The data cable is not packed with the phone. You must purchase its retail pack.

- **Webcam Driver & Watchdog:**

Includes the WebCam cable's driver and the WatchDog application required for running the WebCam function.


- **Data Folder:**



Includes the images and ring tones that you can download onto the phone.

## The WebCam Function


You can use the phone as a WebCam. The camera lens on the back of the phone will serve as the WebCam lens.

1. Install onto the computer the WebCam data cable's driver and WatchDog required for performing the WebCam function.

 Please use the A520 Tool Gallery CD-ROM to install the WebCam cable's driver and WatchDog (see the installation instructions in the A520 Tool Gallery CD-ROM).


 WatchDog will be automatically turned on after installed successfully. The WatchDog indicator  will appear at the bottom right of the computer screen.

2. Plug the WebCam cable's bigger connector into a USB port and the smaller one into the WebCam cable jack on the left side of the phone (the phone must be turned on with the SIM card inserted).


 The WebCam cable used to perform the WebCam function is different from the data cable designed for the PC Sync and Modem functions.

WebCam Cable



3. The WatchDog indicator will turn into  when WatchDog detects the connection between your phone and the computer.
4. Start the communications tool (e.g. MSN Messenger, Yahoo! Messenger) on the computer, and now you can use your phone as a WebCam.

☞ When using the WebCam function, you are allowed to answer and make calls and receive and send messages. The WebCam connection will not be stopped.

☞ When using the WebCam function, if you press  or enter the menu: **Camera > Camera**, the phone will ask you whether to stop the WebCam connection and start the camera mode. If you select **Yes**, the phone will stop the WebCam connection and enter the camera mode; if you select **No**, the phone will continue to work as a WebCam, and you are not allowed to use the phone's camera. If the WebCam cable still connects the phone and the computer after you exit from the camera mode, the WebCam connection will resume automatically.

## Care and Maintenance

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

- Store the phone and its accessories out of the reach of children.
- Keep the phone and accessories dry, and use the phone in environments where the temperature is between -10° C (+ 14° F) and 45° C (+ 113° F). High or low temperatures outside this range may damage the phone.
- If possible, do not use or store the phone in excessively dusty or dirty environments.
- Do not remove the warranty seal on the phone yourself, nor allow an unauthorized dealer to do so.
- Do not use strong detergents or organic solvents to wipe or clean the phone.
- If your phone or its accessories are not operating normally, contact an authorized dealer immediately.
- Use only genuine BenQ accessories such as batteries, battery charger and hands-free kit to ensure the phone's normal operation and preserve battery life, as well as protect the safety of your person and belongings. Use of non-BenQ accessories will not allow your phone to achieve optimal performance, and may cause the phone to malfunction. Any malfunctions or damage caused by the use of third-party accessories are not covered by the terms of the product warranty, and will void the product warranty.
- Avoid allowing objects that may discharge electricity to contact the charging socket on the bottom of the phone or the metal contacts on the battery, as this may cause short circuits and put you in danger.



## 8 Troubleshooting

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

Problem	Possible cause	Solution
Poor reception	<ul style="list-style-type: none"> <li>The network signal is too weak at your current location — for example, in a basement or near a tall building—because wireless transmissions can not effectively reach it.</li> </ul>	Move to a location where the network signal can be properly received.
	<ul style="list-style-type: none"> <li>The network is busy at the current time (for example, during peak times, there may be too much network traffic to handle additional calls).</li> </ul>	Avoid using the phone at such times, or try again after waiting a short time.
	<ul style="list-style-type: none"> <li>You are too far away from a base station for your network operator.</li> </ul>	You can request a service area map from your network operator.
Echo or noise	<ul style="list-style-type: none"> <li>Poor network trunk quality on the part of your network operator.</li> </ul>	Hang up the phone and dial again. You may be switched to a better-quality network trunk or phone line.
	<ul style="list-style-type: none"> <li>Poor local telephone line quality.</li> </ul>	

Problem	Possible cause	Solution
Shortened standby time	<ul style="list-style-type: none"> <li>The standby time is related to your network operator's system configuration. The same phone used with different network operators' systems will not provide exactly the same length of standby time.</li> </ul>	If you are located in an area where signaling is weak, temporarily shut off the phone.
	<ul style="list-style-type: none"> <li>The battery is depleted. In high-temperature environments, battery life will be shortened.</li> </ul>	Use a new battery.
	<ul style="list-style-type: none"> <li>If you are not able to connect to the network, the phone will continue to send out signals as it attempts to locate a base station. Doing so consumes battery power and will consequently shorten standby time.</li> </ul>	Change your location to one where the network is accessible, or temporarily turn off your phone.
You cannot switch your phone on.	<ul style="list-style-type: none"> <li>Battery power has been depleted.</li> </ul>	Recharge the phone's battery.
SIM card error	<ul style="list-style-type: none"> <li>SIM card malfunction or damage.</li> </ul>	Take the SIM card to your network operator for testing.
	<ul style="list-style-type: none"> <li>SIM card inserted improperly.</li> </ul>	Insert the SIM card properly.
	<ul style="list-style-type: none"> <li>Debris on the SIM card contacts.</li> </ul>	Use a soft, dry cloth to clean the SIM card contacts.

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

Problem	Possible cause	Solution
Battery will not charge.	<ul style="list-style-type: none"> <li>•The battery or battery charger is damaged.</li> </ul>	Contact the dealer.
	<ul style="list-style-type: none"> <li>•The phone's temperature is below 0° C or higher than 40° C.</li> </ul>	Adjust the battery charging environment to avoid extremes of temperature.
	<ul style="list-style-type: none"> <li>•Poor contact between the battery and charger.</li> </ul>	Check all connectors to make sure all connections have been properly made.
Unable to enter information into the Phone Book.	<ul style="list-style-type: none"> <li>•The Phone Book's memory is already full.</li> </ul>	Delete unnecessary data from the Phone Book.
Unable to select certain features.	<ul style="list-style-type: none"> <li>•Your network operator does not support these features, or you have not applied for services that provide these features.</li> </ul>	Contact your network operator.

