



BenQ
S668C Mobile Phone
User's Manual

Welcome

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Safety Information

For your safety, please read the guidelines below carefully before you use your phone:

Exposure to Radio Frequency Signals

Max. SAR measurement

EU: GSM900: 0.874 mW/g; DCS1800: 0.551 mW/g

USA: PCS1900: 0.635 mW/g.

Your wireless handheld portable telephone is a low power transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals.

European and international agencies have set standards and recommendations for the protection of public exposure to RF electromagnetic energy.

- International Commission on Non-Ionizing Radiation Protection (ICNIRP) 1996
- Verband Deutscher Elektrikingenieure (VDE) DIN- 0848
- Directives of the European Community, Directorate General V in Matters of Radio Frequency Electromagnetic Energy
- National Radiological Protection Board of the United Kingdom, GS 11, 1988
- American National Standards Institute (ANSI) IEEE. C95.1- 1992
- National Council on Radiation Protection and Measurements (NCRP). Report 86
- Department of Health and Welfare Canada. Safety Code 6

These standards are based on extensive scientific review. For example, over 120 scientists, engineers and physicians from universities, government health agencies and industry reviewed the available body of research to develop the updated ANSI Standard.

The design of your phone complies with these standards when used normally.

Specific Operating Restrictions

No metallic component allowed in body-worn accessories.

Antenna Care

Use only the supplied or approved replacement antenna. Unauthorized antennas, modifications or attachments may damage the phone and violate FCC regulations.

Phone Operation

Normal Position: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.

For your phone to operate most efficiently, do not touch the antenna unnecessarily when the phone is in use. Contact with the antenna affects call quality and may cause the phone to operate at higher power level than otherwise needed.

Batteries

All batteries can cause property damage, injury or burns if a conductive material such as jewelry, keys or beaded chains touches exposed terminals. The material may complete electrical circuit and become quite hot. To protect against such unwanted current drain, exercise care in handling any charged battery, particularly when placing it inside your pocket, purse or other container with metal objects. When battery is detached from the phone, your batteries are packed with a protective battery cover; please use this cover for storing your batteries when not in use.

Driving

Check the laws and regulations on the use of wireless telephones in the areas where you drive. Always obey them. Also, if using your phone while driving, please:

- Give full attention to driving--driving safety is your first responsibility.
- Use hands-free operation, if available.

- Pull off the road and park before making or answering a call if driving conditions so require.

Electronic Devices

Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of six (6") inches be maintained between a handheld wireless phone and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with pacemakers:

- Should **ALWAYS** keep the phone more than six inches from their pacemaker when the phone is turned **ON**.
- Should not carry the phone in a breast pocket.
- Should use the ear opposite the pacemaker to minimize the potential for interference.

If you have any reason to suspect that the interference is taking place, turn your phone **OFF** immediately.

Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference you may want to consult your hearing aid manufacturer to discuss alternatives.

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if they are adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information.

Turn your phone **OFF** in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Turn your phone **OFF** in any facility where posted notice so requires.

Aircraft

FCC regulations prohibit using your phone while in the air. Switch **OFF** your phone before boarding an aircraft.

Blasting Areas

To avoid interfering with blasting operations, turn your phone **OFF** when in a “blasting area” or in area posted “TURN OFF TWO-WAY RADIO.” Obey all signs and instructions.

Potentially Explosive Atmospheres

Turn your phone **OFF** and do not remove the battery when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks, from your battery, in such areas could cause an explosion or 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 gasoline stations; below deck on boats; fuel or chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); 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.

For Vehicles Equipped with an Air Bag

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

European Union Directives Conformance Statement

This device complies with the OJ-Directive as below:

Electromagnetic Compatibility Directive (89/336/EEC), Low Voltage Directive (73/23/EEC)

And R&TTE Directive (99/05/EEC).



And also complies with the standard:

3GPP TS 51.010-1

EN 301 511

EN 30360/ EN30361

ETSI EN 301 489-1/-7

EN 60950

IMPORTANT NOTE:**FCC Radiation Exposure Statement:**

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 1.5 cm between the radiator & your body.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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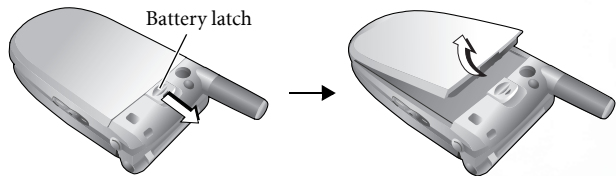
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1 Preparing Your Phone For Use

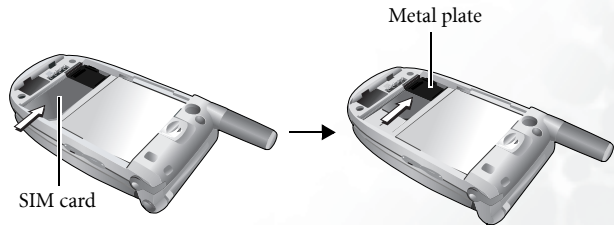
Inserting a SIM Card

1. Turn the phone over, and release the battery latch. Lift the battery off the phone.



Do not remove the battery when the phone is on. Doing so could cause you to lose personal settings or data stored either on your SIM card or in the phone's memory.

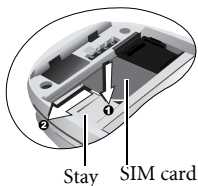
2. Slide the SIM card in under the metal plate in the SIM card slot, with the SIM card's metal contacts facing down and the cut corner at the top right.



A SIM card can be easily damaged if its metal contacts become scratched. Therefore, take special care when holding or inserting it.

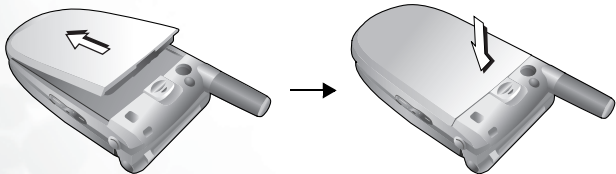


If you wish to remove the SIM card, you must first press down the stay, then push the SIM card out of the slot.

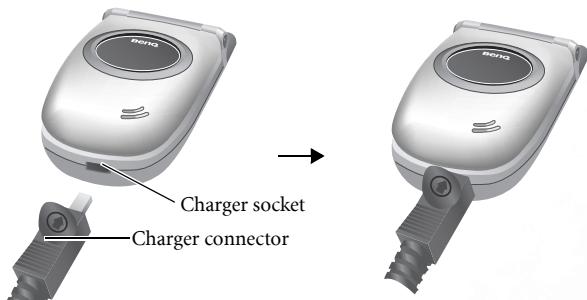


Installing a Battery and Charging the Phone

1. With the battery's metal contacts facing down, align the protruding tabs on the end with the holes in the battery bay of the phone. Then push the battery toward the end of the bay to insert the battery's tabs into the holes. Press down to click the battery in place.




2. Insert the charger connector into the charger socket on the bottom of the phone. Make sure that the connector is inserted in the correct orientation (with the arrow pointing up).



3. Insert the charger into a power outlet.
4. Once the phone is fully charged, remove the charger from both the power outlet and the phone.




- Charging requires approximately 4 hours.
- When charging the phone while it is turned off, the external and main displays will be activated, and the status indicator light will flash blue (during the charging process, the external display will show the time and cycle through animations, then turn off temporarily. This is normal).
- During charging, in the external display's battery indicator  , the lines showing the battery power level will scroll until the battery is fully charged.
- When charging while the phone is turned off, the main display

shows the



animation. If the charging is performed while the


phone is on, the main display shows the  icon. The lines showing the battery power level will scroll until the battery is fully charged.

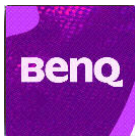
- After the battery is fully charged, the status indicator light will flash purple.
- When the battery is out of power, the phone will play an alert sound to remind you to recharge it and then will automatically turn off.







Do not remove the battery while the phone is charging.

Turning the Phone On

1. Open the phone's flip.
2. Press and hold  to turn the phone on. The phone will display the welcome animation.



- You can select and set a welcome animation, image, or message that will display when you turn on your phone, as well as the music that will be played. Go to the menu: **Settings** → **Display** → **Welcome Message**. For details, please refer to page 150.
- If the welcoming music goes on too long, once the standby screen comes up, you can press  to stop playback.

3. Enter your PIN1 number. If you enter the PIN1 number incorrectly, press  (**Clear**) to delete the incorrect numerals. Press and hold  to delete all numerals that have been entered. After completing entry of your PIN1 number, press  to confirm.



The PIN (Personal Identification Number) is a password provided by a network operator with a SIM card. You need this password in order to use the SIM card.





If you enter the PIN incorrectly 3 times in a row, the SIM card will lock down and no longer be usable. If this happens, you must enter the PUK (Personal Unblocking Key) for that SIM card in order to unlock it. Please contact your network operator to obtain a PUK.



To cancel PIN password authentication, go to the menu **Settings** → **Security** → **PIN Code** → **PIN1 Code**. Please see page 159.

4. When the PIN code entered has been accepted, the phone will automatically search for the designated network. This search process may take a few seconds.

5. The phone will then ask you whether you wish 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  to open the phone book you have selected.



6. After you open the phone book on the SIM card, any data you browse, store, or delete will be from the SIM card's phone book. If you open the phone book in the phone's memory, any data that you view, store, or delete will be from the phone's phone book.



If at some later point, you wish to switch phone books, go to the following menu **Phone Book** → **Activate**.

7. The standby screen will be displayed, as well as network signal strength and the name of the network operator. You can now use the phone.



If the phone cannot detect the network, the on-screen signal strength meter will show no bars.



If the phone links to a network that you are not authorized to use, the signal strength meter will show a level of zero. You will only be able to make emergency calls.

2 Getting to Know Your Phone

Your Phone at a Glance

The figure below shows the main parts of your phone:

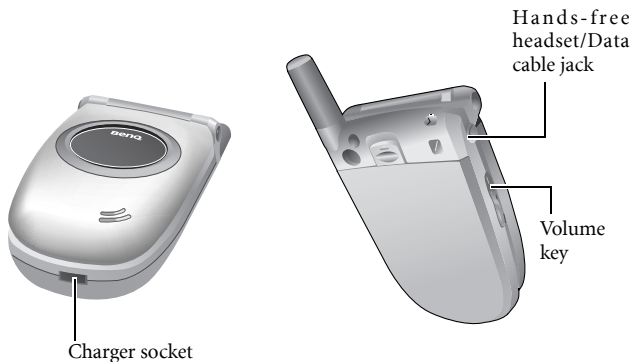
Front view 1



Front view 2



Bottom and top views



To avoid potential RF interference, and please keep the minimum distance with 15mm.

Active Flip Feature

Opening the flip allows you to answer an incoming call. Closing the flip ends a call, cancels dialing, or rejects an incoming call.




You can turn the active flip feature on or off. To do so, go to the menu: **Settings → Flip Activate.**

Status Indicator Light

The status indicator light has the following functions:

- Flashes blue when the phone detects a network or is charging.
- Flashes purple when the battery is fully charged.

- Flashes blue rapidly when there is an incoming call.


 To turn off the status indicator light, you must start up the power saving mode. Go to this menu: **Settings** → **Power Saving Mode**.

Standby Screen











External Display






When the flip is closed, the external display's status bar will show icons for network signal strength, battery power, and alarm (if active). The current time and an animation will appear in sequence. The external display can also alert you to incoming calls, text messages, and missed calls.



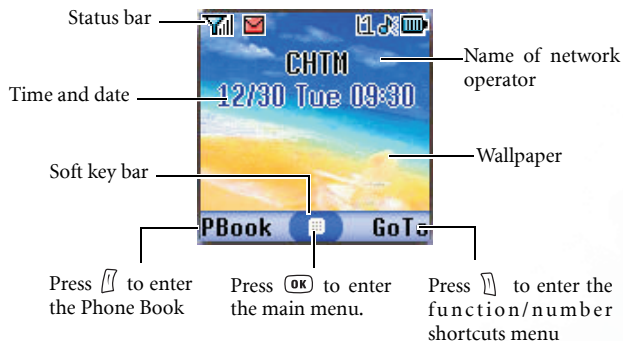
- If you wish to set the time shown on the external display, go to the menu **Settings** → **Date & Time** → **Time**. See page 142.
- In the default setting, the external display will show the time and several animations in sequence for one cycle. The external display will then temporarily power off. After it has powered off, you can turn it back on by pressing either the up or down arrow on the volume key  located on the left side of the phone.
- You can set the external display's cycling mode by using the menu **Settings** → **Display** → **OLED Duration**. See page 151.
- You can choose the animations to be shown on the external display by using the menu: **Settings** → **Display** → **OLED Animation Setting**. See page 152.
- You can go to the menu **Settings** → **Profiles** → **Personal** to change the name of the profile to your own user name. When this profile is activated and the phone's flip is opened, your own name will appear on the external display. For details, see page 145.

Icons in the External Display's Status Bar


Icon	Function	Description
	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
	Battery status	Shows the current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed. When charging the phone, the icon will scroll through the bars until the battery is fully charged.
	Message	Shows that a message is being received or that there are unread messages. If the icon  flashes, this indicates that the SIM card's message memory is full. For information about the message function, see page 59, "Messages Menu".
	Voicemail	Indicates that there are voicemails (this icon will only appear if the function is supported by your network vendor).
	Alarm	The alarm is turned on. To set the alarm, go to the menu Tools → Alarm Clock . See page 106.
	Vibrating alert	In the standby screen, press and hold down the  key to activate the vibrating alert. See page 53, "Using the Silent Profile".
	Normal	Shows that the Normal profile is in use. To set the profile, go to this menu: Settings → Profiles . See page 144.
	Meeting	Shows that the Meeting profile is in use.

Icon	Function	Description
	Outdoors	Shows that the Outdoors profile is in use.
	Personal	Shows that the Personal profile is in use.
	Handsfree	Shows that the Handsfree profile is in use.
	Divert	Shows that the call divert function is active. To set the call divert function go to the menu Settings → Call Settings → Call Divert . See page 153.
	Roaming	Roaming has been activated (not your regular network)









Main Screen

















- You can set the animation or image you wish to use as wallpaper when the phone is in standby mode by going to the menu **Multimedia** → **Picture** or **Animation**. Alternatively, you can go to the menu **Settings** → **Display** → **Wallpaper**. See page 135 and page 149.
- To set the current time and date, as well as the format in which they will be shown in the main display's standby screen, go to the menu **Settings** → **Date & Time**. See page 142.
- You can go to the menu **Settings** → **Profiles** → **Personal** to change the name of the profile to your own user name. When this profile is activated, your own name will appear in the standby screen on the main display. For details, see page 145.
- For enhanced security, you can use the screen lock function. Go to the menu **Settings** → **Security** → **Screen Lock**. If the screen lock is activated, and you have not performed any tasks with the phone for a set time, the phone will automatically bring up the screen lock image. The purpose is to protect any personal data on your phone from being read by other persons. To restore the original display screen, you must enter a password that you provide for this function. For details on settings, see page 161.
- After the standby screen remains for 10 seconds, the soft key bar, time and date, as well as all the other words currently displayed will automatically disappear, showing the full-screen wallpaper. You can also press  to display/hide the status bar and words normally shown on the standby screen.

Icons in the Main Display's Status Bar

Icon	Function	Description
	Signal strength	Signal strength of the network. The more bars indicated, the stronger the signal.
	Battery status	Shows the current level of battery power. The more bars indicated, the more power that remains. Four bars: fully charged. No bars: immediate charging needed. When charging the phone, the icon will scroll through the bars until the battery is fully charged.
	GPRS network	GPRS services have been activated on your SIM card.
	Message	Shows that an SMS/EMS/MMS message is being received or that there are unread messages. If the icon  appears in red, this indicates that the SIM card's message memory is full. For information about the message function, see page 59, "Messages Menu".
	WAP message	You've got a WAP message (this icon will only appear when there are no incoming or unread SMS/EMS/MMS messages).
	Voicemail	Indicates that you have voicemail messages (this icon will only appear if the function is supported by your network operator).
	Alarm	The alarm is turned on. To set the alarm, go to the menu Tools → Alarm Clock . See page 106.


Icon	Function	Description
	Line in use	Shows the number of the line currently in use. To set the line, go to the menu Settings → Call Settings → Active Line . For details, see page 156.
	Vibrate	In the standby screen, press and hold  to activate the silent profile. See page 53, "Using the Silent Profile".
	Normal	Shows that the Normal profile is in use. To set the operating mode, go to the menu Settings → Profiles . See page 144.
	Meeting	Shows that the Meeting profile is in use.
	Outdoors	Shows that the Outdoors profile is in use.
	Personal	Shows that the Personal profile is in use.
	Handsfree	Shows that the Handsfree profile is in use.
	Divert	Shows that the call divert function is active. To make settings for this function, go to the menu Settings → Call Settings → Call Divert . See page 153.
	Roaming	Roaming has been activated (not your regular network)






Using the Keys in the Standby Mode









-  In this user manual, "long-press" means to press and hold down a key for about two seconds before release. "Press" means to press a key and release immediately.
-  The chart below is meant only to introduce the commands accessible with keys when the phone is in standby mode. For information on other key commands available in other operating modes, see the pertinent sections in this user manual.

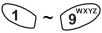




Function keys















- When any key is pressed, the phone will provide aural feedback through keypad tones. To activate or cancel this aural feedback, enter the menu **Settings** → **Profiles**. Scroll to the profile currently in use and press  (**Edit**). Then select **Keypad Tone**. You can also go to **Settings** → **Audio** → **Keypad Tone** to turn the aural feedback on or off. See page 147 and page 152.
- After turning the phone on, press any key to activate keypad and display backlighting. To turn the backlighting on or off, and to set the duration of backlighting, go to **Settings** → **Display** → **Backlight Setting**. See page 151.


Key	Commands and functions
	<p>Power on/off key</p> <ul style="list-style-type: none"> • Long-press to turn the phone on or off. • Press this key to reject incoming calls or cancel a call being dialed.
	<p>Send/Answer key</p> <ul style="list-style-type: none"> • Press to send or answer a call. • Long-press and your phone will automatically call the last number dialed. • Press to access the list of last missed/dialed/received calls.
	<p>OK key</p> <ul style="list-style-type: none"> • Press to open up the main menu and show its first item.
	<p>Left soft key</p> <ul style="list-style-type: none"> • Press to access the Phone Book (when PBook is shown). • Press to save the phone number keyed in from the standby screen to the Phone Book (when Save is shown).
	<p>Right soft key</p> <ul style="list-style-type: none"> • Press this key to enter the menu for function and phone number shortcuts (when GoTo is shown). For information about the shortcuts menu, see page 54. • Press this key to delete entered digits one by one; long-press to delete all digits entered (when Clear is shown). • Long-press to turn the silent profile on or off.

Key	Commands and functions
	<p>Scroll key</p> <ul style="list-style-type: none"> • Press  to open the main menu and show its first item. • Long-press  to activate voice dialing. • Long-press  to activate the voice memo function.
	<p>Messages menu key</p> <ul style="list-style-type: none"> • Press this key to enter the Messages menu. For a description of the Messages menu, see page 59.
	<p>Asterisk key</p> <ul style="list-style-type: none"> • Press this key to enter an asterisk " * ". • To make an international call, long-press this key until the display shows "+", Then enter the recipient's country code, area code and phone number.
	<p>Voicemail key</p> <ul style="list-style-type: none"> • Long-press to dial your voicemail number.
	<p># key</p> <ul style="list-style-type: none"> • Press to enter "#". • For extensions: After entering a phone number, long-press to enter a "P" and then enter the extension number.

Key	Commands and functions
	<p>Alphanumeric keys</p> <ul style="list-style-type: none"> • Press to enter digits in a phone number. • Shortcut key: Long-press a key to immediately access the function, or dial the number, that it represents. See page 54, "Shortcuts Menu".
	<p>Volume key</p> <ul style="list-style-type: none"> • Long-press the upper or lower portion of this key, located on the left side of the phone, to adjust the ring tone volume. Press the upper portion of this key or  to increase the volume. Press the lower portion of this key or  to decrease the volume. <p> When there is an incoming call, long-press the upper portion of the volume key to reject the call; long-press the lower portion to turn off the ring tone.</p>


Alphanumeric keys


Key	Digit	Key	Digit/Symbol/Function
	1		7
	2		8
	3		9
	4		0
	5		* + (long-press)
	6		# P(long-press after entering a phone number)

 Long-pressing an alphanumeric key will access the function it represents, or dial the number that has been assigned to it (shortcut function).

Menu Navigation

When the phone is in standby mode, press **OK** to bring up the main menu and highlight the first item in that menu: **Phone Book**.

 For details on how to use the various functions listed in the menu, see page 92, "Menus".

 You can choose a display color for the menus by going to the menu **Settings** → **Display** → **Theme**. See page 149.


Main menu

The main menu item to which you have scrolled will be displayed as an animation.

The name of the main menu item you have scrolled to.





Each icon represents a sub-menu.

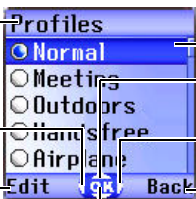
Indicates that pressing  will return the display to the standby screen.

Sub-menus


The name of the current menu.


Press  to bring up the previous screen.


Press  to enter the highlighted menu item for editing.




The highlighted row is the currently selected item.


Press  to scroll up or down to an item.

Press  to bring up the next screen.


Press  to return to the previous menu or screen.


Press  to enter the sub-menu represented by highlighted item or to activate the highlighted function.


Pop-up menus

Press  to open a pop-up menu.





Press  to scroll up or down to an item.

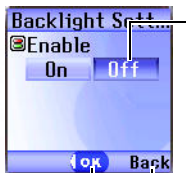
Press  to close a pop-up menu.


Press  to enter the highlighted item or activate the function represented by the item.


Turning a function on or off

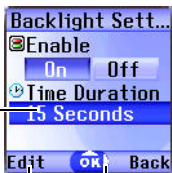
Press  to turn the selected function on or off (the currently selected function will be highlighted).



After the selected function is activated, the display will usually show further setting options. Press  to scroll to the desired setting option.



Press  to cancel and return to the previous screen.

Press  to confirm the setting.





Press  or  to edit the setting.

Menu navigation example

The example given below demonstrates how to use menus to change the language setting.



Regular access

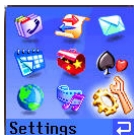
1. In the standby mode, press

 or  to open the main menu.







2. In the main menu, press


 to scroll to the **Settings** menu icon. Press  to enter this menu.





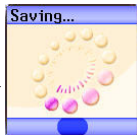
3. In the **Settings** menu, press



 to scroll to the **Language** item (press  to bring up the next screen, or press  to bring up the previous screen), then press  to enter the **Language** menu.





4. Press  to scroll to the language you wish to use.

Then press  to confirm your selection. If, for example, you wish to set English as the display language, scroll to highlight **English**, and then press . The display will automatically return to the **Settings** menu, displayed in English.






5. Press  (**Back**) repeatedly or press  once to return to the standby screen.

Access through number shortcuts




1. In the standby mode, press  or  to bring up the main menu.




2. The location of items in the main menu corresponds to the position of the  to  keys in the alphanumeric keypad.

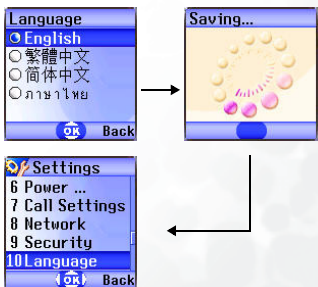
Thus, pressing  will bring up the **Settings** menu.





3. In the **Settings** menu, the alphanumeric keys  to  represent menu items 1 to 10. Since **Language** is item number 10 in the Settings menu, pressing  will bring up the **Language** sub-menu.


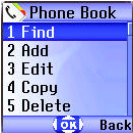



















4. Press the alphanumeric key that corresponds to the language you wish to select, as it is listed in the Language sub-menu. For example, if you wish to set English as the display language, press .




5. Press  (**Back**) repeatedly
or press  once to return
to the standby screen.

Main menu map




Select	To enter	
	 <p>Phone Book 1 Find 2 Add 3 Edit 4 Copy 5 Delete OK Back</p>	 <p>Phone Book 6 Caller Group 7 Privacy ... 8 Business ... 9 Activate 10 My Number OK Back</p>  <p>Phone Book 7 Privacy ... 8 Business ... 9 Activate 10 My Number 11 SIM Status OK Back</p> <p>When using the phone book stored in your SIM card's memory, the seventh item is SIM Status. There is no Privacy Manager item.</p>
	 <p>Call Records 1 Missed Calls 2 Received ... 3 Dialed Calls 4 Delete All 5 Call Duration OK Back</p>	 <p>Call Records 2 Received ... 3 Dialed Calls 4 Delete All 5 Call Duration 6 Call Cost OK Back</p>
	 <p>Messages 1 Create 2 SIM Folder ... 3 Inbox (0) 4 Template 5 Outbox (0) OK Back</p>	 <p>Messages 6 Drafts (0) 7 Voicemail 8 Message ... 9 Cleanup ... 10 Memory ... OK Back</p>

Select	To enter
	
	  <p data-bbox="729 447 926 639">If your network vendor provides SIM toolkit value-added services, they will appear as item number 10.</p>
	
	

Select	To enter
	
	  




3 Using Your Phone

Making a Phone Call


Open the flip and make sure that the standby screen is shown on the main display. Enter the desired number using the alphanumeric keys  to . Press  to dial your call.



During a call, you can use the options. See page 50, "Call Menu".

To modify a phone number that you have entered, press  (**Clear**) to delete individual digits. Long-press  (**Clear**) or press  to delete all digits entered and return to the standby screen.

Ending a Phone Call

Press  or close the flip to end a call. The display will show the total call time, and then return to the standby screen.




To cancel a call that is being dialed, press  or close the flip.



If the flip function has not been activated, you cannot end a call or cancel dialing by closing the flip. To activate or cancel the flip function, go to the menu **Settings** → **Flip Activate**.



If you also have a call waiting or on hold, after you press , the display will show a menu to allow you to choose the call you wish to end.

Answering a Phone Call

When a call is received, your phone rings or vibrates, with the display showing the caller's number (if supported by your network vendor). If the caller is a contact stored in the Phone Book, the phone will show the name recorded in the Phone Book.




- If the caller is a member of a caller group, the ring tone assigned to this group will sound. The display will show the animation/image that is associated with this group as well, to help you identify the caller.
- If you have designated a particular ring tone and animation/image for the caller, the phone will sound that ring tone and display that animation/image, regardless of which caller group that caller belongs to.
- For information on setting up a caller group, ring tone and animation/image for contacts in the Phone Book, see page 38, "Adding Contacts to the Phone Book".

Depending on whether your phone's flip is open or closed, you can do one of the following to answer a call:


- If the flip is closed, opening it will allow you to answer the call.





If the flip function has not been activated, you cannot answer a call by opening the flip. To activate or cancel the flip function, go to the menu **Settings** → **Flip Activate**.


- If the flip is already open, press  to answer the call.




If you wish to change the answering mode so that you can press any key to answer a call, go the menu **Settings** → **Profiles**. After selecting the currently active profile, press  (**Edit**) and go to **Answer Mode** → **Any Key**.

Rejecting an Incoming Call



- Regardless of whether the flip is open or closed, you can reject an incoming call by long-pressing the upper portion of the volume key  on the left side of the phone.
- When the flip is open, you can reject an incoming call by closing the flip or pressing .

 If the flip function has not been activated, you cannot close the flip to reject an incoming call. To activate or cancel the flip function, go to the menu **Settings** → **Flip Activate**.


Turning Off the Ring Tone for an Incoming Call

Regardless of whether the flip is open or closed, you can temporarily mute the ring tone for an incoming call to avoid disturbing others. To do this, long-press the lower portion of the volume key  on the left side of the phone. After the ring tone has been turned off, you can still open the flip to answer the call.



Making an International Call

1. Enter the outgoing international call code, or long-press  until "+" appears on the display.
2. Enter the recipient's country code, area code and phone number. Dial the call by pressing .


Making an Emergency Call



To call emergency services, enter 112 (the international emergency number) and then press  to dial the call. You can make an emergency call even if your phone is locked or cannot access your network, or there is no SIM card inserted, so long as you are within range of a network of the type supported by your phone.

Dialing an Extension Number




After you enter a telephone number, long-press , The phone display will show "P". At this point, you can enter the desired extension number, and then press  to dial it.


Speed Dialing

 You must assign a number key as the shortcut for a particular phone number in order to use speed dialing for that phone number. For information on how to set up a shortcut, see page 54, "Shortcuts Menu".



After you have assigned a number key to serve as the shortcut key for a particular phone number, you can long-press this key when the phone is in the standby mode to dial the corresponding phone number. For example, if you have selected  as the shortcut key for a certain phone number, long-pressing  will dial this number.


Voice Dialing




1. In the standby mode, long-press .
2. After a beep, when the display shows the "Recording..." screen, you can speak the voice dialing prompt for the number you wish to dial. Once the phone has correctly identified the contact associated with this voice dialing prompt, two situations may occur:
 - a. If there is only one phone number stored for the contact identified, your phone will automatically dial this number.
 - b. If there are two or more phone numbers stored for the contact identified, the display will show the contact's Phone Book data. You can then scroll to the number you wish to dial, pressing  or  to make the call.

 To use voice dialing to make a call, you must have stored a voice dialing prompt for the desired number in Phone Book. For details, see page 38, "Adding Contacts to the Phone Book".

Listening to Voicemails

When your voicemail inbox contains new messages, your network vendor will send a text message notifying you that you have new voicemail messages (if the network vendor supports it, the icons  and  will be shown in the external and main display's status bars, respectively. There are two ways to access and listen to voicemail:


1. When the phone is in standby mode, long-press  to directly dial the voicemail phone number and listen to your voicemail messages.
2. Go to the menu **Messages** → **Voicemail** to dial the voicemail number.

 If the voicemail number is not stored on your SIM card or in the phone itself, you will not be able to access your voicemail by long-pressing . Generally speaking, network operators will store the voicemail number on a SIM card before giving it to you. If so, you will be able to dial your voicemail number by long-pressing  when the phone is in standby mode, without needing to first manually store this number. If however your network vendor did not store the number on your SIM card, you will need to do this yourself. To save or modify a voicemail phone number, go to the menu **Messages** → **Message Settings** → **Voicemail No.**


Phone Book

Adding Contacts to the Phone Book





The Phone Book will have different formats and data headings depending on whether you have chosen to use a phone book stored on your SIM card or in your phone's memory.

 The phone book in your phone's memory can store up to 500 contacts. The capacity of a phone book on your SIM card depends on the particular service provided by your network vendor.

SIM card Phone Book

1. In the standby screen, enter the phone number that you wish to store, then press  (**Save**). The screen will show the Phone Book data fields for a new contact.



2. Press  to scroll to the contact data field that you wish to edit. Press  (**Edit**),  or simply begin keying in data to enter and edit the currently selected field. After completing data entry and settings, press  to store the data for this contact.


The data fields provided by a SIM card phone book are as follows:



The contact's name.





The contact's mobile phone number.

Used to select a caller group for the contact. Press  to select a group and then press **OK**.


When there is an incoming call from this contact, the ring tone assigned to this group will sound and the display will show the animation/image associated with the group.

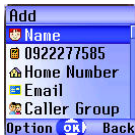



 To set a ring tone and animation/image for each caller group, go to the menu **Phone Book** → **Caller Group**. See page 93.

 You can also go the menu **Phone Book** → **Caller Group** to set a caller group for a contact.



Phone Book in the phone's memory

1. In the standby screen, enter the phone number you wish to store, and then press  (**Save**). The display will show the default data fields for a new contact.

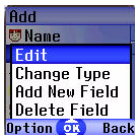



2. In the contact data screen, scroll to the data field that you wish to edit, and then press  (**Options**) to bring up a pop-up menu. You can then use the following options with the contact data:

- **Edit:** Edit the information in the selected field.




 In the contact data screen, press  or begin entering data to directly edit the data in the currently selected field.


- **Change Type:** Change the category of the phone number (for example, from **Mobile Number** to **Home Number**). This option can only be used in the phone number data field.
- **Add New Field:** Adds other data fields for a contact.
- **Delete Field:** Removes the selected data field.



3. After completing the data for the various fields, you must press  in order for the contact's data to be stored in the Phone


Book.


 If you do not wish to save a modified Phone Book record, press 
or  (**Back**) to abort.


 You can also add a new contact by going to the menu **Phone Book**
→ **Add**.




- The default data fields for a contact are as follows:


 The contact's name.


 The contact's mobile phone number.


 The contact's home phone number.


 The contact's e-mail address.

 Used to assign a contact to a caller group. Press  to select a group, and then press .

 Used to assign a voice dialing prompt to a phone number. After the beep, speak the contact's name into the microphone. After it is successfully recorded, the phone will play back this voice dialing prompt.

- In addition to the contact data fields described above, you can also add the data fields listed below by pressing  (**Option**) when the Phone Book screen is visible and then selecting **Add New Field**.

 The contact's mobile phone number.

 The contact's home phone number.



The contact's work phone number.



Other phone number for the contact.



The contact's home address.



The contact's work address.



The contact's company name.



The contact's department name.



The contact's job title.




Used for notes about the contact.



Used to mark dates of special significance associated with the contact.


Used to set a ring tone for the contact. When there is an incoming call from the contact, the phone will play this ring tone.




 A ring tone set in this field will replace the one associated with the contact's caller group, if any.

Used to set the animation/image that will appear on the phone's display when there is an incoming call from the contact.






 The animation/image set in this field will replace the animation/image associated with the contact's caller group, if any.


Finding Contacts in the Phone Book

In the standby mode, press  (**PBook**) to display contacts stored in the Phone Book.







There are two ways to locate a specific contact in the Phone Book:



- Press  to scroll through the names (listed in alphabetical order) until the one you want is highlighted.
- Press the alphanumeric key that corresponds to the first letter of the name you wish to locate the appropriate number of times. For instance, if the name starts with "K", you would press  twice for "K". The names starting with "K" will appear, with the first one highlighted. Press  to scroll to the name you want.

 You can also go to the menu **Phone Book** → **Find**, and then enter the full name or the first letter of the name to locate a contact.


When the desired contact's name is highlighted, you can do one of the following:

- Press  to dial the first phone number saved in that contact.
- Press  (**Option**) to bring up a pop-up menu, which contains the following items:
 - **Edit**: Edit the Phone Book data for this contact. When you are finished, press . For more information on editing, see page 38.

 If you do not wish to save a modified Phone Book record, press

 (**Back**) or  to abort.






- **Copy to SIM (Phone):** If you are currently using a phone book stored in the phone's memory, you can copy the contact's data to the phone book stored on your SIM card. Conversely, if you are currently using a phone book stored on your SIM card, you can copy the contact's data to the phone book stored in the phone's memory.





 The only information that can be copied from a phone book stored in the phone's memory to the one on your SIM card is a contact's name, phone number, and caller group. If a contact has more than one phone number associated with it, when that contact's data is copied from the phone to the SIM card's phone book, each phone number will be stored as separate contact.

- **Delete:** Erases the contact's data from the Phone Book.
- **Send vCard:** You can attach the contact's data to a message and then send it to others. For details on writing and sending a message, see page 61.

- Press **OK** to show the information in all data fields for that contact. You can then perform the following tasks:







- Scroll to the number that you wish to dial, and then press  or **OK**.
- Scroll to the desired data field. If the complete contents cannot be displayed on the screen, or there is no content to display (for example, **Note** ), press  to display the complete contents (if the data field is for a voice dialing prompt , you can press  to play the sound of this voice dialing prompt.








- Press  (**Option**) to bring up a pop-up menu that contains the following items:
 - **Edit:** Used to edit the Phone Book data for this contact. For information on editing, see page 38.
-  If you do not wish to save a modified Phone Book record, press  or  (**Back**) to abort.
- **Copy to SIM (Phone):** If you are currently using a phone book stored in the phone's memory, you can copy the contact's data to the phone book stored on your SIM card. Conversely, if you are currently using a phone book stored on your SIM card, you can copy the contact's data to the phone book stored in the phone's memory.
- **Delete:** Erases the contact's data from the Phone Book.
- **Call:** Dials the currently highlighted number.

Last Missed, Dialed, and Received Calls




There are two ways you can view the last missed, dialed, and received calls on your phone, as well as information on their date and time:

1. If there have been any missed calls, the display will show a missed call message along with the number of calls that were missed. Press  (**View**), and then press  to scroll to the desired phone number.
2. In the standby mode, press  to view the list of the most recent missed, dialed, and received calls. Press  to scroll to the desired phone number.




-  The icon  will appear beside missed calls; the icon  will appear beside dialed calls; the icon  will appear beside received calls.
-  If a phone number has already been stored in the information for a contact in the Phone Book, the display will show the name of this contact.
-  If a call for the same number has been missed, dialed, or received two or more times, a note such as "x02" will appear beside the record of the call to show the number of times it was missed, dialed, or received.
-  If your network operator is not able to display a certain call's number, the list will not show a number for the call.

When the number for a missed, dialed, or received call is highlighted, you can perform the following tasks:

- Press  to re-dial the number.
- Press  (**Option**) to bring up a pop-up menu:
 - **Call**: Dial the phone number.
 - **Save (Edit)**: If the phone number for the call has not been stored in the Phone Book, select the **Save** option to create a contact for this number in the Phone Book. If this phone number is already stored under a contact in the Phone Book, select the **Edit** option to edit this information for this contact. For information about editing Phone Book data, see page 38, "Adding Contacts to the Phone Book".
 - **Delete**: Erases the record of the call from the list.
 - **Delete All**: Erases all the calls in the list.
- Press  to display the details on this call.

This name of the contact for the call (if the phone number has not been stored in the Phone Book, "**Unknown**") will be displayed.


Press  (**Option**) to select whether to dial the number, store or edit it, or erase the record of the call.




The date and time of the last time this call was made.

The phone number for the call.



Operations During a Call

 The following options marked with an asterisk (*) are dependent on network support and may require a subscription.







Adjusting the Earpiece Volume

During a call, you can press the volume key  on the left side of the phone to adjust call volume.


Mute

Press  (**Mute**) to turn off the microphone. The person on the other end of the line will not be able to hear your voice. To restore the microphone's function, press  (**Unmute**).

Putting a Call on Hold*






1. When the only call is active:
 - a. Press  (**Hold**) to hold this call.
 - b. Press  to end this call.
2. When the only call is on hold:
 - a. Press  (**Unhold**) to resume the call.
 - b. Press  to end this call.
3. When there is an active call and a call on hold.
 - a. Press  (**Swap**) to resume the call that is on hold, and put the active call on hold.
 - b. Press  to show on the display a list of calls that you can end.

Making a Second Call*







Enter a phone number, or select one from the phone number or call record, and then press  to dial it. The currently active call will automatically be placed on hold. However, if there is already one active call and another on hold, this action will fail.


Call Waiting*

If there is an incoming call while you are on the phone, a tone will sound through the earpiece and the display will show that a second call is currently waiting. You can handle the waiting call and currently active call in the following ways:

1. Answer the waiting call: Press  The currently active call will automatically be placed on hold. However, if there is already another call on hold, a menu will appear on the display allowing you to select a call to end and then answer the waiting call.
2. Reject the waiting call: Press  or  (**End**). Pressing  (**End**) will immediately reject the waiting call; pressing  will bring up a menu on the display that you can use to select a call to end.

Call Menu

If you press  during a call, it will bring up the call menu. Press  to scroll to the desired item (press  to scroll through the menu page by page) and then press  to enter that item; press  (**Back**) to return to the pervious menu; press  to return directly to the call menu.

 Items marked with an asterisk (*) depend on network support and may require a subscription.

Phone Book


Accesses data in the Phone Book. For details, see page 38, "Phone Book".

Call Records

Allows you to view information on missed, received, and dialed calls. See page 46, "Last Missed, Dialed, and Received Calls".

Conference*

Conference calls allow you to converse with more than one party at a time. The conference menu contains the following options:

 The maximum number of parties that can be accommodated during a conference call depends on the particular service provided by a network vendor.

Hold/Unhold/Swap*

Toggles the call status.

Join/Private

Adds a party that is on hold to the current conference call, or isolates a single party in a conference call and puts all other parties on hold.

Forward

Allows two parties to connect, while ending one's own call (one of the two parties may be involved in an active call while the other is either on hold or being dialed), so as to allow the two parties to have their own call.

Send DTMF

When the phone is connected with other devices or services, you can send DTMF (Dual Tone Modulation Frequency) strings. DTMF strings are keypad tones that can be sent via the microphone as you dial another number. Your phone will emit the tones in order to communicate with answering machines, pagers, computerized telephone services, and so forth.

Enter the phone number and then press **OK** to send the DTMF string.

End Call

End All

Ends all calls, whether active or on hold.

End Active

Ends only the active call.

End Hold

Ends only a call or calls on hold.

End One

Ends only a single call.

Hold/Unhold/Swap

Toggles the call status.

Mute/Unmute

Activates/cancels the silent mode.

SMS

Enters the SMS (Short Message Service — i.e. text message) menu. For details on the SMS menu, see page 59, "Messages Menu".


Calculator





Allows you to use the calculator. For information about the calculator, see page 108.

STK

Brings up the menu for the STK (SIM Toolkit) services provided by your network vendor.

Using the Silent Profile

From the standby screen, you can long-press  to activate the Silent profile. Once it is activated, the phone will alert you to an incoming call by vibrating with no ring tone.

- When you long-press  to activate the Silent profile, the phone will vibrate for one second. The icon  will appear in the main display's status bar (the external display will show ) to remind you that your phone is currently using the Silent profile.
- To cancel the Silent profile and restore the previously active vibrant and ring tone settings, long-press .



This feature is very convenient for switching to the Silent profile during, say, a meeting to avoid the disruption caused by a ring tone.




To set and select a profile, please enter the main menu's **Settings** → **Profiles**. See page 144.

Shortcuts Menu




You can use the Shortcuts menu to assign 9 alphanumeric keys as shortcuts to commonly used functions or frequently dialed numbers. (The screen will show preset shortcuts, if any.)

Entering the Shortcuts Menu




From the standby screen, press  (**GoTo**) to enter the Shortcuts menu. The numbers 1 to 9 displayed in the menu's default screen represent the corresponding 9 alphanumeric keys on the phone.






Setting Function Shortcuts

1. In the **Shortcuts** menu, press  to move the selection box to the number key you wish to use as a shortcut key ( is selected in the example on the right). You can also press the actual alphanumeric key  to select it.






2. Press  (**Option**) to bring up a pop-up menu, and use  to select **Add Function**. Then press .



3. From the **Add Function** menu, press  to select the function to be represented by the shortcut key , and then press . Alternatively, you can press a corresponding alphanumeric key to select the function you want.





-  The functions listed in the **Add Function** menu are selected from various other menus. For details on these functions, see page 92, "Menus".

4. After  has been set as the function shortcut key, the '1' icon in the shortcut menu screen will be replaced by the icon for the function assigned to . The top of the screen will display the name of the function currently assigned to this key.



5. Repeat the above step to add or modify function shortcut key assignments.



6. To cancel a shortcut key and restore the key's original function, use  to move the selection box to the icon for the shortcut key that you wish to cancel, and then press  (**Option**). Select **Delete** to cancel the shortcut.

 If you select **Delete All**, all shortcut settings will be cancelled.

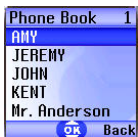


Setting Phone Number Shortcuts

1. The method for setting a phone number shortcut key is largely the same as for a function shortcut key. After selecting the shortcut key, press **[Option]** to bring up a pop-up menu. After selecting **Add Phone**, press **[OK]** to confirm.



2. From the Phone Book, select a contact, and then press **[OK]**.



3. Next, from the list of phone numbers for this contact, select the one that you wish to access through the shortcut key, and then press **[OK]**.

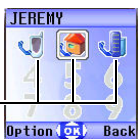


4. After you have set the shortcut key, the number icon for the key will be replaced by an icon representing a phone number shortcut. The upper part of the screen will display the name of the contact to whom the phone number accessible by the shortcut key belongs.



5. Repeat the above step to add or modify a phone number shortcut.

Different categories of phone numbers will be represented by different phone number shortcut icons.





Using Function and Phone Number Shortcuts


There are two ways to use shortcuts:

1. From the standby screen, long-press **1** to **9** to access the function represented by that key or dial the number it represents.
2. From the standby screen, press **GoTo** to enter the Shortcuts menu. You can then:
 - a. Press **Left Arrow** to move the selection box to the icon corresponding to the desired key. Then press **OK** to access the assigned function or dial the assigned phone number.
 - b. Press the corresponding key **1** to **9** to access the function represented by that key or dial the number it represents.

Messages Menu



Besides SMS (Short Messaging Service) and EMS (Enhanced Messaging Service), your phone also supports MMS (Multimedia Messaging service). EMS allows you to insert simple graphics and ring tones in your message, while MMS enables you to send colored images, animations and music using your phone.



From the standby screen, press  to enter the **Messages** menu. You can also press  when in the standby screen and then enter

from the main menu by selecting .

You can use this **Messages** menu to read, edit and send SMS, EMS and MMS messages.

Additional information about messaging

- Memory for storing messages is divided between SIM card memory and the phone's own memory. In the first level of the **Messages** menu, except for the **SIM Folder** option, messages saved in **Inbox**, **Outbox**, and **Drafts** are all stored in the phone's memory.
- When a new message is received, or when there are unread messages in the phone's or SIM card's memory, the  icon will appear in the external display's status bar; the main display will show the  icon in its status bar to remind you that you have unread messages.
- When a message has arrived, it will be saved either to the phone's memory or to your SIM card's memory, depending on the preferred memory you have selected in the menu: **Messages** → **Message Settings** → **Short Message Settings** → **Save New Msg To** (See page 79). Messages saved to the phone's memory will be stored in the menu: **Messages** → **Inbox**; messages saved to your SIM card's memory will be stored in the menu: **Messages** → **SIM Folder** → **Inbox**.

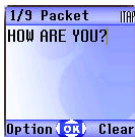
- If the phone's memory is already full, any new messages will remain stored in the SIM card's memory (in the menu **Messages** → **SIM Folder** → **Inbox**) until the SIM card's memory is itself full.
- If there is a flashing icon  on the external display, and the main display shows a red icon , this means that the SIM card's message memory is full. When the SIM card's memory is full, your phone will not be able to receive any new messages. If this has occurred, when you go to the **Messages** menu, the display will show a "SIM Full!" message to remind you of the current situation.
- If the number of messages stored in the phone's memory has reached 500, when you enter the **Messages** menu, the "Message Full!" screen will appear. If there is less than 1K remaining in the phone's memory, the "Memory Insufficient!" screen will appear. In either of these two situations, any messages received will be saved to the SIM card, and you will no longer be able to edit any messages.
- If there is less than 50K remaining in the phone's memory, you will no longer be able to edit any MMS messages; if the amount of the phone's remaining memory is less than that required to save an incoming MMS message, the phone will not be able to receive that message.
- In the **Messages** menu, the number (such as "(1)", "(3)") following the name of each message folder represents the number of messages saved in that folder.


The items in the **Messages** menu are as follows:






Create


Short Message

1. Used to bring up the message editing screen so you can write a new SMS/EMS message. Use the alphanumeric keys to enter text.




 For information on how to use the input methods provided by the phone for writing messages, see page 86, "Input Modes".








 If no text has been entered in the editing screen, press  to return to the standby screen; if some text has been entered, pressing  will bring up the prompt "Back to Idle?", to make sure you wish to abort the message being edited. If you press  (**Yes**), you will return to the standby screen; if you press  (**No**), you can continue writing the message.

2. When writing a message, press  (**Option**) to perform the following tasks:

- **Insert:** You can insert the following types of objects:


- **Text:** This is a list of templates that can be used 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 list.

 To create your own quick message templates, go the menu **Messages** → **Template**. See page 77.


- **Picture:** You can select an EMS icon from the EMS icon library to insert into your message. Press  to select the name of the icon you wish to insert, and then press  (**View**) to view the icon. Press  to insert the icon into your message.
- **Animation:** You can select an EMS animation from the EMS animation library to insert into your message. Press  to select the name of the animation you wish to insert, and then press  (**View**) to view the animation. Press  to insert the animation into your message.
- **Melody:** You can select an EMS ring tone from the EMS ring tone library to insert into your message. When the recipient of the message reads it, the inserted ring tone will be played by the recipient's phone. Scroll to the name of the ring tone you wish to use, and then press  to insert the ring tone into your message. The inserted ring tone will be displayed as musical note within the message's text.
- **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.



You can insert an EMS icon or animation at any position within a message's content.


- **Text Alignment:** Used to select the type of text alignment for the message's content.
3. After you have finished editing the message, press **OK**. 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 **[Down Arrow]** 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 **[Right Arrow]** to display the complete number.
 - c. After the number has been selected, you must press **OK** 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 **OK** and the display will show all these numbers.
4. After the numbers to be dialed have appeared on the screen,

press **OK** 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. If the save fails, the "Save to Outbox Failed!" screen will appear and the send operation will stop.
- **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:

Internet → **WAP Service** → **WAP Settings**, and select the MMS server you wish to activate in order to configure its settings.

 For information on configuring an MMS server's settings, see page 127, "WAP Settings".










Messages → **Message Settings** → **MMS Settings** → **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** → **Create** → **MMS** to open up the MMS editing screen. You can now edit the first page of your MMS message:





- An MMS message can be made up of multiple pages.
- You can also compose an MMS message using a preset MMS template by going to the menu: **Messages** → **Template** → **MMS Template**. See page 77 for details.


2. Edit text: Enter text into the first page's editing screen.
3. Insert objects: You can insert various types of objects into an MMS page. 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:** After scrolling to highlight the file name of the picture you want, you can press  (**View**) display this picture. After entering the viewing mode, pressing  will display the next/previous picture; pressing  will display the picture in full screen. Press  to insert the selected picture into an MMS page.



- **Voice Memo:** Select the file name of the voice memo to be attached to an MMS page. When the desired voice memo's name is highlighted, press  (**Option**) and then select **Send** to attach this memo to the page you are editing.
- **Melody:** You can select a ring tone saved in the phone to insert into an MMS page. Scroll to highlight the file name of the desired ring tone, and then press  to insert this ring tone to the 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 77.





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. You can then repeat the steps described above to compose that newly added page.
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 animation or a picture 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 **OK** 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. Scroll to highlight the name of the desired contact, and then press  (**Select**) to display that contact's number(s) and e-mail address(es). Press  (**Select**) to mark the number(s) or e-mail address(es) you want, and then press  to return to the list of contacts, with the selected contact's name marked as well. You can then repeat the same steps to select the other contacts' phone numbers or e-mail addresses. When you have finished selecting all the numbers or e-mail addresses, press  to return to the recipient list, which will show all the phone numbers and e-mail addresses you have selected.


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.

8. 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 messages stored in your SIM card's memory.


Inbox


If your SIM card was previously used in another phone, any messages received on that phone are stored here. When the SIM card is used in your S668C, and the phone's memory is full, any further messages that you receive will also be stored in the SIM card's **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 **[F]** (**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.
- **Move All to Phone:** Moves all messages to the phone's memory.
- **Copy to Phone:** Copies the selected message from your SIM card's memory 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, the  icon will appear on the external display, along with a text indicator of the number of messages received. After you open the flip, the main display will show the number of messages that have been received.
2. You can press  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. A list of all new messages will appear on the screen, with each message record showing the sender's phone number. (If the sender is a contact stored in the Phone Book, the display will show the name of the contact in the Phone Book, rather than the phone number.)
3. Press  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 **[F]** (**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 38, "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 **[F]** (**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 **Multimedia** menu. For example, if the object is an EMS animation, it will be saved to an available position in the **Multimedia** → **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 **Multimedia** menu, see page 135.

- 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 38, "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 **⏮** to replay the last page. If you want to replay the other pages, you must return to the first page using **⏪**, and then press **⏮** 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 **⏮** 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 **Multimedia** menu. For example, if the object is an MMS animation, it will be saved to an available position in the **Multimedia** → **Animation** menu where you can use it in composing future messages.

 If you are saving an image 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 **Multimedia** menu, see page 135.


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

Template

SMS Template

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

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


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

MMS Template

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

Outbox

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

- Press  (**Option**) to access the following options:

- **Resend:** Allows you to edit and send the message to its original recipients.
 - **Forward:** Allows you to edit and forward the message to other recipients.
 - **Delete:** Deletes the message.
 - **Delete All:** Deletes all the messages in the Outbox.
- Press **OK** to read the message. After reading the message, you can press **⏏** (**Option**) to execute the following options:
 - **Resend:** Allows you to edit and send the message to its original recipients.
 - **Forward:** Allows you to edit and forward the message to other recipients.
 - **Delete:** Deletes the message.

Drafts

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

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

Voicemail

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



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

Message Settings

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

Voicemail No.

You can save your voicemail phone number here.

Short Message Setting

Save New Msg to

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

Service Center No.

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

Enter the message number provided by the network vendor. After you are finished, press **OK** to confirm.

Bearer Mode

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

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

Validity Period

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

Message Type

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

Status Report

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

Direct Reply

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

MMS Settings

Filter

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

Expiry

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

Reply Type

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

Size Limit

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

Server Info

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

Deferred Download

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

Delivery Report

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


Read Report


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

Broadcast

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

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

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

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

Receive

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

Topics

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

If you have not previously saved any topics, you can press **[]** (**Option**) and then select the **Add** option so that you can enter the desired range of topic numbers (that is, the channel numbers). The upper and lower limits of the range are the highest and lowest channel numbers, respectively. The largest possible range is 0 to 65534. You are no longer limited to selecting only single channels, but can specify a range. After the list has stored the topic range, you can select a specific topic and then press **[]** (**Option**) to add it to the list. You can also edit or delete selected topics.

Language

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

Cleanup Messages


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



Memory Status

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

Voice Memo


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


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



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

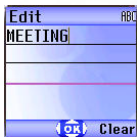


a. Press  to record.


b. Press  to stop recording.

c. Press  to play the voice memo.

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



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

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



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



Input Modes

Changing the Text Input Mode

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

The text input mode currently in use



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

ABC Uppercase letters input mode.

abc Lowercase letters input mode.

iTap iTap (predictive input mode) for uppercase letters.

iTap iTap (predictive input mode) for lowercase letters.

123 Numeric input mode (123).



You can set the default input mode to the one you most frequently use. Go the menu **Settings** → **Input Mode**. See page 162.