Welcome

USER MANUAL

PG-3700

Thank you for choosing a Pantech PG-3700 and welcome to the wireless mobile communications with the PG-3700, our dual-band GSM mobile phone.

Pantech is delighted to introduce this brand new portable phone which will always keep you connected to your network.

This user manual explains in detail its unique features and how to use them.

Note: Some of the contents in this User Manual could vary from actual features of your phone.
It may vary depending on the S/W version and the network provider you subscribed to.

Specification

1. Display

260K Color TFT LCD

- 1.9" LCD
- Supports up to 65,536 colors within 128 x 128 pixels
- 6 lines for text in basic mode with 16-pixel font
- Two Soft keys ([   ], [   ]), and 5-way joystick
- List and grid menu

2. Melody

Yamaha 40 poly(SMF) / 16poly (SMAF) sound

3. Camera

VGA CMOS built-in Camera.

- Resolution up to 640 x 480 (307,200 pixels)
- Self timer function (5 Secs or 10 Secs)
- Photo album

4. Dimensions & Weight

- Weight: 75 g

- Dimensions: 103 mm x 42.5 mm x 13.5 mm

5. Power Management (Performance)
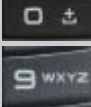
Battery Type	Capacity	Standby Time	Talk Time
Standard (Li-ion)	800 mAh	250Hours	3 Hours

6. Operating Frequency

- GSM, DCS and PCS 1900 networks in Europe where these networks are supported.
- Automatic band switching.

Receiver Hall

MAIN LCD
1.9' 262K TFT

End/ Power on, off

Clear Key

Numeric
Keypad

SUB LCD
(128*32)

MIC Hall

Quick & Easy

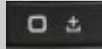| Keys	Functions
	Performs the functions shown at the bottom line of the display (Soft Keys).
Joystick	Scrolls through the menu options in Menu mode. In standby mode, Push to Left: My Stuff menu Up: Message Write New menu Right: IM Down: Address Book list
Push in on joystick	Launches the MEdia Net directly if pressed in standby mode. Selects menu function or stores user input information, such as names, SIM memory. Also used for confirmation (OK key).
c/⊙	Deletes characters in text input mode, or returns to the previous menu. Opens Calendar view if pressed shortly in standby mode.
	Makes or receives a call. Shows the recent call lists in standby mode. Re-dials the last call number if pressed and held, or pressed twice in standby mode.
	Completes the current call. Turns on/off the phone if pressed and held. Cancels user input and returns to the standby mode while in Menu mode.
1 ⊙⊙	Quickly connects to the voice mail server, or inputs a voice mail box number which you want to dial if pressed and held in standby mode.
0 ± ~ 9 wxyz	Enters numbers, characters, or symbols. Goes to the dial number input mode if pressed in standby mode.
* ♪	Enters or exits from silent mode if pressed and held in standby mode.
	Shows the symbol input screen if pressed and held in text input mode. Works in Word search mode if pressed in the Predictive text input mode.
0 ±	Enters an international dialing prefix (011, +). Enters the space character in text input mode.
	Adjusts the volume level which you want during a call, and moves the cursor upwards or downwards in the menu mode. Controls the ringtone volume in standby mode if the phone flip is opened. Turns camera preview mode on/off if side up volume key is pressed and held in standby mode. Press the side down key to turn the backlight on, and press and hold to get Flash on/off when the flip is closed.
	Enters a camera preview mode and takes a photo. Enters a video recording mode if pressed and held in standby mode.

Safety Precautions

Using a phone while driving is prohibited.

Please check local laws and regulations with regard to the prohibition of phone usage while driving, and comply with them.

- Use of your mobile phone while you are driving may disturb your concentration and may result in an accident. Please turn it off as soon as possible.

- Should you use your phone in an emergency, please make use of the hands free device built in your car, or pull your car over to a safe place for your utmost safety.

- The electronic wave energy emitting from your phone may affect the electronic devices built in your car. Please be aware of this characteristic.

Mobile Phone Use Restriction Area

Make sure to turn your phone off in an area where use of phone is restricted.

Using a Phone in an Explosive or Dangerous Area is not Permitted

Please turn your phone off in an area with explosive or dangerous materials (such as fuel, fuel stations, or places with chemical goods) and abide by any instructions or signs posted in the area. Never try to detach your mobile phone battery from the phone in such areas.

Boarding an Aircraft

- Please select "Flight Mode On" ('Menu>9.Settings>4. Phone>3.Flight Mode') or turn your phone off when you are boarding an aircraft. The electronic wave emitted from your phone may affect the electronic navigation device in the aircraft.

Using Medical Equipment

- Please turn your phone off while you are in a hospital.

- Please abide by the regulations or rules of the hospital.

- Please turn off your phone when using medical equipment for private purposes if possible. You should consult with the manufacturer or an expert before you use your phone near medical equipment.

Installing a Vehicle Hands Free Device

- Please keep the vehicle hands free device away from the steering, and air bag expansion range, Otherwise, it may cause an injury.

Affect of Mobile Phone on Electronic Devices

Some electronic devices may be affected by the electronic wave emitting from the mobile phone in service. Please be careful.

Access Code

The following section describes various security codes.

PIN1 code (4 to 8 digits)

 The PIN (Personal Identification Number) code protects your SIM card
 against unauthorised use (9. Settings>6. Security>1. PIN1 Check). The
 PIN1 code is usually supplied with the SIM card. If you input the incorrect
 PIN1 code five times consecutively (trial time depends on SIM card), the
 PIN1 code will be blocked. If the PIN1 code is blocked, you need the
 PUK(Personal Unblocking Key) code before you can use the SIM card
 again. See information on the PUK code.

PIN2 code (4 to 8 digits)

 The PIN2 code, supplied with SIM card, is required to access functions,
 such FDN(Fixed Dial Number) (9. Settings>6. Security>8. Fixed Dialing).

Phone Lock code (4 digits)

 The lock code can be used to lock the phone and keypad to avoid
 unauthorised use (9. Settings>6. Security>3. Phone Lock).

> **Note: The factory setting for the lock code is 1234. To avoid unauthorised use of your phone, change the lock code. Keep the new code secret and in a safe place separate from your phone.**

PUK and PUK2 codes (8 digits)

 The PUK (Personal Unblocking Key) code is required to unblock and

change a disabled PIN1 code. The PUK2 code is required to unblock and
change a disabled PIN2 code. If the codes are not supplied with the SIM
card, contact the operator whose SIM card is in your phone for the codes.
You can change the following codes: lock code(9. Settings>6. Security>4.
Change Password), PIN1 code(9. Settings>6. Security>2. Change PIN1),
and PIN2 code(9. Settings>6. Security>9. Change PIN2). These codes
can include the numbers from 0 to 9 only.

> **Note: Avoid using access codes similar to the emergency numbers, such as 911 and 112, to prevent accidental dialing of the emergency number.**

N/W Password (4 digits)

 The N/W password is required when you use the N/W Barring function.
 You obtain the password from your service provider when you subscribe
 to this function.
 You can change this password(9. Settings>6. Security>6. Network
 Barring>7. Change password, Network Barring menu is SIM Dependent).
 (For further details, see Applications Menu 9.6)

Menu Tree

1   IM

2   Messaging

   2.1   Write New

      2.1.1   Text Message

      2.1.2   Multimedia Message

   2.2   Inbox

   2.3   Sent

   2.4   Outbox

   2.5   Draft

   2.6   Browser Message

      2.6.1   Inbox

      2.6.2   Receive

   2.7   Templates

   2.8   Settings

      2.8.1   Common Settings

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      2.8.3   Multimedia Message

      2.8.4   Voice Mail

   2.9   Memory Info

3   Recent Calls

   3.1   Missed Calls

   3.2   Received Calls

   3.3   Dialed Calls

3.4   Delete Call Logs

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   3.4.2   Received Calls

   3.4.3   Dialed Calls

   3.4.4   All Calls

3.5   Call Time

   3.5.1   Last Call

   3.5.2   Received Calls

   3.5.3   Dialed Calls

   3.5.4   Total Calls

   3.5.5   Reset Call Times

3.6   GPRS Info

   3.6.1   Current Info

   3.6.2   Last Info

   3.6.3   Total Info

   3.6.4   Clear Logs

4   MEdia Net

   4.1   MEdia Net Home

   4.2   Bookmarks

   4.3   Http://

   4.4   Profiles

   4.5   Cache

      4.5.1   Cache Mode

      4.5.2   Clear Cache

   4.6   Security Certifications

   4.7   Version

* this menu depends on SIM.

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Ⅰ. Getting Started

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2. Display

3. SIM Card

4. Using the battery

1. Package Contents

Phone   Travel Charger

Battery   User's Manual

※ The contents can be vary by regions.

2. Display (그림 수정필요)

This phone has 2 displays (internal and external), and icons on the top of the display indicate the phone status.

2.1 Internal Display

Icons Area

Text and Graphic Area

In standby screen, displays textural and graphical information showing Network Name, Time & Date, or a Greeting put by the user

Text and Graphic Area

Softkeys

Icon(s)	Description
	Shows received signal strength. The more the number of bars, the stronger the signal.
	A call is being made.
	Outside the coverage area, you cannot make or receive a call.

	You have a new voice mail.
	WAP is connected.
	You have a new message. If the inbox list is full, the icon will look like .
	When GPRS service is available, the icon is displayed. When a GPRS session is in progress, the icon will look like
	Call forwarding feature is activated,
	Flight mode is activated.
	IM is connected.
	You have set the alarm.
	You have set the alert type for incoming call to ring only.
	You have set the alert type for incoming call to ring ascent.
	You have set the alert type for incoming call to ring and vibrate.
	You have set the alert type for incoming call to vibrate then ring.
	You have set the alert type for incoming call to silent
	You have set the alert type for incoming call to vibrate only.
	Headset is connected.
	Battery level. The bar indicates the available battery charge. If your battery charge is low, this icon will look like

Display Off Mode.

If you do not press any key within 10 secs (depend on user setting) while the internal and external displays are dimmed, the internal display goes into Off Mode to save power. Press any key to restore the display.

Selecting Functions and Options.

The phone provides several customized functions, which are arranged in menus and sub-menus. You can access these functions using the two

Soft keys ([   ], [   ]) and **push in on joystick**.

The menu related to a specific function allows you to view and change its settings.

The soft key function varies depending on the current context; the labels or icons at the bottom line of the display indicate the current function.

To view various functions/options available or select the one that is required:

1. Press the appropriate Soft key.

2. To select the function displayed or option highlighted, press the Soft

key [   ] or press the joystick.

3. To highlight the next option on a list, **push up or down the joystick.**

4. To move back to the previous function or option on a list, press the

[   ] key

5. To return to the Standby Mode, press the [   ] key.

In some functions, you may be prompted for a password or PIN input.

Enter the required code and and press in on joystick

2.2 External Display

You can use several menus even though the folder is closed.

The following section describes the external display screen and easy-to-control external menus and their functions.

Side Up	- Adjusts the earpiece volume - Turns melody off if pressed upon an incoming call when the flip is closed - Rejects the incoming call if pressed and held upon an incoming call when the flip is closed - Turns the camera capture mode on/off, if pressed and held
Side Down	- Adjusts the earpiece volume - Turns melody off if pressed upon an incoming call and the phone when the flip is closed - Rejects the incoming call if pressed and held upon an incoming call and the phone when the flip is closed - Turns the backlight on if pressed when the flip is closed - Turns the flash on/off if pressed and held when flip is closed

3. SIM Card

3.1 SIM Card

When you subscribe to your network operator, you will get a SIM (Subscriber Identity Module) card containing your registration information. (PIN), the existence of additional service, etc.

Like a credit card, it should be kept securely and handled carefully.

Do not bend, scratch or expose it to moisture.

Avoid static electricity.

To avoid memory corruption of your SIM card, always switch off your phone before removing or inserting your SIM card.

3.2 Installing/Removing the SIM card

1. Remove the battery from the unit.

2. If the SIM slot is empty, insert the SIM card into the slot.

3. If you want to remove the SIM card, push the SIM card in the arrow direction as shown in the picture.

4. Using the battery

4.1 Installing the battery

Put the contacts of the battery into the hole located at the bottom of the unit, as shown in the picture below.

Push the case of the battery until the sound of a 'click' is heard.

4.2 Removing the battery

Push the battery toward upside and remove the battery.

4.3 Charging the battery

- This phone uses a Li-ion battery. Make sure to use an authorised battery and charger only. For more details, please inquire at your nearest dealer.
- You can use the phone during battery recharging.
- When the battery is mounted within the phone, open the cover located at the bottom of the phone and connect the adapter. An adapter is provided with the phone.

- If recharging is completed, detach the adapter connection from the outlet.

Tip

Your phone is powered by a Lithium Ion (Li-ion) battery.

You can use the following Li-ion battery types for your phone. (Contact your local dealer for more information.)

4.4 Precautions while Using the Battery

- Do not use a damaged battery or charger.

- Use the battery for the specified purpose only.

- The closer you are to the base station, the longer the phone usage time because less battery power is consumed for the connection.

- Battery charging time varies depending on the remaining battery capacity and the battery and charger type in use.

- Battery life is shortened as time passes by.

- Use an authorised battery and charger only.

- Since overcharging may shorten battery life, remove the battery from its charger once it is fully charged. Unplug the charger, once charging is complete. Leaving the battery in hot or cold places, especially inside a car in summer or winter, may reduce the capacity and life of the battery. Always keep the battery within normal temperatures.

- Do not earth the battery. Earthing may occur when the battery is in contact with a conductive object. An earthed phone may also damage the battery.

- Dispose and recycle used batteries in accordance with local regulations.

- Do not dispose of the batteries in a fire.

- Do not use an unauthorised charger.

- In order to prevent injury or burns, ensure that metal objects do not come into contact with the + and – terminals of the battery.

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II. New Functions

1. OTA Settings Service

2. DRM/ Forward Lock

1. OTA Settings Service

1.1 WAP/ OTA Provisioning

  In order to use the WAP Browser, you need to have proper connection

  settings on your phone. You may add or edit the WAP Profile

  manually, or receive its settings information sent as a type of

configuration message by a operator and/or a service provider. At the latter

case, those WAP setting information received should be automatically

stored on the phone.

  Please note that there should be some on-screen steps you need to

follow to save and activate the settings.

  Please also note that the compatibility to Nokia WAP Provisioning OTA

has been made.

2. DRM/ Forward Lock

  Your phone supports a Digital Rights Management (DRM) system

  to protect acquired content. A piece of content, for example

  ringtones, wall papers, etc. Can be protected by Forward Lock,

  which means the protected contents cannot be forwarded to other

  devices including other phones and desktops.

III. Basic Functions

1 Switching the Phone On or Off

2. Making a Call

3. Answering a Call

4. Calling Options

5. Using the Headset

6 Selecting Menu Functions

7. Entering Text

1. Switching the Phone On or Off

1.1 Switching the Phone On

① Press the [ ] key until the phone switches on.

② If the phone requests you to input a PIN, enter the PIN and push in on joystick. (For further details, see **Applications Menu 9.6**)

Your phone starts to search for an available network and the current date and time will appear on the internal and external displays. Once connected to the network, you can send or receive a call.

If a malfunction occurs while using the phone or it is not turned on, remove the battery and install it again after 5 or 10 seconds.

Note: To change the language, use the Language menu option (For further details, see Applications Menu 9.4)

1.2 Switching the Phone Off

To switch the phone off, press the [ ] key until the power-off animation displays.

2. Making a Call

2.1 Making a Call

Enter the area code and the phone number to make a call in standby

mode, and press the [ ] key.

Note: If you have set the [Auto Redial] option (For further details, see
Applications Menu 9.3) to [On], the phone will attempt to make a
call automatically for up to 10 times if it is not answered.

To clear the last digit displayed, press the [C/O] key.

To clear the all digits displayed, press and hold the [C/O] or [ ]

key.

2.2 Ending a Call

When you want to finish your call, press the [ ] key.

Once the call is completed, a call summary (Recipient Name or Number,
Service Time) will be displayed.

2.3 Using Call Logs

The phone stores up to 30 dialed, received or missed calls
chronologically. The last call is saved in the first position. If the same
number was dialed more than once, only the latest occurrence will be
saved.

① Press the [ ] key to see the call log list aligned dialed,
chronologically.

② Press the [Side Down/Side Up] key or **Push Up/Down the**
joystick to select a number.

③ Press the [ ] key for dialing.
(For further details, see **Applications Menu 3**)

* **Tip**: Press and hold the [ ] key to redial the last number in the call
log.

2.4 Using Entry(그림 수정필요)

You can store frequently used names and phone numbers in the SIM
card or the phone memory, which are called Entry

You therefore do not have to remember all your phone numbers; simply
select the name to recall the associated number.
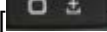
① **Push down joystick** 'Name Search' List

② Select a number from 'Name Search'.

③ Press the [ ] key for dialing. (For further details, see Applications Menu 8)

2.5 Making an International Call

① Press and hold the [ ] key for the international prefix until the '+' character appears on the display or enter the outgoing national code following after 011. (If network supported.)

② Enter the country code, area code and phone number you want to make a call to.

③ Press the [ ] key.

2.6 Speed-dialing from Entry

Press and hold the 'Speed Dial' number to make a call using the number you have saved. For example, press the [ ] key longer to dial a number which has been saved as "5" in Speed Dial List.

For speed dial numbers longer than 2 digits, press the first one and then press and hold the second one.

(For further details, see **Applications Menu 8.3**)

2.7 Making an Emergency Call

You can make an emergency call without the SIM.

Enter 'Emergency Number'. Then press the [ ] key, or, press the [SOS] Soft key if no SIM Card is available.

3. Answering a Call

3.1 Answering a Call

When you receive a call, the phone rings (or vibrates) and the screen will display the name or the number of the caller (If the network supports the function and you have subscribed to it.).

If the caller can be identified, the caller's phone number or name will be displayed if it is stored in your entry.

① If it is already open, press the [ ] key.

Tip: If the answer type is set as [**Any Key**], you can answer a call by pressing any key except the [ ] key. Regardless of the answer type,

3.2 Viewing Missed Calls

If the incoming call could not be answered, a missed call message will appear on the screen to remind you of the call you have missed. (Network and subscription dependent feature, not necessarily available in all areas.)

To reply to the missed call;
① Press the [**View**] Soft key to display a list of missed calls.
② If necessary, scroll to the number you want by **pushing up/down**

the joystick.

③ Press the [ ] key to call the missed call.

Press the [ ] or [ ] key to close the missed call notification message.

3.3 Rejecting a Call

Press the [ ] key or the [**Reject**] Soft key. If the [**Reject**] Soft key is pressed, the caller will receive a busy line tone.

3.4 Adjusting the Calling Volume

If you wish to adjust the earpiece volume during a call, use the volume keys on the left side of the phone.

Press the [**Side Up**] key to increase the volume level and the [**Side Down**] key to decrease it.

The current volume level will be displayed on the screen.

In standby mode with the folder open, you can adjust the ringtone volume using the [**Side Up/Down**] keys.

4. Calling Options

During a call, press the **Soft key** [ ] to show the call options.

4.1 Switching the Microphone Off (Mute)

You can temporarily switch your phone's microphone off so that the person you are talking to on the phone cannot hear you.

For example, you may wish to say something to another person in the room but do not want the person calling to hear you.

Select 'Mute' followed by Options to activate the Mute function.

To get the microphone back on, select 'Unmute' followed by Options.

4.2 Holding a Call

You can place a current call on hold whenever you want. You can make another call while you have a call in progress if your network service provider supports this service. Of these two calls, one is active and the other is on hold and you can switch between the calls.

To place a call on hold simply select 'Hold' followed by Options, or press the [] key.

You can reactivate the call whenever you want by selecting 'Resume' followed by Options. Also, you can reactivate the call by pressing the

[] key again.

Once a call is held, the name and icon of the caller will fade to grey.

To make a call while you have a call in progress:

① Enter the phone number that you want to dial or look it up in Address Book entry.

② Press the key to dial the second call. The first call is automatically put on hold.

To switch between two calls, select [Swap] from the Options menu.

The current call is placed on hold and the call on hold is reactivated so that you can continue your conversation with the other person.

If you want to finish, complete each call normally by pressing the [] key.

4.3 Answering a Second Call

You can answer an incoming call while you have a call in progress, if your network service provider supports this service and you have activated the [**Call Waiting**] option. (For further details, see **Applications Menu 9.3**) You will be notified of an incoming call by a call waiting tone.

To answer a call while you have another call in progress:

① Press the [] key to answer the incoming call.

② The first call is automatically put on hold.

③ To switch between two calls, select [Swap] from the Options menu.

④ To end the current call, press the [ ] key.

The call on hold is automatically reconnected to you.

4.4 Making a Call

You can make another call while having a call in progress. To make new call, select 'New Call' followed by Options, or press numeric keys that

you want to dial and then [ ] key.

4.5 Searching for a Number in Address Book

You can search for a number in your Address Book during a call.

① Press the [**Options**] Soft key.

② If necessary, **push up/down joystick** to highlight the [**Name Search**] option.

③ **Push in on joystick**.

④ The Entries are displayed.

⑤ Enter the first letters of the name for Name Search.

⑥ The Address Book entries are displayed starting with the first entry matching your input.

Note: You can also scroll through Entry from the beginning, by **pushing right joystick** or **down joystick**.

⑦ To view the highlighted entry, **push in on joystick**..

(For further details, see **Applications Menu 8**)

4.6 Using DTMF Tones

You can turn the DTMF key tones off or on during a call.

When the [**DTMF Off**] option is selected, your phone does not transmit the key tones. It allows you to press keys without hearing key tones during a call.

To communicate with answering machines or computerised telephone systems, the [**DTMF On**] option must be selected.

4.7 Transferring a Call

You can transfer the current call to the call on hold if your network service provider supports this service, so that callers can talk to each other. You will be disconnected from both of them.

① During a call, answer or make a call in the normal way, and press the [**Options**] Soft key.

② **Push up/down joystick** to select the [**Transfer**] option and **push in on joystick.**

③ The two people will be connected to each other.

4.8 Using the Message Service

You can read or write a new message during a call.

① Press the [**Options**] Soft key.

② **Push up/down joystick** to highlight the [**Messages**] option. **Push in on joystick**.

③ To read a received message, select the '**Inbox**' submenu, and then scroll to the message that you want to read.

④　To write a new message, select the '**Write New**' submenu.

⑤　**Push in on joystick**.

(For further details, see **Applications Menu 2.1.**)

During a call, only Text Messages can be sent. Multimedia Messages cannot be sent, but can only be saved.

4.9 Making a Multi-party Call

A multi-party call feature is a network service that allows up to six people to take part in a multi-party or conference call simultaneously. For more information, contact your service provider.

To make a multi-party call;

①　Call the first participant in the normal way.

②　Call the second participant in the normal way. The first call is automatically put on hold.

③　To join the first participant to a multi-party call, press the [**Options**] Soft key and select the [**Join All**] option.

④　**Push in on joystick**.

⑤　To add a new person to the multi-party call, call the person in the normal way. Then, press the [**Options**] Soft key and select the [**Join All**] option.

⑥　**Push in on joystick**

You can add incoming callers by answering the call and selecting the [**Join All**] option. Repeat the above steps as needed.

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Upon organising a multi-party call, you may view the people and their status in Multiparty **by pushing left/right joystick**.

An icon indicates either Far Multiparty or Far Hold.

Having a Second Call During a Multi-party Call

To answer or make a call when you have the multiparty call:

①　To place the multi-party call on hold, press the [**Options**] Soft key and select the [**Hold All Calls**] option.

②　Answer or make a call in the normal way.

③　You can reactivate the multi-party call on hold by pressing the [**Swap**] Soft key.

④　To end the multi-party call, press the [] key **or close the flip.**

Having a Private Conversation with One Participant

①　Press the [**Options**] Soft key and select the [**Private**] option. **Push in on joystick**

②　**Push up/down joystick** to highlight a participant and **push in on joystick**. Now you can talk privately with that person. The other participants can continue the conversation with each other.

③　To return to the multi-party call, press the [**Options**] Soft key and select the [**Join All**] option.

④　**Push in on joystick**. All of the multi-party call participants can now hear each other.

Removing One Participant

① Press the [**Options**] Soft key and select the [**Exclude**] option.

② **Push up/down joystick** to highlight a participant and **push in on joystick**. The call ends with that participant, but you can continue to talk with other participants.

③ Complete the multi-party call by closing the folder or pressing the

[ ] key.

4.10 Ending a Call

To end the active call, press the pressing the [ ] key. To terminate all active calls at once while you are in multi-party call, select 'End All Calls' followed by Options.

5. Using the Headset

You can send or receive a call without touching the phone, using the headset.

When you connect the headset to the jack located at the left side of the phone, the button on the headset works as described below;

● To show the recent calls, press the button in standby mode
● To redial the last call, press the button twice in standby mode

● To answer a call, press the button when you receive a call
● To complete a call, press and hold the button when you have finished a call.

6. Selecting Menu Functions

6.1 Entering into Menu Functions
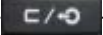
Key	Function
Soft key [ ]	Goes to the main menu in standby mode.
[Push left/right joystick] key	Moves within the main menu.
[Push up/down joystick] key	Searches for the sub-menu. Moves within the main menu.
[Push in on joystick] key	Goes to the sub-menu. Goes to the MEdia Net Home menu in standby mode
Side up/down key	Moves the cursor upwards or downwards in the menu.

Press the 4-way navigation keys in the main menu to navigate the menu.
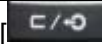
See the bottom of the Sub Menu List to check the current setting values in the sub-menu.

Then, **push left/right joystick** and then **push in on joystick** to change the preset menu value.

If you do not **push in on joystick**, the new value will be cleared without saving.

Note: Press the [ ] key to return to the previous menu.
Input the menu number to access the sub-menu quickly.

6.2 Using the Shortcut Key in Standby Mode

Key	Menu selected if pressed	If pressed and held
Soft Key [ ]	Menu	Menu
Soft Key [ ]	Camera	
[Push right joystick] key	IM	
[Push left joystick] key	My Stuff	
[Push up joystick] key	Message Write New	
[Push down joystick] key	Address Book list	
[Push in on joystick]key	WAP	WAP
[ ] key	Calendar Monthly View	
[ ] key	Recent Calls	Redial last call
[ ] key		PWR On/Off
[ ] Key		Connects to the voice mail server
[ ] Key		Enters or exits form silent mode

7. Entering Text

7.1 Input Mode

On many occasions you need to input text while you are using your phone, (e.g., storing a name in the Address Book, writing a new message, creating your greeting or scheduling events on your Calendar). The available text input modes include.

T9 mode (Predictive mode)
You can input a letter using only one keystroke. The keypad has more than one letter on it – when you press the **[5]** key once, J, K or L may be displayed.

The T9 mode automatically compares your keystrokes with an internal linguistic dictionary to determine the correct word, thus requiring far fewer keystrokes than the conventional ABC mode.

ABC mode (Multi-tap mode)
In this mode, you can input the letter you want by pressing the keypad once, twice, three or more times until the target letter appears.

123 mode
You can input numbers in this mode.

Symbol mode
You can input the special characters, such as a period mark or currency units in this mode.

7.2 Changing Text Input Mode

When you are in the area where you can input the text, the text input mode indicator will be displayed at the bottom of the display.

Example: Entering a memo.

 ← **The number of remaining characters you can enter.**

← Editing area
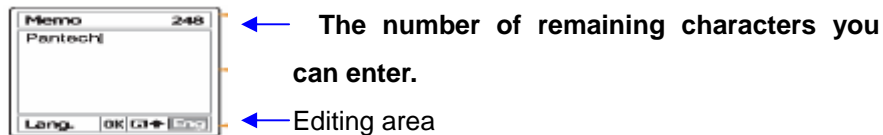
The current text input mode and language.

To switch to other text input modes:

① Press the Soft key **[   ]** indicating the current text input mode.

② Toggle to the mode you want to use by pressing the **Soft key**

[   ]. The '**Lang.**' option allows you to change the text input language.

Inserting a Space
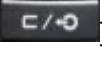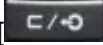
To insert a space between words, press the [   ] key. If in 123 mode or Symbol mode, press and hold the [   ] key to input space.

Scrolling
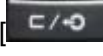
To move the cursor to the left or right within the text, **push left/right joystick**. And also, to move the cursor to the up or down among the lines, **push up/down joystick**.

Note: By pressing the [**Side Up/Down**] key, the cursor can be moved very quickly to the beginning or the end of the text.

Clearing Letters and Words
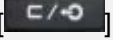
To clear the letter to the left of the cursor, press the [   ] key.
You can clear all of the letters on the editor box by pressing and holding the [   ] key.

Returning to the Previous Screen

When the text input field is empty, press the [   ] key to return to the previous screen.

TIP: To change the text input mode quickly in English mode [Alphabet or Predictive mode]
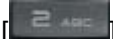
Press and hold [* ♪]	Shows symbol mode. Returns to the previous screen in Symbol mode.
Press [□ ±]	Enters a space Character.
Press [C/←]	Deletes characters one by one. Returns to previous screen after deleting all characters.

Press and hold [**⊏/↺**]	Deletes all characters and moves the cursor to the beginning of the input screen.

7.3 Using T9 Mode

In the T9(Predictive) alphabet Editor, each word is composed completely as you input the text.

① Press the keys numbered [**2 ABC**] to [**9 WXYZ**] to input text. For

example, press [**4 GHI**][**3 DEF**][**5 JKL**][**5 JKL**][**6 MNO**] in

sequence to input 'hello'. The word you are typing appears on the display. It may change with each key you press.

② Enter the whole word before editing or deleting any keystrokes.

③ Upon searching a word, input the next text.

④ If the search fails, press the [**✱ ♪**] key to search which text can

be typed in. The phone displays the most commonly used choices first.

⑤ Continue entering the next word.

7.4 Using ABC Mode

When typing in ABC(Multi-tap) mode, press the key labelled with the target letter:
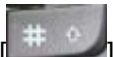
- Press the key once for the first letter.

- Press twice for the second letter.

Example: To display the letter "C", quickly press the [**2 ABC**] key three times. To display the letter "K", press the [**5 JKL**] key twice. This method is called Multi-tap typing.

Note: The cursor moves to the right when you press a different key. When entering the same letter twice or a different letter on the same key, just press the Right key or wait a few seconds for the cursor to move to the right automatically, and then enter the next letter.

Refer to the table for more information about the characters available. The characters vary, depending on the text input language.

Changing Case

To change the case of the next letter(s) that you type, press the

[**# ◇**] key.

There are three cases:

- Lower case (no indicator)
- Initial capital (⬆)
- Capital lock (⬆)

[English]

KEY	Characters in displayed order
1	. , - ? ! ' @ : 1
2	a b c 2
3	d e f 3
4	g h i 4
5	j k l 5
6	m n o 6
7	p q r s 7
8	t u v 8
9	w x y z 9
0	Space 0

7.5 Using 123 Mode
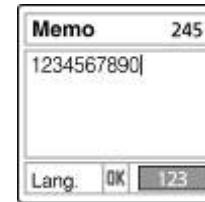
The number mode allows you to enter numbers into the text. Press the key corresponding to the digit you want to enter.

7.6 Using Symbol Mode
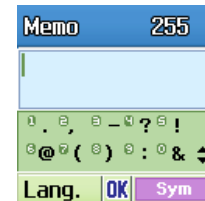
The symbol mode allows you to enter symbols into your text.

To display more symbols, **push up/down joystick**.

To input a symbol, press the number for a symbol, and the text will appear in the input screen.

Press the **Soft key** [ ] to proceed to the next mode in the sequence.

Ⅲ. Applications

1. IM

Instant Messenger(IM) allows you to send and receive short, simple messages that are delivered immediately.

Start Instant Messenger

(1) Select 'Menu>1.IM'.

(2) Highlight your established IM application and press [**Select**] Soft key

[ ] or **push in on joystick**.

(3) Enter your **Logon ID** and your **Password** and select **Sign On**.

(4) Select the person you want to talk to.

(5) Start the conversation with the person.

Viewing the Conversation Log

You can view the log of your conversations in the Instant Messenger Saved History.

Online or offline, press the [**Options**] Soft key [ ] and select

2. Messaging

Select 'Menu>2.Messaging'.

This menu allows you to create, send, read and save a message using Short Message Service (SMS: Text Message), Multimedia Message

Service (Message supporting presentation of various media types, such as full color images and polyphonic ringtones).

Voice mails are also available.

Note: These features are available only if your service provider's network supports it. Contact your service provider for more information.

(The detail of editing and writing message text, see Basic Functions Menu 7.)

Multimedia Messages

Multimedia Message Service is a messaging service quite similar to Short Message Service (SMS). It provides asynchronous delivery of personal Multimedia Messages.

Adding to the familiar text content of the Text Message, the Multimedia Message can contain an image, photo, and/or sound.

The Multimedia Message is a separate multimedia presentation in a single entry, not an attachment to the text file.

Using the Multimedia Message feature, your phone can receive and/or send a Multimedia Message, depending on Multimedia Message availability from your service provider. Only phones that support the Multimedia Message feature can receive or display Multimedia Messages.

Short Message Service

Short message service (SMS) allows you to send and receive a short Text Message to and from other GSM phones.

To send a Text Message by phone, you must obtain the number of the SMS center from your service provider.

Voice mail

If you are busy or in a situation whereby you can't answer a call when someone calls you, you can refer the caller to a voice mail message service. After the caller leaves a message the voice mail service will indicate to you that a message has been left. You can then listen to the voice mail by calling the voice mail center.

Receiving a new message

When you receive a new message, the New Message icon ( ) and a notification showing the caller number or Address Book name will appear on the display. You will also hear an alert, depending on the message sound setting. (For further details, see Applications Menu 2.2.)

To read the new message(s) immediately, press the [**Read**] Soft key or **push in on joystick**.

Note: To clear the new message notification on the display, press the [**Cancel**] Soft key, [ ] or [ ] key.

Managing memory

The Inbox, Outbox, Drafts, Sent and Templates share a given amount of memory on phone. In the case of the Inbox, Text Messages (SMS) can be saved on the phone or the SIM, depending on the Text Message

settings. Even if "Save to" in the Text Message settings is set to "SIM", received messages will be saved in the phone memory if SIM capacity is full. Also, Even if "Save to" in the Text Message settings is set to "Phone", received messages will be saved in the SIM if the phone's memory capacity is full. In the case of the Inbox, up to 50 received messages can be saved to phone's memory. Up to 30 entries can be saved in the other mailboxes. The Inbox, Sent and Draft can use the SIM memory but Outbox and Templates can't. When over 50 messages are saved in phone's memory in the Inbox, the message full icon ( ) will appear and then ONLY SIM memory is available. When the Message full icon is displayed, you cannot receive any new messages. When the flip is opened at this time a notification showing 'Message full please delete' will appear on the display. You must delete one or more old messages to free memory for the new messages, using the [Delete] option within the each mailbox or the [Delete All] option which deletes the all messages.

- Write New: Writes a new Multimedia Message (MMS) or Text Message (SMS)
- Inbox: Displays the received messages in the SIM and Phone memory. You can save up to 50 messages in the phone memory and more messages are received only if SIM capacity is available. So you can see over 50 messages in the Inbox. '10' in [10/20] represents the number of unread messages, whereas '20' represents the number of saved messages in the Inbox.
- Outbox: Displays the list of messages stored when sending a message. 30 messages can be saved to phone memory. [10] represents the total

number of messages saved in the Outbox.
- Draft: Displays the list of messages stored while writing a message. You can save up to 30 messages in the phone's memory, but if some messages are saved in the SIM, the messages will be appear in the list. So you can may see over 30 messages in Draft.
[10] represents the total number messages saved in the Drafts.
- Sent: Stores messages in the phone memory after sending a message, depending on Save Messages in the Common Settings.
If some messages are saved in the SIM, the messages will appear in the list. So Sent is able to display over 30 messages. [10] represents the total number messages in the Sent.
– Templates: Displays the default and your saved templates.
You can save up to 30 messages in phone's memory (include default template).
- Settings: Sets up the messages environment.
- Memory Info: Displays the free space of the SIM or phone memory.

2.1 Write New
2.1.1 Text Message
Select 'Menu>2. Messaging >1.Write New>1. Text Message.' and **push in on joystick**.
(1) Creating a Text Message. At the top of the display, you can see the number of remaining characters and you can see the following icon ( ).

(2) While entering your message, press the [**Options**] Soft key [ ]

to use the following options. When you **push up/down joystick** to select an item and **push in on joystick** to use the following option;

- **Add template**: Obtains the template message from the Templates
- **Send to E-mail**: Sends the E-mail to the recipient.
- **Save**: Saves messages in the phone memory
- **Language**: English, Spanish and French. The selected language will be displayed in the bottom of the right corner.

(3) When you have finished creating the message, **push in on joystick** , to send the message. If the phone number entry is empty, input the recipient's phone number. You can also search for a number in Address Book Entry or Recent Call List by pressing the [Options].

- Address Book: search for a number in Address Book.
- Recent Call List: search for a number in recent call list. When you have finished entering the recipient, **push in on joystick** press the **[ ]** key.

2.1.2 Multimedia Message

Select 'Menu>2. Messaging >1.Write New>**2. Multimedia Message**' and **push in on joystick**.

[No Subject] page will be displayed.

(1-1) **Press the [Options] Soft key [ ] to use the following options.**

[1] **Add Subject**

Adds the subject.

[2] **Add Objects**

Adds image, photo, sound, and slide objects.

[3] **Add Template**

Adds a Multimedia Message template. This feature is only available when no item is in the slide. With more than one slide, Add Template will not be available.

[4] **Settings**

The user can only change the setting for the message which is in the process of being written regardless of. global settings(which can be found in the 'Menu->2. Messaging >8. Settings>3.Multimedia Message' menu)

(1-2) **Press the [Add] Soft key [ ] to use the following options.**

[1] **Add Text**

Adds a new text.

[2] **Add Image**

Adds an image to the Image Box. **Push in on joystick** to select

the image when the image list appears. (For further details, see **Applications Menu 7.3**)

[3] Add Sound

Adds a sound to the Sound Box. **Push in on joystick** to select the sound when the sound list appears. (For further details, see **Applications Menu 7.2**)

[4] Add Photo

Adds a photo to Photo Album. **Push in on joystick** to select the phone when the photo list in each folder appears. (For further details, see **Applications Menu 6)**

(2) After writing message, push in on joystick.

(2-1)Press the [Options] Soft key [****] to use the following options.

[1] Delete Text/Image/Sound/Slide

Deletes the selected text, image, sound or slide from the slide page.

[2] Add Objects

Add image, photo, sound, and slide objects

[3] Preview

Shows the message as it appears on the recipient's phone.

[4] Save as Draft

Saves messages in the phone memory

[5] Slide Timing

Set the time duration that the received message is displayed. The display automatically scrolls to the next slide page after the specified time.

[6] Add/Edit Subject

Adds or edits the subject

('Add Subject' if subject exists. 'Edit Subject' if subject does not exist.)

[7] Page Layout

Arranges the image and text display position in the slide page. You can set 'Image at Top' or 'Text at Top'.

[8] Settings

The user can only change the setting for the message which is in the process of being written regardless of. global settings(which can be found in the 'Menu->2. Messaging >8. Settings>3.Multimedia Message' menu)

(2-2) Press the Soft key [****] to use the following options.

(2-2-1) Editing text

[1] Edit

Edits text

(2-2-2) Editing Image/Photo

[1] Replace Image

Replaces the selected image/photo with a different selected image.

[2] Replace Photo

Replaces the selected image/photo with a different selected photo.

(2-2-3) Editing sound

[1] Replace Sound

   Replaces the selected sound with with a different selected

   sound.

(3) Sending and saving a message. When you finish creating the message, **push in on joystick**.

   If the phone number entry is empty, input the recipient's number. You can also search for a number in Address Book Entry or Recent Call List by pressing the [**Options**].

   ■ **Address Book**: search for a number in Address Book

   ■ **Recent Call List**: search for a number in recent call list

   ■ **To\Cc\Bcc :** select a destination type

   When you have finished entering the recipient, **push in on joystick**

or press the [   ] key.

Note: If the size of the Multimedia Message exceeds the transmission limit, a warning information message will appear. It will be automatically saved in the Sent if transmission is successful.

2.2 Inbox

Select 'Menu>2. Messaging >2. Inbox' and **push in on joystick**.

Select Inbox and **push in on joystick** to display the received messages one by one. Press the [**Reply**] Soft key at the bottom right corner to write a new message.

You can receive a Multimedia Message notification through the network and read only the downloaded Multimedia Message.

If 'Auto Download' in Multimedia Message settings is set to 'On', notification will not be displayed but the message will be downloaded and saved in the Inbox as unread.

You can also receive a Text Message and voice mail.

In the case of Text Messages, if available in the Address Book, the sender's phone number is displayed with the list of messages. In the case of Multimedia Messages, the list of messages displays with the message subject.

According to message type, the list of messages displays following icons.

   unread Text Message in SIM

   read Text Message in SIM

   unread Text Message in phone

   read Text Message in phone

   unread Multimedia Message

   read Multimedia Message

Select [**Options**] Soft key [   ] on the bottom of the message list to

select one of the following options.

- **Callback**: Calls the message sender
- **Forward**: Sends the received message to another recipient.
- **Delete**: Deletes the selected message.
- **Delete All Read Messages**: Deletes all read messages received.
- **Delete All**: Deletes all messages in the Inbox.
- **Move to Phone (SIM)**: Saves the message in the phone memory (in the SIM) if message saved in the phone (in the SIM). Only Text Message is available.

Select [Option] Soft key [] on the bottom of the message view to select one of the following options.

- Save Numbers & E-mail: Extract a number & e-mail from the message text . You can save it as a Address Book Entry.
- Save URLs: Extract a URL address from the message text. You can save it as a WAP bookmark. (Shown only on the Text Message)

Save Objects: Extract an object from the Multimedia Message. You can save it in one of the categories in Fun & Tools. (Shown only on the Multimedia Message)

2.3 Sent

Select 'Menu>2. Messaging >3.Sent'

The message that you sent is stored in Sent.

- Press the [**Edit**] Soft key at the bottom right corner to Edit and send a sent message using the recipient's number.

Select [**Options**] Soft key on the bottom of the message list to select one of the following options.

- **Forward**: Sends the sent message to another recipient.
- **Delete**: Deletes the selected message.
- **Delete All**: Deletes all messages in Sent.

2.4 Outbox

Select 'Menu>2. Messaging >4.Outbox'. and **push in on joystick**.

The message that failed to send is stored in the Outbox.

Press the [] Soft key at the bottom right corner to send the failed message again.

Press the [**Options**] Soft key [] at the left of Total Message List to select the following menu.

- **Delete**: Deletes the message.
- **Delete All**: Deletes all messages in the Outbox.
- **Edit**: Edits and sends a unsent message using the recipient's number

2.5 Draft

Select 'Menu>2. Messaging >5.Draft' and **push in on joystick**.

The message to be saved before sending will be saved in the Drafts.

Press the [**Options**] Soft key [ ] at the left of Total Message List to

select the following menu.

■ **Delete**: Deletes the message.

■ **Delete All**: Deletes all messages in Draft.

2.6 Browser Message

Select 'Menu>2. Messaging>6.Browser Message'

The phone can receive Browser Messages from the Service Provider.

2.6.1 Inbox

The Browser Message is stored in the Inbox. Select and check a message from the Inbox message list to contact the WAP page concerned.

Press the [**Options**] Soft key [ ] to;

■ **Delete**: Deletes a message.

■ **Delete All**: Deletes all the messages in Inbox.

■ **Go to**: Goes to related site.

2.6.2 Receive

Sets up Browser Message receiving.

This icon will appear when the user receives a new message.

2.6.2.1 When the user receives an SI (Service Indication) message

■ **Auto**

- **Press the** [**Options**] Soft key [ ] on the Browser Message

Alerting screen.

- **Load**: Enter the browser.

- **Postpone**: The message will be placed in the WAP PUSH inbox.

- **Ignore**: Delete the received message

- **Press the** [**Options**] Soft key [ ] on the Browser Message

Alerting screen.

- **Exit**: Save and exit the Browser Message service.

■ **Acknowledge**

- **Press the** [**Options**] Soft key [ ] on the Browser Message

Alerting screen.

- Accept: Show the information for the selected message.

- **Press the** [**Options**] Soft key [ ] on the Browser Message

Alerting screen

- Reject: Delete the received message.

■ **Off**

  - Do not accept messages.

■ **Silent**

  - When the user receives a Browser Message, it will be saved to the

    Inbox without an alert.

  - The Browser Message icon will be displayed on the idle screen.

2.6.2.2 When the user receives an SL (Service Load) message

■ **Auto**

  - When the user receives a message, it attempts an automatic

    connection with the corresponding URL

  - Only an alert occurs.

■ **Acknowledge**

  - **Press the** [**Options**] Soft key [⬚⬚⬚] on the Browser Message

Alerting screen.

    - **Accept** : Show the information for the selected message.

  - **Press the** [**Options**] Soft key [⬚⬚⬚] on the Browser Message

 Alerting screen.

    - **Reject** : Delete the received message.

■ **Off**

  - Do not accept messages

■ **Silent**

  - When the user receives a browser message, it will be saved to the

Inbox without an alert.

  - The browser message icon will be displayed on the idle screen

2.7 Templates

Select 'Menu>2. Messaging >6 Templates'.

Select a text template menu and press the [**Options**] Soft key [⬚⬚⬚]

at the left for associated options.

■ **Create New**: Makes a new template. Not available if the template

  space is full.

■ **Delete**: Deletes a template you have defined. Default template does

  not appear.

■ **Delete all :** Deletes all messages in Templates box. Default template

  does not appear.

■ **Edit**: Edits the Templates.

2.8 Settings

Select 'Menu>2. Messaging>8.Settings'.

2.8.1 Common Settings

Select 'Menu->2. Messaging >8. Settings>1.Common Settings' and

push in on joystick.

You can set up common message settings using this menu with the

following options.

  - **Default Edit Mode**: It is set in Alphabet mode (Multi-tap mode)

or Predictive mode (T9 mode).

- **Save messages :** If set as on, the messages sent will be stored in the [Sent].

2.8.2 Text Message

Select 'Menu>2. Messaging >8.Settings>2.Text Message' and **push in on joystick**.

You can set up default Text Message information using this menu with the following options.

- **Message Center**: Allows you to store or change the number of your message center required when sending a message. You must obtain this number from your service provider.
- **Save to:** Allows you to set the Text Message storage to SIM or phone.
- **Message Format**: Allows you to set the message type to Normal, Fax, Voicemail, ERMES, National Paging, X.400, or Internet. The network will convert the messages into the selected format

   (Note: Message Format depends on SIM.)

2.8.3 Multimedia Message

Select 'Menu->2. Messaging >8. Settings>3.Multimedia Message' and **push in on joystick**.

You can set up default Multimedia Message information using this menu with the following options.

- **Profiles :** You can set up Multimedia Messages profile settings.
- **Delivery Reports :** When this option is set to [**On**], the network informs you whether or not your message has been delivered successfully
- **Read Reports** : When this option is set to [**On**], the recipient's phone sends a reply to let you know when your message has been read.
- **Message Lifetime**: Allows you to set the duration of time your message is stored at the message center while attempting to deliver it. You can select one of 1Hour, 2 Hours, 6Hours, 1 Day, 2Days, 1 Week, 4 Weeks, 6 Months, or Maximum.

2.8.4 Voice Mail

Select 'Menu>2. Messaging >8.Settings>4.Voice Mail' and **push in on joystick**.

- You can set up default Voice Mail number.

2.9 Memory Info

Select 'Menu>2. Messaging >9.Memory Info'.

Select Memory Info and **push in on joystick** to display the free Text Message and Multimedia Message memory space.

3. Recent Calls

Press the [   ] key to see the recent calls in standby mode or select 'Menu>3. Recent Calls'.

This function displays missed calls, received calls, and dialed calls. You can delete a call log and see the information for the Call Time and GPRS info in this menu.

> Note: If **Address Book Entry** contains the phone number that you want to dial, the name will be displayed, or phone number, date, and time will be displayed alternatively on the Screen.
>
>
>
> Press [   ] when the cursor is placed on the number or name to dial the number.

3.1 Missed Calls

Select 'Menu>3. Recent Calls >1.Missed Calls'.

Displays the missed calls list accompanied by the time and date of a missed call as well as the number or name of the caller.

Push up/down joystick for selection.

Press the [**Options**] Soft key [   ] to;

■ **Call** : Calls **with the** selected Number.

■ **Edit** : Edits selected Number.

■ **Save Number**: If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.

■ **Delete :** Deletes the selected Number.

■ **Delete All**: Deletes all missed call records from the list.

Press the [**Message**] Soft key [   ] to;

   - Sends a message to the person whose call you missed

3.2 Received Calls

Select 'Menu>3. Recent Calls >2.Received Calls'.

Displays the received call list accompanied by the time and date of a received call as well as the number or name of the caller. **Push up/down joystick** for selection.

Press the [**Options**] Soft key [   ] to;

■ **Call** : Calls selected Number.

■ **Edit** : Edits selected Number.

■ **Save Number**: If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.

■ **Delete : Deletes selected Number.**

■ **Delete All**: Deletes all received call records from the list.

Press the [**Message**] Soft key [   ] to;

- Sends a message to the person that called you

3.3 Dialed Calls

Select 'Menu>3.Call Logs>3.Dialed Calls'

Displays the dialed calls list accompanied by the time and date of a dialed call as well as the number or name of the recipient. **Push up/down joystick** for selection.

Press the [**Options**] Soft key [   ] to;

■ **Call** : Calls selected Number.

■ **Edit** : Edits selected Number.

■ **Save Number**: If the selected number is not saved on the SIM or the phone, this option will be shown. Saves the selected Number to the SIM or the phone.

■ **Delete :** Deletes selected Number

■ **Delete All**: Deletes all the dialed call records from the list.

Press the [**Message**] Soft key [   ] to;

- Sends a message to the person you missed the call.

3.4 Delete Call Logs

Select 'Menu>3. Recent Calls >4.Delete Call Logs'.

It deletes the missed, received or dialed calls, or deletes all the call records with 'All Calls'.

Press the [**Yes**] Soft key [   ] or [**No**] Soft key [   ] to execute or cancel this function.

3.5 Call Time

Select 'Menu>3. Recent Calls >5.Call Time'.

Indicates information on call time.

- **Last Call**: Date and Time.
- **Received, Dialed and Total Calls**: Call Time only.
- **Reset Call Times**: Initialises the Call Time. **Push in on joystick** and input the phone password. And then **push in on joystick** one more time.

3.6 GPRS Info

Select 'Menu>3. Recent Calls >6.GPRS Info'.

This displays the GPRS data transmission capacity.

- **Current Info**: Displays the total transmitted Kbytes at the moment.
- **Last Info**: Displays the total transmitted Kbytes in the past.
- **Total Info**: Displays the total transmitted Kbytes since

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connected.

- **Clear Logs**: Clears the log related to GPRS.

4. MEdia Net

4.1 MEdia Net Home

You can access the Internet with a WAP (Wireless Application Protocol) browser.

That means you can connect to the Internet any time and anywhere if the service area is within the coverage of your network.

Selecting this menu connects the phone to the network and loads the homepage of the Wireless Web service provider. You can also **push in on joystick** in Idle mode.

The context of the MEdia Net startup homepage depends on your Wireless Web service provider. To scroll through the screen, use the [🖼] and [🖼] keys.

4.2 Bookmarks

You can bookmark an Internet address using the MEdia Net just as you do with a PC Internet browser.

To register an URL and Name in the closest empty number of the Bookmarks List, press the [**Add**] Soft key on the right.

Press the [**Option**] Soft key [🖼] to;

■ **Edit**: Edits the URL and name of a Bookmarks.

■ **Delete**: Deletes a Bookmarks from the List.

Note: This feature will not be available if the manufacturer provides a default bookmark.

■ **Go**: Goes to the related site.

4.3 Http://

This menu allows you to manually enter the URL address of the web site that you wish to access.

4.4 Profiles

(Note: The parameter settings have been already entered as required by the service provider. Care should be taken when you make any modification to a profile since it may cause malfunction of WAP.)

Selects or edits the Connection Profile supplied by the phone.

Select the Profile List and **push in on joystick** for setup.

The Unedited Profile will not be selected.

Select the Profile List and press the [**Edit**] Soft key to edit a profile.

- **Profile Name**: **Pushing in on joystick** allows you to enter the edit mode to change a profile name.
- **Home URL**: **Pushing in on joystick** allows you to enter the edit mode to edit the Homepage URL provided by the service provider.
- **Connection Type**: Select either WAP or HTTP.

- **GSM Settings**: This menu allows you to set the GSM network proxy, and has the following sub-menus:
- Proxy (HTTP Mode): **Pushing in on joystick** allows you to access the s submenus such as **IP Address and IP Port.**
- Gateway (WAP Mode): **Pushing in on joystick** allows you to access the s submenus such as **IP Address and IP Port.**

For each submenu, **Pushing in on joystick** lets you enter edit mode to edit every item provided by the service provider.

- Data Call Type: Use the left or right navigation key to select from the two modes: ISDN and Analogue.
- Dial Number: **Pushing in on joystick** allows you to enter the edit mode to change this item.
- Login ID: **Pushing in on joystick** allows you to enter the edit mode to change this item.
- Password: **Pushing in on joystick** allows you to enter the edit mode to change this item.

- **GPRS Settings**: This menu allows you to set the GPRS network proxy, and it has the following sub-menus:
- - Proxy (HTTP Mode): **Pushing in on joystick** allows you to access the submenus such as **IP Address and IP Port.**
- Gateway (WAP Mode): **Pushing in on joystick** allows you to access the submenus such as **IP Address and IP Port.**

For each submenu, **Pushing in on joystick** lets you enter edit mode to edit every item provided by the service provider.

- Access Point (APN): It stands for Access Point Name. **Pushing in on joystick** lets you enter the edit mode to change this item.
- Login ID: **Pushing in on joystick** lets you enter the edit mode to change this item.
- Password: **Pushing in on joystick** lets you enter edit mode to change this item.
- **DNS Settings** : Enter the IP address for the Domain Name Server. You may enter primary and secondary DNS. This function is available only when you are connected to HTTP.

- **Bearer**: This lets you select the bearer type for each type of network access. Using the left or right navigation key allows you to select from **the two modes: GSM Only and GPRS Only.**
- **Reset Profile**: **Push in on joystick** to delete the parameter settings of a profile. Choose Yes or No.

4.5 Cache

4.5.1 Cache Mode
Sets up the Cache memory check.
- **Always Check**: The Cache is always checked whenever a URL is loaded.
- **Never Check**: The Cache is never checked.

4.5.2 Clear Cache:
This menu provides a function to clean the data stored in the Cache

(recently visited WAP pages).

4.6 Security Certifications

Pushes in on joystick lets you can see the saved security certificate.

4.7 Version

This function is for viewing the software version of the WAP browser.

5. Cingular Mall

5.1 Shop Tones

Select 'Menu> 5. Cingular Mall > 1. Shop Tones'

Selecting this menu launches the web browser to Cingular's

Tones menu.

5.2 Shop Games

Select 'Menu> 5. Cingular Mall > 2. Shop Games'

Selecting this menu launches the web browser to Cingular's Arcade

menu.

5.3 Shop Graphics

Select 'Menu> 5. Cingular Mall > 3. Shop Graphics'

Selecting this menu launches the web browser to Cingular's

Graphics menu.

5.4 Shop Multimedia

Select 'Menu> 5. Cingular Mall > 4. Shop Multimedia'

Selecting this menu launches the web browser to Cingular's

Multimedia menu.

5.5 Shop Applications

Select 'Menu> 5. Cingular Mall > 5. Shop Applications'

Selecting this menu launches the web browser to Cingular's

Applications menu.

5.6 MEdia Net Home

You can access the Internet with a WAP (Wireless Application Protocol)
browser.
That means you can connect to the Internet any time and anywhere if the
service area is within the coverage of your network.

Selecting this menu connects the phone to the network and loads the
homepage of the Wireless Web service provider. You can also **push in
on joystick** in Idle mode.
The context of the MEdia Net startup homepage depends on your Wireless
Web service provider. To scroll through the screen, **push up/down
joystick**.

6. Camera (현재 PG-3700 Camera flip book 나오지 않음. 현재상태는 C300매뉴얼 기준에서 PG1400 매뉴얼에 있는 Video 기능을 추가만 한 상태)

You can take a photo in various ways using the built-in camera.
The photo can be saved and sent with a Multimedia Message.

6.1 Take a Photo

1. Select 'Menu>6.Camera>1.Take a Photo' in sequence.

* **Tip**: Press and hold the side up key to enter into the capture mode when the flip is closed. At this time, the image size is VGA only, and the image is displayed on the external LCD.

2. Adjust the image by **focusing** the camera at the subject.

Press the Soft key [ ] to change the shooting mode.

Shooting Mode	Icon	Description
Single Capture		Take a single photo.
Multi Capture		Take multiple photos. Number of photos to be taken set by the [Multi-shot] option.
Frame Capture		Take a photo with a built-in frame. Image size is fixed as 128X128

('Frame' cannot be set in VGA mode.)

3. **Push up/down joystick** to zoom in/out of the image in the current

preview when the image size is the LCD. And **push left/right joystick** to control the brightness of 7 levels.

4. The phone saves the image automatically when the user **pushes in on joystick**. Press [ ] key to return to the camera preview screen. (Note: In Multi Capture mode, the photo will be named automatically only if one photo is set as 'Marked'. Select [**Mark**]/[**Unmark**] to check the image that you want to save.)

Camera Specific Functions

Function	Description	Key
Brightness	Control the brightness of 7 levels (from 0 to 6)	[**push left/right joystick**] key
Zoom	Change the zoom levels(only available in LCD Size(128x128) mode)	[**push up/down joystick**] key

6.1.1 Using the Camera Options
1) The preview mode

Press the [**Options**] Soft key [ ] in the preview mode to select the following the information which will be applied to the image. Its setting value is temporary, so if you want to save its value, go to 'Menu> 6.Camera>3.Settings'

- **Go to Album**: Moves to the Photo Album.
- **Image Size**: Displays the size of image that you want to shoot

LCD(128X128), VGA(640X480).

Note: this option will not appear in 'Frame Capture' mode.

■ **Self Timer**: select 5 Secs or 10 Secs. When the selected time has

lapsed, a photo will be taken.

■ **Flash**: On/Off.

■ **Multi-Shot** : select multi shot number you want. 4/6/9

Note: This option will appear in 'Multi Capture' mode.

■ **Frame** : selects the frame.(10 frames)

Note: this option will appear in 'Frame Capture' mode.

■ **Effect:** Applies an effect to the picture.

Normal/Sepia/Solarization/Monochrome/Line Drawing/ Negative

/Embossing

('Effect' cannot be set in VGA mode.)

■ **Display Icons :** On/Off

2) **The Single or Frame Capture mode**

Press the [**Options**] Soft key [   ] in the Capture mode to select the

following the information which will be applied to the image.

● **Delete**: Deletes the photo which is saved automatically.

● **Set As**:

1. Wallpaper – Adds a photo to 'Wallpaper' in 'Display'. The photo is

set as the background image of the main screen.

2. Address Book– Assigns a specific photo image to Address Book

■ **Back to Preview**: Returns to the camera preview screen.

■ **Rename & Move**: Move to rename a photo.

(For further details about renaming a photo, see Basic Functions Menu 7.)

■ **Go to Album**: Moves to the Photo Album.

Press the [**Send**] Soft key [   ] to transmit the photo with the

Multimedia Message.

6.2 Take a Video

6.2.1 Video shot

1. Select 'Menu->5.Multimedia->1.Camera->2.Take a Video' in the menu

in sequence

* Tip: Size of the video image is fixed to LCD **(128X128).**

Press and hold camera key to enter into the video recording mode

2. Push in on joystick [   ] to record in the current preview..

Press the Side **[Up / Down]** key to zoom in/out of the image**.**

Press [   ] key to return to the camera preview screen.

Push in on joystick [ ] to stop recording.

3. If you Push in on joystick [   ], you can select an album to save the

video. When 'Auto Save' is selected from the camera setting, the set name and album will be automatically saved without any Save Option screen.

Press the [ ] key to return to the Preview screen without saving video images.

Press the [play] Soft key [**] to play the recorded video images.**

6.2.2 Using the Camera Options

Press the **[Options]** Soft key **[** **]** in Capture mode to select the following information which will be applied to the image. Its setting value is temporary, so if you want to save its value, go to 5. Multimedia ->5.1 Camera ->5.1.5 Settings

■ **Go to Album**: Moves to the Video Gallery.
Effect: Applies an effect to the **video**. **Normal/ Sepia/ Antique/ Cool/ Moonlight/ Fog/ Negative/ B&W/ Embossing**

6.3 Photo Album

Allows you to view or edit the photos saved on your phone.

6.3.1 Views the Saved Picture.

1. Select the 'Menu>6.Camera>2.Photo Album' in the menu in this order to access the Photo Album List.

2. Press the [**New**] Soft key to add an album to Photo Albums.
You can add up to 7 albums. (including the default album 'My Photos')
(For further details about making directory name, see Basic Functions Menu 7.)

. Press the [**Options**] Soft key [ ] to apply the following options to the selected album.
- Delete : Deletes an album. (Not visible in default 'My Photos')
- New : Adds an album.
All album directories, except default directory 'My Photos', can be deleted.

3. Select an album from the list and **push in on joystick** to display the photo list in the album.
Use the [**Small**] or [**List**] Soft key to change the list type (Small/List).
4. Select a photo and **push in on joystick** to enlarge the photo view.
Push left/right joystick to view other photos in the album.

6.3.2 Using the Photo Options

Press the [**Options**] Soft key [ ] to apply the following options to a selected photo from the album.
■ **Send as Multimedia Message:** Sends the selected photo with the Multimedia Messages.
■ **Set As:**

1. Wallpaper – Adds a photo to 'Wallpaper' in 'Display'. The photo is set as the background image of the main screen.

2. Address Book– Assigns a specific photo image to Address Book Entry.

■ **Rename & Move**: Move to rename a photo.

(For further details about renaming a photo, see Basic Functions Menu 7.)

■ **Delete**: Deletes a photo.

■ **Delete All**: Deletes all photos in the album.

■ **File Info**: Views the information on a photo.

6.4 Video Gallery

Views or edits the video image saved in your.

6.4.1 Views the Saved Video

1.Select 'Menu->5.Multimedia->1.Camera->1.Video Gallery' or 'Menu ->5.Media Gallery->2.Video Gallery' in the menu in this order to access the Video Album List.

2.Select the **[New]** Soft key [   ] to add an album to Video Gallery. You can add up to 7 albums (including default album ('My Video'))

. Press the **[Options]** Soft key [   ] to apply the following options to

the selected album

- **New** : Add a album
- **Rename** : Rename a album.
- **Delete** : Deletes a album.

* Tip: Album directories, but default directory 'My Video', can be renamed and deleted only when there is no file in the directory.

3. Select an album from the list and push in on joystick **[OK]** to display the video list in the album.

Select the **[Small]** or **[List]** Soft key to change the list type

4. Select a video and push in on joystick **[OK]** to play the video image automatically. **Use [** **] / [** **] to pause or play a video image**.

Turn back to the list if video image ended.

Use the [stop] Soft key [**] to pause the play and go back to the list.**

5. Press the **[mute]** Soft key [   ] while play the video image, can do it as is not sonant

6.4.2 Using the Video Options

Press the **[Options]** Soft key [   ] to apply the following options to a selected video from the album.

- ■ **Rename:** Renames a video file
- ■ **Delete:** Deletes a video file
- ■ **Delete All:** Deletes all video files in the album.
- ■ **File Info:** Views the information on a photo

6.5 Settings

Changes the default camera option value.

- - **Image Size**: Size of the image to be shot, LCD (128X128), QVGA (360X240) and VGA (640X480).
- - **Shutter Sound**: **Shutter(Basic sound)/**Smile/321/Off
- - **Self Timer**: select 5 Secs or 10 Secs. When the selected time has lapsed, a photo will be taken
- - **Auto Save**: When Auto Save is on, the taken picture or video will be automatically saved with a default name in the default album 'My Photos' or 'My Videos'**.**
- - **Multi-Shot** : select multishot number you want. 4/6/9

7. My Stuff

7.1 Games & Apps

7.1.1 Shop Games

Selecting this menu launches the web browser to the Cingular's Arcade menu.

7.1.2 Games

Select 'Menu>7. My Stuff> 1.Games & Apps' in the menu to view the Java Game

List stored in your phone.

After moving to the game which you select, using the navigation key, **push in on joystick** or [Run] Soft key to run the game and press the [Options] Soft key to control the game.

- Options

■   **Info**

Shows the information about the selected game.

■   **Delete**

Deletes the selected game. (You cannot delete the default game.).

■   **Update**

Updates the selected game version. (You cannot update the default game)

■   **Permissions**

Sets the permission regarding each function, when the selected game accomplishes a specific function.

■   **VM Version**

Shows the JAVA version which the built-in Java VM (Virtual Machine) supports

7.2 Audio

7.2.1 Shop Tones

Selecting this menu launches the web browser to Cingular's Tones menu.

7.2.2 Audio

Plays back sound in your phone or edits information.

The sound formats supported here are "MIDI, SMAF, iMelody and AMR".

Select 'Menu>7. My Stuff > 2. Audio' to display the list of sounds recorded in your phone.

The selected melody will be automatically played back once.

Press the [**Options**] Soft key [   ]to apply the options to the sound concerned. (The [Options] Soft key is active when the downloaded image is selected)

- Options: : Send as Multimedia Message, Set as Ringtone, Rename, Delete, Delete All and File Info.

('Set as Ringtone' is not visible in the AMR file, and 'Rename', 'Delete' and 'Delete All' are not visible in the default sound)

■   **Send as Multimedia Message**

Sends the selected sound to the Multimedia Messages(This option

is available only for a non-forward locked sound.)

■ **Set as Ringtone**

■ Sets the selected sound as a preferred Ringtone.

■ **Rename**

Renames a Sound

(for further details about renaming a file, see Basic Functions Menu 7)

■ **Delete**

Deletes a Sound

■ **Delete All**

Deletes all Sounds in the sound list.

■ **File Info**

Views the information on a sound.

With a respect to DRM, a forward locked sound will be displayed with an icon like in the sound list.

Note: MP3 ringtone support (maximum file size: 500kb) and MP3 files may be subject to the relevant copyright law, so refrain from distributing these files illegally.

7.3 Graphics

7.3.1 Shop Graphics

Selecting this menu launches the web browser to Cingular's

Graphics menu.

7.3.2 Graphics

You can view or edit the image or information recorded in your phone in this menu.

The image formats supported here are "JPEG, GIF, BMP, WBMP and PNG"

1. Select 'Menu>7. My Stuff>3.Graphics' to the list of images saved in your phone.

2. Press the [**View**] Soft key or **push in on joystick** to zoom into the image selected from the list.

3. **Push left/right joystick** to view other images in the list.

Press the [**List**] Soft key to return to the list.

Press the **[Options]** Soft key [   ]to apply the options to the image concerned. (The [Options] Soft key is active when the downloaded image is selected)

- **Options**: Send as Multimedia Message, Set as Wallpaper, Rename, Delete, Delete All and File Info

('Rename', 'Delete' and 'Delete All' are not visible in the default image)

■ **Send as Multimedia Message**

Sends the selected image to the Multimedia Messages(This option is only available for a non-forward locked image.)

■ **Set as Wallpaper**

Adds an image to 'Wallpaper' in 'Display settings'. The image is

set as the background image of the main screen.(For further details about Options, see Applications Menu 9.1)

■ **Rename**

Renames a image

(for further details about rename a file, see Basic Functions Menu 7)

■ **Delete**

Deletes a image

■ **Delete All**

Deletes all Sounds in the list of image.

■ **File Info**

Views the information on an image.

※ You can't set up images Set as wallpaper when the image file format is "WBMP".

With a respect to DRM, a forward locked image will be displayed with this

icon in the list of images.

7.4 Tools

Select 'Menu>7. My Stuff > 4.Tools.

Tools provide Alarm, Calendar, Memo, Voice Memo, World Time, Calculator, Converter, Stopwatch and SIM Tool Kit.

7.4.1 Alarm

Select 'Menu>7.My Stuff>4. Tools >1.Alarm'.

You can set up to 5 alarms (Once you set the 'Wake-Up Call On', then an icon appears on the display.)

7.4.1.1 To set an alarm

Select 'Menu>7.My Stuff>4. Tools >1.Alarm' to display the current alarm list.

Press the [**New**] Soft key [], and compose a new alarm in the alarm edit screen.

Press the [**Options**] Soft key [] to:

■ **Delete**: Deletes an Alarm from the list.
■ **Delete All** : Deletes all Alarms from the list.
■ **Wake-Up Call On/Off** : If you set 'Wake-Up Call' to 'on', the alarm will ring regardless of any other settings (e.g. vibrate settings).
■ **Snooze On/Off**: If the alarm is set to Snooze it rings in 5 minutes intervals for the next 15minutes. **Only one alarm can be set to Snooze On.**

Push in on joystick to edit the Alarm, and then **push up/down joystick** in the 'Edit Alarm' screen to set on Set, Time, or Melody.

Press the [AM]/[PM] Soft key [**] to select AM or PM time format for setup.**

7.4.2 Calendar

Select 'Menu>7.My Stuff>4. Tools >2.Calendar'.

The Calendar helps you to manage your schedule. At the specified time, the calendar alerts you that you have something to do. The Calendar consists of Monthly View, Daily View, and Event View & Edit.(For further details about using editor, Basic Functions Menu 7.)

7.4.2.1 Monthly View

To:	Press:
Move to another day	**[push left joystick]** key : Previous Day **[push right joystick]** key : Next Day
Move to another week	**[push up joystick]** key : Previous Week **[push down joystick]** key : Next Week
Move to the previous or next month	[**Side Up**] or [ ] **key** Previous Month [**Side Down**] or [ ] **key** Next Month

Select 'Menu>7.My Stuff > 4. Tools > 2.Calendar' from the menu to

display the Monthly View.

Press the [**New**] Soft key [ ] to add a new event.

Press the [**Options**] Soft key [ ] to;

■ **Go to Date**: Moves to the set date.

■ **Go to Today**: Moves to today for selection.

■ **View All Events**: Shows all of your scheduled events

■ **Delete All Events**: Deletes all of your scheduled events.

■ **Memory Info**: Displays the number of stored events, not more than 50.

Use the Navigation key to select the date and **push in on joystick**.

On a date with any schedule registered, move to Daily View to check the schedule.

On a date with no registered schedule, add a new schedule.

Any event registered on a date will be displayed at the bottom of the display in the form of an icon.

7.4.2.2 Daily View

Shows the schedule registered for a date. Select a schedule and **push in on joystick** to view or edit the details of an event.

Press the [**Options**] Soft key [ ] to;

■ **Delete**: Deletes an event.

■ **Delete All**: Deletes all events.

7.4.2.3 Event View & Edit

Shows the registered schedule by item and edits the schedule or creates a new schedule.

Create New Event (by View & Edit)

① Select a day from Monthly View and press the [**New**] Soft key

[ ]

② On the New Event screen, select and input an event item by item for registration.

③ After input, **push in on joystick** to save the event.

Note: Maximum Quantity of Schedules for Registration: 50
   Maximum Daily Quantity of Schedules for Registration: 5
   Period of Registration: 01/01/1950 ~12/31/2043

7.4.3 Memo

Select 'Menu>7.My Stuff > 4. Tools > 3.Memo'.

Saves short notes in your phone.

Press the [**Options**] Soft key [ ] to;

■ **Edit**: Retrieve existing memos, edit existing memos, and **push in on joystick** to save modified memos

* Tip: **Push in on joystick** and [**Edit**] Soft key [] to return to the editing screen.

■ **Delete/Delete All**: Deletes any or all items.

(For further details about using editor, Basic Functions Menu 7.)

7.4.4 Voice Memo

Select 'Menu> 7.My Stuff > 4. Tools > 4. Voice Memo'

The Voice Memo function records a voice message. You can use Record, Stop, Play, and Save for voice recording and playback. You can use the Text Editor for a message title. (For further details about using editor, Basic Functions Menu 7.)

Record

① Press the [**New**] Soft key [ ] to start recording immediately.

② Press the [ ] key to terminate the recording process and press the [**Play**] Soft key to hear the recorded data before saving the voice data.

③ Press the [**Re-rec**] key to re-record a voice message.

④ Press the [ ] key, input a name, and **push in on joystick** to save the data.

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* Tip: When the memory is full, the "Not Enough Memory" message will appear and you will return to the menu.

In the Voice Memo list, Press the [**Options**] Soft key [] to;

- **Send as Multimedia Message.**: Attach AMR file, and Sends as Multimedia Message
- **Rename**: Renames the voice memo
- **Delete**: Deletes the selected voice memo.
- **Delete All**: Deletes all voice memos.
- **File Info** : Views the information on a file

Play

① Select an item in the voice memo list, and **push in on joystick** to start play immediately.

② Press the [ ] key or [ ] key to rewind or fast forward to position about 5seconds.

③ Press the [ ] key to play or pause a voice memo

④ Press the [ ] key to stop a voice memo.

7.4.5 World Time

Select 'Menu>7.My Stuff > 4.Tools > 5.World Time'.

This function informs you of world time.

Press the [**Options**] Soft key [] to:

- **Daylight-saving On/Off**: The Daylight-saving function fits the time of the countries in summer who enforce Summer Time. Select Daylight-saving from the Options menu for setup. The icon for the country with Summer Time will be activated
- Shows that the Summer Time Saving function is on.

    * Tip: Summer Time sets the clock one hour ahead.

7.4.6 Calculator

Select 'Menu>7.My Stuff > 4.Tools >6.Calculator'.

Your phone has a Calculator function. The calculator provides 4 basic operations +, -, x, and /.

Press the number keys and direction keys to input a formula and press the [**=**] Soft key to display the result.

* Tip: Press the Soft key [] to input a decimal point.

Press the [] Soft key [] to reset the formula.

Press the [] key short to delete the text of a formula and press and briefly hold the [] key to delete the whole formula.

7.4.7 Converter

Select 'Menu>7.My Stuff > 4.Tools > 7.Converter'.

Converter converts a figure between different units i.e. Length, Area, Volume, Weight, and Temperature.

Select an item from Length, Area, Volume, Weight, or Temperature.

Push down joystick to move to the next line, **push left/right joystick** to select a target unit, and press the number keys to input numbers.

Push down joystick again to move to the next line and select a result unit and you will get the converted figure

* Tip: The result is automatically recalculated upon a change of unit or value.

Press the Soft key **[ ]** to input a decimal point.

7.4.8 Stopwatch

Select 'Menu>7.My Stuff > 4.Tools >8 Stopwatch'.

The Stopwatch measures time for all sorts of sports and activities.

Press the [ ] key to operate the Stopwatch.

Press the [ ] key to pause the Stopwatch and press the [ ] key to restart the Stopwatch.

Whenever you select the [**Lap**] Soft key **[ ]**, the 2 lap times as a maximum are displayed and when you select the second [**Lap**] Soft key

[ ], the Stopwatch stops.

Press the [**Reset**] Soft key **[ ]** to initialise all.

7.4.9 SIM Tool Kit

This menu depends on SIM and the network services.

8. Address Book

You can store your personal Entries, which can be added or deleted at any time. You can save up to 800 Entries on the phone memory. Entries that can be stored on SIM depend upon the SIM's storage capacity.

(For a detailed method of editing Address Book entries, see Basic Functions Menu 7.)

8.1 Name Search

Select 'Menu>8.Address Book>1.Name Search'.

Search for a phone number from the Address Book using the following procedure.

1. Input a name. The entry list is shown and the cursor is placed on an item that matches your input data.
2. **Push up/down joystick** to view the recorded numbers
3. **Push in on joystick** to view all.

Press the [**Options**] Soft key [　　　] to;

- **Add Entry** : Creates a new entry.
- **Edit**: Edits and saves the entry
- **Delete**: Deletes the selected item.
- **Copy** : Copy Memory to SIM or Phone
- **Send Message**: Sends a message to a selected recipient.
- **Add to Speed Dial**: Adds the selected number to Speed dial.
- **Language**: Select the language.
- **Group Search :** Searches for the phone number of each group

- **Forward Contact Info:** Sends the information of the person selected in the 'View Names' list in the form of business card.

8.2 Add Entry

Select 'Menu>8.Address Book >2.Add Entry'.

Adds the Entry information of other people. Initially, an empty field with a grey color will appear until you input text.

Depending on the 'SIM Card' or 'Phone' setup in the 'Save to' pop-up window, the following fields will be displayed.

- **Phone**: Name, Mobile, Home, Office, Group, Picture, Melody, Email1, Email2, and Memo.
- **SIM Card**: Name, Mobile, Group, Picture, and Melody

8.3 Speed Dial

Press a speed dial number in standby mode for Speed Dialing.

The Speed Dial numbers range from 2 to 8, totalling 7 Speed Dial numbers.

Note: pressing and holding the [　　　] or the [　　　] key is for the prefix for international calls or the Voice Mail service respectively.

8.3.1 To Set the Speed Dial

Select 'Menu>8.Address Book >3.Speed Dial'.

1. Press the **[Side Up/Down]** key or **push up/down joystick** to move to an Empty Entry and press the [**Add**] key.

2. Press the **[Side Up/Down]** key or **push up/down joystick** to choose a person.

3. **Push in on joystick** to save an item in the Speed Dial list.

4. If you want to remove a particular item in the speed dial list, move the cursor to the item and press the Soft key [ ] to;

■ Remove: Remove an item.

5. If you want to edit a particular item in the speed dial list, move the cursor to the item and press the [**Edit**] Soft key [ ] to update the item

8.3.2 To Set the Speed Dial in Name Search

Select 'Menu>8.Address Book >1. Name Search'.

1. Press the **[Side Up/Down]** key or **push up/down joystick** to choose a person.

2. To add Speed Dial, press [**Options**] key and select [**Add to Speed Dial**] option.

3. Press the **[Side Up/Down]** key or **push up/down joystick** to move to an Empty Entry.

4. **Push in on joystick** to save an item in the Speed Dial list.

8.4 Group Setting

Select 'Menu>8.Address Book >4.Groups'.

Changes the settings for the five predefined caller groups.

Default Groups: No Group, Family, Friends, Business, and VIP

Press the [**Options**] Soft key [ ] to;

■ Group Ringtones : Set a Group, Melody, Picture.
■ Rename : Renames a group in the user defined group.
■ Delete : Deletes the selected groups in the user defined group.

Press the [New] Soft key [**] to set a new group.**

8.5 Memory in Use

Select 'Menu>8.Address Book >5. Memory in Use'.

Allows you to set the storage preference to 'SIM Card', 'Phone' or 'Phone or SIM'.

8.6 Delete All

Select 'Menu>8.Address Book >6. Delete All'.

Push in on joystick and input the phone password.

Deletes all information saved on the Phone/SIM Card.

8.7 Copy All

Select 'Menu>8.Address Book >7. Copy All'.

Copy all information saved on the Phone/SIM card to SIM or Phone.

8.8 My Phone Number

Select 'Menu>8.Address Book >8. My Phone Number'.

The number for My Phone Number can vary depending on the SIM.

Press the [**Options**] Soft key [   ] to:

- ■ **Add**: Adds an Own Number.
- ■ **Delete**: Deletes an Own Number.

Press the [Edit] Soft key [   ] to edits an Own Number.

8.9 Memory Info

Select 'Menu>8.Address Book >9.Memory Info'.

Select Memory Info and **push in on joystick** to display the usage and free memory space in Phone and SIM memory

8.10 Service Numbers

Select 'Menu>8.Address Book >10. Service Numbers'.

This feature may not be available depending on your SIM card.
The list of numbers in the SDN (Service Dial Number) will be displayed.
If necessary, scroll to a number by pressing the **[Side Up/Down]** key or

pushing up/down joystick key and press the [   ] key to dial the number.

9. Settings

9.1 Display

Select 'Menu>9.Settings>1.Display'.

You can change the appearance of the internal LCD display.

9.1.1 Shop Graphics

Selecting this menu launches the web browser to Cingular's

Graphic menu.

9.1.2 Main Screen

Select 'Menu>9.Settings>1.Display>2.Main Screen'.

You can change the idle screen image.

- Wallpaper: One of 5 default images and 1 user image can be selected as idle screen image. Only user wallpaper can be deleted with the [Delete] Soft key [], but the default wallpaper cannot be deleted.
- Wallpaper Type: Digital Clock /Greeting

9.1.3 Greeting

Select 'Menu>9.Settings>1.Display>3.Greeting'.

You can type up your own greeting phrase to be shown on start up or Idle screen.(For further details about using editor, see Basic Functions Menu 7)

9.1.4 Contrast

Select 'Menu>9.Settings>1.Display>4.Contrast'.

You can adjust the LCD contrast to one level of Level 1 ~ Level 8.
Push left/right joystick to change the value that you want and **push in on joystick**.

9.1.5 Backlight

Select 'Menu>9.Settings>1.Display>5.Backlight'.

You can adjust the LCD backlight duration to one of 5 Secs/10 Secs/20 Secs/1 Min/10 Mins.
Push left/right joystick to change the duration value that you want and **push in on joystick**.

9.2 Audio

Select 'Menu>9.Settings>2.Audio'.

Sounds define how your phone reacts when you receive a call or a message, how your keypad sounds when you press a key, and more. Ringtone, key tone, and other settings can also be customised to your

needs.

9.2.1 Shop Tones

Selecting this menu launches the web browser to the Cingular's Tone menu.

9.2.2 Ringtone

Select 'Menu>9.Settings>2.Audio >2.Ringtone'.

* You can choose the preferred ring type, melody to ring.

- - **Ring Type**: Ringing Tone, Vibration, Vib then Ring, Vib and Ring, Ascending, Silent
- ■ **Sound**: Sound is composed of several groups such as Melody Sound, Bell Sound and User Sound and each Group has multiple tones. User Sound presents the melody of 'Menu>7.My Stuff>2.Audio' as a consequence(For further details about User Sound, see Applications Menu 7.2).

9.2.3 Volume

Select 'Menu>9.Settings>2.Audio >3. Volume'

- - **Ring Volume :** Controls the volume in **8** levels.
- - **Key Volume :** Controls the volume in **8** levels.

9.2.4 Alert Tones

Select 'Menu>9.Settings>2.Audio >4.Alert Tones'

You can select the preferred alert melody, its volume and reminder period when you have new messages.

- - **Alerting**: **Push left/right joystick** to select one out of Off, Once, Every 2 Mins and Every 5 Mins.
- - **Ring Volume**: Controls the volume in **8** levels.
- - **Sound**: **Push left/right joystick** to set Message Alert Tone to Bell1, Bell2, Bell3.

9.2.5 Key Tone

Select 'Menu>9.Settings>2.Audio >5.Key Tone'

You can select the keypad sound to be used for dialing or in the menu screen.

- - **Tone Type**: You can turn the key tone on or off.
- - **Sound**: Selects a key tone.

9.2.6 Sound Effects

Select 'Menu>9.Settings>2.Audio >6.Sound Effects'

Turns the default sound effect on or off.

Press the [**Mark**] Soft key, and then **push in on joystick** to save.

- - **WAP Connection**: When you connect to or disconnect from WAP
- - **Minute Minder**: A sound effect every minute while making a phone call.
- - **Call Connection** : When the call you initiate is connected.

9.3 Call

Select 'Menu>9.Settings>3.Call'.

9.3.1 Call Forward

Select 'Menu>9.Settings>3..Call>1.Call Forward'.

You can divert a receiving call to another phone number with this menu. It's one of network services, so please contact your service provider to check its availability.

You may choose one from Forward Always, When Busy, On No Answer, When not Found, or Cancel All, all of which divert as required.

9.3.2 Answer Type

Select 'Menu>9.Settings>3.Call>2.Answer Type'.

You can set up the call receiving method.

Push left/right joystick to set the call receiving method. **Push in on joystick** to save.

- **Send key**: You can answer the incoming call by pressing the

  [] key.

- **Any Key**: You can answer incoming calls by pressing any key,

except the [] key and the [**Reject**] Soft key.

9.3.3 Auto Redial

Select 'Menu>9.Settings>3.Call>3.Auto Redial'.

This function automatically redials the number the call is made to.

- **On**: Sets up Auto Redial.
- **Off**: Cancels Auto Redial.

9.3.4 Call Waiting

Select 'Menu>9.Settings>3.Call>4.Call Waiting'.

It's one of network services, so please contact your service provider to check its availability.

The call waiting function informs you that a second call is waiting during a call.

- **Activate**: Sets up Call Waiting.
- **Deactivate**: Cancels the preset Call Waiting.
- **Status**: Informs the setup condition.

9.3.5 Send Caller ID

Select 'Menu>9.Settings>3.Call>5.Send Caller ID'.

You can prevent your phone number from being displayed on the phone of the person being called. This service is dependent on the network.

Please ask the network provider.

9.3.6 Auto Emergency Dialing

Select 'Menu>9.Settings>3.Call>6. Auto Emergency Dialing'.

If this menu is on, you can make an emergency call by pressing and

holding the [ ] key or by pressing the [ ] key and the

[ ] key in standby mode.

■

9.4 Phone

9.4.1 Language

Select 'Menu>9.Settings>4.Phone>1.Language'.

You can select a language to be displayed on the phone.

Note: 'Automatic' selects the language depend on your SIM.

9.4.2 Time & Date

Select 'Menu>9.Settings>4. Phone>2.Time & Date'.

You can set up Time, Time Format and Date, Date Format.

If you select on for 'Automatic', time and data is updated automatically.

9.4.3 Flight Mode

Select 'Menu>9.Settings>4. Phone>3.Flight Mode'.

Once you select "Flight Mode On", you cannot call and receive call. This
mode enables you to cut off radio session but maintains power to other
ancillary functions such as the calendar, games, etc. This mode
supports use of these features in environments where transmitters
and/or receivers are not allowed, such as on an airplane. If you select
"Flight Mode Off", your phone is now rebooting.

9.4.4 Auto Keypad Lock

Select 'Menu>9.Settings>4.Phone>4.Auto Keypad Lock'

If you don't press any keypad during the specified duration, you can
block key press action. The keypad lock duration to one of Off/15
Secs/30 Secs/1 Min/2 Mins.
Push up/down the joystick to select the value that you want and **push
in on the joystick.**

Notice: If you want to get out of the Keypad locked screen, you should

press Soft2 key [Unlock] and then [ ] key. And, in the keypad

9.5 Security

Set 'Menu>9.Settings>5.Security'.

The security settings enable you to restrict the use of your phone to other people and types of calls of your choice.

Various codes and passwords are used to protect these features of your phone. They are described in the following sections. See also 'Access Code'.

The Security feature keeps your phone and SIM Card safe from unauthorised users. You may set up a password for your phone or use the Call Barring service and Fixed Dialing mode.

9.5.1 PIN1 Check

Press the navigation [/] key and [ ] key for setup.

If you fail to input the correct PIN number 3 times(Trial time depends on the SIM) continuously, you will be prompted to input the PUK number.

- **Enabled**: You should input PIN whenever power on.
- **Disabled**: You don't have to input PIN whenever power on.

9.5.2 Change PIN1

Changes the PIN number.

You can change the PIN number only when the phone is set for PIN Enable.

9.5.3 Phone Lock

Once selected, this option locks your phone until you input the right password **to unlock**. Press the [ ] key after you input the password.

9.5.4 Change Password

Changes a password. Default Password is 1234.

9.5.5 Phone Barring

This function offers multiple methods to limit incoming or outgoing calls. In general, the barring service becomes activated by interoperating with the network, but Phone barring is made by the phone itself. Major functions are as follows:

- **Incoming**: Limits all incoming calls.
- **Outgoing**: Limits all Outgoing calls. When you attempt to make a call to the number that has the prefixed number previously registered by you, the call will be barred.

9.5.6 Fixed Dialing (Fixed Dialing Numbers)

Fixed Dialing is a service that limits your access to specific numbers in the Address Book list recorded on the SIM. Input PIN2 to set up or cancel this service. (up to 3 times)

- **On**
- **Off**
- **Fixed Dial List**: Displays the numbers recorded in the **Fixed Dialing** list.

9.5.7 Change PIN2

You can change the PIN2 number.

9.5.8 Network Barring

This function is available only if the service provider provides such a function and you have subscribed to it.
You can set limitations for making certain types of calls:

- **Outgoing Calls**: Limits all Outgoing calls.
- **International Calls**: Limits an outgoing and incoming international call.
- **Only Local/Home**: Limits other international calls except home country.
- **Incoming Calls**: Limits all incoming calls.
- **Incoming Calls When Abroad**: Limits all international incoming calls. When you are in the Fplmn state and not the Hplmn state, that is, when you are receiving a roaming service, incoming calls will be barred.
- **Delete All**: Cancels all the barring settings.
- **Change Password**: Replaces the old password with a new one.

9.5.9 Closed User Group (CUG)

Sets up a group of numbers that you want to dial or receive. Select CUG

name and press [] to see the CUG name list as you input.

This service is dependent on the SIM.

Press the [**Options**] Soft key [] to:
- ■ **Delete**: Deletes the preset CUG Identifier.
- ■ **Edit**: Edits the CUG Identifier.
- ■ **Add**: Adds the CUG Identifier.

Note: In Empty record, the Soft key [] will turn into the [Add] Soft key and move to the name input screen for a new CUG registration.

9.6 Software Version

Select 'Menu>9.Settings>6.Software Version'
This menu is for viewing the software version.

9.7 Reset

Select 'Menu>9.Settings>7.Reset'

Deletes all user settings and data from your phone and returns to factory default settings.

Input the phone password and press the [] key to reset.

The default password is 1234.

9.8 TTY

Select 'Menu>9.Settings>8.TTY'

TTY(also known as a TDD or Test Telephone) is a telecommunications device that allows people who are deaf or hard of hearing, or who have speech or language disabilities, to communicate via a telephone.

Your phone is compatible with select TTY devices which have an internal CTM. Please check with the manufacturer of your TTY device for connectivity information and to ensure that the TTY device supports digital wireless transmission.

9.9 Network

Select 'Menu>9.Settings>9.Network'.

9.9.1 Search Now

You can search a network in the way you would set in the Default Setup.

9.9.2 Default Set-up

You can set the network searching way as "Automatic" or "Manual"

VI. Appendix

Check List

Performance and safety

Glossary

1. Check List

If you experience any problem while using your mobile phone, please refer to the following checklist. If the problem still persists, contact your dealer or nearest service centre.

When the "Insert SIM Card" message appears:
Make sure the SIM card is correctly installed. Check to see if the SIM card is working properly. If it does not work, try to clean the contact points of the card. If it is out of order, take it to the nearest service centre.

When the "Password" message appears in Phone locked state:
Enter the phone password. The default password is "1234". If you cannot remember the password, contact the nearest service centre.

When the "Enter PIN" message appears:

Input PIN. If you cannot remember it, contact the nearest service centre. You can still receive calls even if your mobile phone becomes locked after entering the incorrect PIN on 3(trial time depends on the SIM) consecutive attempts.

When the "No Service" or "Network Failure" appears in standby mode:
Check the RSSI (Received Signal Strength Indicator i.e., Antenna Bar) state. If you cannot making/receiving a call when you are indoors or undergrounds where the signal strength is poor, move toward a window or go out open area. If you still cannot make a connection, contact the nearest service centre.

When audio quality is poor:
End a call and try again.

When the other party cannot hear you speaking:
Your phone may be set to MUTE. Disable the MUTE function.

When battery lifetime is shorter than usual:
This may happen when you are in the lower signal strength area. Turn off your phone when it is not in use. Change the battery when battery energy is exhausted.

When your mobile phone does not turn on:
Make sure your battery is charged. Check to see if your phone works while recharging the battery.

When you are unable to send a message:
Either you are not registered to receive a message service, or you may be in an area where your network service provider cannot provide such a service.

When you are unable to make a call:
Your phone may be set to "fixed dial." Cancel the "fixed dial" function.

When you are unable to charge the battery:

This may be the result of one of the following cases.

1. Your charger may be out of order. Contact your nearest dealer.

2. You may be attempting to use the phone in an overly hot/cold temperature. Try changing the charging environment.

3. Your battery may have not been connected to the charger properly. Check the connector.

When you are unable to input data into the Address Book:

Your Address Book memory may be full. Try deleting some entries from your Address Book.

When you are unable to select a certain function:

You may not have subscribed to that function, or your network service provider may be in an area where such service cannot be provided. Contact your local service provider.

2. Performance and safety

The following list shows how to maintain your mobile phone, together with precautions to take.

- Keep your mobile phone and its accessories out of the reach of children.
- Maintain your mobile phone in dry condition and keep it within normal operating temperatures. Temperatures higher than 55 C (131 F) or lower than -20 C (-4 F) may damage your phone.
- Do not use or store your mobile phone in dusty, dirty areas.
- Do not attempt to disassemble your mobile phone.
- Do not drop or cause severe impact to the phone.
- Do not use chemical products, cleaning solvents or detergents to clean your mobile phone.
- If your mobile phone does not work properly, contact your dealer immediately.
- Use only authorised batteries, battery chargers and accessories. Any malfunction or damage caused by the use of unauthorised batteries, battery chargers and accessories will void the limited product warranty.
- Ensure that the earthing points of the battery and battery charger are not in direct contact with conductive objects.

3.Glossary

To help you understand the main technical terms and abbreviations used in this booklet and take full advantage of the features of your mobile phone, here are a few definitions.

Call Barring

Ability to restrict outgoing and incoming calls.

Call Forwarding

Ability to re-route calls to another number.

Call Holding

Ability to put one call on standby while answering or making another call; you can then swap between the two calls, as required.

Call Waiting

A Network service to inform users that the user has another call during a call.

CLI (Caller Line Identification) Services

Services allowing subscribers to view or block the telephone numbers of callers.

GPRS (General Packet Radio Service)

New non-voice value-added service that allows information to be sent and received across a mobile telephone network. GPRS guarantees continuous connection to the Internet for mobile phone and computer users. It is based on the Global System for Mobile Communication (GSM) circuit-switched mobile phone connections and the Short Message Service (SMS).

GSM (Global System for Mobile Communication)

International standard for mobile phone communication, guaranteeing compatibility between the various network operators. GSM covers most European countries and many other parts of the world.

Multiparty Calling

Ability to establish a conference call involving up to five additional parties.

PIN (Personal Identification Number)

Security code that protects the phone/SIM from unauthorised use. The PIN is supplied by the service provider with the SIM card. It may be a four to eight-digit number and can be changed, as required.

PUK (PIN Unblocking Key)

Security code used to unlock the phone when an incorrect PIN has been entered three times in succession. The eight-digit number is supplied by the service provider with the SIM card.

Roaming

Use of your phone when you are outside your home area (when travelling for example).

SIM (Subscriber Identification Module)

Card containing a chip with all the information required to operate the phone (network and memory information, as well as the subscriber's personal data).

The SIM card fits into a small slot on the back of the phone and is protected by the battery.

SMS (Short Message Service)

Network service sending and receiving messages to and from another subscriber without having to speak to the correspondent. The message created or received can be displayed, received, edited or sent.

Multimedia Message Service

Network service sending and receiving messages to and from another subscriber without having to speak to the correspondent. The Message supporting presentation of various media types, such as full color images and polyphonic ringtones.

Soft Keys

Two keys(**[   ], [   ]**) marked on the phone, that:

• vary according to the function that you are currently using

• are indicated on the bottom line of the display just above the corresponding key.

Voice Mail

Computerised answering service that automatically answers your calls when you are not available, plays a greeting (optionally in your own voice) and records a message.

FCC & Industry Canada Regulatory Compliance

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.

Your mobile device is a low power radio transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) signals. In August 1996, the Federal Communications Commission (FCC) adopted RF exposure guidelines with safety levels for mobile device. Those guidelines are consistent with safety standards previously set by both U.S. and international standards bodies: American National Standard Institute (ANSI), National Council of Radiation Protection and Measurements (NCRP), and International Commission on Non-Ionizing Radiation Protection (ICNRP). Those standards were based on comprehensive and periodic evaluations of the relevant scientific literature. The design of your Module complies with the FCC guidelines and applicable

Statement according to FCC part 15.105

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful

interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

. Reorient or relocate the receiving antenna.

. Increase the separation between the equipment and receiver.

. Connect the equipment into an outlet on a circuit different from that to

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which the receiver is connected.

. Consult the dealer or an experienced radio/TV technician for help.

Statement according to FCC part 15.21

Modifications not expressly approved by this company could void the user's authority to operate the equipment.

RF exposure FCC

For body worn operation, to maintain compliance with FCC RF exposure guidelines, use only accessories that contain no metallic components and provide a separation distance of 5mm (0.2 inches) to the body. Use of other accessories may violate FCC RF exposure guidelines and should be avoided.

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

Health and Safety Information FCC

This EUT has been shown to be capable of compliance for localized specific absorption rate (SAR) for uncontrolled environment/general population exposure limits specified in ANSI/IEEE Std. C95.1-1992 and had been tested in accordance with the measurement procedures specified in FCC/OET Bulletin 65 Supplement C (2001) and IEEE Std. 1528-2003 Ministry of Health (Canada), Safety Code 6. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health. The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg *.

* In the U.S. and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in.

***This device contains 1800 MHz GSM functions that are not operational in U.S. Territories; this filing is applicable only for 850 MHz GSM and 1900 MHz PCS operations**.**