

G670

User's Manual

6320013600



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MADE IN KOREA

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Display

Dual clamshell TFT LCD both Main & Sub.

Main LCD : 260,000 TFT Color Display (128 X 160)

Sub LCD : 260,000 TFT Color Display (128 X 160)

Animation Message, Variable Icon

Melody

64 Poly Orchestra Music Bell Sound

Camera

High Sensitive Digital Camera with Flash

Dimension & Weight

80X40X21 mm with Standard Battery

85g with Standard Battery

Performance

Talk Time: up to 210 minutes (with 780 mAh Battery)

Standby Time: up to 200 hours (with 780 mAh Battery)

Operating Frequency

GSM 900MHz / 1800MHz Dual Band

SAFETY PRECAUTIONS

For your safety and proper operation of the cell phone, please read the following information carefully and observe the simple guidelines provided. For detailed information, please refer to the Appendix.

Antenna

Do not use any antenna not authorized by Pantech. Using such antenna may cause malfunction or serious damage to the phone.

Traffic Safety

You should check and observe your local traffic regulations before using your cell phone. Do not use your phone while driving. If unavoidable, use a hands-free device in a safe area.

Effects on Electronic Devices Inside the Car

RF (Radio Frequency) signals may adversely affect the electronic devices or systems in your car.

Hands-free Device

Installing an in-vehicle hands-free device on the area of deployment of an airbag or within the coverage of airbag inflation may cause serious injury.

Effects on Electronic Devices

RF signals emitted from your cell phone may adversely affect the electronic devices that are inadequately shielded against such signals.

● **Medical Devices**

Turn off your cell phone in healthcare facilities and make sure to observe facility rules and regulations.

As external RF signals may interfere with a pacemaker(s) or another medical device(s), turn off your cell phone when near such devices.

Consult a physician or the manufacturer of the medical device if you have any questions about using your phone in a healthcare facility.

● **Public Place**

Turn off your cell phone in public areas where the use of cell phones is prohibited.

● **Boarding an Aircraft**

Turn off your cell phone before boarding an aircraft.

Using a cell phone inside the aircraft may seriously affect aircraft operation.

● **Potentially Explosive Atmosphere**

Turn off your cell phone in any area with a potentially explosive atmosphere, and obey all posted signs and instructions in the area.

Do not separate the battery from your phone in an area with a potentially explosive atmosphere.

SAFETY PRECAUTIONS

User Guide

Do not allow another person to use your phone without your permission.

If the phone is lost or stolen, contact your service provider immediately.

If the phone does not function properly, take it to the nearest service center.

Use only approved accessories and batteries. Do not attempt to connect incompatible devices.

Avoid prolonged exposure to RF (radio frequency) signals emitted from the phone as it may adversely affect the human body.

Remember to make a backup copy of important data such as telephone numbers.

Exposure to Radio Waves

Your phone is comprised of a radio transmitter and receiver. It was designed and manufactured not to exceed the radio wave energy limit or exposure recommended by an independent scientific organization after extensive scientific studies.

Use only the batteries, chargers and accessories approved by authorized manufacturers so as to not exceed the recommended exposure guidelines. Use of unauthorized items may result in a failure to comply with the guidelines. In such a case, the safety of all users, regardless of their age and health condition, cannot be guaranteed.

● Using Your Phone Properly

Use your cell phone in normal operating position (as a hand-held telephone is normally held).

Do not touch or bend the antenna while using the phone, as it may degrade the call quality or even affect battery performance.

Do not attempt to disassemble the phone. Non-expert handling may damage the phone.

Use only the batteries, chargers and accessories which are authorized or supplied with the phone.

Use of any unauthorized item may result in the invalidation of the warranty.

PRECAUTION USING THERMOMETER

This is non-critical and non-medical device and just you can take a temperature for your body as interesting function.

Thermometer measures the infrared heat generated by the forehead and surrounding tissues. The technical accuracy requirement for the system is defined by a $\pm 1.0^{\circ}\text{C}$ maximum measurement deviation.

Important

- The operating ambient temperature range for this thermometer is $18^{\circ}\text{C}\sim 35^{\circ}\text{C}$.
- Do not expose the thermometer to temperature extremes (Below -20°C or over 50°C) nor excessive humidity (over 95%)
- Available measurement range is $34^{\circ}\text{C} \sim 40^{\circ}\text{C}$
- Keep the distance from thermometer to forehead as 2cm.
- The use of thermometer is not intended as a substitute for consultation with your physician.
- This thermometer is intended for household use only.
- Start measuring 10 minutes after power of the phone is initially turned on.
- When the place for taking a measurement is moved, the thermometer needs about 30 minutes of stabilization.
- Avoid taking measurement immediately after a call or charging. Take measurement after getting stabilized more than 30 minutes.
- Do not heat the exposed part of the sensor on the back of the phone, or avoid any physical contact.
- If body temperature is taken near the air conditioner or heater, the measurement might not be correct. Please avoid taking a measurement around those places.
- Body temperature might not be correct if taken immediately after exercising or bath or coming home. Please take a measurement after you rest for more than 30 minutes within the house.
- For the correct measurement, wash away the sweat or makeup from the surface of your forehead when you take a measurement.

PRECAUTION USING THERMOMETER

- Body temperature taken at the right side or left side of your forehead might be different. Please take a measurement at the same side all the time.
- It is important to keep an eyebrow, eye, or hair out of the part where the temperature is being taken.

Lens Washing

Since the lens is very delicate, it is very important not to touch it with a hand or any other thing.

When you need to clean the lens to remove the dust or dirt, use a cotton swab soaked with water or a little bit of alcohol. Be sure not to press the lens. Do not use the thermometer for at least 30 minutes after cleansing the lens.

Body temperature guide

Normal body temperature is a range. The below table shows that this normal range also varies by site. Therefore, readings from different sites should not be directly compared.

Normal body temperature of each body part

Measured part	Body temperature
Auxiliary	34.7°C~37.3°C
Oral	35.5°C~37.5°C
Inner Ear	35.8°C~38.0°C
Rectal	36.6°C~38.0°C

1. Chamberlain, J.M., MD, and Terndrup, T.E., "New Light on Ear Thermometer Readings", Contemporary Pediatrics; March 1994.

PRECAUTION USING THERMOMETER

Normal body temperature by age

Ages	Body temperature
1~2	36.1°C~37.7°C
3~10	35.8°C~37.5°C
11~65	35.6°C~37.6°C
Older than 65	35.5°C~37.2°C

2. Chamberlain, J.M., MD, and Terndrup, T.E., "Determination of Normal Ear Temperature with an Infrared Emission Detection Thermometer", *Annals of Emergency Medicine*; January 1995.

The thermometer is initially calibrated at the time of manufacture. If this thermometer is used according to the use instructions, periodic re-calibration is not required.

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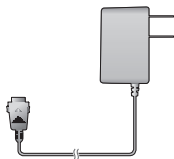
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COMPONENTS

The pictures shown below are for general user reference only. Individual items of the cell phone package may vary depending on the policy of your service provider.



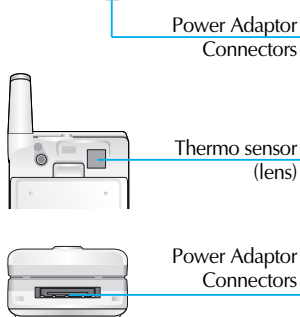
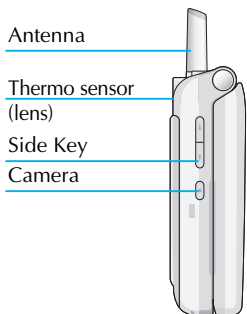
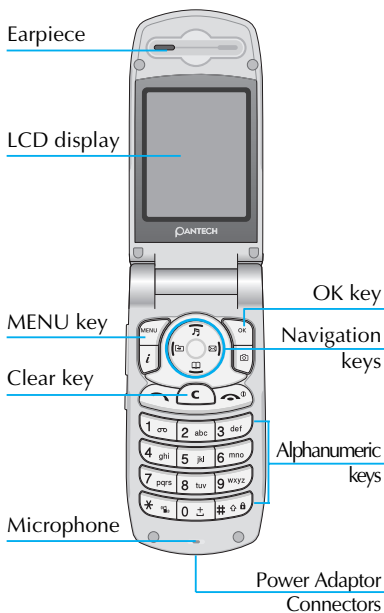
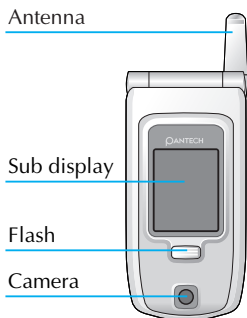
The Cell Phone



AC Adapter

HANDSET DESCRIPTION

* For detail usage of key



INTERNAL LCD (MAIN LCD)

There are two LCD displays: main-LCD and sub-LCD. One displays only icons to show the status of the phone while the other shows messages, telephone numbers, icons, or other information.











Main LCD Screen







An icon(s) is displayed when a certain function is activated, a message has been received or idle mode.

The figure above displays a list of all the possible icons that may be positioned at the top of the screen.

The function of each icon is described below.

	Signal strength	Shows the strength of the RF signal. The greater the number of bars, the stronger the signal.
	Call-active	Indicates that a call is in progress.
	Melody	Indicates that your ring type is in melody mode.
	Vibration	Indicates that your ring type is in either vibration mode or etiquette mode (Vibration mode: yellow / Etiquette mode: blue).
	Vib then Ring/ Vib and Ring	Indicates that your ring type begins with either vibration-melody mode or vibration followed by melody mode.
	SMS Message	Indicates that there is an unread message(s). When messages are stored in the SIM to the maximum storage capacity, this icon will change to  .
	Alarm	Indicates that an alarm has been set.







INTERNAL LCD (MAIN LCD)

	Roaming	Indicates that roaming service is available.
	Battery	Shows remaining battery power.
	GPRS	This icon will appear when you insert the SIM card that supports the GPRS function and when your phone is in GPRS service area (This means that your phone is camped to the GPRS service area.)
	Auto-Answering	Indicates that the auto-answering functionality has been activated. If the recorded messages are full (10 messages), it changes to  .
	Recorded	Indicates that there are recorded messages that are unchecked.

SUB-LCD MENU OPTIONS



You can select several options with Sub-LCD Menu. The Sub-LCD options are shown below.

Camera

1. While the flip is closed, press and hold the  key to enter the camera mode.
2. If the  key is pressed after focusing the screen you want by referring to the sub-LCD screen, the current image on the screen will be photographed. To save it, press the  key again in this condition. To cancel and enter the camera mode again, press the  key, and to return to the standby screen, press the  key.
3. If you press the  key in the camera mode, the brightness will be changed.





Flash ON

While the flip is closed, the camera flash can be used as an emergency light.

1. On standby mode, press and hold the  key to turn on the flash.
2. Release the  key to turn off the flash.







Sublcd Menu

You can use the SMS Inbox, All calls, and Check Temperature menus while the flip is closed.




1. To enter the menu, press and hold the  key in standby mode. Then, a list of menu will appear.
2. After the menu you want is placed using either  or  key, you can press the  key to enter the menu.

Function keys

The following table shows a list of function keys, each of which has one or more functions.

Key Icon	Name	Key Function
	SEND KEY	Press this key to make a call or answer an incoming call when the answer type is ANY KEY & SEND KEY. If you wish to see the list of all recent calls, press this key once.
	END KEY	Press this key to end a call or to convert to standby mode from menu mode. Press and hold this key to turn your phone on or off. Press the END key when call is incoming, then incoming call will be rejected.
	OK KEY	Press this key to select or activate the menu displayed on the screen.
	MEMU KEY	Press this key to enter into the main menu & pop up menu.
	CLEAR KEY	Press this key to delete a single character, or press and hold this key to delete all characters. Press this key to return to the previous screen.
	NAVIGATION KEYS with shortcut keys to Hot Folder, Sound setting, Message and Phonebook	Press one of the four keys (left, right, up, and down) to move the cursor in the menu list or editor. During a call, press the [Up] key to see the list of recent calls made or the [Down] key to see the list of calls received. If you press this key on the idle screen, you can easily access the Phonebook, Sound Setting, SMS, or My Menu (Hot Folder).


FUNCTION KEYS

Key Icon	Name	Key Function
	SIDE UP and DOWN KEYS	Press this key if you wish to adjust the call volume during a call. From standby mode, press the [Vol Down] key to see the calendar. If you press the [Vol Up] key, you can enter the answering machine menu.
	CAMERA KEY	From the idle screen, press this key to directly access the [Camera] menu.
	WAP KEY	From the idle screen, press this key to directly access the [WAP] menu.

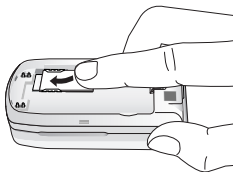
In order for you to use the phone the first time, you must follow the steps shown below.

Install the SIM card inside the handset.

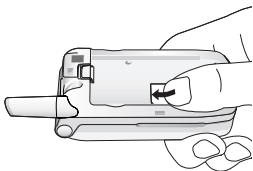
When you subscribe to a cellular network, you are provided with a plug-in SIM card loaded with your subscription information. (such as PIN number, available optional services, etc.)

If necessary, turn off your phone by pressing and holding the  key until a closing message appears.

1. Remove the battery from the phone.
2. Clear the SIM slot and install the SIM card into the slot.



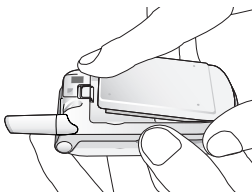
3. If you wish to remove the SIM card, push it in the arrow direction shown in the picture below.



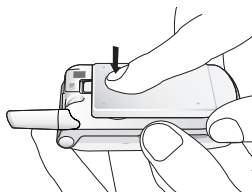
QUICK START

Installing the Battery

As shown in the picture below, fix the part (where the metal groove of the battery is located) into the groove at the bottom of the handset.



1. Insert the part (where the metal groove of the battery is located) into the groove at the bottom of the handset.



2. Then press the top of the battery until it snaps.

Charging the Battery

Your phone is powered by a charged Li-ion battery. Use only authorized batteries and chargers. Ask your Pantech dealer for further details. You may use the phone while the battery is charging. In case a battery has been installed in the phone, open the cover to the power adapter connector at the bottom of the phone and connect the adapter to the connector. The adapter is supplied together with the phone.

When the battery is fully charged, disconnect the adapter from the connector.

Getting started

- Turning your phone on
- Turning your phone off
- Making a call
- Ending a call
- Answering a call
- Adjusting the earpiece volume
- Browsing the main menu
- Inputting characters and numbers

TURNING YOUR PHONE ON

Press and hold the  key for approximately 3 seconds to turn your phone on.





TURNING YOUR PHONE OFF


Press and hold the  key to turn your phone off.

Press and hold the  key to turn your phone on.

Insert the SIM card into the SIM slot when the “Insert SIM card” message appears on the screen.

Enter your PIN number (up to 8 characters) to unlock the handset (if applicable). If the correct PIN number has been entered, the search for the subscribed network will start automatically.





In idle mode, enter the phone number with the area code. Press the  key to make a call. If you wish to make an international call, press  twice or press and hold  until the ‘+’ symbol appears on the screen. Then dial the country code, area code and telephone number. If you press and hold the  key, you can insert the ‘P’ pause symbol between each code and telephone number for a delay of 2 seconds.

You can also make an emergency call without the SIM. To make an emergency call, enter the emergency number and press .

ENDING A CALL

Press the  key to cancel or disconnect a call or just simply close the flip










ANSWERING A CALL

When the phone rings a melody or vibrates, if the service is available to you, the screen will display the name or telephone number of the caller. The caller's name will be displayed only when his/her telephone number and name are archived in the Phone Book. If you wish to answer a call in normal mode, simply press the  key. If you wish to answer a call, simply press the  key (when the Answer type is set to  or [Any Key]) and you can answer a call by pressing any key except the  key in [Any key] mode.



ADJUSTING THE EARPIECE VOLUME

If you wish to adjust the earpiece volume while speaking on your phone, adjust the volume key on the side of the phone to select the desired level from the 8 different volume levels.

BROWSING THE MAIN MENU

If you wish to enter the main menu from the idle screen, press the  key. Press the  or  key to exit the menu and return to the idle screen. With the navigation keys,   and  , you can select one item from the item menu. You can answer questions by pressing the  key for 'Yes' and the  key for 'No'.





INPUTTING CHARACTERS AND NUMBERS








Select the keypad of the number you wish to input. If you wish to input characters, you must be in the 'T9' mode (e.g. Phone Book, Message). For detailed information, see the 'T9' section in the Appendix. Press the  key to delete a character, If you hold the  key for an extended period of time, all characters on the screen will be deleted.

Basic Functions

- Speed Dialing
- Making an international call
- Making an emergency call
- Missed calls
- Phone Book shortcut
- Last number dialled/received/missed
- Call waiting
- During a call (Options during a call)
- T9 GUIDELINE



SPEED DIALING

There are two ways to make a call from the idle screen. The general method is to dial the destination number and press the  key; the other is to use the Speed Dial function. The Speed Dial allows you to make a call quickly without dialing the actual phone number. If the index number which is allocated to each phone number saved in the Phone Book is within the range of 2~9, simply press and hold the index associated with the phone number that you wish to call. Or you can enter  key and then the number key that corresponds with the index number, and then press  to call the number. If the index number is within the range of 10~99, enter two numbers of the index with the number key and then press the  key. Then the phone will attempt to call the phone number associated with the two-digit index number.


For example, if the index number is , simply press and hold that index shown in the Phone Book. Or you can enter  and  keys and then press  to call the number. If the index number is 34, press the number keys  and , and then press the  key. The range of index numbers available for Speed Dial is 2 to 99.

 key is the hot key for Voice mail.





MAKING AN INTERNATIONAL CALL

To make an international call, press  twice or press and hold  until you see a '+' sign on the screen. Once you see the '+' sign, dial the destination country number.



MAKING AN EMERGENCY CALL

You can make an emergency call by entering the emergency number and then pressing the  key. If you are within the GSM network range, you may make emergency phone calls in any country regardless of whether you are using an SIM card.






MISSED CALLS

If you miss an incoming call for any reason, a missed call message will appear on the screen as reminder. To return a missed call, select  → [Call logs] → [Missed calls]. Use the  /  key to locate the number you wish to call and press the  key to dial.


PHONE BOOK SHORTCUT

You may move directly to the Phone Book menu from the idle screen by pressing the  key of navigation. You can also store a phone number(s) in the Phone Book by dialing the number on the idle screen, pressing and holding the  key.

LAST NUMBER DIALLED/RECEIVED/MISSED

In order to view the list of recently made or received calls, press the  key. If you wish to make a call to one of the numbers on the list, use the / key to select the number. Press the  key to make the call. If you press the  key, information on the selected number will be displayed.

(A subscription with your Network Service Provider is needed to use this service. Please check with your Network Service Provider before using this function.)


On an incoming call, press the  key to select one of the following call options.

[MENU]


1. Answer: Accepts an incoming call.
2. Reject: Ends an incoming call without accepting it.
3. I am busy: Makes the message “I am busy” be heard to the caller without accepting an incoming call.

If another call comes in while you are on the phone, you may choose from the three options.

Press the  key to reject an incoming call.

Press the  key to hold an active call and connect to the incoming call.

DURING A CALL (OPTIONS DURING A CALL)

You may use different call options while engaging in a phone call by pressing the  key.










[MENU]

1. Phonebook
2. Messages
3. Volume
4. Hold
5. End current
6. Mute on
7. DTMF on/off

Each function is described below.


- **Phonebook:** Allows you to access the Phonebook menu during a call.
- **Messages:** Allows you to access the Messages menu during a call.
- **Volume:** Allows you to adjust the volume during a call.
- **Hold:** You may take another call while holding a currently active phone call.
- **End current:** This function ends the currently active call.
- **Mute:** When activating this function while using your phone, the recipient will not hear any sounds.
- **DTMF on/off:** Allows you to set the DTMF tone for On or Off.

T9 English

In the T9 English editor, basic usage is the same as using a computer keypad. For example, to write 'hello', type  where each number represents an alphabet. If you cannot find the desired word, you can get a list of candidate words by pressing . To shift between lower case and upper case letters, press . Press  to insert a period and  to insert a space. Use the / key to navigate through different insert modes. To change to the T9 symbol mode, press and hold . To change to T9 symbol mode, press and hold  key.



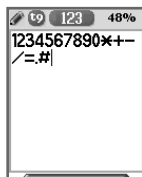
Multi-tap English

You can enter special English words such as names, nicknames, abbreviations, etc. T9 English has a dictionary function with which you can look up desired words. As with any other cell phone, candidate words will automatically show up after you input the first few characters. You may use the  key to switch between lower case and upper case letters, and also to move to the T9 mode.




T9 Number and T9 Symbol

This is the mode for entering numbers and symbols. You can select symbols from the Select window.



Menu functions

Menu Type

There are two types of menus: the basic menu and 'My Menu'. If you wish to use the main menu, press the  key. If you wish to use the My Menu option, press the left NAVI key.

Messages

Call Logs

Sound

Settings

Net Services

Organizer

Fun & Tools

STK

MESSAGES

SMS/EMS

EMS (Enhanced Messaging Service) is built upon SMS (Short Message Service) technology. You can add pictures, animations, melodies and emoticons to a text message and designate text properties through EMS.



Before getting started

First, check whether the service center number is set up. This number is usually provided by your service provider and stored in the SIM card.

[MENU]

1. Create
2. Inbox
3. Outbox
4. Archive
5. Settings
6. Used space



- **Create:** Write new messages.
- **Inbox:** Displays the list of received messages.
- **Outbox:** Displays the list of messages waiting to be sent.
- **Archive:** Displays the list of messages stored in the phone memory.
- **Settings:** See 'Detailed Functions of Settings.'
- **Used space:** Displays the current status of SIM.

(Total capacity of SIM memory, number of messages stored, number of messages unread)

Detailed functions of settings

[MENU]

1. Message center
2. Message lifetime
3. Message format






- **Message center:** Allows the URL of proxy relay or allows MMSC to be set.
- **Message lifetime:** Adjust the lifetime of messages (1 hour ~ 6 months).
- **Message format:** Determine the message format (Normal, Fax, Voicemail, ERMES, National paging, X.400, Internet)

Detailed functions of Used Space




1. Capacity
 2. Used records
 3. Unread records
- **Capacity:** Displays the amount of storage space in SIM memory
 - **Used records:** Displays the number of messages stored in SIM memory.
 - **Unread records:** Displays the number of unread messages.

Inbox, Outbox, Archive messages



Inbox

- 1 Choose the “Inbox” menu and press the  key to display the list of messages in the Inbox. Messages are shown with the caller number and the corresponding name in the Phone Book, if available.
- 2 To select a message, choose an item from the list and press the  key.
- 3 The chosen message appears on the screen. If the message contains an item, put the cursor behind the item. If the item is an animation, it will start to move. If it is a melody, you will hear sound.
- 4 Press the  key for menu options. You may choose from “Edit”, “Delete”, “Forward”, “Text Reply” and “Voice call”.

Outbox

- 1 Choose the “Outbox” menu and press the  key to display the list of messages in the Outbox.
- 2 Choose an item from the list and press the  key.
- 3 When the chosen message is displayed on the screen, press the  key.
- 4 Choose from “Edit”, “Delete” and “Forward” menu options.

● Archive

- 1 Select the “Archive” menu and press the  key to display the archive list.
- 2 Select the stored message, the data size will be displayed under the message. And press menu key.
- 3 You may choose from the “Info”, “Delete” and “Rename” menu options that appear.
- 4 If you press the  key from the “Archive” list, you will see the contents of the message.

Inbox and Outbox menu

[MENU]

1. Edit
 2. Delete
 3. Forward
 4. Text Replay
 5. Voice call
- **Edit:** Edit received and sent messages.
 - **Delete:** Delete a message.
 - **Forward:** Forward a received or sent message to another person.
 - **Text Reply:** Write and send a new message with the sender’s number set as the default.
 - **Voice call:** Make a call to the sender’s number.





Archive menu

[MENU]

1. Info
 2. Delete
 3. Rename
- **Info:** Displays the type of message (SMS/EMS), saved date and time, and data size.
 - **Delete:** Delete messages stored in the Archive.
 - **Rename:** Rename a message.

Creating/Sending/Storing a message

● Creating a message

1. Choose the “Create” option and press the  key.
2. While creating a message, you can choose “Insert Items” by pressing the  key.
3. From “Insert Items,” you may choose from Picture/ Animation/ Melody/ Message/ Emoticon.
4. “Predefined” and “Load” will be displayed on the screen.
5. Use the  key to choose an item and press the  key. The chosen item will be loaded.
 - **Predefined:** Loads items stored in your phone memory. (This does not appear on Picture/Message.)
 - **Load:** Loads the items that you stored in the file system.



File size limit for EMS files



- **Picture:** 16*16(pixel), 32*32(pixel)
- **Animation:** 8*8(pixel), 16*16(pixel)
- **Melody:** 128 byte

File extension names available for EMS items (for Load)

- **Picture:** *.wbmp
- **Animation:** *.awb
- **Melody:** *.imy

Text style

You may change the properties of text messages.





1. Press the  key while creating a message.
2. Choose “Text style” and press the  key.
3. You can choose from Underline/Bold/Strikeout.

(Note: This feature is not applicable to Chinese languages.)

T9 options


See the Appendix on how to use the Editor.

● Sending the message




- 1 After writing the message, press the  key.
- 2 Choose “Send” and press the  key.
- 3 You may input the recipient’s phone number or retrieve the number from the “Phone Book” via the  option.
- 4 After inputting the destination phone number, press the  key to send the message. You will see a sending animation and the transmission progress (e.g. 1/3) on the screen.

● Storing messages

Storing messages in the SIM card

- 1 Press the  key after writing a message.
- 2 Once “Saving message → Message saved” appears on the screen, the message will be saved to the SIM card.

Storing messages in the handset

1. Press the  key after writing a message.
2. Select “Archive” and press the  key.
3. Select “Save” and press «Save here» to input a filename for your message.
4. The message will be stored in the handset once you press the  key.

Receiving a message


When you receive a message, you will be alerted by a bell sound, and a “received message” animation will run on the screen. The number of messages received will then be displayed on the idle screen. (If you receive messages with multiple pages, the alert will sound when the last page is received.)

Messages stored in the SIM card

Received messages are stored in the SIM card. If the memory is full, you can no longer receive messages. In such a case, an icon indicating that SIM memory is full will be displayed on the idle screen. You can receive more messages by deleting stored messages.

Storing messages with attached files

You may store Picture/Animation/Melody/Message/Emoticon in the phone memory if the received message contains them. (Only user-defined items are possible.)

1. Place the cursor behind the item while you check the message.
2. Press the  key to set the file name and directory.
3. The message is stored in phone memory.
4. Stored items may be sent by going through the following steps under the 'Create' option: [Insert item] → [Picture/Animation/Melody/Message] → [Load].

Page limit in "Create"

The maximum number of pages allowed for each message under the "Create" option is 7 pages.

Every time a page is completed, a popup (e.g. SMS1) appears.

- Maximum words allowed per text-only message

English

153 characters * 6 pages + 1(input of the 7th page) = 919 characters

Chinese

67 characters * 6 pages + 1(input of the 7th page) = 403 characters

MESSAGES

MMS

MMS stands for multimedia messaging system that can send files taken from the digital camera, downloaded image files and sound files. The file limit for each object is 32KB, and the total message limit is 64KB.



Menu structure

MMS

Create : Creates and sends new messages.

Inbox : Displays received messages.

Outbox : Displays a list of messages to be sent.

Drafts : Displays a list of incomplete messages.

Sent : Displays a list of messages sent.

Archive : Shows stored messages.

Templates : Shows a list of templates that can be applied when writing new messages.

MMS	
1	Create
2	Inbox 0/0
3	Outbox 0/0
4	Drafts 0/0
5	Sent 0/0
6	Archive 0/0
7	Templates 0/0

MMS Settings

- **Save messages** : You can decide whether or not you will store all messages in the Sent mailbox.
- **Delivery receipts** : Use this function to check if a sent message has been delivered to the recipient, or to determine if you will send a Delivery Report demanded by an incoming message.
- **MMS center** : Sets the address of the MMS center.
- **WAP Profile** : Sets the configuration of the WAP profile used when receiving or sending MMS messages.
- **MMS life time** : Determines the lifetime of MMS messages.

MMS Settings	
<input checked="" type="checkbox"/>	Save messages
<input checked="" type="checkbox"/>	Deliver receipts
<input checked="" type="checkbox"/>	MMS center
<input checked="" type="checkbox"/>	WAP profile
<input checked="" type="checkbox"/>	MMS lifetime
<input checked="" type="checkbox"/>	MMS download
<input checked="" type="checkbox"/>	Spam filter

MMS Settings	
<input checked="" type="checkbox"/>	Save messages
<input checked="" type="checkbox"/>	Deliver receipts
<input checked="" type="checkbox"/>	MMS center
<input checked="" type="checkbox"/>	WAP profile
<input checked="" type="checkbox"/>	MMS lifetime
<input checked="" type="checkbox"/>	MMS download
<input checked="" type="checkbox"/>	Spam filter

- MMS download :

Automatic : New messages are downloaded onto the background as soon as they are received, and you receive notification when the download is complete.

On read: New messages are downloaded when you open the file.

- **Spam filter:** Sets a spam filter for MMS messages that are set as “Advertisement”.

Off: Receives all MMS messages.

Prompt if spam: Asks your permission before downloading spam messages.

Reject spam: Rejects all spam messages.

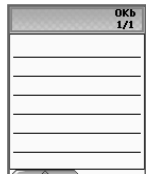


● Writing and sending multimedia messages


A new message may be written by selecting the “Create” option. Once you select this option, the screen displays the first page of an MMS message.

Along the top of the message screen is a status bar that shows the information and status of the message. This bar also shows whether the current page of the message contains sound, and the message size and page number of the message you are reading.

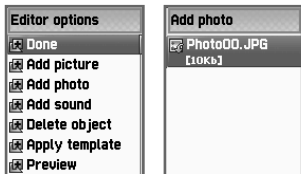
1. Select MMS from the Message menu, scroll to “Create” and press the  key.









2. Write your message. For example, you may write “Hello world”.

3. You may attach, change, or delete image or sound objects to the message. Using the  key enables you to use the following menu options.:



- **Add picture:** To insert an image, press the  key and select “Add picture”. Select a picture file (*.bmp, *.jpg, *.gif, *.png) from the list, and press the  key.
- **Add photo:** To insert an image file stored by the camera, press the  key and select “Add photo”. Select a picture file (*.jpg) and press the  key.



- **Add sound:** To insert a sound file, press the  key and select “Add sound”. Choose the desired sound file (*.imy, *.mid, *.mmf) by pressing the  key.
- **Change picture/photo/sound:** To change an object already inserted, press the  key and select “Change picture”, “Change photo” or “Change sound.” Select and change the desired file.
- **Apply template:** You may reorganize your current message by using stored templates.
- **Add page:** To add a new page, press the  key, and select “More” and then select “Add page.”
- **Delete object:** To delete an inserted object, press the  key and select “Delete object”. Select the object you wish to delete and press the  key.





4. Adjust the object properties of inserted images and sounds.

- **Object properties:** press the  key and go through the following steps Select "More" → "Object properties" → desired object (image, sound). Then press the  key. This function allows you to set the time for displaying a sound or image once the text message appears on the screen, or the extent of time the sound or image will be displayed







5. Adjust page properties.

- **Page property → Page layout :** Press the  key and select "More" → "Page properties" → "Page layout". You can choose whether you will position the image or text on top of a message.

- **Page property → Displayed for:** Press the  key and select "More" → "Page properties" → "Displayed for". You can set the length of time each page will be displayed before going on to the next page.



6. To check if a written message will be correctly displayed, press the  key and select "Preview". If the contents of the message are displayed correctly, press the  key → "Done".

7. When the address option menu appears, scroll to "TO" and press 'ok' key in order to select the phone number of a recipient. Press the  key to select the number from the Phone Book or directly enter the number. When the number is entered, moved to "Add address" and press the  key to exit.




8. Move to "Subject" and enter the message title.
9. For additional configuration of message properties, select "More" and set the priority level to "Normal", "High", or "Low".
10. If a message has been written, you can either send it right away or send it later by saving it. To send it immediately, select the "Send" option. To save it so that you can send it later, select the "Send later" option.




Address options
Send
Send later
To:
Subject:
CC:
BCC:
More



● Receiving Messages

When a new MMS message has been received, the message alert function is activated, displaying a new message icon on the idle screen.






1. Select "MMS" from the message menu, move to "Inbox" and select the message by pressing the  key.
2. The message will begin downloading with the display of a receiving screen.
3. Once the download is complete, the message will be displayed on the screen.

● Read Message and its functions

1. Choose a message box (Outbox,Inbox).
2. Choose the message you wish to read and press the  key or press the  key and select "Read".
3. Press the  key and choose "Select." This option has the following functions.


- **Play:** Displays an image or plays a sound file attached to the current page. (This function is activated only if there are 2 or more pages.)
- **Play from start:** Displays an image or plays a sound file starting from the first page. (This function is activated only if there are 2 or more pages.)
- **Step forward a page, Step back a page:** Moves to the previous or next page depending on the option you choose. On your handset keypad, you may perform this function by using the  /  keys.
- **Edit:** Edits the current message.
- **Delete:** Deletes the current message.
- **Reply:** Writes a reply message.
- **Move to:** Moves a message to a desired message box.
- **Forward:** Sends received mail to a third party.
- **Archive:** Moves a message to the Archive.
- **Save as template:** Saves the current message as a template. You may apply the saved template when writing a new message.
- **Object:** Saves all objects included in a message.
- **Details:** Shows detailed information of a message.

● Storing message objects


1. Select a message box.
2. Select the message you wish to read and press the  key, or press the  key and select "Read".
3. Press the  key and select "Object".
4. Select an object you wish to store and press the  key.
5. Edit the file name to be stored and press the  key to save.

MESSAGES


● Deleting a message

1. Choose a message box.
2. Choose the message to be deleted and press the  key.
3. Select “Delete.”

● Moving a message

1. Choose a message box.
2. Choose the message to be moved and press the  key.
3. Select “Move to” to move the mail to the desired message box.

● Editing a message

1. Choose a message box.
2. Choose the message to be edited, press the  key and select “Edit.”
3. Follow the steps for writing a message.

Voicemail



[MENU]

1. Call
2. On
3. Off
4. Settings



You can connect to the voice mailbox provided by your network service provider and listen to your voicemail messages. If you select the “Call” option, the phone will automatically dial the designated number for your voice mailbox.

Each option is described below.

- **Call:** Makes a call to the pre-defined voice mailbox system to receive voicemail.
- **On:** Makes a call to your voice mailbox to activate voicemail service.
- **Off:** Makes a call to your voice mailbox to deactivate voicemail service.
- **Settings:** See the “Settings” section below.

● Settings

1. Box numbers

Sets Home Mbox / Roam Mbox / Voice no./ Message no./ Disable no. / Enable no. respectively

2. Sets the voicemail alert by call to inform you of voicemail arrival

3. Sets the voicemail alert by SMS to inform you of voice mail arrival

4. Alert match-Sets the message to be displayed when a voice mail arrives.

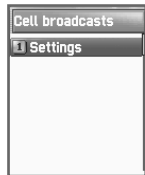


● Cell broadcasts



● Read info

You can read cell broadcast messages sent by your network service provider.



MESSAGES

● Settings

Enables you to select preferred topics and languages.





Language

You can specify the language of the message. You may also add new languages or delete existing ones.

- 1. Insert:** This function is used when you add a new language. Newly added languages are displayed at the top of the language list.
- 2. Add to End:** Same as “Insert,” except newly added languages are displayed at the bottom of the language list.
- 3. Delete:** Deletes a language from the language list.

Set Info

You can set message topics.

- 1. Create subject:** Use this function to add a new subject to the current subject list. You may add, edit or delete a subject by pressing the  key from the listed subjects.
- 2. Current list:** Shows the currently stored subject list. You may add or delete a topic by pressing the  key from the listed subjects. You may choose up to a maximum of 2 subjects from the current list.

For more information, contact your network service provider.

With this function, you can maintain received calls, dialled calls, missed calls, clear logs, call info, GPRS info.

Received Calls

Displays the list of received calls and has the following sub-functions: edit, view call logs, add to P-Book, send SMS and delete.



Dialled Calls



Displays the list of outgoing calls and has the following sub-functions: edit, view Call logs, add to Phone Book, send SMS, and delete.


















Missed Calls

Displays the list of calls you've missed and has the following sub-functions: edit, view call logs, add to Phone Book, send SMS, and delete.



From the Call Logs screen, scroll to the desired list and press the  key. If there is nothing saved in the list, the phrase "List Empty" will appear on a guidance window for approximately two seconds before returning to the previous window state. The sub-menu (pop-up menu) of the above list will appear when you press the  key. If you wish to delete the contents of the list, select the "Clear logs" function.

- **SEND OPTION:** If you wish to make a call to a number in the phone number list, scroll to the desired phone number and press the  key.
- **MENU OPTION:** You may use the following sub-options under the phone number selected by using the scroll bar.
- **EDIT:** You may use the "SEND OPTION" after editing the selected phone number by using the  /  keys. (This function is used only for received calls/ dialled calls/missed calls')
- **VIEW CALL LOGS:** If you wish to see detailed information on the selected phone number, press the  key after scrolling to the desired phone number. Otherwise, press the  key after pressing the  key to display the pop-up menu and scrolling to "View call logs." To close the log window, press the  key and you will return to the previous phone number list.
- **ADD TO P-BOOK:** To save a phone number to the Phone Book by using the "Add to P-Book" function, scroll to the phone number to be saved and press the  key to display the pop-up menu. Select the "Add to P-Book" option, and press the  key. The number after selecting the type, it pressing the  key or number key {1 is home, 2 is mobile, and 3 is office} press. This will enable you to use related functions. The phone numbers already saved will not appear in the pop-up menu.

- **SEND SMS:** To send an SMS message using the number in the phone number list, scroll to the desired phone number, and press the  key, scroll to "Send SMS" and press the  key. This will enable you to perform related functions.
 - While or prior to performing a function, pressing the  key will take you to the idle screen, and pressing the  key will take you to the previous screen. After display of the "pop-up menu upon pressing the  key," the menu will disappear if no key is pressed for ten seconds.

Clear Logs

Deletes received, dialled, or missed calls data, or the entire call list (select "All calls").



CALL LOGS

Call Info



Call costs

Records call costs. The maximum cost of a call can be set to avoid overcharge.



Last call

Displays the cost of the last call.

All calls

Displays the costs of all calls. You can clear logs with PIN2 authorization.

Clear logs

Clears all logs of call costs after you enter PIN2.

Cost units

Read the defined unit or set the unit of cost in the service area. You may select from the following two options:

- **Read units:** Read cost units.
- **Set units:** Set the current cost unit and cost per unit.

Max cost

Set the maximum value of a defined call cost via PIN2 authorization.

This function has the following two sub-options:

- **Read limit:** Read the maximum limit of a unit.
- **Set limit :** Set maximum units.

- **Call timers**

Records calling airtime.



Last call

Displays the airtime of the last call.

Dialled calls

Displays the airtime of the Dialled calls.

Received calls

Displays the airtime of the Received calls.

All calls

Displays the airtime of all calls.

Reset call time

Resets the time recorded for Last Call or All Calls.

CALL LOGS

GPRS Info



Current connection

Shows, in kilobytes, the current volume of data sent and received via GPRS.

All connections

Shows, in kilobytes, all data sent and received via GPRS.

Last connection

Shows, in kilobytes, the volume of the most recent data sent or received via GPRS.

Clear logs

Clears the logs related to GPRS.

You may set tones for ringing, messages, keys, flip opening, etc.

● Ringing Settings



● Ring type

- **Ring tone:** Operates the sound selected from Melody, Bell Sound, Voice Sound, Natural Sound, and My Melody.
- **Vibration:** Operates only in vibration mode.
- **Vib then Ring:** Vibrates and then rings.
- **Vib and Ring:** Vibrates and rings simultaneously.
- **Ascending:** The ringing volume keeps rising.
- **None (Quiet):** Only the lamp flashes without any sound or vibration.



● Melody type

There are five types of ringing tones: Melody, Bell Sound, Voice Sound, Natural Sound, and My Melody. Each of them has several different melodies.

You can insert up to 5 different melodies in My Melody. You can set these melodies as follows: [7. Fun & Tools → 2. Downloaded → 3. Melody → → "Set as ringtone"]. Please note that you can delete the melodies only through the [3.1 Ringing Settings]. When the melody type is My Melody, if you scroll to the melody name below My Melody, a hidden menu will appear. At this time, select and then "Delete" to delete the melody.

● Ringing Volume

There are 8 different volume levels (0~7) available for volume adjustment.

Message Alert



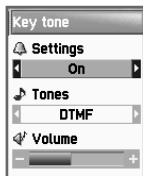
- **Select mode:** Once/Every 2 mins/Every 5 mins/Off. If you select Every 2 mins/Every 5 mins, the message tone will ring every 2 mins/5 mins if a message has not been checked.
- **Tones:** You can choose a message alert tone among three tones: Bell 1/Bell 2/Bell 3.
- **Volume:** There are 8 different volume levels (0~7) available for volume adjustment.



Key Tone



- **Settings:** On and Off functions of the Key Tone.
- **Tones:** DTMF/Voice/Bell 1/Bell 2 /Bell 3 /Bell 4 /Bell 5/Beep.
The Key Tone is applied to number keys ' * * ' key and ' # 0 6 ' key.
The 'Voice' and 'Bell 1' options work only on the idle screen.
- **Volume:** There are 8 different volume levels (0~7) available for volume adjustment.



Flip Open Tone



- **Settings:** On and Off functions of the Flip open tone.
- **Tones:** Bell 1/Bell 2/Bell 3 This is the melody that rings when you open your phone flip. (There is no melody when you close the phone flip.)
- **Volume:** There are 8 different volume levels (0~7) available for volume adjustment.



Sound Effect



Connection/Minute minder/Disconnection/Area alerting /On & Off melody/Menu moving This function provides a melody option for the selected item(s). (one melody)





[Operating Method]

- Bell/Vibration/Volume

From the Sound Menu, select Sound Setting.






Select Bell/Vibration/Volume by using the  /  /  /  key. Press the  key to save the selected item.



If you do not wish to save, press the  or  key to exit the menu.

(: exits to the previous stage. : exits to the idle screen.)

- Message Tone Setting

Select the Message Alert menu.








Select Mode/Tone/Volume by using the  /  /  /  key. Press the  key to save the selected item.


Once: operates only once Every 2 mins: operates every two minutes Every 5 mins: operates every five minutes. If you do not wish to save, press the  or  key to exit the menu.

(: exits to the previous stage. : exits to the idle screen)

- Key Tone Setting

Select the Key Tone menu.

Select Setting/Tone/Volume by using the  /  /  /  key. Press the  key to save the selected item. If you do not wish to save, press  or  key to exit the menu.

(: exits to the previous stage. : exits to the idle screen)

For the Key Tone function, the changed tone applies only to number keys.

- Flip Open Tone

Select the Flip Open Tone menu.

Select Setting/Tone/Volume by using the / / / key. Press the key to save the selected item. If you do not wish to save, press the or key to exit the menu.

(: exits to the previous stage. : exits to the idle screen.)

Flip Open Tone: the tone that rings when you open the phone flip.

- Sound Effect

'Connection' is the tone that is connected to making an outgoing call. 'Minute minder' is a one-minute alert tone.

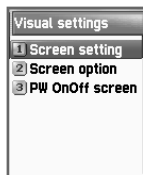
'Disconnection' is the tone that rings when an outgoing call is disconnected. 'Area alerting' is the tone that rings when you are out of the service area. 'On & Off melody' is the tone that rings when you turn your phone on or off. 'Menu moving' is the tone that rings when moving among the menus. The / key allows you to select each item within the menu. Use the / key to select Set/ Unset. Use the key to save changed contents. If you do not wish to save, press the or key to exit the menu.

(: exits to the previous stage. : exits to the idle screen.)

SETTINGS

This menu allows you to check or edit functions related to the screen, date, time, etc.

Display



Visual Setting



Screen Setting



You may set any image shown below.



Idle screen image



Power On screen image



Power Off screen image



MTCall screen
image



MOCall
screen image



Dialling
screen image

You can change the image to fit a specific situation by moving to the desired situation, using the key to move the Select bar downward, and using the / key again to select the desired image. If you do not wish to change the image setting, press the or key to exit the menu.

Screen Option



You can select three different screen options in this menu.

Screen option: Select the display options for the idle screen.

Display string: Change the text string displayed on the idle screen.

Font color: Change the font color.

Move to each item using the / key.

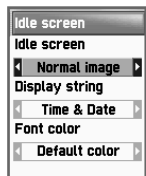
- Screen option

Use the / key to select one of the four idle screens.

Normal image: Displays the image set in the Screen Setting menu.

Analog clock: Displays the analog clock screen.



Calendar: Displays the calendar as the background.



SETTINGS

User define image: Sets an image taken from your cell phone camera or downloaded from the Internet as the background. This option can be set in the [Camera], [Album], [Fun&Tools], and [Download] menus.

- Display string

Use the  /  key to choose one of the three text string types for the idle screen.

Time & Date: Shows the current date and time. To change the display setting, follow these steps: [setting]-[Date & Time]-[Display].

Greeting: Shows a greeting message input by the user. To set the greeting message, follow these steps: [setting]-[display]-[greeting].

D-day: Displays the D-day schedule. To enter the D-day schedule, follow these steps: [organizer]-[scheduler]-[menu key]-[View all event]-[menu key]-[On D-day]

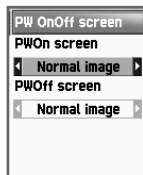
- Font color

You can change the colors of all texts used in your handset. The colors available are: default color, red, blue, green, and dark gray.

PW OnOff Screen



In the album, you can set the animation of pictures taken by a camera as a Power On or Power Off. This setting will be automatically set as a User Defined img. If you choose a normal image from the current menu, the built-in animation will be displayed.



● Greeting



Once the Greeting function is set, the greeting message is displayed instead of an animation every time the handset is turned on. This message can be used in the idle screen as well. To set the message, follow these steps: [setting]-[display]-[visual setting]-[screen option]-[display string]-[greeting].

● Backlight



Sets the backlight level for the Main and Sub-LCD. Use the key to scroll to a particular item and the key to adjust the level.



- **Light Level:** Indicates the level of brightness of the backlight when it is turned on. There are four levels that can be set. (Off, Low, High, Maximum)
- **Minimal Brightness:** Set the brightness of the backlight when the Light Duration expires. This cannot be higher than the current light level and, like the Light Level, there are four different levels. (Off, Low, High, Maximum)
- **Light Duration:** The backlight light level of the handset is automatically changed to the set level in Minimal Brightness when no entry is made within the set time. (Always off, 5 sec, 10 sec, 20 sec, Always on)

SETTINGS

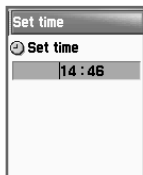
Date & Time



Set Time



Input the desired time and press the [OK] key to set the current time. If the time is set to a 12-hour format, press the '*' key in your handset to convert between am and pm modes.



Set Date




To set the current date, using Navigation key move the select box to the desired date and press the [OK] key. Press [1 am] or [3 der] to switch to a different month.



Set Time Zone




Select the desired time zone and press the  key to edit the current time and save it as the current time.

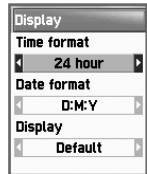


Display




You can set the time display format for your handset.

- **Time format:** Press the  key to change between the 12-hour format and 24-hour format.
- **Date format:** You can change the date display format to D:M:Y, M:D:Y, or Y:M:D.
- **Display:** You can set the time-related display. Choose between Time Only, Date Only, and Date & Time.



SETTINGS

Language


Sets the language to be used in your handset. Scroll to the desired language in the language list and press the  key to be being using the language.



<Information> If you choose 'Automatic', the settings will change to the setting fixed in your SIM.

Reset Settings



You can use this function to set all of your saved data as default values. From 'Reset settings,' enter the handset password and press the  key when 'Restore factory settings' appears on a separate screen. This will make save all values saved in the handset as default values, and the handset will be rebooted automatically.



Information



Own Number



This function allows you to input, save, and edit your own phone number. If no phone number has been saved, the 'List Empty' screen will appear. If you press the key at this stage, the Edit screen will appear to allow you to edit phone numbers. Once the numbers are entered and saved, they will be available from your handset.

If you already have a phone number saved, press the key and select one of the following functions.

[You can save only two numbers]

- **Edit:** Edits saved numbers.
- **Add:** Adds new numbers.
- **Delete:** Deletes saved numbers.

<Information> You can save up to two Own Numbers.

Software Version



Allows you to check the software version of your handset.

SETTINGS

Auto Power Alarm



If an alarm is set on the auto power alarm on/off function and your phone is turned off, the alarm will ring automatically at the moment your phone is turned on at the time designated by the alarm. After the alarm, the handset power will be automatically turned off.



Answering machine



A unique feature of Pantech mobiles is the Answering Machine function, by which a user can record up to 10 messages. The user can also overhear the recording and can choose to accept or reject the call.



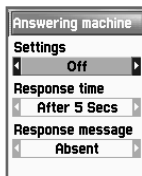
To access answering machine press → →

Settings



Settings:

You can turn on or off the answering machine by selecting this button. Press the right or left key to change between the On and Off. When the answering machine is activated, a “mike” icon appears on the idle screen.



Response Time:

You can set the response time before which the answering machine becomes activated. One can choose a response time of 3 secs. 5 secs. or 10 secs.


Response Message:

You can choose between a set of 3 predefined messages and one user defined message as their choice of response message, when an incoming call is received.

- **Absent:** "I am not available right now, please leave a message after the tone."
- **Meeting:** "I am in a meeting right now, please leave a message after the tone."
- **Driving:** "I am driving right now, please leave a message after the tone" User message is a message that the user can record by themselves. The next menu explains this.

● Recording





By selecting this key, one can record messages of their choice to be played on the answering machine. Press  button to start recording, by speaking clearly into the mouth piece/ microphone. Maximum recordable time is 15 secs. Once a message is recorded, User Defined Message is automatically selected as the Response Message.

SETTINGS

User message






Select this key to hear the recorded message. Press  button to hear the recorded message. In case the user wishes to delete the recording, press  key and select “Delete”. Message can be re-recorded by selecting the “Recording” key again. If message is deleted, the answering machine is reset to “absent” mode. (“I am not available right now, please leave a message after the tone”)




Recorded message




This key is selected to hear all recorded messages. To listen to the recorded messages, select the recorded message by moving the down/up arrow key and press  button on the selected message. To delete the recorded message, press  button and select “Delete”. A maximum of 10 messages can be recorded in the answering machine. The answering machine will not work when full capacity is reached (10 messages). Users can listen to the message being recorded by hearing into the ear-piece and can connect to the call any time during the recording by pressing the .





Whenever a message is recorded, a “Recorded Message” sign giving the number of recorded messages is displayed on the sub-LCD. When flipped open, the main LCD gives the same display. To view the Recorded message, press  key.

A “Audio-cassette” type icon appears on the idle screen, in case there any unread/unheard messages among the recorded messages.

Pantech phones have also developed a unique feature by which a voice call or a SMS message can be made to the person who has left a message. To access this function, select the recorded message to which the voice call/SMS needs to be made, then press  button and select "Call" or "Send message".

Shortcut

In idle screen, press the side volume  key (short press) to access the answering machine function.

When the answering machine is activated, users can connect to an incoming call any time while ringing or while recording by pressing the  button.

Voice LED



The outside LED glitters according to the level of human voice during a call.

- **On:** Uses the Voice LED function.
- **Off:** Clears the Voice LED function

Divert Calls



Divert calls: You can forward your incoming calls to a preset number.



All Calls



Divert all calls: You can forward all voice calls, data received, fax, and message services to another number.

On

This sets the “Divert Calls’s” option for all incoming calls. If you select ‘On’, a screen will appear asking you for the number to forward to. After entering the number and pressing the key.

Off

Cancels the setting for the “Divert all calls” function.

Status

Displays the status of the current setting.



By Service

You can divert all services , make an individual setting for each service , or choose all services except messages .

● When Busy



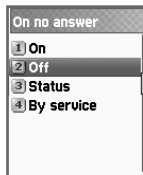
Diverting calls when busy: This forwards incoming calls to another number set by you when you are on the phone. You can set this function in the same manner shown in “Divert all calls”.



● On No Answer



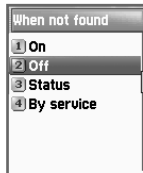
Diverting calls when there is no answer: This forwards incoming calls to a different number designated by you if you do not answer your phone within a designated time (between 5 and 30 seconds).



● When Not Found



Diverting calls when out of range: This forwards calls to a number designated by you if you are out of the network service area. You can set this function in the same manner shown in “Divert all calls”.



● Cancel All



Cancels all current settings for diverting calls.

● Call Settings



Call settings: Sets all additional options available for use when making or receiving calls.

● Answer Type




Answer type: Sets the method for answering incoming phone calls.



Flip open


Answer the phone by opening your phone flip.

Send key

Answer the phone only by pressing the  key.



Any key

Answers the phone by pressing any key except the  and  keys.

Auto answer

Automatically answer an incoming phone call after 10 seconds.

● Call Waiting



Call waiting: This function lets you know if you receive an incoming call while you are on the line.



● Caller Number



Caller number: Displays the phone number or name of the calling or called party. This function is dependent on whether or not you are subscribed to Caller ID service and also the settings of the caller.



- **Show caller no.:** It shows my number in the counterpart.
- **Hide your no.:** It hides my number in the counterpart. (Network dependent)
- **Show called no.:** It shows the number calling to me. (Network dependent)
- **Hide if called:** It hides the number calling to me. (Network dependent)

● Automatic Redial




Automatic redial: In the case of call drop when you attempt to make a call, the number will be automatically redialed 2 to 4 times. You cannot set the number of attempts to be made.

● Network Settings



● Preferred N/W



Setting to the preferred network: You can view the list of networks available to you. Press the  key and you will see the following sub-options.

- **Insert:** Inserts your preferred network to the top of the list.
- **Added to end:** Adds the network to the end of the list.
- **Delete:** Deletes the selected network item.

Your phone provides the profiles of several different service providers in many different countries. This menu allows you to select and register service providers of your choice (preferred network).

● Add new N/W



You can register a new network by the following steps.

- **Country code:** Enter the country code (3 digits) on the given screen.
- **Network code:** Enter the code (2 digits) of the network you wish to use.
- **Enter name:** You must enter the name of the network manually.

This menu also has the following sub-menus.

- **Add:** Adds a new N/W.
- **Change:** Allows you to edit the contents of a network item.
- **Delete:** Deletes the selected network item.

In the “(1) Preferred N/W” items, use this menu to add a service provider other than those already stored.

● N/W selection



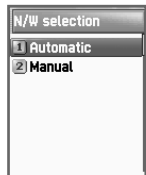
This function allows you to prepare a list of network providers and select the preferred network provider.

Automatic

Automatically selects the network.

Manual

Allows you to select a network of your choice.



● Change password



The network password is available from your network service provider. It is also used for setting Network Call Barring options and is not the same as your SIM card PIN1.

● Security Settings



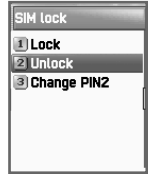
To continue with this menu, you must first enter your password (PIN1). If you fail to enter the correct password three consecutive times, the PIN1 will become blocked and you will return to the idle mode. Security settings allow you to block unauthorized personnel from using the phone. As such, you can bar services if your phone gets lost or stolen. You can change the passwords (PIN1 or PIN2) and set or cancel security settings. Such services include: Call Barring (barring sending/receiving) and FDN (Fixed Dialing Number). To change the settings of those services, you must first enter your PIN2 password.



SIM lock



- **Lock:** Allows you to set the function so that PIN1 must be entered before proceeding to the idle screen once your cell phone is turned on.
- **Unlock:** Allows you to set the function so that you can proceed to the idle screen without entering PIN1.
- **Change PIN:** This is a menu displayed when the SIM lock setting is set to Lock. It allows you to change the PIN1 number at your discretion.
- **Change PIN2:** It allows you to change the PIN2 number at your discretion.



Handset lock



You can completely lock the phone by disallowing any calls when the password is incorrectly entered at the time the phone is turned on. Once your phone becomes locked, it cannot be unlocked even if the SIM card is replaced with another one. You can, however, use the emergency calls function even when the phone is locked.

This function has the following sub-menus.

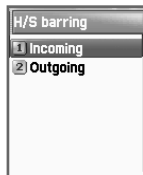
- **Unlock:** Allows you to set the function not to limit calls or access to menus.
- **Call only:** Regular calls are freely allowed, but the handset password must be entered to access menus.
- **Lock:** Only emergency calls are allowed. To access menus or for regular calls, you need to enter the handset password.
- **Change code:** Allows you to change the handset password at your discretion.



● H/S barring



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



Incoming

Rejects all incoming calls. You can set this function by selecting ON/OFF in the menu.

Outgoing

This function bars outgoing calls. You have three options for this function. (1) Bar all outgoing calls, (2) Bar outgoing calls for specified numbers (e.g. with a designated prefix), and (3) Do not bar. If you select option (2), the bar list is displayed. You can either set the function here by selecting the entire list or use the pop-up menus such as 'add', 'edit', 'delete', and 'Clear all' If you attempt to make a call after setting the barring function, the message "Call failed/Call barred" will appear on the screen.

● N/W barring



This function is available only if the service provider provides such a function and you have subscribed to it. Like the “Divert Calls” service, you can set this function to the entire basic service group or make individual settings for each service. You can set each of the following services to On/Off: (1) All services, (2) Voice calls, (3) Data, (4) Fax, (5) Messages, and (6) All except messages. Any attempt to change the settings will require inputting the handset password.

Foreign calls

Barring of Outgoing International Calls (BOIC): Bars all outgoing international calls.

Only Local/Home

Barring of Outgoing Calls except those directed to the HPLMN Country (BOIC-exHC): Only calls to the Home PLMN country are allowed. Calls to all other countries are barred.

Bar incoming

Barring of All Incoming Calls (BAIC): Bars all incoming calls.

Incoming abroad

Barring of Incoming Calls when Roaming Outside the Home PLMN Country (BIC-Roam): If you are using the roaming service in a country other than the Home PLMN, this bars all incoming calls.


Outgoing calls

Barring of All Outgoing Calls (BAOC): Bars all outgoing calls.

NET SERVICES

The call list where the barring will be set is displayed.

Select one item from the call list.

Press the  key.

- **On:** Sets barring on a specific call.
- **Off:** Releases the call subject to barring.
- **Status:** Shows whether or not the current call has been barred.

Clear all

Deactivates the barring items set through the [1-5] menu. You will be asked to enter a network password.

● Fixed dialing



Fixed dial

Fixed Dialing Numbers (FDN) is a service function that allows calls only to specific numbers of the phone numbers saved in your SIM.

To set/release this function, you are asked to enter the PIN2 password.

Fixed dial list

Displays the phone numbers saved on the FDN list.

● CUG settings



List CUGs

Displays the CUG name list entered by you. Select the CUG name. Press the  key.

- **Add:** The newly created CUG name positions itself at the bottom of the CUG name list.
- **Edit:** Edits the CUG name and index.
- **Delete:** Deletes the CUG name and index.
- **Clear all:** Deletes listed CUG names and indexes.

Select

1. Displays the CUG name list entered by you.
2. If you select the CUG name, the CUG is set as your selection.

ORGANIZER

In organizer you can set alarms, record important events, make notes, use a calculator, use a stop watch function and convert measures.

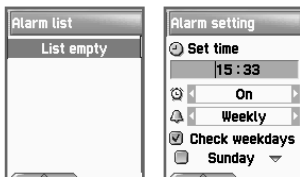
Alarm



You can set alarms to ring for once, or on a daily or weekly basis.

Adding and deleting alarms

Press key → then press key.




Set the alarm time and move down once with the On/Off toggle bar, and select ON or OFF. In the next scroll bar, you can choose whether the alarm will ring once, daily or weekly at the alarm time set in the above.

Repetition type: once, daily, weekly

If you choose [once], then it will ring just once on the given Alert Date and Time. If you choose [daily], then it will ring everyday at the given time. If you choose [weekly], then it will ring at the given time on the specific weekends you choose by pressing the direction key [▶].



Selecting the alarm melody

When you press the  key from this screen, a popup window will appear. In this window, select the [Melody] to choose an alarm melody that you like. If you check the [On Morning Call] option, the alarm will ring even if your handset is in the <Etiquette Mode>.



You may register up to five alarms.

Scheduler






You may record an important event by setting a short note and alarms on the calendar. You can move the <red square> cursor by using the direction keys.



[The above figure shows that an event has been registered.]





Erasing and adding events







Move the <blue square> cursor to the date you wish to insert an event. Press , and then select [Add Event]. Or you may press the  key, and then  and select [Add Event]



Then you will see the screen shown below. You can move up or down by using / direction keys.

You can select the options by using the / direction keys.




- 1. Event:** You can choose the type of the event. (options: meeting, call, restaurant, entertainment, birthday, travel and others.)
- 2. Memo:** You can access this feature by pressing any key except: , , ,  keys. This allows you write a short note.
- 3. Time:** Records the event time.




4. **Alarm alert:** You can set when the alarm will ring. (Option: you can choose 'on time', '1 hour before', '2 hours before', '1 day before' '2 days before' or 'no alerting')
5. **Repeat:** You can set how often the event happens, (Option: once, daily, weekly, monthly, or yearly.)
ex) For a birthday, you may choose 'yearly'.
6. Press  key to set an event alarm melody.
7. Now that everything is set up, press  to save the event.



When a new event is set on a date, it is marked on the calendar. You can see the event registered on that date at the bottom of the calendar. Press  to see the detail of the events.



ORGANIZER

You can see the pop up menu by pressing  key.


- **Add event:** Adds a new event to the selected date.
- **On d-day:** Shows you how many days are left until the event.
- **Delete and delete all:** Deletes one or all of the events registered on the selected day.
- **Memory info:** Shows the number of events registered.



Seeing all the events registered on the calendar

Press  key and select [view all event]

Moving to a specific date

Press  key and select [Go to date]



Memo

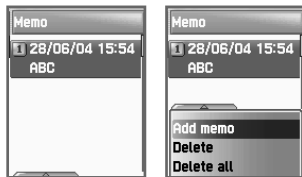




Allows you to keep short notes on your cell phone.



Press , then you will see the following sub menus.

1. **Add:** You can create a short note.
2. **Delete:** Delete the selected note.
3. **Delete all:** Deletes all notes.



After you are done with the writing, press  key to save the note. From the memo list screen, press  key to see the contents of the selected note. You can keep up to 20 notes.

ORGANIZER

Calculator



Adding, subtracting, multiplying, and dividing of decimal numbers are supported. Use the to select a calculation type, and press to get the result. Use the key to input a decimal point, and the key to change a symbol



Example: $6 \times 5 / 2 + 2 =$

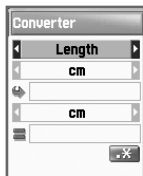
[Keypad], [Scroll Left], , , [Scroll Right], , , [Scroll Up], ,




Converter



In converter, you can convert measures such as length, area, volume and weight from one unit to another. Basically 'length' includes cm, m, inch, feet, yard and mile. 'Area' includes sq. m, a, sq. feet, sq. yard and acre. 'Volume' includes cu. cm, cu. m, Liter, cu. inch, cu. feet, cu. yard, gallon. And 'weight' includes g, kg, t, grain, oz, pound.

Select the measure among length, area, volume and weight pressing or . After moving downward by using the , select a calculation unit by using the key or key. Enter the target value by using the keypad. Use the key to input a decimal point.






Press  to go to the bottom. Then press the  or  key to select a calculation unit of the measure covered. When a calculation value is entered, or every time the calculation unit of measure changes, the converter generates the corresponding results.

Some units cannot be converted to another units. In such case, the resulting value becomes "0." If the values are beyond the calculation capacity available with the phone, the resulting value also becomes "0."

Stop Watch



You can time an event using the stopwatch function. Use the [navigation] key to use the stopwatch function. Press 'start'  to time an event, press 'pause'  to pause timing. Press 'reset'  to clear the time and 'wait'.



Game



Photo Puzzle



• How to Play

This game is a kind of jigsaw puzzle. User can select game type. In terms of Game Type, there are two types of game: Swapping and Sliding type in Photo Puzzle. Swapping Type is a game that the player selects the piece by moving the direction key and after the player moves the selected piece to the wanted place, the player implements the place selected then, the places of two pieces will be exchanged each other. Sliding Type is a game that has empty spaces and the player pushes the pieces into the empty space with the direction key and the completed image is matched up to the original image correctly and then, the game stage will be cleared.

• Controls

Key	In Menu Screen / In Game Execution
2/Up	Moving Upward
8/Down	Moving Downward
4/Left	Change the Game Stage / Move to Left
6/Right	Change the Game Stage / Move to Right
5/OK(select)	Confirm / select or cancel

Downloaded

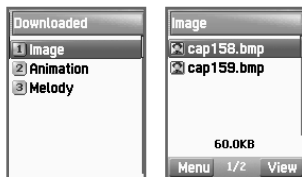


You can see the list of image and melody files downloaded through EMS/MMS or mobile services. You can also delete, change file names and see the file information, as well as change the background and view image files.


Image




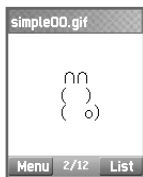
View a list of image files.





Use the  /  navigation keys to select images.

These are the downloaded image files. You can see the information of the size of the selected file on the bottom. Use the  key to choose a file.


In order to view the selected file, press the  key on the file you wish to view. (If the selected file is a melody, it will be played.) (Images over 256 X 256 cannot be viewed.) You can select a Menu while viewing the selected file.



* In this state, you can use up/down scroll to directly view or play prev, next files.

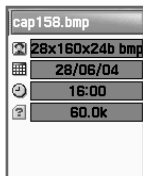
If you want to edit the image file, press  key. When the file menu screen pops up, select the option you want and press .



Set as wallpaper: Press  key and wait until the progress bar is finished.



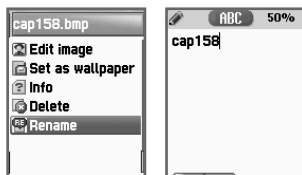
Info: You can see the basic file information, the number of pixels (width and length) of the image, and the resolution.



Delete: Deletes files.



Rename: To rename a file, press key to go into the editing screen. After modifying the file name, press key

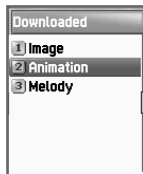


* Press key or key to exit from the file menu screen.



Animation





This is the list of the downloaded animation files (Animation wbmp files only. You can see animation gif files in the image menu.). You can see the size of the selected animation file at the bottom the screen. Use the / key to select a desired file. It will support only in under than 64Kbytes and width and height are under than 255*255. In order to perform tasks for animation files, press key. When the file menu pops up, use the Key to select the file and press key.



FUN & TOOLS

- **Info:** You can view the basic file information, the number of pixels (width x length) and the resolution of color.
- **Delete:** Deletes files.
- **Rename:** Renames a file name. Press  key to go into the Editor screen. Input a new file name and press  key to save.


* Press  key or  key to exit from the file menu screen.

Melody



You can see the list of the melody files downloaded.




On the bottom of the screen, you can see the information on the size of the selected melody file.



Use the  key to select a desired melody file. In order to perform a task on

a melody file, press  key. When the file menu

screen pops up, use the  /   key to select a desired melody file, and then press  key.



- **Set as ringtone:** Registers bell tones. Press  key and wait for the progress bar to end.
- **Info:** You can see the basic file information and audio type (e.g. midi, melody).
- **Delete:** Deletes a file
- **Rename:** Changes a file name. Press  key to go into the Editor screen. Enter a new file name, and press  key to save.

* Press  key or  key to exit from the file menu screen.

Voice record




You can record your voice using the voice recording function. The voice recording function is comprised of [Voice record] for recording your voice and [Voice player] for playing the recorded voice. you can move to the [Voice record] by using the [Menu/Record] key at the voice record list.



The [Voice record] offers the following functions: [RECORD], [STOP], [PLAY] and [SAVE]. Press the [RECORD] key to record your voice. When you press the [STOP] key and then [SAVE] key, the text editor window appears where you can enter the title for the recorded object. The title your name here will be displayed on the voice memo list.



When the list of the recording files is created, press the  key to select the list you want to play. From the [Voice player], select the [PLAY] key to play the recorded voice, and the [STOP] key to stop playing it.



[NOTE]

- **Maximum recording time:** 30 seconds / 1 voice memo
- **Maximum number of recorded files:** 3 files (When the remaining storage capacity of the file system is insufficient, it may be limited to less than 3 files)


Thermometer



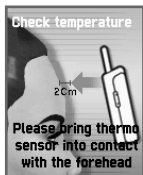
Check Temperature



For more information, please see the precaution section.


You can place the thermo sensor on the back of the handset about 2 Cm apart from anywhere you want to measure your body temperature. Press  key to start measuring. After the measurement is done, the body temperature will appear on the screen along with the alert sound.

If the temperature is below 34 degree or over 40 degree, the measurement stops. If the measurement fails, the pop up message will appear along with the alert sound and it goes back to the initial screen. After the measurement is done, the record is automatically saved in History.



History




Shows the history of measured body temperatures. (It saves up to 30 records.) You can press the  key to select the action you want.

- **Add to daily history:** Adds the measured record to Daily history. If the record of same date exists already, it will be replaced with the current data.
- **View graph:** Views the measurements of temperature changes in graph format.
- **Delete:** Deletes the selected records.



Daily History



This shows the history of the body temperature measured daily. It keeps the records of 30 days since you saved in Daily history last time. You can press the  key to select the action you want.

- **View graph:** Views the measurements of temperature changes in graph format.
- **Delete:** Deletes the selected records.



Wap



You can surf the Internet using the WAP browser. This means that you can be connected to the Internet anywhere, any time. For detailed information, ask your local dealer.

Home



Resume



Reconnects to the website most recently entered.

Bookmarks



You can store Internet addresses using WAP browsers.

Push messages



Your cell phone can receive Push Messages from your service provider.

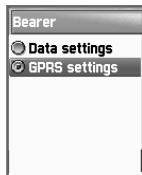
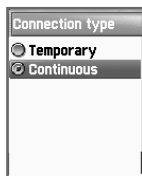
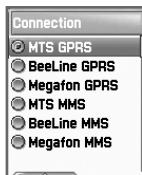
Settings



This function allows you to set connection settings, security certification, cache mode, and Push security.



Connection



A. Homepage: This is the homepage address.

B. Image settings: Allows you to select image display options.

C. Connection type: This feature depends upon the Gateway operated by your service provider. 'Temporary' supports unapproved (connectionless) delivery processing service, while 'Continuous' supports approved delivery processing service. 'With-security'/'Without-security' is also provided as an option. Contact your service provider for detailed information.

(**Note:** Since settings can vary depending on each service provider, optional features selected may not function properly. For detailed settings, contact your service provider.)

D. Gateway settings: This is the Gateway ID with the password.

E. Bearer: Allows you to select the bearer type (Data/GPRS.)

F. GPRS settings

1. IP address: Gateway IP address
2. Access point: Access point name
3. User ID
4. Password

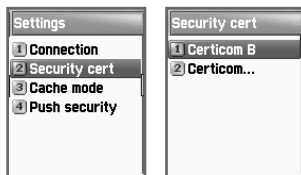
G. Data settings

1. IP address
2. Dial number
3. Data call type
4. Data call speed
5. User ID
6. Password

Security cert



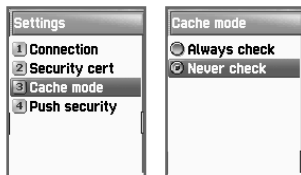
These are the lists of Security Certificate.



Cache mode



One mode may be selected among two options. (Always check/Never check)



Push security



- Accept all.
- Trusted only.
- Accept none.



Empty Temp File



- Empty Cache.
- Empty cookies.
- Empty password.



Version info



This function shows you the software version of the WAP browser.



On-line menu

If you press the  key while browsing, you will be able to use the browser menu.

- **Stop:** Stops current page download.
- **Go back:** Navigates back to the previous page in the history list.
- **Bookmarks:** Displays the list of bookmarks.
- **Add bookmark:** Bookmarks the current page.
- **Enter address:** Allows you to enter a URL to browse.
- **Home:** Takes you back to the initial stage of current page.
- **Top:** Takes you back to the top of the current page.

JAVA



Download Java application and run it. The java application used in your cell phone is called MIDlet.

You can use the WAP browser to search the MIDlet you want, download it, and install it to your phone.






* No MIDlet is included in the current model. Please download your desired MIDlet.

Viewing Java Application list






1.  →  Fun & Tools →  Java
2. You can view the java application list stored inside your cell phone by pressing the  MIDlet list.









● Running java application

1.  →  Fun & Tools → press the  Java key
→ same as the above
2.  View the list of saved applications by pressing the MIDlet list key.
3. Choose application by using the navigation key.
4. Select . You will see a pop up menu same as the following.
 - Run: Runs selected application.
 - Info: Deletes selected application from memory.
 - Delete: Shows information of selected application.
→ Press Run to start game.



● Deleting java application

1.  →  Fun & Tools → press  → same as above
2.  Press the MIDlet list key to view the list of saved applications.
3. Use the navigation key to select the application to delete.
4. Select . You will see a popup menu same as the following.
 - **Run:** Runs selected application.
 - **Info:** Deletes selected application from memory.
 - **Delete:** Shows information of the selected application.
→ If you press Delete, a confirmation screen will appear.
Select Yes to delete.

● Viewing information of the java applications




1.  →  Fun & Tools → press  → same as above
2.  Press the MIDlet list to view the list of saved applications.
3. Use the navigation key to select the application to see information on.
4. Press . A pop up menu will show up.
 - **Run:** Runs selected application.
 - **Info:** Deletes selected application from memory.
 - **Delete:** Shows information of the selected application.
→ Press Info to confirm information of MIDlet.
5. You can delete the MIDlet or come back to the MIDlet list screen by pressing the  key.

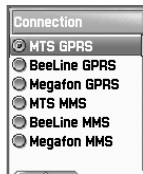
● Downloading java application

1. Use the WAP browser to select the MIDlet to download, and press the  key.
2. The information of the selected MIDlet will show up on the screen. Press  to view the popup menu.
 - **Download:** Downloads the selected MIDlet.
 - **Cancel:** Cancels download.
3. Select [Download]
After the progressive bar progresses to the end, you will see a message, 'install complete'.
4. You can check the downloaded MIDlet in the Java option.

● Java Network Settings

You may select the wireless information system method for the JAVA application. This is identical to the [setting] in the WAP option.

1.  →  Fun & Tools → press  → Same as above.
2. Select connection. The setting screen for WAP will appear.



* Refer to WAP settings for further information.

● Camera



VGA(640x480), QVGA(320x240), LCD (128x160) supported

Each animation is up to 300KB(from 10 sec to 20 sec., Zooming while taking photos)

Movie Caller ID, Still photographs Caller Id, Power On & off. The movie taken by a user can be set as Idle Wallpaper

Supports Photo Synthesis, Image Insertion, Writing, Stamp, Frame, Drawing various size of the dots & lines, and Coloring

Views the Image saved in the album in an actual size (Zoon in Album)





● Snapshot



Single shot/Multi shot/Movie shot

With the camera function, you can take pictures or video anywhere and anytime and save them in the phone. You can view or edit the stored pictures by using the Album function, or connect them to the telephone numbers registered in the Phonebook by using Photo Caller ID or Movie Caller ID.

Default Preview Screen

-  /  key: Zoom In/ZoomOut
-  /  key: Brightness
- **Volume Down key:** Allows you to turn on and off the Sub LCD.



Preview Menu

All the settings made in the Preview Menu will be reset when you exit from the current Photographing mode. If you wish to keep the set values, make Photographing-related settings in the "5. Setting" menu.

Resolution: VGA(640x480), QVGA(320x240), LCD(128x160)

Mode: Single Shot/Multi Shot/Movie

Sticker: 10 stickers

Effect: Warm/Sepia/Antique/Cool/Moonlight/Fog/Negative/GrayScale/Embossing

Quality: Determines the quality of the stored picture files. There are three quality levels: Fine/Normal/Low. As the "Fine" stores the picture in the highest quality, and the file size becomes larger.



FUN & TOOLS

Date: Allows you to decide whether or not to insert the date on the picture is taken into the photograph.

Timer: This is the SelfShot Timer. It supports 5 seconds and 10 seconds.

Sound: Allows you to determine sound during photographing.

Flip: Converts the screen into left, right, up and down side by pressing navigator key.

Menu: Allows you to determine whether to display the soft key on the screen.

Multi-shot

If you select Multi Shot from the Preview Menu and then take a picture, multi-shot pictures as shown in the right figure will be displayed. From those pictures, you can select the ones to be saved or deleted by using [Save/Drop] button. Then, if you press the [Save all] button, saving will be initiated.

- **VGA:** 4 images.
- **QVGA/LCD:** photos can be taken till 15 images



● Camcoder



You can take video (width-128, height-160) up to about 300KB. Depending on the characteristic of the images taken, you can take video from about 10 to 20 seconds.



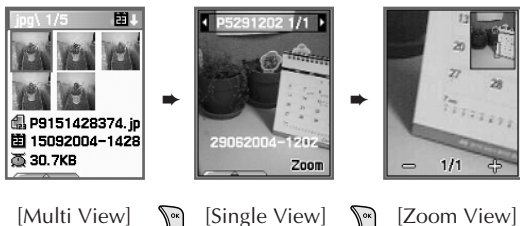
Archive


When storing the single-shots/multi-shots, you can also insert the file name and notes. You can only edit the file name for video.

● Photo Album/Movie Album



The album is comprised of Photo Album and Movie Album.



- **Multi View:** If the  key is pressed on the screen, it sorts the files according to the file size, current and past date order.
- **Zoom View:** The photographs from [Single View] is downsized to the LCD size. To view the photograph in an actual size, you can press the OK key on the [Single View] screen. Then the [Zoom View] appears.
VGA supports up to 3 steps, QVGA and LCD size photographs only support one step. QVGA allows you to view the areas that you could not view in the Single View.

[MENU]

You can delete picture, or set them as wallpaper or Caller ID, or edit them with the Image Editor.






- **Set As Power On/Power Off Movie:** You can set the movie that you have taken to be displayed when you power on or off.

- **Link PhoneBook:** If a picture is set as the Caller ID, a copy of the picture will be separately saved in the Caller ID Directory which you can view from the Phonebook Photo Search menu. The video file that can be accessed via the Album is not be copied separately as its size is normally large. Therefore, unlike the picture set as the Caller ID, which does not disappear even if you remove it from the Album, the video set as the Caller ID will disappear completely if you remove it from the Album.







● Photo Studio







In the Photo Studio, you can insert a word or sentence into the picture, or draw dots or lines of various sizes. You can also paint or attach a cute stamp or sticker. The edited image will saved in a compressed JPEG file of 128x160 size.




-  **Keys:** You can use 1~ 9 digit keys on the keypad to move cursors. The digit 5 key in the center can be used to actually draw dots and lines and do coloring.
-  **Key:** Select one of the Dot, Line, Coloring, Colorspond, Stamp, and Sticker frame tools.
-  **Key:** Select the property of the tool selected by the  key. This key can be used to select the size of dots, the thickness of lines, the range of coloring area, stamp, and sticker.
-  **key:** This key can be used to assign the color for dots, lines, coloring, and string.

Tool Type (key is used)

-  **Pencil:** Used to draw a dot of Various Size ( key), Color ( key).
- **+ Line :** Used to draw a straight line of various thickness ( key), color( key). Starts to draw a line with the 5 key. If this  is pressed, the line will be broken.

-  **Coloring:** Use this  key to select the range of coloring area, and use this  key to select a color.
-  **Spoid:** If the  key is pressed, you can select the frequently used colors, but the numbers are limited. In the Photo Studio, 65,535 colors are available for coloring dots and lines. By using the color spoid, you can bring the color of photos or images that you are currently editing and apply that color to the dots, lines and coloring.
-  **Stamp:** You can attach up to 30 stamps to the image.
- **Sticker Frame:** You can attach the sticker frame that is used in the camera sticker shot.

Pop-up Menu

- **Put Text:** Used to attach a string to the image you are editing.
- You can change the color of string after entering a string and then pressing the .
- **Save:** The edited image will be compressed to a 128x160 JPEG file and saved in the album.
- **Save Area:** Saved in a BMP format. When you want to save the image smaller than 128x160, use the Save Area function from the menu. The file will be saved in File Viewer (7.Fun&Tools → 7.2 Downloaded → 7.2.1 Image).
- The saved BMP image can be retrieved using the <Load> menu and used for photo synthesis.
- Then the green colored area will become a transparent color.
- Select the Save Area from the menu and press the digit 5 key once at the <Left Top> starting point. Press the digit 5 key again at the <Right Below> end point. Then the save screen will appear.

If the photograph is saved like this, the previous images will remain around the image you want after you loaded it for editing.

FUN & TOOLS

After the image is colored with a green color as above and the area is saved (Save Area), the green area will become a transparent area when loaded for editing other photographs.

- **Load:** Used to load the image saved in File Viwer compressed (7. Fun&Tools → 7.2 Downloaded → 7.2.1 Image) and synthesize it to the image currently being edited. If you move the cursor to the desired location and press the digit 5 key, the image will be synthesized.
- **Undo:** Used to undo one step of editing.





Setting



You can set various options such as Mode, Resolution, Quality, Date, Menu, Flash, Sound, and Autaname. The options set in this menu are automatically stored and are applied every time pictures or video are taken.

Memory info



This option shows the memory status. In order to select memory info, press  →  → , then press .

STK is a service provided by the Network provider while you are using the GSM network. For detailed information, contact the Network provider which you are subscribed to.



PHONEBOOK

The Phonebook menu allows you to set up your own phone book. You may add or delete at anytime. In addition, you may select whether to save data in the SIM card or phone memory. You can save up to 800 numbers in the Phone memory, and up to 254 numbers in the SIM card. (Note: The storage capacity of a SIM card may vary depending on its manufacturer.)

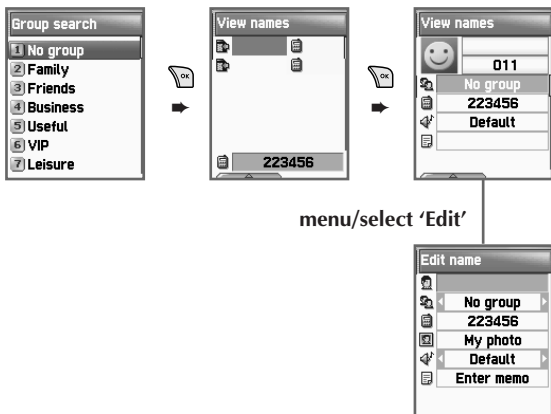


- * To access the phonebook menu, press the down key from the idle screen.
- * Press the down key to move to the phonebook menu from the idle screen.

Group search



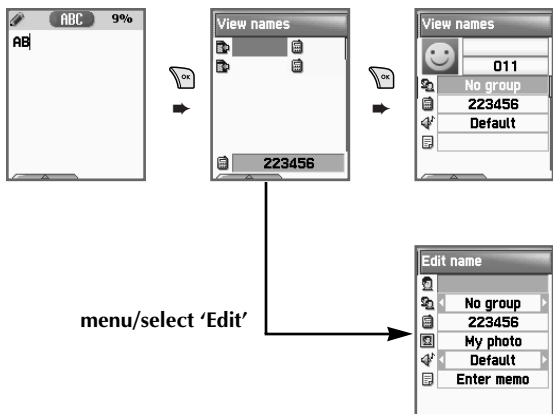
You may search according to each group.



Name Search



Select [“Name search”] and enter the name to search in the text editor. The cursor will then move to the name list most similar to the entered name. If there are no similar names, then you will see an alphabetically arrayed list.



If the name is too long, (maximum of 20 English alphabets, 10 Chinese characters) then it will automatically scroll sideways. Use the key to move / and press the key to call the selected phone number the screen.

You can save one phone number per person using SIM, and up to three numbers using Phone memory. Use the key (/) to move to each icon on the right side of the selected name. You may also directly call up the selected phone number. The number which displays on the bottom represents the location of the cursor or the number of the icon. Is the character length is too long, the characters scroll sideways.

The menu which appears when you press the MENU key in the Phonebook (when no icon is selected)

- Search (search a number in the list)
- Edit
- Delete (delete all numbers of the person)

The menu which appears when you press the MENU key in the Phonebook (when an icon is selected)

- Edit
- Delete(delete the selected number)
- Add to Speed (store the number to the Speed Dial)
- Send Message (Menu to send SMS)

Select each number with left & right navigation key.



Press the  key to view the saved list in the screen. Select the edit key in order to edit contents.





Photo search






You can view and delete the pictures or video set as the Caller ID.

When there no images linked, you will see a popup message, 'list empty'. You can make call by selecting the linking photo image and pressing the  key.

-  /  Key: It shows each telephone number linked to the photographs.

Add New Name







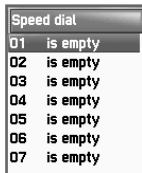
If you select this menu you must first decide whether to save the phone number to the SIM or to the Handset. If you decide where to save, then register the new number in the edit mode. It is possible to move to the edit screen by using the number keys to input a memo/name. Press the  key after inputting, and you will be taken back to the initial screen where you saved your phone number. If you want to add photo images, move the cursor to the photo input space and use the  key to select the menu you want. The same applies when deleting photo images. Use the left/right key to select the group and melody. After inputting characters, press the  key to save. You will be allowed to save only one telephone number per person using SIM, and three using the Phone memory.



Speed Dial



A maximum of 8 (02-09) phone numbers can be saved in SIM, and 90 in the phone memory, allowing a total of 98 speed dials. Move the cursor to automatically scroll the names and the phone numbers of the selected list. Press the corresponding number in the idle screen and press the  key to move to the phone number registered in the speed dial list. To register a number in the speed dial list, press the  key in the phonebook and select 'add to speed'. Remember to press the  key after you select the icon in the phone book list. In the speed dial menu, move the cursor to the desired number and press the  key. (The numbers that are saved in SIM may be titled 2-9 and the numbers using phone memory may be titled 10-99)



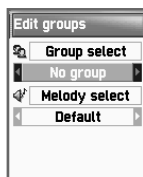
Settings



Save nos. to



You can save phone numbers to a specified location using this menu. You can select SIM card/Phone memory/Choice. 'Choice' lets you choose from either SIM card or Phone memory every time you add a new phone number.



Used space



This shows you the size of your phonebook. You can save 800 numbers in the Handset memory, and about 254 maximum number using SIM card making it a total of 1054 phone numbers (The storage of the SIM card comes to decide by the manufacturing company).


- **Group ring tones**




You can designate different melodies to different groups.

- **Delete all**







This lets you delete all phone numbers saved in your phonebook. The 'speed dial list' will also be deleted. This feature is used to delete the entire phone numbers in the Phonebook. If you select this feature, a message "Enter Lock code" will appear. Enter the password set by the user and then press the  key to delete the entire phone numbers saved in the SIM card or the phone memory.

MY MENU


You can organize your favorite menus. Register by selecting the  key at the item you want to add.

Register in My Menu






1. Go to the menu you want to add.
2. Press the  key.
3. When the 'Add to My menu?' window pops up, register it by pressing the  key.
4. If you do not wish to register, press  or .



Using a registered menu

1. Press the  key in the idle screen.
2. Select the menu you want to use among the registered menus.

Deleting registered menus.

1. Press the  key in the idle screen to start up My Menu.
2. Press the  key in the menu you want to delete.
3. Delete by pressing the  key. If you do not wish to delete, press the  or  key.

Reference

1. You can register up to 5 My Menus.
2. You cannot register menus that require passwords.
3. You cannot register the STK menu.
4. There are menus that register/start up according to the insertion of the SIM.
5. You cannot register menus that are more than three sub-folders away.

Appendix

- **All about performance and safety**
- **Troubleshooting**
- **Battery Use**
- **Safety Information**
- **Operating Environment**
- **Malfunction of Nearby Electronic Devices**
- **Emergency Calls**

ALL ABOUT PERFORMANCE AND SAFETY

The following list shows how to maintain your cell phone along with precautions.

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

If you experience problems while using your cell phone, please refer to the following checklist. If the problem persists, contact your dealer or nearest service center.

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 cleaning the contact point of the card. If it is out of order, take it to the nearest service center.

When the “Handset locked enter password” message appears:

Enter the handset password. If you cannot remember the password, contact the nearest service center.

When the “Enter PIN1” message appears:

Type in PIN1. If you cannot remember it, contact the nearest service center. You can still receive calls even if your cell phone becomes locked by entering the incorrect PIN1 on three consecutive attempts.

When the “No service” or “Network failure” message appears:

Check the SSI (Signal Strength Indicator) state. If you cannot make a connection in underground areas or in buildings where signal strength may be low, try moving to another place. If you still cannot make a connection, contact the nearest service center.

TROUBLESHOOTING

● **When audio quality is poor:**

End the phone call and try again.

● **When the other party cannot hear you speaking:**

Your cell phone may be set to MUTE. Disable the MUTE function.

● **When battery lifetime is shorter than usual:**

This may happen when you are in an area with low signal strength. Turn off your cell phone when it is not in use. Change the battery when battery energy is exhausted.

● **When your cell 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 SMS service, or you may be in an area where your network service provider cannot provide such 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 three cases.

1. Your charger may be out of order. Contact your nearest dealer.
2. You may be attempting to use the phone in 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 Phone Book:**

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

● **When you are unable to select a certain function:**

You may not be 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.

Your cell phone is powered by a Lithium Ion (Li-ion) battery. The following Li-ion battery types can be used for your phone. (Contact your local dealer for more information.)

- Standard-type battery.
- Slim-type battery.

Precautions and tips while using the battery

- Do not use a damaged battery or charger.
- Use the battery only for intended purposes.
- If you use your cell phone near its base station, battery life will be extended. You will then be able to enjoy a longer operating time.
- Battery charging time depends on the remaining battery capacity and the type of battery and charger being used.
- Battery life wears out with time.
- Use only authorized batteries and chargers. 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 conditions, may reduce the capacity and life of the battery. Always keep the battery under normal temperatures. Do not ground the battery. Grounding may occur when the battery is in contact with a conductive object. A grounded cell phone may also damage the battery. Dispose and recycle used batteries in accordance with local regulations. Do not dispose of the batteries in fire. Do not use an unauthorized charger. In order to prevent injury or burns, ensure that a metal object does not come into contact with the + and – terminals of the battery.

Road Safety

Remember that safety always comes first when you drive. Do not use a cell telephone while driving a vehicle. If you must use a cell phone, park the vehicle before making a phone call. Always secure the phone in its holder. Do not place the phone where it may break loose in case of collision or sudden stop.

OPERATING ENVIRONMENT

Abide by local regulations and turn off your cell phone where usage is forbidden. When connecting your cell phone to another device or accessory, refer to the user's manual for safety instructions. As with other wireless transmission equipment, users are advised to use cell phones in the proper position. (Keep the phone to your ear with the antenna pointing over your shoulder).

MALFUNCTION OF NEARBY ELECTRONIC DEVICES

Most electronic equipments are shielded from radio frequency (RF) signals. However, certain electronic equipment may be adversely affected by RF signals from your cell phone. Operation of such radio signal transmitting equipment may interfere with medical devices. If you have any questions in this regard, consult a doctor or the manufacturers of such medical devices. Other electronic equipment may be subject to RF signal interference. Always turn your cellular phone off at gas stations, chemical factories and other areas with a potentially explosive atmosphere, and obey all posted signs and regulations in the area. Do not carry explosive products with your cell phone. Turn off your cell phone when boarding an aircraft. Using the phone in an aircraft without express permission is against the law, and such action may cause interference with aircraft systems and confusion on the cellular phone network. Anyone that does not abide by this regulation may be punished by law and is subject to denial of cellular services in the future.

EMERGENCY CALLS

Important!

Since this cell phone, like any other wireless phones, operates by utilizing radio signals, wireless/wired networks and user defined functions, we cannot guarantee successful call connection in all conditions. Therefore, you should never rely solely upon a cell phone in emergency situations (e.g. medical emergencies).

In order to make communication by phone possible, you must turn on your cell phone and be within an appropriate signal range. Emergency calls may not be possible in every wireless phone network or when certain network services and/or phone features are in use.

To make an emergency call: If your phone is not turned on, switch it on. Check the signal strength and whether you are within the service range. As indicated above, emergency calls may not be possible in every wireless phone network or when certain network services and/or phone features are in use. For further information, contact your local service provider.