

# SPECIFICATION

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## Display

Dual clamshell TFT LCD (both internal and external LCDs)

Internal LCD : 260,000 TFT color display (128 X 160)

External LCD : 260,000 TFT color display (128 X 160)

Animation message and variable Icon

## Melody

64 poly orchestra music bell sound

## Camera

Highly sensitive digital camera.

## Dimension & Weight

87.3\*46.5\*22 mm with a slim battery

90g with a slim battery

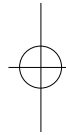
## Performance

Talk time: up to 210 minutes (with 780 mAh battery)

Standby time: up to 200 hours (with 780 mAh battery)

## Operating Frequency

GSM 900MHz / GSM 1800MHz Dual band



Some of the contents in this User Manual would differ from that in your phone.

It may differ depending on the S/W version and the network provider you subscribed to.

## FOR YOUR SAFETY

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For your safety and proper operation of the mobile 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 local traffic regulations before using your mobile phone. Do not use your phone while driving. If unavoidable to use the phone, use a hands-free kit in a safe area.

### In-vehicle Electronic Devices

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 where an airbag is installed or within the coverage of airbag inflation may cause serious injury.

## FOR YOUR SAFETY

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### Electronic Devices

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

### Medical Devices

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

When near a pacemaker or other medical device(s), turn off your phone as it may interfere with the operation of such device.

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

### Public Place

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

### Boarding an Aircraft

Turn off your mobile phone before boarding an aircraft.

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

## FOR YOUR SAFETY

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### Potentially Explosive Atmosphere

Turn off your mobile phone in an 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.

### User Guide

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

If the phone gets 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.

## FOR YOUR SAFETY

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### Using Your Phone Properly

Use your mobile phone in normal operating position (as when holding the general type phone).

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.

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## MEMO

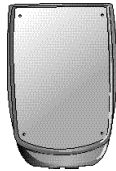
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## COMPONENTS

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



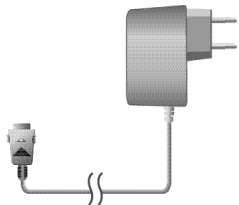
Handset



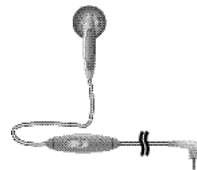
Batteries(Standard x 2)



User manual

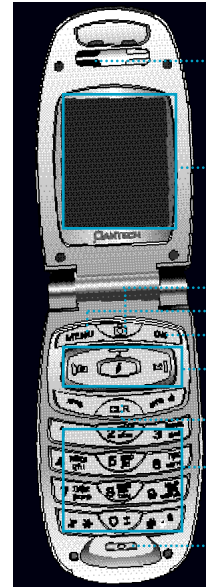


Travel Adaptor



Ear-Microphon

## HANDSET DESCRIPTION



Earpiece

Internal Screen display

Camera key  
Menu key  
OK key

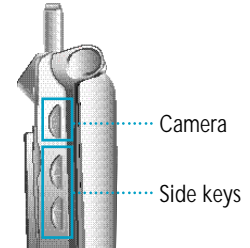
Navigation key

Clear key

Alphanumeric keys

Microphone

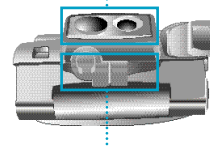
External Screen display  
Antenna



Camera

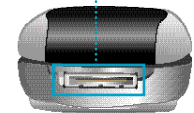
Side keys

Camera



Ear-microphone

Power Adaptor Connectors















## INTERNAL LCD (MAIN LCD)

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

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

	<b>Signal strength</b>	Shows the strength of the RF signal. The greater the number of bars, the stronger the signal.
	<b>Call-active</b>	Indicates that a call is in progress.
	<b>Ringtone</b>	Indicates that the ringing type is in melody mode
	<b>Vibration</b>	Indicates that the ringing type is in either vibration mode or manner mode (Vibration mode:green/Etiquette mode:blue)
	<b>Vib + Ringtone</b>	Indicates that the ringing type is either in vibration mode followed by melody mode or in vibration melody mode.
	<b>SMS Message</b>	Indicates that there is an unread message(s). When messages have been stored in the SIM card to the maximum storage capacity, this icon flickers.
	<b>Alarm</b>	Indicates that an alarm has been set.
	<b>Roaming</b>	Indicates that roaming service is supported.
	<b>Auto-Answering</b>	Indicates that the Auto-answering function has been activated. When the quantity of recorded messages becomes 10, or the maximum quantity, it changes to  .
	<b>Recorded message</b>	Indicates that there is a recorded message(s) that has not been read yet.
	<b>Battery</b>	Shows remaining battery power.


## EXTERNAL LCD MENU OPTIONS




With your phone flip closed, you can use SMS, Call Log View, and Camera functions using the keys on the side of the handset.

### Basic key operation

	<b>SIDE UP KEYS (Vol Up)</b>	Either activate external LCD menus, or allow you to scroll through the menu options. Pressing and holding the [  ] key activates the sub menu.
	<b>SIDE DOWN KEYS (Vol down)</b>	Allow you to scroll through the menu options.
	<b>SIDE CAMERA KEY</b>	When the external LCD menu has been activated, this key enables you to select/cancel a menu option. When not activated, it functions as the [  ] key.  Short press the key once: to select a menu. Long press the key: to cancel a menu, or to activate the camera(with the phone flip opened or closed).

### Performing the external LCD menu options




With the flip closed, press and hold the [  ] key to activate the external LCD menu shown in the picture on the left.

Use the [  ], [  ] keys to scroll through the menu options, and the [  ] key to select (short press) or cancel(long press) them.










## EXTERNAL LCD MENU OPTIONS

### Description of Menu Options









- (1) **SMS inbox** : You can check the contents of SMS/EMS received without opening the handset flip.  
To edit or resend the checked messages, open the flip and perform corresponding tasks.
- (2) **All calls** : You can check detailed call information without opening the flip.  
You can use the [  ] key to view detailed call information, or the [  ] key to make a call.
- (3) **Album** : You can view the pictures taken without opening the phone flip.  
To enlarge and view a desired picture, press the [  ] key.

### Other Functions Available

- 1) You can check time in the external LCD. Press the [  ] key to check the present time.  
- Depending on a set value, Analog/Digital Watch, D-day Info or Greetings may appear.
- 2) **Scheduler** : Pressing and holding the [  ] key enables you to view the Scheduler.  
With the Scheduler displayed, you can use the [  ], [  ] keys to move to the desired date.  
Press and hold the [  ] key to move to one month before, and the [  ] key to move to one month after.  
You can check your schedule on a selected date by pressing the [  ] key. If you wish to edit the contents of the schedule, open the folder and perform corresponding tasks.







## FUNCTION KEYS

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

Key Icon	Name	Key Function
	<b>SEND KEY</b>	Press this key to place a call or answer an incoming call (except when the answer type is ANY KEY ANSWER, Auto Answer and Flip Open (but if flip has been opened you can answer the incoming call by pressing the send key in flip open mode). If you wish to see the list of all recent calls, press this key once.
	<b>END KEY</b>	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.
	<b>OK KEY</b>	Press this key to select or activate the menu displaced on the screen.
	<b>MEMU KEY</b>	Press this key to enter into the main menu and sub menu(if the function has the sub menu).
	<b>CLEAR KEY</b>	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.
	<b>NAVIGATION KEYS with shortcut keys to WAP, Sound setting, Message and Phonebook</b>	Press one of the four keys (left, right, up, and down) to move the cursor from the menu list or editor. During a call, press the [  ] key to view the list of recent calls received or the [  ] key to view the list of calls you could not answer. 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

	<b>SIDE UP and DOWN KEYS</b>	Press this key if you wish to adjust the call volume during a call. In idle mode, press and hold the Down key to enter the schedule mode. In the idle mode, press and hold the Up key to activate the sub-menu.
	<b>CAMERA KEY</b>	From the idle screen, press this key to directly access the [  ] menu.
	<b>WAP KEY</b>	From the idle screen, press this key to directly access the [  ] menu.
	<b>Side camera key</b>	In idle mode, press and hold this key to convert to the [Camera Preview] mode. In idle mode, press this key to shift between the main and sub menus.


## QUICK START

### Installing SIM card

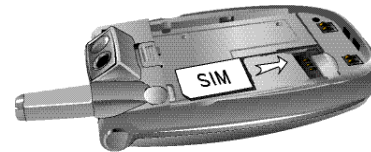
In order for you to use the phone the first time, you must follow the steps shown below.

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.).

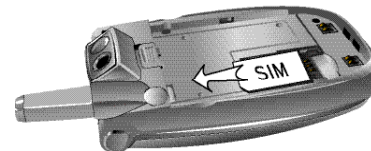
If necessary, turn off your phone by pressing and holding the [  ] key until a closing message appears.

1. Remove the battery from the phone.
2. Check the sim slot is empty and install the SIM card into the slot.



3. If you ' shown

ie arrow direction

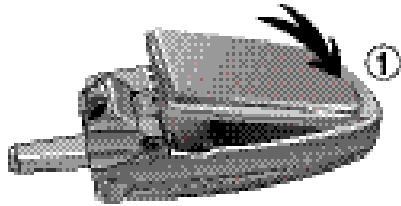


## QUICK START

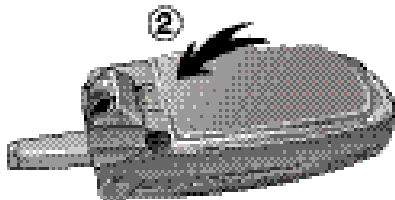
### Installing the Battery

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.



## QUICK START

### Charging the Battery

Your phone is powered by a charged Li-ion battery. Use only authorized batteries and chargers. Ask your Pantech dealer for more information.

You may use the phone while the battery is charging.


In case the battery has been installed in the phone, open the cover of the Power Adaptor Connectors at the bottom of the phone, and connect the adaptor, which has been supplied together with the phone, to the outlet of the Power Adaptor Connectors.

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



## GETTING STARTED

### 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.




### Making a call


Press and hold the [  ] key to turn your phone on.

When the "Insert SIM card" message appears on the screen, insert the SIM card into the SIM slot.

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. Then, press the [  ] key to place a call. If you wish to place an international call, press and hold the [  ] key until the '+' symbol appears on the screen. Then, dial the country code, area code and telephone number. For a delay of 2 seconds, you can insert the 'P' pause symbol between each code and telephone number by pressing and holding the [  ] key.


You can make an emergency call without the SIM card. Dial the number 112, and press the [  ] key to make an emergency call.


## GETTING STARTED

### Ending a call

If you wish to cancel or disconnect a call, press the [  ] key or close the flip.

### Answering a call




When the phone rings a melody or vibrates, the screen will display the name or telephone number of the caller, provided that you have been subscribed to your telecommunications service provider for such service. 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 the answer mode is set to [Any Key], you can answer a call by pressing any key except the [  ] key.



### Adjusting the earpiece volume

During a call, if you wish to adjust the earpiece volume, use 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 into 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 an item from the item menu.




You can answer the question by pressing the [  ] key for 'Yes' and the [  ] key for 'No.'

## GETTING STARTED

### Inputting characters and numbers




To input a number, press the number keypad associated with the number you wish to input. To input characters from your phone, you must be in the 'T9' mode (such as Phonebook and Message).

For additional information, see the 'T9' section in the Appendix.


Press the [  ] key to delete a character, or press and hold the [  ] key to delete all characters in a line. If you press and hold the [  ] key for an extended period of time, all characters on the screen will be erased.

## BASIC CALL FUNCTIONS


### Speed Dial

There are two ways to make a phone 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. There are two ways to make a call using the speed dial function. If the index number of the phone number you wish to call is a single digit number (1-9), simply press and hold the index number. If the index number is a double digit number (10 ~ 99), press the index number and then press the [  ] key. Then, your phone will attempt to make a call to that number automatically. For example, if the index number of a phone number stored in the phonebook is '5,' pressing and holding the [  ] key will place a call to the phone number associated with the index. The index range available for using the speed dial is 01 through 99.




### Making an international call

To make an international call, press and hold the [  ] key until you see a '+' sign on the screen. Once you see the '+' sign, enter the destination country code.

### Making an emergency call


You can make an emergency call by entering 112 (emergency number) and pressing the [  ] key. If you are within the GSM network range, you may make emergency phone calls in any country whether a SIM card has been installed in your phone or not.

### Incoming call in standby





If you failed to answer an incoming call for whatever reason, your phone will display a message reminding you that you missed the call. If you wish to call the number of the missed call, select [MENU] -> [Call logs] -> [Missed calls]. Use the [  ] [  ] key to scroll to the number you wish to call and press the [  ] key to dial.

## BASIC CALL FUNCTIONS

### Shortcut to the Phone Book


From the idle screen, pressing the Down key of  Navigation enables you to move directly to the features of the Phonebook without going through the Main menu.

### Last number dialed/received

In order to view the list of recently made or received calls, press the  key. If you find a phone number in the phone number list, which you wish to call, select the number by using the  key. Then, press the  key. If you press the  key, the information on the selected number will be displayed.

### Call waiting


(To use this function, you must subscribe to the service with your network service provider.)


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

[Menu]

1. Hold Answer
2. Reject
3. I am busy


If another call comes in while you are on the phone, you may choose from the following two options:

You can end the incoming call by pressing the  key; or

You can put the currently active call on hold and be connected to the incoming call by pressing the  key.

## BASIC CALL FUNCTIONS

### Options during a call

While you are on the phone, you may use the following call options by pressing the  key.

[Menu]

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

The functions of some of the options are described below.

**Phonebook** – You can look through the phonebook.

**Message** – You can read and write SMS/EMS and check Voicemail.

**Volume** – You can adjust the phone speaker volume.

**Hold** – You may take another call while putting the currently active phone call on hold.

**End current** – Selecting this function ends the currently active call among several calls.

**Mute** – When this function is activated while you are on the phone, the recipient will not hear any sound.

**DTMF on/off** – Allows you to set the DTMF tone for On or Off.

## HOW TO USE T9

Key	T9 Number	T9 English	Multitap
	1	Next candidate	.;!)-(*?&
	2	ABC	ABC
	3	DEF	DEF
	4	GHI	GHI
	5	JKL	JKL
	6	MNO	MNO
	7	PQRS	PQRS
	8	TUV	TUV
	9	WXYZ	WXYZ
			*+.)<=>% £ \$!€@& §
LONG press	Smart Period	Smart Period	Smart Functuation
	0	(Space)	0
LONG press	(SPACE)	(SPACE)	(SPACE)
	Shift-CapsLOCK	Shift-CapsLOCK	Shift-Caps LOCK
LONG press	Symbols	Symbols	Symbols

## HOW TO USE T9

### T9 English

The more types you enter, the more complete word you can get using T9 English editor.



For example

If you like to make the word, "English", then press the keys, [ ] for E, [ ] for n, [ ] for g, [ ] for l, [ ] for i, [ ] for s, and [ ] for h.

If you could not find the word what you want, just press [ ] key for next possible candidates.

You can switch the lowercase to the capital letter or the capital letter to one capital letter mode by pressing [ ] key.

Also you can insert period by pressing key [ ].

Blank space can be added by pressing [ ].

You can shift input mode by pressing [ ] or [ ] arrow keys. Alternately, you can switch to T9 number mode by long pressing [ ] key and to T9 Symbol mode by long pressing [ ] key.



### Multi-tap English

In this mode, you can insert special English word something like name, nickname, abbreviations and so on. T9 English has special dictionary to find and to list candidates up.

As like ordinary mobile phone, you can input alphabets by pressing a key several times 'til finding the character.




By pressing key [ ] you can easily shift to Capitalized letter to lowercase to T9 number easily.



## Menu functions

### MENU TYPE

Your mobile phone provides two different menu types: the basic menu and "hot holder (short cut)."

If you wish to select the main menu via the basic menu, press the key. Or you can access the hot folder menu by pressing the  key.  or  key.

- Messages
- Call logs
- Sound
- Settings
- Net Services
- Organizer
- Fun & Tools
- STK
- Phonebook
- Hot folder

## MESSAGES

### SMS/EMS

EMS (Enhanced Messaging Service) is built upon SMS (Short Message Service) format. 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.

**Create** – Writes new messages that contain media items such as animation.

**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** – For details, see the settings menu.



#### Detailed functions of settings

**Message center** - Allows the URL of proxy relay or allows MMSC to be set.

**Message lifetime** - Adjusts the lifetime of messages (1 hour ~ 6 months).

**Message format** - Determines the message format (Normal, Fax, Voicemail, ERMES, National paging, X.400, Internet)

**Used space** – Displays the current status of SIM.

#### Detailed functions of Used Space

**Capacity** - Displays the maximum storage capacity of the SIM card memory.

## MESSAGES

*Used records* - Displays the number of messages stored in the SIM card.

*Unread records* - Displays the number of unread messages.

(The total capacity of the SIM card memory, the number of messages stored, and number of messages unread)





### Creating/Sending/Storing a message

#### • Creating a message

##### Insert item

Allows you to insert an item to a text message.



1. Choose the "Create" option and press the [  ]key.
2. While creating a message, you can choose the "Insert Items" by pressing the [  ]key.
3. From the "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 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





## MESSAGES

### ● 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 "Predefined" and "Load" will be displayed on the screen.
- 5 After inputting the 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.

### 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.





### T9 options

See the Appendix on how to use the Editor.




## MESSAGES

### ● Storing messages

#### Storing messages in the SIM card

1. After creating a message, press the [  ] key.
2. Select "Save" and press the [  ] key.
3. With the popup of "Saving message -> Message saved," the message is saved in the SIM card.

#### Storing messages in the file system

1. Press the [  ] key after creating 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 file system 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 a message 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 has been fully occupied, you can no longer receive messages. In such case, an icon indicating that SIM memory has been fully occupied will be displayed on the idle screen. You can receive more messages by emptying stored messages.

## 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 the file system.
4. Stored items may be sent out via 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 and moves to the next page, a popup (e.g. SMS1) appears.

\*Maximum words allowed per text-only message




### - English

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




## MESSAGES

### Checking Inbox, Outbox or Archive messages

#### ● Inbox (messages received)




- 1 Select the Inbox menu and press the [  ]key to display the list of messages in the Inbox. This list shows, for each message, the caller number and the corresponding name in the Phone Book.
- 2 From the list provided in the Inbox, choose a desired message by pressing 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 If you press the [  ]key, the following pops up for your selection:  
"Edit", "Delete", "Forward", "Text Reply" and "Voice call."

#### ● Outbox (messages to be sent)

- 1 Select the "Outbox" menu and press the [  ]key to display the list of messages in the Outbox.
- 2 Choose a desired message by pressing the [  ]key.
- 3 When the chosen message appears, press the [  ]key.
- 4 Then, the following pops up for your selection:  
"Edit", "Delete" and "Forward"

## MESSAGES

### ● Archive

- 1 Select the Archive menu and press the [  ] key to display the Archive list.
- 2 Press the [  ] key among the Archive list. Then, the data size will be displayed under the message.
- 3 Then, the following pops up for your selection: "View", "Info", "Delete" and "Rename"
- 4 To see the contents of the message, press the [  ] key from the Archive list.

#### **Inbox**

[MENU]

*Edit* - Edits received and sent messages.

*Delete* - Deletes a message.

*Forward* - Forwards a received message to another person.

*Text Reply* - Writes and sends a new message with the sender's number set as the default.

*Voice call* - Makes a call to the sender's number.

#### **Outbox menu**

[MENU]

*Edit* - Edits received and sent messages.

*Delete* - Deletes a message.

*Forward* - Forwards a received message to another person.

#### **Archive menu**

[MENU]

*View* - Views messages stored in the Archive.

*Info* - Displays the type of message (SMS/EMS), saved date and time, and data size.

*Delete* - Deletes messages stored in the Archive.

*Rename* - Renames a message.

## MESSAGES

### ● MMS

MMS refers to multimedia messages including the files of the images taken with the digital camera, downloaded image files and sound files, which can be created and sent. An individual file size cannot exceed 32KB; and the size of the total messages 64KB.



### ● Menu structure

#### MMS

*Create* : Creates and sends new messages.

*Inbox* : Displays received messages.

*Outbox* : Displays a list of messages waiting 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 available when writing new messages.

*MMS Settings* : Sets the values related to MMS services.



#### MMS setting

*Save messages* : Determines whether or not to store all the messages in the Sent mailbox.

*Deliver receipts* : Demands the confirmation on whether or not a sent message has been successfully delivered to the recipient, or determines whether or not to send a confirming report when an incoming message demands a delivery report.

*MMS center* : Sets the address of the MMS center.



## MESSAGES

**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 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 decide to read them.

**Spam filter** : Sets a spam filter for the MMS messages that are set as "Advertisement".

**Off** : Receives all MMS messages.

**Prompt if spam** : Asks if you will download spam messages or not.

**Reject spam** : Rejects all spam messages.



### ● Writing and sending multimedia messages


You can write a new message by selecting the "Create" option. When you select this option, the screen displays the first page of a MMS message.


On top of the message screen is the Status Bar that shows the information and status of the message. This bar shows whether the current page of the message contains sound and the message size and the page number of the message.


- 1) Select MMS from the Message menu, scroll to "Create" and press the [  ]key.





## MESSAGES

- 2) Enter the desired text (i.e., "Hello, the World") for the message, and then press the [  ]key.


- 3) You may attach an image or sound object to the multimedia message, or change or delete them. The [  ]key enables you to use the following menu options.



– **Add picture** : To insert an image, press the [  ]key and select "Add picture" or "Add photo". 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.





– **Change picture, Change photo** :

To change an object already inserted, press the [  ]key and select "Change image", "Change photo" or "Change sound." Then, select and change the desired file.


– **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.

– **Apply template** : You may reorganize your current message by using stored templates.

– **Add page** : To add a new page, press the [  ]key and select "Add page".

– **Delete object** : To delete an inserted object, press the [  ]key and select "Delete object".

Selecting the object you wish to delete and pressing the

[  ]key will delete the object.



### 4 Adjusting the object properties of inserted images and sounds.

– *Object prop's* :

Press the [  ]key and select "More."


Then go through the following steps:


->Object prop's" -> desired object (image, sound). Then press the [OK] key.

This function allows you to set the time from which a message or image will be displayed or how long they will be displayed, from the time the current page is read or displayed.




### 5 Adjusting page properties.

– *Page properties*->*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 properties*->*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 [ ]key in order to select the phone number of the recipient. Press the [ ]key to select the number from the Phone Book or directly enter the number. When the number has been entered, move 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 When you have completed writing a message, you may either press the [ ]key to send it immediately or select the "Send later" option to store the message.

## ● 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.






## MESSAGES

### ● Read Message and its functions


- 1 Choose a desired mailbox.
- 2 Choose the message you wish to read and press the [  ]key or the [  ]key, and then 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.)
  - *Edit* : Edits the current message.
  - *Delete* : Deletes the current message.
  - *Reply* : Writes a reply message.
  - *Move to* : Moves a message to a desired mailbox.
  - *Forward* : Sends received mail to a third party.
  - *Archive* : Moves a message to the Archive folder.
  - *Save as template* : Saves the current message as a template.  
You may use the saved template when writing a new message.
  - *Object* : Saves the objects included in a message.
  - *Details* : Shows detailed information of a message.

## MESSAGES

### ● Storing message objects

- 1 Select a mailbox.
- 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 to be stored and press the [  ]key to save.


### ● Deleting a message

- 1 Choose a desired mailbox.
- 2 Choose the message to be deleted and press the [  ]key.
- 3 Delete the message by selecting "Delete."




## MESSAGES

### ● Moving a message

- 1 Choose a desired mailbox.
- 2 Choose the message you wish to move to other mailbox and press the [  ]key.
- 3 Move the message to a desired mailbox by selecting "Move to."

### ● Editing a message

- 1 Choose a desired mailbox.
- 2 Choose the message to be edited, press the [  ]key and select "Edit."  
The subsequent steps are as same as those for writing a message.

## MESSAGES

### ● Voicemail

This function allows you to check the voice mails received by connecting to the voice mailbox provided by your network service provider. 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 check voicemails.

**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.



#### *Box number*

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

*Sets the voicemail alert by telephone to inform you of voicemail arrival.*

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

*Alert match* – Sets the message to be displayed when a voice mail arrives



## MESSAGES


### Cell broadcasts

You can read messages of the Cell Broadcast provided by your network service provider.



**Settings** – Enables you to select preferred topics and languages.

*Language* – You can specify the language of a message.

You may also add new languages or delete existing ones. If you press the [  ] key from the list of languages currently registered.


*Insert* - This function is used when you add a new language. The newly added language is displayed at the top of the language list.

*Add to End* - Same as “Insert,” but the newly added language is displayed at the bottom of the language list.


*Delete* - Deletes a language from the language list.



*Set info* – You can set message topics.

*Create a subject* - Use this function to add a new subject to the current subject list. You may add, edit or delete a topic by pressing the [  ] key from the listed subjects.

*Current (topic) list* - Shows the currently stored subject list.

You may add or delete a subject by pressing the [  ] key from the listed subjects.

You may choose up to 2 subjects from the current list. For more information, contact your network service provider.

## CALL LOGS

This function allows you to set Received calls, Dialed calls, Missed calls, Clear logs, and Call Info (Call timers and Call costs).



### Received calls



Displays the list of the telephone numbers of received calls and has the following sub-functions: Edit, View call log, Add to P-Book, Send SMS, and Delete.

### Dialed calls





Displays the list of the telephone numbers of the calls you placed and has the following sub-functions: Edit, View call log, Add to P-Book, Send SMS, and Delete.

### Missed calls




Displays the list of the telephone numbers of the calls you've missed and has the following sub-functions: Edit, View call log, Add to P-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 message “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 log” function or the menu number 4.










## CALL LOGS



**SEND OPTION** : If you wish to make a call to a number in the phone number list, move the status bar to a desired number by using the scroll up/down key, and then press the [  ]key.

**MENU OPTION** : You may use the following options under the phone number selected by using the scroll bar.

**EDIT** : You may use the "SEND OPTION" after editing the phone number selected by using the scroll up/down key. (This function is available only for Received Calls, Dialed Calls, or Missed Calls.)

**VIEW CALL LOG** : If you wish to see detailed information on the selected phone number, (1) move the status bar to the phone number by using the scroll up/down key and press the [  ]key, or (2) press the [  ]key to display the pop-up menu and then move the status bar to "View Call Log" by using scroll up/down keys, and then press the [  ]key. To close the log window, press the [  ]key or the [  ]key and you will return to the previous phone number list.




**ADD TO P-BOOK** : To store a phone number in the Phone Book by using the "Add to P-Book" function, move the status bar to a desired phone number by using the scroll up/down key, and press the [  ]key to display the pop-up menu. Then, move the status bar to the "Add to P-Book" by using the scroll up/down key, and press the [  ]key. This will enable you to save the selected number. The phone numbers already saved do not appear in the pop-up menu.

**SEND SMS** : To send a SMS message using a phone number in the phone number list currently being displayed, move the status bar to the desired phone number, and press the [  ]key to display the popup menu, and then move the status bar to "SMS" by using the scroll up/down key and press the [  ]key. This will enable you to perform related functions. If a phone number is marked as "withheld," the «No Number» message will be displayed for approximately two seconds before it disappears.

## CALL LOGS

Your phone will then return to the phone number list currently being displayed.

**DELETE** : Deletes the desired call log.

While or prior to performing a function, pressing the [  ]key will take you to the idle screen, and pressing the [  ]key 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



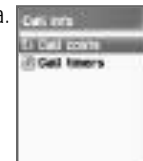
Deletes received calls, dialed calls, or missed call data.

Or deletes the entire call list by using All Calls.



### Call Info

Deletes received calls, dialed calls, or missed call data. Or deletes the entire call list by using All Calls.



### Call costs



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

## CALL LOGS

### Last call

Displays the cost of the last call.



### All calls

Displays the costs of all calls.  
You can clear them via PIN2 authorization.

### Clear logs

Clears a log(s) of call cost after you enter PIN2.

### Cost units

Allows you to set certain cost as the basis call cost within the service area. The following two options are available.

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

### Max cost

Sets the maximum value of a defined call cost via PIN2 authorization.  
The following two sub-options are available.

- *Read limit* : Allows you to read the maximum limit of a unit.
- *Set limit* : Sets maximum units.

## CALL LOGS

### • Call timers



Allows you to read the information on the duration of calls.

### Last call

Displays the duration of the last call.

### Dailed calls

Displays all the dailled calls

### Received calls

Displays all the received calls.

### All calls

Displays the duration of all calls.

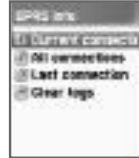
### Reset call time

Resets the duration of the last call or all calls.



## CALL LOGS

### GPRS Info



### Current connection



Shows in kilobytes the size of the data currently being sent or received via the GPRS.

### All connections



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



### Last connection



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



### Clear Logs



Clears the logs related to the GPRS.



## SOUND

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



### Ringing Settings



### Ring Type

**Ring tone** : Operates the sound selected from Melody, Bell 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, Sound, and My Melody. Each of them has several different melodies.

### Ringing volume

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

## SOUND

### Message alert



### Band 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, and Bell 3.

### Volume

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

## SOUND

### Key Tone



### Setting

Comprises On and Off functions.



### Tones

DTMF/Voice/Bell 1/Bell 2 /Bell 3 /Bell 4 /Bell 5/Beep

The Key Tone is applied to only number keys.

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.

## SOUND

### Flip open tone



### Setting

Comprises On and Off functions.



### Tones

Bell 1/Bell 2/Bell 3

These are the melodies that ring when you open your phone flip.  
(No melody rings when you close the phone flip.)

### Volume

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

## SOUND

### 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 Ringing settings.

Select Ringing type/Melody type/Ringing volume by using the [  ]

[  ] [  ] [  ] keys.



Press the [  ] key to save the selected item.

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


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

**SMS Tone Setting**

Select the Message Alert menu.



Select Band mode/Tone/Volume by using the [  ] [  ]

[  ] [  ] keys.

Press the [  ] key to save the selected item.




Once: operates only once. Every 2 mins.: operates every 2 minutes.

Every 5 mins.: operates every five minutes.


If you do not wish to save, press the [  ] or [  ] key to exit the menu. (Clr: exits to the previous stage. END: exits to the idle screen)

**Key Tone Setting**

Select the Key Tone menu.

Select Setting/Tones/Volume by using the [  ] [  ] [  ]

[  ] keys.





Press the [  ] key to save the selected item.


If you do not wish to save, press [  ] or [  ] key to exit the menu. (Clr: exits to the previous stage. END: 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/Tones/Volume by using the [  ] [  ] [  ] [  ] keys.

Press the [  ] key to save the selected item.

If you do not wish to save, press the [  ] or [  ] key to exit the menu. (Clr: exits to the previous stage. END: exits to the idle screen)

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

**Sound effect**

'Connection' is the tone that rings when 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.

Select a desired item by using the [  ] [  ] keys.

Select Set/Reset by using the [  ] [  ] keys.

Use the [  ] key to save changed contents.

If you do not wish to save, press the [  ] or [  ] key to exit the menu. (Clr: exits to the previous stage. END: 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



In order to change to a picture that fits a situation, use the [Left/Right] key to move to the desired situation. And then move the Select bar downward by moving the [Up/Down] key, and use the [Left/Right] key to select the desired picture. If you do not wish to change the image setting, press the [CLR] or [Back] key to exit the menu.



## SETTINGS

### Screen Option



You can select three different screen options in this menu.

**Screen option** : Allows you to select display options for the idle screen.

**Display string** : Allows you to change the text string displayed on the idle screen.

**Font color** : Allows you to change the font color.

Move to each item using the [Left/Right] key.

<Screen option>

Use the [Left/Right] key to select one of the four idle screen options shown below.

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

*Analog clock* : Displays the analog clock screen.

*Calendar* : Displays the calendar as the wallpaper.

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

<Display string>

You can select one of the following three text string types for the idle screen by using the [Left/Right] key.

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

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

## SETTINGS

**D-day** : Displays the D-day schedule. To enter the D-day schedule, follow these steps: [organizer]-[scheduler].

<Font color>

You can change the colors of all texts used in your handset. The colors available colors are: Default color, Red, Blue, Green and Dark Gray.

### ● 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 function, follow these steps : [setting]-[display]-[Greeting].

### ● Backlight



Sets the backlight level for the internal and external LCDs. Move the Select Bar to the item you wish to set by using the [ ] key, and adjust the level by using the [ ] key.



**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)

## SETTINGS

**Minimal bright** : 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 from the Minimal bright when no entry is made within the set time. (Always off, On for 5 secs, On for 10 secs, On for 20 secs, Always on)

### ● SUBLCD setup (On/Off)



Except when the phone flip is closed, if you select the [Sub Off] mode, no contents are displayed on the external LCD. However, if you select the [Sub On] mode, the same contents displayed on the internal LCD are displayed on the external LCD.





## SETTINGS

### Date & Time




#### Set time



Press the time to be set and then press the [  ] key to set the current time. If the time display is a 12-hour format, press the [  ] key in your handset to convert between am and pm modes.


#### Set date



To set the current date, scroll to the desired date and press the [  ] key. Press [  ] or [  ] 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.

## SETTINGS

### Display



You can set the time display format for your phone.

**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.

### Language



Sets the language to be used in your phone.


Place the scroll bar on a desired language in the language list and press the [  ] key to convert to the language.

If you select 'Automatic' from the <Information>, the default language set in the present SIM card will be set as your phone language automatically.

## SETTINGS

### Reset settings





This feature resets all the values stored in the handset by the user so that they are changed to the factory-set default values. To activate this feature, perform the following steps: From 'Reset settings', enter the handset password and press the [  ]key when "Restore factory setting?" appears on a separate screen. This will change all the values saved in the handset to the default values, while rebooting the phone automatically.

### Information

### Own number



This option allows you to input, save, and edit your own phone numbers. 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 stored in your phone.

If you already have a phone numbers stored, press the [  ]key and select one of the following functions.

1. Edit: Edits saved numbers.
2. Add: Adds new numbers.
3. Delete: Deletes saved numbers.

*(Note : You can save up to two Own Numbers.)*

## SETTINGS

### Software version



Allows you to check the software version of your handset.



### Auto power alarm



If the alarm has been set through the "auto power alarm on/off", and the phone power turned off, the alarm will ring at the time set by the user while the phone power is turned on automatically. After the alarm, the phone handset power will be turned off automatically.

On : Auto Power alarm On  
Off : Auto Power alarm 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.

### On/Off

You can turn on or off the answering machine by selecting this button. Use the down arrow key to go to the required selection and press the right or left arrow key to confirm selection.

## SETTINGS

Press [  ] button to exit menu.


When the answering machine is activated, a “mike” icon appears on the idle screen.

### ● Response Time

By selecting this key, one 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.

Use the down arrow key to go to the required selection and press the right or left arrow key to confirm selection.

Press [  ] button to exit menu.

### ● Response Message

This key enables the user to 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 defined 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 [  ] [  ] 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 [  ] button.

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 are any unread/ unheard messages among the recorded messages.

## SETTINGS

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 "Make call" or "Send message".

### ● Shortcut

In idle screen, press the side volume "up" 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.

## NET SERVICES

### ● Divert calls



Forward incoming calls to number set by the user.



### ● All calls









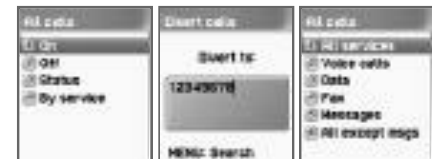
This feature allows you to set another phone number to which all voice calls, data received, fax, and message services will be forwarded.

**On :** Allows you to set the function for diverting all incoming calls. If you select 'On', a screen will appear asking you to enter the number to which calls will be forwarded. Input the number and press the [  ]key, and you will be asked to input a waiting time between 5 to 30 seconds. Once you input a waiting time and press the [  ]key, the setting will be sent to your service provider network.

**Off :** Cancels the settings made via the "ON" feature.

**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 service [  ].



## NET SERVICES

### • When busy



#### *Diverting calls when busy*

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 1.1.



### • On no answer



#### *Diverting calls when you don't answer*

Forwards incoming calls to another number designated by you if you do not answer your phone within a designated time (between 5 and 30 seconds).

You can set this function in the same manner shown in 1.1.



## NET SERVICES

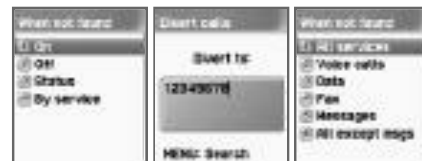
### • When not found



#### *Diverting calls when out of range*

Forwards incoming calls to another number designated by you if you are out of the network service range.

You can set this function in the same manner shown in 1.1.



### • Cancel all



Cancels all current settings for diverting calls.

## NET SERVICES

### Call Settings

Sets all additional functions available for use when making or receiving calls.



### Answer type



Sets the modes for answering incoming phone calls.



**Flip open** : Answers the phone by opening your phone flip.

**SEND key** : Answers the phone by pressing the [  ] key.

**Any key** : Answers the phone by pressing any key.

**Auto answer** : Automatically answers an incoming phone call after 10 seconds.

### Call waiting



When you receive an incoming call while you are on the phone, this feature lets you know that it is attempting to be connected.



## NET SERVICES

### Caller number



Displays the phone number or name of the calling or called party. This function depends the subscription to the Caller ID service as well as the settings of the caller.



**Show my no.** : Shows your own phone number.

**Show called no.** : Shows the number of the recipient when you make a call. In case the call is forwarded to another number, that number is also displayed.

**Hide if called** : Does not show your number to the caller in an incoming call.

### Automatic redial




When you make a call, if it is connected to the called party successfully, the called 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 list of the following options.

**Insert :** 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 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 has the following options.

**Add :** Adds a new N/W.

**Change :** Allows you to edit the contents of a network item.

**Delete :** Deletes the selected network item.

You use this menu to add a service providers other than those already stored in the «(1) Preferred N/W» items.

### N/W selection



This option allows you to prepare a list of network providers and select a network provider of your choice.

**(1) Automatic :** Automatically selects the network.

**(2) Manual :** Allows you to select a network of your choice manually.

### 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 setting

To continue with this menu, you must first enter your password (PIN1). If you fail to enter the correct password three times in a row, 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 make the setting that calls for inputting of PIN1 in order to proceed to the idle screen when the phone is turned on.

**Unlock** : Allows you to make the setting that permits proceeding to the idle screen without inputting PIN1.

**Change PIN1** : This is displayed when the SIM lock setting is set to Lock. You can change the PIN1 number at your discretion.

**Change PIN2** : Allows you to change PIN2 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. However, you can use the emergency call 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 allowed, but the handset password must be entered to access the menus.

**Lock** : Only emergency calls are allowed. To access the menus or to make or receive regular calls, you need to enter the handset password.

**Change code** : Allows you to change the phone password at your discretion.





## NET SERVICES

### ● H/S barring

This function offers multiple methods to limit making or receiving calls. In general, the barring service becomes activated by interoperating with the network, but H/S (handset) barring is made by the phone itself. Major functions are as follows:

#### Incoming



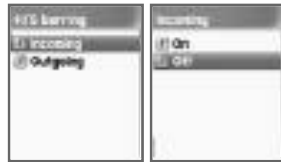
Rejects all incoming calls.

You can set this function by selecting Lock/Unlock 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 the phone numbers with specified prefixes; and (3) Do not bar. If you select the bar prefix, the bar list is displayed from which you can select and set the items. A pop-up menu with features such as 'add', 'edit', 'delete', and 'delete all' is provided. If you attempt to make a call after the barring function has been set, the message «Call failed/Call barred» will appear on the screen.



## NET SERVICES

### ● N/W barring



This function depends on the availability of such service by your service provider as well as your subscription for the service. Like the «Divert Calls» service, you can set this function for the entire basic service group or make individual settings for each services. You can set either "On" or "Off" for each of the following services: (1) All services, (2) Voice calls, (3) Data, (4) Fax, (5) Messages, and (6) All except messages. Any attempt to change the settings will call for inputting the phone 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 Call (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.

## NET SERVICES

### Outgoing calls

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

You will see a call list for which the barring function will be set.

Select one of the call lists.

Press the [  ] key.

**On** : Sets barring on a desired call.

**Off** : Releases the call that has been barred.

**Status** : Shows whether or not the current call has been barred.

### Clear all

Deactivates the barring items set via the [1-5] menu.

You will be asked to enter a network password.



## ● Fixed dialing

### Fixed dial setting



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

## NET SERVICES

## ● 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 is added to 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 will be set to such name.

## 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 the [  ]key -> then press the [  ]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.




## ORGANIZER

If you choose [Once], the alarm will ring just once at the given time of the Alert Date.

If you choose [Daily], the alarm will ring everyday at the given time.

If you choose [Weekly], the alarm will ring at the given time of the weekday chosen 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 <Manner Mode>.

You may register up to five alarms.

## ORGANIZER

### 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.







### Erasing and adding events

Move the <pink square> cursor to the date you wish to insert an event. Press the [  ]key, 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.

**Event** : You can choose event types.

(Options: meeting, call, restaurant, entertainment, birthday, travel and others)

**Memo** : If you press the [  ] key, you can write a short note.

**Time** : Records the event time.


## ORGANIZER


**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')

**Repeat** : You can set how often the event happens, (Option: once, daily, weekly, monthly, or yearly.)


ex) For a birthday, you may choose 'yearly.'


Press the [  ]key to set an event alarm melody.

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.

If you press the [  ]key, a popup menu will appear.

**Add event** : Adds a new event to the selected date.

**Delete and delete all** : deletes one or all of the events registered on the Selected day.


**On d-day** : Shows you how many days are left until the event.

**Memory info** : Shows the number of events registered.




## ORGANIZER

### Seeing all the events registered on the calendar

Press the [  ] key and select [View All Event]



### Moving to a specific date

Press the [  ] key and select [Goto Date]

Confirm the Memory of Schedule, select [Memory info]




## ORGANIZER


### Memo



Allows you to keep short notes on your mobile phone.

Press the [  ] key - > [  ] key.


After you are finished with writing a note, press the [  ] key to save the note.


Press the [  ], then you will see the following sub menus.

**Add** : creates a new note.

**Delete** : deletes the selected note.

**Delete all** : Deletes all notes.

After you write a note, press the [  ] key to save it.

From the memo list screen, press the [  ] key to see the contents of the selected note.

You can keep up to 20 notes.



## ORGANIZER

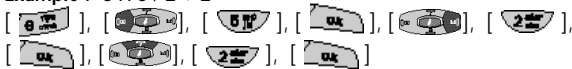
### Calculator



Adding, subtracting, multiplying, and dividing of decimal numbers are supported.

With the [ ] key, 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 :**  $6 \times 5 / 2 + 2 =$



## ORGANIZER

### 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, L, cu., inch, cu. feet, cu. yard, gallon. And 'weight' includes g, kg, t, grain, oz, pound and keun.

Select the measure among length, area, volume and weight by pressing the [ ] key or [ ] key.

Move downward with the [ ] key, and select the calculation unit of the measure by using the [ ] key or [ ] key.

Enter the numbers to be calculated by using the keypad. Use the [ ] key to input decimal points.

Press the [ ] key or the [ ] key to select a calculation unit of the measure.

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 [ ] 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

Games described at this section may be different from your phone.



## Photo puzzle













### How to Play

The Photo Puzzle is a kind of Jigsaw puzzle. You make puzzle pieces by dividing a image(s) stored in the phone into small pieces and then reassemble them to make the original image(s). Once the original image(s) is reproduced, the game ends, or "the stage is cleared." From the game menu, you can select a desired "stage," and decide the game type together with the quantity of puzzle pieces.

There are two ways to play the game: swapping and sliding methods. With the swapping method, you select a puzzle piece by moving the up/down/left/right keys, and move the selected piece to the desired location and then confirm the location. Once you confirm the location, the locations of the two puzzle pieces are changed each other. Through a series of this step, if the original image is reproduced, the game ends or "the stage is cleared."

With the Sliding method, you insert the puzzle pieces into empty spaces by using the direction keys. If you insert all the pieces and reproduce the original image, the game ends or "the stage is cleared." There are 4 different stages. The puzzle pieces can be divided into: 3x3, 4x4 or 5x5 in order to allow you to select different game types.

### Controls

Key	When using the menu/When playing the game
 / 	Moves upward / Not used
 / 	Moves upward / Not used
 / 	Changes the game stage / Moves to the left
 / 	Changes the game stage / Moves to the right
 / 	Confirm / select or cancel

### ● Rabbit escape














### How to play

Each stage is cleared if a rabbit collects all the keys by escaping a fox or letting enemies disabled to move via shooting its own excrement. Mini-map on screen displays the location of the player, enemies, preys, and keys.

The rabbit use its own excrement as weapon, which is used to obstacle the route of fox and disable him to move. When a player starts game initially, 3 chances are provided for shooting weapon. As the rabbit eats more carrots, the number of shooting chances increases and health gets stronger also. If the rabbit is caught by the fox or died for hunger, the player shall see game-over screen.

### Controls

Key	In Menu Screen / In Game Execution
 / 	Moving Upward / Moving Upward
 / 	Moving Downward / Moving Downward
 / 	Change the Game Stage / Move to Left
 / 	Change the Game Stage / Move to Right
 / 	Confirm / Shot
	N/A / Pause Setup & Removal - Standby





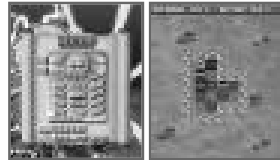
## FUN & TOOLS

### ● Smoky

The objective of this game is to help the sorcerer boy push the monsters into the cages. You can't pull the monsters back so think carefully when you make a move.



When you want to restart the current stage, press [  ]. This game consists of 200 different stages in various difficulties. The buttons used for playing the game is described in the "Help" menu. (You can also move the sorcerer boy with the [  ] key)



## FUN & TOOLS

### ● Downloaded




You can see the list of image and melody files downloaded through EMS/MMS or mobile services. You can also perform such basic tasks for each file as "delete," "change file name," and "see the file information," as well as change the wallpaper and view image files.

### ● Image





Use the [  ] [  ] keys to select images.




These are the downloaded image files. You can see the information of the size of the selected file on the mini-screen at the bottom. Use the [  ] key to choose a file. (The image sizes of 256X256 or more do not support the View and Mini-screen View functions.)



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



## FUN & TOOLS

**View** – view images.

**Set as wallpaper** – press the [  ] 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 the [  ] key to go into the editing screen. After entering the new file name, press the [  ] key to save the file.




Press the [  ] key or the [  ] key to exit from the file menu screen.


## FUN & TOOLS


### • Animation

This is the list of the downloaded animation files (Animation bmp 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 of the screen. Use the [  ] key to select a desired file.

(Animation file sizes of 256x256 or more do not support viewing and mini-screen viewing function.)

In order to perform tasks for animation files, press [  ] key.


When the file menu pops up, use the navigation key to select the file and press the [  ] key.


**View** – You can view animation.

**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 the [  ] key to go into the Editor screen.

Input a new file name and press the [  ] key to save.


Press the [  ] key or the [  ] 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 an animation file, press the [  ] key. When the file menu screen pops up, use the [  ] key to select a desired menu, and then press the [  ] key.


## FUN & TOOLS

**Play** – Plays a melody

**Set as ringtone** – Registers bell tones. Press the [  ]key and wait for the progress bar to finish.

**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 the [  ]key to go into the Editor screen.

Enter a new file name, and press the [  ]key to save.

Press the [  ]key or the [  ]key to exit from the file menu screen.

## FUN & TOOLS

### 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.

From the 'Voice record', you can move to the [Voice record] by using the [Menu/Record] key.

The [Voice record] offers the following functions: [RECORD], [STOP], [PLAY] and [SAVE].

Press the [RECORD] key to record your voice. When you press the [SAVE] key, the text editor window appears where you can enter the title for the recorded object. The title you 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 10files

(When the remaining storage capacity of the file system is insufficient, it may be limited to less than 3 files depending on the storage availability.)



## FUN & TOOLS

### 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

Reconnects to the most recent website you visited.

### Resume

Reconnects to the most recent website you visited.

### Bookmarks

You can store Internet addresses that have WAP browsers.

### Push message

Your 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.



## FUN & TOOLS

### Connection



- A. Homepage : This is the homepage address.
- B. Image : Allows you to select image display options.
- C. Connection: Allows you to select oriented connection/ non-oriented connection, or security/non-security.
- D. Gateway : This is the Gateway ID and password.
- E. Bearer : Allows you to select the bearer type (Data/SMS/GPRS).
- F. Data options
  1. IP address: IP address of Gateway
  2. Dial: Dial number
  3. DataCall Type: ISDN/ analog
  4. Data Call speed: 2400/4800/9600/14400 bps
  5. User ID
  6. Password
  7. Timeout: 30/60/90/120 (m/sec)

### G. SMS options

1. Server number
2. Service number

### H. GPRS options

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

### Security cert

These are the lists of Security Certificates.



### Cache mode

You can select one of the two options. ("Always check" and "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 downloading the current page.

**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 home page.

**Top** : Takes you back to the top of the current page.

### Camera



### Snapshot

1 Select Snap Shot or press the [ 1 ] key.

- You can also select "Snap Shot" from the menu by pressing the [ ] key from the idle screen.
- The lens range is infinity~30cm.



2 If you press the [ ] key or the Camera Display key on the side of the camera, the screen will be frozen and the picture to be stored will be displayed.

- Pictures will be taken with the sound set in the Camera Settings.
- The default value is "Shutter."
- When you see the message "Not enough memory" it indicates that you have used up the maximum number of pictures that can be stored, or 100 pictures. Erase unnecessary pictures before use.
- When the message "Not enough memory" is displayed, it indicates that you used up all the storage space. Erase unnecessary pictures before use.
- The message "Existed same name!" indicates that a picture with the same name exists. Save the picture in different name.
- Pressing the volume key on the side of the phone enables you to use the "Zoom" function which will be applied to the pictures to be taken.

- Use the [ ] [ ] key to apply the following functions to the pictures to be taken, or use the [ ] [ ] key to change values.

- 1) **Bright** : Normal (default), Day, Night
- 2) **Self timer** : Off (default), 3 sec, 5 sec, 7 sec.
- 3) **Photo** : Single shot (default), multi-shot
- 4) **Effect** : Normal(default), Black and White, Sepia, Negative, Emboss
- 5) **Sticker** : Normal(default), Frame1 ~ Frame10
- 6) **Size** : 128\*128(default), 352\*288, 640\*480


- The Sticker function can be used only for 128\*128 resolution.
- With the Photo function, you can take 9 pictures continuously.

3 You can select "Save" by pressing the "Cancel" or "Save" key.





4 Save the picture name.







- If you press the "OK" key, the picture title given automatically will be displayed.
- Press the "Cancel" key to erase the existing name and store the picture in a new name.
- Press the Menu key to shift between the entry modes for English, Chinese, numbers and special characters.
- With the phone flip open, the Preview is activated using the external LCD setup values. You can shift between the external and internal LCDs by using the Camera key. When the Camera Preview is ended, the phone returns to the previous setup values of the external LCD.
- With the phone flip closed, the Preview is activated on the external LCD regardless of the setup values of external LCD.

### Album



- 1 From the idle screen, press the "Camera Display" key and then the number [  ] key.







- 2 Search for the stored pictures by using [  ] [  ] [  ] [  ] keys.

- Pressing the [  ] key enables you to enlarge the selected pictures.
- On the enlarged image, you can also enlarge other pictures by pressing the [  ] [  ] [  ] [  ] key.
- Pressing the [  ] key enables you to apply the following functions to the selected pictures.








- 1) **Set as Wallpaper** : Sets the selected picture as the wallpaper.
- 2) **Information** : This function is available only for single view.  
You can see the time when the picture was taken and the file size.
- 3) **Rename** : Renames pictures.
- 4) **Link phonebook** : Connects pictures to the phonebook.
- 5) **Unlink phonebook** : Cancels the connection to the phonebook.
- 6) **Delete** : Delete the selected picture.
- 7) **Delete all** : Delete all pictures.
- 8) **Photo editor** : Enables you to decorate a stored image with the following functions: "sticker", "effect", "stamp" and "Text Stamp".

- With the [  ] [  ] key, you can shift between "sticker", "effect", "stamp" and "Text stamp" modes.




- With the [  ] [  ] key, you can select the functions of each mode.
- After the editing is finished, with the [  ] key, you can select "Save" or "Save as", or cancel or exit to the [  ] key.










### Set as wallpaper

1. From the album, select the picture to be used as the wallpaper by using the [  ] [  ] [  ] [  ] keys.
2. Select the [  ] key, and then select 'Set as wallpaper' by using the [  ] [  ] key.

### Information

1. This function is used in single view mode by selecting the select key in the Album.
2. Press the [  ] key, and then the [  ] [  ] key to select the "Information".








### Rename

1. In the Album, press the [  ] [  ] [  ] [  ] keys to select the picture to be renamed.
2. You can change the name of the picture by selecting the [  ] key, and then selecting the "Rename" by using the [  ] [  ] key.

- When the current name of the picture is displayed, press the "Cancel" key to erase the current name and change it to a new name.








- You can shift between the entry modes for English characters, Chinese characters, numbers and special characters by using the Menu key.
- Press the End key to cancel changing the picture name and to maintain the existing name.


### Link phonebook

1. Search the picture from the Album that is to be used as the picture for the phonebook by pressing the [][][][] keys.
2. You can set the picture as the picture for the phonebook by pressing the []key and selecting the "Link Phonebook" by pressing the [][]key.








- You can shift between the entry modes for English characters, Chinese characters, numbers and special characters by using the Menu key.



### Unlink phonebook

1. Search the picture from the Album that is to be used for the phonebook by pressing the [][][][] keys
2. You can cancel the picture as the picture for the phonebook by pressing the []key and selecting the "Unlink Phonebook" by pressing the [][]key.




- You can shift between the entry modes for English characters, Chinese characters, numbers and special characters by using the []key.



### Delete

1. Search the picture from the Album, which you wish to delete, by pressing the [][][][]keys.
2. You can delete the picture by selecting the []key and selecting "Delete" by using the [][]key.

- If you press the []key, the confirming message "Delete ?" will be displayed.
- Press the []key to delete the picture, or the [Cancel]key to cancel the deletion.

### Delete all

1. You can delete all the pictures by selecting the []key and then selecting "All Delete" by using the [][]key.


- If you press the []key, the confirming message "Delete All ?" will be displayed.
- Press the []key to delete all the pictures, or the [Cancel]key to cancel the deletion.

### Photo editor





Enables you to decorate a stored image with the following functions: "sticker", "effect", "stamp" and "Text Stamp".







### ● Setting

This menu allows you to manage the taken pictures. You can make it by pressing numeric [  ]key or selecting 'Settings' on the camera menu.



- 1 To set the graphic mode (Resolution),
  - Select the "Resolution" by pressing the [  ] [  ]key, or press the number [  ]key.
  - Change the graphic mode with the [left/right] button and press the [  ]key. (128\*128 -> 352\*288 -> 640\*480 -> 128\*128 ->...)
  - The image storage capacity varies depending on the set mode. (640\*480 > 352\*288 > 128\*128)
  - Pressing the End key or Cancel key does not save the set value and the existing values are maintained.
  - The default set value is "128\*128."



















- 2 To set the Brightness
  - Select the "Brightness" by pressing the [  ] [  ]key, or press the number [  ]key.
  - Change the "Brightness" by using the [left/right] button, and press the [  ]key. (Normal -> Day -> Night -> Normal ->...)
  - The moving speed of the pictures taken are as follows by the brightness of each picture:

**Normal** : 30frame/sec

**Day** : 30frame/sec

**Night** : 15frame/sec







- Pressing the End key or Cancel key does not save the set value and the existing values are maintained.
- The default set value is "Normal."

- 3 To set the shutter sound (Sound).
  - Select the "Sound" by pressing the [  ] [  ]key, or press the number [  ]key.
  - Change the shutter sound by using the [  ] [  ]key, and then press the [  ]key.
  - If you would like to take pictures without any shutter sound, select the "Mute" mode.
  - The default set value is "Shutter".
- 4 To set the Self Timer
  - Select the Self Timer by using the [  ] [  ]key or press the number [  ]key.
  - Change the timer speed with the [  ] [  ]key, and press the [  ]key.(off -> 3 secs -> 5 secs -> 7 secs -> off -> ...)
  - The default set value is "Off".
- 5 To set the Sticker.
  - Select the Sticker by pressing the [  ] [  ]key or press the number [  ]key.
  - Change the Sticker by using the [  ] [  ]key, and press the [  ]key. (Normal -> Frame1 ->... -> Frame10 -> Normal -> ...)
  - The default set value is "Normal".
  - This function is available only in the 128\*128 mode. In all other modes, "Unavailable" is displayed.

## FUN & TOOLS

6





To set the Effect.

- Select the Effect by pressing the [  ] [  ] key or press the number [  ] key.
- Change the Effect by using the [  ] [  ] key, and press the [  ] key.  
(Normal -> B/W -> Sepia -> Negative -> Emboss -> Normal -> ...)

*Note : You can set the Effect only in Photo Editor.*

## FUN & TOOLS

### Memory info

This option shows the memory capacity and available memory. In order to select memory info, press [  ] -> [  ] -> [  ], then press the [  ] key.

Fun & Tools	Memory info
Games	Total
Downloaded	1.0M
Voice record	Used
MP3	905.5K
Camera	Free
Memory info	1.2M

## STK

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 save a list of phone numbers of your choice. You may add or delete phone numbers anytime. In addition, you may select to save data either in the SIM card or phone memory. You can store up to 500 phone numbers.

Press the down key from the idle screen to enter into the phonebook menu.

To access the phonebook menu, press the down key from the idle screen.

### Group search



Allows you to perform search by group.



menu/select 'Edit'

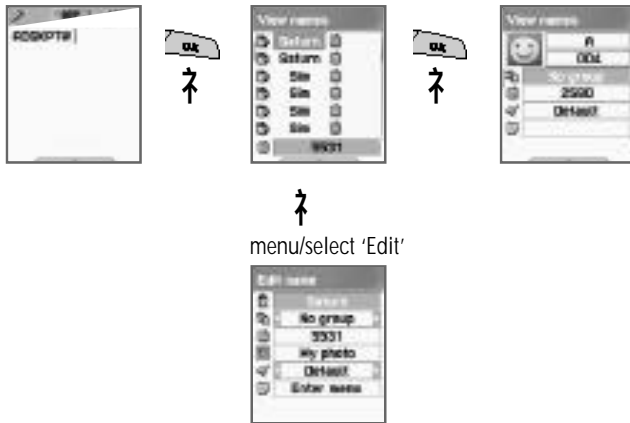


# PHONEBOOK

## Name Search



Select the [Name Search] and enter the name to search in the edit bar. 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, it automatically scrolls. Use the [Left Arrow] key to move [Left Arrow] [Left Arrow], and press the [Right Arrow] key from the list to call the selected phone number. You can save three different phone numbers (mobile, home, office) per person, and the icons listed on the right of the names can be moved by using the [Left Arrow] [Left Arrow] key. You may also make a call to the selected phone number. The number displayed on the bottom represents either list where the cursor is located or the number corresponding to the icon. If the number is too long, it will scroll automatically.

# PHONEBOOK

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

*Edit*

*Delete (delete the number)*

*Add to speed (store the number to the Speed Dial)*

*Send message (Menu to send SMS / EMS)*

To view the saved list in the screen, press the [OK] key.

To edit the contents, select the 'Edit' by using the [MENU] key.




Select each number with left & right navigation key.

## PHONEBOOK






### Photo search



When you access the [Photo search], you will see the list of photo images, which are linked to phone numbers in the phone book. You can make a call by pressing the [  ]key.

### Add New Name








Register a new number in the edit mode. When entering a name or memo, you can use any key to into the Editor. Press the [  ]key after inputting, and you will be taken back to the Editor screen. If you wish to add a photo, move the cursor to the photo input place and use the [  ]key to select the the desired menu. You can erase photo images in the same manner. Use the [  ][  ]key to select a group or melody. After inputting the contents, press the [  ]key to save.



## PHONEBOOK

### Speed Dial List



Speed dial list can support up to 99 lists (1 through 99). If you move the cursor, the names and the phone numbers of the selected list automatically scroll. If the list number is a single digit number (1-9), simply press and hold the number, and you will be automatically connected to the phone number associated with the list number, which is stored in the Speed Dial list. If the list number a double digit number (10-99), press the list number and then press the [  ]key to call the corresponding phone number. To register a number in the Speed dial list, press the MENU from the phonebook list and select "Add To Speed." Remember that you must press the [  ]key after you select the icon in the phone book list by using the [  ][  ]key. After entering into the 'Speed dial' list, move the cursor to the desired number and press the [  ]key.

From the sub-menu, you can move all the phone numbers stored in the current index to another index.



## PHONEBOOK

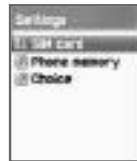
### Settings



### Save nos. to



The phone numbers are stored in the place set in this menu. You can select from SIM card/Phone memory/Choice. The 'Choice' lets you choose either SIM card or Phone memory every time you add a new phone number.



### Used space



This shows you the storage capacity of the phonebook currently being use. You can save up to 500 phone numbers in the phonebook.



## PHONEBOOK

### Group ring tones



You can designate different melodies to different groups.




### Delete all







Deletes all the phone numbers stored in the phonebook.




You can organize your favorite menus.  
To register a menu, select the [  ]key on the desired menu item.








### 1. Registering in My Menu

- 1) Move to the menu you wish to add.
- 2) Press the [  ]key.
- 3) When the 'Add' window pops up, press the [  ]key to register it.
- 4) If you do not wish to register it, press [  ]key or [  ]key.

### 2. Using a registered menu

- 1) Press the [  ]key from the idle screen.
- 2) Select the desired menu among the registered menus.

### 3. Deleting registered menus

- 1) Press the [  ]key in the idle screen to start up My Menu.
- 2) Press the [  ]key from the menu you wish to delete.
- 3) Press the [  ]key to delete it. If you do not wish to delete it, press the [  ] or [  ]key.

### 4. Tips

- 1) You can register up to 5 My Menus.
- 2) You cannot register the menus that call for passwords.
- 3) You cannot register the STK menu.
- 4) There are menus that can be registered or implemented depending on a SIM card.
- 5) You cannot register menus that are sub-menus below three levels or more.

## Appendix

Care and maintenance

Troubleshooting

Battery use

Safety information

Emergency calls

## CARE AND MAINTENANCE

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For your safety and proper maintenance.

The following list shows how to maintain your mobile phone as well as precautions.

- Keep your cell phone and its accessories out of the reach of children.
- Keep your mobile phone in dry condition and use it in 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 phone in dusty, dirty areas.
- Do not attempt to disassemble your phone.
- Do not drop or cause severe impact to the phone.
- Do not use chemical products, cleaning solvents or detergents to clean your phone.
- If your 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.

## TROUBLESHOOTING

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If you experience problems while using your mobile 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 lock code. If you cannot remember the lock code, contact the nearest service center.

**When the “Enter PIN1” message appears:**

Enter the PIN1. If you cannot remember it, contact the nearest service center. You can still receive calls even if your phone becomes locked as a result of entering incorrect PIN1 three times in a row.

**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.

**When call quality is poor:**

End the phone call and try again.

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

Your phone may be set to MUTE. Disable the MUTE function by converting to the UNMUTE mode.



## TROUBLESHOOTING

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### **When battery lifetime becomes shorter than usual:**

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

### **When your 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 have not been registered to receive the SMS service, or you may be out of the service range of your network service provider.

### **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 Phonebook:**

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

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

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

## BATTERY USE

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Your mobile 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 when using the battery**

- Do not use a damaged battery or charger.
- Use the battery only for intended purposes.
- If you use the your mobile 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 short circuit the battery. The battery can be short-circuited when it contacts with a conductive object. A short circuited mobile phone may damage the battery. (???) Dispose and recycle used batteries in accordance with local regulations. Do not dispose the batteries into a 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.

## SAFETY INFORMATION

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### Road Safety

Remember that safety always comes first when you drive. Do not use your mobile phone while driving a vehicle. If unavoidable to use the phone, park the vehicle before making a 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 phone where usage is forbidden.

When connecting your 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 mobile 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 mobile 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 mobile 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 together with your mobile phone. Turn off the 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

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### Important!

Since this mobile 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 mobile phone in emergency situations (e.g. medical emergencies). In order to make communication by phone possible, you must turn on your 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.



