



Instruction Manual

UTS708SY

- 1** INTRODUCTION
- 2** BEFORE USING YOUR PHONE
- 3** BASIC OPERATIONS
- 4** CONVENIENCE FEATURES
- 5** USING THE PHONE BOOK
- 6** RECORDING FUNCTIONS
- 7** USE YOUR PHONE AS A DIGITAL CORDLESS EXTENSION PHONE
- 8** OTHER FEATURES

SAFETY INFORMATION:

This wireless hand phone has been tested and complies with the Federal Communications Commission (FCC) RF exposure limits for General Population/Uncontrolled exposure environment.

In August 1996 the Federal Communications Commission (FCC) of the United States with its action in Report and Order FCC 96-326 adopted an updated safety standard for human exposure to radio frequency electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards. Use only the supplied or an approved antenna. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in violation of FCC regulations. Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Please contact your local dealer for replacement antenna.

For body worn operation, this phone has been tested and meets FCC RF exposure guidelines when used with an accessory that contains no metal and when the back of the phone faces your body. Use of other accessories may not ensure compliance with FCC RF exposure guidelines.

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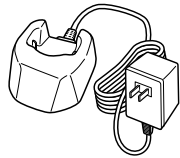
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1. INTRODUCTION

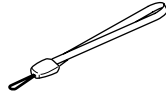
TELEPHONE AND ACCESSORIES



• Telephone



• Charger



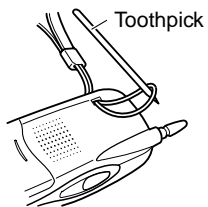
• Hand strap (1)

- This instruction manual

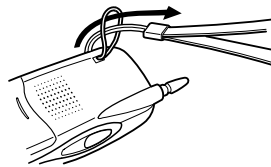
The battery is factory installed in the telephone.
Be sure to fully charge the battery before using the telephone the first time, and whenever it has not been used for an extended period of time.

ATTACH THE HAND STRAP

1 Pass the small end of the strap through the hole in the telephone as shown, and pull it through using a toothpick or similar pointed object.



2 Pass the opposite end of the strap through the end loop, and then pull tightly.



IMPORTANT FEATURES

[continued to next page](#)

Data communications (p. 80)

Data communications, at a maximum 32 kbps, are possible by using the data communication card.

Retractable antenna, power search (p. 18, 41)

Diversity receiver technology switches automatically between signals received via the retractable antenna and the internal antenna to assure the best possible reception at all times, while Power Search feature captures the strongest signals (while talking or waiting for a call in the public mode).

Directory function (p. 84)

The phone directory holds a maximum 500 entries, and includes a quick-search, and secret address book functions.

Time and date (p. 35)

Setting the time and date enables such features as displaying the time and date during standby and confirming the time for redialing, keeping a record of incoming calls.

Redialing and logging received calls (p. 43, 45)

Numbers can be stored for up to ten calls placed and ten calls received. Numbers can then be easily redialed or recorded in your phone book.

Whisper mode (p. 49)

When necessary, you can talk in a whisper but the party on the other end can hear your voice as usual.

Manner mode (p. 60)

The manner mode lets you control easily how the phone responds when dialing and receiving calls.

IMPORTANT FEATURES

Vibration mode ringer (p. 53)

The phone vibrates when a call is received.

Vibration mode dialing (p. 54)

When you place a call and the other party answers, the phone vibrates.

Select the ringer tone (p. 56)

Compose your own ringer melody (p. 57)

Select a conventional tone or a melody for the ringer. You can even compose ten different ringer melodies.

Hands-free talking (p. 50)

Built-in speaker lets you talk without holding the phone.

Speaker monitor (p. 50)

Listen to the other party through a speaker on the back of the phone.

Key guard (p. 32)

Protect against unintended operations when the phone is not in use.

Lock phone (p. 37)

Secure your phone with a Lock code to prevent unauthorized calls.

Calendar (p. 67)

Enter a year and month to display the monthly calendar.

Scheduler (p. 68)

Reminders for up to twenty events occurring in the next month can be stored (max. 3 per day)

Memo pad (p. 71)

Store five memos of up to 72 characters each. Convenient for remembering train schedules and quick reminders.

Anniversary dates (p. 72)

Register important dates, and a message and icon will be displayed to remind you.

Alarm clock (p. 74)

Up to 11 alarms can be set. A snooze mode sounds 5 times every five minutes.

Calculator (p. 76)

Basic calculator includes the four basic operations with a maximum 8 digit display.

Game mode (p. 78)

Catch the falling persimmons with crabs. Persimmons fall faster as you advance.

Recording function (p. 96)

Digital recorder stores voices during conversations.

Headset connector (p. 52)

Connect any digital headset to talk with your hands free.

1. Introduction

WHAT IS A PAS

Talk on the street, in the office

With your PAS, you can talk on the phone just about anywhere, on the street, in the office, or even at home (within your service provider area).

- Note that reception may not be possible even in the service area depending on signal conditions.



Digital signals mean better signal quality, improved security

Your digital PCT handset offers clearer reception with little noise compared with conventional analog cordless phones. Security is also better, so electronic eavesdropping is more difficult.

- Remember that with the certain equipment, other parties can electronically tap into your conversations. Total security is difficult to achieve.



1. Introduction

FOR YOUR SAFETY (BE SURE TO READ THESE WARNINGS)

- This section includes important information to prevent harm or damage to the user or other persons.
- Some of the problems that can arise from improper use as a result of not reading these precautions are described below.

DANGER: Failure to heed the following could result in death or severe bodily harm.



PROHIBITED

- **Do not place the battery charger near fire or wherever a temperature is extremely high**

Exposure to heat could cause the battery to overheat, leak fluid, or even explode, resulting in fire or bodily harm.



ALWAYS

- **USE ONLY the specified battery**

Using other batteries could cause the battery to overheat, leak fluid, or even explode, resulting in fire or bodily harm.



- **ONLY USE the battery with this product.**

Using the battery with other products could cause the battery to overheat, leak fluid, or even explode, resulting in fire or bodily harm.

- **ONLY USE the battery charger with this battery.**

Using the charger to charge batteries for other products could cause the battery to overheat, leak fluid, or even explode, resulting in fire or bodily harm.

- **IMMEDIATELY flush the eye(s) with clean water and see a physician if battery fluid should get in the eye.**

Failure to see a doctor could result in loss of eyesight.



DO NOT DISASSEMBLE

- **DO NOT disassemble, modify, or attempt to repair the phone or charger.**

An electrical short could occur. Modifying the phone may also be in violation of telecommunications laws.



PROHIBITED

Remember the following when handling the battery.

- DO NOT disassemble, modify, or attempt to repair the battery.
- DO NOT throw the battery in a fire or heat the battery.
- DO NOT leave the battery beside a fire or other high heat source.
- DO NOT short circuit the battery terminals, or carry a loose battery with metal necklaces, change, or other metal objects.
- DO NOT solder the battery.
- DO NOT connect the (+) and (-) terminals with wire or other metal object.



FAILURE TO HEED THE ABOVE COULD RESULT IN EXCESS HEAT, LEAKAGE, OR EXPLOSION, RESULTING IN FIRE OR BODILY HARM.

FOR YOUR SAFETY (BE SURE TO READ THESE WARNINGS)



WARNING: Failure to heed the following could result in death or severe bodily harm.



PROHIBITED

- **DO NOT TALK** while riding a bicycle or driving a car, motorcycle, or other motor vehicle.

Keep your eyes and attention on the road. ALWAYS stop in a safe, legal area if you must use the phone.



ALWAYS

- **PAY ATTENTION** to your surroundings while talking on the phone.

You could easily trip or walk into traffic unless you pay sufficient attention to your surroundings while talking.



- **If you notice smoke, unusual heat, or an odd smell while using the phone, turn it off immediately and remove the battery.**

Continued use could result in getting burnt. Take the phone for repair.



- **ALWAYS TURN THE POWER OFF** when instructed while on an airplane, in the hospital, or other designated areas.

Failure to turn the power off could interfere with other electronic instruments and medical equipment, resulting in an accident or harm to others.



- **CONNECT the AC power supply to a normal household outlet (110 V)**

The charger may malfunction or cause a fire if used with other power sources.

- **IMMEDIATELY WASH** with clean water if any skin or clothing exposed to battery fluid.

Failure to wash could cause skin problems and destroy the fabric.



UNPLUG

- **KEEP the phone out of the reach of small children.**

They could get hurt.



- **IMMEDIATELY UNPLUG** the charger if you notice smoke, unusual heat, or an odd smell while recharging a battery.

Continued use could result in fire. Take the charger for repair.



CAUTION: Failure to heed the following could result in bodily harm or property damage.



PROHIBITED

- **DO NOT USE** in extremely hot or cold conditions.

Using the phone at 45°C or above or -5°C or below, or the charger at 35°C or above or 5°C or below, could result in malfunction or product failure.



DO NOT USE WHERE EXPOSED TO WATER

- **DO NOT leave the phone or batteries in direct sunlight or in a closed car even on a cloudy day.**

The battery could overheat, leak fluid, or explode, resulting in damage to other goods, fire, or bodily harm.



- **DO NOT store** where subject to excessive vibration or dust.

Product malfunction or failure could result.



- **DO NOT leave coins or other metal objects inside the charger socket.**

The metal may cause excessive heat and possibly burns or fire.



- **DO NOT store or use the phone, charger, or battery where exposed to water, other fluids, or high humidity.**

The battery could overheat, causing burns or malfunction. Failure to do these could result in electrical shorts and even fire. Contact your dealer for repairs.



- **DO NOT leave containers with water or other fluid beside the phone, charger, or batteries.**

If the container should spill water or fluid, and gets on the battery or charger, they could short, produce excess heat, and cause burns. If water should get inside the phone, immediately turn the phone off or unplug the charger. Failure to do these could result in electrical shorts and even fire. Contact your dealer for repairs.



DO NOT USE WITH WET HANDS

- **DO NOT plug/unplug the charger or replace the battery with wet hands.**

Electrical shorts and malfunction may occur.



- **If coming inside from the cold weather, and surface of the phone gets dewy, let it dry naturally before attempting to use the phone.**

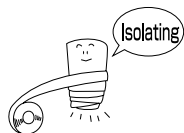
Using the phone with dewdrops could cause malfunction or product failure.



FOR YOUR SAFETY (BE SURE TO READ THESE WARNINGS)

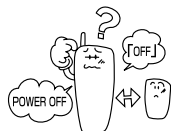


- **DO NOT** throw old batteries away in the trash. **Take the batteries to a recycling center.** Put a piece of tape across the battery terminals to prevent shorting, and dispose of the battery in accordance with local regulations.

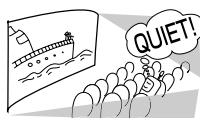


Please note...

If none of the keys works, remove the battery, wait at least one minute, and then reinstall the battery properly (p. 2-5). The phone will be reset to the default settings. Read the cautions on page 2-4 before using the phone.



Be considerate of others. Avoid using your phone in theaters, movie theaters, restaurants, hotel lobbies, libraries, the hospital, and other quiet public places with lots of people.



Move to another location if you cannot dial or calls are interrupted while in your service area.

- You may not be able to use the phone in the shadow of tall buildings or other places where signal reception is poor.



If the display says signal strength is good but you get a busy signal when trying to dial, the circuits are busy. Wait a few minutes and try again.



CAUTIONS ON USE

continued to next page

- **When handling the AC cord:**
 - Do not fold it. Do not cut it.
 - Do not heat it. Do not twist it.
 - Do not pull it. Do not keep it near high heat.

Otherwise the cord could be damaged and short.
- **Do not pull on the cord when unplugging.**

Always hold the plug. Otherwise the cord could be damaged and short.
- **Do not drop the phone or charger.**

Product failure could occur.
- **Do not expose to water, including sea water.**

Product failure could occur. Your phone and charger are not waterproof.
- **Do not force the antenna.**

Even the antenna is retractable, do not pull too hard on it. Product failure could occur. Bending the antenna too hard could also break it. See page 1-12 for proper use of the antenna.
- **Protect the phone from salt water and sea spray on the beach.**

Salt could corrode internal parts.
- **When programming the phone, enter numbers and letters within 60 sec. intervals.**

If more than 60 sec. passes between entering letters, the entry will be automatically cancelled. You will then need to repeat the entry from the beginning.
- **Avoid using the phone near fax machines, personal computers, word processors, radios, televisions, ham radios, stereos, refrigerators, microwaves, fluorescent lights, hair driers, automobiles, motorcycles, and trains.**

Signal reception may be poor, preventing calls from being placed and causing calls to be dropped.
- **Do not keep ATM cards, credit cards, and other magnetic strip cards near the charger or phone.**

Data on the magnetic strips may be scrambled and the cards may become unusable.
- **Clean with a dry or damp cloth.**

NEVER use benzene, paint thinner, or other such solvents. They will discolor and damage the surface.

CAUTIONS ON USE

- **Do not scrape the phone against hard surfaces.**

The finish could be damaged.

- **Batteries are consumables.**

Batteries wear out in time. The battery should be replaced when it can only be used for about half as long as a new battery. See page 2-4.

- **Electronic eavesdropping**

This product digitally processes your voice before transmission. This increases security and makes it more difficult for someone to electronically eavesdrop on your conversation. Electronic eavesdropping cannot, however, be entirely prevented if someone has the certain equipment. Remember this before talking about sensitive matters over your PHS phone.

- **Standby time**

Standby time in the public mode within your service area is approximately 700 hours at 25°C with good, stable signal quality. Standby time will decrease depending on current conditions, particularly outside your service area and in areas where reception is not possible. Using the phone book, programming entries, and using the game feature will also shorten the standby time.

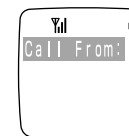
- **UTSTARCOM EXPRESSLY TAKES NO RESPONSIBILITY FOR ANY ECONOMIC LOSSES OR DAMAGES THAT MIGHT OCCUR AS A RESULT OF PRODUCT FAILURE, IMPROPER OPERATION, DEFECTS, POWER FAILURES, OR OTHER FACTORS THAT MIGHT PREVENT THE USER FROM PLACING OR RECEIVING A CALL.**

USING THIS MANUAL


Reading the display

The flashing on the display is shown as .

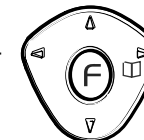
ex.:



Using the cursor

Search, selection, adjustment, and setting operations can be performed by pressing  and pressing the cursor up, down, left, or right. The direction of the cursor pressed is shown throughout this manual using the illustrations below.

Cursor operation is described more fully in the specific functions.



Up Down Up or down Right Left Riht or left

REMEMBER: Press the cursor lightly.

Key operating sequence


A number of keys must usually be pressed for specific operations. The sequence in which the keys are pressed is shown throughout this manual as follows.

ex.:  .>  >

In this case, first press , then , then .

Note: If no key is pressed for a specific time while using a selected function, the phone will automatically return to the standby mode or in-use display. The system is called “time out” when this happens.

The time out delay: approximately 60 seconds.

Some operations do not, however, return to the standby mode automatically. To return to the standby mode in these cases, press  after completing the operation. Continuing to display the control screen will reduce the battery power faster.

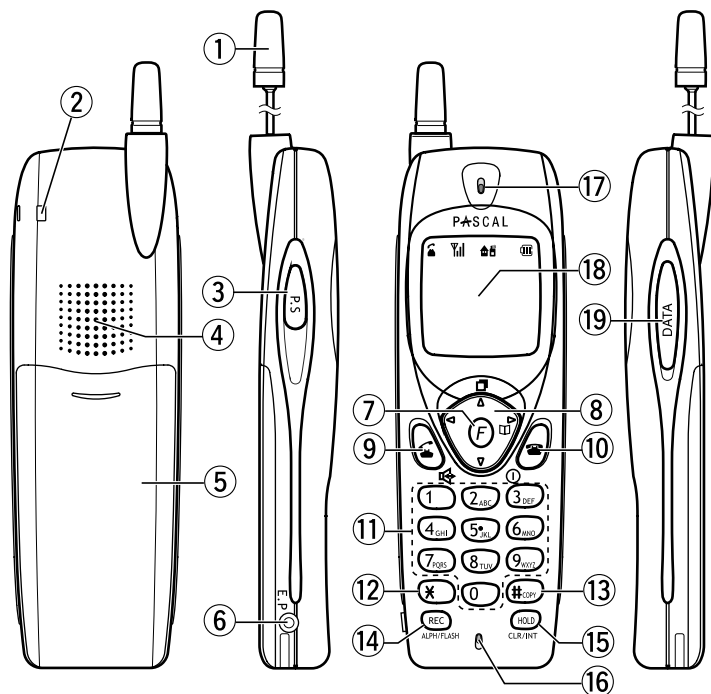
To return to the previous screen

Press .

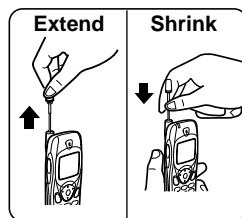
To interrupt a function and return to the standby mode

Press and hold .

PART NAMES AND THEIR FUNCTIONS



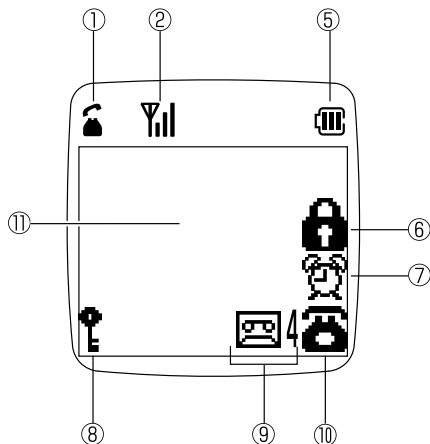
- ① **Retractable antenna**
The phone can be used with the antenna retracted. For better reception, extend the antenna.
- ② **Hole for attaching the hand strap (p. 6)**
- ③ **Power Search key (p. 41)**
Selects the strongest signal for best reception.
- ④ **Speaker**
Used for the ringer, warning tones, and other system alerts. Also used for hands-free and speakerphone reception.
- ⑤ **Battery cover**
- ⑥ **Headset jack (p. 52)**
Lets you use a headset to converse without holding the phone.



- ⑦ **Function selection key (p. 17, 27)**
Used to select and set each function.
- ⑧ **Cursor (p. 17, 27)**
Press up, down, right, or left to select a function. Also used for cursor movement.
- ⑨ **Talk/hands-free mode selection (p. 39, 49 to 51)**
Used when placing and answering incoming calls. Also used to switch to the hands-free, speakerphone, and whisper modes.
- ⑩ **Power on/off (p. 26)**
Turns the power on/off, hangs up the phone, and interrupts any selected functions.
- ⑪ **Dialing keys**
Used to dial a number, as well as program various numbers and letters, and for function selection.
- ⑫ **[*] (asterisk) key (p. 78, 90, 103, 104)**
- ⑬ **[#] (pound) key (p. 65)**
- ⑭ **Recording, text mode key (p. 96)**
Recording a call, and the text entry mode.
- ⑮ **Hold, clear, Intercom key (p. 48)**
Puts a call on hold, and cancels hold. Also used to delete entries in the phone book, incoming calls log, and individual letters.
- ⑯ **Microphone**
- ⑰ **Ear speaker**
- ⑱ **Display (p. 20)**
- ⑲ **Data communications card slot (data communications terminal) (p. 80)**

1. Introduction

READING THE DISPLAY

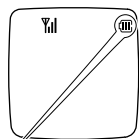


- ① Either dialing or a call is connected. If not visible, calls cannot be made (e.g., you are out of range).
- ② Indicates signal quality. The more bars there are displayed, the better the signal quality is.
- ⑤ Battery level indicator. Indicates remaining battery capacity in the standby mode. (p. 20, 24)
- ⑥ Dial lock or key lock function has been set.
- ⑦ Indicates the alarm clock has been turned on. Flashes when the set time is reached.
- ⑧ Indicates the secret phone book feature has been turned on.
- ⑨ Indicates a message has been recorded. The number of messages is shown on the right.
- ⑩ Lights when a call was received but not answered.
- ⑪ Display
Displays entered phone numbers and text.

NOTES

- Pressing any key causes the key and the display backlight to turn on for approximately 10 seconds. The display backlight is always on when the game mode is selected. (p. 77)

BATTERY INDICATOR DURING STANDBY MODE



- ☐ Sufficient capacity
- ☐ Battery low
- ☐ Minimal battery power left

NOTES

- The battery level indicator is only a guide. The level indicator will vary depending on operating conditions.
- If **CHARGE BATTERY** is displayed
Only the can be used.

1. Introduction

YOU CAN'T USE THE PHONE WHILE;

DISPLAY	CAUSE	WHAT TO DO
	Public mode Outside the service area (or signal reception is too poor).	Move to a location within the service area or where reception is better so that the indicator goes out.
	WARNING will flash when in the public mode and you approach an area where dropped calls are likely, and an alarm will sound.	Move to a location where reception is better.
	Lock phone is on to prevent key operations.	Cancel the lock phone mode. See p. 37.
	Key guard is on to prevent dialing.	Cancel key guard. See p. 32.
	Charge will flash when battery capacity is low. If the phone is in use, an alarm will sound and about 1 minute later, the call will be cut off. If in the standby mode, a beep will sound for about 15 seconds, and the power will be then turned off.	Recharge the battery.

2. BEFORE USING YOUR PHONE

CHARGING THE BATTERY

Simply plug the phone into the charger socket to recharge the battery. The battery remains in the phone for charging.



1 Plug the charger cord into a 110 VAC household outlet.

2 Insert the phone into the charger socket.

- Completely seat the phone in the socket.
- The charge indicator will light red.
- Time to full charge: approx. 6 hours (time will vary depending on use)
- Calls can be received while the phone is charging if the phone power is on. This will slightly increase the required charging time.

3 Charging is completed when the charging indicator goes out.

- The phone can be left plugged into the charger.
- If significantly longer than 6 hours is required for charging, see your dealer.

INDICATOR STATE	DISPLAY	BATTERY STATE
LIGHTS RED	 FLASHES	Charging
FLASHES RED	—	ERROR: The phone is not correctly seated in the socket. Remove and reinsert. If the indicator still flashes, there is a problem with the battery or the charger.
OFF	IF POWER IS ON:  LIGHTS	Charging completed.
	IF POWER IS OFF: —	

CAUTION: If the charging/call indicator flashes

- If the indicator flashes red during charging, there may be a problem with the battery or the charger. Immediately stop charging.

CHARGING THE BATTERY


How long can a fully charged battery be used?

Continuous standby time is the time the phone is left continuously in the standby mode without the phone being used to place a call or use any features or functions. Continuous calling time is the total time the battery can be used if a call is continued without interruption.

- Times shown in the table are for public mode using immediately after fully charging the battery.
- The continuous calling time is calculated with the phone at rest and no handovers performed.
- Actual usage is a combination of standby mode and calling. Standby mode time decreases as calling time increases. The available calling time is also shortened when the user moves around while calling.
- Usable battery time is based on use at 25°C with stable signal reception. Use in poor signal quality conditions and at lower or higher temperatures, or outside the service area, consumes more battery power. The times shown in the table will therefore be shorter.
- Using the phone book, entering text, and playing the game for extended periods also consume more power and shorten battery life.

USABLE BATTERY TIMES	
Continuous standby time	Approx. 700 hours
Continuous calling time	Approx. 6 hours

Cautions on use

- DO NOT put coins, bracelets, or other metal objects inside the charger socket. This could cause burns or even fire.
- It is normal for the charger and phone to feel warm during charging.
- If a TV or radio gets static while charging, plug the charger into a different outlet, or move the charger away from the antenna.
- If the charge indicator flashes when the phone is not in the charger, plug the phone into the charger to charge the battery. If the indicator continues to flash, it's time to buy a new battery. Use only batteries rated for your phone.
- Initial charging time will be longer for a new battery and before the phone is used for the first time.
- If charging is completed, and the phone is removed and then plugged into the socket again, the charge indicator will light and then go out.
- Depending on charging conditions, it is normal for the charge indicator to go out and then turn on again.
-  will flash on the display during charging even if the phone is turned off. However, no keys on the phone can be operated.

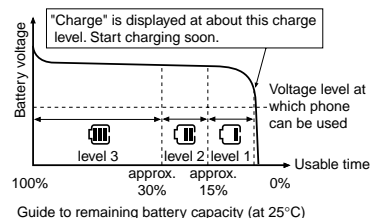
2. Before using your phone

CHARGING THE BATTERY

Battery level

The battery level is monitored as shown below. The battery level shown on the display can be used as a guide for recharging and replacing the battery.

- The battery level indicator changes as follows depending on the operating conditions.
 - At low temperature: level 1 is indicated sooner
 - At high temperature: level 1 is indicated later
- Usable time decreases quickly as the temperature drops. Battery performance will be recovered when the battery warms up again.



Battery life

- Batteries are consumable. The battery's usable time will be shortened with repeated charging and discharging. The battery should be replaced when it can only be used for about half as long as a new battery.
- Leaving the battery unused in a fully charged state for an extended period of time shortens battery life.
- The battery will naturally discharge gradually when left unused. It will discharge approximately 10% to 20% in one month, and 50% in six months. It may become unusable if left unused for a year or more.

Cautions when replacing and removing the battery

The following data will be lost from memory when the battery is removed.

Be sure to write down any important information.

- Numbers in the redial log, incoming calls number memo, and incoming calls log

Reset default values

- The date and time will be reset to the defaults.

2. Before using your phone

REPLACING THE BATTERY

- Be sure to buy new batteries from your dealer. Only buy batteries rated for your phone.
- Replace the battery when frequent charging is necessary.
- DO NOT remove the battery cover unless replacing the battery or there is an emergency. See p. 11 and 112.

1 (press and hold)  to turn the power off.

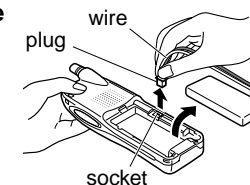
2 Remove the battery cover.

- Hold the finger depression and slide firmly back as shown in the figure.



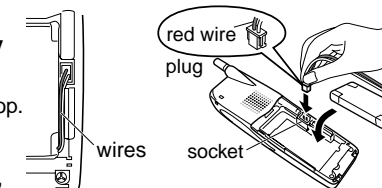
3 Remove the old battery, and disconnect the connector from the socket.

- Hold the plug to disconnect. Do not pull on the wires. This could cause a connector failure.



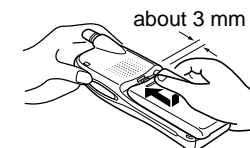
4 Wait about a minute. Then connect the plug of the new battery into the socket.

- Hold the plug with the red wire on top. Then insert firmly.
- Hold the battery with the label up. Insert the bottom of the battery first, then press the top into place.
- Fit the wires into the space between the battery and case. Do not leave the wires sticking out.



5 Replace the battery cover.

- Place the cover as shown with about a 3 mm gap, then slide it into place. Be careful not to pinch the wires.




ALWAYS RECHARGE THE NEW BATTERY BEFORE USE.

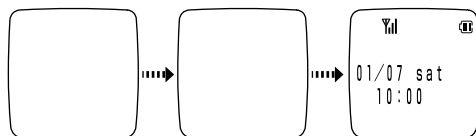
2. Before using your phone

TURNING THE POWER ON/OFF


Always charge the battery before using the phone for the first time and when it has been unused for an extended period. (p. 22)

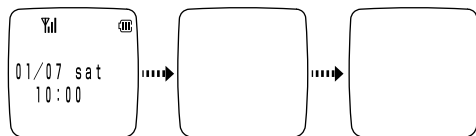
Turning the power on

 (press and hold)



Turning the power off

 (press and hold)



- The backlight for the display and key will light for about 10 seconds.

NOTES

In the default mode

- "Wait Please" will flash when the power is turned on for the first time after replacing the battery and being recharged. Information required for phone operation is being loaded into memory. The delay until the phone can be used will vary with how much information has been stored.

2. Before using your phone

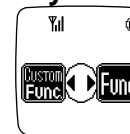
SELECTING A FUNCTION

continued to next page

Functions can be selected directly by entering a number, or by searching from another function.

Direct selection by entering a number (ex.: F10, whisper mode)

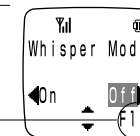
1 Press 



2 Enter the number of the function.

ex.:  

function number

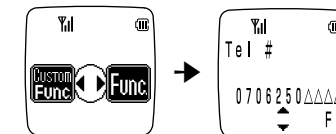


3 Perform operations.

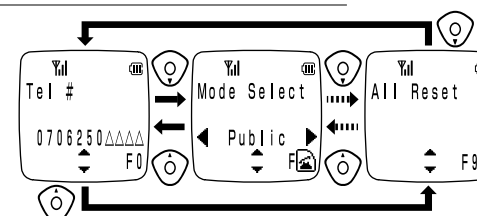
- Operation varies according to the selected function.

Search from another function (ex.: F# functions)

1 Press  



2  Select function.



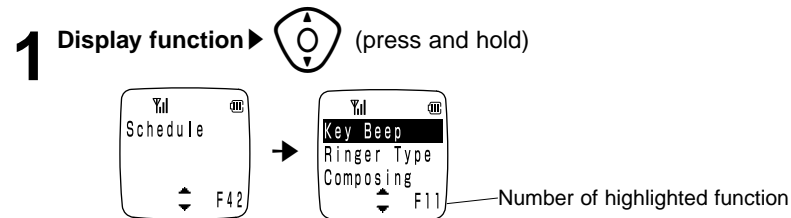
3 Perform operations.

- Operation varies according to the selected function.
- Custom F# functions can be accessed in the same way.
- Custom F# functions cannot be accessed until they are programmed. See p. 61.

2. Before using your phone

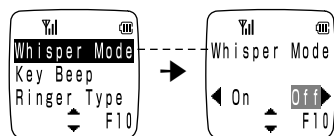
SELECTING A FUNCTION



Quick scroll access (ex.: Select the whisper mode function)



- Display starts to scroll quickly.

2 Release  ▶ **Press** 






















































































- Scrolling stops. Select the top (highlighted) function.
- If you have gone too far, press  once to scroll back.
- If  is not pressed, the highlighted function will be automatically selected after about 2 seconds.

3 Perform operations.

- Operation varies according to the selected function.

2. Before using your phone

TABLE OF FUNCTIONS

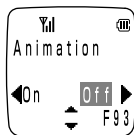
F# functions					
Function	Keys to press	Page	Function	Keys to press	Page
Tel #	 	33	Alarm	  	75
		38	Memo Pad	  	71
Whisper Mode	  	49	Annivers. (Anniversaries)	  	72
Key Beep	  	31	Calendar	  	67
Ringer Type	  	56	Change Lock	  	36
Composing	  	57	Lock Phone	  	37
Ringer Vol.	  	55			
Vibration	  	53			
Vib. Call	  	54	Caller ID	  	34
Reset	  	108	Calculator	  	76
Erase phone B. (Erase all phone book entries)	  	89	LCD Contrast	  	77
Secret Mode	  	93	BackLight	  	77
Time/Date	  	35	Animation	  	30
Schedule	  	68-70	Manner Func.	  	60
Alarm Adjust	  	74	Game	  	78
			All Reset	  	111

2. Before using your phone

ANIMATION DISPLAY

Animation is displayed when a call ends if the date and time have been set (p. 35). Animation is turned off by default.

1 Press **F** ▶ **9** WXYZ ▶ **3** DEF
or **F** ▶ **O** **OFF** ▶ **O** **OFF**



• The current setting flashes.

2 Press **O** **OFF** (On)



Press **O** **OFF** (Off)



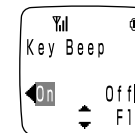
2. Before using your phone

SETTING THE KEY BEEP

You can set the keys to beep or not to beep as they are pressed. This function is turned on so the keys beep by default.

The current setting flashes.

1 Press **F** ▶ **1** ▶ **1**
or **F** ▶ **O** **OFF** ▶ **O** **OFF**



• The current setting flashes.

2 Press **O** **OFF** (On)



Press **O** **OFF** (Off)





- When turned off, there is no audible confirmation that functions have been successfully set, that an error occurred, or the power was turned on.
- The following functions still beep when the key beep is turned off: low battery alarm, all hold, ringer, alarms

2. Before using your phone


SETTING KEY GUARD

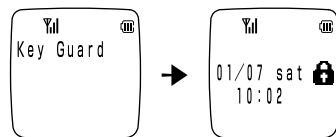
Prevent keys from working when in standby


• **Calls can still be received when key guard is on.**

All keys other than  and  function, and the phone can be removed from the charger to answer a call, even when key guard is on. The key guard mode is automatically resumed when the call ends.


Turn key guard on

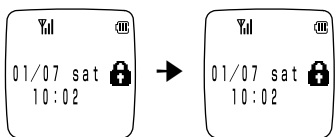
1 Press  (press and hold)



• In the standby mode, press until Key_Guard is displayed.  will be displayed.

Turn key guard off

1 Press  (press and hold)






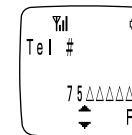
• Press until  goes out.

2. Before using your phone

CONFIRMING YOUR PHONE NUMBER

Display your own phone number. When the phone is in use, the number can be displayed by direct function selection only.

1 Press  > 
or  > 



NOTES:

• Selecting this function in the home mode still displays the public number.

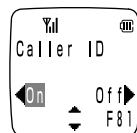
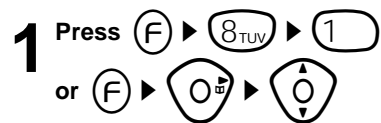
2. Before using your phone

CALLER ID

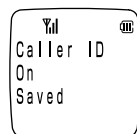
Your number is very important. Be sure to register it correctly.

Caller ID lets the party you call know who's calling.

This function is turned on by default.



- The current setting flashes.



NOTES

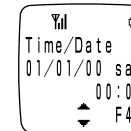
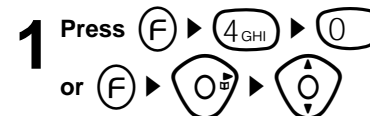
- If the party you are calling does not have a phone with Caller ID, they will not know who is calling even if this function is on.

2. Before using your phone

DISPLAYING TIME AND DATE

Once the date and time have been set, they can be displayed when in the standby mode. The default date and time are January 1, 2000, 00:00.

- The date and time recorded in the redial log and incoming call log will be displayed once the date and time are set.
- The time and date must be set for the scheduler (p. 68), anniversary (p. 72), and alarm (p. 74) functions.



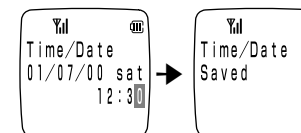
- If already set, the stored date and time will be displayed.



1. Enter the last two digits of the year, month, day.



2. Enter the hour and minute.



• To edit

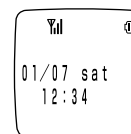
Use **O_#** or **X** **#copy** to move the cursor, and enter the date or time.

• If an invalid date or time is entered

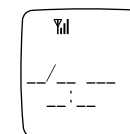
An alarm will beep. Enter it again.

Date and time display

• Date and time are set.



• Date and time are not set.



NOTES

- The date and time will be reset to the default values if the battery is removed or completely discharged. Simply reset the date and time.
- The clock is accurate to within approximately 60 seconds a month at 25°C.

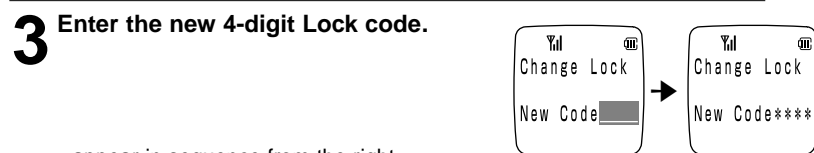
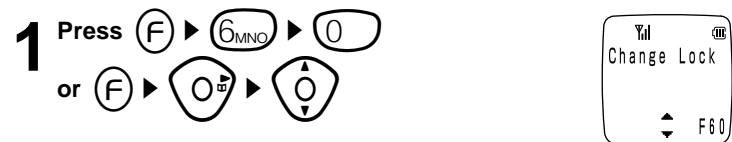
2. Before using your phone

SETTING AN LOCK CODE

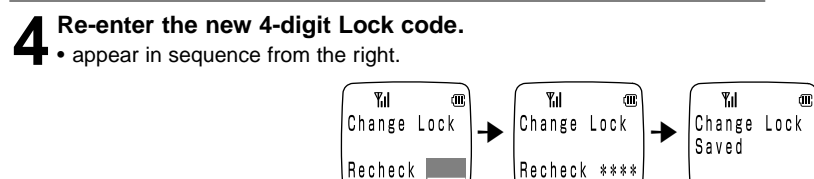
Set the four digit lock code to your favorite code. This code is used for the following functions: phone lock (p. 37), erase all phone book entries (p. 89), secret mode (p. 93), reset (p. 110), and reset all (p. 101).

The lock code is factory set to 3210.

- When you change the Lock Code, be sure to write it down somewhere so you don't forget it.



- appear in sequence from the right.



NOTES

- If you forget your lock code...**
All functions that require the lock code (phone lock, erase all phone book entries, secret mode, reset, and reset) will be inaccessible. If this happens, take your phone together with your service agreement or contract and personal identification to your dealer.
- If you enter the wrong number...**
This display appears and the standby mode resumes.

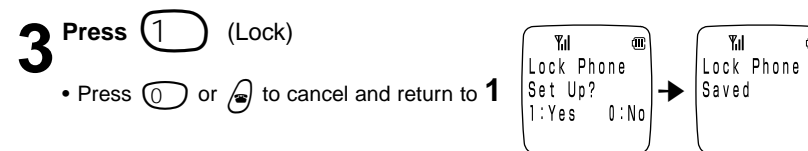
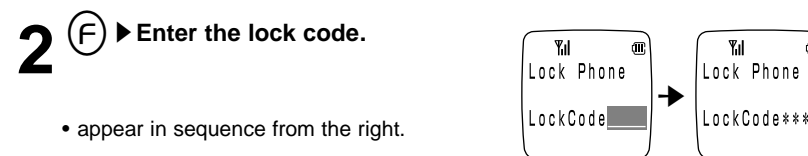


2. Before using your phone

PREVENTING SOMEONE TO USE YOUR PHONE (LOCK PHONE)

The phone lock feature lets you prevent unauthorized callers to use your phone by requiring your lock code to dial. Calls can still be received without the lock code. The phone lock feature is off by default.

Phone lock



Cancel phone lock



NOTES

- If the phone lock is turned on...**
Lock_Phone and appear on the display.
- If a call comes in when Lock_Phone is on...**
Lift the phone from the charger socket, or press any key except (HOLD CLR/INT) to answer. Lock_Phone will not be cancelled when the phone is hung up.
- Lock_Phone takes precedence over the anniversary (p. 72) settings.
- If you enter the wrong number...**
This display appears and the standby mode resumes.

3. BASIC OPERATIONS

PLACING A CALL

continued to next page

Example: Dial: 900-9888

1 Enter the number to dial.



- **BE SURE TO INCLUDE THE AREA CODE.**

Mistakes can be corrected as follow.

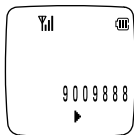
 (press) Deletes the last digit.

 (press and hold) Deletes the entire number.

- **DIALING AN ISDN TERMINAL**

phone number ▶  ▶ subaddress ▶ 

This sequence will dial a specific ISDN terminal. (Note that the specific operation may vary with the ISDN equipment used.)

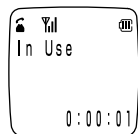


2 Press



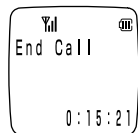
- The number dialed will scroll across the screen.
- If Caller ID is turned off, the called party's number will not be displayed while talking.

3 Talk



- In Use and the approximate time connected are displayed.

4 Hang up.

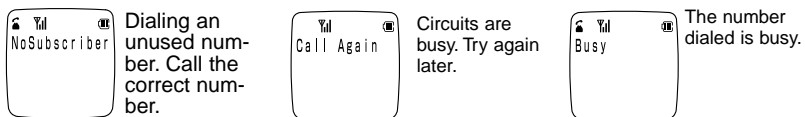


- The standby mode is resumed after displaying the time connected.

3. Basic operations

PLACING A CALL

IF THESE SCREENS APPEAR (using the Public mode)



Dialing an unused number. Call the correct number.

Circuits are busy. Try again later.

The number dialed is busy.

NOTES

- Dialing when Warning is displayed will cause a "Out of Use" error to be displayed and a beep will sound. Display will be returned to the original screen.
- If sending a tone signal to operate a pager or remotely operate your answering machine, you must be where signal reception is stable.
- Calls can also be dialed by pressing first and then dialing the number. This method may take a little longer to call the party.

DIALING EMERGENCY NUMBERS: XXXXXX

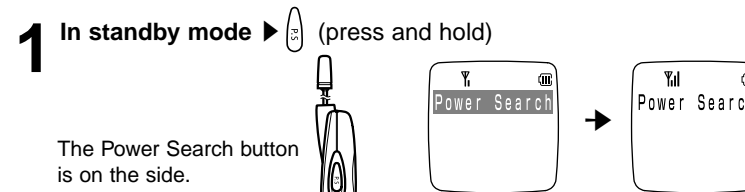
1. Stop and stand still when dialing.
Moving while talking could cause the call to be dropped. Stop and stand still when calling for help.
2. Tell the operator that you are calling from a mobile phone.
If you don't know where you are, identify some nearby landmarks or ask someone first before calling.
3. Don't turn the power off after hanging up. Wait for help.
The operator may call you back. Wait at least 10 minutes.
4. If you don't know where you are, call from the nearest pay phone.

3. Basic operations

SELECTING THE STRONGEST SIGNAL (POWER SEARCH)

Select the best possible reception, even while talking on the phone.

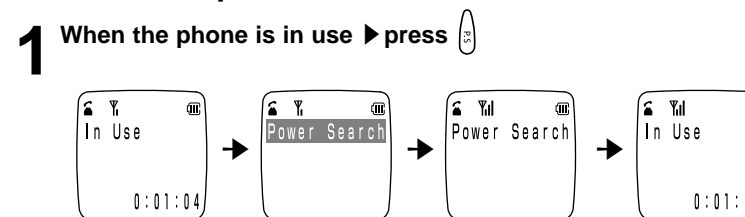
In standby mode



The Power Search button is on the side.

- Power_Search will flash on the display.
- The standby mode resumes when done.

While on the phone



- Continue talking when done.
- Power_Search can be attempted 3 times during any single connection.

NOTES

- Power Search disables all keys.
- Depending on reception conditions, Power Search may have no effect on signal reception.
- **If transmission signals are weak...**
You may be out of the service area even after Power Search.

3. Basic operations

ACCEPTING A CALL

The ringer will sound and the display will flash when a call is received.

1 Call is received.



2 Press and talk.

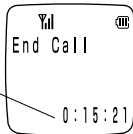
- In Use and the approximate time connected are displayed.
- In Use and the approximate time connected are not displayed in the home mode.
- If the phone is in the charger socket, simply remove the phone from the socket to answer a call.



3 To hang up .

- The standby mode resumes.
- The phone will be also hung up automatically when it is returned to the charger socket.

Indicates the time connected.



When a call is received from;

- **The caller who is on your phone book**
- **The caller who has caller ID turned on**
- If the name in the entry has 12 or more letters, the phone number will not be displayed. The same number can also be stored several times. In this case, only one of the names will be displayed.



IF THE CALLER IS NOT IN THE PHONE BOOK, OR IS IN YOUR SECRET PHONE BOOK

- **If the caller has Caller ID turned off**



NOTES

- **When the phone rings**
Press any key except and **REC** to answer the phone immediately. If the phone is not answered, Missed_Calls will be displayed. Refer to the incoming calls log to see who called. (p. 45)
- **If the number dialed from exceeds 12 digits**
The last 12 digits of the received number will be displayed.
- **If the phone rings while composing a melody**
The composition will be saved to that point. You can resume composition after completing the call.

3. Basic operations

REDIALING

continued to next page

Dialed numbers are logged in sequence together with the date and time the call was placed. Numbers in this redialing log can be easily redialed. Numbers stay in the log when the phone is turned off.

- Up to ten numbers can be kept in the redial log (including the number memo pad (p. 47)).
- Numbers can also be redialed by pressing and then following the sequence below.

Reminder: The date and time must first be set (see p. 35) to use this feature.

Redial a number

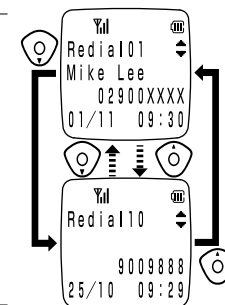
1 Press .

- Numbers are displayed in sequence from the last number dialed.
- If no numbers are in the Redial No Data will be displayed and the standby mode will resume.
- The cursor arrows will not be displayed if there is only one number in the log.



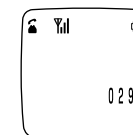
2 Press to display the number to redial.

- : displays numbers from oldest to most recent
- : displays numbers from most recent to oldest
- If a number is also in your phone book, the name will be displayed. If the same number is entered twice in the phone book, one of the names will be displayed.
- If a number is also in your secret phone book, only the number will be displayed.



3 Press .

- The displayed number is dialed.
- Press **REC** to transfer and store the number in the phone book (p. 84).



NOTES

- **The same number will not be stored twice in the redial log.**
A number is stored only once in the log together with the date and time the number was last dialed.
- **Maximum 32 digits per number**
If a number is in the phone book, a name and up to 12-digit number will be displayed. If a number is not in the phone book, numbers in the redial log can have up to 24 digits. For longer numbers, press either way to display all digits; press it again to return to the previous display.

3. Basic operations

REDIALING

Deleting numbers from the redial log

1 Display the number to delete.

▶ (press and hold)

- Press to delete the last digit of the displayed number.



2 (to delete one number)

- **When numbers are deleted one by one**

The standby mode resumes when the last number in the redial log is deleted. The next number in the log is otherwise displayed.



(to delete all numbers)

- **When all numbers are deleted**

The standby mode resumes after deleting all numbers in the redial log.



NOTES

- If more than 10 numbers are dialed (including number memos), the oldest number will be deleted.
- **Maximum 32 digits per number**
If a number is in the phone book, a name and up to 12-digit number will be displayed. If a number is not in the phone book, numbers in the redial log can have up to 24 digits. For longer numbers, press either way to display all digits; press it again to return to the previous display.
- Numbers can be transferred from the redial log to the phone book (p. 86).
If a name is changed in the phone book, the redial log is also changed to reflect the new name.

3. Basic operations

DIALING FROM THE INCOMING CALLS LOG (continued to next page)

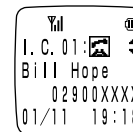
Incoming calls are also logged in sequence together with the date and time the call was received. Numbers in this incoming calls log can be easily called back. Numbers remain in the log when the phone is turned off.

- Up to ten numbers can be kept in the incoming calls log.
- Numbers can also be called back by pressing and then following the sequence below.

Reminder: The date and time must first be set (see p. 35) to use this feature.

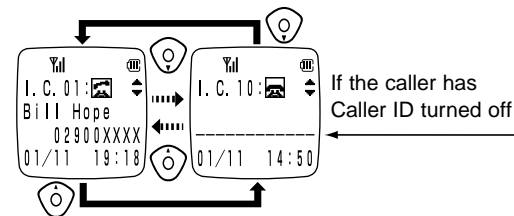
Call a number from the incoming calls log

1 Press



- Numbers are displayed in sequence from the last call received.
- If no numbers are in the IncomingCall No Data will be displayed and the standby mode will resume.
- The cursor arrows will not be displayed if there is only one number in the log.

2 ▶ to display the number to redial.



- : displays numbers from oldest to most recent
- : displays numbers from most recent to oldest
- : indicates a call was answered by the user
- : indicates the call was not answered
- If Caller ID was on and the caller is in your phone book, the caller's name will be displayed. If the same number is entered twice in the phone book, one of the names will be displayed.
- If Caller ID is on and the caller is either not in your phone book or is in your secret phone book, **only the number will be displayed.** (When the secret mode is off)

3. Basic operations

DIALING FROM THE INCOMING CALLS LOG

3 Press 


- The displayed number is dialed.
- Press **REC** to transfer and store the number in the phone book (p. 86).




Deleting numbers from the incoming calls log

1 Display the number to delete ▶ **HOLD CLR/INT**






2 Press  (to delete one number)



Press  (to delete all number)



Note:

- **If a call comes in but is not answered**
The display shown at right will be presented in the standby mode. Press  to check the incoming calls log, or press  **HOLD CLR/INT** to clear the screen. Check who called in the incoming calls log.
- **The same number will not be stored twice in the incoming calls log.**
A number is stored only once in the log together with the date and time a call was last received from that number.
- **If a number is stored with multiple names.**
Only one name will be displayed.
- **If more than 10 numbers are dialed (including number memos).**
The oldest number will be deleted.
- **Maximum 32 digits per number**
If a number is in the phone book, a name and up to 12-digit number will be displayed. If a number is not in the phone book, numbers in the redial log can have up to 24 digits. For longer numbers, press  either way to display all digits; press it again to return to the previous display.
- **Numbers can be transferred from the redial log to the phone book (p. 86).**
If a name is changed in the phone book, the redial log is also changed to reflect the new name.

3. Basic operations

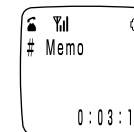
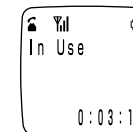
STORING A NUMBER WHILE TALKING (NUMBER MEMO)

A quick memo of up to 32 digits containing a phone number and other numbers can be stored while talking. The contents of this quick memo log are stored even if the power is turned off. This quick memo log and the redial log together can contain up to ten entries (p. 43).





Reminder: The date and time must first be set (see p. 35) to use this feature.

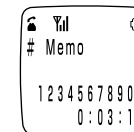
Take a memo

1 While talking 
• To stop, press .



2 Enter a number.

- The following keys will be stored:
 to , , , **REC (P)**.
- To delete one digit: press **HOLD CLR/INT**.
- To delete all digits: press and hold **HOLD CLR/INT**.



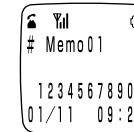
3 Press 

- In Use is displayed again.




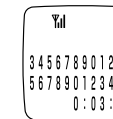
To view a memo

Press  ▶  ▶ display the desired memo.
• If an entry contains more than 12 digits, press  to display all places.



NOTES

- **REC cannot be pressed to enter a pause (P) as the first digit in a number.**
- **If 25 or more digits are entered**
The entered sequence will be displayed as shown here.
- **If more than 10 numbers are logged (including the redial log)**
The oldest number will be deleted.
- **While "Number Memo" is displayed**
A call cannot be placed on hold by **HOLD CLR/INT**.
The memo will be stored when  is pressed to return to the standby mode.



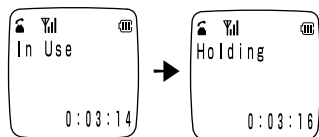
3. Basic operations

PLACING A CALL ON HOLD

The other party will hear a hold signal when placed on hold.

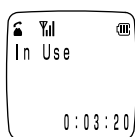
1 While talking ▶ 

- A hold tone will be sent to the other party and the call will be placed on hold.
- In Use and the time connected will not be displayed when in the home mode.



2 While on hold ▶  / 

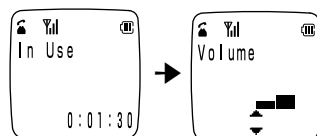
- Cancels hold. Resume talking.



EAR SPEAKER VOLUME

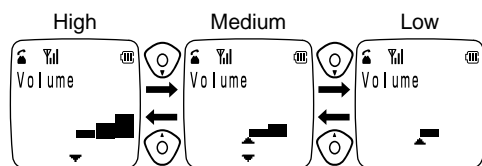
The earphone volume can be set to one of three levels. The setting is retained when the power is turned off. The default setting is the second (medium) level.

1 Press  **While connected**



When set to medium

2 Press  **to adjust**









- The current setting will be displayed

3. Basic operations

WHISPER MODE

You can talk in a whisper while the other party hears you as usual. The whisper mode is turned off by default.

To answer all calls in the whisper mode

1 Press  ▶  ▶ 
or  ▶  ▶ 



2 Select  ...“On”

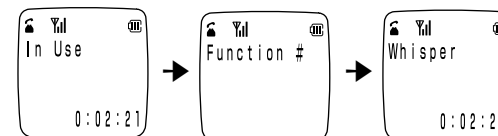


Select  ...“Off”





To switch to whisper mode while talking

1 While talking ▶  ▶ 



- Turns whisper mode on

To cancel...

- Press  and  again.

NOTES

- When whisper mode is on, you can hear the other party's voice as usual.

3. Basic operations

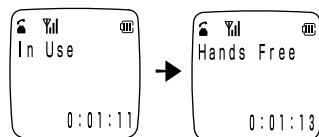
HANDS-FREE CALLING, USING THE SPEAKER PHONE

Carry on a conversation without holding the phone.
 Convenient when you need to do something else at the same time.
 You can also hear the other party through the rear speaker.

Turn the hands-free mode on

1 While talking ▶ (press and hold)

- The volume is set to low whenever switching to the hands-free mode.
- **To cancel the hands-free mode...**



After pressing to enter the hands-free mode,
 press and hold to cancel and return to the normal hands-on mode.

Using the speaker to listen

1 While talking ▶ (press and hold) **to select hands-free**
 ▶ (press and hold) **to select speaker**

- Hands-free must be selected before selecting speaker monitor.
- **To cancel speaker monitor mode:**



Press and hold to resume the normal hands-on mode.
 The other party cannot hear you when in the speaker monitor mode.

NOTES

- The out-of-area and low battery warning alarms may not be heard when in the hands-free mode.
- The whisper mode (p. 49) cannot be selected from the hands-free mode and speaker monitor mode.
- **Talking in the hands-free mode**
 Voices are not transmitted in both directions when in the hands-free mode. Wait for the other party to stop talking before speaking, and the conversation will go more smoothly. If you speak while the other party is still talking, speaker output will be broken up and you may not hear the other party.
- **In noisy surroundings...**
 It may be difficult to hear the other party. The hands-free mode is best in quiet surroundings.

3. Basic operations

ADJUSTING THE SPEAKER PHONE VOLUME

Speaker volume can be adjusted to one of three levels while talking in the hands-free/speaker monitor mode. The volume is always set to low when switching into the hands-free mode

1 While using the hands-free mode or speaker monitor mode



2 Press **to adjust**



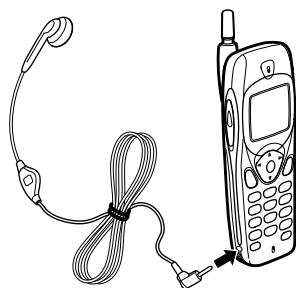
3. Basic operations

USING A HEADSET

A digital headset (sold separately) can be connected to the headset jack to talk without holding the phone. Particularly convenient when you must use both hands while using the phone.

Connecting a headset

1 Plug the headset into the jack.



NOTES

- If you select the hands-free mode or speaker monitor mode while a headset is plugged in (p. 50)
You will not be able to hear anything through the headset.
- Analog headsets should not be used and may not work properly.
- The ringer is heard only from the phone and not through the headset.
- The headset jack is compatible with three-terminal headset plugs only.
Analog modems and audio equipment cannot be used through the headset jack.
- Headsets with switches may be used but the switches will not be operative.

3. Basic operations

USING THE VIBRATION RINGER MODE

When the vibrating ringer is turned on, the phone will vibrate to let you know the phone is ringing. The vibrating ringer is turned off by default.

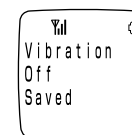
1 Press **(F)** ▶ **1** ▶ **5 JKL**
or **(F)** ▶ **0** ▶ **0**



2 Select **0** ...“On” (Vibrating ring)

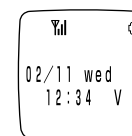


Select **0** ...“Off”



NOTES

- **When the vibrating ringer is on...**
V is displayed in the standby mode.
- **To turn the audible ringer off...**
Set the ringer volume to off (p. 55).
- **When the phone is in the charger socket**
The ringer will not vibrate even when the vibrating ringer is turned on. The ringer will sound audibly at the volume setting. If the ringer volume is turned off, it will ring at the medium volume level.
- If the vibrating ringer is turned off and the ringer volume is turned off, the ringer will neither vibrate nor sound audibly when a call comes in.



3. Basic operations

USING THE CALL-ANSWERED VIBRATION MODE

The phone will vibrate for approximately 0.5 second when you place a call and the other party answers. This mode is turned off by default.

1 Press **F** ▶ **1** ▶ **6**MNO
 or **F** ▶ **O** ▶ **O**



2 Select **O** ...“On” (Phone vibrates.)



Select **O** ...“Off”



NOTES

- Depending on the type of phone used by the other party, there may be a brief pause between when the phone vibrates to indicate he/she has answered the phone, even if the Vib.Call mode is turned on.

3. Basic operations

RINGER VOLUME ADJUSTMENT

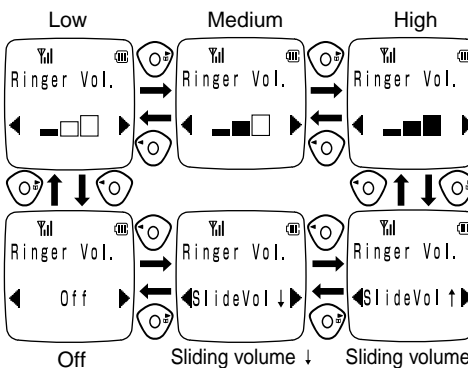
Adjust the ringer volume. The setting is retained when the phone is turned off. The ringer volume is set to medium by default.

1 Press **F** ▶ **1** ▶ **4**GH
 or **F** ▶ **O** ▶ **O**



- The current setting is displayed.

2 Press **F** ▶ **O** to select the volume.



What is sliding volume?
 The ringer volume gradually increases or decreases, depending on the setting.

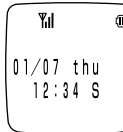
Off Sliding volume ↓ Sliding volume ↑

3 Press **F** to set.



When set to High.

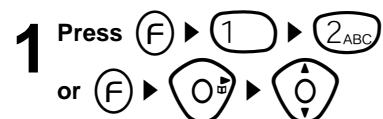
NOTES

- When the ringer volume is turned off...**
 S will be displayed when in the standby mode. Incoming calls will be indicated by a flashing **F** button and backlight display, or by a Vibration (if turned on, see p. 53).
 - Confirm the ringer volume.**
 Check the ringer volume using the ringer type selection (p. 56).
 - The ringer volume setting will also be used for the scheduler (p. 70) and alarm clock (p. 74).
- 

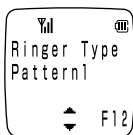
3. Basic operations

SELECTING THE RINGER TYPE

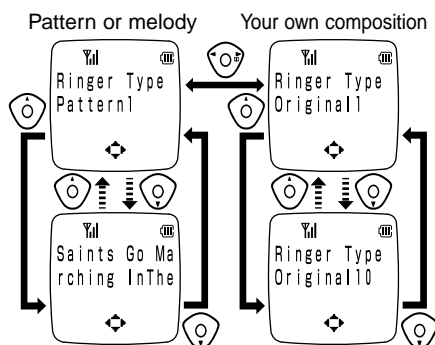
Select the type of ringer used to signal incoming calls from among six different patterns, six melodies, and up to ten melodies that you can compose. The selected ringer type is used in public and home modes. Pattern 1 is the default ringer type.



• The current setting is displayed.



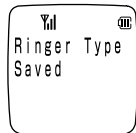
- **(0_{DEF})** has no effect if no custom melodies have been composed.
- The selected ringer pattern or melody is played twice. Press **(0_{DEF})** while a melody is playing to hear another ringer type.
- When the ringer volume is set to sliding volume ↑, the ringer will sound once each at low, medium, and high volume.
- When the ringer volume is set to sliding volume ↓, the ringer will sound once each at high, medium, and low volume.



• The setting will be saved even if the key is pressed after the ringer stops.

NOTES

- **Types of patterns**
Patterns 1 to 6
- **Types of prerecorded melodies**
Radetzky March
Farandole
Dance of the Four Swans
Ode To JOY
Bolero
Saints Go Marching In The



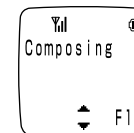
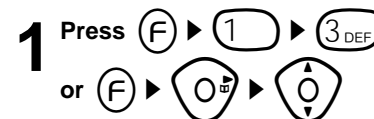
3. Basic operations

COMPOSING A RINGER MELODY (continued to next page)

Compose up to ten of your own ringer melodies.

- A melody can contain up to 255 notes with eight different tempos.
- After composing a melody, you must select as the ringer type (see p. 56) to use it for the ringer.

Compose a ringer melody

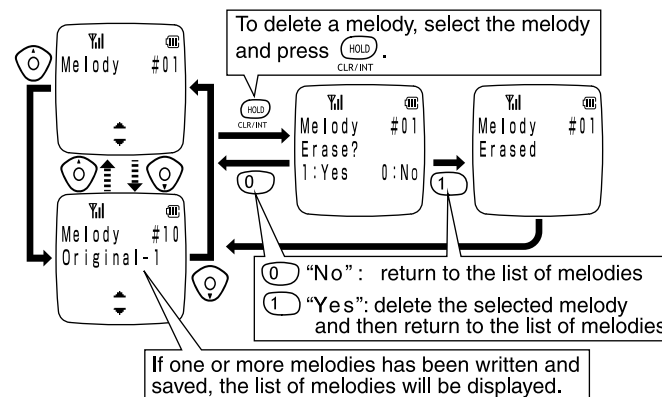
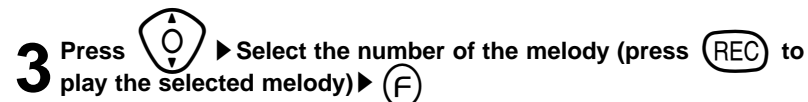
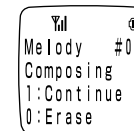


▶ **If in the middle of composing a melody**

(for example, if the phone rang while composing a melody, or if composition was interrupted in step 4 by pressing **(0_{DEF})**)

(1) : "Continue" (read melody) ▶ **step 4**

(0) : "Erase" (delete the melody being composed) ▶ **step 3**



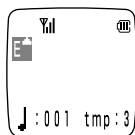
COMPOSING A RINGER MELODY

4 Select a note and its length.

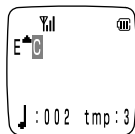
ex.: To select



- Press 3 times the **3 DEF**.
▶ E[^] is added.

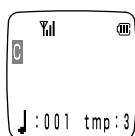


- 1** once. ▶ C will be added.

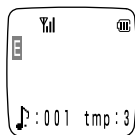


ex.: Add a dot

- Press once the **1**. ▶ C is added.



- Press **9 WXYZ** ▶ **X** once.
An 1/8 note will be added.



Repeat this procedure to add other notes.

Refer to the table on the next page.

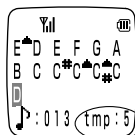
NOTE:

- The first note cannot be a rest.
- The score will scroll up one line when more than 18 notes are written, but you can continue adding notes.
- To undot a note, move the cursor to the dotted note and press **9 WXYZ**.

5 Press **REC** to play, then press **0** to select tempo.

▶ **F** to save

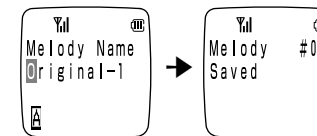
- Select from eight different tempos.



6 Enter title ▶ **F**

See p. 63 to 66 for how to enter text.

- Up to 24 letters can be entered.



NOTES

- If a melody is selected as the ringer type and then deleted... Ringer pattern 1 will be automatically selected as the ringer type.
- If the phone rings in the middle of composing a melody... The composition is saved as you write it. See page 57, step 2, for how to resume composing.
- Press **1** or **0** while reading a melody and it will be deleted.

TABLE



Notes

1	C	C [#]	C ^b	C ^{#b}
2 DEF	D	D [#]	D ^b	D ^{#b}
3 DEF	E	E ^b	E [^]	
4 GH	F	F [#]	F ^b	F ^{#b}
5 WXYZ	G	G [#]	G ^b	G ^{#b}
6 MNO	A	A [#]	A ^b	A ^{#b}
7 PQRS	B	B ^b	B [^]	

Cursor movement

0	moves cursor to right; hold down to skip to end
0	moves cursor to left; hold down to skip to beginning
0	moves cursor up; hold down to skip up one line
0	moves cursor down; hold down to skip down one line

Rest

0	--- (no sound)
----------	----------------

Length of note

#	♪ (♩) → ♪ (♩) → ♫ (♩) → ♫ (♩) → ♫ (♩)
X	♪ (♩) → ♪ (♩) → ♫ (♩) → ♫ (♩) → ♫ (♩)

Play a melody **REC**

Tempo (while playing the melody)

0	Select from eight levels
----------	--------------------------

Dot

9 WXYZ	# ♪ → ♪ → ♪
X	♪ → ♪ → ♪

3. Basic operations

USING THE GOOD MANNERS FEATURES

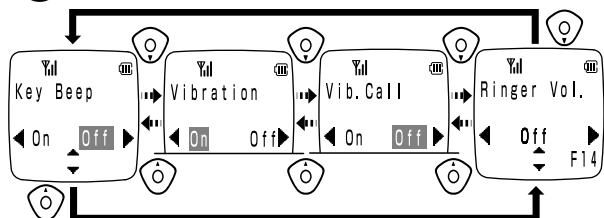
By adjusting the manner mode settings, you can quickly and easily adjust the key beep, Vibration, answered-call vibrator (Vib. Call), and ringer volume settings. There is only one group of manner mode settings.

Manner function setup

1 Press **F** ▶ **9**WXYZ ▶ **4**GHI
 or **F** ▶ **0**☎ ▶ **0**☎



2 Press **F** ▶ **0**☎ ▶ To select each function (**0**☎)

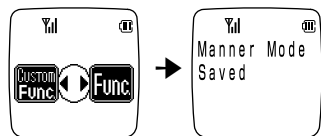


3 Press **F**



To use and cancel manner mode settings

1 Press **F** ▶ **3**



• Use the same procedure to cancel manner mode settings.



3. Basic operations

USING CUSTOM FUNCTIONS continued to next page

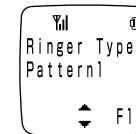
A group of functions that you use frequently can be stored as a custom function for quick, easy access. A maximum of 20 custom functions can be programmed.

- Functions can be selected from the F# functions.

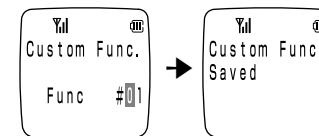
Program a custom function

1 Display functions from the F# menu.

ex.: Select ringer type



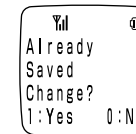
2 Press **REC** ▶ **F**



- The lowest unused custom function number will be automatically selected.
- Up to 20 custom functions can be programmed.
- **If a previously saved custom function is selected**

The following display is presented.

- 1** : Displays the number of the custom function. Enter a new function number to change the number of the custom function.
- 0** : Return to the selection screen.

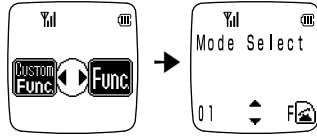


3. Basic operations

USING CUSTOM FUNCTIONS

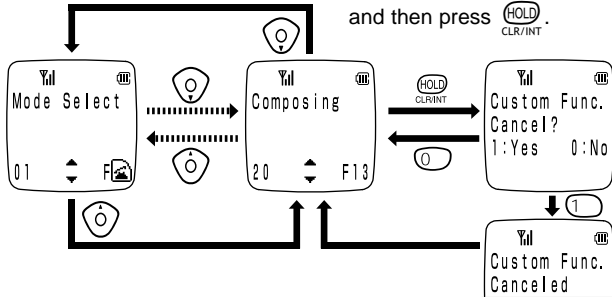
Access and cancel functions using a custom function

1 Press **F** ▶ **◀**



2 **◀** select the function which you would like to use.

To clear a custom function, select the custom function to clear, and then press **HOLD CLR/INT**.



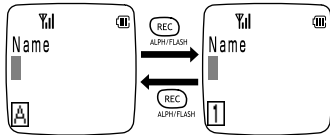
1 : Clear the custom function and return to the custom function selection screen. If the last custom function is cleared, the standby mode is resumed.

0 : To cancel clearing a custom function, simply return to the custom function selection screen.

4. CONVENIENCE FEATURES

SWITCHING INPUT MODES

Press **REC** ALPH/FLASH to change the text input mode.




Character input key list

Key Operation	Alphabetic	Numeric
1	Blank @ _ * # \$ % ^ & ¥ ' " , `	1
2 _{ABC}	a b c A B C	2
3 _{DEF}	d e f D E F	3
4 _{GHI}	g h i G H I	4
5 _{JKL}	j k l J K L	5
6 _{MNO}	m n o M N O	6
7 _{PQRS}	p q r s P Q R S	7
8 _{TUV}	t u v T U V	8
9 _{WXYZ}	w x y z W X Y Z	9
0	. / + - = : ; ? ! < > () { } []	0

4. Convenience features ENTERING TEXT

◆ Character entry by number of key pushes

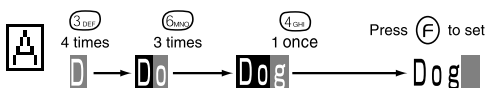
Example: If the button that you are pressing is .



- In the case of numerical input, the number that you input is set as soon as you press the relevant number button, and subsequent presses inputs the number again.

◆ Alphabetic input

Example: To input "Dog"



◆ Numeric input

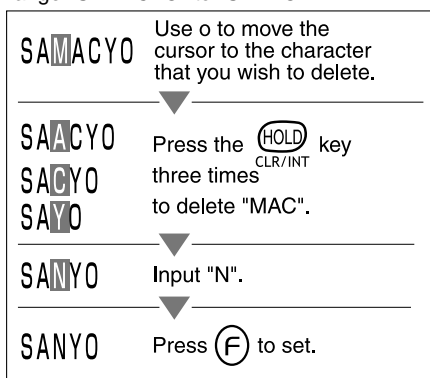
Example: To input "12345"



- The number is set as soon as you press the button.

◆ Character deletion and insertion

Example: To change "SAMACYO" to "SANYO"



4. Convenience features USING THE COPY, CUT, AND PASTE FUNCTIONS (continued to next page)

Copy, cut, and paste functions are provided for convenient editing during text input.

- Copy:** Copies the selected text.

Ex: "ABCDEFGF" → "ABCD**EFFG**" → " | ABCDEFG" → "EFFGABCDEF"
Copy Paste


- Cut:** Copies and deletes the selected text.

Ex: "ABCDEFGF" → "ABCD**EFFG**" → " | ABCD" → "EFFGABCD"
Cut Paste

- Paste:** Inserts the text stored by the Copy or Cut functions at the designated position.



- Only one text string can be stored by the Copy and Cut functions. Previously stored text is deleted each time they are used.
- The maximum number of characters that can be stored differs depending on the text input application.

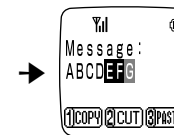
Copy and Paste

- Use the  key to position the cursor at the start of the first character of the text string that you wish to copy.



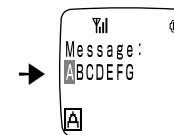
- Press  ( () to specify the range of text to copy.

- Press either  or  to cancel the editing function and return to normal text editing.



- Press  (copy), then  to move the cursor to the position where you want to paste the copied text.

- After the text is copied, you are returned to normal text editing.

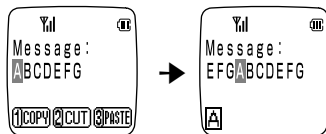


4. Convenience features

USING THE COPY, CUT, AND PASTE FUNCTIONS

4 Press **#COPY** ▶ **3 DEF** (paste)

- After the text is pasted, you are returned to normal text editing.



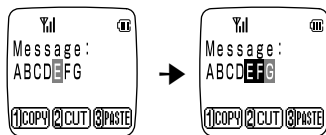
Cut and Paste

1 Use the **←○→** key to position the cursor at the start of the first character of the text string that you wish to cut.



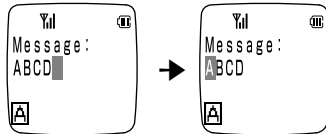
2 Press **#COPY** ▶ **←○→** to specify the range of text to cut.

- Press either **#COPY** or **←○→** to cancel the editing function and return to normal text editing.



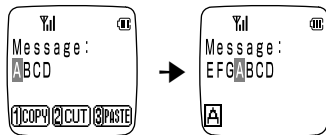
3 Press **2 ABC** (cut), then **←○→** to move the cursor to the position where you want to paste the cut text.

- After the text is cut, you are returned to normal text editing.



4 Press **#COPY** ▶ **3 DEF** (paste)

- After the text is pasted, you are returned to normal text editing.

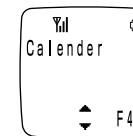


4. Convenience features

DISPLAYING THE CALENDAR

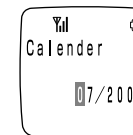
Display the calendar for a specific month and year.
The valid range for the calendar function is January 1900 to December 2099.

1 Press **F** ▶ **4 GHI** ▶ **7 PQRS**
or **F** ▶ **←○→** ▶ **←○→**



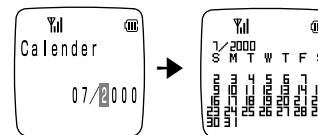
2 Press **F**.

Example:



- If a time and date have been set (P35), the current month is displayed.
- If a time and date have not been set, the calendar for January 2000 is displayed.

3 Use **←○→** to move the cursor and input the year and month, then press **F**.



- ←○→**: displays the calendar for the next month
- ←○**: displays the calendar for the previous month
- : displays the calendar for the same month of the following year
- ←**: displays the calendar for the same month of the previous year

- If you input a year that is out of the allowed range, or input an invalid month or year, input again.

4. Convenience features

USING THE SCHEDULER

You can use the Scheduler function to sound a 30-second alarm and display a message at a specified time.

- Up to three events per day, and a total of 20 events can be scheduled.
- Schedules can be set up to one month in advance from the date of setting.
- The alarm stops automatically after 30 seconds. Press any key to stop the alarm manually.
- Pressing either or will clear the message from the display and memory after 60 seconds.
- The date and time (P35) must be set in order to use the Scheduler function.

1 Press ► ► or ► ►

2 Press and use to move the cursor to the mark for the event that you want to schedule, and then press again.

- To register a new schedule: select space.
- To edit an existing schedule: select the mark that you want to change.

Scheduled events

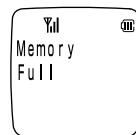
Cursor

- Marks for existing scheduled events are displayed.
- Up to three events can be scheduled per day, and they are displayed in order of occurrence from the left.
- It is not possible to schedule multiple events for the same time.

3 Input the message and then press .



- If 20 events have already been scheduled, the message shown on the right is displayed and you are returned to step 1.



- If the data already exists, it is displayed.
- The message can be up to 24 characters in length.
<REF>Entering text (P63 to 66)

4. Convenience features

4 Use to select a mark, then press .

(use to , or for direct selection)

The name for the selected mark is displayed

- If the data already exists, the selected mark will flash.
- The marks provide a convenient means of distinguishing between events.

5 Press , set the time, and then press again.

NOTE

- **If a call is in progress when the time for a scheduled event arrives:**
The alarm sounds and the message for the scheduled event is displayed when you finish the call.
- **If several schedules are set close together, and call is in progress at the times set for them:**
The schedules are displayed in order of occurrence from the left. (e.g. if the schedule times are set for 11:00 and 11:01)
- **If the power is off:**
The schedule is not displayed.
If the set time for a schedule elapses while the power is off, the schedule is automatically erased on the following day.
- **Alarms:**
 - The alarm volume is as adjusted in the ringer volume (P55).
 - If the volume is set to "Off", the alarm does not sound.
 - It is possible to set the ringer volume to "OFF" and receive alarm notification by setting the vibrator to "On" (P53). If the telephone is in the charger unit in the case of the above setting, the alarm will sound at the "Middle" volume setting.
- **If the date/time is modified after setting a schedule:**
Be aware that this can cause schedules to be shifted or erased.

4. Convenience features

ANNIVERSARY DATES

You can store up to 10 important anniversary events (birthdays etc.). When the day specified for an anniversary event arrives, the message set for it is displayed during standby mode for the period of that day.

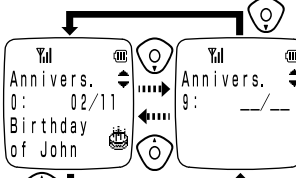
Reminder: The date and time (P35) must be set in order to use the Anniversary function.

1 Press **F** ▶ **4**(GHI) ▶ **6**(MNO)
or **F** ▶ **0** (with mark) ▶ **0** (with mark)



2 Press **F** ▶ **0** (with mark) [to select a number (from 0 to 9) for the anniversary event] ▶ **F** again.

- If an anniversary is already set for the number that you select, that anniversary is displayed.




When an anniversary date arrives:

- The message for the anniversary is displayed in standby mode for that day (the data is retained unless manually deleted).


3 Input the date ▶ **F**

- It is not possible to set more than one anniversary per day.



4 Input the message ▶ **F**

- If the data already exists, it is displayed.
- Up to 20 characters can be entered for each anniversary item.
- Entering text (P63 to 66)



4. Convenience features

5 Use **0** (with mark) to select a mark.

(use **0** to **9**(WXYZ), **#**(COPY) or **X** for direct selection)

Name of the selected mark → **1:Marriage**

- If the data already exists, the selected mark will flash.
- The marks provide a convenient means of distinguishing between anniversary events.

ANNIVERSARY MARKS



6 Press **F**



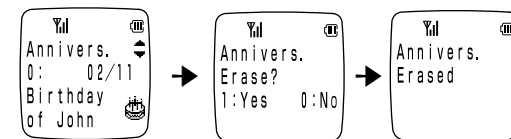
When an anniversary date arrives:

- The message for the anniversary is displayed in standby mode for that day (the data is retained unless manually deleted).



Deleting an anniversary event

1 Use the procedure in step 2 to select the anniversary that you wish to delete, and then press **HOLD** then **1** to delete it.



- Press **0** to cancel the operation and return to the anniversary selection screen.
- When entering the text in step 4., you can delete all text by pressing and holding **HOLD** until the text is deleted, and then pressing **F**.

4. Convenience features

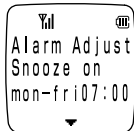
ALARM CLOCK FEATURES

You can use the alarm clock to set a date and time for an alarm, and then switch the alarm setting to 'On' to have the telephone ring for 30 seconds when the set date and times arrive. The alarm clock is set to 'Off' at the factory.

Reminder: The date and time (P35) must be set in order to use the alarm clock function.

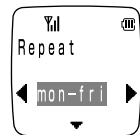
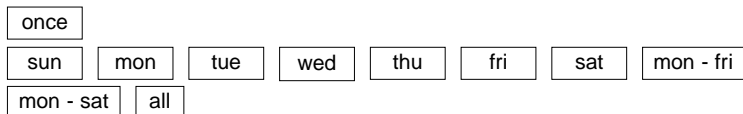
Setting the alarm clock

1 Press **F** ▶ **4_{GHI}** ▶ **3_{DEF}**
or **F** ▶ **0_{SP}** ▶ **0_{SP}**



2 Press **F** and use **0_{SP}** to choose the repeat setting that you want for the alarm.

- The following repeat settings are available, and can be accessed by the above procedure (the default setting is "Once").

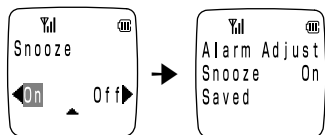


3 Enter the time and press **F** (**0_{SP}**).

- If an alarm has already been set, that setting is displayed.
- Use **0_{SP}** to return to the previous display.

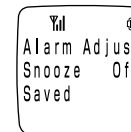


4 Press **0_{SP}** to turn the Snooze function "On", or **0_{SP}** to turn the Snooze function "Off".



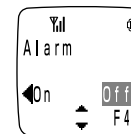
4. Convenience features

- When the snooze function is 'On'**
When the snooze function is turned 'On', after you stop the alarm, it rings five times every five minutes.
- When the snooze function is 'Off'**
The alarm rings at the set time, but the snooze function does not operate.
- Before you finish the setting you can use **0_{SP}** to return to the previous display.
- Press any button to stop the alarm from ringing.
- When you set an alarm adjusted, the alarm is automatically switched on.



Using the alarm clock

1 Press **F** ▶ **4_{GHI}** ▶ **4_{GHI}**
or **F** ▶ **0_{SP}** ▶ **0_{SP}**



2 Press **0_{SP}** (to turn the alarm clock "On")



Press **0_{SP}** (to turn the alarm clock "Off")

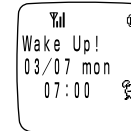


- If you attempt to switch the alarm clock on when it has not been set, the display on the right is shown, and you are returned to step 1.



NOTE

- When an alarm is set...**
The mark is displayed.
- If the alarm setting time arrives while a call is in progress...**
The alarm rings when the call is finished.
- The alarm volume is as adjusted in the ringer volume (P55).**
If the volume is set to 'Off', the alarm does not sound. It is possible to set the ringer volume to 'OFF' and receive alarm notification by setting the vibrator to 'On' (P53). If the telephone is in the charger unit in the case of the above setting, the alarm will sound at the "Middle" volume setting.
- Press any key to stop the alarm ringing.



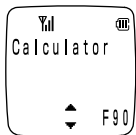
4. Convenience features CALCULATOR

You can use the calculator function to perform arithmetic.

- The calculation result can be up to a maximum of eight digits, and decimal calculations are possible.

Example: to calculate $180 \div 5$ (36)

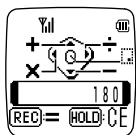
1 Press **F** \rightarrow **9**_{WXYZ} \rightarrow **0**
or **F** \rightarrow **0**_{DEF} \rightarrow **0**_{ABC}



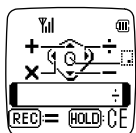
2 Press **F**, and then input the first number:

1 **8**_{TUV} **0** ...180

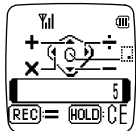
- Press **F** to input a decimal point.
- If you make a mistake during input, use **HOLD CLR/INT** to clear it.
- Press and hold **HOLD CLR/INT** to clear the calculator.



3 Press **0**_{DEF} to select \div

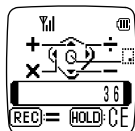


4 Input the next number: **5**_{JKL} ...5

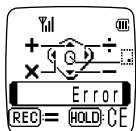


5 Press **REC** to calculate the result...=36

Calculation result



"Error"



- To continue with a new calculation, input the next number.
- If the calculation result exceeds eight digits, "Error" is displayed.

NOTE

- If a call comes in while you are making a calculation: You can press **0**_{DEF} to answer the call. The calculation result is not stored.

4. Convenience features

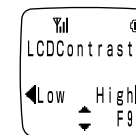
ADJUSTING THE DISPLAY

You can adjust the contrast of the LCD to one of five levels.

The contrast is set to level 3 at the factory. It is also possible to turn the backlight timer off so that the backlight is permanently on for the game.

Adjusting the display contrast

1 Press **F** \rightarrow **9**_{WXYZ} \rightarrow **1**
or **F** \rightarrow **0**_{DEF} \rightarrow **0**_{ABC}



2 Use **0**_{DEF} to select the contrast level and then press **F**.

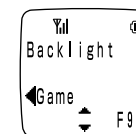
- There are five contrast levels (1 to 5). The higher the level, the darker the display (Light 1 - 2 - 3 - 4 - 5 Dark).



Backlight settings

BACKLIGHT SETTINGS FOR THE GAME

1 Press **F** \rightarrow **9**_{WXYZ} \rightarrow **2**_{ABC}
or **F** \rightarrow **0**_{DEF} \rightarrow **0**_{ABC}



2 **0**_{DEF} (game)

- The current setting flashes.



3 **0**_{DEF} (on)



0_{DEF} (off)



NOTE

- If you play the game with the backlight on, the battery power will be reduced quickly.

4. Convenience features

PLAYING A GAME

This phone includes a game that you can play to kill time when waiting for friends, or when traveling. In the game, you maneuver a crab and catch persimmons with claws that fall from above.

- After every 10th persimmon that you catch, the speed at which they fall gradually increases.
- The maximum score possible is 999. The game ends when you reach this score.

1 Press **F** ▶ **9**_{WXYZ} ▶ **5**_{JKL}
or **F** ▶ **0**_☎ ▶ **0**_☎



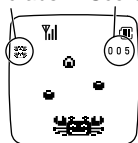
2 Press **F** to display the best three high scores.



3 Press **F** to start a game. Operate the crab using the **0**_☎, **X**, and **#**_{COPY} buttons.

- **Persimmons, harpoons and rice balls fall down from above.**
- **The objective is to catch the persimmons and rice balls in the crab's claws.**
You are allowed to catch the rice balls using the crab's body (no points though!). Avoid the harpoons. If you catch one, it counts as a miss.
- Press **HOLD CLR/INT** to pause a game, and press **HOLD CLR/INT** again to restart it.

Number of remaining crabs Score



• Misses

You lose a life if you drop a persimmon, catch a persimmon on the body, or catch a harpoon in a claw or on the body.

• Points

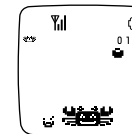
Persimmons: 1 point

Rice balls: If you catch in a claw you get 5 points, plus your misses are cleared (returns to three crabs). If you catch on the body, your misses are cleared, but you don't get points.

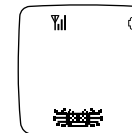
4. Convenience features

4 The game is over when you make three mistakes.

When a persimmon hits the ground.



A missed catch (taken on the body).



5 The display returns to the high score display (step 2).



NOTE

- To quit the game:
Press **☎**. The telephone returns to standby mode.
- If a call comes in during a game:
You can answer the call by pressing **☎**, but the game is terminated. The score is saved if it exceeds one of the three highest scores.
- To turn the backlight permanently on while playing the game:
<REF> Adjusting the display (P77).

4. Convenience features

HOW TO DATA COMMUNICATION

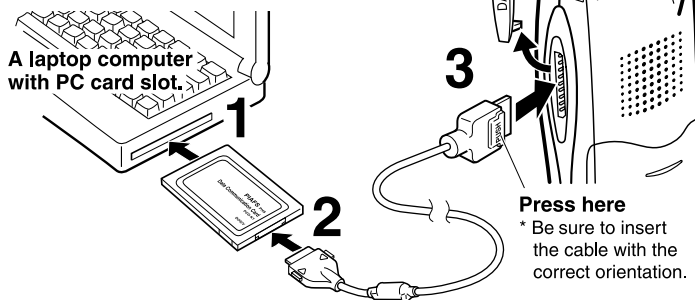
Connections for data communication

- 1** Insert the Data Communications card (sold separately) into the PC card slot.
- 2** Carefully check the orientation of the interface connector on the connection cable (sold separately), and then insert it into the card while pressing the lock buttons on the sides.
- 3** Open the cover of data communications terminal on the telephone, and plug the connector securely into it while pressing the lock buttons on the sides of the connector.
 - To remove the cable and PC card, follow the above procedure in reverse.
 - After you plug the connector into the telephone, the following message will be displayed, and the telephone will make a beep (Pi-Po) sound (unless the ringer volume is turned off).
 - When you remove the cable connector from the phone, the following message will be displayed, and the telephone will make a beep (Pi-) sound (unless the ringer volume is turned off).



Removing the cover of the data communications terminal
 Insert the metal tip of a mechanical pencil or similar object into the notch of the cover, and pry it open.

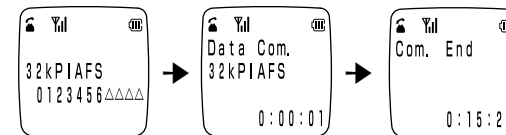
* The cover comes completely off. Be carefull not to lose it.



4. Convenience features

TRANSMITTING DATA

1 Transmitting data from a personal computer connected to the data communications terminal.



- For information about the procedure, refer to the instruction manuals for the data communications card and the communications software.
- If the connection is broken from the other end first, the telephone will sound a warning (suu suu), and return to standby mode after 10 seconds.

NOTE

- Using the telephone in areas where there is a lot of electromagnetic radiation can result in broken connections.
- Do not move the telephone during transmission. This can cause broken connections.
- The dial information in the case of data transmission is not stored in the telephone's redial memory.
- **Long communication**
 Ensure that the telephone battery is sufficiently charged. To conserve battery power, it is also possible to transmit from the telephone while it is seated on the charger.
- **Connection to personal computers**
 Even if you are not transmitting or receiving, the standby time on battery power is reduced. Also, depending on the data communications card that you are using, battery power may be consumed even if the telephone is switched off. For this reason, if you do not plan to perform data communication for a time, disconnect the communication cable from the telephone.
- **Lock Phone**
 When Lock PHone is set, it is not possible to switch to transmission or communication mode from the personal computer.

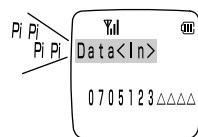
4. Convenience features

RECEIVING DATA

It is possible to load data received by the telephone into a personal computer.

1 Receive data from standby mode

- The ringer sounds using a special ring that is reserved for data reception.



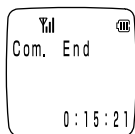
2 Answer using the computing device (personal computer etc.)

- Communication starts. The connection time is displayed during communication.
- For information about the procedure, refer to the instruction manuals for the data communications card and the communications software.



3 Communication finished.

- The connection time is displayed, and the telephone returns to standby mode.



NOTE

- Using the telephone in areas where there is a lot of electromagnetic radiation can result in broken connections.
- Do not move the telephone during transmission. This can cause broken connections.
- If the data transmission call comes before preparations for receiving the data completed, you can refuse the call by pressing **END**.
- Data can be received even if Lock Phone and Key Guard are set.

4. Convenience features

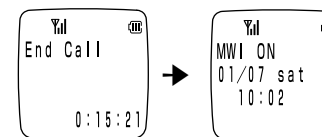
MWI (MESSAGE WAITING INDICATOR)

With this service, calls that come in (when the telephone is switched off, when you are outside the service or when you cannot answer the telephone for some reason) are received by the MWI service, and the caller can leave a recorded message. You can access to the messages, left for you at the MWI service using a this phone.

FOR MORE DETAILS, CONTACT TELECOM ASIA

When a message has been recorded at the MWI service center...

1 When you finish a call in public mode, "MWI ON" is displayed.



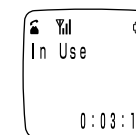
- The "MWI ON" display is erased when you press any key except **END** and **#COPY**.

If the message is still stored at the MWI service center, the next time you finish a call in public mode "MWI ON" is displayed again.

HOOKING AND CALL TRANSFER

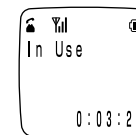
1 Press **REC** while connected to an outside line.

- The outside line is put on hold.



2 Call a number to which you would like to transfer.

- A call will be transferred.



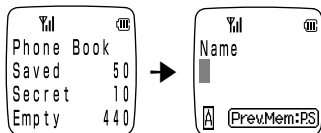
5. USING THE PHONE BOOK

STORING ENTRIES


You can store up to 500 names and telephone numbers in the phonebook.


- You can enter data directly into the phonebook or enter it from the redial memory, call log, or number memo (P43, 45, 47).

1 Press 



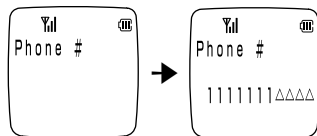
- The number of entries is displayed for about two seconds, then the display switches to the name entry screen.
- To continue making entries in the phonebook.**
PrevMem:PS is displayed. The previous name is stored until the power is switched off or all settings are reset.

2 Input the name and then press .

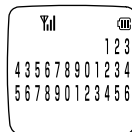
- Up to 24 characters can be entered.
 <REF> Entering text (P63 to 66)
- Press  to display the previously stored name entry.
 This is useful when you wish to enter more than one number for the same person, or when you make entries for members of the same family or department..



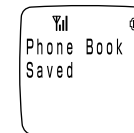
3 Input the number.



- Display in the case 24 or more numbers**
- Up to 32 characters can be entered.

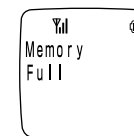


4 Press 



NOTE

- When 500 entries have been entered...**
 The message shown on the right is displayed, and the telephone returns to standby mode. Before you can add new entries, you will have to delete some existing entries.
 <REF> Deleting phonebook entries.
- The same number can be entered more than once.
- If a call comes in while you are in the middle of making an entry to the phonebook...**
 You can answer the call, but the entry operation is canceled, and the data is not stored in the phonebook.
- There is a possibility that the numbers and names stored in telephone can be erased or altered due to incorrect operation by the user, or due to electrical noise or static electricity. Be certain to keep a record of the information as a backup.





5. Using the phone book

STORING NUMBERS FROM THE REDIAL MEMORY, NUMBER MEMO, AND INCOMING CALLS LOG

It is possible to enter data into the phone book from the redial memory, number memo, and call log.

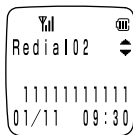
There must be a number in the redial memory, number memo or call log in order to do this.

1 Display the number that you want to enter into the phonebook.

-  ... display redial/number memo
 <REF> P43
-  ... display call log
 <REF> P45

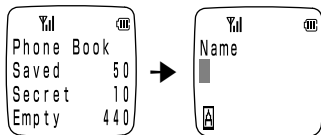
Example:

When redial was selected



2 Press **REC**

- The number of entries is displayed for two seconds, and then the name entry screen is displayed.



3 From now, follow the procedure given in steps 2, 4, "Storing entries" (P84, 85) to enter the number into the phonebook.

NOTE

- **If 500 entries have already been stored...**
The message on the right is displayed and you are returned to step 1. You will have to delete an entry from the phonebook before you can add a new one.
<REF> Deleting phonebook entries P88.
- **When a number in the redial memory, number memo or call log is entered into the phonebook...**
The entered names are displayed when you use the search function.



5. Using the phone book

EDITING AND ADDING DATA

Names, numbers, and number classifications stored in the phonebook can be edited.

- **Editing method** ... Press **HOLD CLR/INT** to delete one character, and press and hold **HOLD CLR/INT** to delete all characters.

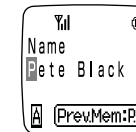
1 Display the number that you want to edit.

- <REF> Search for a name P90
- <REF> Quick search P92

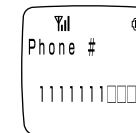


2 Press **REC**, edit the name, and then press **F**.

- Up to 24 characters can be entered.
[<REF>] Entering text (P63 to 66)



3 Edit the number, and then press **F**.

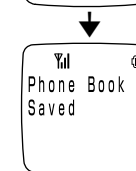
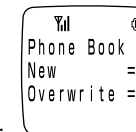


4 Press **0** for a new entry, or

The original data is kept.

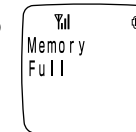
- 1** to overwrite an existing entry.

The original data is overwritten.



NOTE

- **If 500 entries have already been stored...**
The message on the right is displayed and you are returned to step 1. You will have to delete an entry from the phonebook before you can add a new one.
<REF> Deleting phonebook entries P88.



5. Using the phone book

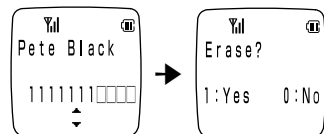
DELETING DATA (CLEAR SELECTED)

It is possible to delete entries from the phonebook on an individual basis. If your phonebook becomes full (500 entries), and you want to add new entries, you can delete existing entries to make more rooms. It is also possible to delete all entries from the phonebook at one time, but you are required to enter your Lock Code (password) to do this. Your secret numbers are also deleted in this case.

Individually deleting phonebook entries

1 Display the telephone number that you want to delete and press **(HOLD)**.

(HOLD)
CLR/INT



<REF> Search for a name P90
<REF> Quick search P92

2 Press **(1)** to delete the number.



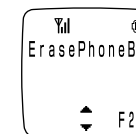
- Press **(0)** to cancel the operation and return to step 1.
- If there is no data remaining in the phonebook, the telephone returns to stand-by mode. If there is still data in the phonebook, the next entry is displayed.

5. Using the phone book

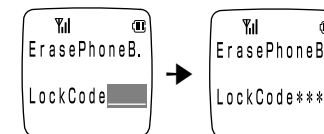
DELETING DATA (CLEAR ALL)

Deleting all data from the phonebook

1 Press **(F)** ▶ **(2_{ABC})** ▶ **(1)**
or **(F)** ▶ **(O_{OFF})** ▶ **(O_{OFF})**

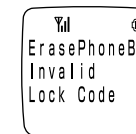


2 Press **(F)** and then input Lock Code (password).

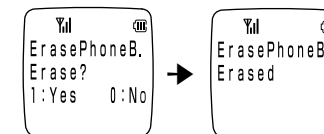


The asterisks appear from the right.

- **If you input an incorrect number for the Lock Code. ...**
The message on the right is displayed, and you are returned to step 1.



3 Press **(1)** to delete.





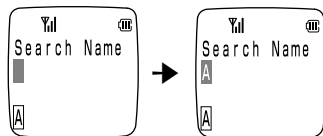
- Press **(0)** to cancel the operation and return to step 1.

5. Using the phone book SEARCH FOR A NAME

It is possible to search for names stored in the phonebook, and then call, edit or delete the number. Searching is possible even when a call is in progress.

1 Press , and then input the first letter of the name that you want to find.


- Press **REC** to switch between input modes (letter or number).
<REF> Entering text (P63 to 66)
- Use the  and  buttons to scroll through the entries found by the search (the display order is the same as the order in the phonebook). (P91)

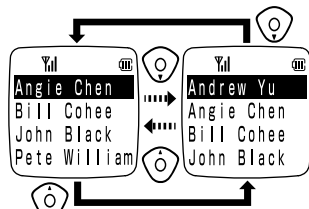


2 Press

(when there are three or fewer matching entries)



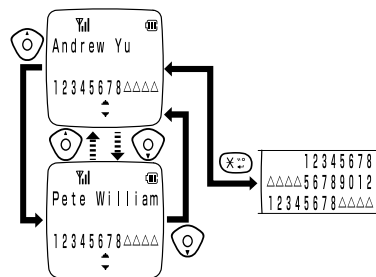
- When four or more matching entries have been found, it is possible to scroll through them quickly. Press and hold  to use quick scrolling.
- Quick scrolling is selected automatically after two seconds. To select it immediately, press **F**.



(when there are four or more matching entries)


3 Use to search.

- Press **X** to display all digits in the case that there are more than 12 digits. Press **X** again to return to the original search screen.



5. Using the phone book

4 When in standby mode:

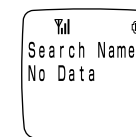
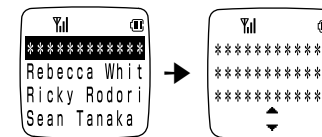
-  ... Dials the selected number.
- REC** ... Edit the data <REF> Editing and adding data P87.
- HOLD** ... Delete the data <REF> Deleting data P88
CLR/INT

When a call is in progress:

Press the **HOLD** button to return to the "In Use" display.
CLR/INT

NOTE

- **Searching in the secret phonebook**
Set secret mode first (P93).
- **When a secret number is found using a normal search**
The screen on the right is displayed regardless of the number of digits in the number.
- **If no entry whose first character matches the character input in step 1, the screen shown on the right is displayed, and then you are returned to step 1.**



- **The entries found when the phonebook is searched are displayed in alphabetical order (P84).**

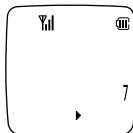
- 1st Space
- ↓ Letters (AaBbCc...Zz)
- 3 st Numbers (012 ... 789)

5. Using the phone book QUICK SEARCH

You can use the letters assigned to the number buttons (0 to 9_{WXYZ}) for searching, and calling. This quick search function is not available when a call is in progress.

- 1 Press and hold one of 0 to 9_{WXYZ}**
(the button corresponding to the first letter of the name that you want to search for)

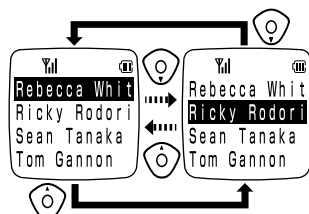
Example: If you press and hold down the 7_{QRS} button...
Data starting with p, q, r, s, P, Q, R, S, 7, is displayed.



- 2 Use 0 to search.**



(when there are three or fewer matching entries)



(when there are four or more matching entries)

- When four or more matching entries have been found, it is possible to scroll through them quickly.
- Press and hold 0 to use quick scrolling. Quick scrolling is selected automatically after two seconds. To select it immediately, press F.

- 3 ...Dials the number found.**

- REC ...Edit the data** <REF> Editing and adding data P87
- HOLD ...Delete the data** <REF> Deleting data P88
CLR/INT

NOTE

- If there is no data in the phonebook whose first character matches the button that you pressed in step 1, the message shown on the right is displayed, and you are returned to standby mode.



5. Using the phone book STORING A SECRET PHONE BOOK (continued to next page)

To create a phonebook that others cannot see, it is first necessary to set secret mode on. You can then store names and numbers in the secret phonebook.

- The number of entries for the normal phonebook and the secret phonebook cannot exceed 500 in combination.
- It is only possible to use the secret phonebook to call when secret mode is on.

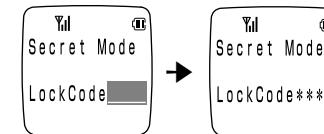
Setting secret mode

- 1 Press F 2_{ABC} 2_{ABC}**
or **F 0 0**



- The current setting is displayed.

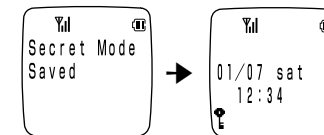
- 2 Press 0, and then input your lock code.**



- Press 0 to switch secret mode off.

(the asterisks appear from the right)

- 3 If the lock code that you input is correct, secret mode is set to on.**



- If the lock code that you input is incorrect... "Invalid Lock Code" is displayed, and you are returned to step 1.
- If you turned secret mode off, "Secret Mode Cancelled" is displayed, the telephone returns to standby mode.

[] mark is displayed on the screen.

NOTE

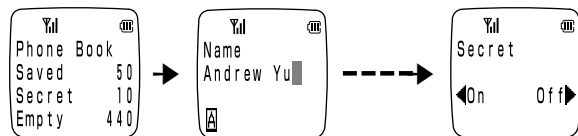
- **To cancel secret mode**
In addition to canceling secret mode by switching it off, you can also switch it off by switching the telephone off and on, by using Reset or All Reset, or by erasing the entire phonebook or address book.

STORING A SECRET PHONE BOOK

Storing data in the secret phonebook

Reminder: Set secret mode on.

- 1 Use the procedure outlined in steps 1 to 4 of "Storing entries" (P84, 85) to enter names, numbers and number type marks into the secret phonebook.



- 2 ... "ON"



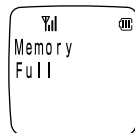
- 2 ... "OFF"



- **When set to "ON"...**
The entry is saved in the secret phonebook and you are returned to step 1.
- **When set to "OFF"...**
The entry is saved in the regular phonebook.

NOTE:

- **When 500 entries have been input...**
The message shown on the right is displayed, and the telephone returns to standby mode. Before you can add new entries you will have to delete some existing entries.
<REF> Deleting phonebook entries P88.



- **To search the secret phonebook**
Set secret mode on (P93) then perform the normal search operations.
- **When you make a call using the secret phonebook**
Only the number is displayed in the redial data. (P43) The name is not displayed.

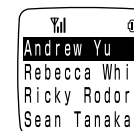
EDITING, ADDING DATA TO THE SECRET PHONE BOOK

Editing and adding information in the secret phonebook

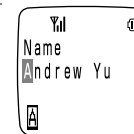
Reminder: Set secret mode to on (P93).

- 1 Select the phone number that you want to edit.

<REF> Searching in the secret phonebook (P91).



- 2 Use the procedure outlined in steps 2 to 3 of "Editing and adding data" (P87) to edit and add names, numbers in the secret phonebook.



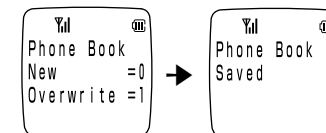
- 3 ... "ON"



- 3 ... "OFF"

- **When set to "ON"...** Secret mode stays on.
- **When set to "OFF"...** Secret mode is cancelled.

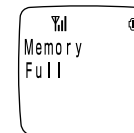
- 4 Press either "New" or "Overwrite"



- **"New".....**The original data is preserved.
- **"Overwrite"...**The original data is overwritten.

NOTE

- **When 500 entries have been input...**
The message shown on the right is displayed, and you are returned to step 1. Before you can add new entries you will have to delete some existing entries.



<REF> Deleting phonebook entries P88.

6. RECORDING FUNCTIONS

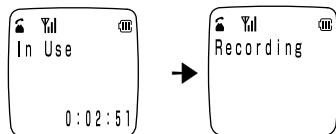
RECORDING A CALL

It is possible to record the voice of the person you are talking to during a call. The recording is stored even if the power is switched off.

- Up to four recordings can be stored (the maximum length for each is 15 seconds). The total recording time allowed is 60 seconds.

Reminder: The following operations apply when a call is in progress.

1 While a call is in progress, press **REC**.



• If there are already four stored recordings

The message on the right is displayed, and you are returned to the conversation. You will have to delete one of the recordings before you can make a new one (P97).

• When you return to standby mode after making a recording...

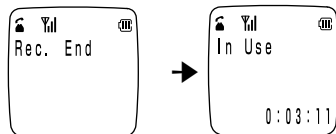
"Message" is displayed, and the mark is displayed on the right of the screen with the number of messages.

The "Message" and mark/number of messages displays disappear when you play the message or remove the battery.



2 Press **REC** again to stop recording and return to the conversation. Recording stops automatically after 15 seconds.

- When you press to hang up The recording up until that time is stored.



NOTE

- Playing, deleting a message (P97)
- To make a second recording during the same call, press **REC** again.
- You cannot make recordings of extension conversations (P103) or transceiver conversations (P108).

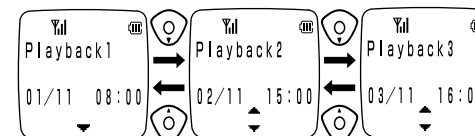
PLAYING, DELETING A MESSAGE (continued to next page)

Recordings can be played back later, and be erased either individually, or all at once.

Reminder: The following operations apply to the case that a recording has been made, and the mark and number of recordings are displayed on right of the screen.

Playback

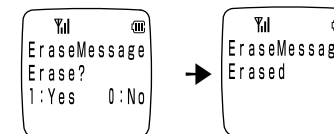
1 **REC**



- The messages are played in order from the oldest.
- A beep sounds (Pi-) between messages.
- Press the button while a message is playing to jump to the next message.
- Press the button to return to the previous message.
- Press to finish.

Deleting individually

2 Playback the recording that you want to delete, and while it is playing, press **HOLD** and then **1**.



- When you delete a message, the next message is played.
- If you press **0** to avoid deletion of a message, that message is played again.
- If there are no more messages, "Playback End" is displayed, and you are taken to step 3.

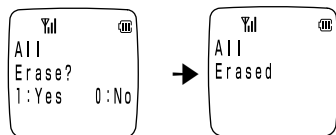
6. Recording functions

PLAYING, DELETING A MESSAGE

Deleting all messages

3 If you playback all messages, you will be asked if you want to erase all messages.

Press **1** to delete all messages



- After deleting all messages, the telephone returns to standby mode.
- If you press **0** to avoid the delete operation, the telephone returns to standby mode.

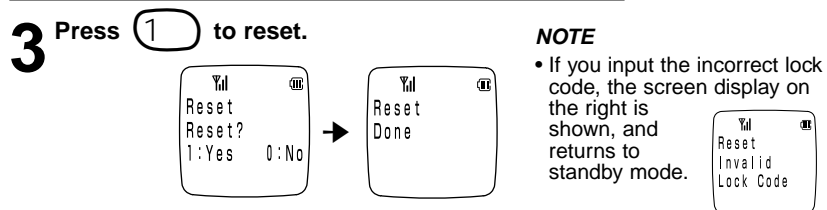
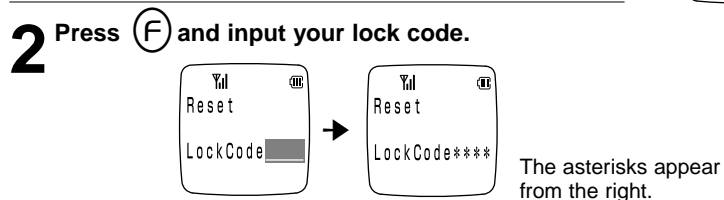
NOTE

- If you play a recorded message then return to standby mode, "Messages" is no longer displayed.

8. OTHER FEATURES

RESTORING INDIVIDUAL DEFAULT SETTINGS

It is possible to reset the settings you have made for this phone to the default settings (settings at the time of purchase). You must input your lock code in order to do this.

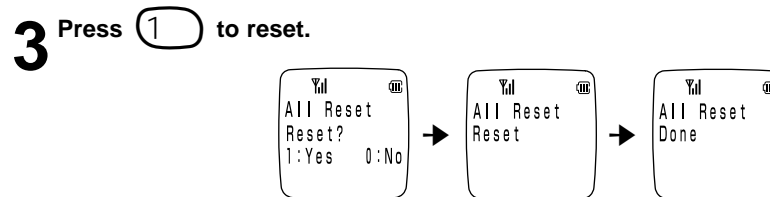
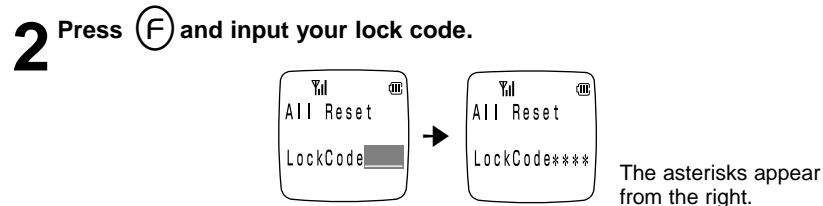
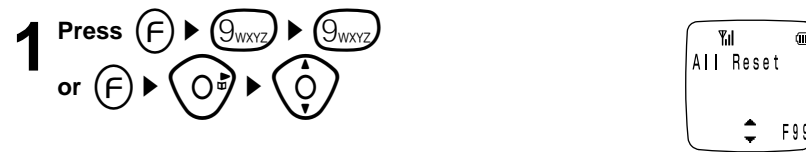


• Press **0** to cancel the reset operation and return to step 1.

The following items are reset to their default setting			
Function name	Setting	Function name	Setting
Volume	Middle	Animation	OFF
Whisper Mode	OFF	Manner Function	OFF
Key Beep	ON	Manner setting: Button Beep	OFF
Ringer Type	Pattern 1	Manner setting: Ringer Volume	OFF
Ringer Vol.	Middle	Manner setting: Vibrator	ON
Vibrator	OFF	Manner setting: Vib. Call	OFF
Vib. Call	OFF	Custom Function	OFF
Alarm	OFF	Secret Mode	OFF
LCD Contrast	3	Caller ID	ON
Backlight (game)	OFF/OFF	Game	All points set to 0

RESTORING ALL DEFAULT SETTINGS

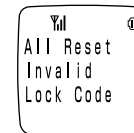
It is possible to reset all settings and the settings you have made for this phone to the default settings (settings at the time of purchase). You must input your lock code in order to do this.



• Press **0** to cancel the reset operation and return to step 1.

NOTE

- If you input the incorrect lock code, the screen display on the right is shown, and returns to standby mode.
- Notes about All Reset**
 The following data is deleted: (Be sure to keep a record of important data before deleting it.)
- Redial memory and number memo/call log etc. See the following page for details.



8. Other features

RESTORING ALL DEFAULT SETTINGS

The following items are reset to their default setting			
Function name	Setting	Function name	Setting
Redial	Deleted	Memo Pad	OFF
Call log	Deleted	Anniversary	OFF
Volume	Middle	LCD Contrast	3
Key Guard	OFF	Backlight (game)	OFF
Whisper Mode	OFF	Animation	OFF
Key Beep	ON	Manner Function	Deleted
Ringer Type	Pattern 1	Manner setting: Key Beep	OFF
Composition	OFF	Manner setting: Ringer Volume	OFF
Ringer Vol.	Middle	Manner setting: Vibrator	OFF
Vibrator	OFF	Manner setting: Vib. Call	OFF
Vib. Call	OFF	Custom Function	OFF
Schedule	OFF	Secret Mode	OFF
Alarm Adjust	OFF	Caller ID	ON
Alarms	OFF	Game	All points set to 0

8. Other features

SPECIFICATIONS**Specifications**

Weight	69g (approx.)
Size (W x H x D)	39mm x 119mm x 18mm (approx.)
Transmission power	10mW (approx.)
System	Digital (1.9GHz band) (TDMA method)

Continuous connection and standby times on full charge

	Continuous connection	Standby
Public	6 hours (approx.)	700 hours (approx.)

- The times given for battery operation in the above table have been calculated assuming an ambient temperature of 25°C and stable signal conditions. These times will be shorter when the ambient temperature is low, or when the signal strength is low. Battery power consumption also increases when the telephone is used outside the service area, or in places where the signal cannot reach.

8. Other features

TROUBLESHOOTING

Problem	What to check	Ref. page
Power won't turned on	• Is the battery inserted?	25
	• Is the battery charged?	20
	• Is the connector plug inserted correctly?	25
	• Did you press and hold down the POWER button for long enough?	26
Cannot call	• Are you inside the service area?	21
	• Did you input the phone number correctly?	39
	• Is there a line available? If not, wait a while then call again.	40
	• Is the line being used by another extension?	105
Call cuts off suddenly	• Did you go outside the service area, or enter a place that the signal cannot reach (a warning will sound)?	21
	• Is the battery out of charge?	21
Ringer does not sound	• Is the ringer volume set to off?	55
No response to key input	• Is lock phone set to on?	37
	• Is key guard set to on?	32
	• Is the battery out of charge? ("Charge" will flash on the screen)?	21
No response when the cursor key is pressed	• Are you pressing the cursor too strongly? Press it lightly.	17
The display is corrupted or blank	• Turn the power off then on again.	26
	• Remove the battery, and then reconnect it after waiting for one minute. Read the warning message on P24 before doing this.	14,24,25

- If the procedures in the above table do not correct the problem, stop using the telephone, and return it to the dealer where you purchased.