

Welcome

Welcome to the world of Motorola digital wireless communications! We are pleased that you have chosen the Motorola C200 wireless phone.

852-25063888 (Hong Kong)

www.mot.com/hk (Hong Kong)

MOTOROLA, the Stylized M Logo and all other trademarks indicated as such herein are trademarks of Motorola, Inc. ® Reg. U.S. Pat. & Tm. Off. All other product or service names are the property of their respective owners.









© 2003 Motorola, Inc. All rights reserved.

Software Copyright Notice

The Motorola products described in this manual may include copyrighted Motorola and third party software stored in semiconductor memories or other media. Laws in the United States and other countries preserve for Motorola and third party software providers certain exclusive rights for copyrighted software, such as the exclusive rights to distribute or reproduce the copyrighted software. Accordingly, any copyrighted software contained in the Motorola products may not be modified, reverse-engineered, distributed, or reproduced in any manner to the extent allowed by law. Furthermore, the purchase of the Motorola products shall not be deemed to grant either directly or by implication, estoppel, or otherwise, any license under the copyrights, patents, or patent applications of Motorola or any third party software provider, except for the normal, non-exclusive, royalty-free license to use that arises by operation of law in the sale of a product.

Contents

Welcome	1
Safety and General Information	5
Touring Your Phone	11
Appearance	11
Idle Mode Display	13
Keys	14
Getting Started	19
Your SIM Card	19
Battery Use	20
Using Your Phone	23
Turning on the Phone	23
Making a Phone Call	23
Ending a Call	24
Answering a Call	24
Turning Off the Phone	24
Resetting the Time and Date	25
One-touch Dialing	25
Listening to a Voicemail	25
Making an International Call	26
Making an Emergency Call	26
Dialing an Extension Number	26
Last Missed, Dialed, and Received Calls	26
Making an Abbreviated Call	27
Phone Book Directory Shortcut	28
Messages Menu Shortcut	29
Adding Phone Book Entries in Idle Mode	29
Incoming Call Waiting	29
Holding a Call	30
Call Options Menu	30
Adjusting the Earpiece Volume	32

Initiating Keypad Lock	32
Input Mode Menu	34
Selecting an Input Mode	34
Quick Access	44
Quick Access Menu	44
Using the Quick Access Menu	44
Menus	45
Using Menus	45
 Phone Book (1)	47
 Audio Settings (2)	53
 Messages (3)	60
 Tools (4)	71
 Network (5)	80
 Security (6)	81
 Call Services (7)	84
 Setting (8)	90
Menu Structure Map	94
Care and Maintenance	95
Problems and Solutions	96
Specific Absorption Rate Data	101

Safety and General Information

IMPORTANT INFORMATION ON SAFE AND EFFICIENT OPERATION.
READ THIS INFORMATION BEFORE USING YOUR PHONE.

The information provided in this document supersedes the general safety information in user guides published prior to December 1, 2002.

Exposure To Radio Frequency (RF) Energy

Your phone contains a transmitter and a receiver. When it is ON, it receives and transmits RF energy. When you communicate with your phone, the system handling your call controls the power level at which your phone transmits.

Your Motorola phone is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

Operational Precautions

To assure optimal phone performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards, always adhere to the following procedures.

External Antenna Care

Use only the supplied or Motorola-approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the phone.

Do NOT hold the external antenna when the phone is IN USE. Holding the external antenna affects call quality and may cause the phone to operate at a higher power level than needed. In addition, use of unauthorized antennas may result in non-compliance with the local regulatory requirements in your country.

Phone Operation

When placing or receiving a phone call, hold your phone as you would a wireline telephone.

Body-Worn Operation

To maintain compliance with RF energy exposure guidelines, if you wear a phone on your body when transmitting, always place the phone in a Motorola-supplied or approved clip, holder, holster, case, or body harness for this phone, if available. Use of accessories not approved by Motorola may exceed RF energy exposure guidelines. If you do not use one of the body-worn accessories approved or supplied by Motorola, and are not using the phone held in the normal use position, ensure the phone and its antenna are at least 1 inch (2.5 centimeters) from your body when transmitting.

Data Operation

When using any data feature of the phone, with or without an accessory cable, position the phone and its antenna at least 1 inch (2.5 centimeters) from your body.

Approved Accessories

Use of accessories not approved by Motorola, including but not limited to batteries and antenna, may cause your phone to exceed RF energy exposure guidelines. For a list of approved Motorola accessories, visit our website at www.Motorola.com.

RF Energy Interference/Compatibility

Note: Nearly every electronic device is susceptible to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your phone may cause interference.

Facilities

Turn off your phone in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care facilities that may be using equipment that is sensitive to external RF energy.

Aircraft

When instructed to do so, turn off your phone when on board an aircraft. Any use of a phone must be in accordance with applicable regulations per airline crew instructions.

Medical Devices

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (15 centimeters) be maintained between a handheld wireless phone and a pacemaker.

Persons with pacemakers should:

- ALWAYS keep the phone more than 6 inches (15 centimeters) from your pacemaker when the phone is turned ON.
- NOT carry the phone in the breast pocket.
- Use the ear opposite the pacemaker to minimize the potential for interference.
- Turn OFF the phone immediately if you have any reason to suspect that interference is taking place.

Hearing Aids

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

Other Medical Devices

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

Use While Driving

Check the laws and regulations on the use of phones in the area where you drive. Always obey them.

When using your phone while driving, please:

- Give full attention to driving and to the road.
- Use hands-free operation, if available.
- Pull off the road and park before making or answering a call if driving conditions so require.

Responsible driving best practices may be found in the “Wireless Phone Safety Tips” at the end of this manual and at the Motorola website:

www.Motorola.com/callsmart.

Operational Warnings

For Vehicles With an Air Bag

Do not place a phone in the area over an air bag or in the air bag deployment area. Air bags inflate with great force. If a phone is placed in the air bag deployment area and the air bag inflates, the phone may be propelled with great force and cause serious injury to occupants of the vehicle.

Potentially Explosive Atmospheres

Turn off your phone prior to entering any area with a potentially explosive atmosphere, unless it is a phone type especially qualified for use in such areas and certified as “Intrinsically Safe.” Do not remove, install, or charge batteries in such areas. Sparks in a potentially explosive atmosphere can cause an explosion or fire resulting in bodily injury or even death.

Note: The areas with potentially explosive atmospheres referred to above include fueling areas such as below decks on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust, or metal powders. Areas with potentially explosive atmospheres are often but not always posted.






Blasting Caps and Areas

To avoid possible interference with blasting operations, turn OFF your phone when you are near electrical blasting caps, in a blasting area, or in areas posted “Turn off electronic devices.” Obey all signs and instructions.

Batteries

Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewelry, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects. **Use only Motorola original batteries and chargers.**

Your battery or phone may contain symbols, defined as follows:

Symbol	Definition
	Important safety information will follow.
	Your battery or phone should not be disposed of in a fire.
	Your battery or phone may require recycling in accordance with local laws. Contact your local regulatory authorities for more information.
	Your battery or phone should not be thrown in the trash.
	Your phone contains an internal lithium ion battery.

Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to blinking lights, such as when watching television or playing video games. These seizures or blackouts may occur even if a person never had a previous seizure or blackout.

If you have experienced seizures or blackouts, or if you have a family history of such occurrences, please consult with your doctor before playing video games on your phone or enabling a blinking-lights feature on your phone. (The blinking-light feature is not available on all products.)

Parents should monitor their children's use of video game or other features that incorporate blinking lights on the phones. All persons should discontinue use and consult a doctor if any of the following symptoms occur: convulsion, eye or muscle twitching, loss of awareness, involuntary movements, or disorientation.

To limit the likelihood of such symptoms, please take the following safety precautions:

- Do not play or use a blinking-lights feature if you are tired or need sleep.
- Take a minimum of a 15-minute break hourly.
- Play in a room in which all lights are on.
- Play at the farthest distance possible from the screen.

Repetitive Motion Injuries

When you play games on your phone, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, or other musculoskeletal disorders:

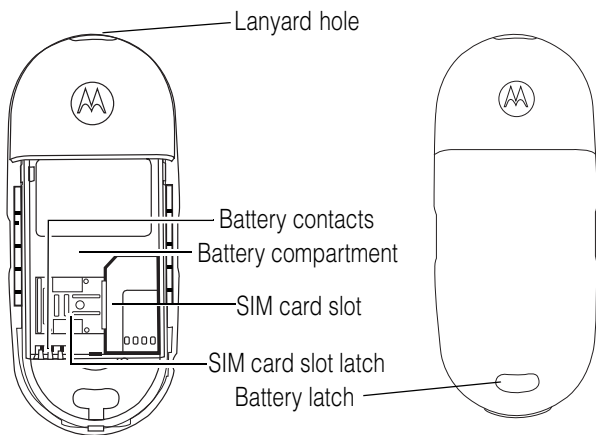
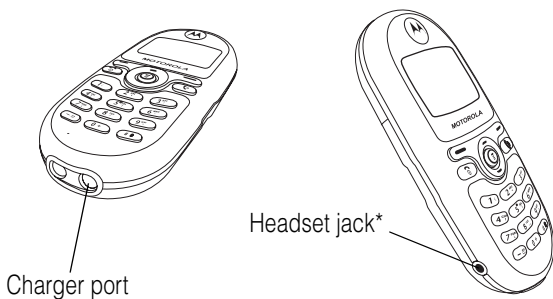
- Take a minimum 15-minute break every hour of game playing.
- If your hands, wrists, or arms become tired or sore while playing, stop and rest for several hours before playing again.
- If you continue to have sore hands, wrists, or arms during or after play, stop playing and see a doctor.

Touring Your Phone

Appearance

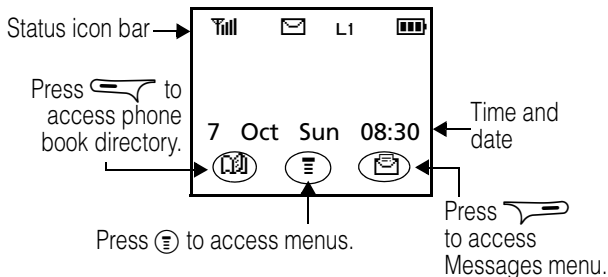


For information on how to use each key, see “Function Keys” on page 14.



*For connection to the optional handsfree headset.





Idle Mode Display



Idle Display Icons

Icons are frequently shown on the idle display:

Icon	Function	Descriptions
	Signal Strength	Signal strength of your designated network. The more bars displayed, the stronger the signal.
	Short message	Receiving a short text message or having unread messages. (See page 60.)
	Voice mail waiting	You have a new voice mail. (See page 69.)
	Call divert	All incoming calls are diverted to a designated number. (See page 86.)
L1	Line in use	The current line in use. (See page 89.)




Icon	Function	Descriptions
	Vibration only	Your phone only vibrates without ringing when a call comes in. (See page 55.)
	Battery	Battery power level, the more the bars, the more the battery power. Three bars: full. No bars: Recharging immediately. The icon scrolls during charging until the battery is full.
	Key lock	Key lock is activated. (See page 32 and 91.)
	Roaming	When your phone is not used on your home network, this icon will appear.





Keys






Function Keys

In this user guide, *press and hold* means “pressing and holding a key for about 2 seconds,” while *press* means “press and release a key immediately.”

This listing does not include all operations of each key. Refer to related sections of this manual for other key commands.

Keys	Commands and functions
	<p>Power On/Off key</p> <ul style="list-style-type: none">• Press and hold to switch your phone on/off.• Press to end or cancel a call.• Press to return to the previous menu.
	<p>Send/Answer key</p> <ul style="list-style-type: none">• Press to send or answer a call.• In idle mode, press and hold to redial the last call number.• In idle, press to display last dialed / missed / received numbers.• Press to select or activate an option.
	<p>Menu key</p> <ul style="list-style-type: none">• Access the main menu from idle.• During a call, press to access the Call Options menu.• During input, press to access the input mode menu.

Keys	Commands and functions
	<p>Right soft key</p> <p>Executes the command shown at the bottom right of the display:</p> <ul style="list-style-type: none"> • In menus, press to select or activate an option (as SELECT/OK/OPTION shows). • In idle, press to access the Messages menu (as  shows). • Confirms entered digits/text during input (as OK shows).
	<p>Left soft key</p> <p>Executes the command shown at the bottom left of the display:</p> <ul style="list-style-type: none"> • In menus, press to abort a selection/operation and return to the previous menu or screen (as QUIT/EXIT shows). • In idle mode, press to access the Phone Book directory (as  shows). • During input, press to clear one digit/character; press and hold to clear all digits/characters (as DEL shows).

Keys	Commands and functions
	<p>Scroll key</p> <ul style="list-style-type: none"> • Scroll the menus and options. • Adjust volume during a call. • In idle mode, press to access Quick Access menu. • In idle mode, press and hold to access Phone Book directory. • During input, press once to move cursor to the next/last insertion point; press and hold to move the cursor continuously.
	<p>Voicemail key</p> <ul style="list-style-type: none"> • In idle, press and hold to dial the voice mail box number.
	<p>Lock key</p> <ul style="list-style-type: none"> • In idle, press and hold to lock the keypad.
 	<p>Number keys</p> <ul style="list-style-type: none"> • In idle, press and hold to dial any of the first 9 phone numbers saved in the Phone Book. • In menus, press to access a corresponding option directly.

Alphanumeric Keys

Following is a list of the alphanumeric keys and their corresponding characters and symbols in input.

Key	Lower case
1	, . : 1 % ! ? ; " ' < > () @ &
2 ABC	A B C 2 Å Ä å ä à ç æ ß
3 DEF	D E F 3 Δ Φ è é É £ Æ \$
4 GHI	G H I 4 ` i ç ρ
5 JKL	J K L 5 Λ _
6 MNO	M N O 6 Ω Ñ ñ ò Ö ö Ø ø
7 PQRS	P Q R S 7 Π Σ ¥ §
8 TUV	T U V 8 Θ ü Ü ù
9 WXYZ	W X Y Z 9 Ξ Ψ
0 +	(Space) 0
✖ ⊞	+ - * / =
# @	# P

Getting Started

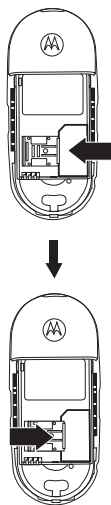
Your SIM Card

To use your phone, you must insert a SIM card (Subscriber Identification Module) supplied by your network operator. The SIM card contains your subscription number and your phone number, as well as a memory where you can store phone numbers, messages, etc.

Inserting Your SIM card

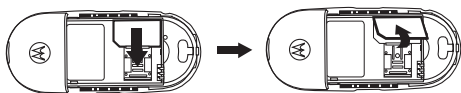
Note: Scratches can easily damage the metal contacts of the SIM card. Pay special attention to the SIM card when you handle and insert.

- 1 Remove the battery.
- 2 Locate the SIM card slot.
- 3 Place the SIM card into the slot, with the metal contacts of the SIM card facing down and its cut corner on the upper left.
- 4 Slide the latch onto the SIM card.



Removing Your SIM Card

- 1 Remove the battery.
- 2 Slide the SIM card latch backward, then remove the card from the slot.

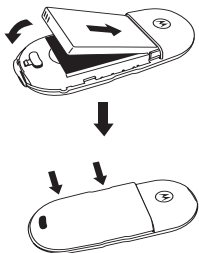


Battery Use

Caution: Do not remove the battery when your phone is on—you may lose all your personal settings stored either in your SIM card or phone memory.

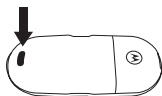
Fitting the Battery

- 1 Place the battery into the handset, matching the battery contacts with the contacts on the battery compartment.
- 2 Push the battery door down on the phone until it snaps into place.



Removing the Battery


- 1 While pressing the button at the bottom of the battery door, slide the door off the phone.



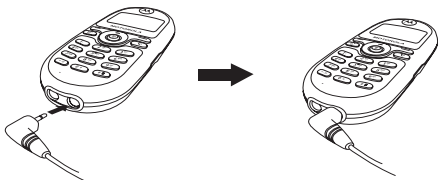
- 2 Lift the battery up from the bottom end.




Charging the Battery

When the battery is low, your phone plays a warning tone and displays **Battery Low**. When the battery is running out of power,  appears to remind you to recharge immediately. Your phone then powers off automatically.

- 1 Insert the travel charger connector into the port at the bottom right of the phone.




- 2 Remove the charger connector when charging is complete.

Tip: Full charging a new battery takes 24 hours. Recharging takes approximately 160 minutes. During charging,  will blink until the battery is fully charged.




Tip: If your battery is over-discharged, you cannot use the phone when you first connect the charger to the phone. You must charge the battery for at least an hour before you are able to use your phone again. When you connect the charger to a phone with an over-discharged battery, the phone's backlight flashes briefly.

Using Your Phone

Turning on the Phone


Press and hold  to turn your phone on.



Making a Phone Call

- 1 Enter your PIN. If you type a wrong number while entering your PIN, delete the wrong number by pressing  (DEL). When done, press  (OK) or  to confirm.

Tip: *PIN* (Personal Identification Number) is a password provided by your network operator. With your PIN, you can use your SIM card and access the services offered by your operator.

Note: If you enter a wrong PIN three times in a row, your SIM card will be blocked. To unblock the SIM card, you need to enter the PUK (*Personal Unblocking Key*) of the card. Please call the operator, and ask for PUK.

Once your PIN is accepted, the phone will start searching for your designated network automatically, as  indicates. This may take a few seconds. When receiving network signals successfully, the phone beeps twice with its LCD display showing the network you connect to and then goes into idle mode.





- 2 Now you can dial a desired number using the keys on the keypad. Press  (DEL) to delete wrong digits. Press  to send your call.

Note: When network service is not available, no signal level will be displayed on the screen.

Note: When connected to a network you do not have access to, the signal strength will still show on the screen. You can only make an emergency call.

Note: During a call, you can use the call options described on page 30.



Ending a Call

When you finish a phone call, press  or  (EXIT) to end the call and return to idle mode. Also press  or  (EXIT) if you want to drop a call after dialing.



Answering a Call

When your phone rings or vibrates, the screen will display the name or the phone number of the caller.

Note: Network support dependent.

The name displayed depends on the data in the Phone Book. Press  (OK) or  to answer a call. You can also answer incoming calls by pressing any key.

Note: To change the answering mode, you must go to **Profiles** under the Audio Setting menu. See page 56 for details.

If you want to reject a call, press  or  (EXIT).

Turning Off the Phone


Press and hold  to turn your phone off.


Resetting the Time and Date

When you turn off your phone, it saves the current time and date.

If you then remove and replace the phone's battery, the phone does the following the next time you turn it on:



- uses the last saved time and date as its current time and date
- displays the Set Time and Date menu

Press  (**CHANGE**) to edit the time and date. (For more information, see "Set Time & Date (8-2)" on page 91.)


Press  (**EXIT**) to use the saved time and date and go to the idle screen.

One-touch Dialing

There are two ways of doing one-touch dialing while in idle mode:

- Press and hold . The last number you dialed will be dialed again automatically.
- You can dial any of the first 9 phone numbers saved in the Phone Book by pressing and holding its Phone Book location number. If the number is saved in the Phone Book at location 5, for example, press and hold  to make the call.



Listening to a Voicemail

In idle mode, press and hold  to call your operator's voice mail center and listen to the voice mail left by a caller.


You can also go to Voice Mail under the Message menu to make a voicemail call. See more details on page 69.

Note: Voice Mail is network-support and subscription-dependent.



Making an International Call

- 1 Enter the outgoing international code, or press and hold  until + is displayed.
- 2 Enter the recipient's national code, area code and phone number.
- 3 Send out your call by pressing .

Making an Emergency Call

Enter 112 (the international emergency number) and press . This emergency call can be made without a SIM card inserted, as long as you are within the coverage of the type of network used by your phone.






Dialing an Extension Number

After you enter the telephone number, press and hold  for a second, and P will display on the screen. Enter the extension number, and press  to make the call.






Last Missed, Dialed, and Received Calls

There are two scenarios in which you can review the most recently missed, answered and dialed phone numbers as

well as the time and date information associated with the calls:






- If incoming calls were not answered, your phone displays a message of missed calls along with the number of call times. Press  (SELECT) or  twice. The most recently missed call is displayed first. Then press  to display the missed call you want.
- In idle mode, press  to access a list of missed, dialed and received calls. The most recent is displayed first. Press  to scroll to the phone number you want.

When the phone number of a missed/dialed/received call appears on the screen, you can do the following:



- Press  (SELECT) or  to redial the phone number.
- To store the phone number in your Phone Book, press and hold . Follow the prompts to enter the name and confirm the phone number. Then specify a location number and press  (OK) or  to save.

Note: The phone number saved this way is stored in your SIM card memory. To save a phone number in the phone memory, go to “Add Entry to Phone (1-4)” on page 49.


Making an Abbreviated Call




Type a location number of a desired Phone Book record and press  . Then press  (OK) or  to dial the displayed number. You can also press  to scroll Phone Book numbers until the one you want appears.



Phone Book Directory Shortcut

- 1 As  on the idle screen indicates, press  to access the Phone Book directory.

or

In idle mode, press and hold  to access the Phone Book directory.


- 2 Press  to browse the entries (listed in alphabetical order).  appears at the top left of the screen if the record you display is stored in the SIM card memory, while  shows up if the record is stored in the phone memory.

You can also find an entry by typing the first letter of its name. For example, to find a name that starts with “K”, enter **K** and press  (CALL) or . The names starting with “K” will appear first. Scroll the names until you find the one you want.



- 3 When the desired phone number appears:

Press  (SELECT) or  to dial the number.





or

Press and hold  to edit the phone number record. You can edit the record in the same way you save a phone number in the Phone Book.

Messages Menu Shortcut

As  on the idle screen shows, press  to enter the Messages menu. For details on the Messages menu, see page 60.







Adding Phone Book Entries in Idle Mode

Enter a phone number and press  (SAVE) or press and hold . Follow the prompts to enter the name and confirm phone number, specify a location number for the record, and press  (OK) or  to save*.

Note: The phone number saved this way is stored in you SIM card memory. To save a phone number in the phone memory, go to “Add Entry to Phone (1-4)” on page 49.





Incoming Call Waiting


If another call comes in while you are on the phone, you can:


- Press  and  to reject the waiting call.
- Press  and  to end the active call and connect the waiting call.
- Press  and  to hold the active call and connect to the waiting call.

Note: Call Waiting is network-support and subscription-dependent.

Holding a Call

When you are on a phone call and wish to dial another number, you can place the current call on hold by pressing  (OPTION) or . After a call is put on hold,  1 appears. When the second call is connected,  1 will appear.







When you have an active call and a call that is on hold, press  to switch calls.

When an active call ends, the call on hold will resume. You can also make a call on hold active again by pressing  if you have only a held call.

Note: This feature is network and subscription dependent.

Note: The figure next to  /  (“1” in the example above) indicates the number of held/active calls.

Call Options Menu


When you are on a phone call, press  to access the Call Options menu listed below. Use  to scroll and press  (SELECT) or  to access a selected option; press  (QUIT) or  to leave a selected option.

Note: Options marked “*” are network and subscription dependent.

***SIM Menu**

Access the SIM Tool Kit menu.

Mute

Mute the microphone so the person you are speaking with cannot hear your voice.  appears when this mode is on.

****Messages***

You can read, write and send messages with this function. For details on the Messages menu see page 60.

****Conference***

The Conference menu has the following options:

Note: The maximum number of parties allowed during a conference (multi-party) call varies, depending on the network you choose.

**** End Call***

During a multi-party call, you can end the call on one of the parties by selecting this function.

**** Swap***

This function is available when you have both active and held calls. **Swap** transfers the active call to hold and vice versa, so that you may converse with the other party.

**** Hold***

This function allows you to put a currently active call on hold, so that you can initiate a new call.

**** Unhold***

Once you end the new call while holding an old call, the old call can be made active again by selecting this function.

*** Join Call**

This function allows you to make a conference call.

*** Private**

Talk privately with one participant during a conference call.



*** Transfer**

This function allows you to end your own call and connect the active and held calls, so the callers of the active and held calls can speak with each other alone.


Phone Book

You can access the Phone Book menu by selecting this item.






Call List

View dialed, received, and missed calls. When the desired phone number appears, press  or  (SELECT) to call, save, or delete the number.

Adjusting the Earpiece Volume

When speaking on the phone, press  to adjust the volume.

Initiating Keypad Lock

In idle, press and hold  to activate the keypad lock. When the lock is enabled,  will appear at the bottom of the idle mode screen. To deactivate the lock, press  (Unlock) or , then press . You can also

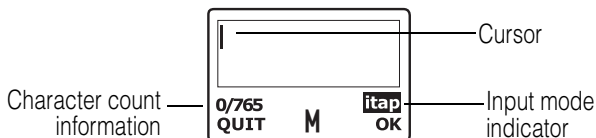
activate the keypad lock in the menu option Key Lock. See page 91.

Input Mode Menu

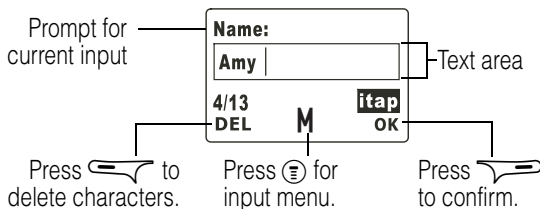
Your phone provides several input methods when you wish to:

- write short messages
- enter names or numbers in the Phone Book

Note: For details on these features, see related sections of this user guide.





Message Editor Display



Phonebook Editor Display

Selecting an Input Mode

On the editor screen, press [M] or press and hold [itap] to access the input mode menu. Scroll the menu with [Up] and [Down].

press  (SELECT) or  to select, or press a corresponding number key directly to choose from the following input modes:

Note: The factory default for the input mode is *ABC Input (ABCD)*. However, you can set the default yourself. See “Input Mode (8-5)” on page 92. The default input mode you set appears automatically with the editor screen.

Note: The input mode menu may vary from market to market.

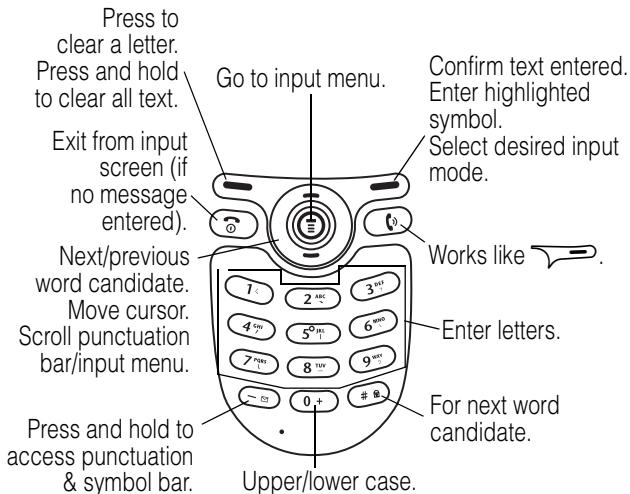
Smart Input (iTAP)

The *Smart Input* system (or *iTAP*, as shown on the editor screen) analyzes letters as they are being typed to come up with the right words, making text entry quick and easy. *Smart Input (iTAP)* is an efficient alternative to the traditional multi-tapping input, which requires you to press a key several times for an appropriate letter.

Features of Smart Input (iTAP)




- One key press per letter. No multi-pressing for entering letters.
- Comprehensive word database including common names.
- Widely used punctuation and symbols included.








Smart Input (iTAP) Keypad Mapping












Tips for Using Smart Input (iTAP)

To enter words:

- Type a word by pressing a corresponding alphanumeric key only once for each letter, without having to consider the order of the alphabets indicated on the keys. The word you type will appear outside the text frame before you confirm it.
- To switch between upper case and lower case, press . Press  (DEL) once to delete a wrong letter; press and hold  to delete an entire word.
- The word changes as you type letters. Disregard what is on the screen until you type an entire word.

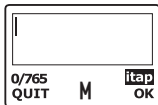
- If the word displayed is not the one you want after typing it completely, press  for the next word candidate. You can also press  for the next/previous candidate. When the desired one appears, press  or  to put it inside the text frame, then a space will appear automatically between the word and the cursor. So you can type the next word directly without having to leave a space for it.
- After you enter a word in the text area, you can press  once to move the cursor to the insertion point of the next/last character; press and hold to move the cursor continuously.
- In the text area, press  once to clear one character; press and hold  to clear all text.

To enter punctuation and symbols:

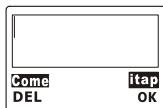
- You can press and hold  to display a bar of available punctuation and symbols at the bottom of the screen. Press  to scroll the symbols one by one; press and hold  to scroll page by page. Press  or  to enter a highlighted symbol, or press a corresponding number key for a desired symbol directly ( ~ , from left to right).
- Press  or  to exit the punctuation & symbol bar.

Demo of Smart input (iTAP)

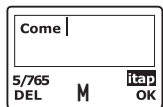
To enter **COME HOME** on the message editor screen:



1 Press to access the input mode menu. Select **Smart Input** and press (SELECT) or .



2 Press for the upper case **C**. Then press for lower case **o**, **M**, and **e**.



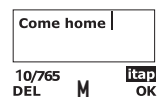
3 Press or to enter **COME** into the text frame.



4 Press for **home**.





5 **good** isn't the word you want, so press or for the next candidate **home**.



6 Press (OK) or to put **home** inside the text frame.



ABC Input

ABC Input is the factory default input mode that appears automatically with the editor screen.





If **Smart Input** (iTAP) doesn't provide the word you want, you also can press  or press and hold  for the input menu and select **ABC Input**.

Please see "Alphanumeric Keys" on page 18 for the listing of the alphabets and symbols represented by each key in ABC Input.

Tips for Using ABC Input

- Follow the order of the alphabets shown on each key to enter data.
- Press once for the first letter shown on a particular key, twice for the second letter, and so on.
- Press and hold a corresponding key to shift among upper case, lower case and number.
- When you have entered a letter and want to enter the next one, you can wait for about two seconds until the cursor moves to the position of the next letter, or simply press a key immediately to enter it.
- If you type a wrong letter or number, you can move the cursor to it by pressing , then press  to erase it.

For example, to enter **Love**:

- 1 Press  three times for **L**.
- 2 Press and hold  to change to lower case and press the same key twice for **o**.
- 3 Press  three times for **v**.
- 4 Press  twice for **e**.

123 Input

This input mode allows you to enter numbers using the alphanumeric keys (1) - (0+). To enter punctuation, press and hold (*☒) to display the punctuation and select.

Insert Symbol

Displays the bar of punctuation and symbols. Use (⊙) to scroll the bar (press and hold (⊙) to scroll page by page) and when the desired symbol is highlighted, press (☞) (OK) or (☎). You can also press a corresponding number key ((1) - (0+)) for a desired symbol.

Select Icon

You can insert an animated icon into a text message you'd like to send by selecting this input mode.

When the icon list appears, use (⊙) to scroll to the animated icon you want, then press (☞) (SELECT) or (☎) to put the icon in your message text. The icon you inserted is encoded in the form of three specific symbols. When done, press (☞) (OK) or (☎).

Note: For concatenated SMS, you must enter the icon before the 160th character.

- To view the actual icon along with the message text, you must go to **Preview**. See related sections in.
- To exit from the icon list without choosing an icon, press (☞) (QUIT) or (☎).
- To delete the icon from the message text, simply press (☞) to erase the symbols that represent the icon.

Note: **Select Icon** is only available for message editing.

Note: Each message allows only one icon. The **Select Icon** option will not appear in the input mode menu if you already attached an icon to the message.

Note: You can also send an icon message by selecting **Icon Message** in the Messages menu. See page 66.

Note: Icon message feature must be supported by your network operator and by the recipient's phone.

Insert Quick Msg

Quick Msg is a list that allows you to compose messages and notes by making use of the sentences already stored in the phone.

In the menu option **Select Quick Msg**, you can customize the Quick Msg list by adding the sentences you wrote to the list. See page 66 for details.

Quick Msg Listing

The following is the entries of the default Quick Msg list:

No.	Phrases and Sentences
6	I'm busy now, will call you later
7	Happy Birthday
8	Please call my mobile number
9	Please call office
10	I'm not coming home for dinner
11	I'm on my way, please wait
12	I love you
13	I'm sorry







No.	Phrases and Sentences
14	Please call home
15	Merry Christmas
16	Happy New Year
17	Have a safe trip
18	Get well soon
19	Thank you
20	I arrived safely
21	Don't leave until I get there
22	Meet me at [time] [place]
23	I will be there in [xx] minutes
24	I'll be leaving at
25	Wish you success

Note: The default Quick Msg list may vary from market to market.

Note: The first 5 blank entries in the list are reserved for you to store the sentences you wrote. See “Quick Msg (3-5)” on page 66.

Note: Insert Quick Msg is not available in Phone Book.

Using Quick Msg Sentences

Scroll with  and press  (SELECT) or  to enter a desired sentence, or press a corresponding number key to select ( - ). As soon as the sentence is entered, the screen automatically returns to Smart Input (iTAP). You can now modify the sentence into the message you want. If you wish to use the other input modes, press .

Select Dictionary

Select a dictionary database for the language that is currently used in iTAP mode. The default language is English.

Note: The dictionary may vary from market to market.

Quick Access

Quick Access is a ready menu of 9 regularly used features. It provides you with an efficient means to access these features directly and minimizes the number of steps required for accessing via the main menu.

Note: The default Quick Access menu may vary from market to market.

Quick Access Menu






In idle mode, press  to display the Quick Access menu.

Note: You can personalize the Quick Access menu as needed by selecting what features you want available in this menu. For information on the available Quick Access menu items and how to configure your Quick Access menu, see “Quick Access (4-6)” on page 77.

Note: The SIM Menu option is a network support and subscription dependent feature.

Note: For details on each menu option, please refer to related sections of this user guide.

Using the Quick Access Menu

Press  to scroll through the menu and press  (SELECT) or  to access an option. You can also press a corresponding number key to get to a desired function directly. To exit from a Quick Access option or operation, press  (QUIT) or .

Menus

Your phone's main menu shows 8 animated images that represent options with related submenus.

Using Menus

Normal Access to an Option

For example, if you want to change the language setting:



Press to access main menu.

Press for **Setting** and press (SELECT) or .



Press for language and press or .

Press for **Language**, press (SELECT) or .

Settings are successful.

Press (QUIT or EXIT) or to return to the previous menu.

Shortcut Access

In the main menu, type a corresponding function code listed behind each option in the following sections. By means of the shortcut access you can quickly reach a desired function.

For example, if you want to change the language setting (the function code for the language setting is 8-4):



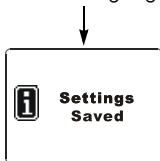
Press to access main menu.

Press **8 TUV** to access **Setting**.



Press corresponding number key for desired language.

Press **4 CHI** to access **Language**.



Settings are successful.

Phone Book (1)




The Phone Book menu allows you to view the Phone Book directory you create and add and delete entries. In this menu you can choose from the following:

Last Number (1-1)

Missed (1-1-1)

Displays the last missed calls.

Note: Network/Subscription dependent.



Press  to browse the calls. Then press  (SELECT) or  to choose from the following:

Call



Calls back.

Save

Saves the number into the SIM card memory's Phone Book:

Enter the name and confirm the telephone number and press  (OK) or .

Your phone will assign a location number for this record.

Press  (OK) or  to confirm.

Delete

Deletes the number.

Received (1-1-2)

Displays the last received calls.

Note: Network/Subscription dependent.

You can use this option the same way as **Missed**.

Dialed (1-1-3)

Displays the last dialed calls.

Note: Network/Subscription dependent.



You can use this option the same way as **Missed**.



Delete All (1-1-4)



Deletes all records of missed, received, or sent calls.

Find Record (1-2)

Follow the prompt to enter the name. When done, press

 (OK) or . The corresponding location, telephone number and name will appear on the screen.

You can also find a Phone Book record by typing the first letter of its name. For example, if the name starts with “K”, enter **K** and press  (OK) or . The names starting with “K” will appear on the screen. Scroll through the names until the one you want appears on the screen.

Now you can press  (SELECT) or  to choose from the options below:

Call

Dials the number.



Edit

You can edit the record here. Modify the name and number for the record.

Delete





Deletes the record.


Copy

Copies the record to another location. Choose to move the record to the SIM or phone memory, enter the location number, and press  (OK) or .

Add Entry to SIM (1-3)

You can store Phone Book records in your SIM card memory:

- 1 Enter the name and phone number and press  (OK) or .
- 2 Your phone will assign a location number for this record. Press  (OK) or  to confirm.

Tip: When you enter a new phone number, use the international number format: Press and hold  to display + and enter the corresponding country code and the phone number. By doing so, you do not have to change the records when you are roaming in other countries.

Add Entry to Phone (1-4)





You can store Phone Book records in the phone memory by selecting this option. The steps are the same as described in “Add Entry to SIM.”

Delete (1-5)



You can erase Phone Book records that are no longer needed:

By Name (1-5-1)

Deletes records by name.

Enter the name of the record and press  (OK) or . The record will display on the screen. Press  (SELECT) or  to delete.

All In SIM (1-5-2)

Deletes all Phone Book records stored in the SIM card memory. You will be prompted to enter the phone code before you delete all records. Enter the phone code and press  (OK) or  to delete.

All In Phone (1-5-3)

Deletes all records stored in the phone memory. Steps are the same as described in “Delete All In SIM.”



***Service Number (1-6)**



Under this option you can view and call the service phone numbers provided by your network operator. These numbers are stored and locked by your operator in your SIM card.

Note: Network/SIM card dependent.

Own Number (1-7)


Sets or displays the record of your current SIM card number.

- If no own number records are saved in the memory, your phone displays **No Records Add Record?**. Press  (OK) or  and enter your name and phone number, then specify a location for this number (1 or 2).

- If you have already entered your own number data, press  (OK) or  and choose to add a new record, edit or delete the current record.

Status (1-8)

This menu option allows you to view the numbers of free and occupied Phone Book entries. The phone memory can store up to 100 Phone Book records, while the number of available entries in the SIM memory varies, depending on the network service you subscribe to.

The screen will show the numbers of available and occupied entries in the SIM card. You can press  to view the numbers of free and occupied entries in the phone memory.

Copy Record (1-9)

This function allows you to copy or move Phone Book records between the SIM and phone memories.



SIM->Phone (1-9-1)



Copy or move Phone Book records from the SIM into the phone memory.

Single (1-9-1-1)

Copy or move a single Phone Book record from the SIM memory into the phone memory.



Keep Original (1-9-1-1-1). Copy a single record from the SIM memory and paste it into the phone memory, while the original record is still kept in the SIM memory. Scroll through the records stored in the SIM memory. When the

desired one appears, press  (OK) or  to copy the record into the phone memory.

Delete Original (1-9-1-1-2). Remove a single record from the SIM memory and store it in the phone memory. Scroll through the records stored in the SIM memory. When the desired one appears, press  (OK) or  and the record will be moved into the phone memory.

All (1-9-1-2)

Copy or move all records from the SIM card into the phone memory.

Keep Original (1-9-1-2-1). Copy all of the records from the SIM memory into the phone memory, while the original records remain in the SIM memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press  (OK) or  and all the records will be copied into the phone memory.



Delete Original (1-9-1-2-2). Remove all the records from the SIM and paste them into the phone memory.



Phone->SIM (1-9-2)

Single (1-9-2-1)

Copy or move a single Phone Book record from the phone memory into the SIM memory.



Keep original (1-9-2-1-1). Copy a single record from the phone memory and paste it into the SIM memory, while the original record is still kept in the phone memory. Scroll through the records stored in the phone memory. When

the desired one appears, press  (OK) or  to copy the record into the SIM memory.

Delete Original (1-9-2-1-2). Remove a single record from the phone memory and store it in the SIM memory. Scroll through the records stored in the phone memory. When the desired one appears, press  (OK) or  to copy the record into the SIM memory.

All (1-9-2-2)

Copy or move all records from the phone memory into the SIM card.

Keep original (1-9-2-2-1). Copy all of the records from the phone memory into the SIM memory, while the original records remain in the phone memory. After entering this option, the screen will show the total number of the records and ask if you want to copy all the records. Press  (OK) or  to copy all the records into the SIM memory.



Delete Original (1-10-2-2-2). Remove all the original records from the phone memory and paste them into the SIM.

Audio Settings (2)

Adjust the audio settings of your phone.

Ring Type (2-1)

Select a ring tone from a variety of melodies. The ring tone you set in this option will be used for the currently active profile. (See “Profiles (2-4)” on page 54.) Scroll the list of the available ring tones and listen to a highlighted melody.

Then press  (SELECT) or  to confirm your choice.

Vibracall (2-2)

Select a desired vibration mode from the following options. The vibration mode you set here will be used for the currently active profile. (See “Profiles (2-4)” below.)

Off

Turn the vibration mode off.

Vibrate and Ring

The handset rings and vibrates simultaneously when a call comes in.

Vibrate Only

The handset vibrates without ringing when a call comes in.

Vibrate then Ring

When a call comes in, the handset vibrates five times first before it rings.

SMS Alert (2-3)

Select an alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received. The alert tone you set in this option will be used for the currently active profile. (See “Profiles (2-4)” below.)

Profiles (2-4)

This feature allows you to customize such audio settings as ring tones, vibration, ring volume, etc. to suit a variety of

occasions. When you are in this menu, you will see a list of profiles. You can customize the settings of each profile and activate one of these profiles for a special event or situation.

General (2-4-1)


Activate (2-4-1-1)



Activates settings of the **General** profile.





Customize (2-4-1-2)

This menu allows you to customize the following as needed:

Vibracall. Sets the vibration mode:

- **Off:** Turn the vibration mode off.
- **Vibrate and Ring:** The handset rings and vibrates simultaneously when a call comes in.
- **Vibrate Only:** The handset vibrates without ringing when a call comes in.  appears at the top of the idle screen when you select this mode.
- **Vibrate then Ring:** When a call comes in, the handset vibrates five times first before it rings.


Ring Type. Select a ringing mode from a variety of melodies. Scroll the options and listen to the highlighted melody. Then press  (**SELECT**) or  to confirm your choice.

Ring Volume. Adjust the ring volume level . A total of five levels are available. Press  to change the ring volume level and press  (**SELECT**) or  to confirm.

SMS Alert. Select the alert tone for incoming short messages. Your phone will make the tone you set when a short message has been received.

Keypad Tone. This setting determines whether keypad tones will be sounded. Choose **On** or **Off**.

Answer By. Two modes are available for you to answer incoming calls:

- **Any Key:** The incoming calls can be answered by pressing any key.
- **Send Key:** The calls can be answered by pressing .

Connect Beep. This function allows your phone to beep, vibrate or flash backlight when the recipient answers your call.

Silent (2-4-2)

Settings are predefined for occasions where silence is required (e.g., vibration on, ringer mode off, keypad tone off, etc.). You can adjust the settings in the same way you adjust **General**.

Meeting (2-4-3)

Settings are predefined for the circumstances of a meeting. (e.g., vibration on, ringer mode off, etc.). You can adjust the settings in the same way you adjust **General**.

Outdoors (2-4-4)

Settings are predefined for outdoor activities (e.g., ringer volume high). You can adjust the settings the same way you adjust **General**.

Headset (2-4-5)

Settings are predefined for the occasions when the handsfree kit is connected to your handset. You can adjust the settings the same way you adjust **General**.

Personal (2-4-6)

Options are the same as under **General**. Adjust the settings in the same way you adjust **General**.

Edit Melody (2-5)

This function allows you to compose 5 ring melodies of your own using the available musical notes stored in your phone memory.

Select an empty ring and the following scale will pop up:





Composing a Melody

To set the note length: Press a corresponding number key (1 - 0+) to place the musical note of a desired length on the scale (see the table below).

To set the pitch of a note-c, d, e, f, g, a, b and the octave: When the note of a particular length appears, press the same corresponding number key (1 - 9wxyz) several times to move the note up and down on the scale.

































- Press (# B) to add # (not available for e, b).
- Press (C) to move the cursor between notes.


- Press  to delete a note; press and hold  to delete all notes.

Tip: The maximum duration of a score is 24 seconds. No further note entry will be allowed once this limit is reached.



Keypad Mapping

The table below illustrates how to enter the musical notes of different length and symbols using their corresponding keys:

Key	Note length	Note symbol	Note symbol (inverted)
	1/32		
	1/16		
	1/8		
	3/16		
	1/4		
	3/8		
	1/2		
	3/4		
	1		
	Rest	   Press same key repeatedly to produce desired rest note.	
	Sharp	#	#

Note: The Flat (b) is not available, and  has no function.

Settings

When you finish the score of a melody, press  or  to choose from the following:

Play

Play the melody you just composed.

Save Tone

Save the melody as an option of **Ring Type** in **Profiles** setting.

Edit

Edit the score of the melody.

Rename

Change the name of the melody.

Note: You must save the melody before you change its name.

Timebeat

Adjust the time beat to the rhythm you want.

Note: You must save the melody before you change its time beat.

Delete

Delete the melody.

Send Melody










Send the melody to someone in the same way that you send a text message.



Note: You must save the melody before you can send it.

Messages (3)



The following options are network and subscription dependent.

Inbox (3-1)



If a new message is received by the phone, a tone is sounded, and the prompt **Read?** pops up with . ( also appears on the upper left of the idle screen). Press  (OK) or  to display the message record directly, or enter this menu option to do so. Then you will see the record of the last received message showing its delivery time, date and phone number or caller ID (provided stored in the Phone Book). Press  (SELECT) or  to read the message. If you have two or more new messages, press  to browse the message records and press  (SELECT) or  to read.

After reading a message, press  (OPTION) or  for the following options:






Reply

Reply to the message. When you are finished with a reply message, press  (OK) or  to choose from the following options:

Single Recipient

Send the reply message to one recipient. When the recipient's phone number appears, press  (OK) or  to send the message directly.

Multiple Recipients


By Entry. You can send the message to recipients you select from your Phone Book entries. Scroll the entries and press  (**SELECT**) to select the recipients. You can also press  (**CANCEL**) to deselect a recipient. The maximum number of recipients that you can select is 10. When done, press  to show the list of the selected recipients. Press  (**CHANGE**) if you want to change the list. (You change the list in the same way as you select/deselect a recipient.) Finally, press  to send the message to the selected recipients.

Select Icon



Insert an animated icon into the message. This option works the same way as **Select Icon** in the input mode menu. See “Select Icon” on page 40 for details on the **Select Icon** feature.

Note: The **Select Icon** option will not appear if you already have an icon attached to the message.

Preview





View the modified message. If the message comes along with an animated icon, the icon will pop up on the screen first, then you can press  to display the text message.

Save



Enter a phone number and press  (**OK**) or  to save the message to Outbox.

Delete

Deletes the message. When done, **Deleted Read Next?** will display on the screen. If you want to read the next

message, press  (OK) or . If you want to exit, press  (QUIT) or .



Start Chat

This option allows you to initiate a chat session by replying to a received message in Inbox. You will be prompted to enter your nickname and a chat message. When done, press  (OK) or  to initiate the chat session. For more information, see “SMS Chat (3-3)” on page 64.

Call Back









Dials the number shown on the record of the received message.

Edit






You can edit the received message. When done, press  (OK) or  to choose from the following options:

Single Recipient

You can send the message to one recipient in two ways:

- Enter the recipient's phone number as you are prompted to do so and press  (OK) or  to send the message directly.
- If you want to select a number from the Phone Book when you are prompted to enter the phone number, you can press  (SELECT) or  and enter the recipient's name saved in the Phone Book. When the desired phone number appears, press  (OK) or  to send the message. You can also press  or  twice to select a phone number directly from the Phone Book without having to enter the name first.

Multiple Recipients

By Entry. You can send the message to the recipients you choose from your Phone Book entries. Scroll the entries and press  (**SELECT**) to select the recipients to whom you want to send message. You can also press  (**CANCEL**) to deselect a recipient. When done, press  to show the list of the selected recipients. Press  (**CHANGE**) if you want to change the list. (You change the list in the same way as you select/deselect a recipient.) Finally, press  to send your message to the selected recipients.


Select Icon

Insert an animated icon into the message. This option works the same way as **Select Icon** in the input mode menu. See “Select Icon” on page 40 for details.



Note: For concatenated SMS, you must enter the icon before the 160th character.

Note: The **Select Icon** option will not appear if you already have an icon attached to the message.

Preview

View the modified message. If the message comes along with an animated icon, the icon will pop up on the screen first, then you can press  to display the text message.

Save




Enter a phone number and press  (**OK**) or  to save the message to Outbox.

Send



Forwards the received message to one or more recipients. You can do this the same way as described on page 62.

Use Number

Displays and uses the phone number of the message.

If a message has more than one number, you can use  to scroll the numbers. When the desired one appears, press  (SELECT) or  to choose from the following:

Save



Saves the phone number in the Phone Book. Enter the name and confirm the phone number. Then specify allocation number for the phone number. Press  (OK) or  to save the number.

Call

Press  (SELECT) or  to dial the number.

New Message (3-2)

This function allows you to write short messages.

Write down the message you want. When done, press  (OK) or  to choose to send or save the message.





This option has the same submenu as **Edit** in **Inbox**.

SMS Chat (3-3)


Note: This feature is network support and subscription dependent.

You can engage in a peer-to-peer chat session by writing short messages to the other mobile phone user. There are three ways of initiating a chat session:


- 1 You can select a previously received message in **Inbox** and choose **Start Chat** to set up a chat session. See “Start Chat” on page 62.
- 2 When someone invites you to a chat by sending you a chat message, or when she/he accepts your chat invitation by replying to your chat message, the chat prompt will pop up showing her/his name followed by a message. Then you can choose to join the chat or reject the chat by pressing a corresponding soft key.
- 3 If you come to this SMS Chat menu to open a chat session, select **Start Chat**:


First enter a nickname you'd like to use during a chat. Then write down the message you wish to send and press  (OK) or . Finally enter the phone number of the person you want to chat with and press  (OK) or  to send the message to invite the recipient to a chat.

When you have sent a chat message, the message is displayed on the screen as **nickname :>message**. Then you can continue the chat by sending another message.

If you want to leave the chat session screen, press  (QUIT). Then you can enter this SMS Chat menu again and choose **Resume Chat** to go on with a chat session, or choose **End Chat** to terminate a chat session.

When you are interrupted by an incoming call during a chat session:

You can press  to answer the call. Upon ending the call, the screen returns to idle. Then you may resume the chat session by selecting **Resume Chat** from the SMS Chat menu.

You can press  to reject the incoming call and continue the chat by selecting **Resume Chat** from the SMS Chat menu.

You can choose **History** from the SMS Chat menu and view a chat log recording the chat conversions. You can also erase the log data by choosing **Erase History**.

Icon Message (3-4)

In this option, you can first select an icon you like, then write down a text message you'd like to send with the icon. When done, choose to send or save the message. This option has the same submenu as **Edit** in **Inbox**.



Note: For concatenated SMS, you must enter the icon before the 160th character.

Quick Msg (3-5)



This function allows you to personalize the Quick Msg list by writing and storing your own sentences. You can also use the sentences already stored in this list to edit a message.

To Write and Store Your Quick Msg Sentences



In the Quick Msg list, pick one out of the first five empty entries and select **Edit** to start writing your own sentences.

When done, press  (OK) or  to save the sentence. The screen will return to the Quick Msg list showing the sentence stored in the selected entry.

To Access a Quick Msg Sentence You Wrote

In the Quick Msg list, scroll to a desired sentence you wrote and press  (SELECT) or , or press a corresponding number key to select. The following will appear:



View

Displays the entire sentence. Then you can modify the sentence into the message you want. When finished, press  (OK) or  to choose to send or save the message. This option has the same submenu as **Edit** in **Inbox**.

Send

You can send the message to one or more recipients. You can do this the same way as described on page 62.



Edit

Modify the sentence. When finished, press  (OK) or  to save the modified sentence to its Quick Msg entry.

Delete





Deletes the sentence. When done, the entry where the sentence was previously stored will become blank.

To Access a Preset Quick Msg Sentence

In the Quick Msg list, scroll to a preset sentence you want and press  (SELECT) or , or press a number key





to select from sentences 6-9. Then choose **View** or **Send**. Operations are the same as described above.

Outbox (3-6)

You can use this function to read the messages you saved. After entering this option, you will see the record of the last saved message showing its phone number and record number. Scroll the records until the one you want appears on the screen. Then press  (**SELECT**) or  to view the message. When finished, press  (**OPTION**) or  to choose from the following:

Delete

Deletes the elected message.

When done, **Deleted Read Next?** will appear. If you want to read the next message, press  (**OK**) or . If you want to exit, press  (**QUIT**) or .

Edit

Operation and submenu are the same as those of **Edit** in **Inbox**.

Send

Sends the message to one or more recipients. You can do this the same way as described on page 62.






Use Number

Displays and uses the phone number of the message.

Operations and submenu are the same as those of **Use Number** in **Inbox**. See "Use Number" on page 64.

Voice Mail (3-7)

You can call the voice mailbox provided by your operator and listen to the voice mail left by a caller.



Once your voicemail box receives a message, the voicemail waiting icon pops up at the center of the screen. Press  or  to return to idle, and you will find  on the screen indicating a voice mail is waiting at line 1. ( will appear if line 2 is in use). Then you can press and hold  to dial the voice mailbox number directly, or enter this menu option to do so.

Note: All voice mail icons are network support dependent. For how to designate the line in use, see “Line in Use (7-5)” on page 89.

Call (3-7-1)

Dial the voice mailbox number to listen to the voice mail.

Edit (3-7-2)

You can modify your voice mailbox number. Enter the voice mailbox number provided by your operator and press  (OK) or .

Broadcast (3-8)



You can receive cell broadcast offered by your network operator, and choose preferred topics and languages.

Receive (3-8-1)



Choose whether or not to receive the cell broadcast provided by your operator.

Topics (3-8-2)

Display the topics of the broadcast message.

After entering this item, **No Topics Add Topic?** will appear if no topics have been saved before. Press  (OK) or  and enter the topic you want. If you have entered a topic before, it will appear on the screen when you select this item. You can then choose to add a new topic, edit or delete the saved one.

Language (3-8-3)



Display broadcast messages only in the languages you select. Scroll the languages and press  (SELECT) or  to select.

Settings (3-9)

This menu includes several options to adjust the message settings:

Route Center (3-9-1)

This option stores the phone number of the message center. The message you send is transmitted via this message center to the recipient.

Enter the message center number provided by your operator and press  (OK) or  to save the number.

Valid Period (3-9-2)

You can select the length of time that your text messages are stored at the message center while the message center attempts to deliver them.

Reply Path (3-9-3)

You can ask the network to set the route of the reply message via your own message center. If you set this function on and send a message to someone and the person replies, the reply message will follow the path of the previous message that you sent.

Notification (3-9-4)

If you activate this function, your network operator will send you a delivery report.

Format (3-9-5)

You can ask the network to convert your text message into different formats. Select from the following formats: **Text**, **Paging**, **Voice**, **Email**, and **Fax**.

Delete All (3-10)

Deletes all messages.

✕ Tools (4)

This submenu provides features to better your wireless life.

**** SIM Menu (4-1)***

Your network operator provides this feature. Depending on your SIM card and the services provided, there will be several extra options under this option. However, if your network operator does not offer these services, this item will not be displayed on the screen. For details, contact your operator.

Games (4-2)

Snake (4-2-1)

Make the snake grow longer by feeding it with as many goodies as possible. Use **2 ABC** (up), **8 TUV** (down), **6 MNO** (right) and **4 GHI** (left), or **⊙** (↻ clockwise/↺ counterclockwise) to direct the snake to a goody. The longer the snake, the higher the score. You are not allowed to stop the snake or make it go backwards. When the snake hits its own tail or eggs, or the surrounding frame, a game is over. Then the screen will show your score.

After you select this game, you will see the following:

Continue

Resume a paused game. This item appears only when a game has been temporarily halted.

New Game

Start a new game. If you want to exit the game before it is over (to halt a game), press **⏏**. To resume a halted game, select **Continue**.

Last View

Show the result of the last game you played.

Level

Set the difficulty level of the game.

Top Score

Show the top score of a game ever played.

Instructions

Read the instructions for the game.

Vibrate On/Off

Turn the vibration effect on or off.

Five Stone (4-2-2)

This is a two-player game. You will be playing against your phone.

One player has black stones; the other has white stones. The two players make moves in turn. A move is placing a stone on an intersection. A player wins the game if there are exactly 5 consecutive stones of his/her color on the board in the horizontal or vertical or diagonal direction.

Starting the Game:

Before playing a game, you should decide which side plays first by choosing from the following options under

New Game:





Handset





Your handset plays first.




Player

You play first.

Move the cursor as follows:

- —up
- —down
- —right
- —left

- —upper left
- —bottom right
- —bottom left
- —upper right









Press  or  to place a stone; press  to undo one step.

The menu options in this game are exactly the same as those in **Snake**.

Box World (4-2-3)

In this puzzle game your job is to get rid of all the boxes. This is done by pushing each of them onto a fixed black object. When you finish pushing all boxes onto the black objects, you pass the boxworld of the current level, and you can proceed with a new game of the next level.

Use the following keys to play this game:




- Move the pusher using  (up),  (down),  (right),  (left), or  (up and down).
- Press  to undo one move. Press  to play the game all over again.
- Press  to read the current status about this game, which includes:
 - The number of the user's moves in this game.
 - The least moves taken in a previous game.

The menu options in this game are exactly the same as those in Snake except that there is no Top Score.

Set Alarm (4-3)

Set the alarm clock:

Daily (4-3-1)

Sets the alarm to go off daily when the alarm time is reached, even if the handset is powered off. To set current time, use  to enter the hour, then press  and enter the minute the same way. You can also press number keys to enter time. If you want to clear numbers, press  (DEL).

Once (4-3-2)

Sets the alarm to go off only once.

Off (4-3-3)

Turn off the alarm clock.

Calculator (4-4)

You can use your phone as a handy calculator. You can also use this feature to convert currency values.

Using the Calculator Feature

In this option, a cursor will appear at the upper left of the screen. Follow the chart below to enter numbers and arithmetic symbols.

Key	Number/Function	Key	Number/Function
	1		9
	2		0
	3		+ - * /
	4		. ()
	5		Clear number/back to previous screen
	6		Display result
	7		Move the cursor
	8		abort operation/exit calculator

For example, to calculate the following formula:






$$123 \times (456 + 34) / 4 - 2$$


Press (3 times) (twice) (3 times) (4 times) (twice) .

Press and select **Equals** to display the result.

Converting Currency Values

1 When the calculator screen appears, press .

- 2 Select **Exchange Rate** and press  (SELECT) or .
- 3 Choose **Local to Foreign** or **Foreign to Local** to set the exchange rate. If you set **Local to Foreign** as “2”, for example, the rate in **Foreign to Local** will become “0.5” automatically, and vice versa.
- 4 When the rate is set, press  (OK) or  to return to the calculator screen.
- 5 Enter the sum you want to convert and press .
- 6 Choose **To Local** or **To Foreign** to see the converted figure. According to the rate above, for example, if you enter “20” and choose **To Local**, the outcome will be $20 \times 0.5 = 10$. If you choose **To Foreign**, the outcome will be $20 \times 2 = 40$.

Tip: To exit from the calculator or currency converter feature, press .

Hour Minder (4-5)

Set the hour minder. After you activate this feature, the phone beeps once an hour like a digital watch.

Quick Access (4-6)





In this option, the screen will display a configuration list of 25 features as options for you to add to the Quick Access menu discussed in chapter 5. With this configuration list, you can create a Quick Access menu of your own by choosing which features you want readily available.

Below is the configuration menu:

Option	Functionality
Add Entry to SIM	Add new Phone Book entries to the SIM card memory.
New Message	Write a new message.
Missed Calls	View and send/save/delete last missed calls.
Profiles	Enable/Disable settings of a selected profile.
Set Alarm	Set the alarm function.
SIM Menu	Access the SIM tool kit menu provided by your operator (network support and subscription dependent).
Inbox	Read messages stored in Inbox.
Vibrate On/Off	Set the vibration mode.
Divert Call On/Off	Activate/ cancel/check the Divert Voice function.
Quick Msgs	Access the listing of Quick Msgs to send a message.
Ring Volume	Adjust ring volume.
Last Call Timer	Display the duration of the last call.
Outbox	Access the outgoing SMS message list.
Switch Line 1/2	Switch between Line 1 and Line 2.
Last Number Dialed	Display and call/save/delete last dialed numbers.

Option	Functionality
Last Call Cost	Display the charge for the last dialed call.
Last Calls Received	Display and call/save/delete the numbers of last calls received.
Find By Name	Find a number by name in the Phone Book.
Add Entry to Phone	Add new Phone Book entries to the phone memory.
Voice Mail	Dial the voice mailbox number directly.
Phone Mute On/Off	Mute and un-mute the microphone.
Calculator	Use the calculator feature.
SMS Chat	Access the SMS Chat menu.
Games	Access the Games menu

Customize the Quick Access Menu

Scroll to the configuration menu and press  (SELECT) or  to select a highlighted item, or press a corresponding key to select from item 1-9 directly. Then you will be prompted to specify a location in the Quick Access menu for the selected item. Enter a location number (1-9) and press  (OK) or . **Settings Saved** will appear indicating that the selected item has been successfully added to the Quick Access menu.

Tip: The Quick Access menu always has exactly nine options.

Tip: Items that are already listed in the Quick Access menu will be marked by a location number.

Tip: You can replace any of the nine Quick Access options with a different preset item listed in the configuration menu.

Tip: A preset item can be assigned to more than one location in the Quick Access menu.

Tip: You can press a corresponding number key to select any of the first 9 preset items in the configuration menu.

Network (5)

When turning on your mobile phone, the phone automatically connects to the designated network operator. This menu allows you to select an appropriate network operator and system as needed.

Note: Network and subscription dependent.

Automatic (5-1)

The phone will perform another network operator search after this function is selected.

Manual (5-2)

The phone lists the available network operators for you to choose from.

Security (6)

This menu ensures the security of your phone by setting PIN check, phone code, SIM lock etc., as well as limitations on particular outgoing and incoming phone calls.

Code Status (6-1)

PIN code (6-1-1)

Activate/Deactivate the PIN code.

Select **On** or **Off**. When you change the PIN code status, you will be prompted to enter PIN.





Phone Code (6-1-2)



Activate/Deactivate the phone code. The phone code helps prevent unauthorized use of your phone. When this function is on, you must enter your phone code every time you power on your phone. (There is no limitation on the number of wrong attempts when you enter the phone code.)

Select **On** or **Off**. When changing the phone code status, you must enter your phone code. (The default phone code is 1234.)

Change Code (6-2)

PIN Code (6-2-1)

You can change your PIN. You need to activate your PIN as described in 6-1-1 before changing your PIN. First, enter the original PIN and press  (**OK**) or . Then enter the new PIN and press  (**OK**) or . Enter

the new PIN again and press  (OK) or  to confirm.

PIN2 Code (6-2-2)

You can change PIN 2 code the same way you change your PIN.

Note: When you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

Phone Code (6-2-3)

You can change your phone code in the same way you change your PIN.

Network Code (6-2-4)

You can change the network password in the same way you change your PIN.

Fixed Dial (6-3)

You can set limitations on the numbers you can call.

Note: You must get PIN2 before you can use this feature.

Note: If you enter a wrong PIN2 code three times in a row, you need to enter the PUK2 code to unblock PIN2, if so provided by your operator.

View (6-3-1)

You can view the fixed-dial numbers you set.

Set Status (6-3-2)

Enables/disables this feature. You will be prompted to enter PIN2 when you activate this feature.

Modify (6-3-3)

You need to enter PIN2 before you can add, edit and delete the records of your fixed-dial numbers.

SIM Lock (6-4)

This function prevents unauthorized use of the phone with unknown SIM cards.



When you set this function on, if the SIM card in your phone is not the one used to enable this function, you will be prompted to enter the unlock code when you power on your phone. If you enter the correct unlock code, the phone recognizes the SIM card automatically. The next time you power on your phone with this newly recognized SIM card, you will not be prompted to enter the unlock code. However, if you enter an incorrect unlock code, the phone displays **Insert Correct SIM** and functions as if the SIM cards were not inserted. Your phone can recognize up to 3 different SIM cards.

Note: There is no limitation on the number of wrong attempts when you enter the SIM lock code.

Set Status (6-4-1)

Enables/disables the SIM lock. You need to enter the unlock code first before you change the SIM lock status. (The default unlock code is 00000000.)

Change Code (6-4-2)

Change the unlock code. You will be prompted to enter the original unlock code first. Enter the original unlock code and new unlock code twice and press  (OK) or .

The length of the code may vary from 1 to 8 digits, depending on your setting.

Call Services (7)

Call Services provide several options to manage your calls.

Tip: Functions under this menu are network support and subscription dependent.

Call Records (7-1)

This menu contains records of call cost and duration.

Time (7-1-1)

This function records the information of call duration.

Last Call (7-1-1-1)

Shows duration of the last call in hours, minutes & seconds.

All Calls (7-1-1-2)

Shows the total duration of all types of calls.

Outgoing Calls (7-1-1-3)

Shows the total duration of all outgoing calls.

Incoming Calls (7-1-1-4)

Shows the total duration of all incoming calls.

Clear Time (7-1-1-5)

Clear all duration data.

Cost (7-1-2)

This function records the information of call cost.

Last Call (7-1-2-1)

Shows the cost of the last call.

Note: Network support dependent.

All Calls (7-1-2-2)

Shows the total cost of all calls.

Note: Network support dependent.

Clear Cost (7-1-2-3)

Clears all cost data.

Note: PIN 2 is required.

Tip: PIN2 is a second set of PIN that is used mainly to control limited services such as call cost limitation and fixed dialing numbers.

Tip: If entered incorrectly three times in a row, PIN2 will be locked up. To unblock PIN2, you need to enter the PUK2 code. Call the operator and ask for PUK2.

Call Rate (3-1-3)

Cost Limit (3-1-3-1)

You can set a limit to the total call cost. Your phone cannot be used to make a pay call if call cost goes beyond that limit. When this function is activated, the remaining cost will appear on the screen.

On: Enable the cost limit function.

Note: PIN2 is required.

Off: Disable this function.

Currency (7-1-3-2)

Allows you to enter a preferred currency base for calculating the cost of your calls.

Note: PIN2 is required.

Charge Unit (7-1-3-3)

Allows you to enter the unit price for calculating the cost.

Note: PIN2 is required.






Call Divert (7-2)

You can choose from the following call divert modes as needed.

Divert Voice (7-2-1)

Divert incoming voice calls to a designated phone number.

Activate

Enables the **Divert Voice** mode. Enter the number to divert to and press  (OK) or . When this mode is on,  or  will appear, depending on which line you divert.  will appear if you divert both Line 1 and Line 2.

Note: For how to designate the line in use, see page 89.

Cancel: Disables this function.

Status: Shows the status of this function.

When Busy (7-2-2)

Incoming calls are sent to a designated number when your phone is busy. Settings are the same as those for **Divert Voice**.

If No Reply (7-2-3)

When an incoming call is not answered, it will be sent to a designated phone number. Settings are the same as those for **Divert Voice**.

Unreachable (7-2-4)

When the phone is off or located outside the network service area, incoming calls will be sent to a designated number. Settings are the same as those for **Divert Voice**.

Divert Cond. (7-2-5)

Diverts all incoming calls to a designated number when your phone is busy, unreachable or there is no reply from your phone.

Choose to enable/disable this function.

Cancel All (7-2-6)

Cancels all call divert settings.



Call Barring (7-3)

You can set up limitations to restrict outgoing or incoming calls.



All Outgoing (7-3-1)

Bars all outgoing calls. Options are as follows:

Activate

Enter the password provided by your network operator and press  (OK) or  to enable this function.

Cancel

Enter the password provided by your network operator and press  (OK)  to disable the function.

Status: Show the status of this function.

Int'l Out (7-3-2)

Bars all outgoing international calls. Settings are the same as those for **All Outgoing**.

Int Exc Home (7-3-3)

Bars outgoing international calls except calls that are connected to home country. Settings are the same as those for **All Outgoing**.



All Incoming (7-3-4)

Bars all incoming calls. Settings are the same as those for **All Outgoing**.

In When Roam (7-3-5)

Bars incoming calls when roaming (when you are traveling abroad). Settings are the same as those for **All Outgoing**.

Cancel All (7-3-6)

Cancels all call barring settings. Enter the password provided by your network operator and press  (OK) or .

Change Code (7-3-7)

Change the password for the **Call Barring** feature.

Call Waiting (7-4)

When you are on another call and an incoming call is directed to your phone, an incoming call number and a call-waiting message will appear to remind you. Choose to activate, cancel or check the status of this function.

Line in Use (7-5)

This function allows you to use two different telephone numbers for one single phone. You can designate the number used to make a call and use both of these numbers simultaneously to receive calls without having to use two phones to do so.

Choose **Line** or **Line 2**. The icon of the line you selected will appear on the idle screen.

Note: Network support dependent.

Show Number (7-6)

You can decide whether or not to show your number on the recipient's phone when you make a call:

Preset (7-6-1)

Whether the recipient's phone will display your number depends on the default setting on the network side.

On (7-6-2)

The recipient's phone will show your number when you send a call.

Off (7-6-3)

Your phone number will not appear on the recipient's phone.

Setting (8)

This menu allows you to program the phone's various settings as needed.

ScreenSaver (8-1)

This menu allows you to display the default animation stored in the phone memory. Note that when the screensaver is displayed on screen for more than one minute, the animation stops and becomes a still picture.

Off (8-1-1)

Deactivate the screensaver function. The LCD screen will display phone and network information in idle mode. No animation will appear if you select this option.

Animation 1 (8-1-2)

Display the handset's default animation 1.

The screensaver you select will be displayed on the idle screen if no incoming call is received and you leave the keypad untouched for about 20-30 seconds. The screensaver will disappear temporarily if there is an incoming call received by the phone or when you touch any key on the keypad.






Animation 2 (8-1-3)

Display the handset's default animation 2. Scenarios are the same as described in "Animation 1 (8-1-2)" above.







Clock (8-1-4)

Display the handset's default animation, which is a clock screensaver. To display the current time, you must first adjust the time setting. See "Set Time & Date (8-2)" below. Other screensaver scenarios are the same as those described in "Animation 1 (8-1-2)" above.

Set Time & Date (8-2)

Sets current date and time to be displayed on the idle screen. To set the date, use number keys to enter year, month, and day, then press  (OK) or  to confirm. To set current time (24 hr format), use  to enter the hour, then press  and enter the minute the same way. You can also use number keys to type the exact time directly. If you want to clear digits, press  (DEL).

Key Lock (8-3)

You can activate the keypad lock to prevent unintentional key-in actions, say, when you put your phone in a bag. In idle, you can also press and hold  to activate the lock. When the lock is enabled,  will appear at the bottom of the idle mode screen. You still can answer phone calls by pressing . To unlock, press  (Unlock) or , then press .

Auto KeyLock (8-3-1)

The key lock will be activated approximately 30 seconds after you set this mode on.

Lock now (8-3-2)

Activate the key lock immediately.

Off (8-3-3)

Disable the function.

Language (8-4)

You can select the language used to display information.

Tip: The language you choose will be stored in your SIM card memory. Accordingly, the language setting may change if you insert a different SIM card.

Tip: If you want to use the default language setting locked in the phone memory, select **Automatic**.

Input Mode (8-5)

You can set the default input mode that comes along with the editor screen.

Time Alert (8-6)

Your phone will beep every minute during a call. Select **On** or **Off**.

Auto Redial (8-7)



If you make a call that is not answered, your phone will redial the number continuously. Your phone will redial up to 10 times before the call is answered. Choose to turn this function on or off.

Back Light (8-8)

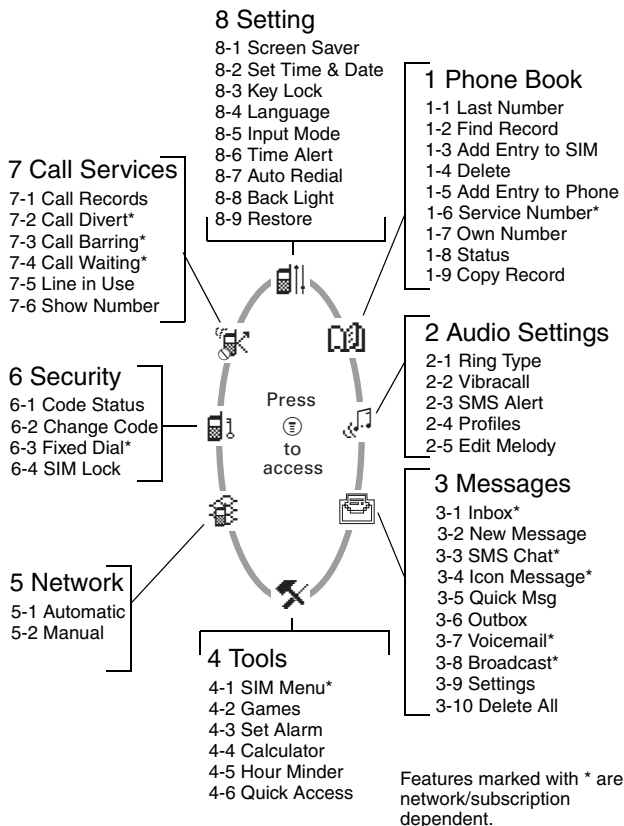
Adjusts the duration of the LCD backlight. The backlight will be turned on the moment the phone receives calls, messages, etc., or when you touch any key on the keypad.

Select a desired time period or choose to turn the backlight off.

Restore (8-9)

Reset all settings to default. Enter the phone code (the default phone code is 1234) and press  (OK) or  twice to confirm.

Menu Structure Map



Care and Maintenance

Notice the following to ensure the proper usage and the life of your mobile phone:

- Keep your mobile phone and its accessories out of small children's reach.
- Keep your phone dry. Use your phone at a normal temperature. Temperature higher than 55°C or lower than -20°C (higher than 131°F or lower than -4°F) may cause damage to your phone.
- Do not use or store your phone in dusty or dirty areas if possible.
- Do not disassemble the phone.
- Do not use harsh detergents to clean the phone.
- If your mobile phone or its accessory is not working properly, contact your dealer immediately.
- Use only genuine batteries, battery chargers and accessories to ensure the proper function of your phone and battery life. Any malfunction or damage caused by the use of any third-party accessories will void the product warranty.
- Keep battery contacts and the charger port at the bottom of your phone from direct contact with conductive objects. Otherwise it may cause a short circuit and result in danger.

Problems and Solutions

If you encounter any problems using your mobile phone, please refer to the following table. If the problem persists, please contact your dealer.

Problem	Possible cause	Solution
Poor signal reception	You are using your mobile phone in a location (e.g., in the basement or building) where signal is weak.	Move to a location where signal can be received properly.
	You are using your mobile phone in a call-crammed time (e.g., the rush hour).	Avoid using your mobile phone in such time, or try later.
	You are too far from the base station of your network operator.	You can ask your network operator for a service range map.
Echo or noise	The network trunk quality of your network operator.	Hang up the phone and dial again. You can be switched to a better-quality network trunk or line.
	Poor local telephone line quality.	

Problem	Possible cause	Solution
The standby time becomes short	The standby time depends on the system settings of your network operator.	If you are in a location where the signal is weak, turn your phone off for the time being.
	The battery needs to be replaced.	Use a new battery.
	If the phone cannot get connected to a network, it will continue searching for the signal from the base station, which consumes battery capacity.	Change your location or turn off your phone temporarily.
Unable to power on	Battery has run out.	Recharge the battery if necessary.
SIM card error	SIM card is out of order.	Send it to your network operator for test.
	SIM card is not inserted properly.	Insert SIM card correctly.
	SIM card contacts are dirty.	Clean the SIM card contacts using a soft, dry cloth.

Problem	Possible cause	Solution
Unable to connect to the network	SIM card is invalid.	Contact your network operator.
	You are away from the GSM service area.	Check the service area with your network operator.
	Poor signal.	Move to another place where signal can be received properly.
Unable to send a message	Your network service provider doesn't support this service.	Contact your network operator.
Unable to make a call	You have activated fixed dial function.	Cancel fixed dial function.
Wrong PIN	You have entered a wrong PIN three times in a row.	Contact your network operator, or use the PUK code of the SIM card if provided by your network operator.

Problem	Possible cause	Solution
Unable to charge the battery	The battery or charger is out of order.	Contact your dealer.
	The phone temperature goes under 5°C or above 40°C.	Change the charging environment.
	Poor connection.	Check if all connectors are connected properly.
Unable to input data into the Phone Book	The Phone Book memory is full.	Delete some data from the Phone Book.
Unable to choose certain functions	Your network operator doesn't support these functions, or you do not subscribe to them.	Contact your network operator.
Battery appears not to be fully charged after overnight charging.	Battery may have discharged after fully charging due to normal phone operation while turned on.	Plug charger into phone again to reach full charge.

Problem	Possible cause	Solution
Phone does not immediately turn on after plugging in charger after extended period of non-use.	It may be necessary to charge for up to 30 minutes to recharge the battery enough to turn the phone on.	Charge battery as long as needed until phone turns on.

Specific Absorption Rate Data

This model phone meets the international standards for exposure to radio waves.

Your mobile phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The guidelines include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. Under the guidelines for your phone model, the SAR limit is 2.0 W/kg.¹ Tests for SAR are conducted in accordance with CENELEC² testing procedures using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a base station, the lower the power output of the phone.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines. The tests are performed in positions that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is 0.78 W/kg.³

While there may be differences between the SAR levels of various phones and at various positions, they all meet the governmental requirements for safe exposure. Please note that improvements to this

product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

1. The SAR limit recommended by international guidelines (ICNIRP) for mobile phones used by the public is 2.0 watts/kilogram (W/kg) averaged over ten grams of tissue. The limit incorporates a substantial margin for safety to give additional protection for the public and to account for any variations in measurements.
2. CENELEC is a European Union standards body.
3. Additional related information includes the Motorola testing protocol, assessment procedure, and measurement uncertainty range for this product.