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Discover your phone



* Optional, the camera is an accessory, not included in the standard package and sold separately.

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How to...

Switch phone On/Off	Press and hold  .
Enter PIN code	Enter your PIN code using the keypad and press  or  to confirm.
Make a call	Enter the phone number on the keypad and press  to dial.
Answer a call	Press  when your phone rings.
Set conversation volume	Press the side key up or down during the call.
Change the ringer	Long press  when in idle mode to access the ringers list.
Change the ringer volume	Press the side key up or down when in idle mode.
End a call	Press  .
Access the main menu	Press  in idle mode.
Access the Phonebook	Press  in idle mode.

Use the Phonebook	Browse the list by moving  or  and press  to call the selected name.
Access BeDJ	Press  in idle mode.
Access the Call list	Press  or  in idle mode.
Go to previous menu	Press  .
Quickly return to idle when browsing menus	Press and hold  .
Change the language used	Press and hold  , move  or  to select the language and press  .
Access a function in the menu	Press  , move  or  to select a function, then press  to enter the sub-menu. Repeat to reach the desired function.
Activate a programmed Voice command	Press and hold the  .
Launch WAP	Press and hold  .

Activate the **Mirror FX screen** Long press the side key (volume down).

The phone must be closed and in idle mode.

Launch the zoo animation When the feature is set to **On**, long press the side key (volume up)

The phone must be closed and in idle mode.

Events

Some events may modify the idle screen (missed call, new message, etc.). Press  to access the corresponding menu or long press  to go back to the idle screen.

The carousel

A carousel is a circular loop of icons displayed on the screen. Each icon represents a feature or operation of your phone.

All icons don't fit within the screen; the hidden ones appear when scrolling ◀ or ▶.

You access the main carousel by pressing  when in idle mode. Move ◀ (anti clockwise) or ▶ (clockwise) and press  when the feature or option of your choice is selected, or  to cancel. Another sub-carousel or list will then appear.

Pressing ▲ or ▼ will alternate between two options, such as Activate/Deactivate, On/Off, Increase/Decrease a value, etc.

Browse carousels and lists until you reach the desired feature or option. When navigating in a list, a scroll bar located on the right hand side of the screen shows your actual position in the list. With the navigation key, you can then select or adjust all the functions of your phone as described in the relevant chapter of this user guide.

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1 • Getting started

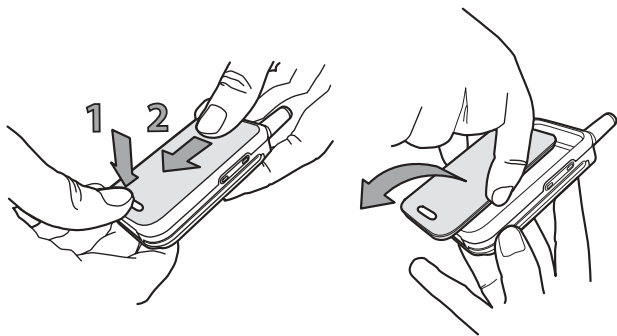
Read the safety instructions in the “Precautions” section before use.

To use your phone, you must insert a valid SIM card supplied by your GSM operator or retailer. The SIM card contains your subscription, your mobile number, and a memory in which you can store phone numbers and messages (see “Phonebook” page 22).

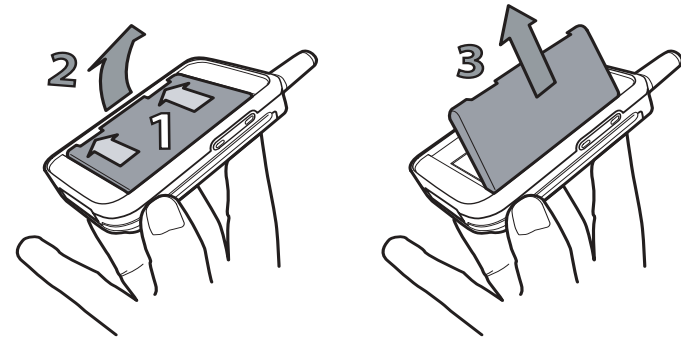
Insert the SIM card

1. Press on the battery clip and slide the battery cover downwards.

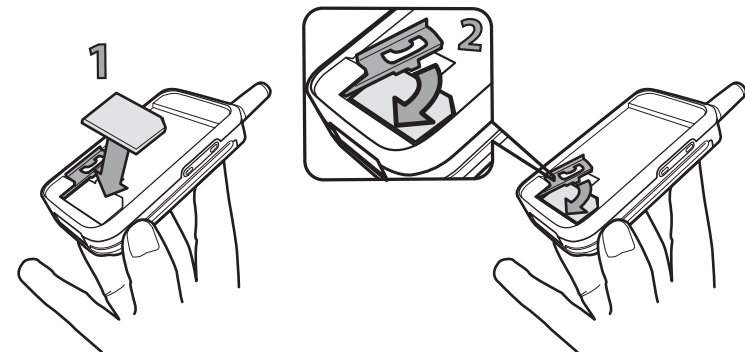
Make sure the phone is switched off before removing the battery.



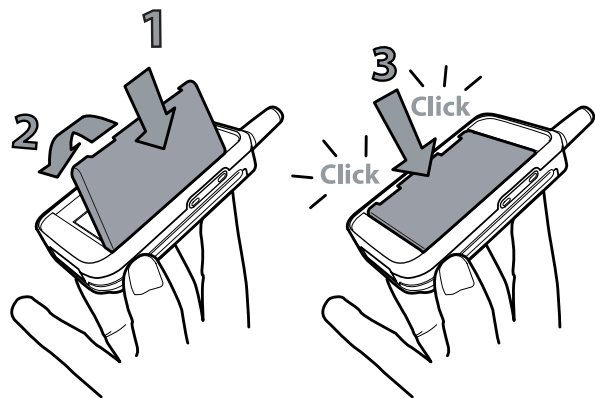
2. Remove the battery by pressing the inner clips one after the other, then pulling the battery from the left handside.



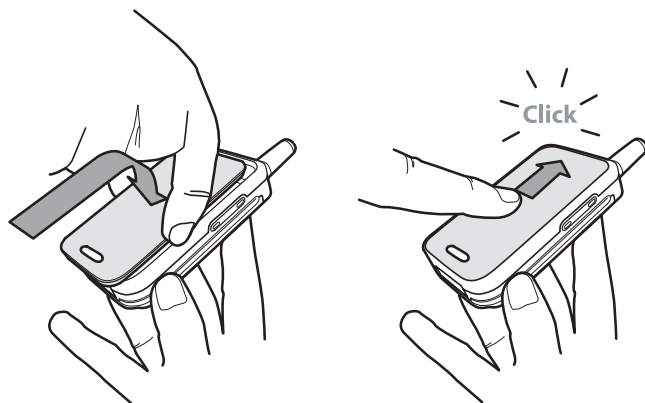
3. Remove the SIM card from its holder and place it on its slot (be careful that the clipped corner of the card is in the appropriate corner). Then push the plastic clip holder, until it stops and maintains the SIM card.



4. Replace the battery in its slot as shown below: first place its right side against the right edge of the phone and press until it clips.



5. Slide the battery door into its slots, metallic connectors downwards, until it stops.



Switch on the phone

1. To switch on the phone, press the  key.
2. When you switch on the phone, you may be prompted to enter the PIN code, which is the 4 to 8-digit secret code of your SIM card to protect it from unauthorised use. It is preconfigured and communicated to you by your operator or retailer. To personalise the PIN code, see “Change codes” page 36.

If you enter a wrong PIN code 3 times, your SIM card is blocked. To unblock it, you must request the PUK code from your operator.

3. Enter your PIN code. If you make a mistake, press . Then confirm by pressing  or .

Set date and time

As prompted by the phone at first switch on, set the date by pressing the appropriate numeric keys (press  to erase a number), then press  to validate. Proceed in the same way to set the time.

For complete date and time options, see page 39.

Copy of the SIM phonebook

If you do not copy the SIM phonebook at very first switch, you will be able to do it directly from the phonebook menu (see page 22).

If you had a mobile phone before and are using the same SIM card, the card might contain all or part of your current phonebook. The mobile phone detects this and a message asks you if you want to copy your SIM phonebook onto the built-in phonebook (see below). Press  to cancel or  to accept.

Accept the copy

Press  to accept the copy of the SIM phonebook onto your phone. Once the copy is done, the phonebook located on your phone is automatically set as your default phonebook. To switch back to the SIM phonebook, select **Phonebook** > **Phonebook set.** > **Phonebook select** > **In SIM card.**

Refuse the copy

If you press the  key to refuse the download of your SIM card contents at switch on, the copy isn't launched and the phonebooks stay unchanged. The SIM phonebook is the default and you must select **Phonebook** > **Phonebook set.** > **Phonebook select** > **In phone** to switch phonebooks.

Abort the copy

If you change your mind while the copy has already taken place, press the  key to abort the download of your SIM card contents.

The copy is aborted and the phonebooks only contain the records downloaded before cancellation of the process.

The SIM phonebook is the default and you must select **Phonebook** > **Phonebook set.** > **Phonebook select** > **In phone** to switch phonebooks.

First call

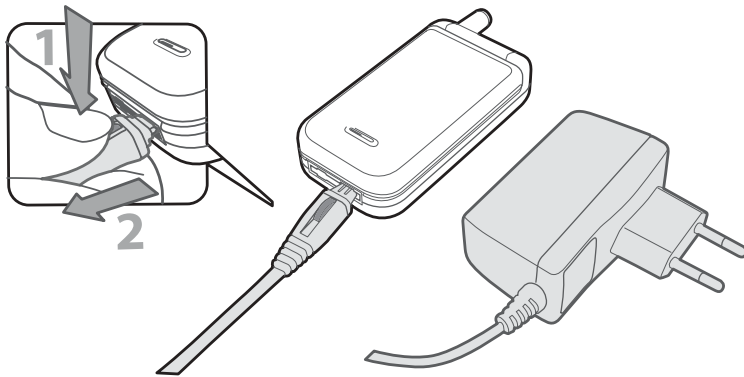
1. Enter the phone number (if you make a mistake, press  and press .
2. Once connected, your phone emits 2 beeps. To end the call, press .

Charge the battery

Your phone is powered by a rechargeable battery. A new battery is partially charged and an alarm will warn you when the battery reaches low.

We recommend that you do not remove the battery when the phone is switched on: you may lose all your personal settings (see information on battery safety, page 89).

1. Once the battery and battery cover are clipped on the phone, plug the charger (supplied with the phone, in the box) into the right hand socket at the base of the phone as shown below.



2. Plug the transformer unit into a main AC power socket with easy access. The battery symbol indicates the state of charge:
 - During charging the 4 charge indicators change; Each bar represents around 25% of charge and it takes around 2.15 hours to fully recharge your mobile phone.

- When all 4 bars are steady the battery is fully charged and you can disconnect the charger.
- When the battery is charged, remove the connector by pressing the release button on top of the connector.
- Depending on the network and condition of use, talk time goes up to 4 hours and standby time up to 400 hours.

Keeping the charger plugged to the mobile when the battery is fully charged doesn't damage the battery. The only way to turn off the charger is to unplug it, so use an easily accessible AC power socket. You can connect the charger to an IT supply (Belgium only).

3. If you don't intend to use your phone for several days, we recommend you to disconnect the battery.

You can use the phone while it is on charge. If the battery is completely flat, the battery icon will only reappear after 2 or 3 minutes of charging.

2 • Main features

Access and consult the phonebook



Phonebook

In idle mode, press . Depending on the selected phonebook (in SIM or in phone), the content that appears on the screen may vary: see “Phonebook” page 22 for details on this subject.

To consult the phonebook during a call, press , select **View Names List**, press  and scroll through the entries by pressing  or . Then press  twice to return to the in-call screen.

Make a call

1. In idle mode, enter the phone number using the keypad. To correct an error, press .
2. Press  to dial the number and press  to hang up.

For an international call, enter the «+» sign instead of the usual international prefix by pressing and holding . To learn how to make a call from the phonebook, see “Phonebook” page 22.

Answer and end a call

When receiving a call, depending on your subscription and if the caller has permitted this information to be transmitted, his number may be displayed. If the number is stored in the selected phonebook (see page 22), the corresponding name is displayed instead of the number.

1. To answer the call, press  or open the phone if it was closed.
2. To reject a call, press  or long press side key up or down. If you have activated “Call forward” (see page 68), the call is diverted to a number or voice mail.
3. To hang up, press  or close the phone.

The phone will not ring if in Silence mode (see page 6). If you have selected Any Key Answer (see page 69), you can accept a call by pressing any key (except ). Whether the flip is active or not for incoming call (see page 68), closing the phone always hangs up an ongoing communication. A beep indicates the end of the communication.

Mirror FX

Your phone features an external mirror screen that is activated when you long press the side key down or when receiving a call or a new event.

Several items are displayed on this screen, according to various contexts: events, group icon on incoming call, funny animations like zoo and crazy clock (see page 65).

When the phone is closed, long press the side key down to activate the mirror FX screen backlight, which will go out after a preset duration.

Change the ringer

Long press the  key when in idle mode.

You can also access this function by selecting Settings > Sounds > Ringers.

Activate the silence mode



Silent

If you don't want your phone to ring when you receive a call, you can deactivate the ringer as follows:

Press  and select **Settings** > **Sounds** > **Silent** and press  until the volume is set to **On**.

Activate the vibra alert



Vibra alert

If you want your phone to vibrate when you receive a call, you can activate the vibra alert as follows:

1. Press , select **Settings** > **Sounds** > **Vibra alert** and press .
2. Move  or  to select **On** or **Off** and press  to confirm.

Activating the vibra doesn't mute the ringer. If you want to mute it and keep the vibra function on, activate the Silent mode as described above.

The vibra alert is automatically deactivated when you plug the charger.

Zoo animation

This feature allows you to set an animation that you can launch on the mirror FX screen:

1. Press , select **Games & Appli.** > **Zoo** and press .
2. Select **On**, then the animation of your choice and press .
3. Close your phone, press the side key up and watch the result on the mirror FX screen.

See page 65 for details on this feature.

Crazy clock

Proceed as follows if you want a small clock animation to be automatically displayed at the frequency of your choice on the mirror FX screen:

1. Press , select **Games & Appli.** > **Crazy clock** and press .
2. Select **On**, then an animation and a frequency and press .
3. Close your phone, and wait for the frequency to be reached to see the result.

See page 66 for details on this feature.

Read your mobile phone number

To read your own mobile phone number, press  when in idle mode and select **Own numbers**, then press , select **Show** and press  again. Your phone number is displayed if present on your SIM card. If not, select **New**, then follow the instructions.

If your own number has been stored in the Phonebook, you can read it during a call. See “Access and consult the phonebook” page 5.

Adjust the earpiece volume

During a call, press side key up or down to increase or decrease the volume.

Mute the microphone



Mute

You can mute the microphone so that your caller cannot hear you.

During a call, press , select **Mute** and confirm by pressing .

Unmute the microphone



Unmute

To unmute the microphone during a call, press , select **Unmute** and confirm by pressing . The microphone is unmuted.

Record a conversation



Record dialogue

In most countries, conversation recording is subject to law regulation. We advise you to notify the caller if you intend to record the conversation you have with them and only record if they agree. You should also keep any recording private. 1 min. is the maximum recording time available (see “Sound recording” page 62).

To record a conversation during a call:

1. While one or several simultaneous calls are in progress, press  to access the call context carousel.

If you select Mute, then Record dialogue, only the caller's voice is recorded.

2. Select **Record dialogue** and press . Press ,  or hang up to end the recording.
3. In all cases, and when hanging up, an edit window allows you to name the recording.
4. Press  to save the recording, which is then available in the menu **Multimedia > Sound album**.

Clear the call list



Reset

To clear your call list, press  and select **Call Info > Call list > Reset**. Press  twice to reset the call list.

Clear the SMS list

To clear the whole messages list at once, press  and select **Messages > SMS > Read SMS > Delete all SMS**. Press  twice to reset the SMS list.

You can also delete all the SMS messages from the SMS Archive menu. Deleting your SMS list is useful to free memory space in order to receive new messages.

Clear the phonebook

To clear the content of your phonebook at once, press  and select **Phonebook > Phonebook set. > Delete all**. Press  to reset the phonebook content.

This option only applies to the phonebook in your phone, NOT to the SIM phonebook.

Quickly scroll a list

When browsing a list (of ringers, events, etc.), press  to scroll page per page instead of item by item.

Other features during a call

- Change the equalizer settings (see page 29),
- Add a name to the phonebook (see page 23),
- Write and send a message (see page 48),
- Read a message (see page 43),
- Consult your Call list (see page 70),
- Consult your Organiser (see page 63),
- Make a second call (see page 80).

3 • Menu tree

The table below describe the complete menu tree (first to third levels) of your mobile phone, as well as the page reference you should refer to for more information concerning each feature or setting.



Settings p29



Sounds p29

Silent / Ringer volume / Ringer / Messages Ringer / Equaliser / Key tones / Sounds Alerts / Vibra alert



Display p30

Screen saver / Animation / Backlight / Wallpaper



Hotkeys p31

List of available hotkeys



Voice command p34

List of available voice commands



Voice dial p35



Security p35

Public names / Call barring / Change codes / PIN protection



Network p37

GPRS attach / Register again / Preferred list / Access settings



Time and date p39

Clock display / Set date / Date format / Time zone / Daylight saving / Set time



Language p40

List of available languages



Profiles p40



Messages p42



SMS p42

Send a SMS / Read SMS / SMS settings / SMS Archive



E-Mail p45

For each available mail box

Settings / Open mailbox / Send mail



Broadcast message p53

Reception / Topics / District codes



Instant message p54



Multimedia messaging p12

Create an MMS / Receive an MMS /
Manage folders / Settings



Multimedia p60



Picture album p60

List of available pictures



Sound album p60

List of available sounds



Demo mode p61



Sound recording p62



BeDJ p55



Games and appli. p63



Calculator p63



Alarm clock p63



Organiser p63



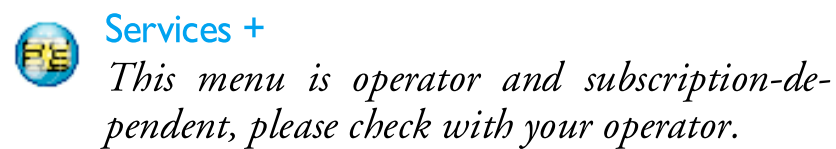
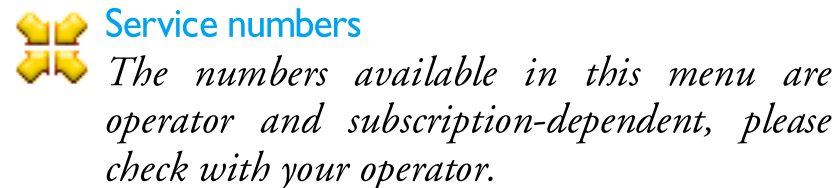
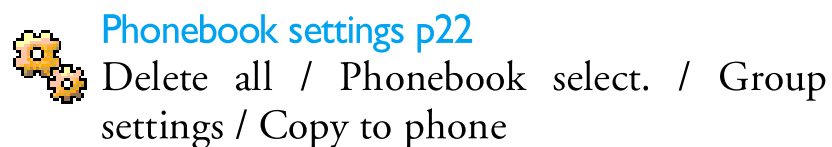
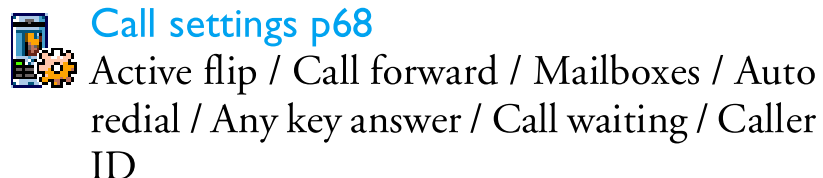
Zoo p65



Crazy clock p66



Euro converter p66



4 • Multimedia messaging



MMS

Your mobile phone allows you to send and receive MMS (multimedia messages), featuring texts, pictures and sounds, including memos that you have recorded. A multimedia message can be made of one slide (including text, sound and image), or of several: in this case, the message is played in a slide show, whether you send it to an e-mail address or to another mobile phone.

Create an MMS

Select the addressees

1. Press  while in idle mode.
2. Select **New MMS** and press .
3. Select a name in the list and press  to add it to your mailing list, **OR**
Select **<New>** and enter the phone number or e-mail address you wish to send your message to. Then press .

You must have selected the phonebook «In phone» to access an e-mail address. See “Phonebook” page 22 for information on phonebook selection.

4. If you wish to send your message to this person only, select **Validate list** and press .
If you want to send it to several people, select **Insert name**, press  to access the phonebook again and to add new names to the mailing list (up to 20 names).
5. Add as many recipients as required, then select **Validate list** and press .

You can select one of the items and press  to Edit the e-mail address or phone number, or to Remove it from the list.

Design your message

1. On the left hand side of the screen, 5 icons allow you to add a **Picture**, add **Text**, add a **Sound**, **Send** the message or access the **Options** menu. Move  or  to go to the previous or next icon.
2. Press  to access the **Picture Album** list, select a picture and press  to add it to your MMS. The first window of your message is displayed, showing the selected picture, which is resized if needed, in order to fit the screen.

Although the picture preview when creating the MMS is (W)105 x (H)55 pixels, the maximum size of a picture you can send is (W)640 x (H)640 pixels.

Warning! The bigger the picture size, the longer it will take to send it.

A copyright-protected picture cannot be sent. Select None if you don't want to insert any picture.

3. The **Text** icon is automatically selected: press  to access the text editing screen, enter the text of your message (see “Text or number entry” page 20 for help).
4. The **Sound** icon is then selected: press  to access the **Sound Album** list, select a sound and press  to add it to your MMS.

Sounds can be one of the files available in the Album, or a sound memo that you record when creating the MMS: in this case, select <Records>, then <New> and follow the procedure that appears on the screen. You cannot attach an existing voice memo.

The icon of the item you have added (picture or sound) changes colour to indicate its insertion.

5. Press  to send your message, or move  to access the options.

If you quit the MMS menu and haven't finished writing your message, it will be automatically saved in the Draft menu (see below).

Access the options

Move  to go to the **Options** icon and press  .
The following options are available:

Add slide To create a new slide and add it to your slide show.

You can also press  when the last page of the message you are currently designing is selected.

Once you have created several pages, move  or  to browse slides.

Delete slide To delete the selected page.

This option is only available if there is more than one slide in the message.

Next slide To move to the next or to the previous
Previous slide slide.

Slide duration To change the value of slide duration that you have set in **Settings > Application settings** (see page 19), and to set a delay between each slide.

Save MMS as draft To save your message as a draft, that you can edit, complete and send later on. MMS saved as drafts are stored in **MMS > Drafts** (see “Manage folders” page 16).

Messages saved as drafts must feature a subject.

Save as template To save your message as a template, that you can use as a basis for other MMS (e.g., «Happy birthday» type of message). MMS saved as templates are listed in **MMS > Templates** (see “Manage folders” below).

Preview MMS To preview the slide show you have created from the first to the last slide, including sounds & pictures.

Add subject To edit and change or enter the subject of your message.

When browsing the lists, specific icons show the type of the selected message (read MMS, delivery report, template, etc.). The information about the message (sender, recipients, subject) scrolls horizontally automatically when selected.

Send your Message

As described above, you can either:

- Send your message as soon as it is completed: select **Send MMS** and press **OK**.
- Save it as a **Draft** to complete it and send it later: to send, select the message in **Drafts**, select **Send MMS** and press **OK**. Once it has been sent, the **MMS** is removed from the drafts list.

If the sending of a draft message fails, the message will be moved to the Outbox menu, and identified as Not sent.

- Select it from the **Outbox** menu and send it: select the message to be sent from this menu, select **Re-send MMS** and press **OK**. Once it has been sent, the MMS is identified as a sent message in the list.

In the two last cases, select the message to be sent in the relevant folder. In all cases, select **Send MMS** and press **OK**: a progress bar allows you to follow the

sending of your message. Press  to cancel the sending of your message.

Receive an MMS

Download and play an MMS

When you receive an MMS, an alert message appears on the screen to inform you.

1. If you activated the **Automatic** retrieval mode (see page 18), the message is automatically downloaded and placed in the **Inbox**. Select it in the **Inbox** list and press  to play it.
2. If the **Manual** mode is activated:
 - Press  to go back to idle mode and to save the notification in the **Inbox**, OR
 - Press  to display the details of the notification, then select **Download** and press  to download the message itself. As for sending, a progress bar allows you to follow the download of the message.

A notification isn't the MMS itself, but an information window gathering the details about the sender's identity, date and time of reception, subject, etc. DO NOT DELETE NOTIFICATIONS BEFORE YOU HAVE RETRIEVED THE MESSAGE, or you will never be able to do so. In both automatic and manual modes, a message will

inform you if the size of the MMS you wish to download is bigger than the memory available in your phone. In this case, you must free memory by deleting data (picture, sounds, etc.). See "Memory status" page 61.

- If the sender of the message has asked for a **Read report**, a prompt will ask you to press  to send it or to press  to refuse the sending of the report.
- 3. Once the MMS is downloaded, select it in the **Inbox** list and press  to play it.

Pressing  or  will switch the player mode from automatic to manual. In manual mode, press  or  to display the previous or the next slide.

Get and store attachments

When playing an MMS as described in the previous section, press  to access the following **Player options**:

Play message To switch back to automatic mode: the MMS is then played as a continuous slide show.

Next (or Previous) slide To move to the next or previous slide. You can also press ◀ or ▶ when viewing the MMS in manual mode.

This item is not available when you have selected the last (or first) slide.

Rewind To rewind the MMS back to the first slide.

Detach picture To detach the picture of the current slide and save it in the **Picture album**.

Detach sound To detach the sound of the current slide and save it in the **Sound album**.

Manage folders

The MMS menu allows you to manage your messages in 4 different folders. The default (active) folder is the last one you selected. To change the active folder, press  to return to the main MMS menu and select the folder of your choice, as described below.

Inbox

Lists all the **Notifications**, **Delivery** and **Read reports**, **Read** and **Unread MMS**.

- You can **Read** or **Delete** notifications and reports.
- You can **Play**, **Forward** or **Reply** to an MMS, display its **Details** or **Delete** it.

Notifications are automatically deleted once you have received the full MMS. Do NOT delete notifications before you have retrieved the MMS, or you will never be able to do so.

Outbox

Lists the messages you have **Sent** or created but **Not sent** yet (e.g., if you have cancelled the sending procedure by pressing the  key).

- You can **Open**, **Delete** or view the **Details** of all these messages.
- In addition, an MMS not yet sent can also be **Re-sent** to someone, and you can **Forward** an MMS already sent.

Templates Lists all messages saved as templates after their creation.
You can **Play**, **Edit** and **Delete** templates.

Drafts Lists all messages saved as drafts after their creation, or automatically saved if you quit the MMS menu before saving or sending your message.
You can **Play**, **Edit**, **Send** and **Delete** drafts.

Messages you have saved can only be sent from the Draft or Outbox folders. You can NOT recover an item (whether message, notification or report) that you have deleted. Press  to cancel deletion.

Settings

Your phone may have been pre-configured to directly access the services offered. If not, you must have received from your operator the information items described in the present section and enter them as given.

With some operators, access parameters can be set «over the air». Please check directly by your operator.

Network account

Allows you to choose a data profile from the ones you have set (see “Access settings” page 38 for complete information on how to configure or modify a data profile). This profile and the parameters it features will then be used for connection.

Bearer

This menu allows you to select the type of network used when launching a connection.

GSM Your mobile will only use the GSM network for connections.

GPRS Your mobile will only use the GPRS network for connections.

GPRS first Your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available when connecting.

MMS Centre

Allows you to enter or change the MMS address of the server your phone will connect to.

Gateway address

Allows you to enter or change the IP address of the server's gateway.

Gateway port

Allows you to enter or change the Port number of the server's gateway.

You must have the information relating to the three points above, supplied by your operator, and must enter them exactly as given.

Application settings

Retrieval mode

Automatic Any new MMS you receive is (default mode) automatically downloaded from the server and placed in the **Inbox**, without you having to launch a connection. Select the message you have received in the **Inbox** and press **►**.

This mode is deactivated when roaming.

Manual

Messages are stored on the MMS server, and you must connect manually to retrieve them:

1. Press **OK** to access the **Inbox**.
2. Select the notification item corresponding to this message and press **OK**.
3. Select **Read** and press **OK**.
4. When the **Details** of the message are displayed, press **OK** to launch the connection and download it.
5. Once the message is in your phone, press **OK**, select **Play message** and press **OK**.

Delivery report

This option can be set **On** or **Off** and informs you (via an SMS) whether your MMS was received or rejected. The delivery report will display the sender's identity, date and time of receipt, MMS subject and status of delivery.

Read report

This option can be set **On** or **Off** and informs you (via an SMS) when the status the MMS you have sent has

changed, i.e., whether it was read or deleted without being read.

Auto save

This option can be set **On** or **Off** and allows you to automatically save of the messages sent from the **Outbox** menu. Messages saved will then appear in the **Outbox** folder.

Validity period

Allows you to select the length of time your message is to be stored on the server, from **1 hour** to **1 week**

(maximum). This is useful when the recipient is not connected to the network (and thus cannot receive your message immediately).

Slide duration

Allows you to select the duration between each slide included in your MMS, from **1 sec.** to **60 secs.**

5 • Text or number entry

Text can be entered in editing screens in two different ways: by using T9® predictive Text Input, or basic text input. Two other modes for numbers and punctuation marks, are also available. Icons appearing on the screen show the active text mode.

T9® text input

What is it?



Tegic Euro. Pat.
App. 0842463

T9® predictive Text Input is an intelligent editing mode for messages, including a comprehensive dictionary. It allows you to quickly enter text. Press only once on the key corresponding to each letter needed to spell a word: keystrokes input are analysed and the word suggested by T9® is displayed in the edit screen. If several words are available according to the keys used, the word you entered is highlighted: press  to browse the list and to choose from those proposed by the T9® built-in dictionary (see example below).

How to use it?

Alphabets and symbols represented by each key are as follows:

 to 	To key in letters.
 or 	To browse the list of candidate words.
	To confirm entry.
	Short press to clear one entry, long press to clear all text.
	Shift from standard, to lower, to upper case.
	Shift from basic mode to numeric typing mode.
	Shift to symbols and punctuation mode.

Example: how to enter the word «home»:

1. Press    . The screen displays the first word of a list: **Good**.
2. Press  to scroll and select **Home**.
3. Press  to confirm selection of the word **Home**.

Basic text input

If you wish to access the basic text input, select «Abc» basic text input using key. This method requires multiple key presses to reach the desired character: the letter «h» is the second letter on the key, so you must press it twice to enter «h». Using this mode requires you press a key as many times as is equal to the order of the letter.

To enter the word «Home» in basic text input mode, you should therefore key in , (GHI) , (MNO), (MNO), , (DEF). Press when the message is completed.

Letters, numbers and symbols are located on each key as follows:

Short press	Long press
space . , @ / : ; “ ’ ! ; ? ; # + - * = % < > () & £ \$ ¥	1
a b c à ä å æ ç	2
d e f é è Δ Φ	3
g h i Γ ì	4
j k l Λ	5
m n o ñ ò ö	6
p q r s β Π Θ Σ	7
t u v ü ù	8
w x y z ø Ω Ξ Ψ	9
Shift letter case	0

6 • Phonebook

All operations described in this chapter require the relevant Phonebook, whether in the SIM or in the phone to be selected.

Your mobile phone has two phonebooks. The SIM phonebook is located on the SIM card and the number of entries depends on the card capacity. The second phonebook is built into the mobile's memory and can hold up to 299 names.

The SIM card capacity depends on the type of card you have. Please check with your local dealer for full information on this subject.

The phonebook located on your phone shares the mobile capacity and memory with other features. As such, they are inter-dependent: the more names you create, the less events you can store and vice-versa. 299 is the maximum number of names and events cards, provided that other features (memos, sounds, pictures, etc.) are not using a significant amount of the phone's memory.

The **Phonebook** menu allows you to select one of the two available phonebooks: the one on your SIM card or the one in your phone. When entering new names

in one of the **Phonebooks**, they will only be added to the one you have selected.

*The **Delete all** option does NOT apply to the SIM phonebook.*

***Copy all to phone** will copy the content of your SIM card into your phone. Selecting this option twice will duplicate all the names.*

SIM card phonebook

If you are using a SIM card for the first time, follow the standard SIM card installation procedure as described page 1, then go to the section titled "Add names in the phonebook" below.



Press **OK** and select **Phonebook**, **Phonebook set.**, **Phonebook select**. Then **Phonebook select.** press **▲** or **▼** to select the phonebook located in your SIM card. Names added to this phonebook can then be copied into the phonebook located in your phone.

*If you cancelled or aborted the automatic copy of your SIM phonebook at very first switch, you can do it manually: press **OK** and select **Phonebook**, **Phonebook set.**, then **Copy to phone**.*



In SIM card

When you copy the contents of your SIM phonebook into your phone, you can still use the phonebook of your SIM card, even though it features less fields of information.

Phone's phonebook

Your mobile phone only manages one phonebook at a time and will ignore the information relative to the other one: e.g., if «Smith» is present in both phonebooks and if you delete it in the phone, it remains unchanged in the SIM.



In phone

The default selected phonebook is the one located in your phone. It can hold up to 299 names and can be reset at once using the **Delete all** option. Depending on SIM card capacity, names added to this phonebook can then be copied into the SIM phonebook (see “Copy to SIM” page 27).

Add names in the phonebook

In the SIM card

To add a name in the SIM phonebook:

1. Press ▼ to enter the phonebook, select **New**, then press **OK**.

2. Enter the name, then the number of your choice and press **OK**.

A number can contain a maximum of 40 digits, depending on your SIM card.

Entering all numbers, including local ones with international prefix, country code and area code will allow you to dial them from any location.

3. Select the type of number allocated to the name: **Phone**, **Fax** or **Data** and press **OK** to confirm and store this name in your phonebook.

In the phone

The phonebook in your phone can holds more information fields than the SIM card phonebook. Including (in latin characters):

First and last names fields	up to 20 characters
Numbers fields (Mobile, Work, etc.)	up to 40 digits and 1 «+»
Extra fields (e-mail and note)	up to 50 characters
Group selection	20 groups available

You can create up to 299 records, holding up to a maximum of 7 information fields for each, with a maximum of 5 numeric fields. For example, you can

save 2 mobile numbers, 3 work numbers, an e-mail address and a text note, all for the same person.

Add a record in the phone's phonebook

Add a name field

1. Press ▼ to enter the **Phonebook**, select **<New>**, and then press **OK**.
2. Enter the last name of your contact and confirm by pressing **OK**, then enter their first name and confirm by pressing **OK**.

*One of the two name fields can be empty, but not both. To go back to the previous field, press **C**.*

Add a number/text field

1. After entering the name of your contact, you will be in the **Number type** menu. You can choose from numerical fields (Mobile, Fax, Data, Pager, Home, Work) or alphanumeric fields (Note, e-mail). Make your selection and enter the relevant number or text. Then press **OK** to save this new record.
2. The phone will then prompt you the **Group**: choose the group you want this name to belong to and press **OK** to confirm. The record is then saved in your phone's phonebook.
3. You can associate a specific **Melody** and **Picture** to each group, as well as **Rename** groups. Select

Phonebook > Phonebook set. > Groups setting, then refer to “Fotocall: see and hear who's calling” for complete information). When receiving a call from a contact associated to a group, the melody and/or picture defined for this group will automatically ring and/or appear on the inner screen.

Own numbers

The **Own numbers** option that appears in your phonebook should contain your own phone number. If not, we advise that you enter your mobile number as well as any other relevant information.

Although all its fields can be empty, the «Own numbers» item cannot be deleted.

Fotocall: see and hear who's calling

This feature is only available when you select the phonebook of your phone, NOT the SIM phonebook.

The Fotocall feature allows you to personalize the groups available with their own name («Friends», «Office», etc.), a given picture (from the **Picture album**) and a given melody (from the **Ringers** list).

You can link one or several contacts from your phonebook to a group. When a name in that group calls, the contact's name will appear along with the defined picture of that group. The melody defined for that group will also ring.

For that important person, why not set up a group just for them. Use the camera to save their picture in the Picture album and Sound recording to save their voice as a ringer. When they call, you will truly be able to see and hear them (for camera, see page 83 and for sound recording, see page 62).

1. To use Fotocall, you need to be using the phonebook in the phone; if you are not already doing so, see "Copy of the SIM phonebook" page 3.
2. Then select **Groups setting**, press  and select the group of your choice.
3. Rename the group to be identified («Friends», «Kids», etc.) and select the **Melody** and the **Picture** to be associated to this group.
4. Long press  to go back to idle, then  to display the content of your Phonebook. Select a contact you wish to link to this group and

press . Then choose **Select group** and select the group of your choice.

When this contact calls you, the **Melody** and **Picture** associated to his group will ring/appear on the inner screen. The predefined icon (which you cannot change) linked to this group will appear on the external mirror screen.

Edit and manage names

Once you have stored names in your phonebook, press  when in idle mode to access the **Phonebook**. You can search for a name in the phonebook by pressing the corresponding key for the letter that you want to go to in the list (e.g., press  twice to access the letter «U»). The first record starting with this letter is selected in the list. Depending on the phonebook menu you have selected, you will have access to part or all of the following options:

- | | |
|---------------|--------------------------|
| • Delete | • Send an SMS |
| • Show | • Send an MMS |
| • Copy to SIM | • Make default |
| • Flash dial | • Copy to phone |
| • Change type | • Change name |
| • Call | • Include in a group |
| • Delete all | • Associate a voice dial |

In the SIM card

Select a name in the SIM card phonebook, then press

-  to access one of the following options:
- **Delete** to delete the selected name and number,
 - **Change** to change the selected name and all related information,
 - **Copy to phone** to copy the selected name and all related information into the phonebook located in your phone.

In the phone

Add a field

1. To add a new field to an existing record, select the name of your choice, select **Show** and press .
2. Select **<New>** and press . Choose the type of field to be added and press . Enter the number or text, then press  to save changes.
3. Repeat steps 1 and 2 to add up to 6 fields to the same record. Make a short press on  to go back to the previous menu, or a long press to go back to the idle mode.

Numbers or text will appear in order of creation date. The first fax or phone number you enter becomes the default number. As such, it appears in first position in the list. To make another number default, see “Make

default” page 27. Alphanumeric fields (note and e-mail) can only be changed or deleted.

Change a field content

1. To change the content of a field in an existing record, select the name of your choice, press , select **Show** and press  again.
2. Select the field to be changed in the list and press .
3. In the carousel that appears, select **Change** and press . Make the changes wanted and press  to save them.

Change a field type



Change type

To change a field type of an existing record, repeat steps 1 to 3 of the “Change a field content” paragraph. Then select **Change type** in the carousel menu, select the new type of number and press  to confirm your choice.

If you copied your SIM phonebook into your phone, some numbers might appear as being of «No type» and don't have any icon. «No type» numbers can be changed: follow the procedure described previously to define a type for these numbers.

Delete a field



Delete

To delete a field of an existing record, repeat steps 1 to 3 of the “Change a field content” paragraph. Then select **Delete** in the carousel menu, and press  to confirm.

Make default



Make default

The first number you enter when creating a new record becomes the default number: it will appear first on the fields list and is automatically called when pressing the pick-up key or when pressing  and selecting the **Call** or **Send SMS** option. To change the default number (e.g. make the «Work» number default instead of the «Home» number), repeat steps 1 to 3 of the “Change a field content” paragraph. Then select **Make default** in the carousel menu, and press  to confirm.

Copy to SIM



Copy to SIM

As mentioned earlier, entering names in the SIM phonebook can be useful if you change phones frequently. If you copy phone numbers into the SIM card, your phonebook is always updated when switching phonebooks or when using another phone.

To copy a number into the SIM card phonebook, repeat steps 1 to 3 of the “Change a field content” paragraph. Then select **Copy to SIM** and press

Make calls

Emergency number



SOS Call

The emergency number will call the emergency services number in your country. In most cases, you can call this number even if your keypad is locked and if you haven't yet entered your PIN.

Depending on the network operator, the emergency number can be dialled without the SIM card being inserted. In Europe the standard emergency number is 112, in the UK it is 999.

1. To call this number, enter it in idle mode by pressing the corresponding keys, **or** press  and select **Phonebook** > **View Names List** > **Emergency number**.
2. Press  to dial and press  to hang up.

Other number

Enter a number



Call

In idle mode, enter a number by pressing the corresponding keys. Press  to dial and press  to hang up.

Pressing  will let you access a carousel allowing you to call this number, store it or send a SMS.

Select a name

1. Press ▼ and select the record of your choice.
2. If you selected the phonebook in your SIM card:
 - once the record is selected, simply press  to call **or**
 - press  twice to access the next carousel, then select **Call** and press  to dial the number.
3. If you selected the phonebook in your phone:
 - To call the **default** number:
 - once the record selected, simply press  to dial **or**
 - press  to access the record carousel, then select **Call**.
 - To call any other number, choose **Show** once the record is selected and choose a number type in

the list (Mobile, Home, etc.). Press  to access the next carousel and select **Call**.

4. In all cases, press  to hang up.

Use Flash dial



Flash dial

In idle mode, press and hold a key between  and  to dial the associated entry (see “Hotkeys” page 31): connection is established. Press  to hang up.

Use Voice dial



Voice Dial

In idle mode, press and hold , then pronounce the saved voice tag (see “Voice dial” page 35). If the phone recognizes the voice tag, it dials the number associated with it. Press  to hang up.

7 • Settings

The **Settings** menu allows you to customise your phone and change the settings related to each available option (sounds, time and date, security, etc.). The **Profiles** menu allows you to change several settings at once (see page 40).

Sounds

Silent



Silent

active.

Allows you to set the **Silence** mode **On** or **Off**. When this setting is **On**, all alerts are deactivated and the vibra alert is

The Silent mode also applies to key tones.

Ringer volume



Ringer volume

Increasing.

By default the ringer volume can be set to **Medium**. Press **▲** or **▼** to set the volume of your ringer from **Silent** to

Ringer



Ringer

Allows you to select the ringer tone from the choices available. The list also includes melodies attached to messages

you receive (from e-mail, SMS, etc.). Scroll through the list by pressing **▲** or **▼** and wait to hear the selected melody being played. Press **OK** to select this melody as ringer, **C** to cancel, or move to the next melody.

You will not hear the melody if the volume ringer is set to Off or if the Silence mode was activated (see page 6).

Messages Ringer



Messages Ringer

Allows you to set an alert beep **On** or **Off**, for each time you receive a new message. When **On**, this option also allows you to select the alert of your choice from the ringers list.

Equaliser



Equaliser

This option allows you to choose from different audio settings, also available while a call is in progress. In this case, press **OK**, select **Equaliser**, scroll through the list and wait a few seconds to hear the difference. Press **OK** to confirm your choice.

Key tones



Key tones

Allows you to set the key tones **On** or **Off**. Even when set **Off**, DTMF are played during calls (see page 79).

Sounds Alerts



Sounds Alerts

Allows you to set alert beeps **On** or **Off** for the following items:

- when an **Event** you programmed in your organiser is due,
- when you have missed a call,
- when the **Battery** is low and requires charging,
- to manage the duration of your calls, first after 45 seconds, then every minute of an ongoing call (the beep cannot be heard by the caller).

This menu only allows you to activate/deactivate the alert sounds, NOT the alerts themselves. E.g. setting the event alert Off will not prevent your phone from displaying the Reminder screen (if you programmed one), but the corresponding sound will not be played.

Vibra alert



Vibra alert

Allows you to set the vibra alert **On** or **Off** when receiving a call, when an event set in the organiser is due, when you receive a message and when the alarm rings.

The vibra alert is always Off you connect the charger or the Cigarette Lighter Adapter.

Display

Screen saver



Screen saver

Allows you to set the screen saver **On** or **Off**. When **On**, it will run a slide show in idle mode, by using the jpeg file(s) you have stored in your phone and selected.

Setting the Screen saver Off automatically activates the Economy mode, i.e., the current time displayed on a black background. This mode increases the autonomy of your phone (increases your battery life).

1. When setting the screen saver **On**, select a picture in the list that appears by pressing ◀ or ▶ (you deselect it also by pressing these keys), then press ▼ to move to the next picture. Once you selected the pictures of your choice, press **OK** to activate the screen saver.

You must select several pictures (up to 10) in order to display a slide show. When selecting only one picture to be used as screen saver, only this picture will be displayed.

2. Select **Start delay** and press ▲ or ▼ to choose a value. When in idle mode, the screen

saver will start according to the time limit you have set.

3. Then select the **Display period** and press **OK** . The timing you have set will be applied between each picture of the slideshow.

Animation



Animation

Allows you to set the animation of the carousel menus **On** or **Off**. When **On**, this option will also scroll texts, such a message selected in the **Read SMS** menu.

Deactivating this function increases the autonomy of your phone.

Backlight



Backlight

The backlight is activated when receiving incoming calls or messages, browsing lists and menus, etc. Press **▲** or **▼** to set the backlight **Duration** by selecting one of the available values and press **OK** to confirm.

Deactivating this function increases the autonomy of your phone.

Wallpaper



Wallpaper

Allows you to set the Wallpaper **On** or **Off**. When **On**, and if you didn't activate a slide show, the picture(s) you selected is (are) displayed in **Fade** mode in menus, list and edition screens and in **Normal** mode in idle, when browsing the **Picture album**, as well as when using the **Screen saver** and **Fotocall**.

Only JPEG type pictures can be used as Wallpapers.

Hotkeys

Instead of entering the various menus and browsing the lists, you can set up direct access to a specific function by linking it to a **Hotkey**. A long press on the key will then automatically activate the function or call the associated number (Flash dial).

*You can only program keys **2_{ABC}** to **9_{WXYZ}** and **# =**, as keys **0.☎** (select language) and **1_☎** (call voice mailboxes) are predefined and locked, preventing reprogramming. Depending on your service provider, other hotkeys may be predefined and locked.*

1. Select a key from **2_{ABC}** to **9_{WXYZ}** and press **OK** .

2. Browse the list to select the function you wish to associate with this key (see list following). Press  to confirm your choice.

If the selected key is already set, you can reprogram it: select Settings > Hotkeys > a hotkey in the list. Press  twice, select Change and press . This will bring you to the list of available functions.

3. To use the hotkeys, simply press and hold the key corresponding to the function you want to launch or to the number you want to dial while in idle mode.

You can associate hotkeys  to  to the functions of the following table:



Flash Dial

Dials the associated number of the phonebook.



Send SMS

Opens the [Send Messages](#) menu.



Read SMS

Opens the [Read Messages](#) menu.



Instant message

Activates the [Instant message](#) feature, to quickly [Reply](#) to the sender of the received message.



Active Silence

Activates the [Silence](#) profile (vibra on, ringer volume off).



Activate Car

Activates the [Car](#) profile (ringer volume high, any key answer).



Activ. Headset

Activates the [Headset](#) profile (ringer volume medium, any key answer on).



Meeting

Activates the [Meeting](#) profile (vibra on, ringer and all keys set to silent).



Activ. Outdoors

Activates the [Outdoors](#) profile (ringer volume high).



Activ. Personal

Activates the [Personal](#) profile.



Activ. Autonomy

Activates the **Autonomy** profile, which extends the battery autonomy (animation off, vibra off, backlight off, ringer volume medium).



Calculator

Direct access to the **Calculator**.



Redial last no.

Redials the last number called.



Reply last no.

Redials the number of the last call received.



SOS call

Dials the emergency call number.



E-mail

Opens the **E-mail** menu for access to the mail boxes.



Show balance

Displays the remaining credit balance.

Subscription dependent



Total cost

Displays the **Total cost** of outgoing calls.

Subscription dependent.



Add new event

Opens the **Add event** menu of the Organiser.



Show events

Displays the **Events** list of the Organiser menu.



Alarm Clock

Opens the **Alarm** menu.



Record

Allows to record a new sound.



WAP

Launches a **WAP** session.

Subscription dependent



Screen saver

Opens the **Screen saver On/Off** menu.



To voice mail

Forwards **ALL** calls to the voice mailbox.



Voice mail box

Dials the number of your voice mailbox.



Brick Game

Direct access to the **Brick Game**.



Games

Opens the **Games** menu.

Subscription dependent



-> Euro

Direct access to the Euro converter (from currency).



Euro ->

Direct access to the Euro converter (to currency).

The Euro converter is available upon subscription and only in countries using the Euro.

Voice command



Voice Command

Instead of entering the various menus and browsing the lists, you can also set a voice tag that will activate a feature (e.g., launch the Calculator).

You can associate a Voice command to all the functions supported by the Hotkeys (see page 31), except for «Get mail» and «Alarm clock».

1. Select **Settings** > **Voice Command** > **<New>** and press **OK** , then browse the list to select the function to be set with a voice tag. Press **OK** to confirm your choice.
2. When **Press OK and speak** appears, follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.
3. Press **C** and repeat the steps described above to add more voice commands.

To use the voice command, press and hold **OK** when in idle mode, then say the recorded voice tag. Words recorded as voice tags can be played, changed or deleted at any time.

Voice dial



Voice Dial

Voice dial allows you to quickly call a name from your phonebook: set a voice tag by recording a word that will call the corresponding name when pronounced.

1. Select **Settings** > **Voice dial** > **<New>** and press  .
2. Browse the list to select the call number to be set with a voice tag. Depending on the selected phonebook (see page 22):
 - SIM phonebook: select a name in the list and press  ,
 - Phone's phonebook: select a name in the list, then the phone number of your choice if several numbers were stored for this name and press  .
3. When **Add voice tag?** appears, press  and follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.

To use the voice command, press and hold  when in idle mode, then say the voice tag corresponding to the number you want to dial.

To display the list of voice dials you have defined, select **Settings** > **Voice Commands** or **Voice dial** and press  . Words recorded as voice tags can be played, changed or deleted at any time.

Up to 15 voice tags can be defined and shared between voice dial and voice command.

Security

Public names



Public names

Allows you to manage a specific names list, called **Public Names** list, and restrict calls to this list via the **Call restriction** option.

This feature is subscription dependent and requires a PIN2 code (see page 37).

Call restriction



Call restriction

Allows you restrict the calls to the **Public Names** list. In this case, you can only access the names of the **Public names** list, as opposed to the **Phonebook** of the main menu.

This function is subscription dependent and requires a PIN2 code (see page 37). Please note that when

activating this option, it might also apply to WAP and e-mail connections over GPRS.

Public names



Public names Allows you to consult and modify your **Public Names** list. You can enter a new name, modify or delete a name in the list via PIN2 code. Use the **<New>** option to enter the name and phone number, then select the number type: **Phone**, **Fax** or **Data**. Names in this list can be changed or deleted.

Call barring



Call barring This menu allows you to limit the use of your phone to specific calls by letting you bar both outgoing and incoming calls. This function is network dependent and requires a specific call barring password supplied by your service provider.

Outgoing calls



Outgoing The **Outgoing** menu allows you to select between **All calls**, **International** calls and **Intl. Exc. Home** calls (the latter allowing you to call your home country when you are abroad). You can also **Deactivate** the bar on outgoing calls. These menus then allow you to bar, within each

available option, **All calls**, **Voice calls**, **Data calls** or **Fax calls**.

Incoming calls



Incoming

The **Incoming** menu allows you to select **All calls** or **When roaming**. It also provides access to the **Cancel** menu to remove bar on incoming calls. These menus then allow you to bar, within each available option, **All calls**, **Voice calls**, **Data calls** or **Fax calls**.

Status



Status

In each sub-menu (**All calls**, **When roaming**, etc.), the **Status** option allows you to know whether a type of call is barred or not.

Change codes



Change codes

Allows you to change your **PIN** and **PIN 2** codes, as well as the call **Barring code**.

Depending on your SIM card, some features or options may require a PIN2 secret code. This is a second secret 4 to 8-digit code given to you by your operator.

If you enter a wrong PIN2 code 3 times, your SIM card is blocked. To unblock it, request the PUK2 code

from your operator or retailer.

If you enter an incorrect PUK code 10 times in a row, the SIM card will be blocked and unusable. If this happens, contact your operator or retailer.

PIN protection



This allows you to set the PIN protection **On** or **Off**. When **On**, you will be asked to enter your PIN code when switching your phone on.

*You cannot change your PIN code if this option is **Off**.*

Network

This menu allows you to handle the connection between the phone and the network, register manually the available networks and manage your preferred networks.

GPRS attach



Your mobile integrates features that support GPRS (Global Packet Radio Service), a service allowing you to exchange data with high speed rates and to stay always on-line (i.e. have a permanent connection to the Internet and WAP).

Contact your phone operator to have full information about GPRS availability over their network and for an appropriate subscription. You might also need to configure your phone with the GPRS settings supplied by your operator, by using the menus described in this section.

This menu allows you to define the attach mode of your mobile phone to the GPRS service:

Always on

Your phone will always register to the GPRS service. This option allows faster GPRS connection. However it will increase energy consumption.

For data calls

Your phone will automatically register to the GPRS service only when required. This option reduces energy consumption, however it will increase the connection delay.

In spite of these settings, you must still select the bearer (GSM or GPRS) in the menus of each application to be used (e.g., WAP, MMS, e-mail, etc.).

Register again



Provides you with a list of the networks available in the area when the **Manual**

mode is selected. Select the network you want to register with and press  to confirm.

Preferred list



Preferred list

Allows you to build a network list in order of preference. Once defined, the phone will try to register on a network, according to your preferences.

Access settings



Access settings

This menu allows you to create several data profiles: when using WAP or when sending a multimedia message (MMS), the selected profile will be used to connect to the GSM or GPRS network.

All options described below are operator and/or subscription dependent. With some operators, you may receive a SMS which contains access parameters that will be stored automatically. Please contact your network operator for detailed information on this subject.

Change name



Change name

Allows you to enter or change the name of the selected profile. Press , enter the name of your choice and press  to confirm.

Some pre-configured profiles might be locked, preventing re-programming and renaming.

Show



Show

Allows you to visualise all parameters of the selected profile (ISP number, APN, etc.), either **GSM** or **GPRS**.

GSM settings



GSM settings

Allows you to enter or change the GSM settings and gives you access to the following items:

Login and **Password** allow you to enter the login and password needed. In both cases, enter the information and press  to confirm.

Phone Number allows you to enter the phone number needed to establish a connection. Select **Phone numbers** and press , then press  or  to select:

- **ISDN No.** to enter an ISDN ISP number, **OR**
- **Analogic No.** to enter an analogic number.

In both cases, enter the «+» sign followed by the number provided by your operator and press .

Contact your operator to know what type of number you should select.

Inactivity time allows you to enter an inactivity time period after which the phone automatically

disconnects (if a connection was in progress) and returns to idle screen.

Select **Inactivity time** and press , then enter a value (in seconds) of over 30 s. and press .

GPRS settings



GPRS settings

This allows you to change the GPRS settings, **Login**, **Password** and **Inactivity time** (the same fields and the same instructions as for GSM settings, please refer to the previous section).

APN allows you to enter the address of the external data network you want to connect to, a text string (or IP address, e.g., wap.operatorname.fr) used to establish the connection. Select **APN** and press , then enter the appropriate address and press .

Error messages during connections are mainly due to incorrect parameters: you should contact your operator before first use, in order to have the appropriate settings. With some operators, the access parameters can be set remotely. Please check with your operator.

Time and date

This menu allows you to set the time and date, time zone, daylight savings, and change the clock display mode.

Clock display



Clock display

Allows you to select **Analogue**, **Digital** or **Tiny** time formats when shown in idle mode, by pressing  or . In all cases, press  to confirm.

Set date



Set date

Allows you to set the date by pressing the appropriate numeric keys (you can also set the date by moving  or ). Press  to confirm.

Date format



Date format

Allows you to select one of the two available date formats, either **Western** or **Thai**. Press  to confirm.

Time zone

The time zone and daylight savings are to be set first. You should then double-check date and time if previously set. To know which time zone you are in,

we recommend you to check in an atlas or an encyclopedia.



The **Time zone** option allows you to set the time zone you belong to, according to GMT (Greenwich Meridian Time).

Move ▲ or ▼ to select the setting corresponding to your area.

Daylight saving

This setting only concerns countries in which time is set according to summer/winter time (e.g. Greenwich Meridian Time / British Summer Time).



This option allows you to set the daylight savings to **On** (in summer time) or **Off** (in winter time) by moving ▲ or ▼. As this setting impacts the date and time option, it should be set first. If daylight saving is **On** and you set the time to 12:00, it will automatically switch to 13:00 when turning the option to **Off**.

Set time



Allows you to set the time by pressing the appropriate keys or moving ▲ or ▼ to increase or decrease the time minute by minute.

Language

This menu allows you to select a language for all menu text. Browse the list and press **OK** to confirm your choice.

*A long press on **0.⬆** when in the idle screen automatically displays this menu.*

Profiles

This menu allows you to access a group of predefined settings, which let you quickly adapt your phone to your environment by changing several settings at once. For example, selecting **Meeting** will set your ringer volume to silent, activate vibra and deactivate the key tones (the other items are set according to the settings you configured). When your meeting is over, selecting **Personal** will reactivate all your usual settings.

*When you associate a hotkey to a profile (e.g. long press key **3 DEF** activates Meeting, see page 31), also long press this key to deactivate it and go back to the Personal settings.*

The settings listed in the column **Personal**, in the following table, are default settings preset during production. As you can change them, the personal settings in your phone may differ from the table.

Each box of the table refers to the settings as stored in the **Personal** menu (whether you have changed the settings or not).

Profiles	 * Personal	 Autonomy	 Outdoors	 Meeting
Vibra alert	On	Off		On
Ringer volume	Medium	Medium	High	Silent
Key tones	On			Off
Organiser alerts	On			
Battery low alert	On			
New SMS tone	On			
Backlight	10 sec	Off		
Any key answers	Off			
Animation	On	Off		

When connecting an accessory, the settings described in the table below also become available. When disconnecting the accessory, the phone goes back to the **Personal** profile.

Accessories Profiles	 Headset	CLA or Charger	 Activate Car
Vibra alert		Off	Off
Ringer volume	Medium		High
Key tones			
Organiser alerts			
Battery low alert			
New SMS tone			
Backlight			On
Any key answers	On		On
Animation			

8 • Messages

SMS



Send SMS

The **Send SMS** item of the **Messages** menu allows you to:

- send a standard or customised short text message to someone,
- edit the last message sent and send it again,
- add an iMelody, pre-defined sounds, an animation or a picture to your message.

The features above are not available from the idle mode when the Instant message feature is On (see page 54). In this case, you can only access the Answer option.

The Standard SMS messages are displayed in a list. Press **▲** or **▼** to browse: for example **Please call me back at...** allows you to select a pre-configured message including your number, if this number is the first one of the **Own numbers** option (see page 24).

Send a SMS

To a name in the list

To the default number if several (phonebook in

phone) or to the unique phone number (phonebook in SIM)

1. Press **▼**, select the name of your choice and press **OK**.
2. Select **Send SMS** and press **OK**, then select the type of message to be sent and press **OK**. Enter your message, attach a graphic or a sound if you wish, then select **Send now** or **Save** (see below).

To the number of your choice (phone name list only)

1. Press **▼** and select the record of your choice, then press **OK**, select **Show** and press **OK**.
2. Select the number of your choice and press **OK**.
3. Proceed as described in step 2 of the previous paragraph.

To any other name

To send a short message to someone whose number isn't stored in the phonebook, press **OK** and select **Messages**, **SMS** then **Send SMS** and **New**. Enter the phone number to which the message should be sent to and press **OK**. Then follow the instructions detailed above to send a message.

Together with an attachment

This option allows you to attach a sound, picture or animation to your message and press **OK** to confirm and attach it to your message. Depending on the type

of file you want to attach, select **Add graphic** to attach a bitmap image or an animation, and/or **Add sound** to attach a melody. Select the sub-menu of your choice, then one of the available items in the list that appears, and press **OK** to confirm and attach it to your message.

You can send up to 2 attachments of 2 different types together with your SMS. Animations and pictures are exclusive: if you first select an animation, then a picture, only the picture will be taken into account and vice-versa.

Some pictures, animations and sounds are pre-defined and supplied as standard with your mobile phone. Personal pictures and sounds, e.g., that you have received via SMS or e-mail and then stored in the relevant menus, will automatically appear in the «Own» sub-menus (Own melodies, Own animations, etc.). You cannot send «Own» items via SMS when they are copyright-protected.

Send now



Send now

This allows you to send the current message you have entered (to learn how to enter text and numbers, see “Text or number entry” page 20). Press **OK** to confirm.

Save



Save

Allows you to store the current message and its associated icon and melody if any. Press **OK** to confirm.

Read SMS



Read SMS

The **Read SMS** option in the **Messages** menu allows you to consult the list of SMS you have saved and received, and that are first stored on your SIM card. Several options allow you to then manage them directly on your mobile phone.

Received Messages

The messages you have received and already read are labelled with . Messages received but not yet read are labelled with a sealed envelope icon. Select a message and press **OK** to read it. When displayed, press **OK** to access the following options:

- **Reply** to the sender,
- **Forward** the selected message (choose the recipient in the phonebook or enter a phone number manually),
- **Delete** the selected message,
- **Store number** of the sender if it is attached to the message,
- **Store melody** if a melody was sent together with the SMS,

- **Store graphic(s)** if one or several graphics and/or animations were sent together with the message,
- **Extract** a number included in the message itself, if this number is included in double quotes (several numbers can be included and extracted),
- **Call** the sender of the message (operator-dependent),
- **Move to Archive** allows you to store read messages in the phone memory. Saved messages can then be consulted by pressing  and selecting **Messages**, **SMS Archive**,

Moving a message to the archive list deletes it from the read SMS list.

- **Edit** a message in the **Read** or **Archive** folder, modify it and resend it to someone (you can add a picture or a sound).

If a picture or a sound was attached to the message you edit, you must first detach it and store it in the Picture album or in the Own melodies menu of the ringers list. Then re-attach it to your message (see page 42).

Saved Messages

The messages you sent are labelled with  in normal mode or with a mail box icon in auto save SMS mode (see page 45). Select the message you want and press  to read it. When displayed, press  to access

the same options, including storing the caller's number.

Delete all SMS

Allows you to delete all the messages of either the **Read SMS** (messages on SIM card) or **SMS Archive** (messages in phone) lists of the **Messages** menu.

SMS settings



SMS settings

This menu allows you to customise your SMS via the options described below.

SMS centre



SMS centre

Allows you to select your default SMS centre. **If not available on your SIM card, you must enter your SMS centre number.**

Signature



Signature

Allows you to sign your SMS. By default, your signature is your phone number, added at the end of your message (which length is consequently reduced). You can **Edit** the signature, **Change** and **Save** it.

Validity period

This feature is subscription dependent.



Validity period

Allows you to select the length of time your message is to be stored in your SMS centre. This is useful when the

recipient is not connected to the network (and thus cannot receive your message immediately).

Reply path

This feature is subscription dependent.



Reply path

Allows you to set the Reply path option **On** or **Off**. When **On**, it allows you to transmit the number of your SMS message centre together with the message. Your correspondent can then reply using your own SMS centre and not theirs. This speeds up the rate of transmission.

Delivery report

This feature is subscription dependent.



Delivery report

Informs you via an SMS whether your SMS was received or not. This option can be set **On** or **Off**.

Auto save SMS



Auto save SMS

Allows you to set **On** or **Off** the option of automatically saving messages sent in the **Archive** menu.

SMS Archive



SMS Archive

Allows you to consult all read messages you saved and to **Reset** all archived messages at once. You save a message by

activating the **Auto save SMS** option (see above), or by selecting a received message, pressing **OK** twice and selecting **Move to Archive**.

E-Mail

If not included in your phone subscription, you must subscribe to an e-mail account (over the phone or via Internet from a computer) and have received the settings information from your provider. In this case, all parameters are communicated to you by your provider and/or operator as described below and must be entered as given.

If included in your subscription, you simply have to enter the login, password and e-mail address of your e-mail account. In some cases, your operator might also be your e-mail service provider.

Your phone might have been pre-configured. In this case, most parameters are already set and you don't have to change them (except for **Login**, **Password** and **E-mail address** which are up to you when creating an e-mail account).

To enter text and numbers, including specific signs such as @ or %, see the characters table described page 21.

Settings

Network access

This menu allows you to configure your phone and to handle the connection to the network, whether GSM or GPRS, in order to *then* connect to the appropriate server that will let you send and receive e-mails.

All options described below are operator and/or subscription dependent.

1. Press  , select **Messages** > **E-mail** > **E-mail 1** > **Settings** and press  .
2. Select **Network Access** and press  .

Bearer



Bearer

This menu allows you to select the type of network used when launching a connection.

GSM or **GPRS**: your mobile will only use the GSM or the GPRS network for e-mail connections.

GPRS first: your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available when connecting.

Selecting this option you need to have both GSM and GPRS settings configured.

GPRS settings



GPRS Settings

This menu allows you to enter or change the GPRS settings communicated to you by your operator, which are: **APN**, **Login** and **Password**. All settings must be entered as given to you by your operator.

Error messages during connections are mainly due to incorrect parameters: you should contact your operator before first use, in order to have the appropriate GPRS parameters.

GSM settings



GSM Settings

This menu allows you to enter or change the GSM settings communicated to you by your operator, which are: **Phone number**, **Auto disconnection**, **Login** and **Password**. Enter them as defined.

Phone Number: allows you to enter the phone number provided by your ISP and needed to establish a connection. Press  or  to select:

- **ISDN number** to enter an ISDN ISP number, **OR**
- **Analogue No.** to enter an analogic number, then press  .

Contact your ISP to know what type of number you should select.

Auto disconnection: allows you to select an inactivity time period after which the phone automatically disconnects (if a connection was in progress) from the network. Press ▲ or ▼ to select a value from 3 to 10min. and press **OK** to validate.

The lack of exchanges with the network (connecting, sending an e-mail, disconnecting) defines the inactivity time period leading to auto disconnection.

Login and **Password** were up to you when you subscribed to your account. Enter them also as defined.

E-mail server access

The menus described in this section feature settings needed to connect to the e-mail server of your Internet Service Provider (ISP) via your mobile phone. Most parameters are communicated to you by your service provider and must be entered as given.

1. Press **OK** , select **Messages** > **E-mail** > **E-mail 1** > **Settings** and press **OK** .
2. Select **E-Mail server** and press **OK** . The fields to be completed are the following: **POP3 address**, **SMTP address**, **Login**, **Password** and **E-Mail address**.

- **POP3 address:** allows you to enter the IP or DNS address of the POP3 server, which is used to **receive** e-mails.
- **SMTP address:** allows you to enter the IP or DNS address of the SMTP server, which is used to **send** e-mails.

WARNING ! Network-dependent! For an e-mail connection via GPRS, if your phone operator is not your e-mail provider, contact your operator to get the correct address of the SMTP server and enter it in this field.

In some cases, **Login**, **Password** and **E-mail address** are up to you when you subscribe to your account. Enter them as defined.

Account name

This menu allows you to rename the available e-mail accounts.

An e-mail account might be preconfigured with the name of your operator. In this case, its name cannot be changed.

1. Press **OK** , select **Messages** > **E-mail** > **E-mail 1** > **Settings** > **Account name** and press **OK** .
2. Enter the new name in the edition window that appears and press **OK** .

Advanced

The menus described in this section feature advanced settings that may have been pre-configured, so you shouldn't have to change any of them.

If the fields of these menus are empty, or if you encounter connection problems, contact your ISP.

Port POP3: allows you to enter the POP3 port number, which is used to **receive** e-mails.

Port SMTP: allows you to enter the SMTP port number, which is used to **send** e-mails.

DNS address: allows you to enter the DNS address of the external data network you want to connect to.

SMTP authenticat.: allows you to activate/deactivate the authentication process with the SMTP server.

In most European countries, this menu should be set to Off: your e-mails will NOT be sent if set to On. Contact your provider for complete information.

Write and send an e-mail



Send mail

The **Send mail** menu allows you to send e-mails to one or several recipients at a time, including with an attachment such as a jpeg picture. Once received, your messages

can be forwarded and the attachments visualised with the appropriate software.

To one or several recipients

1. Press , select **Messages** > **E-mail**, then **E-mail 1** or **E-mail 2** depending on the one you wish to use. Select **Send mail** and press .
2. Move to select **Add addressee** and press to access the list.

If you select the phonebook «On SIM card», you will not be able to access any e-mail address, but an edit window will allow you to enter one. See “Phonebook” page 22 for information on phonebook selection.

3. Select a name in the list and press to add it to your mailing list or press to cancel and go back to the previous sub-menu.
4. Back to the **Addressees** list, press to **Change** the e-mail address or to **Remove** it from the list, or select **Add addressee**, press to access the phonebook again and add new names to the mailing list.
5. Repeat steps 2 to 4 to add as many recipients as required.
6. Select **Validate list** and press . Then enter the subject of your e-mail (you can leave this field empty) and press .

7. In the next window, enter the text of your e-mail (you can also leave this field empty). Press  when you are ready to send your e-mail.

To learn how to enter text, see “Text or number entry” page 20. If you exit the Send e-mail menu before sending your e-mail, its content is deleted without being stored.

8. Select **Modify mail** and press  if you want to change the content of your e-mail. This takes you back to step 2: follow the instructions from there to complete the list of recipients and send your e-mail.
9. Select **Send now** and press  to send your e-mail. Your mobile phone connects to the Internet server, sends your e-mail to the names present in your mailing list, then disconnects.

You can cancel this operation by pressing and holding the  key. Your mobile will then disconnect from the server, exit the e-mail menu and go back to idle. Disconnection also occurs each time you enter the Settings menu while a connection is in progress. In this case, your e-mail is lost.

Depending on the call settings you configured (see “Call waiting” page 69), you can receive calls during

an e-mail connection. In this case, and if you accept the incoming call, your phone switches to the call screen context and the e-mail menu is closed; the phone goes back to idle when you hang up.

With a sound or a picture

1. Repeat steps 1 to 7 described above. Select **Add sound** or **Add graphic** and press .
2. In both cases, a list appears, showing the available JPEG, BMP, GIF, AMR or Midi files. Select the picture and/or sound of your choice and press .

You can only attach one JPEG file at a time. If you exit the Send e-mail menu before sending your e-mail, its content (including attachment) is deleted without being stored.

3. Select **Modify mail** or **Send now** and press  to confirm.

Receive and read e-mails



E-mails are received on a server, which you must connect to in order to retrieve your e-mails on your mobile phone (some operators send you a SMS when you receive a new e-mail). You must first download the headers from the server before retrieving the corresponding e-mails.

Connect to the server

Connection process

1. Press  and select **Messages** > **E-mail**, then **E-mail 1** or **E-mail 2** depending on the one you wish to use. Select **Open mailbox** and press .

Mailboxes 1 and 2 feature the same settings and options. Configuring them differently will allow you to have two different e-mail addresses from your phone.

2. Your mobile phone automatically connects to the e-mail server and downloads the e-mail headers. If you didn't receive any e-mail, **List empty** is displayed on the screen. Otherwise, the e-mail headers are displayed in the form of a list.
3. The total number of mails received and pending on the server is displayed on the top of the screen, as well as the number of pages needed to display all headers.
4. Your mobile phone retrieves five e-mail headers at a time. If **Next** (respectively **Previous**) appears at the end (respectively beginning) of the list, other e-mail headers are pending: select one of the available options and press  to retrieve them.

An e-mail without any attachment may be automatically displayed in the details screen.

Headers information

Select a header, press , select **Details** and press  again to see the address it was sent from, the date and time at which it was sent, its subject and the size of the attachment if any. The following status icons may appear in regards to each header:

[No icon] The e-mail can be downloaded.



The e-mail size is too large, it cannot be downloaded.



The e-mail is marked to be deleted (see page 52).

Download e-mails



Simply select one of the retrieved e-mail headers and press . Then select **Get mail** and press  to download the e-mail. Repeat this operation to download each e-mail corresponding to each selected header.

*You can also press  to access the e-mail header's carousel and select **Get mail** from the available*

options. If the e-mail is too big (over 50 KB), it is rejected and the download is cancelled.

Get and store attachments

If the e-mail you have received contains attachments (JPEG picture, text file or another e-mail), they are characterised by a specific icon:

-  Contains the details of the e-mail header (date and time, sender's e-mail address, etc.), press  to display these details.
-  The text of the e-mail itself can be viewed as an attachment, press  to read it. There isn't any advanced options in this situation: it can be read, but not stored nor forwarded.
-  A text file (text only, «.txt» format) is attached to the e-mail, press  to read it. There isn't any advanced options in this situation either.
-  The application needed to manage this attachment isn't available in your phone, or the e-mail is too large to be uploaded.



Another e-mail is attached to the one you received (up to five e-mails can be attached one after the other). There isn't any advanced options for an attached e-mail: it can be read, but not stored nor forwarded.



A picture in JPEG, BMP or GIF format is attached to this e-mail. Select the attached picture in the list and press  twice to store it in your mobile phone (you can rename it if you wish).

You must have stored a picture before being able to view it via the Picture album menu. See “Picture album” page 60 for more details. If there isn't enough memory to store the new picture, you must delete other items (name, event or picture) to release enough memory to be able to save the new picture.

A picture may not be accepted by your mobile phone if it is too large, or if it doesn't have the right file format. When receiving a picture via e-mail, proceed as follows to obtain optimal results:

- The picture received must have been saved in JPEG, BMP or GIF format.
- The size of the picture file should not exceed 50 KB.

- The optimal size is 128 x 128 pixels, in order to be displayed correctly. We recommend you use a standard picture editing software to create the size of the picture you want.
- Use a file name, a maximum of 10 characters. You can then add an extension such as «.jpg».

Add an e-mail address to the phonebook

You must have selected the phonebook in your phone to be able to add an e-mail address; this menu item will NOT appear if you selected the SIM phonebook.



Add to names

You can add the sender's e-mail address to your phonebook, even when you haven't yet downloaded his e-mail (retrieving the header only is sufficient to access the e-mail address).

1. Select an e-mail header, then press **OK** to access the carrousel options.
2. Select **Add to names** and press **OK**. Then select:
 - <new> to create a new name, enter first and last name then add the associated e-mail address, **or**
 - a name in the list and press **OK** to add the e-mail address to this name card. If it already contains an e-mail address, you will be prompted to press **OK** to replace it.

Delete e-mails

1. Select the e-mail to be deleted and press **OK** to access the options.
2. Select **Delete**, and press **OK** to confirm and mark the e-mail to be deleted. A small icon allows you to spot the header(s) of the list corresponding to the e-mail(s) to be deleted.

To unmark the e-mail to be deleted, select this option again.

3. When you exit the **E-mail** menu, you will be asked to confirm deletion of the selected item(s) from the e-mail server. Press **OK** to confirm or **C** to cancel (in this case, the marked e-mails remain in the list and aren't marked to be deleted any more).

Reply to an e-mail

1. Select the header of the e-mail you want to reply to, press **OK** to access the options menu, then select **Reply** and press **OK**.
2. The address of the sender, which you can modify (see "To one or several recipients" page 48), is automatically added to the **Addressees** list. Select **Validate list** and press **OK**.

3. A new screen appears, that contains the subject of the received e-mail preceded with **Re:** standing for «Reply». Press .
4. Enter the text of your mail, then press  to send it: select **Send now** and press  to send your reply.

Forward an e-mail

In order to forward an e-mail to another recipient, you must first have downloaded it (see “Download e-mails” page 50). From the **Forward to** option, proceed as described above in “Reply to an e-mail”.

In both cases (reply to an e-mail or forward it), your phone will disconnect from the server when reaching the network inactivity time out set in the Auto disconnection menu (see “Bearer” page 46). It will reconnect to this server when sending the e-mail.

Broadcast message

The Broadcast SMS feature is network-dependent.



You can **Activate** or **Deactivate** the reception of SMS broadcast regularly transmitted to all subscribers on the network.

Reception



Allows you to set the reception of cell broadcast messages **On** or **Off**. When **On**, you must define one or several topics as described below.

Topics



Allows you to define the type of messages you want to receive. To define a new type, select **<New>**, enter the code provided by the operator, and, if desired, associate a name. If you select an existing type in the list, you can change or delete it. You can enter up to 15 different types in the list. To obtain the codes corresponding to the different types, contact your operator.

District codes



Allows you to select the type of messages you would like to be permanently displayed on the idle screen. As a result, for this special treatment of the message, you must enter the type in both the **District code** and the **Topics** menu.

Instant message

Allows you to set the **Instant message** feature **On** or **Off**. When **On**, any short message (SMS) you receive is automatically displayed in idle mode.

Scroll down to read it, and quickly reply by pressing  twice: first to enter the edition screen, then to

send your message. The phone will automatically go back to the idle screen.

If you receive a second SMS while you are reading one, press  to exit the first one or reply to it. The mobile phone will then display the second message.

9 • Mix music

Your mobile phone features **BeDJ**, an application that will allow you to create, mix and share electronic music as well as use your mix as ringers.

With BeDJ, you can create your own sound by using a predefined BeDJ style (as explained below), or any SP-MIDI or MIDI ring tones present in your phone, or that you downloaded via WAP, E-mail, etc. (refer to relevant chapters in the present user manual for complete information). You can then send your own mix to friends and relatives, use it as a ringer or an alarm, etc.

How to...

Switch **BeDJ** On/Off

Press the  key to switch on, OR

Press  and select **Multimedia > BeDJ**.

Press and hold  to switch off.

Activate/deactivate a track

Press a key from  to .

Press  to deactivate all tracks at once.

Record the mix (start and stop)

Press .

Activate the **Tempo** field

Press .

Open the track selection list

Press and hold a key from  to .

Open the **Help** screen

Press .

Open the **Options** list

Press .

Within BeDJ, the colour orange always shows the information currently in use, or a selected item.

Get started

Activate tracks

1. Launch BeDJ by pressing the  key or press  and select **Multimedia > BeDJ**.

2. In the BeDJ screen that appears, the default music style is selected (e.g., Groovy, Techno, etc.).
3. In the upper left part of the screen, a small table displays the current tempo value, the status of the recording (Off by default) and the name of the track.
4. In the bottom part of the screen, 9 tracks are available, linked to keys  to  and which you can mix: press the key corresponding to the track you want to activate.
A total of 16 tracks are available: press and hold keys  to  to open the track selection list. Key  is always dedicated to the voice track.
5. The activated track appears in orange, and the above table displays the name of the relevant melody and instrument.

Change track melodies and instruments

Press and hold keys  to  according to the track you would like to change. In the list that appears, you can change first the current melody used by the selected track, then the instruments used in the melody.

Melody

1. The current melody used in the selected track is the first one highlighted in the list. Move  or  to select another one (which is automatically played when selected), then press  to confirm your choice.
2. The name of the selected melody is displayed in the upper part of the screen. Press  to access the instruments list used in this melody.

Instruments

1. The current instrument used in the selected melody is the first one highlighted in the list.
2. Move  or  to select the next or previous instrument, then press  to select it.

Change the tempo

1. Press  to activate the Tempo field.
2. The Tempo (displayed in bmp or «beats per minute») applies to all tracks. Press the highlighted  or  keys to increase or decrease it.
You don't have to save the Tempo, which is automatically taken into account.
3. Press ,  or  to go back one screen.

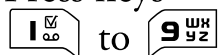
You cannot change a Tempo while playing tracks or during a mix recording.

Record a mix

Start recording

1. When ready to record your mix, press . The timer starts and the **On air** red icon is selected.
2. While recording your mix, you can:

Press keys To activate the relevant track.



Move ▲ or ▼ To increase/decrease the current track volume.

Move ◀ or ▶ To highlight the previous or next track.

3. Press  to stop recording.

The recording will stop automatically when the mix reaches 50 KB (approximately 2 min.). Capacity depends on the memory available in your phone: select Multimedia > Memory Status for memory information.

Manage the recording

As soon as you stop recording your mix, a window automatically opens and displays the following options for you to choose from:

Remix Allows you to record a new mix by using the same tracks.

Re-play Plays the mix you just recorded.

Store Opens the **Save** window, for you to name and save your mix.

Send by MMS Allows you to send your mix as part of a multimedia message (MMS).

Send by e-mail Opens the E-Mail menu so that you can send your mix via e-mail.

The recording you save will appear under the name of your choice in Settings > Sounds > Ringer list as well as in Multimedia > Sound album. You can select it as a ringer for incoming calls and new events.

Create your own style and mix

Advanced options allow you to create and mix your own styles of music, either directly from the BeDJ styles available (e.g. Groove, Techno, Disco, etc.), or from the ringers list (e.g., Bach, Cool, Dream, etc.).

The ringers list includes the MIDI files you might have downloaded via e-mail, WAP, etc.

From existing files

1. When the BeDJ screen is active, press  to access the options list.
2. When selecting **Mix ringers** or **BeDJ styles**, simply choose one of the available melodies in the list and press  to confirm your choice.
3. The phone automatically goes back to the BeDJ screen, and the melody associated to the ringer you have selected is divided into tracks.
4. As described above, you can then activate and deactivate tracks, record your mix, etc.

The number of active tracks depends on the melody you have chosen.

From scratch

1. When selecting **Advanced**, BeDJ opens a complete new set of empty tracks.
2. Press and hold : the list of all the MIDI files present in your phone appears on the screen. Select one of them and press .
3. A new list appears, showing all tracks of the selected MIDI file (max.16). Move  or  to select one of them, then press  to apply it to key .
4. Repeat these two steps to apply tracks of your choice to keys  to  of the phone.
5. When ready, record your mix (see page 57).
6. Press  twice to go back to normal mode.

Have fun and mix: you can apply any of the 16 tracks of any ringer of your choice to  to  key of your phone! This makes thousands of possibilities that allow you to completely personalise your own mix.

Save your own styles

You can save your own **Style** in the BeDJ styles menu, and reuse it later to create another mix. This new style will contain all the tracks you have mixed, but without the effects applied to the mix.

Receive a call

When receiving a call while BeDJ is activated, your mobile phone will automatically mute the sound.

1. Answering the call will quit BeDJ and your phone will return to idle when you hang up.
2. Rejecting or ignoring the call will allow you to stay in the BeDJ screen.

10 • Multimedia

Picture album

JPEG pictures must have the correct size and format for your mobile phone to store and display them correctly. Please check “Get and store attachments” page 15 for complete information on this subject.



Picture Album

This menu allows you to manage and display the pictures stored in your mobile phone.

When entering one of the available sub-menus, the pictures stored in your phone are displayed as a text list. To access the graphical display, select a picture in the list and press **▶**. Then press **▲** or **▼** to go to the next or previous picture, or **◀** to go back to the text list.

Press **OK** to access the following options:

Rename To **Rename** it: press **OK**, enter a name and press **OK** again.

Delete To **Delete** the selected picture.

Send by Email To send the selected picture via E-mail (see “E-Mail” page 45 for details).

Rotate To rotate the picture of 90° or 270°: press **OK** to confirm your choice.

Set as wallpaper To set the selected picture as **Wallpaper** (this option must be set **On** in **Settings > Display**, see page 30).

*Pictures in the **Standard Pictures** folder cannot be deleted. New pictures are stored in **Own Pictures**. If there isn't enough space to store a new picture, you must delete some other pictures to release memory.*

Sound album



Sound Album

This menu allows you to manage and listen to the sounds stored in your mobile phone.

When entering one of the available sub-menus, the sounds are displayed as a text list. Press **▲** or **▼** to go to the next or previous sound and wait for a few

seconds for the sound to be played. Select a sound and press  to access the following options.

Rename To **Rename** it: press , enter a name and press  again.

Delete To **Delete** the selected sound.

Set as messages ringer To set the selected sound as **Messages ringer** (this option must be set **On** in **Settings > Sounds**, see page 29).

*You will not be able to send sounds that are protected by a copyright. Sounds in the **Standard melodies** folder cannot be deleted.*

Demo mode



Press  to launch the **Demo** movie.

If you turned the phone on without having inserted a SIM card, this menu is available in the first menu level.

Memory status



Memory status

This menu allows you to display the percentage of memory available in your phone. Several features share the mobile capacity: pictures and sound album, recorded memos and voice tags for voice commands, messages you have stored in the phone, phonebook and organiser entries, games, etc.

*Your mobile phone is supplied with many sounds and pictures. You can only delete sounds or pictures in the **Own Pictures** or **Own Melodies** folders, e.g., to free memory space for your own sounds and pictures.*

Press  to check the memory status. The display shows you the percentage of memory free and the phone's total memory in KB. Press  again and access the detailed list of memory used by each feature.

If «List full» appears when saving a new item or to free memory space, you must delete an item to be able to create or add a new one.

Sound recording



Sound recording

This menu allows you to record a sound of 1 min. maximum, and up to 20 different sounds, depending on the Memory status.

Press  and select **Multimedia** > **Sound recording**, then press  again. Select **<New>** to record a new sound. Follow the instructions on the screen and press  once your sound is recorded. You can then **Delete** or **Rename** it.

Memos can then be used as alarm or incoming call ringers, sent together with a message, etc. Voice memos previously saved cannot be sent by MMS.

BeDJ



BeDJ

This menu allows you to launch BeDJ: press  (see “Mix music” page 55 for details).

11 • Games and appli.

Calculator



This menu provides the following functions:

- Addition By pressing the  key.
- Subtraction By pressing the  key twice.
- Multiplication By pressing the  key 3 times.
- Division By pressing the  key 4 times.
- Equals By pressing the  key.

Enter the figures using the keypad. Calculator accuracy is to 2 decimal places and is rounded up to the higher decimal figure. Press  to correct the numbers. Press and hold  to get the dot. Press and hold  twice to return to idle mode.

Alarm clock



This menu allows you to set the alarm clock. Press  and select **Games &**

Appli > **Alarm clock**, then press  or  to activate it. Enter the time, then press  and select:

- **Once** activates the alarm at a set hour on a set day,
- **Every day** activates the alarm at a set hour every day of the week,
- **On weekdays** activates the alarm at a set hour on weekdays only.

Then select one of the alarm alerts. Select an item in the list if required, and press  to confirm your choice.

The alarm clock will ring even if you turned off your phone, and even if the Ringer volume is set to Off (see page 29). Press any key to stop the alarm ringing.

Organiser

Create a new event



The **Events** menu allows to create events and store them in your organiser. Events can be **Meetings**, **Holidays** or **ToDo**s. When the organiser alert is On (see page 30), a beep alerts you when an event is due.

1. Select **Organiser** > **Events** > **<New>** and press .
2. Select the type of event to create (**Holiday**, **Meeting**, **ToDo**) and press .

3. Enter the starting and ending date & time of the event and press , enter the text concerning the event (e.g. «Meeting with Smith») and press .
4. The **Set Reminder** menu reminds you of events via alerts triggered at the chosen time. Move  or , set the **Reminder** for this event and press .

This menu only applies to Meeting and ToDo events. Note that the reminder depends on the time set and displayed on the screen. As such, it will be updated when changing time zones (see “Time and date” page 39).

5. Move  or  to set the **Repeat Event** option for this event and press .
6. The events will be listed using start time and date. From the events list,
 - press and hold  to go back to the idle screen,
 - repeat steps 2 to 5 to create more events.

The organiser shares the mobile capacity and memory with other features (phonebook, picture album, sound, etc.). As a consequence, all features are inter-dependent: the more events you create, the less names, memos or pictures you can store, and vice-versa.

299 is the maximum total of events + names you can store.

If «List full» appears, delete an event (or name) to be able to create a new one. To check the memory available in your phone, press  and select Multimedia > Memory status.

Modify an event

Change an event



Change

When creating an event, not all fields are available, this is designed so make creating a new event quicker. When changing an event, these further options become available.

1. To change an event, select the event of your choice and press .
2. When your phone displays the details of the selected event, press , select **Change** and press  again.

Changing a repeated event will also modify all instances of this event: in this case, press  to confirm.

3. Change any information as needed and as described above.

Deleting an event

Deleting a single event

Select the event of your choice and press  twice. Then select **Delete** and press  to confirm.

Deleting a repeated event

- By selecting a past occurrence: select a past occurrence of an event and press . When the event details appear, press , then select **Delete** and press  to confirm: only the past occurrences of the selected event are deleted.
- By selecting a future occurrence: select a future occurrence of an event and press . When the event details appear, press , then select **Delete** and press  to confirm: all occurrences of the selected event are deleted.

Deleting past events



Delete past

You can also delete past events by selecting **Delete past** at the first level of the **Organiser** menu. In this case, enter the starting date (past or future) from which all previous events will be deleted and press  twice to delete all events preceding this date.

To delete all events set in your organiser, enter a starting date several years ahead (e.g., 3rd of

December, 2010). This way, you make sure all events preceding this date are deleted at once.

Views of events

The **Day view**, **Week view** and **Month view** display in the respective format all events stored in your organiser. To display events in these views, proceed as follows:

1. Select the view of your choice and press .
2. Once you entered the selected view, move  or  to display the previous or next day, week or month.
3. Press  to display the list of corresponding events or to create a new one.

Time zone



Time zone

Although changing time zones is necessary when travelling a lot, be aware that it will impact all organiser reminders: the event alarms will be updated depending on the time displayed on the screen (see “Time and date” page 39).

Zoo



Zoo

This menu allows you to set a funny zoo animation that will be displayed on the mirror FX screen. When set to **On**, the

animation can be launched only when the phone is closed and in idle mode.

1. Select **On**, then an animation in the list. Press  to confirm.

Selecting All will play a different animation each time you launch the zoo feature.

2. To launch the animation, close your phone and long press the side key up when in idle mode.
3. Press any key or open the phone to stop it. When receiving a call while the animation is playing, your mobile phone will automatically stop the animation and return to idle mode when you hang up.

The sound played is linked to each animation. You cannot change it.

Crazy clock



Crazy clock

This menu allows you to set a funny clock animation that will be displayed on the mirror FX screen. When set to **On**, the animation is played only when the phone is closed and in idle mode.

1. Select **On**, then a clock animation in the list and press .

2. Select the frequency of the animation (every quarter, half hour or hour) and press .
3. The animation will be played at the frequency that you have defined. Press any key or open the phone to stop it. When receiving a call while the animation is playing, your mobile phone will automatically stop the animation and return to idle mode when you hang up.

Zoo and crazy clock animations cannot be played at the same time.

Euro converter



-> Euro



Euro ->

The **-> Euro** menu enables you to convert a sum into Euros by entering the amount and pressing .

The **<- Euro** menu enables you to convert a sum from Euros by entering the amount and pressing .

The currency used for the conversion is determined by the country where you have subscribed. The Euro converter is available upon subscription and only in countries using the Euro.

Brick Game

This menu can be subscription dependent. As such its icon and content may vary.



This menu gives you access to the brick game. The object of the game is to destroy the bricks by hitting them with the ball.

When you have destroyed the last brick, you access the next level. Keys used are the following:

 and  To move the racket left or right.

 and  To throw the ball left or right. Press either of these keys to start the game.

 To pause the game; pause time is limited to 2 min. after which the screen returns to idle mode and the game is lost.

12 • Call information

Call settings



Call settings

This menu allows you to set all the call options (call forward, waiting, etc.).

Active flip

When activated, this option allows you to pick up an incoming call by simply opening the phone. A beep also indicates the end of the communication when hanging up.

Rejecting calls isn't possible in this case as you must open the phone to access the  key and manually reject the call.

Call forward



Call forward

Allows you to divert incoming calls either to your mailbox or to a number (whether in your [Phonebook](#) or not) and applies to: [Data calls](#), [Voice calls](#) and [Fax calls](#).

Before activating this option, you must enter your voice mailboxes' numbers (see "Mailboxes" page 69). This feature is subscription dependent, and different

from the call transfer, which takes place when one/several calls are in progress.

Unconditional

The unconditional option will divert all the incoming calls.

Warning! When selecting this option, you will not receive any calls at all until you deactivate it.

Conditional

This option allows you to choose in which circumstance(s) you want to divert incoming calls. Three options are available: [If no reply](#) (you haven't replied to the call), [If not reachable](#) (your network isn't available) or [If busy](#) (you are already on the phone and your subscription doesn't include the call waiting option or you haven't activated it). Each option can be set independently.

Once you have selected either [Conditional](#) or [Unconditional](#), choose whether you want to divert calls to your voice mailbox or to another phone number, or cancel the call forward.

Status



Status

Allows you to display the status of all call forwarding.

Mailboxes



Mailboxes

This menu allows you to enter your voice mailbox numbers (if not available on your SIM card).

In some cases, you might have to enter two numbers: one to listen to your mailbox, the other one to forward calls. Contact your operator for more information on this subject.

Auto redial



Autoredial

Allows you to set the auto redial **On** or **Off**. When **On** and if the person you are calling is busy, your phone automatically redials this number until a successful connection is made, or until the maximum number of attempts is reached (10). The phone emits one beep at the beginning of each attempt and one special beep if the connection is successful.

The time between redials increases with each attempt.

Any key answer



Any key answer

Allows you to accept a call by pressing any key, except , used to reject a call.

Call waiting



Call waiting

Call waiting is managed differently depending on the type of network (GSM or GPRS) you have selected.

With GSM call



With GSM call

Allows you to **Activate** or **Deactivate** the call waiting and applies to: **All calls**, **Voice calls**, **Fax calls** and **Data calls**.

When this option is active, you hear a beep if someone tries to call you while already on a call. Select the **Status** option to find out whether the GSM call waiting is active or not.

This function is subscription-dependent. Contact your operator.

With GPRS call



With GPRS call

Allows you to **Activate** or **Deactivate** the call waiting for voice incoming calls while a GPRS connection is ongoing.

Caller ID



Caller ID

Allows you to **Show** or **Hide** your identity to your correspondent. The **Status** option will inform you if this function is activated or not.

Call list



Call list

This menu provides you with the list of outgoing and incoming calls, as well as attempts at auto redialling and call details. The calls (made, missed and received) are displayed in chronological order with the most recent on top of the list. When the **Call list** is empty the screen displays **List empty**.

Call list



Call list

From the main carousel, press **OK** then select **Call Info** > **Call list** > **Call list** to display the call list. Use **▲** and **▼** arrows to scroll the list and press **OK** again to consult the date, time, number, call status of any selected call and to know if it was sent or received. Press **OK** for access to a carousel which allows you to **Call** this correspondent, **Send a SMS**, **Delete** the selected call or **Store** the associated number.

Reset



Reset

Press **OK**, select **Call Info** > **Call list**, then **Reset**. Press **OK** twice to reset.

The phone stores the last 30 numbers in the Call list, the most recent number being displayed first. You can

*redial directly any of these numbers. In idle screen, move **▲** to access the Call list. If a number listed is also in your Phonebook, the corresponding name is displayed. Move **▲** or **▼** to select the number to redial and press . Press to hang up.*

Call counters



Call counters

This menu allows you to handle the cost and duration of your calls.

GSM counters



GSM counters

This menu gives you access to the options described below.

The GSM Call Counters do not include WAP connections. Most options mentioned below are subscription-dependent.

Total duration



Total duration

Select this option and press **OK** to **Show** or **Reset** the time duration of **Outgoing** or **Incoming** calls.

Last call information

This feature is subscription dependent.



Last call info

This menu allows you to display the duration and/or cost of your last call.

Info at call end

This feature is subscription dependent.



Info at call end

Allows you to activate or deactivate the systematic display of the length and/or cost of each call when hanging up.

Total cost

This feature is subscription dependent.



Total cost

Allows you to display the accumulated cost and to set the counter to zero. It may be protected by PIN or PIN2 codes.



Show

Shows how much has been spent, having established the charge rate.



Reset

Allows you to reset the current **Total cost** to 0; requires your PIN2 code.



Show balance

Allows you to check the remaining credit (compared with previously set limit).



Cancel cost limit

Allows you to cancel the cost limit. It may be protected by PIN or PIN2 codes (depending on your subscription).



Cost limit

Allows you to enter the cost limit used in the **Show balance** menu.



Charge rate

Allows you to set or change the rate per unit. First enter the currency used (three characters maximum) then enter the cost per unit.

GPRS counters

This feature is subscription and network dependent.



GPRS counters

This menu allows you to select either one of the following options:

Last mobile session



Mobile session

This option will display the last connection session or transfer volume of your mobile phone (e.g., after a WAP connection over GPRS).

Last PC session



PC session

This option will display the last connection or transfer volume of your PC transmission.

The call counters managed by your mobile phone might differ from the ones used by your operator. You should therefore consider the call counters displayed on the screen as informative items, but NOT as the actual charge rate basis.

13 • WAP



WAP

Your mobile phone supports services based on the Wireless Application Protocol (WAP). The built-in WAP browser allows you to access services supplied with your network, such as news, sports, weather, etc.

Your mobile phone readily supports the WAP function if it is included in your subscription; if your phone was pre-configured, it shouldn't be necessary for you to change the settings described in this section.

With some operators, WAP parameters can be set remotely. Please check directly with your operator for detailed information.

Internet services

This main menu of the WAP browser allows you to configure the settings related to WAP, connect to your operator's homepage, define bookmarks for direct and faster connections, etc.

Launch a WAP session

1. To launch a WAP session, press and hold the  key while in idle mode.

*You can also select **Operator Services > WAP > Homepage** and press .*

2. Your mobile phone will connect to the network and according to the **Access settings** you have defined in the menu **Settings > Network** (see page 37).
3. The browser is launched and an animation shows that your phone is connecting to your operator's homepage.
4. Move  or  to navigate the on-line pages, and press  to select a highlighted item.
5. Press  to return to the previous page.

End a WAP session

To end a WAP session, press and hold , OR press , select **Options > Exit** and press  to confirm.

Homepage

The **Homepage** is the link to the first WAP site you will access when launching WAP from the idle screen. In most cases, this menu item of the **WAP services** menu is preconfigured and will connect directly to your operator's WAP homepage.

You can change this default homepage by specifying the name and URL address of another homepage,

which will then replace the current one (see “Save as homepage” page 77).

Bookmarks

This menu allows you to store your favourite WAP site addresses, rename them if desired and access them quickly from the list.

This can also be done while browsing: press  to access the Options, then select Bookmarks. In this case, the Name and URL fields will be automatically filled in with the information contained in the page you are browsing.

Add bookmarks

1. Select **WAP** > **Bookmarks** > **Add bookmark** and press .
2. Start entering the new name: an edit screen automatically appears.
3. Press  to save the name you entered.
4. Press  to move to the address field and proceed the same way to enter the WAP address.

Manage bookmarks

This menu allows you to **Delete** the stored bookmarks, or to **Edit** them in order to change their name and/or address. In both cases, press  to confirm.

Use bookmarks

To connect to a WAP site you have stored as a bookmark, simply select it in the list and press  to launch the connection.

Enter address

This menu allows you to enter a WAP site address, to which you can connect directly when selecting it and pressing . This is a quick way to access WAP addresses without saving them as bookmarks.

1. Press  and enter the URL address of the desired homepage.
2. Press  to connect to this page.

All the addresses you enter in this menu and connect to at least once, will appear in a list: select one of the items and press  to reconnect to the corresponding page, without having to enter the complete address again.

Settings

Edit Homepage

Allows you to change the **Homepage** name and address:

1. Press  and start entering the new name. An edit screen automatically appears.
2. Press  to save the name you entered.

3. Back to the [Edit Homepage](#) menu, press ▼ to move to the address field and proceed the same way to change the address.

Select Profile

This menu allows you to select one of the available profiles, and to then define the connection settings for each of them: scroll ▲ or ▼ to choose the profile of your choice, then press ◀ or ▶ to select / deselect it and press  to confirm.

All connection settings described below will apply to the selected profile, which you can then rename for easier identification.

Connection

Select connection

Allows you to select one of the data profiles you have defined in [Settings](#) > [Access settings](#) (see page 38 for detailed information on this subject).

In the list that appears, select the connection setting of your choice and press  to confirm.

Bearer

Allows you to select the type of network used by the selected profile when launching a connection.

GSM or **GPRS**: your mobile will only use the GSM or the GPRS network for WAP connections.

GPRS first: your mobile will first try to connect to the GPRS network, then to the GSM network if the GPRS network isn't available when connecting.

Selecting this option requires you to have configured both GSM and GPRS settings. See page 38 for details.

Proxy address

Allows you to specify a proxy gateway address to be used when launching a WAP connection using the selected profile. Press  and enter the address of your choice, then press  to confirm.

Press and hold  to enter a dot «.»

Proxy port

Allows you to specify a proxy port number, in case the proxy you are using requires a different port number. Press  and enter the number of your choice, then press  to confirm.

Security

Certificates

Select this menu and press  to display the list of installed security certificates. Select one of the items in the list and press  to display its details or delete it.

Session info

Allows you to display information about the current WAP session: security type, class, etc. Press  to go back one page.

Current certificate

Allows you to display the currently used security certificate. Press  to go back one page.

Rename Profile

This menu allows you to rename the currently selected profile: enter the new name (an edit screen automatically appears), then press  to save the name you entered.

Browser Options

This menu allows you to activate/deactivate the downloading of images attached to WAP pages. Select **Never** or **Always** and press  to confirm your choice.

Selecting Never will speed up the global downloading time of the pages browsed.

Cache

This menu allows you to empty an area of the phone's memory where the pages browsed during a WAP session are stored. Select **Clear cache** and press  to confirm your choice.

Push inbox

This menu allows you to read and manage messages automatically sent to you by the network and / or by your operator.

1. If you have been informed that you received a push message, press  to read it.
2. Otherwise, select **Operator Services** > **WAP** > **Internet services** > **Push inbox** and press  to access the list of messages.

Messages with high priority feature an exclamation mark together with the read / unread icon.

3. Press  or  to browse the list and select the message of your choice, press  to read it.
4. If the message contains a WAP address (or URL), press  to connect to the corresponding WAP site.
5. To delete one of the push messages, select **Push Inbox** > **Manage** messages and press  .
6. Select the message to be deleted and press  to confirm.

Options

While browsing Internet pages, press the  key to access the options described below.

The menus that are common to both Internet services and Options menus are described in the above section.

Homepage

Gives you direct access to the Homepage of the WAP site you are currently browsing.

Back

Brings you back to the previously browsed page.

You must have browsed at least 2 pages for this option to be available.

Forward

Takes you to the next browsed page (e.g., when you have previously selected [Back](#)).

Refresh

Will reload the currently browsed page from its original server.

Save as homepage

This menu option allows you to save the currently browsed WAP page as the default homepage.

1. Select [Save as homepage](#) and press . The URL address of the page you are browsing automatically appears in the [Address](#) field.
2. Enter a name for this homepage and press .
3. Back on the [Internet services](#) menu, the homepage name will be the first item on the list. Press the  key while in idle mode to connect automatically to this page.

Save as...

When browsing WAP sites, this menu option allows you to save images embedded in the pages that are displayed.

1. While browsing, scroll  or  to select the picture.
2. Once the picture is highlighted, press  to access the [Options](#). Select [Save as...](#) and press .
3. Rename the picture if desired and press  to save it in the [Picture Album](#).

Exit

Allows you to end a WAP session: press  to confirm and to quit WAP.

Receive a call

When receiving a call whilst connected to WAP:

1. Answering the call will quit the WAP application and disconnect the current session. Your phone

will return to the last browsed page when you hang up, but the connection itself will be lost.

2. Rejecting the call will bring you back to the preview screen.

14 • Operator services

Most items of the Operator Services menu (e.g. Service numbers, Services +) are subscription-dependent and specific to operators: your mobile phone readily supports them if they are included in your subscription. Consequently, the menus shown following may or may not be available. Contact your network operator for detailed information on availability and rates.

The services provided may involve making a phone call or sending a SMS for which you may be charged.

GSM strings

The phone supports standard GSM strings that can be sent from the keypad to the network and used to activate services provided by the network.

- Example n° 1
Press , then , to activate the Call Waiting service.
- Example n° 2
Press , then , to know if the mobile identification has been sent.
- Example n° 3

Press , then , to activate the feature call forward if no reply.

- Example n° 4
Press , then , to activate the feature call forward if unreachable.

Contact your network operator for detailed information on GSM strings.

DTMF tones

Some phone services (such as phone answering machines and pagers) require your phone to transmit DTMF tones (Dual Tone Multi Frequency), also known as “touch tones”. These are used to communicate passwords, callback numbers, caller choices, and so on.

You can send DTMF tones at any time during a call by pressing any of the keys to , and . You can also attach a DTMF sequence to a phone number before dialling it (or storing it in the [Phonebook](#)). The phone number and the DTMF part must be separated by a wait character.

Pause and wait characters

To obtain a pause or wait character, press and hold . The display shows **w** for a wait and **p** for a pause. The phone always interprets the first pause

character as a wait character. When you dial a number containing a wait character, your phone dials the first part (the phone number) and then waits for the call to be connected before sending the rest of the digits as DTMF tones. Any subsequent pause character is an ordinary pause that generates a delay of 2.5 seconds.

For example: access your answering machine

To hear all messages (e.g. code 3) on your answering machine (password 8421) at phone number 12345678, you could call: **12345678w8421p3**.

The phone dials 12345678 and waits for the call to be connected. When connected, the phone transmits 8421 (the password), pauses 2.5 seconds, and then sends the last digit. If you find that 2.5 seconds is not long enough for your needs, you can enter several pause characters one after the other to increase the pause time.

Make a second call

You can make a second call during an active call or during a call on hold. You can switch between the two calls (the cost displayed on the screen depends on local charge rate).

1. While already on the phone, dial a number then press . The first call is put on hold and the

number is displayed at the bottom of the screen. The second number is then dialled.

2. To toggle between the two calls, press  then select **Switch calls**. Each time that you toggle from one call to another, the active call is placed on hold and the call which was on hold is activated.
3. To hang up the active line, press . The active line is hung up and the call on hold remains as such.
4. To end the call on hold, use **Switch calls** to reach it, then press .

Notes:

The second number can be dialled either from the keypad or from:

- *the phonebook, by pressing , then selecting the name to be called,*
- *the Call list, by pressing , then selecting the number to be called.*

Answer a second call

You are able to receive another call when already in communication (if this feature is available with your subscription). When you receive a second call the

phone emits an alert beep and the screen displays **Call waiting**.

To receive a second call, you must have:

- *subscribed to this feature,*
- *deactivated the Call forward option for voice calls (see page 68),*
- *activated the Call waiting option (see page 69).*

If you receive a second call, press  , then you can:

- accept the second call: the first one is put on hold, the second one is active. If you want to toggle between the two calls, press  then select **Switch calls**. Each time you toggle from one call to another, the active call is put on hold and the call which was on hold is then activated. To introduce the new caller into a conference press  and select **Conference**.
- reject the second call
- end the active call, then your incoming call is ringing.

Notes:

- *If you also wish to answer the incoming call, press  ; to reject it, press .*
- *If you have activated call forwarding 'If Busy' (see "Call forward" page 68), you will never receive second calls since they are always forwarded when the line is*

Answer a third call

Subscription dependent

While in communication and one call being on hold, you may receive a third call. The phone emits an alert beep. You can either end one of the calls before being able to answer the third one or introduce the calling party into a conference (see below). This service is limited to two current communications (one active and one on hold).

Conference call

Subscription dependent



Conference

You can activate the conference call by making consecutive outgoing calls, or create it from a multiparty call context.

You may have up to five members at the same time and end the conference with  . At this point all calls are disconnected.

In order to make consecutive outgoing calls, first initiate a normal call with the first number of the conference. When the first member is on line, initiate a second call as described in "Make a second call" above. When the second call is engaged, press 

and select **Conference**. Repeat the above process until five members are connected.

If there is an incoming call during the conference call and there are less than five members, you can accept this new call by pressing **OK** . Press **OK** again and then select **Conference** to add this member to the conference call. If there is an incoming call during a conference with five members already connected, you can answer this new incoming call, but not add it to the conference.

While a conference call is in progress, press **OK** to access the **Conf. members** options. Disconnect a member of the conference by selecting **Remove party** and pressing **OK** to confirm, or select **Private call** to

have a private call with this member only (other members are put on hold).

Explicit call transfer

Subscription dependent

You can connect an active call and a call on hold. You are disconnected when the transfer is completed. During a call press **OK** , select **Transfer** and press **OK** .

This feature is different from the Call forward, which takes place before you pick up the call (see page 68).

15 • Taking pictures

The camera is an accessory, that is NOT included as standard in the package when purchasing the phone. Please contact your local dealer to buy a camera.

None of the settings, features or options described in the present chapter will be available if you're not using a camera with your phone.

Your mobile phone supports a digital camera that allows you to take pictures, store them in your phone, use them as wallpaper or send them to your friends and relatives.

Camera management

How to...

Activate/deactivate the camera	Plug/unplug it into the connector as shown below.
--------------------------------	---

If the camera was already plugged, long press the  key to reactivate it.

Zoom in/out	Press the joystick key ▲ (up) or ▼ (down).
-------------	--

Change the camera mode	Press  to toggle between Night and Normal mode.
------------------------	--

Change the screen resolution	Press  to switch from VGA to QVGA to SQVGA to 128 x 128 .
------------------------------	--

Take a picture	Press  when camera mode active.
----------------	--

Save the picture	Press  right after the shot.
------------------	---

Delete the picture	Press  right after the shot.
--------------------	---

Access the shot options	Press  right after the shot.
-------------------------	---

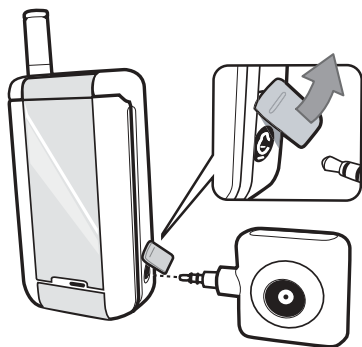
Access the camera settings	Press  when camera mode active.
----------------------------	--

Activate/deactivate the self-timer	Press  .
------------------------------------	---

Within any menu related to the camera, a long press on the  key will cancel any current action and bring you back to idle mode.

Plug in the camera

Simply plug the camera jack into the headset socket on the mobile phone (right hand side), as shown below. Then press  to display the camera preview screen, and rotate the camera up or down to get the shot you want.



The lens of the camera is automatically focused.

Icons displayed on top and bottom of the screen allow you to check the **Camera mode**, the **Picture resolution**, the **Zoom mode** and the **Self-timer activation**.

When you plug the camera for a self-portrait, a viewfinder allowing you to centre the shot is shown on the external mirror screen.

Picture shots

General principles

All options and key presses described in the present section are applicable only when the camera mode is active, i.e. when the preview is displayed on the screen.

Camera mode

Two camera modes are available: **Normal** and **Night mode**. According to ambient light level, press  to toggle between modes, which are reflected by the camera mode icons (sun & moon) in the bottom of the screen.

Picture resolution

The default picture size of the standard format is **128 x 128**. Press  to switch to **VGA** (640 x 480 pixels) to **Q VGA** (320 x 240 pixels) or to **SQ VGA** (160 x 120 pixels). The **Picture resolution** you select is displayed in the bottom right corner of the screen.

Zoom mode

This one-level zoom option is available only in **VGA** mode (640 x 480 pixels). If you have selected this resolution, press the navigation key  or  to zoom in or out.

The zoom icon is highlighted when the zoom is activated. Zoom out is available only after a zoom in.

Self-timer

This option allows you to set the **Self-timer** option **On** or **Off** (see below for details).

Take a picture

With the key

1. If the self-timer option is **Off**, press the  key to take a picture, which is then automatically displayed on the screen.
2. The number in the upper black bar of the screen shows its row. The pictures will be named in the **Own pictures** menu «img_1.jpg», etc., up to 999.

This does not mean you can take up to 999 pictures (see “Number of pictures” below), but that pictures, including the ones you delete, are numbered up to 999. Numbering will then restart from 1 on.

3. You can then choose to:
 - press  to **Delete** the picture you have taken,
 - press  to **Save** it,
 - press  to access the list of available options, including sending the picture you have just taken.

4. Then press  or  again to go back to preview mode.

With the self-timer

1. If the self-timer option is **On**, press  to activate it (or press  if the option is **Off**).
2. The count-down starts at -5 seconds (this value cannot be changed). A beep is played 2 seconds before the picture is taken, then again when it's actually shot.

Beep alarms can be customized via the camera settings. At any time, press  to stop the timer and go back to preview mode or press  to just stop the timer.

3. Once the picture is shot, follow the instructions starting at point 2 of the previous section.

To take a picture in self-portrait, hold the phone opened at arms length, camera and mirror screen toward your face, then centre your shot with the viewfinder, and press on the  key.

Number of pictures

The number of pictures you can save in the phone will vary according to the settings you have configured: the higher the resolution, the bigger the file size.

*A message will warn you if there isn't enough memory to store the picture you have just taken. In this case, you must delete data (sounds, images, etc.) before storing a new picture. Select **Multimedia** > **Memory** status to check the memory available in your phone.*

Review the pictures

The pictures you save are automatically stored in the **Multimedia** > **Picture album** > **Own pictures** menu. Select a picture in the list and press  to access the graphical display. Then press  or  to go to the next or previous picture, or  to **Send**, **Delete** or **Rename** the picture. Press  to go back to the text list.

Receive a call

When receiving a call while using the camera:

1. Answering the call will quit any action linked to the camera: picture preview, picture shot, self-timer, options browsing, etc. Your phone will return to idle when you hang up. If you had taken a picture that was not yet saved, it will be lost.
2. Rejecting the call will also quit any action linked to the camera, and will bring you back to the preview screen.

Make a call

1. To make a call, you must first long press  or disconnect the camera to go back to the idle screen.
2. Then enter the number or select a name of your phonebook, press  to dial and press  to hang up.
3. To take more pictures: if you haven't disconnected the camera, long press  to reactivate the preview screen, otherwise reconnect the camera.

Settings

Further to the settings that are available directly within the preview screen as described above, several menus also allow you to set other options. Press  while the camera mode is active to access them.

In all cases, select an option, and press  for the next picture to be taken using this mode, or  to cancel.

Colour mode

Allows you to choose a mode available from the following: **Colour**, **Black & white**, **Sepia** and **Blue**. The effect will be applied to the picture according to the mode you chose (e.g., **Sepia** will take a brown and

beige picture, giving the impression of an old-times picture). The default mode is **Colour**.

Camera mode

Allows you to choose one of the two modes available: **Normal** and **Night**. The default mode is **Normal**.

Sounds

Both **Alert** and **Shoot** sounds can be set from this menu. The first one occurs 2 seconds before the picture is taken, the second one when it's shot.

In both cases, select **On**, and press  to access the list of available sounds. Select one of the sounds, or **<New>** to create a new sound, then press  to activate it.

Picture resolution

Allows you to choose a resolution available among the following: **VGA** (640 x 480 pixels), **Q VGA** (320 x 240 pixels), **SQ VGA** (160 x 120 pixels) and **128 x 128**. The default mode is **128 x 128**.

Picture quality

Allows you to choose an image quality available among the following: **Low**, **Medium**, **High**. The default mode is **Medium**.

Self-timer

See “Self-timer” page 85.

Icons & symbols

In idle mode, several symbols can be displayed simultaneously either on external screen or main inner screen.

If the network symbol isn't displayed, the network is not currently available. You may be in a bad reception area: move to a different location.



Silent - Your phone will not ring when receiving a call.



Vibra - Your phone will vibrate when receiving a call.



GPRS attach - Your mobile phone is connected to the GPRS network.



SMS message - You have received a new message.



Voice mail - You have received a new voice mail.



Battery - The bars indicate the battery level (4 bars = full, 1 bar = low).



Alarm clock activated.



Roaming - Displayed when your phone is registered to a network other than your own (especially when you're abroad).



SMS full - Memory for messages is full. Delete old messages to receive new ones.



Call Forward Unconditional to number - All your incoming voice calls are being forwarded to a number other than voice mail.



Call Forward to voice mailbox - All your calls are being forwarded to voice mail.



Home zone - A zone designated by your network operator. Subscription dependent, contact your service provider for details.



GSM Network: your phone is connected to a GSM network
Reception quality: the more bars are shown the better the reception is.



Instant message - option is set to **On**.



Memory full - The phone's memory is full. Delete items to store new ones.



MMS message - You have received a new multimedia message.

Precautions

Radio waves



Your cellular mobile phone is a **low power radio transmitter and receiver**. When it is operating, it sends and receives radio waves. The radio waves carry your voice or data signal to a base station that is connected to the telephone network. The network controls the power at which the phone transmits.

- Your phone transmits/receives radio waves in the GSM frequency (900 /1800MHz).
- The GSM network controls transmission power (0.01 to 2 watts).
- Your phone complies with all relevant safety standards.
- The CE mark on your phone shows compliancy with European electromagnetic compatibility (Ref. 89/336/EEC) and low voltage directives (Ref. 73/23/EEC).

Your cellular mobile phone is your **responsibility**. To avoid damage to yourself, to others or to the phone itself, read and follow all the safety instructions and make them known to anyone borrowing your phone.

Furthermore to prevent unauthorised use of your phone:



Keep your phone in a safe place and keep it out of small children's reach.

Avoid writing down your PIN code. Try to remember it instead.

Switch off the phone and remove the battery if you are going to leave it unused for a long time.

Use the **Security** menu to change the PIN code after purchasing the phone and to activate call restriction options.



The design of your phone complies with all applicable laws and regulations. However your phone may cause interference with other electronic devices. Consequently you should follow all **local recommendations and regulations** when using your cellular phone both at home and when away. **Regulations on the use of cellular phones in vehicles and aircraft are particularly stringent.**

Public concern has been focused for some time on the possible health risks for users of cellular phones. The current research on radio wave technology, including the GSM technology, has been reviewed and safety standards have been drawn up to ensure protection from exposure to radio wave energy. Your cellular

telephone **complies with all applicable safety standards** and the Radio Equipment and Telecommunications Terminal Equipment Directive 1999/5/EC.

Always switch off your phone

Inadequately protected or **sensitive electronic equipment** may be affected by radio energy. This interference can lead to accidents.



Before boarding an **aircraft** and/or when packing the phone in your luggage: the use of mobile phones in an aircraft may be dangerous for the operation of the aircraft, disrupt the mobile phones network and may be illegal.



In **hospitals**, clinics, other health care centres and anywhere else where you may be in the close vicinity of **medical equipment**.



In areas with a potentially **explosive atmosphere** (e.g. petrol stations and also areas where the air contains dust particles, such as metal powders).

In a vehicle transporting flammable products (even if the vehicle is parked) or a vehicle powered by liquefied petroleum gas (LPG), check first that the vehicle complies with the applicable safety rules.

In areas where you are requested to turn off radio transmitting devices, such as quarries or other areas where blasting operations are in progress.



Check with the vehicle manufacturer that **electronic equipment** used in your vehicle will not be affected by radio energy.

Users of pacemakers

If you are a user of a **pacemaker**:

- Always keep the phone more than 15 cm from your pacemaker when the phone is switched on, in order to avoid potential interference.
- Do not carry the phone in a breastpocket.
- Use the ear opposite to the pacemaker to minimise the potential interference.
- Switch off your phone if you suspect that interference is taking place.

Users of hearing aids

If you are a user of a **hearing aid**, consult your physician and hearing aid manufacturer to learn whether your particular device is susceptible to cellular phone interference.

Performance improvement

In order to **improve the performance of your phone**, reduce radio energy emission, **reduce battery consumption** and ensure safe operation adhere to the following guidelines:



For the optimal and satisfactory operation of the phone you are recommended to use the phone in the normal operating position (when not using in hands-free mode or with a hands-free accessory).

- Do not expose your phone to extreme temperatures.
- Treat the phone with care. Any misuse will void the International Guarantee.
- Do not immerse the phone in any liquid; if your phone is damp, switch it off, remove the battery and let them dry for 24hrs before using them again.
- To clean the phone, wipe it with a soft cloth.
- Placing and receiving calls consumes the same amount of battery energy. However, the mobile consumes less energy in idle screen when kept in the same place. When in idle screen and while you are moving, your phone consumes energy to transmit updated location information to the

network. Setting the backlight for a shorter period of time as well as avoiding unnecessary navigating in the menus will also help to save the battery's energy for longer phoning and stand-by performances.

Information displayed on the battery

- Your phone is powered by a rechargeable battery.
- Use specified charger only.
- Do not incinerate.
- Do not deform or open the battery.
- Do not allow metal objects (such as keys in your pocket) to short circuit the battery contacts.
- Avoid exposure to excessive heat (>60°C or 140°F), moisture or caustic environments.



You should only use Philips Authentic Accessories, as the use of any other accessories may damage your phone and will make all guarantees for your Philips phone null and void.

Make sure damaged parts are replaced immediately by a qualified technician and that they are replaced with genuine Philips replacement parts.

Do not use your phone while driving



It lowers concentration, which can be dangerous. Adhere to the following guidelines: Give your full attention to driving. Pull off the road and park before using the phone. Respect the local regulations in countries where you drive and use your GSM phone. If you want to use your phone in a vehicle, install the hands-free car kit which is designed for that purpose, still ensuring you give full attention to driving. Ensure that your phone and car kit do not block any air bags or other security devices fitted in your car. The use of an alarm system to operate a vehicle's light or horn to indicate incoming phone calls is prohibited on public roads in some countries. Check local regulations.

EN 60950 Norm

In case of hot weather or after a prolonged exposure to the sun (e.g., behind a window or a windscreen), the temperature of your phone's casing might increase, especially when featuring a metallic finish. Be very careful in this case when picking up your phone and also avoid using it with an ambient temperature over

Environmental care



Remember to observe the local regulations regarding the disposal of your packaging materials, exhausted batteries and old phone and please promote their recycling.

Philips has marked the battery and packaging with standard symbols designed to promote the recycling and appropriate disposal of your eventual waste.

Battery: 	The crossed-out dustbin signifies that the battery should not be disposed of with general household waste.
Packaging: 	The mobius loop symbol signifies the labelled packaging material is recyclable.
	The green point symbol signifies that a financial contribution has been made to the associated national packaging recovery and recycling system (e.g. EcoEmballage in France).
	The chasing arrows symbol on the plastic tray and plastic bag indicate that the materials are recyclable and also identifies the plastic material.

Troubleshooting

The phone does not switch on

Remove and reinstall the battery (see page 1). Then charge the phone until the battery icon has stopped flashing. Finally, unplug from the charger and try to switch the mobile on.

The display shows **BLOCKED** when you switch on

Somebody tried to use your phone but didn't know the PIN code nor the unblocking code (PUK). Contact your service provider.

The  and  symbols are not displayed

The network connection is lost. Either you are in a radio shadow (in a tunnel or between tall buildings) or you are outside the network coverage area. Try from another place or contact your network operator for assistance/information about the network.

The display doesn't respond (or the display responds slowly) to key presses

The display responds more slowly at very low temperatures. This is normal and does not affect the operation of the phone. Take the phone to a warmer place and try again.

In other cases please contact your phone supplier.

Your phone doesn't return to the idle screen

Press and hold , or switch off the phone, check that the SIM card and the battery are installed correctly, and switch it on again.

Your phone doesn't display the phone numbers of incoming calls

This feature is network and subscription dependent. If the network doesn't send the caller's number, the phone will display **Call 1** instead. Contact your operator for detailed information on this subject.

You can't send text messages

Some networks don't allow message exchanges with other networks. Contact your operator for detailed information on this subject.

The display shows IMSI failure

This problem is related to your subscription. Contact your operator.

You can't receive and/or store JPEG pictures

A picture may not be accepted by your mobile phone if it is too large, or if it doesn't have the correct file format. See page 51 for complete information on this subject.

When charging the battery the battery icon shows no bars and the outline is flashing

Only charge the battery in an environment where the temperature does not go below 0°C (32°F) or above 50°C (113°F).

In other cases please contact your phone supplier.

The display shows SIM failure

Check that the SIM card has been inserted in the right position (see page 1). If the problem remains, your SIM card may be damaged. Contact your operator.

You are not sure that you are receiving calls properly

To receive all calls, make sure that none of the features «Conditional call forward» or «unconditional call forward» is activated (see page 68).

When attempting to use a feature in the menu, the mobile displays not allowed

Some features are network dependent. They are only available, therefore, if the network or your subscription supports them. Contact your operator for detailed information on this subject.

The display shows
Insert your SIM card

Check that the SIM card has been inserted in the right position (see page 1). If the problem remains, your SIM card might be damaged. Contact your operator.

Your phone doesn't
work well in your
car

A car contains many metallic parts that absorb electromagnetic waves which can affect the phone's performances. A car kit is available to provide you with an external antenna and enables you to make and receive phone calls without handling the handset.

You should check with local authorities if you are allowed to phone while driving.

Philips authentic accessories

Charger

Charges your battery in any AC outlet. Small enough to carry in a briefcase/handbag.

Universal car kit

Designed to operate your Philips mobile phone hands-free and easy to use, this compact hands-free solution offers a high audio quality. Simply plug the kit into the vehicle auxiliary outlet.

Deluxe headset

In-line answer button offers you a simplified alternative to searching for the phone. Simply answer an incoming call by pressing the button. In idle mode, press to activate voice dial.

In certain countries, telephoning while driving is prohibited. For safe and trouble free installation, we recommend that specialized technicians install hands-free car kits.

Digital camera

This 360° rotating camera allows you to take pictures, and to store them in your phone. Supplied with specific carry case.

Data connect kit

Easy data connection to your Philips mobile phone: the USB cable enable high speed connection between your phone and your computer. Just connect your phone to the cable for an automatic organiser and phonebook synchronization within a few seconds. The provided software allows you to send faxes and SMS, download pictures and melodies.

Carry case

Protects the phone from nicks and scratches. The belt clip makes your phone easy to carry.

To maximise the performance of your Philips phone and not to void the warranty, always purchase Philips Authentic Accessories that are specially designed for use with your phone. Philips Consumer Electronics cannot be held liable for any damage due to use with non authorised accessories. Ask for Philips Authentic Accessories where you purchased your Philips Phone.

Declaration of conformity

We,

Philips France
Mobile Telephony Business Creation Team
Route d'Angers
72081 Le Mans cedex 9
FRANCE

declare under our sole responsibility that the product

Philips 639
CT 6398
Cellular Mobile Radio GSM 900/GSM 1800
TAC: 351669

to which this declaration relates, is in conformity with the following Standards:

EN 60950, EN 50360 and EN 301 489-07
EN 301 511 v 7.0.1

We hereby declare that all essential radio test suites have been carried out and that the above named product is in conformity to all the essential requirements of Directive 1999/5/EC.

The conformity assessment procedure referred to in Article 10 and detailed in Annex V of Directive 1999/5/EC has been followed related to articles 3.1 and 3.2 with the involvement of the following Notified Body: BABT, Claremont House, 34 Molesey Road, Walton-on-Thames, KT12 4RQ, UK
Identification mark: **0168**

The technical documentation relevant to the above equipment will be held at:

Philips France
Mobile Telephony Business Creation Team
Route d'Angers
72081 Le Mans cedex 9
FRANCE

Le Mans, December 17, 2003

Jean-Omer Kifouani
Quality Manager

In case your Philips product is not working correctly or is defective, please return your phone to the place of purchase or the Philips National Service Center. In the event you require service whilst in another country a dealer address can be given to you by the Philips Consumer Help Desk in that country.
