KYOCERA

Single Mode Iridium Handset

SS-66K

Owner's Manual

IRIDIUM

English

Contents *(The shaded services will become available in the future.)*

Contents

🌐 *Introduction*

Introduction

Thank you for purchasing the SS-66K Single Mode Iridium Handset. Read this manual thoroughly first to ensure you use your phone safely and correctly.

The screens and illustrations shown in this manual are for explanation purposes only. Note that the actual product and screens may differ in some respects from the images depicted here.

This manual contains additional services which will become available in the future. For further information on these additional services, contact your Iridium service provider. Note that the names of the additional services and what they provide may be different from the descriptions in this manual.

Before Using Your Single Mode Iridium Handset

■ Notes on Use

● Iridium services are not available in some countries and regions due to communications regulations.

● Even inside a service area, your phone may not work if you are in a location that cannot be reached by radio waves, such as in a tunnel, underground, in a building, close to a building wall, or in mountains. Also, your call may be cut off if you move to a place with poor radio conditions.

■ Precautions Regarding Safety

● Do not use your phone while driving. Pull over and park in a safe place before using the phone.

● Since your phone uses radio waves which can affect the operation of electronic equipment, follow the instructions below:

• The use of mobile phones in an aircraft is prohibited. Switch the phone off before boarding.

• When a mobile phone is used in some types of car, it may affect the operation of automotive electronic components. Be careful when using your phone in a car.

● To prevent radio waves from affecting electronic medical equipment, follow the instructions below:

• Switch the phone off before entering a place where the use of mobile phones is prohibited, such as in a hospital or any other medical facility, or around electronic medical equipment.

• If you use a pacemaker, consult your medical institution/agency or the device manufacturer/supplier for detailed information on the use of mobile phones and their effects on the pacemaker.

Safety Precautions

- Before using your phone, read these precautions carefully to use the phone safely and correctly.
- The precautions listed here are intended to prevent injury to the phone user and others, and to prevent unintended damage to property.

- The designations below indicate the severity of the injury or damage that may be incurred if the designated precautions are not followed or the product is used incorrectly.

⚠ DANGER

Indicates that, if this warning is ignored, improper handling of the product is likely to result in death or serious injury.

⚠ WARNING

Indicates that, if this warning is ignored, improper handling of the product may lead to death or serious injury.

⚠ CAUTION

Indicates that, if this warning is ignored, improper handling of the product could result in personal injury or material damage.

- The icons shown below are used to indicate instructions that should be observed.

🚫 **Prohibited**	This icon notifies the user that the action indicated is prohibited.
❗ **Essential**	This icon notifies the user that the action indicated must be performed.
Do not disassemble	This icon indicates that the device must not be disassembled.
Unplug	This icon indicates that the device must be unplugged from the power socket.

General Precautions when Handling the Phone Unit, Battery, and Charger

⚠ DANGER

Only use the battery and charger (AC adapter) specified by KYOCERA for use with this phone. The use of a battery or charger other than that specified could result in the battery leaking fluids, overheating, bursting, or igniting.	❗ **Essential**

⚠ WARNING

Do not subject this product to strong shocks or vibrations, or throw or drop it, as this could result in the battery leaking fluids, overheating, bursting, or igniting, and could damage the phone and cause faults or a fire.	🚫 **Prohibited**
Do not place the battery, the phone unit, or the charger in a microwave oven or pressure vessel, as this could result in the battery leaking fluids, overheating, bursting, or igniting, or could cause the phone unit or charger to overheat, emit smoke, or ignite, or could damage the circuitry inside the device.	🚫 **Prohibited**
Do not use this product in places where there are flammable gases, as this could cause the gases to ignite or result in device damage, malfunction, or fire.	🚫 **Prohibited**

⚠ CAUTION

Do not store this product in a very damp, dusty, or hot location, as this could result in faulty operation.	🚫 **Prohibited**
Keep this product out of the reach of small children, as it could cause injury if used as a toy.	❗ **Essential**
Do not leave this product on an unstable or sloping surface, as the product could fall, causing damage or injury.	🚫 **Prohibited**

Precautions when Using the Phone

⚠ WARNING

Do not use your phone while driving, as this is dangerous and could cause a traffic accident. Pull over and park in a safe place before using the phone.	🚫 **Prohibited**
Switch the phone off in places where the use of mobile phones is prohibited, such as in an aircraft or hospital. Mobile phones can adversely affect the operation of electronic instrumentation and medical equipment. For information on using your phone in a medical facility, refer to the directives provided by the facility itself.	❗ **Essential**
Do not use your phone around electronic devices that require precise control or use weak signals. Radio interference can cause malfunctions or other problems in electronic devices. Examples of affected devices: Hearing aids, pacemakers and other electronic medical aids, fire alarms, self-opening doors and other automatic control devices, etc. For more information on the effects of mobile phones on pacemakers and other electronic medical aids, check with the device manufacturer or supplier.	🚫 **Prohibited**
Do not press or hit the liquid crystal display (LCD) as this could break the LCD panel and cause it to leak liquid crystal fluid.	🚫 **Prohibited**
Liquid crystal fluid coming into contact with the eye could cause loss of eyesight. If eye contact occurs, rinse the affected eye well with clean water without rubbing and consult a doctor immediately.	❗ **Essential**
Do not attempt to disassemble or modify your phone as this could cause injury, an electric shock, or malfunction.	**Do not disassemble**

Precautions when Using the Battery

⚠CAUTION

When the phone is used in some types of automobile, it may affect the operation of electronic components in the car. Do not use the phone if it adversely affects the safe operation of the vehicle in any way.	🚫 **Prohibited**
Do not use any sharply pointed object (such as a needle or mechanical pencil) to press keys or buttons as doing so can damage the device.	🚫 **Prohibited**
Do not use your phone in crowded places as the antenna could strike someone and cause injury.	🚫 **Prohibited**
Keep your phone away from electromagnetic cards. Emissions from the phone can erase the information stored on floppy disks and cash cards or credit cards.	🚫 **Prohibited**
Keep sharp metal objects such as thumbtacks away from the earpiece speaker. The speaker in the earpiece is magnetic and could attract such objects, causing injury.	🚫 **Prohibited**
Keep your phone dry. Water or other fluids entering the phone could cause overheating, an electric shock, or damage.	🚫 **Prohibited**
The use of an alarm system to operate a vehicle's lights or horn to indicate an incoming call is prohibited on public roads in some countries. Check the local regulations.	🚫 **Prohibited**
Do not use your phone if the antenna is damaged. Touching a damaged antenna could inflict a minor skin burn. Have a damaged antenna replaced by a qualified technician. Make sure that it is replaced only with an antenna recommended by your service provider.	🚫 **Prohibited**

⚠DANGER

Do not dispose of the battery by throwing it in a fire, as this could cause the battery to ignite or burst.	🚫 **Prohibited**
If you are having difficulty connecting the battery to the phone unit, do not use force as this could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Prohibited**
Do not short-circuit the battery terminals, and do not touch the terminals with metal objects such as paper clips or wire. Also, do not carry or store the battery with objects such as metal necklaces. Any of these could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Prohibited**
Do not solder the terminals as this could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Prohibited**
Any fluid from inside the battery coming into contact with the eyes could cause loss of vision. If this occurs, flush the affected eye with clean water without rubbing and seek immediate medical treatment.	❗ **Essential**
Do not attempt to disassemble or modify the battery as this could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Do not disassemble**
Do not use or leave the battery in hot places such as near a fire or heating appliance. This could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Prohibited**

⚠WARNING

If there are any noticeable changes in the battery while being used, charged, or stored (overheating, discoloration, deformation, etc.), remove the battery from the phone unit and discard it. Continued use of the battery in such conditions could cause the battery to leak fluids, overheat, burst, or ignite.	🚫 **Prohibited**
Any battery fluid coming into contact with your skin or clothing could cause skin damage. Wash the fluid off immediately with clean water.	❗ **Essential**
If the battery is leaking fluid or producing an odor, keep it away from flames as this could cause the leaking fluid to ignite, resulting in a fire or in the battery bursting.	❗ **Essential**

⚠CAUTION

Keep the battery dry. Moisture on the battery could cause the battery to overheat, emit smoke, or corrode.	🚫 **Prohibited**
Do not use or leave the battery in direct sunlight or in hot places such as in a car on a hot day. This could cause the battery to leak fluids or overheat, and could impair performance or reduce the lifetime of the battery.	🚫 **Prohibited**

Precautions when Using the Charger

⚠**DANGER**

Always use the charger (AC adapter) with a standard household power supply. The use of other voltages could cause an electric shock, fire, or faults.	❗ **Essential**
Never short-circuit the DC plug, as this could cause device faults, an electric shock, smoke, or fire.	🚫 **Prohibited**
Do not use the charger if the power cord is damaged (core wiring exposed or cut, etc.) as this could cause a fire or electric shock.	🚫 **Prohibited**
Clean off any dust on the power plug as this could cause a fire.	❗ **Essential**
Do not place any container of water (such as an aquarium or jug) near the charger. Water or other fluids on the charger could cause overheating, an electric shock, or damage.	🚫 **Prohibited**
If any water or other liquid gets into the charger, immediately unplug the power cord. Failure to do so could cause the charger to overheat or catch fire, or cause an electric shock or faults.	**Unplug**
Do not attempt to disassemble or modify the charger, as this could cause injury, an electric shock, fire, or faults.	**Do not disassemble**
Do not use the charger in places with condensing of water vapor, such as a bathroom, as this could cause an electric shock.	🚫 **Prohibited**
Do not touch the charger, power cord, or power socket with wet hands, as this could cause an electric shock.	🚫 **Prohibited**

⚠**CAUTION**

Do not place heavy objects on the power cord or attempt to modify the power cord as this could cause an electric shock or fire.	🚫 **Prohibited**
Always unplug the charger before performing any cleaning or maintenance. Failure to do so could cause an electric shock.	❗ **Essential**
Always grasp the plug itself when you unplug the charger. Pulling on the power cord can damage the cord and cause an electric shock or fire.	❗ **Essential**

General Notes on Cleaning and Maintenance

Do not splash water on the phone unit, battery, or charger. Although the phone unit, battery, and charger are water resistant, you should avoid using them in places where there is a lot of water vapor, such as in a bathroom, and take care to protect them from rain.

Use a soft, dry cloth to clean the phone unit, battery, and charger. Wiping them with a wet cloth could cause faults. Also, solvents such as alcohol, thinner, benzine, or detergent may remove the printed lettering on the device or cause discoloration.

Notes on the Phone Unit

Do not expose your phone to extremely low or high temperatures.
Use the phone at temperatures between –30°C and 60°C.

Use your mobile phone as far away as possible from equipment such as conventional phones, TVs, radios, and electronic office equipment, as the mobile phone can affect the operation of such equipment.

KYOCERA guarantees this product according to the guarantee specifications described in the Warranty Booklet.
However, Kyocera will assume no responsibility for any incidental damages resulting from any inability to transmit or receive calls or messages due to breakdown, malfunction or any other failure of this product.
If your phone needs to be repaired, any data stored within it may be lost or corrupted. Keep backup copies of all important data to prevent loss.

Notes on the Battery

Store the battery in a cool, well-ventilated location that is not exposed to direct sunlight.
If you leave the battery uncharged, it may be impossible to recharge it later. When the battery is left unused for extended periods, recharge it occasionally.

The battery has a limited life.
KYOCERA lithium ion batteries use the latest low power consumption technology and can be used for far longer periods than conventional batteries. However, the life of any battery is limited, and the amount of time for which a battery can be used between recharges gradually decreases. If repeated recharging fails to restore the battery's functionality, the battery has failed and should be replaced with a new battery of the specified type.

Do not dispose of used batteries with ordinary household garbage.
Apply insulating tape to the battery terminals before disposing of the battery. Check with the relevant local authorities for the correct method of disposing of your battery.

Notes on the Charger

Do not charge the battery in the following places:
• In direct sunlight.
• In ambient temperatures below -20°C or above 50°C.
• In humid or dusty locations or places subject to vibrations (this could cause malfunctions).
• Near an appliance such as a TV or radio (this could impair picture or sound quality).

Your Phone and Its Environment

Inadequately protected electronic equipment may be affected by radio waves. This interference can lead to accidents. Listed below are the most dangerous situations in which this can occur. Do not hesitate to inquire whether or not your phone can affect surrounding equipment.

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

Aircraft
* Switch off your phone when in an aircraft. The use of phones while airborne is illegal in some countries. It may disrupt the operation of the aircraft or of the Iridium network. Failure to observe these warnings may lead to suspension or denial of access to the network or to legal action.
* Check with a member of the aircraft crew before you use your telephone in or around an aircraft on the ground.

Blasting Areas
Switch off your phone in any areas where you are requested to turn off radio transmission devices, such as quarries or other areas where blasting is in progress.

Explosive Environments
It is dangerous to use your phone in potentially explosive environments.
* Switch off your phone in any area with a potentially explosive atmosphere. This includes areas in which petrol or other flammable chemicals are handled (service stations, fuel depots, chemicals plants, etc.) and areas where the air contains dust particles, such as metal powders or seeds.
* If you wish to use your phone in a vehicle used for transporting flammable substances (even when parked) or vehicle powered by liquefied petroleum gas (LPG), check first that the vehicle complies with the applicable safety regulations.

Medical Equipment and Hospitals
* Switch off your phone in hospitals, clinics and other health care facilities where you are requested to turn off radio transmitting devices. These establishments may use equipment that is sensitive to radio emissions.
* If you have any questions about the radio wave shielding on electronic medical devices that you yourself use (pacemakers, hearing aids, etc.), contact the manufacturer of the medical device.

Using Your Phone Efficiently and Safely

Using your phone in the most efficient manner will improve the performance of your phone, reduce radio emissions and reduce battery consumption.

* Always extended the antenna fully before using the phone.
* For your own safety as well as for the satisfactory operation of the phone, you are advised to use the phone only in the normal operation position (with the antenna extended over your shoulder and the earpiece to your ear).
* For best performance, avoid touching the antenna while a call is in progress.
* Do not use your phone if the antenna is damaged. Touching a damaged antenna could inflict a minor skin burn. Have a damaged antenna replaced by a qualified technician. Make sure that it is replaced only with an antenna recommended by KYOCERA.
* Avoid low reception areas (such as in a tunnel or between tall buildings). In low reception areas, the symbol on the LCD panel shows fewer than 3 bars. If possible, move to a more favorable location.
* Do not use a battery charger other than those specified in the KYOCERA catalog. Use of any other type of charger may be dangerous and will invalidate the phone's warranty.
* Do not allow metal objects (keys in your pocket, etc.) to short-circuit the battery contacts.
* The radio equipment must be connected to the antenna via a non-radiating cable (e.g.coaxial).
  The antenna must be mounted in a position such that no part of the human body will normally rest close to any part of the antenna unless there is an intervening metallic screen, for example, a metallic roof.

Using Your Phone Responsibly

Safe use of the phone is your responsibility. Careless handling of the phone can result in harm to others and damage to the phone itself. To avoid such problems, read and follow all the security instructions presented here and make them known to anyone borrowing your phone. To prevent unauthorized use of your phone:

* Keep your phone in a safe place and keep it out of the reach of small children.
* Avoid writing down your PIN code. Try to remember it instead.
* Switch off the phone if you are going to leave it unused for an extended period.
* Use the Security menu to restrict the calls that can be made from your phone.
* Use the Security menu to change the security code after you purchase the phone.

CAUTION!
Your phone is not a toy. Keep it in a safe place and out of the reach of small children. Children could hurt themselves or others and could damage the phone.

Using Your Phone while Driving

* Avoid using your phone while driving, except in an emergency.

CAUTION!
Using your phone and driving at the same time can be dangerous as it lowers your concentration.

* You should always concentrate solely on driving. Whenever possible, pull off the road and park before using your phone.

* If you want to use your phone while driving, install the hands-free kit that is available for that purpose.

* Respect the local regulations in countries where you drive and use your phone.

* Check with the manufacturer of your car that the electronic equipment used in your car will not be affected by the radio waves emitted by your phone.

CAUTION!
The use of an alarm system to operate a vehicle's lights or horn to indicate an incoming call is prohibited on public roads in some countries. Check the local regulations.

⊕ *Organization of This Manual*
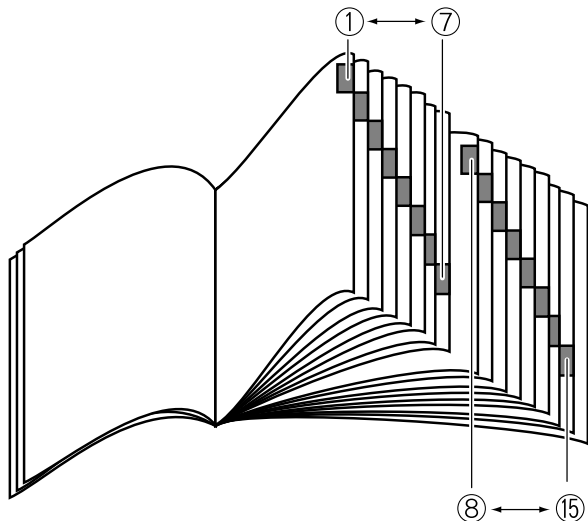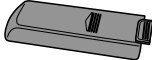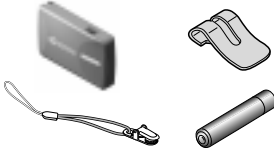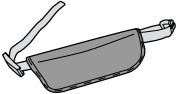
① **Before Using Your Phone**
Provides basic information you need to know before using your phone, including information about accessories, SIM cards, and charging the battery.

② **Basic Telephone Operations**
Describes your phone's basic operations, including making and receiving calls.

③ **Call Waiting**
Describes menu operations for handling an incoming call during another call.

④ **Multiparty Calls**
Details various menu operations such as holding a call and swapping between two parties on the line.

⑤ **Entering Text**
Describes how to enter alphanumeric characters.

⑥ **Phone Book**
Explains how to register names and phone numbers in the Phone Book and how to search for and retrieve them.

⑦ **Memory Menu**
Describes the Memory Menu, which allows you to retrieve phone numbers from the outgoing call log, incoming call log, and Scratch Pad.

⑧ **Menu Functions**
Introduces the Main Menu (comprising the items listed below) for setting a variety of phone functions.

⑨ **Settings**
Explains how to select language and sound settings for your phone.

⑩ **Clock**
Explains how to select clock and alarm settings.

⑪ **Messages**
Explains how to select text mail settings.

⑫ **Call Meter**
Explains how to select call duration and charge settings.

⑬ **Services**
Explains how to select additional service settings.

⑭ **Security**
Explains how to make the keylock and PIN ON/OFF settings and to store your PIN.

⑮ **Message Memo and Voice Memo Features**
Describes the Message Memo feature, which automatically plays your reply message to the calling party and records incoming messages, and the Voice Memo feature, which lets you record conversations.

🌐 *Accessories*

■ *The components listed below are provided as accessories.*

Name	Appearance	Qty
Phone		1
Battery		2
AC Charger (Cables are included which comply with the country standard)		1
Separate Vibrator Kit		1
Soft Case		1
Grip Belt		1

■ *The following optional accessories are available for use with this product. Accessory names and designs are subject to change without notice.*

Battery
(BP-S100)

AC Charger
(AC-S100)
(Cables are included
which comply with the
country standard)

DC Charger
(DC-S100)

Personal Hands Free
(EM-S100)

Two-Way Cable
(TW-S100)

Solar Power Supply (SP-S100)
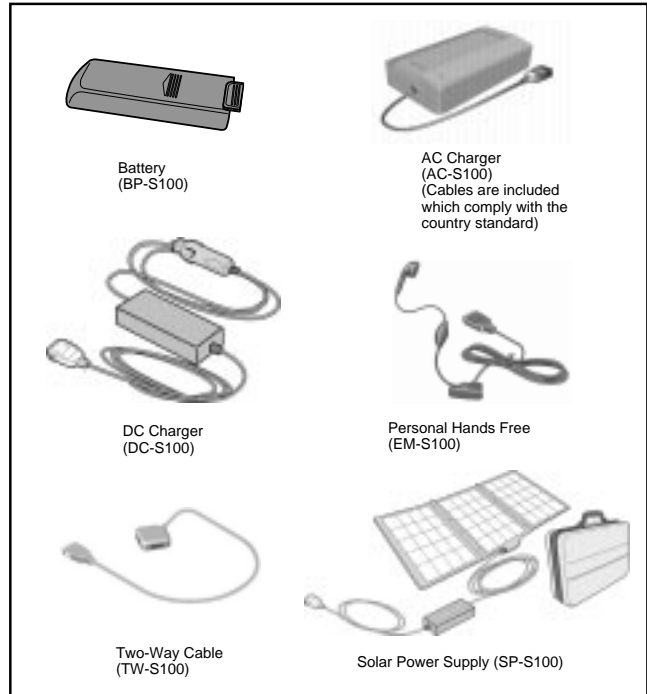
Overview of Features and Controls

■ *This section identifies each part of your phone.*
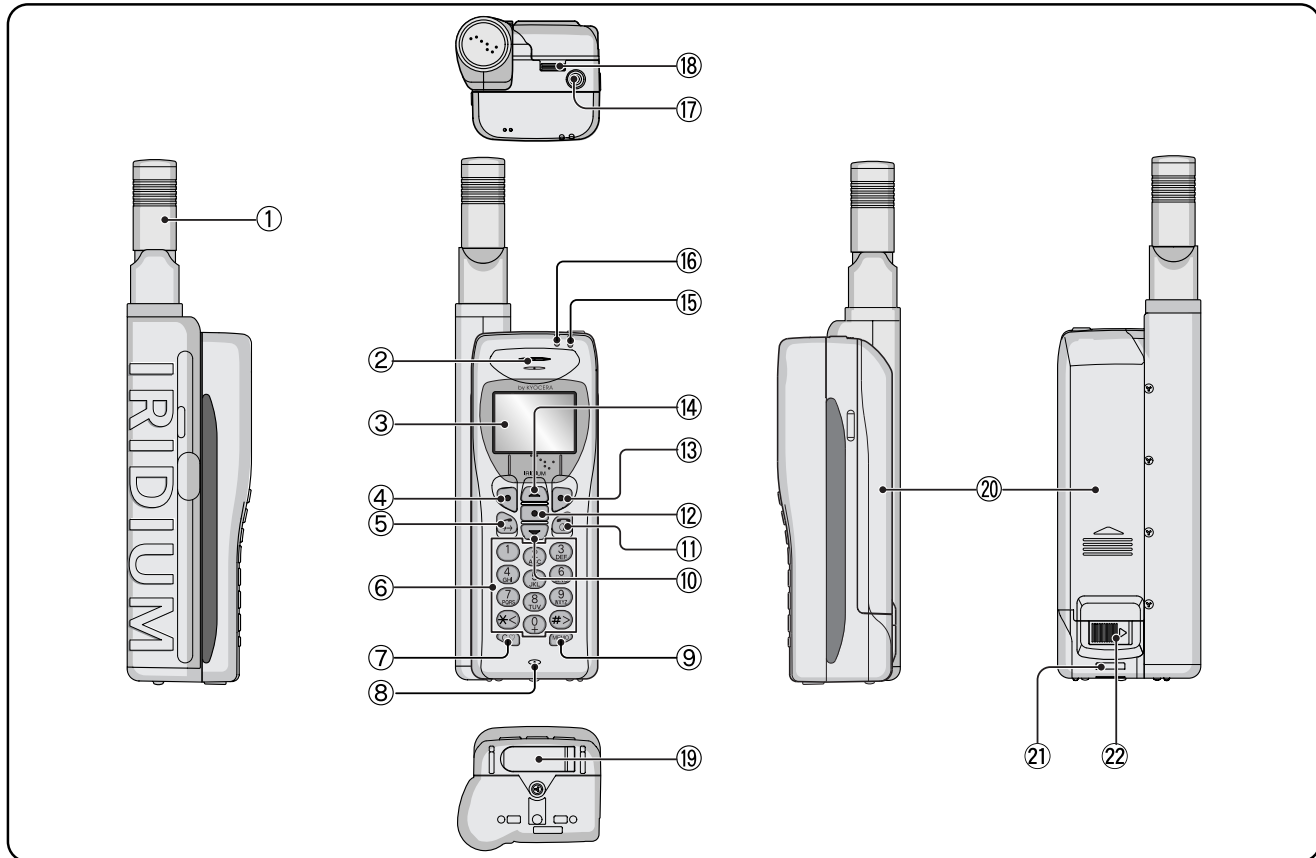
① **Extendable antenna**
When using the phone, fully extend this antenna and bend it so that the top section is vertical to the ground. Also, make sure there are no obstacles above or around you.
During a call, do not touch the antenna. (See page 16.)

② **Earpiece speaker**

③ **LCD panel**
Displays phone numbers, text, and a status features.

④ **Soft key 1 ( )**
Executes the function displayed at the lower left corner of the LCD panel.

⑤ **Speak/Redial key ( )**
Used for initiating an outgoing call or answering an incoming call. In standby mode, pressing this key displays the outgoing call log.

⑥ **Dial keys (—)**
Lets you enter characters including numbers, symbols, and letters.

⑦ **Clear/Manner key ( )**
Deletes characters, and enables "Manner Talk" during a call.

⑧ **Microphone**

⑨ **MEMO key ( )**
Pressing this key displays the Memo Menu and holding it down records a Voice Memo.

⑩ **Down key ( )**
Moves the focus (highlight) to select an item, controls the speaker volume during a call, and toggles character input between uppercase and lowercase.

⑪ **Power/Hang-up key ( )**
Ends the call. Holding down this key for 3 seconds or more turns the power on and off.

⑫ **Selector key ( )**
Toggles the Up/Down key function (between function selector and volume control) during a call.

⑬ **Soft key 2 ( )**
Executes the function displayed at the lower right corner of the LCD panel.

⑭ **Up key ( )**
Moves the focus (highlight) to select an item, controls the speaker volume during a call, and toggles character input between uppercase and lowercase.

⑮ **Charging (green) LED indicator**
Blinks slowly while the battery charges.
Remains lit when charging is complete.

⑯ **Incoming call (red) indicator**
Blinks to indicate an incoming call.

⑰ **Mounting screw hole for Grip Belt**

⑱ **Battery lock lever**

⑲ **Charging socket**
Accepts the battery charger connector.

⑳ **Battery**

㉑ **Through-hole for Grip Belt**

㉒ **Battery release lever**

Display Items on the LCD Panel

■ *This section describes each item displayed on the LCD panel.*

```
12345678901234
12345678901234
12345678901234
12345678901234
Soft1      ↕     Soft2
```
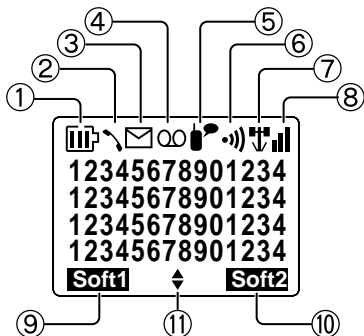
① ▥ Shows the remaining battery charge. The entire indicator lights when the battery is fully charged. The indicator blinks when the battery is low.

Now charging:

Charging completed:

Requires charging:

② ☎ Remains on during a call. The icon blinks during dialing.

③ ✉ Remains on to indicate a Text Mail which has not been read. The icon blinks when the Text Mail memory is full.

④ ◷ Blinks during recording or replaying a Message Memo or Voice Memo. The icon remains on when any Message Memo has not yet been replayed.

⑤ ☛ Remains on when the Message Memo feature is turned on. The icon blinks when the memory is full.

⑥ •))) Indicates that the alarm has been set. The icon remains on when the alarm has been set.

⑦ ⚓ Indicates that your phone is inside a service area.

⑧ ▮▮ Indicates the incoming signal strength.

⑨ **Soft1** Shows the function of soft key 1. Display varies according to the function. To execute the function, press ◉ .

⑩ **Soft2** Shows the function of soft key 2. Display varies according to the function. To execute the function, press ◑ .

⑪ ↕ Appears when you have options to select. When adjusting the volume ± is displayed. Use ▲ and ▼ to move to your choice.

▲key

Soft1 key   **Soft2** key

▼ key
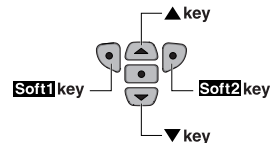
🌐 Using Software Keys

■ *Your phone has two soft keys. Press these keys to execute their respective functions displayed on the LCD panel.*

In this manual, pressing a soft key is indicated as follows:

Press Menu **.**

⬇

Means "Press the 🔘 key with Menu displayed on the LCD panel."

Label

Soft key
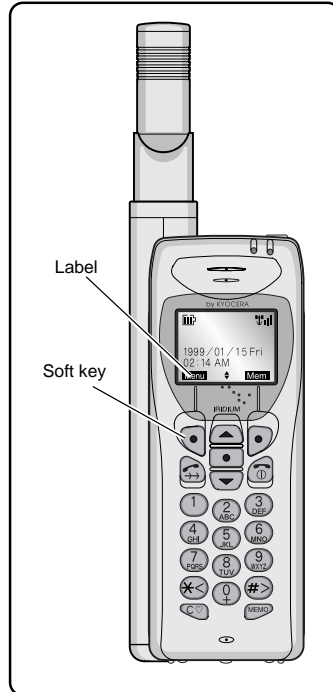
🌐 Operations of LEDs

LED	Start of LED operation	End of LED operation
Incoming call	The red LED blinks and the backlight blinks.	Call answered.
Text mail posted	The red LED blinks	End of 1 cycle
Text mail memory full	The red LED blinks	End of Text mail memory overflow warning display
Power on	The green/red LED lights and the backlight lights.	End of the power-on sequence
Alarm activated	The red LED blinks and the backlight blinks.	End of the alarm display screen
Device error	● The green LED lights. ● The green and red LEDs light.	5 seconds
During charging	The green LED blinks slowly.	The LED comes on when charging is completed; it goes off when the connector is unplugged.

⊕ About the antenna

■ **To ensure optimum communication performance when using your phone, extend the antenna as described below.**

1. **Grasp the top of the antenna.**
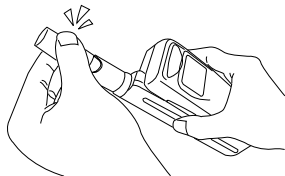
2. **Extend the top half of the antenna.**
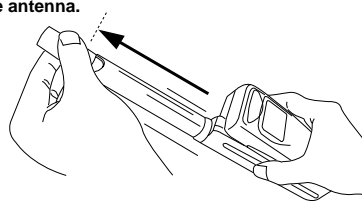
CAUTION!

When extending or replacing the antenna, always hold the top of the antenna. Holding the lower part may damage it.

3. **Extend the rest of the antenna.**
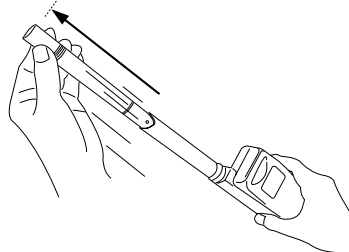
4. **Bend the top of the antenna to the right or left until it stops.**

If you bend it to the right, the antenna will lock in position.
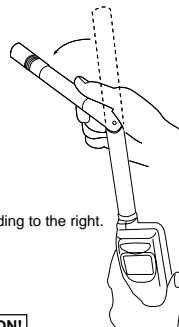
Bending to the right.　　　　Bending to the left.
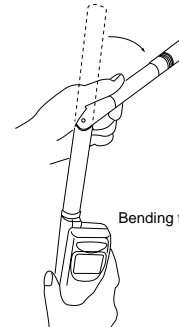
CAUTION!

• **Do not use excessive force. Doing so may damage the antenna.**
• **When replacing the antenna, first bring the top section back in line, then grip the top and reverse the procedure used for extending the antenna. Holding the bottom section of the antenna and then trying to replace it may damage it.**

When using the phone, keep the antenna vertical to the ground.

Using the phone on the right side　　　Using the phone on the left side

CAUTION!

To ensure optimum communication performance, make sure there are no obstacles above or around you.
Be sure to bend the top of the antenna so that it is vertical to the ground.

🌐 **Battery and Charging**

■ *Removing the Battery*

CAUTION!

Always switch off your phone before removing the battery. Failure to do so may cause the phone to malfunction.

1. Release the battery lock lever on top of the phone.

Battery lock lever
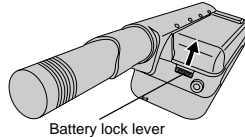
2. Slide the battery release lever on the back of the phone.

Battery release lever
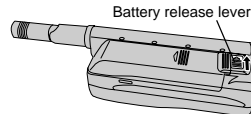
3. Swing the battery up and then lift it off the phone.
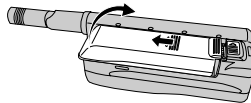
CAUTION!

The battery has a limited life. While the lifetime of the battery will depend on how frequently you use your phone, you should replace the battery once a year. When you replace the battery, always purchase a new KYOCERA lithium-ion battery of the same type.

■ *Inserting the Battery*

1. Align the battery with the phone and push the battery in the direction of the arrow to secure.
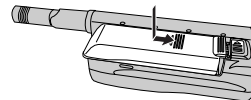
2. Place the battery lock lever (on top of the phone) to the lock position.

Battery lock lever
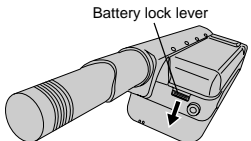
■ *Charging the Battery*

CAUTION!

If you charge the battery in a foreign country, check the voltage in that country and adjust the voltage of your charger (AC Charger) as required before charging.

1. Insert the battery firmly in the phone.

Battery lock lever
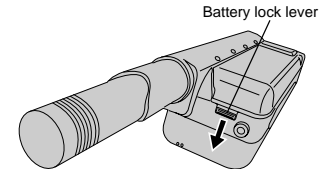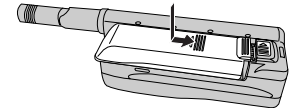
2. Plug the connector into the charging socket in the base of the phone.

Cap
Connector
Charging socket
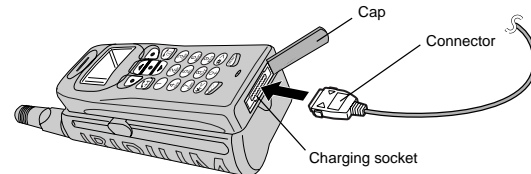
3. Plug the Charger cable into an AC power outlet.

CAUTION!

• **Do not handle the charger with wet hands.**
• **Do not use any device other than the charger bundled with your phone to charge the battery.**
• **If the battery is left unused for extended periods, the battery may become discharged so that it cannot be recharged as quickly as usual by the charger.**

CAUTION!

Power outlets vary from country to country. Use the plug provided for use in the particular country.

Unlock

Lock

Spare battery

● This indicator shows the charging status when the battery mounted on the AC charger is to be charged (charging requires 3 to 4 hours).

Lamp blinking: charge in progress
Lamp lit: charge completed

AC charger

● This indicator shows the charging status when the battery mounted on the phone is to be charged (charging requires 3 to 4 hours).

Lamp blinking: charge in progress
Lamp lit: charge completed

Remove by pressing the lock release buttons on either side of the socket and pulling out.

CAUTION!
When both batteries (on the phone and AC charger) are to be charged at the same time, the battery on the phone is charged first.

🌐 SIM Card

■ *About the SIM Card*

To use your phone, you must insert a valid SIM card. The SIM card is supplied by your Iridium service provider.

The SIM card contains Iridium Network subscription information and your personal information such as your subscription ID number and your phone number. It also contains the authentication commands required to access the Iridium Network. The SIM card usually cannot be read unless a valid password (PIN1 or PIN2) is entered.

CAUTION!
• **Your Iridium phone uses a "plug-in" SIM card.**
• **Your Iridium phone cannot use credit card-sized SIM cards.**

■ *Removing the SIM Card*

CAUTION!
Be sure to switch off your phone before removing the battery.
Failure to do so may cause the phone to malfunction.

1. Slide the battery lock lever on top of the phone.

Battery lock lever
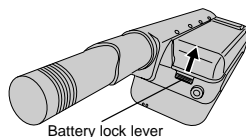
2. Slide the battery release lever in the direction of an arrow.

Battery release lever
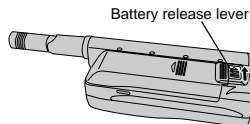
3. Swing the battery up and then lift it off the phone unit.
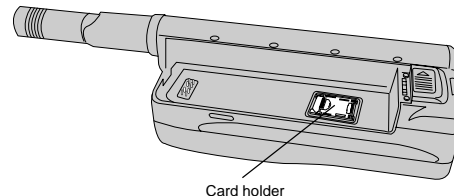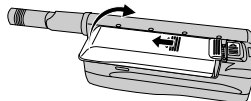
Card holder

4. Slide the card holder lock down in the direction indicated.
This will unlock the card holder.
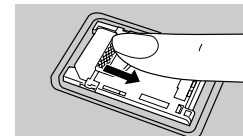
5. Lift up the card holder and pull out the SIM card.
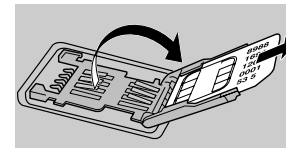
■ *Inserting the SIM Card*

1. Insert the SIM card into the card holder.
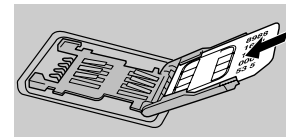
2. Close the card holder and slide the card holder lock up in the direction indicated.
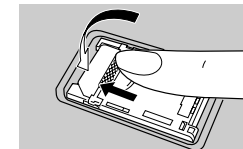
🌐 How to Attach the Grip Belt

■ *Using a grip belt can help you hold the phone.*

1. Fasten the grip belt screw on the top of the phone using a coin.
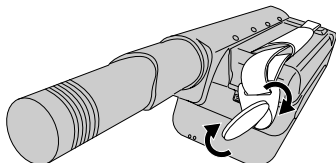
2. Place the belt through the hole, as shown below.
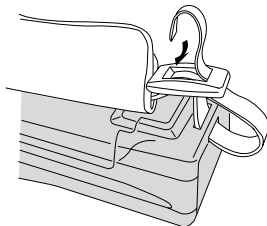
3. Adjust the length of the strap to fit your hand.
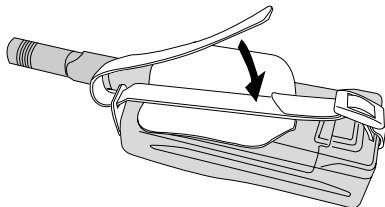
🌐 Separate Vibrator

■ *The separate vibrator will vibrate when it detects incoming or outgoing calls. It also vibrates when the phone is accessing the network, for example when settings are being updated. To ensure you can feel it clearly, always carry the vibrator on your belt or another location in close contact with your body.*

CAUTION!

● The battery (AAA size) for the separate vibrator has a limited life. Although the battery life depends on how frequently the phone is used, you should replace the battery with a new one when the vibration has weakened. Replace the battery with a similar alkaline cell battery.

■ *Loading the battery*

1. Remove the battery housing cover.
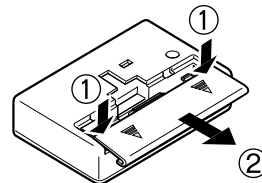
2. Check the + and - polarities of the battery and insert it.
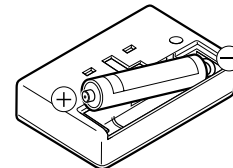
■ *Attaching the belt clip*

Slot

Hook

①

①

②
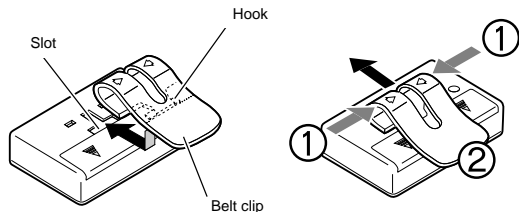
Belt clip

Insert the hook of the belt clip in the slot and push the clip in the direction of the arrow while squeezing it at ① from both sides.

■ *Removing the belt clip*

Squeeze the clip at ① from both sides and pull it toward you. If the clip won't come off easily, squeeze the clip in the same way and pull it toward you while turning it left and right.

①

①
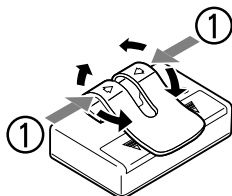
■ *Attaching the belt strap*

①

②
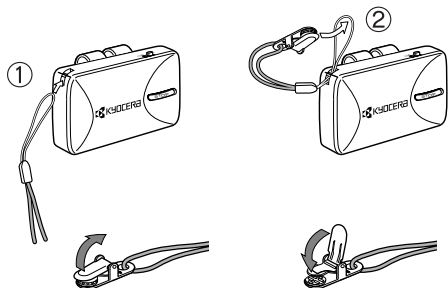
■ *Before using the separate vibrator*

Power switch
Switch on the separate vibrator before use.

Stop button
Press this button to stop vibration.
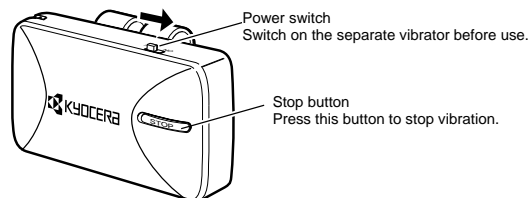
CAUTION!

● **This separate vibrator works with Iridium phones only. Since no ID is required to use the separate vibrator, it may detect incoming or outgoing calls to or from other Iridium phones in the vicinity.**
● **Place the separate vibrator so that you can feel the vibration directly (belt, etc). You will feel less vibration if the separate vibrator is not in close contact with your body.**
● **Since the separate vibrator uses a small current, it may not vibrate or may vibrate late depending on the place and other conditions such as:**
  • **When the phone unit is in a metal or thick bag**
  • **When the separate vibrator is 1.5 m or more away from the phone unit**
  • **When there is a metal wall or a person standing between the separate vibrator and the phone unit**
  • **When the separate vibrator and the phone are moving apart**
● **Use the separate vibrator as far away as possible from devices such as radios.**
● **Do not drop the vibrator or let it get wet, as this may damage it.**

Turning the Power On

To switch your phone on or off, hold down 🔘 for 3 seconds or more.

An animation appears on the LCD panel and the power is turned on. To turn the power off, hold down 🔘 again for 3 seconds or more.

NOTE

• You can adjust the power-on tone volume or eliminate the tone. (See page 52.)
• You can set a time at which you want your phone to switch on automatically. (See "4. Automatically Turning the Power On" on page 61.) You can also set the alarm so that it sounds when the power is turned on and off.
• The time, date, and time zone can be displayed automatically after the power is turned on. (See "2. Displaying the Date/Time Display" on page 59.)

CAUTION!

If you perform any operation that involves reading information from the SIM card, e.g., using the memory menu (page 44), messages menu (page 64) or message/voice memo feature (page 87), immediately after the phone is switched on, the message "SIM Reading..." will appear. Wait until the SIM access has completed before performing the next operation.

When your phone is ready for use, the standby screen appears on the LCD panel. If the phone is not in Standby mode, one of the following messages appears on the LCD panel depending on the phone status.

"Adjust clock"

If the clock has not been set, press **Clock** to adjust the clock. (See "1. Setting the Local Clock" on page 58.) This message also appears after a completely discharged battery has been recharged.

"Alarm2"

When the alarm is set, the alarm sound and an alarm message notify you once the alarm time has been reached. Even when the phone is switched off, the phone will turn on automatically and the alarm will sound after the set time is reached. If you do not touch any key for 30 seconds when the alarm message is displayed, the phone will switch off automatically. The above message indicates that "Alarm2" has been set. (See "3. Setting the Alarm" on page 59.)

"Insert SIM"

This message indicates that no SIM card has been inserted in your phone. Insert your SIM card correctly in the phone. (See page 19.)

"Low Battery!"

Your phone will switch off after 10 seconds. Start charging the battery as soon as possible with the power off. (See page 17.)

"Enter PIN1"

If you have set PIN1 input to ON, you must enter your PIN1 code after switching the phone on. (See below.)

NOTE

You can set PIN1 input to OFF if you prefer. This will disable the PIN-based safeguard for the SIM card, eliminating the need for PIN input even when you switch on your phone. (See "2. Disabling the PIN1 Code" on page 85.)

Making a Call

NOTE

To ensure the best communication quality, operate the phone in open areas with the antenna fully extenteded and vertical to the ground.

1. Hold down 🔔.

A plus sign (+) appears on the screen.

NOTE

Pressing 🔔 twice to display "00" has the same effect.

2. Enter the country code followed by the area code.

NOTE

Major country codes are listed on page 94.

3. Enter the desired phone number, then press 📞 .

The entered phone number is displayed on the LCD panel. The phone number for an international call can be up to 28 digits long including the "+" sign.

NOTE

- Pressing 🔙 erases the last digit you entered as part of the phone number. Holding down 🔙 for 1 second or more erases all the phone number digits you have entered.
- If the entered phone number has been registered in the Phone Book, that party's name is displayed on the LCD panel.
- If you have entered the phone number first, press **INT'L** to display the country code select screen. Use ⬆ / ⬇ to select the area and country, then press **OK** .
- Pressing **Store** registers the entered phone number in the Phone Book. (See page 40.)
- You can dial a phone number retrieved from the Phone Book. (See page 27.)
- Pressing 📞 during a call displays the last number dialed. (See page 45.)
- You can use ⬆ / ⬇ to control the volume of the earpiece speaker during a call. To adjust the volume while setting a function, press ⚫ first to display "±" at the bottom of the screen, then use ⬆ / ⬇ .

If you fail to make a call

If you fail to establish a connection while dialing, one of the following messages is displayed, indicating the failure:

Engaged	*FDN Restricted*
Congestion	*Bearer Capability*
Radio Path Unavailable	*Emergency Only*
Number Not Obtainable	*Max Charge Exceeded*
Authentication Failure	*Barred*
Channel Busy	

Answering a Call

Make sure that your telephone has power on in a place with a sufficient signal strength available and that the Services/Barring/Incoming setting is OFF.

1. When you receive an incoming call, the ringer sounds in the alert tone which has been set.

The LCD panel displays the "Incoming Call" phone status. If the caller's phone number notification setting is ON, the caller's phone number is displayed. (This service will become available in the future.) If the caller's phone number and name have been registered in the Phone Book, the caller's name is also displayed.

NOTE

Some networks do not provide the caller's phone number even if the notification setting is turned on.

2. To answer the call, extend the antenna, then press 📞 or Ans .

You can now talk to the other party. To reject the call, press 🔴 or **Rej** .

NOTE

- You can adjust the ringer volume using ⬆ / ⬇ . You can also change the type of ringer tone.
- If you reject an incoming call, the LCD panel displays "Call Missed" along with the time at which you received the incoming call.
- You can answer an incoming call even during another call. (See page 30.)
- You can answer an incoming call even with Keylock on.

• The caller who failed to call you can leave a text message for you. The message will be displayed on your phone the next time you access the network.

Receiving a Text Mail

You can receive a text message.

1. **When the entire message is received, an alarm tone sounds.**

"Text mail received" is displayed for a maximum of 30 seconds. "✉" is also shown on the display.

NOTE

Some networks do not provide the above message even if the notification setting is turned on.

2. **To read the received Text mail, see "Messages" on page 64.**

Ending a Call

This operation ends an active call, hanging up the phone.

Press ⬤ .

This ends the call.

NOTE

• You can view the call duration and charge. (See page 76.)
• If a phone number was entered during the call, the phone number remains displayed even after you end the call. To return to the Standby screen, erase the telephone number.
• You can use the Charge Limit option to end a call. (See page 74.)

Making Calls by Searching the Phone Book

You can dial a phone number easily if that number has been registered in the Phone Book. See page 39 on registering phone numbers in order to use this shortcut.

■ *Dialing by Scrolling through Abbreviated Numbers in the Phone Book*

1. **Press ⬆ / ⬇ .**

Pressing ⬇ scrolls the Phone Book down one entry at a time. Pressing ⬆ scrolls the Phone Book up one entry at a time, starting from the last entry.

NOTE

If the Scratch Pad (see page 46) contains entries, these are displayed before those in the Phone Book.

2. **When the phone number of the desired party is displayed, press ⬤ .**

This dials the phone number currently displayed on the screen.

■ *Dialing by Entering an Abbreviated Number Stored in the Phone Book*

1. **Enter an abbreviated number of up to three digits registered in the Phone Book.**

2. **Press ⬆ / ⬇ .**

The phone number assigned to the entered abbreviated number is displayed.

NOTE

• You can also use ⬆ / ⬇ to search for an entry close to the entered abbreviated number.
• You can also dial by entering an abbreviated number from the Phone Book.

3. **Press ⬤ .**

This dials the phone number currently displayed on the screen.

Making Calls from the Memory Menu

You can also make a call from within the Phone Book. See the Phone Book menu map on page 38.

■ Searching for a Phone Number by Name in the Phone Book

1. **Press** Mem **.**

The Memory Menu appears on the LCD panel.

2. **Use** ▲ **/** ▼ **to select "Phone book", then press** OK **.**

The Phone book Menu appears.

3. **Use** ▲ **/** ▼ **to select "Search", then press** OK **.**

The Search Menu appears.

4. **Use** ▲ **/** ▼ **to select "Name", then press** OK **.**

The screen prompts you to enter a name.

5. **Enter the text you want to search for, then press** OK **.**

If the Phone Book contains any matching names, they are displayed on the screen. Use ▲ / ▼ to view the previous or next entry.

NOTE

See page 36 for details on how to enter text.

6. **When the telephone number of the party you want to call appears on the screen, press** ☎ **.**

This dials the phone number currently displayed on the screen.

■ Dialing from the Outgoing Call Log (Using "Last number")

1. **Press** Mem **.**

The Memory Menu appears on the LCD panel.

2. **Use** ▲ **/** ▼ **to select "Last number", then press** OK **.**

The screen displays up to the last 10 phone numbers dialed, along with the outgoing date and time of each.

3. **Use** ▲ **/** ▼ **to select the phone number you want to dial, then press** ☎ **.**

This dials the phone number of the selected call log record.

NOTE

Pressing ☎ during a call displays the last number list (outgoing call log). (See page 45.)

■ Dialing from the Incoming Call Log (Using "Received")

1. **Press** Mem **.**

The Memory Menu appears on the LCD panel.

2. **Use** ▲ **/** ▼ **to select "Received", then press** OK **.**

The screen displays the phone numbers of up to 10 last incoming calls received, along with the incoming date and time of each.

3. **Use** ▲ **/** ▼ **to select the phone number you want to dial, then press** ☎ **.**

This dials the phone number in the selected call record.

CAUTION!

The phone number is stored in memory only when the caller's phone number is processed by the network, so that you can dial the number from "Received" (see page 45). Some networks will not display the number even if the notification setting is turned on.

■ Dialing from the Scratch Pad

1. **Press** Mem **.**

The Memory Menu appears on the LCD panel.

2. **Use** ▲ **/** ▼ **to select "Scratch pad", then press** OK **.**

The entry in the Scratch Pad is displayed on the screen.

3. **Press** ☎ **.**

This dials the phone number contained in the Scratch Pad.

Basic Telephone Operations (cont.)

■ *Making an Emergency Call*

1. **Press** `Mem` **.**

The Memory Menu appears on the LCD panel.

2. **Use** ⬆ **/** ⬇ **to select "SOS", then press** `OK` **.**

The "Emergency" phone status is displayed on the screen.

3. **Press** 📞 **.**

This makes an emergency call.

Inserting a Pause Before Dialing

You can provide a delay of 3 seconds for each number dialing after placing a pause.

1. **Press and hold** ✳ **at the place where you want to insert a pause.**

"P" is displayed on the screen, indicating a pause inserted.

`CAUTION!`

- **A pause cannot be inserted at the beginning of a phone number.**
- **If a pause is included in an outgoing call, the entire number dialed, including the pause and any subsequent characters, is stored in the outgoing call log (last number list).**

2. **Press** 📞 **.**

This makes a call. Three seconds after the other party answers, the number after "P" is transmitted as DTMF tones. On completing the transmission of the tone, the normal speech mode is resumed.

"Manner Talk" System

The "Manner Talk" feature allows you to talk in a low voice during a call while boosting your voice to normal volume to the other end of the line. This feature lets you answer a call when you cannot speak loudly.

Press 📞♡ **during a call.**

Your phone enters the Manner Talk mode. Pressing the key again cancels the mode. When you hang up, the phone returns to the normal mode.

■ *Using the In Call Menu (The shaded services will become available in the future.)*

During a two-party call

Menu ──────────────────────► In Call Menu
Menu

Hold

End

Tone Off (Tone On)

Charge

Mute

Quit
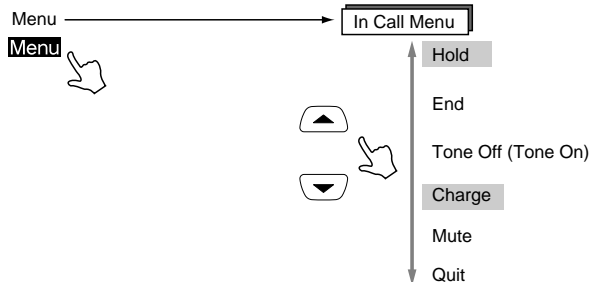
With a two-party call on hold

Menu ──────────────────────► In Call Menu
Menu

Retrieve

End

Tone Off (Tone On)

Charge

Mute

Quit
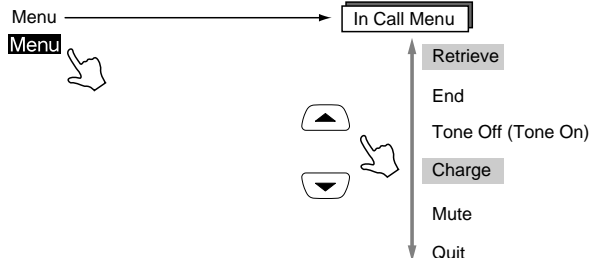
Holding an Active Call and Reactivating a Held Call ("Hold")/("Retrieve")

You can put the other party on hold, for example, when you want to suspend the call.

1. Press `Menu` during a call.

The In Call Menu is displayed.

2. Use `▲`/`▼` to select "Hold", then press `OK`.

The phone status of "Call Held" is displayed on the screen, with the holding tone sounding at the other end of the line.

3. To reactivate the held call, press `Menu` first.

The In Call Menu is displayed.

4. Use `▲`/`▼` to select "Retrieve", then press `OK`.

The phone status of "Call Active" is displayed on the screen, reactivating the held call.

`NOTE`

To hold a party during a multiparty call, see "Holding a Selected Party" on page 33.

Ending a Call ("End")

The "End" function ends the current, single call. You can end the call either by pressing 📞 or by using the following procedure:

1. Press `Menu` during a call.

The In Call Menu is displayed.

2. Use `▲`/`▼` to select "End", then press `OK`.

This ends the call.

Switching DTMF Tones On/Off ("Tone Off (On)")

You can switch on and off DTMF (Dual Tone Multifrequency) tones, which are used for remote services (such as Pagers).

1. Press `Menu` during a call.

The In Call Menu is displayed.

2. Use `▲`/`▼` to select "Tone On", then press `OK`.

DTMF tones can now be transmitted.

`NOTE`

"Tone Off" appears as an option in the In Call Menu when DTMF tones are available.

Muting the Current Call and Canceling Call Muting ("Mute")

You can mute the current call.

1. Press `Menu` during a call.

The In Call Menu is displayed.

2. Use `▲`/`▼` to select "Mute", then press `OK`.

While the call is being muted, no sound can be heard by the other party.

3. To cancel call muting, press `Unmute`.

This restores the call.

Viewing the Charge for the Current Call ("Charge")

The "Charge" function displays the charge for the current call.

1. Press `Menu` during a call.

The In Call Menu is displayed.

2. Use `▲`/`▼` to select "Charge", then press `OK`.

The call charge is displayed on the screen.

`NOTE`

During a multiparty call, select "Total Charge" using `▲`/`▼`, then press `OK`.

NOTE

What is PIN1?

PIN stands for Personal Identification Number. It serves as a secret code required to use your phone to make or answer calls or to retrieve your personal information (such as Phone Book data). Unless this password is entered correctly, your phone cannot retrieve information required to enter Standby mode. The password is a 4- to 8-digit, user-definable numeric code. Also you can disable PIN1 if you prefer. If you disable PIN 1, you can retrieve the information required for your phone to receive incoming calls and to make calls without entering the password. If you enter the PIN1 code incorrectly 3 times in succession, your SIM card will become locked. The number of times you enter the PIN1 code is retained on the SIM card even after the phone is switched off. Entering the valid PIN1 code clears the invalid-code memory.

What is PUK1?

When your SIM card becomes locked after you enter the PIN1 code incorrectly 3 times in succession, you can unlock your SIM card by entering the PUK1 code (PIN Unblock Key 1). PUK is an 8-digit numeric code that cannot be changed by the user. If you enter the PUK1 code incorrectly 10 times in succession, your SIM card will become locked. The number of times you enter the PUK1 code incorrectly is retained on the SIM card even after the phone is switched off. Once the SIM card is locked through invalid PUK1 entry, there is no way for the user to unlock the SIM card.
If your SIM card is PUK1-locked, contact your service provider to unlock it.

What is PIN2?

PIN2 is the secret password required to write/change/delete Fixed Dial phone numbers, set/reset the call limit, or clear the cumulative call charge. This password must be entered immediately before you can access PIN2-protected data. Once you have entered your PIN2 code, it remains stored on the SIM card until the phone is switched off but it must be entered whenever you attempt to perform an operation involving PIN2-protected data. The password is a 4- to 8-digit, user-definable numeric code. Unlike PIN1, you cannot disable PIN2 input. If you enter the PIN2 code incorrectly 3 times in succession, your SIM card will become locked. The number of times you enter the PIN2 code incorrectly is retained on the SIM card even after the phone is switched off. Entering the valid PIN2 code clears the invalid-code memory. To enter the PIN2 code, use the same procedure as for the PIN1 code. (See page 24.)

What is PUK2?

When you have entered the PIN2 code incorrectly 3 times in succession, you can unlock your SIM card by entering the PUK2 code (PIN Unblock Key 2). To enter the PUK2 code, use the same procedure as for the PUK1 code. (See page 24.) PUK2 is an 8-digit numeric code that cannot be changed by the user. If you enter the PUK2 code incorrectly 10 times in succession, your SIM card will become locked. The number of times you enter the PUK2 code incorrectly is retained on the SIM card even after the phone is switched off. Once the SIM card is locked through invalid PUK2 entry, there is no way for the user to unlock the SIM card. If your SIM card is PUK2-locked, contact your service provider to unlock it.

■ If your SIM card is PUK1/2-locked, contact your local customer center. For a list of customer centers see Guidelines for Operation.

Entering Your PIN1 Code

If you have set PIN1 input to ON, you must enter your PIN1 code after switching the phone on.

1. **Use the numeric keys (⑨ to ⑨ᵂˣʸᶻ) to enter your PIN1 code.**

Each digit in the PIN1 code is represented by an asterisk " ＊ " on the LCD panel as you enter it.

NOTE

Pressing ✎ erases the last digit you entered as part of the PIN1 code. Holding down ✎ for 1 second or more erases all the PIN1 code digits you have entered.

2. **When you have entered the PIN1 code, press OK .**

OK appears when you have entered four digits. If the entered PIN1 code is valid, the phone enters Standby mode, and the phone is then ready to use.

CAUTION!

- **Up to 8 digits can be entered.**
- **If you enter the PIN1 code incorrectly, you can try again. If you enter the PIN1 code incorrectly 3 times in succession, your SIM card will become locked and you must enter the PUK1 code to unlock the SIM card. (See "What is PUK1?" on Page 23.)**
- **Pressing SOS dials the Emergency Call number "112."**

NOTE

You can set PIN1 input to OFF if you prefer. This disables the PIN1-based safeguard for the SIM card, eliminating the need for PIN1 input even when you switch on your phone. (See "2. Disabling the PIN1 Code" on page 85.)

Entering Your PUK1 Code

If you enter the PIN1 code three incorrectly 3 in succession, you must enter the PUK1 code to unlock the SIM card.

1. **Use the numeric keys (⑨ to ⑨ᵂˣʸᶻ) to enter your PUK1 code.**

Each digit in the PUK1 code is represented by an asterisk " ＊ " on the LCD panel as you enter it.

NOTE

Pressing ✎ erases the last digit you entered as part of the PUK1 code. Holding down ✎ for 1 second or more erases all the PUK1 code digits you have entered.

2. **When you have entered the PUK1 code, press OK .**

OK appears when you have entered 8 digits.

CAUTION!

- **Keep in mind that, if you enter the PUK1 code incorrectly 10 times in succession, your SIM card will become permanently locked.**
- **Pressing SOS dials the Emergency Call number "112."**

3. **Enter your new PIN1 code and press OK .**

OK appears when you have entered 4 digits.

4. **Enter the new PIN1 code again, then press OK .**

Your new PIN1 code has now been set.

🌐 *Call Waiting* (This service will become available in the future.)

When you receive an incoming call during another call, you can answer the new call using `Menu` .

■ *Using the In Call Menu for Different Call Combinations*

Incoming call during a two-party call

Menu ──────────────► In Call Menu
`Menu`

```
        Answer
        Replace
   ▲    Reject
   ▼    I am busy
        Quit
```
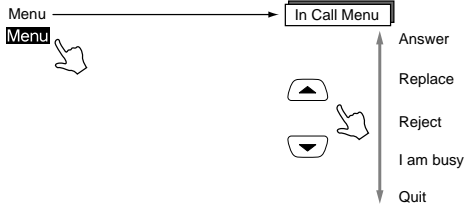
Incoming call with a call on hold

Menu ──────────────► In Call Menu
`Menu`

```
        Answer
   ▲    Reject
   ▼    I am busy
        Quit
```

Incoming call during a multiparty call, including a call in progress and a call on hold

Menu ──────────────► In Call Menu
`Menu`

```
        Answer
        Replace
   ▲    Replace2
   ▼    Reject
        I am busy
        Quit
```
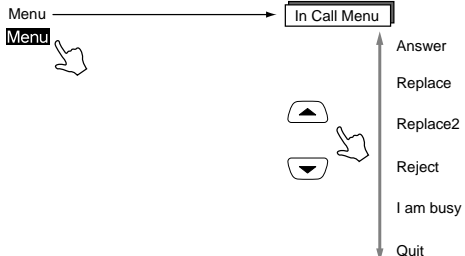
CAUTION!

Before you can answer an incoming call during another call, you must enable call waiting by following the procedure in "3. Setting Call Waiting" on page 81.

Answering an Incoming Call during a Current Call   ("Answer")

You can answer an incoming call during a call.

To answer an incoming call during a call, press ⌣.

The "Answer" function puts all other calls on hold and answers the incoming call.

NOTE

• You can also answer an incoming call during a call by pressing `Menu` to bring up the In Call Menu, using ▲ / ▼ to select "Answer", then pressing `OK` .
• The caller's phone number is displayed if it is available. If the phone number and name of the caller have been registered in the Phone Book, the caller's name is also displayed.
• If you have more than one incoming call during a call, you can use ▲ / ▼ to select the call you want to answer.

Ending the Current Call and Answering an Incoming Call ("Replace")

The "Replace" function ends the current call and answers the incoming call.

1. **When an incoming call is waiting, press `Menu` .**

The In Call Menu is displayed.

2. **Use ▲/▼ to select "Replace", then press `OK` .**

This ends the current call and answers the incoming call.

Rejecting an Incoming Call during a Current Call ("Reject")

The "Reject" function allows you to reject the incoming call during a call.

When an incoming call is waiting, press 📞 .

This rejects the incoming call and continues the current call in progress.

NOTE

You can also reject an incoming call during a call and continue the current call by pressing Menu to display the In Call Menu, using ▲ / ▼ to select "Reject", then pressing OK .

Sending a Busy Message to an Incoming Call during a Current Call ("I am busy")

When an incoming call is waiting, the "I am busy" function posts the message "I am busy" to the network.

1. When an incoming call is waiting, press Menu .

The In Call Menu is displayed.

2. Use ▲ / ▼ to select "I am busy", then press OK .

This sends the message to the network, allowing you to continue the call in progress.

Ending a Call on Hold, Holding the Active Call, and Answering an Incoming Call ("Replace2")

The "Replace2" function ends the call being held, puts the active call on hold, and then answers the incoming call.

1. When an incoming call is waiting, press Menu .

The In Call Menu is displayed.

2. Use ▲ / ▼ to select "Replace2", then press OK .

This ends the call already on hold, puts the active call on hold, then answers the incoming call.

Call Waiting

🌐 *Multiparty Call* (This service will become available in the future.)

You can select a variety of settings using the In Call Menu invoked by pressing **Menu** during a call. The Multiparty Call feature allows you to have a call with 2 to 5 parties alternately or simultaneously. You can use the In Call Menu to hold an active call and return to a held call, to hold a selected party or end the call between you and a selected party (during a multiparty call), to swap the held and current calls, and to perform other multiparty operations.

■ *Using the In Call Menu for Different Call Combinations*

During a multiparty call

Menu ⟶ In Call Menu
Menu

Exclude
Drop
Hold all
Private
Tone Off (Tone On)
Total Charge
Mute
Quit
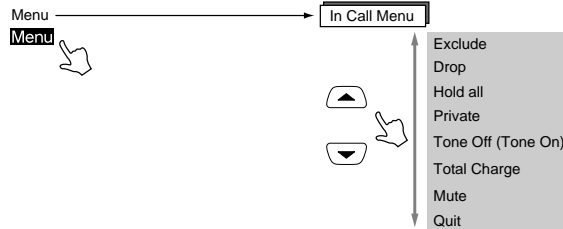
During a multiparty call with all other parties on hold

Menu ⟶ In Call Menu
Menu

Drop
Join All
Private
Tone Off (Tone On)
Total Charge
Mute
Quit
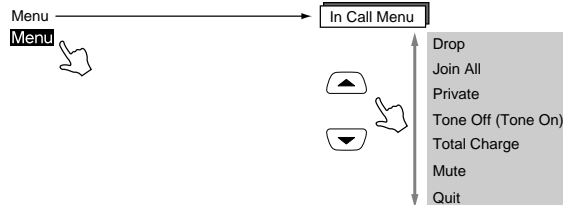
During a multiparty call with some parties on hold and the others active

Menu ⟶ In Call Menu
Menu

Swap
Drop
Join All
Private
Tone Off (Tone On)
Total Charge
Mute
Quit
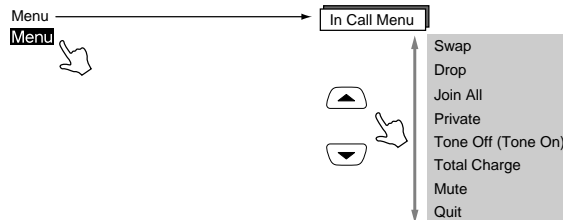
Holding a Selected Party   ("Exclude")

The "Exclude" function lets you select one of the parties during a multiparty call and puts that party on hold. This selection appears in the In Call Menu when all of the parties in the call are active.

1. Use ⏶ / ⏷ during a multiparty call to select the party you want to put on hold, then press Menu .

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Exclude", then press OK .

The "Mpty Held" phone status is displayed on the screen. The selected party is put on hold.

Ending the Call Between You and a Selected Party   ("Drop")

The "Drop" function hangs up the selected party.

1. Use ⏶ / ⏷ during a multiparty call to select the party you want to disconnect, then press Menu .

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Drop", then press OK .

This ends the call with the selected party.

Reactivating All Parties   ("Join All")

The "Join All" function makes all the parties in a single multiparty call active.

1. Press Menu during a multiparty call.

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Join All", then press OK .

The "Call Mpty" phone status is displayed on the screen and all the parties in the multiparty call are made active.

Holding All Parties   ("Hold All")

The "Hold All" function puts all the parties in a multiparty call on hold.

1. Press Menu during a multiparty call.

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Hold All", then press OK .

The "Mpty Held" phone status is displayed on the screen and all the parties in the multiparty call are put on hold.

Speaking to a Selected Party   ("Private")

The "Private" function allows you to select the party you want to talk to.

1. Use ⏶ / ⏷ during a multiparty call to select the party you want to talk to, then press Menu .

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Private", then press OK .

The "Private" status is displayed on the screen.
This makes the call to the selected party active. All calls other than the selected call are put on hold.

Viewing the Charge for the Current Call   ("Total Charge")

The "Total Charge" function displays the charge for the current call .

1. Press Menu during a call.

The In Call Menu is displayed.

2. Use ⏶ / ⏷ to select "Total Charge", then press OK .

The call charge is displayed on the screen.

Multiparty Call

Multiparty Call (cont.)

Muting the Current Call and Canceling Call Muting ("Mute")

You can mute the current call.

1. Press Menu **during a call.**

The In Call Menu is displayed.

2. Use ▲/▼ **to select "Mute", then press** OK **.**

When the call is being muted, no sound is sent to the other party.

3. To cancel call muting, press Unmute **.**

This restores the call.

Swapping the Held and Active Calls ("Swap")

The "Swap" function swaps the held and active parties. "Swap" appears in the In Call Menu when there are both active and held parties.

1. Press Menu **during a multiparty call.**

The In Call Menu is displayed.

2. Use ▲/▼ **to select "Swap", then press** OK **.**

This swaps the held and active parties in the call.

Switching DTMF Tones On/Off ("Tone Off(On)")

You can switch on and off DTMF (Dual Tone Multifrequency) tones, which are used for remote services (such as Pagers)

1. Press Menu **during a call.**

The In Call Menu is displayed.

2. Use ▲/▼ **to select "Tone On", then press** OK **.**

DTMF tones can now be transmitted.

NOTE

"Tone Off" appears as an option in the In Call Menu when DTMF tones are available.

🌐 **Entering Text**

When using your phone, you may need to enter text to enter names and to create or edit Text mail. See the character input list on the right for the list of keys used for text entry and the characters assigned to them. You can enter characters in uppercase or lowercase.

Selecting the Input Character Type

Use ⌃ to select the type of characters you want to enter: letters (alphabetic characters and symbols) and numbers (numeric characters). Pressing ⌃ cycles through the two types. You can check the type of characters currently available with the indicator displayed at the bottom of the screen.

"Alp" ....Accepts letters (Roman characters and symbols).
None......................Accepts numbers (numeric characters).

Switching Alphabetic Character Input between Lowercase and Uppercase

To switch between uppercase and lowercase, use ⌄. Pressing ⌄ toggles case between uppercase and lowercase. You can check the current case with the indicator displayed at the bottom of the screen.

"A" ....Accepts characters in uppercase.
"a"..........................Accepts characters in lowercase.

NOTE

When the cursor is positioned at a character, you can toggle the case of that character between uppercase and lowercase by pressing ⌄.

Character Input Table

Key	Characters assigned in alphabetic character (uppercase) mode
①	Space - _ . , : ; ' " ? ¿ ! ¡
②	A B C á Ä Å Æ Ç
③	D E F è É Δ Φ
④	G H I Ì Γ
⑤	J K L Λ
⑥	M N O Ñ Ò Ö Ø
⑦	P Q R S ß Π Θ Σ
⑧	T U V ù Ü
⑨	W X Y Z Ω Ξ Ψ
⓪	∗ # / ( ) < = > % £ $ ¥ ¤ @ & §
✳<	Moves to the left.
#>	Moves to the right.
♡	Deletes the underlined character. Holding down the key deletes all characters.
⌃	Changes the input character type (letters, numbers).
⌄	Toggles between uppercase and lowercase modes.

Key	Characters assigned in alphabetic character (lowercase) mode
①	Space - _ . , : ; ' " ? ¿ ! ¡
②	a b c á ä å æ Ç
③	d e f è é Δ Φ
④	g h i ì Γ
⑤	j k l Λ
⑥	m n o ñ ò ö ø
⑦	p q r s ß Π Θ Σ
⑧	t u v ù ü
⑨	w x y z Ω Ξ Ψ
⓪	∗ # / ( ) < = > % £ $ ¥ ¤ @ & §
✳<	Moves to the left.
#>	Moves to the right.
♡	Deletes the underlined character. Holding down the key deletes all characters.
⌃	Changes the input character type (letters, numbers).
⌄	Toggles between uppercase and lowercase modes.

The shaded characters in the character input table depend on the language currently selected on the display language setting menu. Only characters available in the selected language are displayed.

Correcting Characters

To correct an entered letter or number, use ⊛ / ⌗ to move the cursor to the character position, then edit the character.

Deleting Characters

To delete an entered letter or number, use ⊛ / ⌗ to move the cursor to the character position. Pressing ⌫ deletes the character at the current cursor position. To delete the entire text you have entered, hold down ⌫.

🌐 *Phone Book*

You can store (register) a phone number in the Phone Book in either of two ways. You can enter the phone number first, then press **Store** *. Or, you can press* **Mem** *first to open the Memory Menu, select "Phone book" to open the Phone Book, then use the "Create" function to input the phone number as shown in the following menu map.*

■ *Phone Book Menu Map*
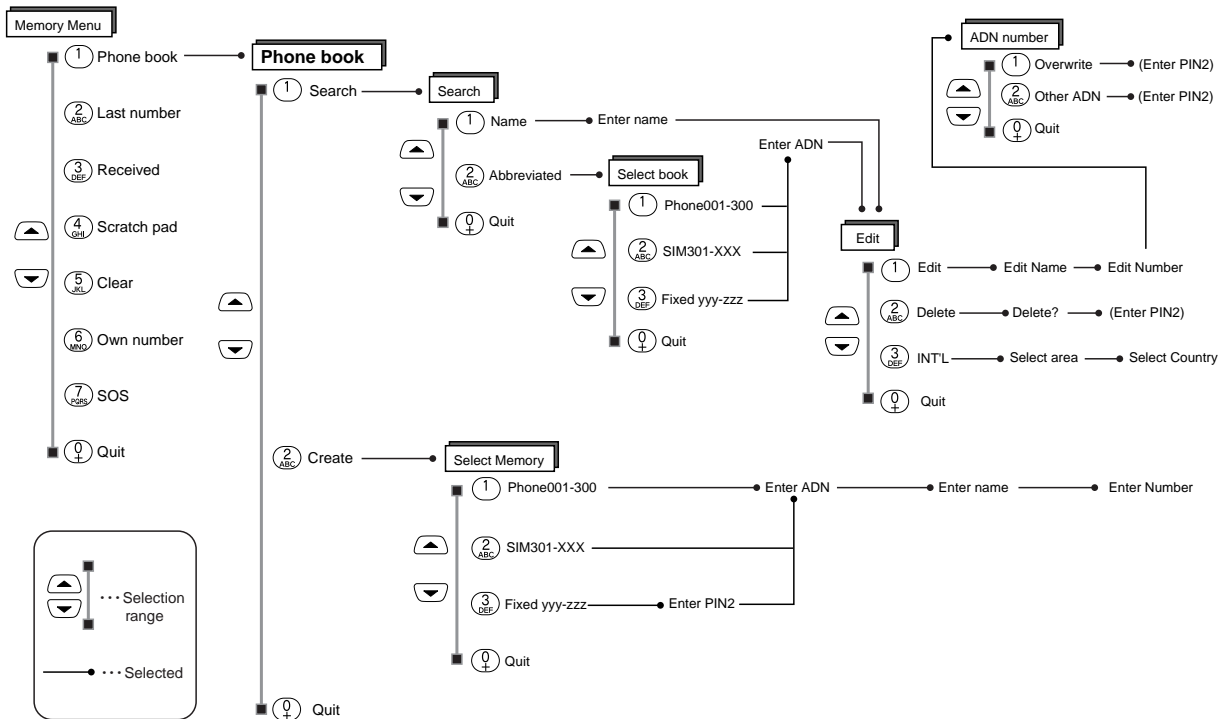
Storing a Phone Number in the Phone Book (by Entering the Phone Number)

You can Store a phone number in the Phone Book using the procedure described below. The Phone Book provides 3 different areas for storing phone numbers.

- **Phone Memory**
  This area is the internal memory in your phone and can store up to 300 abbreviated numbers (numbered 1 to 300).
- **SIM Memory**
  This area is the memory on the SIM card, excluding the "Fixed Dial Memory". It can store abbreviated numbers starting from abbreviated number 301. The size of this memory depends on the capacity of the SIM card.
- **Fixed Dial Memory**
  This area is the memory on the SIM card, used for dialing using the "Fixed dial" feature. The maximum number of entries to the Fixed Dial Memory depends on the SIM card loaded in your phone. If you set "Fixed dial" to ON (as described in "4. Restricting Outgoing Calls Using Fixed Dial" on page 86), your phone cannot dial any number other than the phone numbers Stored in the Fixed Dial Memory.

1. **Enter the phone number you want to store in the Phone Book.**

The entered phone number is displayed on the screen.

2. **Press** Store .

The screen prompts you to select the area in which to store the phone number. The required procedure varies depending on the area. Follow the appropriate procedure below to store the phone number.

■ *To store the phone number in an area other than the Fixed Dial Memory:*

3. **Use** △/▽ **to select the desired area, then press** OK .

The screen displays the first unassigned abbreviated number in the selected area. Next, go to step 5.

■ *To store the phone number in the Fixed Dial Memory:*

3. **Use** △/▽ **to select "Fixed yyy-zzz", then press** OK .

The screen prompts you to enter your PIN2 code. To enter the PIN2 code, use the same procedure as for the PIN1 code. (See page 24.)

4. **After entering the PIN2 code correctly, press** OK .

The digits in the PIN2 code are displayed as a string of asterisks "＊" as you enter them.
The screen displays the lowest abbreviated number unassigned, from Fixed yyy to Fixed zzz.

NOTE

- Pressing ✎ erases the last digit you entered as part of the PIN2 code. Holding down ✎ for 1 second or more erases all the PIN2 code digits you have entered.
- OK appears when you have entered 4 digits.

5. **Check the abbreviated number, then press** OK .

The screen prompts you to enter a name.

NOTE

- You can change the abbreviated number using △ / ▽ .
- Pressing ✎ with an abbreviated number displayed erases the last digit. Holding down ✎ for 1 second or more erases all digits.
- If you select an abbreviated number which has already been assigned, a warning appears. Pressing Quit returns to the screen to prompt you to select the area for storing the phone number. Pressing OK or ✎ assigns the currently selected abbreviated number to the phone number you are storing, overwriting the existing entry.
- If the entered name is too long, a warning appears. (The name can be up to 20 characters long on 2 lines. The maximum number of characters for a name depends on your SIM card.) Pressing any key brings you to step 7.

Phone Book

6. After entering the name, press OK .

The phone number to be stored is displayed on the screen.

NOTE

- See page 36 for information on how to enter text.
- Pressing ✎ with a name displayed erases the last character. Holding down ✎ for 1 second or more erases all characters.
- If you enter an already stored name, a warning appears on the screen. Pressing OK accepts the name to be stored with the phone number you are storing. Pressing Quit or ✎ returns you to the screen prompting for a name.

7. Check the phone number, then press OK .

The phone number is now stored in the Phone Book.

NOTE

- You can store a phone number in the Phone Book even during a call.
- Pressing ✎ with a phone number displayed erases the last digit. Holding down ✎ for 1 second or more erases all digits.
- You can also store a phone number using the "Create" function in the Phone Book Menu invoked by selecting "Phone book" from the Memory Menu.
- **Wild card function**
  If you store a phone number containing a " ? " in the Phone Book, you can replace the " ? " with any numeric character when you retrieve the phone number from the Phone Book. To enter "?", press and hold #⟩ . When you press a numeric key after retrieving the phone number, the entered numeric character replaces the "?" in that number.

Storing a Phone Number in the Phone Book (Using "Create") *("Create")*

You can use "Create" on the Phone Book Menu to store a phone number in the Phone Book.

1. Press Mem .

The Memory Menu is displayed on the screen.

2. Use ⌃/⌄ to select "Phone book", then press OK .

The Phone Book Menu is displayed.

3. Use ⌃/⌄ to select "Create", then press OK .

The screen prompts you to select the area in which to store the phone number. The required procedure varies depending on the area. Follow the appropriate procedure below to store the phone number.

■ *To store the phone number in an area other than the Fixed Dial Memory:*

4. Use ⌃/⌄ to select the desired area, then press OK .

The screen displays the first unassigned abbreviated number in the selected area. Next, go to step 5.

■ *To store the phone number in the Fixed Dial Memory:*

4. Use ⌃/⌄ to select "Fixed yyy-zzz", then press OK .

The screen prompts you to enter your PIN2 code. (See page 23.) To enter the PIN2 code, use the same procedure as for the PIN1 code. (See page 24.) The digits in the PIN2 code are displayed as a string of asterisks " ＊ " as you enter them.

NOTE

- Pressing ✎ erases the last digit you entered as part of the PIN2 code. Holding down ✎ for 1 second or more erases all the PIN2 code digits you have entered.
- OK appears when you have entered 4 digits.

5. **After entering the PIN2 code, press OK .**

"Enter ADN" (ADN: Abbreviated Dialing Number) appears on the screen. The screen displays the first unassigned abbreviated number between Fixed yyy and Fixed zzz.

6. **Enter the abbreviated number to be assigned for the phone number, then press OK .**

The screen prompts you to enter a name.

| NOTE |

• You can change the abbreviated number using ⌃ / ⌄ .
• Pressing ⌫ with an abbreviated number displayed erases the last digit. Holding down ⌫ for 1 second or more erases all digits.
• If you select an abbreviated number which has already been assigned, a warning appears on the screen. To overwrite the assignment of the abbreviated number, use ⌃ / ⌄ to select "Overwrite" and press OK . To assign a different abbreviated number, select "Other ADN" and press OK . The screen then returns to the ADN input state. If ess **Quit** or ⌫ you will be prompted to select the area in which to store the phone number.

7. **After entering the name, press OK .**

The phone number to be stored is displayed on the screen.

| NOTE |

• See page 36 for information on how to enter text.
• Pressing ⌫ with a name displayed erases the last character. Holding down ⌫ for 1 second or more erases all characters.
• If a name is already stored, a warning appears. To overwrite the existing name, press OK . To store a different name, press **Quit** or ⌫ . The screen then returns to name input.
• If the entered name is too long, a warning appears. (The name can be up to 20 characters long on two lines. The maximum number of characters for a name depends on your SIM card.) Pressing any key returns to name input.

8. **Enter the phone number you want to store, then press OK .**

The phone number is now stored in the Phone Book.

| NOTE |

• You can store a phone number in the Phone Book even during a call.
• You can also store a phone number by entering the phone number first. (See page 39.)
• **Wild card function**
  If you store a phone number containing a " ? " in the Phone Book, you can replace the " ? " with any numeric character when you retrieve the phone number from the Phone Book. To enter "?", press and hold (#) . When you press a numeric key after retrieving the phone number, the entered numeric character replaces the "?" in that number.

Phone Book (cont.)

Editing the Phone Book   ("Edit")

The "Edit" function lets you edit or change entries in the Phone Book.

1. Search the Phone Book for an entry you want to edit.

NOTE

See page 26 for information on how to search for entries.

2. Press **Edit** .

The Edit Menu is displayed on the screen.

3. Use ⏶ / ⏷ to select "Edit", then press **OK** .

The screen changes to the name edit mode.

4. Edit the name as required, then press **OK** .

The screen changes to the phone number edit mode.

NOTE

- See page 36 for information on how to enter text.
- If you enter a name which has already been stored, a warning appears. Pressing **OK** accepts the name to be stored. Pressing **Quit** or ⌫ returns you to the screen prompting for a name.

5. Edit the phone number as required, then press **OK** .

The screen prompts you to select the area in which you want to store the abbreviated number.

NOTE

If you enter an already stored phone number, a warning appears. Pressing **OK** changes the screen to select the area in which to store the abbreviated number; pressing **Quit** or ⌫ returns you to the phone number input screen.

6. Use ⏶ / ⏷ to select the area in which to store the abbreviated number, then press **OK** .

"Overwrite" (Overwrite the existing entry with the same abbreviated number)

- If the edited entry has been stored in Fixed yyy-zzz, press **OK** after entering your PIN2 code to finish.
- If the entry has been stored in any other area, the existing entry is replaced by edited one.

"Other ADN" (Assign a different abbreviated number.)

- If the edited entry has been stored in Fixed yyy-zzz, pressing **OK** after entering your PIN2 code displays the first unassigned abbreviated number. Next, go to step 7.
- If the entry has been stored in any other area, the screen displays the first unassigned abbreviated number in the selected memory. Next, go to step 7.

7. After entering the desired abbreviated number, press **OK** .

The edited entry is now stored.

NOTE

- You can change the abbreviated number using ☺ to ☻ or ⏶ / ⏷ .
- Pressing ⌫ with an abbreviated number displayed erases the last digit. Holding down ⌫ for 1 second or more erases all digits.
- If you select an abbreviated number which has already been assigned, a warning appears, asking whether you want to overwrite the existing number.

Deleting Information from the Phone Book   *("Delete")*

The "Delete" function allows you to delete entries from the Phone Book.

1. **Search the Phone Book for the entry you want to delete from the Phone Book.**

2. **Press** `Edit` **.**

The Edit Menu is displayed on the screen.

3. **Use** `▲`/`▼` **to select "Delete", then press** `OK` **.**

The screen displays a delete confirmation message.

| NOTE |

To delete a phone number containing "?", press `Erase` after searching for and retrieving the number.

4. **After re-checking the entry to be deleted, press** `OK` **.**

The entry has now been deleted from the Phone Book.

| NOTE |

If the entry to be deleted has been stored has been stored in Fixed yyy-zzz, you must enter your PIN2 code in order to delete it.

Adding a Country Code   *("INT'L")*

The "INT'L" function adds an international country code prefix to a phone number stored in the Phone Book.

1. **Search the Phone Book for an entry to which you want to add a country code prefix.**

2. **Press** `Edit` **.**

The Edit Menu is displayed on the screen.

3. **Use** `▲`/`▼` **to select "INT'L", then press** `OK` **.**

The screen prompts you to select a country code.

4. **Use** `▲`/`▼` **to select the desired country code, then press** `OK` **.**

The selected country code prefix is added to the phone number.

Phone Book

Memory Menu

The Memory Menu provides the following functions:

1. **Phone book**..............................*Allows you to create, edit, or delete entries in the Phone Book. See page 38.*
2. **Last number**.............................*Displays the phone numbers dialed recently.*
3. **Received**..................................*Displays the phone numbers of recent incoming calls.*
4. **Scratch pad**.............................*Used for temporarily storing a phone number.*
5. **Clear**...*Clears a selected memory area or all memory areas.*
6. **Own number**............................*Displays your phone number.*
7. **SOS**..*Makes an emergency call.*

■ Memory Menu Map

Memory menu

1 Phone book --------- See page 38.
2 ABC Last number → Last number:1–10
3 DEF Received → Received:1–10
4 GHI Scratch pad → Scratch pad
5 JKL Clear
6 MNO Own number → Own number
   1 Display
   2 ABC Save
   0 Quit
7 PGRS SOS → Emergency
0 Quit

Selection range → Selected

Memory Clear
1 Phone book → Select Memory
   1 Phone → Clear Phone Memory?
   2 ABC SIM → Clear SIM Memory?
   3 DEF Fixed → Enter PIN2 → Clear Fixed Memory?
   0 Quit
2 ABC Last number → Clear Last number?
3 DEF Received → Clear Received?
4 GHI Scratch pad → Clear Scratch pad?
5 JKL All Memory → (Enter PIN2) → Clear all memory?
0 Quit

Viewing the Outgoing Call Log   *("Last number")*

Your phone can store and display the 10 most recently dialed phone numbers.

1. **To view the most recent phone number dialed, press** Mem **first.**

The Memory Menu is displayed.

2. **Use** ▲ **/** ▼ **to select "Last number", then press** OK **.**

The most recent phone number dialed is displayed.

NOTE

- When the most recent phone number dialed is displayed, you can dial that number by pressing 📞 . (See page 27.)
- When the most recent phone number dialed is displayed, you can store that number in the Phone Book by pressing Store .
- You can also view the most recent phone number dialed by pressing 📞 in Standby mode. Use ▲ / ▼ to scroll through the outgoing call log.
- If the outgoing call log contains no phone numbers, press any key to return to the Memory Menu.

3. **Press** ▲ **/** ▼ **.**

You can view the phone number of the previous/next most recent outgoing call.

Viewing the Incoming Call Log   *("Received")*

Your phone can store and display the phone numbers of the 10 most recently received incoming calls.

1. **To view the phone number of the most recent incoming call, press** Mem **.**

The Memory Menu is displayed.

2. **Use** ▲ **/** ▼ **to select "Received", then press** OK **.**

The most recent incoming call phone number is displayed.

CAUTION!

The phone number is stored in memory only when the caller's phone number is processed by the network. (This service will become available in the future.) Some networks may not display the phone number even if the notification setting is turned on.

NOTE

- When the most recent incoming call's phone number is on the screen, you can dial that number by pressing 📞 . (See page 27.)
- When the most recent incoming call's phone number is on the screen, you can store that number in the Phone Book by pressing Store .
- If the incoming call log contains no phone numbers, press any key to return to the Memory Menu.

3. **Press** ▲ **/** ▼ **.**

You can view the phone number of the previous/next most recent incoming call.

Memory Menu

Scratch Pad   ("Scratch pad")

The "Scratch pad" function displays the phone number stored temporarily in the Scratch Pad.

1. **Enter the phone number you want to store in the Scratch Pad.**

The entered phone number is displayed.

2. **Press** `Store` **.**

You are prompted to select the memory area in which to store the phone number.

3. **Use** ⏶ **/** ⏷ **to select "Scratch pad", then press** `OK` **.**

4. **Press** `OK` **.**

Now the phone number is stored in the Scratch Pad.

■ *Viewing the Scratch Pad*

1. **Press** `Mem` **first.**

The Memory Menu is displayed.

2. **Use** ⏶ **/** ⏷ **to select "Scratch pad", then press** `OK` **.**

The temporary entry (phone number) in the Scratch Pad is displayed.

| NOTE |

- When the phone number in the Scratch Pad is displayed, you can dial that number by pressing the ☺ key. (See page 27.)
- When the phone number in the Scratch Pad is displayed, you can store that number in the Phone Book by pressing `Store` .
- If no phone number has been stored in the Scratch Pad, press any key to return to the Memory Menu.

Clearing Memory   ("Clear")

The "Clear" function can delete data from one or all of the memories listed on the Memory Menu.

1. **Press** `Mem` **first.**

The Memory Menu is displayed.

2. **Use** ⏶ **/** ⏷ **to select "Clear", then press** `OK` **.**

The Memory Clear Menu is displayed, prompting you to select the memory area to be cleared.

3. **Use** ⏶ **/** ⏷ **to select the memory you want to clear, then press** `OK` **.**

If you select "Phone book", the screen displays the Select Memory Menu to further select the memory area to be cleared. If you select "All memory", you are prompted to enter your PIN2 code. If you select any other memory area, the screen asks whether you want to clear the selected memory area.

■ *Selecting "Phone book"*

4. **Use** ⏶ **/** ⏷ **to select the memory area you want to clear, then press** `OK` **.**

If you select "Fixed" with any phone number stored in the Fixed Dial Memory, the screen displays the PIN2 code input prompt. Enter the PIN2 code, then press `OK` .

5. **Press** `OK` **.**

The selected area within the Phone Book is cleared and the Select Memory Menu is displayed.

■ *Selecting "Last number," "Received," or "Scratch pad"*

4. Press OK .

The selected memory area is cleared and the screen returns to the Memory Clear Menu.

■ *Selecting "All Memory"*

You must enter your PIN2 code if any entry is already stored in the Fixed Dial Memory.

4. Enter your PIN2 code, then press OK .

The screen displays a clear confirmation message.

5. Press OK .

All memory areas are cleared and the screen returns to the Memory Menu.

Viewing Your Phone Number   ("Own number")

The "Own number" function displays the phone number of your Iridium phone. If your phone number changes, you can enter the new phone number and store it.

1. Press Mem .

The Memory Menu is displayed.

2. Use ▲ / ▼ to select "Own number", then press OK .

Your number is displayed.

1. Display	Displays the phone number of your Iridium phone.
2. Save	Changes and stores the currently displayed phone number.

3. Use ▲ / ▼ to select the desired option, then press OK .

The phone number of your Iridium phone is displayed on the screen. If you select "Save", pressing ⌫ erases digits one by one. Holding down ⌫ for 1 second or more erases the entire phone number. Enter the new phone number.

4. Press any key.

The screen returns to "Own number." If you have selected "Save" in step 3 above, the screen returns to "Own number" by pressing OK .

Retrieving an Emergency Call Number   ("SOS")

The "SOS" function retrieves an emergency call number.

1. Press Mem .

The Memory Menu is displayed.

2. Use ▲ / ▼ to select "SOS", then press OK .

The screen displays an emergency call number.

NOTE

If you have stored 2 or more emergency call numbers, you can scroll through them using ▲ / ▼ .

3. Press 📞 .

This dials the emergency call number currently displayed.

CAUTION!

• **The telephone number displayed during the emergency call depends on the SIM card supplied by your Iridium service provider.**
• **The emergency call number cannot be stored.**

Memory
Menu

Memory Menu   47

⊕ Menu Functions (The shaded services will become available in the future.)

The Main Menu provides the following functions:

① Settings

1. Language	Changes the language displayed on your phone.
2. Ringer	Sets the type of ringer tone, the ringer volume, and the user melody.
3. Volume	Sets the volume for key click, warning, and power-ON/OFF tones, selects a sound pattern, and sets the speech volume.
4. DTMF type	Sets the type of DTMF tones.
5. Backlight	Keeps the backlight on for 10 seconds after any key operation.
6. AnykeyAnswer	Answers an incoming call by pressing any key.
7. Auto answer	Answers an incoming call automatically a certain number of seconds after detecting the call.

② Clock

1. Clock mode	Sets the date/time display mode, including 12-hour and 24-hour time display options.
2. Set alarm	Sounds the alarm at the set time. Up to three alarms can be set.
3. AutoPowerON	Turns the power on automatically at the set time.
4. AutoPowerOFF	Turns the power off automatically at the set time.
5. Set clock	Sets a country/city and date/time.
6. World clock	Corrects the current time, sets the destination for automatic time switching, and displays the world clock on a world map.
7. Summer time	Turns summer time display on or off.

③ Messages

1. Read new	Read received but unread Text mails.
2. Read all	Read all received Text mails.
Create	Create a new Text mail.
3. Erase all	Delete all Text mails.
Settings	Settings for Text mails.

Call Meter

1. Last call	Displays the charge for the last call and its duration.
2. All calls	Displays the cumulative charge for calls and their cumulative duration.
3. Charge limit	Sets the maximum cumulative call charge.
4. Currency	Sets the charge per time-charge.
5. Display	Allows real-time call charge/duration display during a call.

④ Services

1. Barring	Sets service features for outgoing and incoming calls.
2. Forwarding	Sets Call Forwarding.
Waiting	Sets Call Waiting.
Caller Id	Sets called/calling line identification.
3. Registration	Checks for the registered location.

⑤ Security

1. Keylock	Locks key operations.
2. PIN1 ON/OFF	Enables/disables the PIN1-based safeguard applied when your phone is switched on.
3. New PIN1	Sets a new PIN1 code.
4. New PIN2	Sets a new PIN2 code.
5. Fixed dial	Sets restriction on outgoing calls using the Fixed Dial feature.

■ Main Menu Map (The services shown shaded will become available in the future.)

Menu

1 Settings
- Language
- Ringer
- Volume
- DTMF Type
- Back light
- AnyKey/Answer
- Auto answer
- Quit

2 ABC Clock
- Clock mode
- Set alarm
- AutoPowerON
- AutoPowerOFF
- Set clock
- World clock
- Summer time
- Quit

3 DEF Messages
- Read new
- Read all
- Create
- Erase all
- Settings
- Quit

Call meter
- Last call
- All calls
- Charge limit
- Currency
- Display
- Quit

4 GHI Services
- Barring
- Forwarding
- Waiting
- Caller Id
- Registration
- Quit

5 JKL Security
- Keylock
- PIN1 ON/OFF
- New PIN1
- New PIN2
- Fixed dial
- Quit

0 Quit

Selected

Selection range

Selected

Settings

■ Settings Menu Map

Menu

- 1 Settings → **Settings**
- 2 Clock
- 3 Messages
- Call meter
- 4 Services
- 5 Security
- 0 Quit

Settings

- 1 Language
- 2 Ringer → **Ringer**
  - 1 Type
  - 2 RingerVolume
  - 3 UserMelody
  - 0 Quit
- 3 Volume → **Volume**
  - 1 Sound volume
  - 2 SoundPattern
  - 3 Talk volume
  - 0 Quit
- 4 DTMF type → **DTMF type**
  - Short
  - Long
  - OFF
  - Quit
- 5 Back light
- 6 AnykeyAnswer
- 7 Auto answer
- 0 Quit

UserMelody
- 1 Compose
- 2 Playback → Playback
- 3 Delete → Delete UserMelody?
- 0 Quit

Ringer volume
- OFF
- Low
- Medium
- High
- Step1
- Step2
- Step3
- Step4
- Sign call
- Quit

Step Ringer
Sign call

Ringer type
- Type1
- Type2
- Type3
- Type4
- Type5
- Type6
- Type7
- Melody1
- Melody2
- Custom
- Quit

Language
- German
- English
- Italian
- French
- Spanish
- Dutch
- Swedish
- Danish
- Portuguese
- Finnish
- Norwegian
- Greek
- Turkish
- Russian
- Korean
- Chinese-Trad
- Chinese-Simp
- Japanese
- Quit

Sound Item
- 1 Key click
- 2 Warning
- 3 Power ON
- 4 Power OFF
- 0 Quit

Key click
- OFF
- Low
- Medium
- High
- Quit

Warning
- OFF
- Low
- Medium
- High
- Quit

Power ON
- OFF
- Low
- Medium
- High
- Quit

Power OFF
- OFF
- Low
- Medium
- High
- Quit

SoundPattern
- Pattern1
- Pattern2
- Pattern3
- Pattern4
- Quit

Backlight
- ON
- OFF
- Quit

Any key answer
- ON
- OFF
- Quit

- ON
- OFF
- Quit

Number of ring
- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

Auto Answer

Selection range

Selected

Changing the Settings ("Settings")

Changing the Settings

1. Press `Menu` .

The Main Menu is displayed on the screen.

2. Use (▲)/(▼) to select "Settings", then press `OK` .

The Settings Menu is displayed. You can now make the settings shown in the following table:

1. Language	Changes the language displayed on your phone.
2. Ringer	Sets the type of ringer tone, the ringer volume, and the user melody.
3. Volume	Sets the volume for key click, warning, and power-ON/OFF tones, select a sound pattern, and to set the speech volume.
4. DTMF type	Sets the type of DTMF tones.
5. Back light	Keeps the backlight to remain on for 10 seconds after completion of key operation.
6. AnykeyAnswer	Answers an incoming call by pressing any key.
7. Auto answer	Answers an incoming call automatically a certain number of seconds after detecting the call.

1. Setting the Display Language ("Language")

The "Language" function lets you change the language to be displayed on your phone.

1. Use (▲)/(▼) to select the "Language", then press `OK` .

The currently selected language is indicated by ●.

2. Use (▲)/(▼) to select the desired language, then press `OK` .

A ● appears next to the selected language. Press `Quit` to return to the Settings Menu. The Language Menu lists the following available languages:

German → English → Italian → French → Spanish → Dutch → Swedish → Danish → Portuguese → Finnish → Norwegian → Greek → Turkish → Russian → Korean → Chinese-Trad → Chinese-Simp → Japanese → German →...

`NOTE`

Once you have selected a language, all screen information is displayed in that language. You can change the language back to English by pressing ⊙ or ⊙ .

2. Setting the Ringer ("Ringer")

The "Ringer" function lets you set the type and volume of the ringer tone and the user melody.

Use (▲)/(▼) to select "Ringer", then press `OK` .

The Ringer Menu is displayed on the screen, which provides the following functions:

1. Type	Sets the type of ringer tone to be used.
2. Ringer Volume	Sets the ringer volume.
3. User Melody	Sets the user melody.

Settings

2-1. Setting the Ringer Tone   ("Type")

The "Type" function lets you set the type of ringer tone.

1. Use ⏶/⏷ to select "Type", then press OK .

The Ringer Type Menu is displayed. The currently selected type of ringer tone is indicated by ●. There are 10 types of ringer tones available: Type1 to Type7, Melody1, Melody2, and Custom. (Creation of the user melody is described in "2-3-1. Composing a User Melody" on page 53.)

2. Use ⏶/⏷ to select the desired type of ringer tone.

The selected type of ringer tone sounds for one cycle.

3. Press OK .

A ● appears next to the selected type of ringer tone. Press Quit to return to the Ringer Menu.

CAUTION!

Melody1 is set as the ringer tone when you select "Custom" if no user melody has been created.

2-2. Setting the Ringer Volume   ("RingerVolume")

The "Ringer volume" function lets you set the ringer volume.

1. Use ⏶/⏷ to select "RingerVolume", then press OK .

The Ringer volume Menu is displayed. The currently selected ringer volume is indicated by ●. There are nine volume options available: OFF, Low, Medium, High, and Step1 to Step4 and sign call.

NOTE

Step1 to Step4 cause the ringer to sound in the following volume patterns, respectively:

Step1	Low → High → High → Continuously High
Step2	Low → Medium → High → Continuously High
Step3	Low → Medium → High → Muted → (Pattern)
Step4	Low → High → Low → High → (Pattern)
Sign call	Sounds the ringer for the set period of time after an incoming call is received.

2. Use ⏶/⏷ to select the desired volume option.

The ringer sounds at the selected volume or in the selected volume pattern.

3. Press OK .

A ● appears next to the selected volume option. If you select Step1 to Step4, you are prompted to set the step interval. Enter the desired value using a numeric key (① to ⑨).

After you set the ringer volume, select "Sign call" and use a numeric key (① to ⑨) to set the desired number of rings to sound when an incoming call is received.

4. Press OK .

The screen returns to the Ringer Menu.

2-3. Setting the User Melody   ("User Melody")

The "User Melody" function lets you create your own melody.

Use ⏶/⏷ to select "UserMelody", then press OK .

The User Melody menu is displayed, which provides the following functions:

1. Compose	Composes a user melody.
2. Playback	Replays the user melody.
3. Delete	Deletes the user melody.

2-3-1. Composing a User Melody   ("Compose")

The "Compose" function lets you compose a user melody.

1. Use ⏶ / ⏷ to select "Compose", then press **OK** .

The User Melody menu is displayed.

NOTE

- A note represents a sound of a particular pitch and length. The pitch can be selected from among 24 options; the length can be selected from among 5 options.
- The user melody can contain up to 8 measures. The total number of measures and the number of the measure currently being edited are displayed in the form of a fraction.
- Each measure can contain up to 6 notes regardless of their length. The user melody can therefore contain up to 48 notes (8 measures x 6 notes).

Name	Sixteenth note	Eighth note	Quarter note	Half note	Whole note
Character	♪	♪	♩	𝅗𝅥	𝅝
Output duration	80ms	160ms	320ms	640ms	1280ms

Name	Sixteenth rest	Eighth rest	Quarter rest	Half rest	Whole rest
Character	𝄿	𝄾	𝄽	▬	▬
Output duration	80ms	160ms	320ms	640ms	1280ms

2. **Enter the desired melody.**

Use the numeric keys as shown in the table on the right to create the desired melody.

3. **When you have finished composing the user melody, press** **OK** .

To use the user melody as the ringer sound, select "Custom" on the Ringer Type menu (described on page 52).

Cursor position / Input key	Blank	Low note	High note	Rest
⏶		1 octave up		
⏷		1 octave down		
C♡		Delete	Delete	Delete
1	Sixteenth note (c)			Sixteenth note (c)
2 ABC	Sixteenth note (d)			Sixteenth note (d)
3 DEF	Sixteenth note (e)	● For the same note (even with a #), these keys extend it by one step in length.		Sixteenth note (e)
4 GHI	Sixteenth note (f)			Sixteenth note (f)
5 JKL	Sixteenth note (g)	● For a different note, these keys enter a sixteenth note one octave apart.		Sixteenth note (g)
6 MNO	Sixteenth note (a)			Sixteenth note (a)
7 PQRS	Sixteenth note (b)			Sixteenth note (b)
8 TUV				
9 WXYZ		Add/delete # (sharp) (Only to c/d/f/g/a)		
0 +	Sixteenth rest	Sixteenth rest	Sixteenth rest	Extend the rest by one step.
*<	Move the cursor left.	Move the cursor left.	Move the cursor left.	Move the cursor left.
#>		Move the cursor right.	Move the cursor right.	Move the cursor right.

2-3-2. Replaying the User Melody ("Playback")

The "Playback" function replays the user melody you have created.

Use ⏶/⏷ to select "Playback", then press OK .

You phone plays the user melody. Upon completion, the screen returns to the User Melody Menu.

NOTE

- To stop playing the user melody, press Quit .
- The replay volume is "Medium".

2-3-3. Deleting the User Melody ("Delete")

The "Delete" function deletes the user melody you created.

1. Use ⏶/⏷ to select "Delete", then press OK .

You are asked to confirm whether you want to delete the user melody.

2. Press OK .

The user melody is deleted and the screen returns to the User Melody Menu.

3. Setting the Volume ("Volume")

The "Volume" function lets you make a variety of volume settings.

Use ⏶/⏷ to select "Volume", then press OK .

The Volume Menu is displayed, which provides the following functions:

1. Sound volume	Sets the volume for key click, warning, and power-ON/OFF tones.
2. SoundPattern	Sets a sound pattern as a combination of tones.
3. Talk volume	Sets the speech volume.

3-1. Setting the Volume for Key Click, Warning, or Power-ON/OFF Tone ("Sound volume")

The "Sound volume" function lets you set the volume for key click, warning, and power-ON/OFF tones.

1. Use ⏶/⏷ to select "Sound volume", then press OK .

The Sound Item Menu is displayed.

1. Key click	Key click tone
2. Warning	Warning tone
3. Power ON	Power-on tone
4. Power OFF	Power-off tone

2. Use ⏶/⏷ to select the type of sound whose volume you want to set, then press OK .

Volume setting options for the selected type of sound are provided. The current setting is indicated by ●. If you select one of the options, you can hear the sound at the selected volume.

OFF	Mute
Low	Low volume
Medium	Medium volume
High	High volume

3. Use ⏶/⏷ to select the desired volume option, then press OK .

The screen returns to the Sound Item Menu.

3-2. Setting the Sound Pattern ("Sound Pattern")

The "Sound Pattern" function lets you select a sound pattern as a combination of key click, warning, and power-ON/OFF tones.

1. Use ⏶/⏷ to select "SoundPattern", then press **OK** .

The Sound Pattern Menu is displayed. The current setting is indicated by ●. The following table shows the different sounds assigned to functions for each sound pattern.

Pattern	Key click tone	Warning	Power ON tone	Power OFF tone
Pattern1	Sound 1-1	Sound 1-2	Sound 1-3	Sound 1-4
Pattern2	Sound 2-1	Sound 2-2	Sound 2-3	Sound 2-4
Pattern3	Sound 3-1	Sound 3-2	Sound 3-3	Sound 3-4
Pattern4	Sound 4-1	Sound 4-2	Sound 4-3	Sound 4-4

2. Use ⏶/⏷ to select the desired sound pattern, then press **OK** .

The screen returns to the Volume Menu.

CAUTION!

The setting you make here assumes that each type of sound on the Sound Volume Menu has not been set to "OFF".

3-3. Setting the Speech Volume ("Talk volume")

The "Talk volume" function lets you set the speech volume of the earpiece speaker.

1. Use ⏶/⏷ to select "Talk volume", then press **OK** .

The Talk Volume Menu is displayed. A graph appears, showing the current speech volume.

2. Use ⏶/⏷ to set the desired speech volume.

You can adjust the speech volume in 5 steps.

CAUTION!

You cannot use ① to ⑨ to set the speech volume.

3. Press **Quit** .

You have now finished setting the speech volume. The screen returns to the Volume Menu.

NOTE

You can use ⏶ / ⏷ to control the speech volume of the earpiece speaker during a call. To adjust the speech volume while setting a function, press ⚫ to display "±" at the center bottom of the screen, then use ⏶ / ⏷ .

4. Setting the Type of DTMF Tone ("DTMF type")

The "DTMF type" function lets you set the type of DTMF tone to be used for various remote services (such as Pagers) during a call.

1. Use ⌃/⌄ to select "DTMF type", then press `OK`.

The DTMF Type Menu is displayed with the current DTMF type setting indicated by ●.

Short	Sends a DTMF tone for +180 ms.
Long	While a key is being held down, sends that key's DTMF tone.
OFF	Sends no DTMF tone.

2. Use ⌃/⌄ to select one of the options, then press `OK`.

The screen returns to the Settings Menu.

5. Setting the Backlight ("Back light")

The "Back light" function allows the backlight to remain on for 10 seconds after pressing any key.

1. Use ⌃/⌄ to select "Back light", then press `OK`.

The Backlight Menu is displayed with the current setting indicated by ●.

ON	The backlight remains on for 10 seconds after any key is pressed.
OFF	The backlight is not activated after key operation.

2. Use ⌃/⌄ to select the desired option, then press `OK`.

The screen returns to the Settings Menu.

6. Setting Any-key Answer Mode ("Any key answer")

The "Any key answer" function lets you answer an incoming call by pressing any of the keys ① to ⑨, ✳ or #.

1. Use ⌃/⌄ to select "AnykeyAnswer", then press `OK`.

The Any Key Answer Menu is displayed with the current setting indicated by ●.

ON	Enables ① to ⑨, ✳ or # to answer an incoming call.
OFF	Disables the any-key answer mode.

2. Use ⌃/⌄ to select the desired option, then press `OK`.

The screen returns to the Settings Menu.

7. Setting Automatic Answering ("Auto answer")

The "Auto answer" function allows your phone to answer an incoming call automatically a specified number of seconds (0 to 27 seconds) after detecting the call.

1. Use ⌃/⌄ to select "Auto answer", then press `OK`.

The Auto Answer Menu is displayed with the current setting indicated by ●.

ON	Enables automatic answering.
OFF	Disables automatic answering.

2. Use ⌃/⌄ to select to select the desired option, then press `OK`.

A ● appears next to the selected option. Press `Quit` to return to the Settings Menu.

`NOTE`

If you select "ON", the screen prompts you to set the "Number of ring". Use ① to ⑨ to set the number of rings between 0 and 9 (0 to 27 seconds), then press `OK`.

Clock

■ Clock Menu Map

Menu
- 1 Settings
- 2 ABC Clock ── Clock
- 3 DEF Messages
  - Call meter
- 4 GHI Service
- 5 JKL Security
- 0 Quit

Selection range

Selected

Clock
- 1 Clock mode
- 2 Set alarm
- 3 DEF AutoPowerON
- 4 GHI AutoPowerOFF
- 5 JKL Set clock
- 6 MNO World clock
- 7 PQRS Summer time
- 0 Quit

Alarm select
- 1 Alarm1 [ON/OFF]
- 2 ABC Alarm2 [ON/OFF]
- 3 DEF Alarm3 [ON/OFF]

Alarm mode
- Once ── Set alarm date ── Set alarm time
- Every day ── Set alarm time
- MON-FRI ── Set alarm time
- MON-SAT ── Set alarm time
- Every SUN ── Set alarm time
- Short range ── Set timer
- OFF
- Quit

Clock mode
- OFF
- 12H
- 24H
- 12H&DATE
- 24H&DATE
- 12H&LOC
- 24H&LOC
- Quit

Power on mode
- Once ── Power on date ── Power on time
- Every day ── Power on time
- MON-FRI ── Power on time
- MON-SAT ── Power on time
- Every SUN ── Power on time
- OFF
- Quit

Power off mode
- Once ── Power off date ── Power off time
- Every day ── Power off time
- MON-FRI ── Power off time
- MON-SAT ── Power off time
- Every SUN ── Power off time
- Short range ── Power off timer
- OFF
- Quit

Set area
- Asia
- Europe
- Africa

Set country
- Australia
- Austria
- Azerbaijan

(Set city)
- Adelaide
- Canberra
- Darwin

Set date ── Set time

World clock
- 1 Set country
- 2 ABC Destination
- 3 DEF Auto change
- 4 GHI Reference
- 0 Quit

Select area
- Asia
- Europe
- Africa

Select country
- Australia
- Austria
- Azerbaijan

Set area
- Asia
- Europe
- Africa

Set country
- Australia
- Austria
- Azerbaijan

(Set city)
- Adelaide
- Canberra
- Darwin

(Select city)
- Adelaide
- Canberra
- Darwin

- ON
- OFF
- Quit

Auto change

Summer time
- ON
- OFF
- Quit

Settings

Clock

Clock (cont.)

Setting the Clock Functions   ("Clock")

You can set the various Clock functions using the following procedure:

1. Press Menu **.**

The Main Menu is displayed on the screen.

2. Use ▲ **/** ▼ **to select "Clock", then press** OK **.**

The Clock Menu is displayed, which provides the following functions:

1. Clock mode	Sets the date/time display mode, including 12-hour and 24-hour time display options.
2. Set alarm	Sounds the alarm at the set time. Up to three alarms can be set.
3. AutoPowerON	Turns the power on automatically at the set time.
4. AutoPowerOFF	Turns the power off automatically at the set time.
5. Set clock	Sets the local time/date in your current city.
6. World clock	Corrects the current time, sets the destination for automatic time switching, and displays the world clock on a world map.
7. Summer time	Turns summer time display on or off.

1. Setting the Local Clock   ("Set clock")

The "Set clock" function allows you to set the country/city and date/time for the local time of your phone.

1. Use ▲ **/** ▼ **to select "Set clock", then press** OK **.**

The Set area Menu is displayed.

2. Use ▲ **/** ▼ **to select your local area, then press** OK **.**

The Set Country Menu is displayed.

3. Use ▲ **/** ▼ **key to select your local country.**

The current setting is indicated by ●.

NOTE

The default country is the home country registered in your SIM card.

4. Press OK **.**

The "Set date" prompt appears. The current date in the selected country (region) is displayed between square brackets [   ].

NOTE

If there is a difference in time among regions within the selected country, the Set City Menu is displayed prior to the "Set date" prompt, asking you to select a city. Select the appropriate city and press OK, and the "Set date" prompt appears.

5. Use the numeric keys (0 **to** 9 **) to enter the date.**

Enter today's date.

NOTE

Pressing ⌫ erases the last digit.

6. Press OK **.**

The "Set time" prompt appears. The current time is displayed between square brackets [   ].

7. Use the numeric keys (0 **to** 9 **) to enter the time.**

Enter the current time.

NOTE

Pressing ⌫ with a time displayed erases the last digit. Holding down ⌫ for 1 second or more erases all digits.

8. Press OK **.**

The settings are now completed. The screen returns to the Clock Menu.

2. Displaying the Date/Time Display ("Clock mode")

The "Clock mode" function lets you turn off the date/time display or turn it on in 12-hour or 24-hour format. The date and time can be displayed on the screen in Standby mode and during a call.

1. Use ⏶/⏷ to select "Clock mode", then press **OK** .

The Clock Mode Menu is displayed.

2. Use ⏶/⏷ to select the desired date/time display mode.

The current setting is indicated by ●. The available settings are as follows:

OFF:	Disables date/time display.
12H:	Displays the time in 12-hour format. Example: "08:30 PM Sat"
24H:	Displays the time in 24-hour format. Example: "20:30 Sat"
12H&DATE:	Displays the date and time in 12-hour format. Example: "1998/09/23 Sat","08:30 PM"
24H&DATE:	Displays the date and time in 24-hour format. Example: "1998/09/23 Sat","20:30"
12H&LOC:	Displays the date, country (region), and time in 12-hour format. Example: "1998/09/23 Sat","JPN 08:30 PM"
24H&LOC:	Displays the date, country (region), and time in 24-hour format. Example: "1998/09/23 Sat","JPN 20:30"

3. Press **OK** .

The screen returns to the Clock Menu.

3. Setting the Alarm ("Set alarm")

The "Set alarm" function lets you set a time at which to sound an alarm. You can set up to 3 alarms: Alarm1, Alarm2 and Alarm3.

1. Use ⏶/⏷ to select "Set alarm", then press **OK** .

The Alarm Select Menu is displayed. An alarm which is already set is marked "ON".

NOTE

Once you set an alarm, the [·ɪ)] icon appears on the screen.

2. Use ⏶/⏷ to select the alarm you want to set, then press **OK** .

The Alarm Mode Menu is displayed.

3. Use ⏶/⏷ to select the desired alarm mode, then press **OK** .

The current setting is indicated by ●.

Once	Sounds the alarm only at the date/time you specify.
Every day	Sounds the alarm every day at the time you specify.
MON-FRI	Sounds the alarm at the time you specify, every Monday to Friday.
MON-SAT	Sounds the alarm at the time you specify, every Monday to Saturday.
Every SUN	Sounds the alarm at the time you specify, on every Sunday.
Short range	Sounds the alarm after the time period you specify has elapsed.
OFF	Disables the alarm.

CAUTION!

- **If you select "Once", perform "Setting the Date" and then "Setting the Time" (steps 4 to 7).**
- **If you select "Short range", perform "Setting the Timer" to specify the time to lapse before sounding the alarm (step 8 and 9).**
- **If you select any other option, perform "Setting the Time" (steps 6 and 7).**

Clock

■ **Setting the Date (for "Once")**

The "Set alarm date" prompt appears. The current date is displayed between square brackets [   ]. If the alarm was previously set for the "Once" mode, however, the previously set date is displayed.

4. **Use the numeric keys (⓪ to ⑨) to enter the desired date.**

Enter the date on which you want the alarm to sound.

NOTE

Pressing ⟵ with a date displayed erases the last digit. Holding down ⟵ for 1 second or more erases all digits.

5. **Press OK .**

The "Set alarm time" prompt appears. Go to step 6.

■ **Setting the Time**

The "Set alarm time" prompt is displayed. The current time is displayed between square brackets [   ]. If the alarm was previously set for the "Once" mode, however, the previously set time is displayed.

6. **Use the numeric keys (⓪ to ⑨) to enter the desired time.**

Enter the time at which you want the alarm to sound.

NOTE

Pressing ⟵ erases the last digit. Holding down ⟵ for 1 second or more erases all digits.

7. **Press OK .**

Settings are now completed. The screen returns to the Alarm Select Menu.

■ **Setting the Timer (for "Short range")**

The "Set timer" prompt appears, with 00:00 enclosed in square brackets [ ]. If the previous alarm mode was "Short range", however, the previously set time is displayed (not the remaining time).

8. **Use the numeric keys (⓪ to ⑨) to enter the time to elapse before sounding the alarm.**

Enter the desired time to elapse.

NOTE

Pressing ⟵ erases the last digit. Holding down ⟵ for 1 second or more erases all digits.

9. **Press OK .**

The settings are now completed. The screen returns to the Alarm Select Menu.

NOTE

If you set the Timer value to 00:00, the alarm mode will be automatically set to OFF.

When the Alarm Sounds:

At the specified time, the alarm sounds according to the current Ringer Type and Ringer Volume settings (as on page 52). An alarm message also appears on the screen display.

To Stop the Alarm:

Press any key. (If no key is pressed, the alarm stops automatically within 30 seconds.)

4. Automatically Turning the Power On ("Auto Power ON")

The "Auto Power ON" function automatically turns on the power and enters Standby mode at the specified time.

1. Use ⏶ / ⏷ to select "AutoPowerON", then press OK .

The Power ON Mode Menu is displayed.

2. Use ⏶ / ⏷ to select the desired option.

The current setting is indicated by ●. For how to set the time, see "Setting the Alarm" (page 59).

Once	Turns on the power automatically only at the date/time you specify.
Every day	Turns on the power automatically every day at the time you specify.
MON-FRI	Turns on the power automatically at the time you specify, from every Monday to Friday.
MON-SAT	Turns on the power automatically at the time you specify, from every Monday to Saturday.
Every SUN	Turns on the power automatically at the time you specify, on every Sunday.
OFF	Disables the automatic power-on function.

NOTE

If you select "Once", specify the date and then the time.

3. Press OK .

The screen returns to the Clock Menu.

CAUTION!

- **The automatic power-on time cannot be set to the automatic power-off time.**
- **This function cannot be used when the battery is low.**

5. Automatically Turning the Power Off ("Auto Power OFF")

The "Auto Power OFF" function automatically turns off the power at the specified time.

1. Use ⏶ / ⏷ to select "AutoPowerOFF", then press OK .

The Power OFF Mode Menu is displayed.

2. Use ⏶ / ⏷ to select the desired option.

The current setting is indicated by ●. To set the time, see "Setting the Alarm" (page 59).

Once	Turns off the power automatically only at the date/time you specify.
Every day	Turns off the power automatically every day at the time you specify.
MON-FRI	Turns off the power automatically at the time you specify, from every Monday to Friday.
MON-SAT	Turns off the power automatically at the time you specify, from every Monday to Saturday.
Every SUN	Turns off the power automatically at the time you specify, on every Sunday.
Short range	Turns off the power automatically after the time you specify has elapsed.
OFF	Disables the automatic power-off function.

NOTE

- If you select "Once", specify the date and then the time.
- If you select "Short range", specify the time period to elapse after which the power should turn off.

3. Press OK .

The screen returns to the Clock Menu.

CAUTION!

The automatic power-off time cannot be set to the automatic power-on time.

Clock (cont.)

6. Setting the World Clock   ("World clock")

The "World clock" function lets you correct the current time, set the destination for automatic time switching, and view the world clock on a world map.

Use ▲/▼ to select "World clock", then press OK .

The World Clock Menu is displayed, which provides the following functions:

1. Set country	Lets you select an area/country and corrects the current time.
2. Destination	Sets the destinations for automatic time switching.
3. Auto change	Turns on/off the automatic time switching function.
4. Reference	Displays the world clock on a world map.

6-1. Setting an Area   ("Set Country")

The "Set Country" function lets you select a country and corrects the current time.

1. **Use ▲/▼ to select "Set country", then press OK .**

The Set area Menu is displayed.

2. **Use ▲/▼ to select your local area.**

The Set Country Menu is displayed.

3. **Use ▲/▼ to select your local country.**

The current setting is indicated by ●.

4. **Press OK .**

The screen returns to the World Clock Menu.

NOTE

If there is a difference in time among regions within the selected country, the Set City Menu is displayed prior to the "Set City" prompt, asking you to select a city. Select the appropriate city and press OK .

6-2. Setting Destinations   ("Destination")

The "Destination" function lets you select up to 10 countries as possible destinations for automatic time switching. If you enter one of these countries while the Auto Change feature is set to ON (as described in "6-3. Automatically Switching to Destination Time") your phone displays the current local time automatically.

1. **Use ▲/▼ to select "Destination", then press OK .**

The Select area Menu is displayed.

2. **Use ▲/▼ to select the area you want to set as a destination, then press OK .**

The Select Country Menu is displayed.

3. **Use ▲/▼ to select the country you want to set as a destination, then press OK .**

A ● appears next to the selected country. If you select a city in that country (as described in NOTE below), ○ appears next to that country instead. To deselect the country, press OK again.

NOTE

• If there is a difference in time between regions in the selected country, the Set City Menu is displayed following the Select Country Menu. Select the appropriate city name, then press OK .
• You can set up to 10 destinations.

4. **Press Quit .**

You have now finished making the required settings. The screen returns to the World Clock Menu. For automatic time switching, see "6-3. Automatically Switching to Destination Time".

NOTE

To deselect a destination, repeat the procedure used to select the country or city and press OK .

6-3. Automatically Switching to Destination Time *("Auto change")*

The "Auto change" function enables automatic switching to the local time in a destination using the settings you made with the "Destination" function.

1. Use △ / ▽ to select "Auto change", then press OK .

The Auto Change Menu is displayed with the current setting indicated by ●.

ON	Automatically switches to the destination time.
OFF	Disables automatic switching to the destination time.

2. Use △ / ▽ to select the desired option, then press OK .

The screen returns to the World Clock Menu.

CAUTION!

- **If a country has not been set as a destination in "6-2. Setting Destinations", the automatic time switching feature does not work even when you visit the country.**
- **When used around a time difference boundary, the phone may fail to switch to the local time correctly.**

6-4. Viewing the World Clock on a World Map *("Reference")*

The "Reference" function allows you to find the time in a selected city on a world map.

1. Use △ / ▽ to select "Reference", then press OK .

A world map appears. The city currently being set is located and its local time is displayed.

NOTE

The time is displayed in the 12H&LOC/24H&LOC format.

2. Press ✱< / #> .

This scrolls the world map one city at a time.

3. Press ✆♡ .

The world map closes and the screen returns to the World clock Menu.

7. Setting Summer Time *("Summer time")*

The "Summer time" function turns on/off the summer time display mode.

1. Use △ / ▽ to select "Summer time", then press OK .

The Summer Time Menu is displayed. The current setting is indicated by ●.

ON	Displays the time in summer time mode.
OFF	Displays the time in normal mode.

2. Use △ / ▽ key to select the desired option, then press OK .

The screen returns to the World Clock Menu.

Messages

■ Messages Menu Map (The shaded services will become available in the future.)

Menu

- (1) Settings
- (2 ABC) Clock
- (3 DEF) Messages → Text mail
- Call meter
- (4 GHI) Service
- (5 JKL) Security
- (0 ±) Quit

Text mail

- (1) Read new
- (2 ABC) Read all
- (0) Quit

Select → Option

- Edit
- Reply → Option
- Extract

Option
- (1) Erase
- (2 ABC) Information
- (0 ±) Quit

Erase?

- Refer → Select
- Destination → Option

Select
- (1) Please call me
- (2 ABC) I will be late
- (3 DEF) I will call you back
- (4 GHI) Meeting cancelled
- (0 ±) Quit

Option
- (1) Save
- (2 ABC) Send
- (3 DEF) Save & Send
- (0 ±) Quit

Option
- (1) Save
- (2 ABC) Send
- (3 DEF) Save & Send
- (0 ±) Quit

Create
- Destination → Option
- Refer → Select

Select
- (1) Please call me
- (2 ABC) I will be late
- (3 DEF) I will call you back
- (4 GHI) Meeting cancelled
- (0 ±) Quit

Option
- (1) Save
- (2 ABC) Send
- (3 DEF) Save & Send
- (0 ±) Quit

(3 DEF) Erase all → Erase all?

Settings → Settings

Settings
- (1) Msg Centre → Msg Centre
- (2 ABC) Reply path → Reply path
- (3 DEF) Valid period → Valid period
- (4 GHI) Msg type → Msg type
- (0 ±) Quit

Reply path
- ON
- OFF
- Quit

Valid period
- One hour
- Two hours
- One day
- Two days
- One week
- Four weeks
- Six months
- Quit

Msg type
- Text
- Telex
- G3 telefax
- G4 telefax
- Voice
- ERMES
- Paging
- X.400
- E-Mail
- Quit

Legend:
- Selection range
- Selected

Managing Your Messages ("Messages")

You can manage your messages using the following procedure:

1. **Press** `Menu` .

The Main Menu is displayed on the screen.

2. **Use** ⏶ **/** ⏷ **to select "Messages", then press** `OK` .

The Messages Menu is displayed, which provides the following functions:

1. Read new	Lets you read received but unread Text mails.
2. Read all	Lets you read all received Text mails.
Create	Lets you create a new Text mail.
3. Erase all	Deletes all Text mails.
Settings	Makes settings for Text mails.

1. Reading Text Mails ("Read new")/("Read all")

The "Read new" and "Read all" functions allow you to read Text mails which have been received.

1. **Use** ⏶ **/** ⏷ **to select "Read new" or "Read all".**

Select "Read new" to read only those messages which you have not yet read. Select "Read all" to read all messages.

2. **Press** `OK` .

The screen lets you select a message.

`NOTE`

• When there is any unread message, the [✉] icon on the screen is displayed.
• Messages are displayed in reverse chronological order i.e., newest first. Unread messages are marked with an asterisk " ＊ ".
• Even when you have selected "Read new", the message select screen is not displayed if there are no unread messages.

`CAUTION!`

The [✉] icon blinks when the area of memory for Text mails is full, indicating that no more messages can be received. Delete existing messages to free up more memory.

3. **Use** ⏶ **/** ⏷ **to select a message, then press** `OK` .

The selected message is displayed, starting with the first 3 lines. Selecting an unread message removes the asterisk used as an unread-message indicator.

4. **Use** ⏶ **/** ⏷ **to read the entire message.**

You can scroll the message to read previous or succeeding lines. Pressing `Menu` displays the Option Menu. (See "Option Menu" below.)

5. **Press** `Quit` .

The screen returns to the message select screen from the message display screen.

Option Menu

The Option Menu appears if you press `Menu` with a message displayed.

Edit	Edits a Text mail.
Reply	Replies to a message.
Extract	Extracts a phone number from the selected message.
1. Erase	Deletes the selected message.
2.Information	Displays supplementary information for the selected message.

1-1. Editing a Text Mail ("Edit")

The "Edit" function allows you to edit a Text mail.

1. **Press** **Opt** **with a message displayed.**

The Option Menu is displayed.

2. **Use** **⏶** **/** **⏷** **to select "Edit", then press** **OK** **.**

The screen enters the Edit mode.

NOTE

• See page 36 for information on how to enter text. You can enter up to 160 alphanumeric characters.
• Pressing ✍ erases the character at the cursor position. Holding down ✍ for 1 second or more erases all characters.
• You can insert a fixed text phrase by pressing **Refer** . Use ⏶ / ⏷ to select the fixed text, then press **OK** . (See "2-1. Inserting a Fixed Text Phrase in a Text Mail" on page 69.)

3. **After finishing editing, press** **OK** **.**

The "Destination" prompt appears. Enter the phone number of the destination of the edited message. To send the message to a party already stored in the Phone Book, follow the procedure below:

Searching for a phone number

• Pressing ⏶ / ⏷ with no phone number entered lets you search the Phone Book, starting with the lowest abbreviated number stored in the Phone Book.
• Pressing ⏶ / ⏷ after entering 3 digits of an abbreviated number displays the message content.

NOTE

If a received or stored message is associated with stored phone number information, the corresponding phone number is displayed.

4. **After entering the phone number, press** **📞** **.**

The message is now transmitted. Upon completion of transmission, the screen displays the Option Menu shown below. To save the edited Text mail before transmission or to save and transmit it at the same time, use **Opt** .

Option Menu

1. Save	Saves the edited Text mail in the SIM card.
2. Send	Transmits the edited Text mail.
3. Save & Send	Saves and transmits the edited Text mail.

■ *To save the Text mail:*

Use **⏶** **/** **⏷** **to select "Save", then press** **OK** **.**

This saves the edited message to the SIM card. Phone operations are temporarily suspended during saving.

■ *To transmit the Text mail:*

Use **⏶** **/** **⏷** **to select "Send", then press** **OK** **.**

This transmits the edited message. Phone operations are temporarily suspended during transmission.

■ *To save and transmit the Text mail:*

Use **⏶** **/** **⏷** **to select "Save & Send", then press** **OK** **.**

This saves and transmits the edited message. Phone operations are temporarily suspended during saving and transmission.

1-2. Replying to a Received Text Mail ("Reply")

The "Reply" function sends a reply message to the sender of a Text mail.

1. Press **Opt** with a Text mail displayed.

The Option Menu is displayed.

2. Use 🔼 / 🔽 to select "Reply", then press **OK**.

The screen enters the Reply mode. If the reply message requires editing, do so first as described in "1-1. Editing a Text Mail" on page 66.

3. Press **Opt**.

The Option Menu is displayed.

1. Save	Saves the edited Text mail in the SIM card.
2. Send	Transmits the edited Text mail.
3. Save & Send	Saves and transmits the edited Text mail.

■ *To save the Text mail reply:*

Use 🔼 / 🔽 to select "Save", then press **OK**.

This saves the edited reply in the SIM card. Phone operations are temporarily suspended during saving.

■ *To transmit the Text mail reply:*

Use 🔼 / 🔽 to select "Send", then press **OK**.

This transmits the edited reply. Phone operations are temporarily suspended during transmission.

■ *To save and transmit the Text mail reply:*

Use 🔼 / 🔽 to select "Save & Send", then press **OK**.

This saves and transmits the edited reply. Phone operations are temporarily suspended during saving and transmission.

CAUTION!

The phone number is only displayed and transmission possible when the caller's number is provided by the network.

1-3. Extracting a Phone Number from a Text Mail ("Extract")

The "Extract" function extracts a phone number from the selected Text mail, allowing you to dial the number.

1. Press **Opt** with a Text mail displayed.

The Option Menu is displayed.

2. Use 🔼 / 🔽 to select "Extract", then press **OK**.

If the selected message contains a phone number (including numeric characters, P, -, and +) enclosed in double quotes " ", the phone number is displayed on the screen. If the phone number has been stored with a name the Phone Book, the name is displayed instead.

NOTE

• If the Text mail contains two or more double-quoted phone numbers, you can select one using 🔼 / 🔽 .
• If the Text mail contains no double-quoted phone number, press any key to return to the Option Menu.
• Pressing 📟 with a phone number displayed erases the digit at the cursor position. Holding down 📟 for 1 second or more returns to Standby mode.
• You can store the displayed or extracted phone number in the Phone Book by pressing **Store**.

Dialing the extracted phone number

Press 📞 .

This dials the currently displayed phone number.

Messages

1-4. Deleting a Text Mail   ("Erase")

The "Erase" function deletes the currently displayed Text mail.

1. Press `Opt` with a Text mail displayed.

The Option Menu is displayed.

2. Use `▲`/`▼` to select "Erase", then press `OK` .

The screen asks whether you want to delete the Text mail.

3. To confirm the deletion of the message, press `OK` .

The Text mail is deleted and the screen returns to the Text mail Menu.

`NOTE`

To delete all Text mails, see "3. Delete All Text Mails" (on page 69).

1-5. Viewing Supplementary Information for a Text Mail   ("Information")

The "Information" function displays supplementary information on the selected Text mail.

1. Press `Opt` with a Text mail displayed.

The Option Menu is displayed.

2. Use `▲`/`▼` to select "Information", then press `OK` .

The Text mail information is provided. The first line shows the date of reception; the second line shows the time of reception.

`NOTE`

The reception date/time information is displayed in the format selected on the Clock Mode Menu. (See "2. Displaying the Date/Time Display" on page 59.)

3. Use `▲`/`▼` to scroll through supplementary information.

The following items of information are displayed.

First line	Date of reception
Second line	Time of reception
Third line	Message sender name (a maximum of two lines)
Fourth line	Message sender No. (a maximum of two lines)

`CAUTION!`

The third and fourth lines are displayed only when the calling line identification (Caller ID) setting of the message sender is set to ON. If the phone number of the message sender has been stored in the Phone Book along with the name, the stored name is displayed.

4. After checking the information, press `OK` or `✆` .

The screen returns to the Option Menu.

2. Creating a New Text Mail ("Create")

The "Create" function allows you to create a new Text mail.

Use ▲/▼ to select "Create", then press OK .

The screen changes to create a Text mail.

NOTE

The subsequent steps required to create a new Text mail are the same as those described in "1-1. Editing a Text Mail" on page 66.

2-1. Inserting a Fixed Text Phrase in a Text Mail

You can insert a pre-written text phase in the Text mail you are creating or editing.

1. While the target message is being displayed, press Refer .

A list of fixed text phrases appears.

1.	Please call me
2.	I will be late
3.	I will call you back
4.	Meeting cancelled

2. Use ▲/▼ to select the fixed text you want to insert, then press OK .

The selected text phrase is inserted in the Text mail you are creating or editing.

3. Delete All Text Mails ("Erase All")

The "Erase All" function deletes all Text mails.

1. Use ▲/▼ to select "Erase all".

The screen asks whether you want to delete all Text mails.

2. To confirm the deletion of all Text mails, press OK .

All Text mails are deleted and the screen returns to the Text mail Menu.

4. Settings Items for Transmission of Text Mails ("Settings")

The "Settings" function allows you to make various settings for Text mails to be transmitted.

Use ▲/▼ to select "Settings", then press OK .

The Settings Menu is displayed, which provides the following functions:

1. Msg Centre	Sets the Service Centre phone number.
2. Reply path	Turns on/off the Reply path setting request to the Service Centre.
3. Valid period	Sets the term of validity of Text mails which have not been transmitted from the Service Centre.
4. Msg type	Sets the protocol used by the communications terminal at the Text mail destination.

4-1. Setting the Service Centre Phone Number ("MSG Centre")

The "Msg Centre" function allows you to set the Service Centre phone number.

1. Use ▲/▼ to select "Msg Centre", then press OK .

If it has been set, the Service Centre phone number is displayed.

2. Use the numeric keys (1 to 9) to enter the phone number.

The entered number is displayed.

NOTE

Pressing ✎ erases the last digit entered. Holding down ✎ for 1 second or more erases all digits entered.

3. Press OK .

The setting is now completed. The screen returns to the Settings Menu.

Messages (cont.)

4-2. Setting the Reply Path to the Service Centre ("Reply path")

The "Reply path" function turns on or off the Reply path setting request to the Service Centre.

1. Use ⬆/⬇ to select "Reply path", then press **OK** .

The setting for automatic switching is displayed. The current setting is indicated by ●.

ON	Requests the Service Centre to set a Reply path.
OFF	Does not request the Service Centre to set a Reply path.

2. Use ⬆/⬇ to select the desired option, then press **OK** .

The screen returns to the Settings Menu.

4-3. Setting the Term of Validity of Untransmitted Text Mails ("Valid period")

The "Valid period" function lets you set the term of validity of any Text mails waiting at the Service Centre which have not been transmitted.

1. Use ⬆/⬇ to select "Valid period", then press **OK** .

The setting for automatic switching is displayed. The current setting is indicated by ●.

One hour
Two hours
One day
Two days
One week (Default)
Four weeks
Six months

2. Use ⬆/⬇ to select the desired option, then press **OK** .

The screen returns to the Settings Menu.

4-4. Setting the Text Mail Receiver Protocol ("MSG type")

The "Msg type" function lets you set the protocol used by the communications terminal at the Text mail destination.

1. Use ⬆/⬇ to select "Msg type", then press **OK** .

The supported protocols are listed. The current setting is indicated by ●.

Text (Default)	A GSM Mobile Station
Telex	Telex or teletext reduced to telex format
G3 telefax	Group3 telefax
G4 telefax	Group4 telefax
Voice	(i.e., conversion to speech)
ERMES	European Radio Messaging System
Paging	National Paging System
X.400	Any public X.400-based message handling system
E-Mail	Internet Electronic Mail

2. Use ⬆/⬇ to select the desired option, then press **OK** .

The screen returns to the Settings Menu.

Call Meter (This service will become available in the future.)

■ *Call Meter Menu Map*

Menu
- ① Settings
- ② ABC Clock
- ③ DEF Messages
- Call meter
- ④ GHI Service
- ⑤ JKL Security
- ⓪ Quit

Selection range

Selected

Call meter
- ① Last call ——————————— Last Call
  - ① Charge
  - ② ABC Duration
  - ⓪ Quit
- ② ABC All calls —— All calls
  - ① Charge ——— Total Charge
  - ② ABC Duration ——— Total Time
  - ③ DEF Reset ——— Enter PIN2
  - ⓪ Quit
- ③ DEF Charge limit —— Charge limit
  - ① Read limit ——— Total Charge
  - ② ABC Change limit ——— Enter PIN2 ——— Change limit
  - ⓪ Quit
- ④ GHI Currency —— Currency
  - ① Read ——— Symbol ——— Currency
  - ② ABC Change ——— Enter PIN2 ——— Change Symbol ——— Change Currency
  - ⓪ Quit
- ⑤ JKL Display ——————————— Display
  - ■ Charge
  - Duration
  - OFF
  - ■ Quit
- ⓪ Quit

Setting the Call Meter ("Call meter")

You can change the Call meter settings using the following procedure:

1. **Press Menu .**

The Main Menu is displayed on the screen.

2. **Use ▲/▼ to select "Call meter", then press OK .**

The Call meter Menu is displayed, which provides the following functions:

1. Last call	Displays the charge for the last call and its duration.
2. All calls	Displays the cumulative charge for calls and their cumulative duration.
3. Charge limit	Sets the maximum cumulative call charge.
4. Currency	Sets the charge per time-charge.
5. Display	Allows real-time call charge/duration display during a call.

1. Viewing the Last Call Charge and Duration ("Last call")

The "Last call" function displays the charge for the last call you made and its duration.

1. **Use ▲/▼ to select "Last call", then press OK .**

The Last Call Menu is displayed.

1. Charge	Displays the charge for the last call.
2. Duration	Displays the duration of the last call.

2. **Use ▲/▼ to select the desired option, then press OK .**

The selected information is displayed on the screen.

NOTE

The "Duration" display value can only show a maximum value of 99:59:59.

CAUTION!

You must set the charge per time-charge and the currency unit (as described on page 75) before you can view the last call charge.

3. **Press any key after checking the displayed call charge or duration.**

The Last Call Menu is displayed.

Call Meter

2. Viewing the Cumulative Call Charge and Duration *("All calls")*

The "All calls" function displays the cumulative charge for previous calls and their cumulative duration.

1. Use ⏶/⏷ to select "All calls", then press `OK`.

The All Calls Menu is displayed.

1. Charge	Displays the cumulative call charge.
2. Duration	Displays the cumulative call duration.
3. Reset	Resets the cumulative call charge and duration records.

2. Use ⏶/⏷ to select the desired option, then press `OK`.

The selected information is displayed on the screen.

`CAUTION!`

- If you select "Reset", the screen prompts for your PIN2 code. Enter the PIN2 code, then press `OK`.
- You must set the charge per time-charge and the currency unit (as described on page 75) before you can view the cumulative call charge.

`NOTE`

The "Duration" display value can only show a maximum value of 99:59:59.

3. Press any key after checking the displayed call charge or duration.

The All Calls Menu is displayed. Pressing `OK` after selecting "Reset" displays the Call meter Menu.

3. Setting the Maximum Cumulative Call Charge` *("Charge limit")*

The "Charge limit" sets the maximum cumulative time-charge for calls. You can prevent your phone from calling or being called when the cumulative call charge has reached or exceeded this maximum time-charge value.

1. Use ⏶/⏷ to select "Charge limit", then press `OK`.

The Charge Limit Menu is displayed.

1. Read limit	Displays the current setting of the maximum time-charge.
2. Change limit	Allows you to change the maximum time-charge setting.

2. Use ⏶/⏷ to select the desired option, then press `OK`.

The screen provides information according to the selected option.

`CAUTION!`

- If you select "Change limit", the screen prompts for your PIN2 code. Enter the valid PIN2 code, then press `OK`. You can use the numeric keys to enter a new time-charge (1 to 1677215). After entering the new value, press `OK`.
- If you specify "0" for "Change limit", there is no upper limit.

`NOTE`

Pressing ⌫ erases the last digit entered. Holding down ⌫ for 1 second or more erases all digits entered.

3. Press any key after checking the setting you made.

The screen returns to the Change Limit Menu.

`NOTE`

If the maximum cumulative time-charge has been set, the remaining time-charge is displayed during a call.

4. Setting the Charge per Time-charge ("Currency")

The "Currency" function lets you set the charge per unit-time and the currency unit, and stores the settings in your SIM card.

1. Use ⬆/⬇ to select "Currency", then press **OK** .

The Currency Menu is displayed.

1. Read	Displays the current currency unit setting.
2. Change	Lets you change the charge which has been set.

■ Viewing the Currency Unit and Rate Settings

2. Use ⬆/⬇ to select "Read", then press **OK** .

The current currency unit setting is displayed.

3. Press **OK** .

The current charge setting is displayed.

4. Press **OK** .

The screen returns to the Currency Menu.

■ Changing the Currency Unit and Rate Settings

2. Use ⬆/⬇ to select "Change", then press **OK** .

The screen prompts for your PIN2 code.

> **NOTE**
> • Pressing 🔙 after entering your PIN2 code erases the last digit. Holding down 🔙 for 1 second or more erases all digits entered.
> • See page 24 for information on how to enter your PIN2 code.

3. Press **OK** .

You can change up to 3 characters of the currency unit which has been set.

> **NOTE**
> • See page 36 for information on how to enter text.
> • Pressing 🔙 after entering a currency unit erases the character at the cursor position. Holding down 🔙 for 1 second or more erases all characters entered.

4. After entering the currency unit, press **OK** .

You can change the charge per unit-time using the numeric keys (⓪ to ⑨). The entered value is displayed on the screen.

> **NOTE**
> • Pressing 🔙 erases the last digit entered. Holding down 🔙 for 1 second or more erases all digits entered.
> • The charge per unit-time can be up to 11 digits long: up to 7 digits after the decimal point and up to 11 digits before the decimal point.

5. After entering the charge, press **OK** .

The corrected value is displayed.

6. Check the displayed value, then press **OK** .

The screen returns to the Currency Menu.

Call Meter

5. Viewing the Call Duration and Charge during a Call *("Display")*

The "Display" function can display the current call duration or charge during a call.

1. Use ⏶/⏷ to select "Display", then press **OK** .

The Display Menu is displayed.

1. Charge	Displays the current call charge during a call.
2. Duration	Displays the current call duration during a call.

2. Use ⏶/⏷ to select the desired option, then press **OK** .

The current setting is indicated by ●.

3. Press **OK** .

The screen returns to the Call meter Menu.

Services

■ **Services Menu Map (The shaded services will become available in the future.)**

Menu
- (1) Settings
- (2) Clock
- (3) Messages
- Call meter
- (4) Service
- (5) Security
- (0) Quit

Services
- (1) Barring

Barring
- (1) Outgoing
- (2) Incoming
- (3) Password
- (0) Quit

Outgoing | Incoming
- (1) All calls — Enter Password — Barring Registering.. — Registration Success
  - Registered
  - Quiescent
  - Available Not Active
  - All calls Not Active
  - All calls Active
- (2) OFF — Enter Password — Barring Registering.. — Registration Success
- (3) Status — Status Accessing..
- (0) Quit

(3) Password — Old password — New password — Repeat New — Registering — Registration Success

- (2) Forwarding

Forwarding
- (1) All calls
- (2) When busy
- (3) No Answer
- (4) Not found
- (5) AllCondition
- (6) OFF
- (7) Status — Accessing..
  - Active
  - Not Active
  - Available Not Active
  - Quiescent
  - Registered
- (0) Quit

All calls | When busy | Not found
- (1) ON — Destination — Forwarding Registering.. — Registration Success
- (2) OFF
- (0) Quit

No Answer | AllCondition
- (1) ON — Destination — No Answer | AllCondition
  - 5 seconds
  - 10 seconds
  - 15 seconds
  - 20 seconds
  - 25 seconds
  - 30 seconds
  - Quit
- (2) OFF
- (0) Quit

Waiting
- (1) ON — Registering.. — Registration Success
- (2) OFF — Registering.. — Registration Success
- (3) Status — Accessing..
  - Active
  - Not Active
  - Available Not Active
  - Quiescent
  - Registered
- (0) Quit

Waiting

Caller Id
- (1) Far Id
- (2) Your Id
- (3) Status — Status Registering
  - Active
  - Not Active
  - Available Not Active
  - Quiescent
  - Registered
- (0) Quit

Far Id
- ON — Far Id Registering — Far Id Registration Success
- OFF
- Quit

Your Id
- ON — Registering.. — Registration Success
- OFF
- Quit

Caller Id

(3) Registration

(0) Quit

Selection range

Selected

Call Meter

Services

Services (cont.)

Setting the Services ("Services")

You can change the Services settings using the following procedure:

1. Press Menu **.**

The Main Menu is displayed on the screen.

2. Use ⬆/⬇ **to select "Service", then press** OK **.**

The Services Menu is displayed, which provides the following functions:

1. Barring	Sets service features for outgoing and incoming calls.
2. Forwarding	Sets Call Forwarding.
Waiting	Sets Call Waiting.
Caller Id	Sets called/calling line identification.
3. Registration	Checks for registered location.

CAUTION!

Extend the antenna before starting this procedure.

1. Setting Service Features for Outgoing and Incoming Calls ("Barring")

The "Barring" function lets you restrict outgoing and incoming calls and set up your password for setting call barring services.

Use ⬆/⬇ **to select "Barring", then press** OK **.**

The Barring Menu is displayed, which provides the following functions:

1. Outgoing	Sets outgoing call barring.
2. Incoming	Sets incoming call barring.
3. Password	Registers a new password.

1-1. Registering a New Password ("Password")

You need a four-digit password to set outgoing/incoming call barring. The "Password" function allows you to change the password.

CAUTION!

Extend the antenna before starting this procedure.

1. Use ⬆/⬇ **to select "Password", then press** OK **.**

When a password has already been registered, the screen prompts you to enter the old password. When you set up a password for the first time, go to step 3.

2. Use the numeric keys (⓪ **to** ⑨ **) to enter the old (current) password, then press** OK **.**

The screen prompts you to enter a new password.

NOTE

• The digits in the entered password are displayed as a string of asterisks (＊) as you enter them.
• The password must be 4 digits long. OK appears when you have entered 4 digits.

3. Use the numeric keys (⓪ **to** ⑨ **) to enter the new password, then press** OK **.**

The "Repeat new" prompt appears. Enter the new password again.

4. Press OK **.**

Your phone saves the new password. If the phone cannot accept the new password, it displays an error message. Check the message content and try again.

5. Press any key after checking the new password.

The screen returns to the Barring Menu.

1-2. Setting Outgoing Call Barring ("Outgoing")

The "Outgoing" function lets you restrict outgoing calls from your phone.

CAUTION!

Extend the antenna before starting this procedure.

1. Use ▲ / ▼ to select "Outgoing", then press OK .

The Outgoing Menu is displayed, which provides the following functions:

1. All calls	Inhibits all outgoing calls.
2. OFF	Does not inhibit outgoing calls.
3. Status	Checks the current outgoing call barring status with the network.

2. Use ▲ / ▼ key to select the desired option, then press OK .

If you select "All calls" or "OFF", the screen prompts you to enter the password. Enter the registered password, then press OK . Your phone saves the setting in the network. If you select "Status", your phone accesses the network to display the current setting status on the screen. After checking the setting, press any key to return to the Barring Menu.

NOTE

• Pressing ⌫ erases the last digit entered. Holding down ⌫ for 1 second or more erases all digits entered.
• You can change your password at any time. (See "1-1. Registering a New Password" on page 78.)
• The status is displayed as follows:
  Active
  Not Available
  Available Not Active
  Quiescent
  Registered

3. Press any key after checking the setting.

The screen returns to the Barring Menu.

1-3. Setting Incoming Call Barring ("Incoming")

The "Incoming" function allows your phone to inhibit incoming calls.

CAUTION!

Extend the antenna before starting this procedure.

1. Use ▲ / ▼ to select "Incoming", then press OK .

The Incoming Menu is displayed.

1. All calls	Inhibits all incoming calls.
2. OFF	Does not inhibit incoming calls.
3. Status	Checks the current incoming call barring status with the network.

2. Use ▲ / ▼ to select the desired option, then press OK .

If you select "All calls" or "OFF", the screen prompts you to enter the password. Enter the password, then press OK . Your phone saves the setting in the network. If you select "Status", your phone accesses the network to display the current setting status on the screen. After checking the setting, press any key to return to the Barring Menu.

NOTE

• Pressing ⌫ erases the last digit entered. Holding down ⌫ for 1 second or more erases all digits entered.
• You can change your password at any time. (See "1-1. Registering a New Password" on page 78.)
• To display the status, see "1-2. Setting Outgoing Call Barring".

3. Press any key after checking the setting.

The screen returns to the Barring Menu.

Services

Services (cont.)

2. Setting Call Forwarding   ("Forwarding")

The "Forwarding" function allows you to set Call Forwarding to your preferences.

Use △ / ▽ to select "Forwarding", then press OK .

The Forwarding Menu is displayed, which provides the following functions:

1. All calls	Forwards all calls.
2. When busy	Forwards calls when the line is busy.
3. No answer	Forwards calls when the phone does not answer.
4. Not found	Forwards calls when the phone is outside a service area or when the power is off.
5. AllCondition	Forwards calls when the line is busy, the phone does not answer or is outside a service range, or when the power is off.
6. OFF	Disables Call Forwarding.
7. Status	Checks the current Call Forwarding status with the network.

NOTE

If you select 1 to 5, you need to enter the phone number of the destination of calls to be forwarded. Go to "2-1. Setting the Destination Phone Number".

2-1. Setting the Destination Phone Number

Enter the phone number of the call forwarding destination to enable the selected type of Call Forwarding.

CAUTION!

Extend the antenna before starting this procedure.

1. Use △ / ▽ to select the desired Call Forwarding option, then press OK .

Turn on or off the selected Call Forwarding option.

1. ON	Enables the selected type of Call Forwarding.
2. OFF	Disables the selected type of Call Forwarding.

2. Use △ / ▽ to select ON or OFF, then press OK .

If you select "OFF," your phone accesses the network to save the OFF setting. If you select "ON," the "Destination" screen appears, prompting for the phone number of a Call Forwarding destination. Enter the desired phone number, starting with the country code, then press OK . Your phone will access the network to save the entered phone number.

NOTE

• Pressing ⟳ erases the last digit entered. Holding down ⟳ for 1 second or more erases all digits entered.
• If you select "No answer" and "AllCondition", enter the Call Forwarding destination phone number. You can then specify the time interval to elapse before the beginning of Call Forwarding. Use △ / ▽ to select the desired time interval between 5 and 30 seconds (in increments of 5 seconds), then press OK .
• If you select "Status", your phone accesses the network and displays the current setting status.

3. Press any key after checking the setting.

The screen returns to the Forwarding Menu.

3. Setting Call Waiting ("Waiting")

The "Waiting" function sets Call Waiting so that you can answer an incoming call even with another call already in progress.

CAUTION!

Extend the antenna before starting this procedure.

1. Use ▲/▼ to select "Waiting", then press OK .

The Waiting Menu is displayed.

1. ON	Enables Call Waiting.
2. OFF	Disables Call Waiting.
3. Status	Checks the current Call Waiting status with the network.

2. Use ▲/▼ to select the desired option, then press OK .

Your phone saves the setting in the network and displays the result. If you select "Status", your phone accesses the network and displays the current setting status.

3. Press any key after checking the setting.

The screen returns to the Services Menu.

4. Setting Caller's Number Notification ("Caller Id")

The "Caller Id" function enables your phone to display the phone number of a calling party, or allows a remote phone to display your phone number.

Use ▲/▼ to select "Caller Id", then press OK .

The Caller Id Menu is displayed, which provides the following functions:

1. Far Id	Displays the phone number of the called party when you dial that number.
2. Your Id	Displays your phone number on the called phone.
3. Status	Checks the called/calling line identification setting with the network.

CAUTION!

Extend the antenna before starting this procedure.

4-1. Displaying the Called Party's Number When Dialing ("Far Id")

The "Far Id" function controls the display of the phone number of a called terminal when you dial that number.

1. Use ▲/▼ to select "Far Id", then press OK .

The Far Id Menu is displayed.

1. ON	Displays the phone number of the called terminal when dialing that number.
2. OFF	Does not display the phone number of the called terminal when dialing that number.

2. Use ▲/▼ to select the desired option, then press OK .

The selected setting is shown on the screen.

3. Press any key after checking the setting.

The screen returns to the Caller Id Menu.

4-2 . Displaying Your Phone Number on the Called Party's Phone ("Your Id")

The "Your Id" function controls the display of your phone number at a called phone.

1. Use ▲/▼ to select "Your Id", then press OK .

The Your Id Menu is displayed.

1. ON	Displays your phone number at the called terminal.
2. OFF	Does not display your phone number at the called terminal.

2. Use ▲/▼ to select the desired option, then press OK .

The selected setting is shown on the screen.

3. Press any key after checking the setting.

The screen returns to the Caller Id Menu.

Services

Services (cont.)

4-3. Checking the Current Setting for Caller's Number Notification ("Status")

The "Status" function checks the current setting for called/calling line identification with the network.

CAUTION!

Extend the antenna before starting this procedure.

1. Use ⌃/⌄ to select "Status", then press **OK**.

Your phone accesses the network and displays the current setting status on the screen.

The status displayed is one of the following five types:

Active
Not Active
Available Not Active
Quiescent
Registered

2. Press ⌃/⌄.

Pressing the key toggles between "Far Id" and "Your Id".

3. Press **OK**.

The screen returns to the Caller Id Menu.

5. Setting Registration ("Registration")

The "Registration" function lets you manually re-register your location and check the network quickly to see whether any messages have been received for you.

CAUTION!

Extend the antenna before starting this operation.

1. Use ⌃/⌄ to select "Registration", then press **OK**.

If any messages are waiting for you, you can view them using the Messages Menu described from page 64.

2. Press any key after checking the Registration result.

The screen returns to the Service Menu.

Security

■ *Security Menu Map*

Menu

- ① Settings
- ②ABC Clock
- ③DEF Messages
- Call meter
- ④GHI Service
- ⑤JKL Security
- ⓪± Quit

Selection range

Selected

Security

- ① Keylock ──────── Keylock ON?

- ②ABC PIN1 ON/OFF ──────── **PIN1 ON/OFF**
  - ■ ON ──────── Enter PIN1
  - OFF ──────── Enter PIN1
  - ■ Quit

- ③DEF New PIN1 ── Enter Old PIN1 ── Enter New PIN1 ── Repeat new

- ④GHI New PIN2 ── Enter Old PIN2 ── Enter New PIN2 ── Repeat new

- ⑤JKL Fixed dial ──────── Enter PIN2 ──────── **Fixed dial**
  - ■ ON
  - OFF
  - ■ Quit

- ⓪± Quit

Services

Security

Security (cont.)

Setting the Security Functions   ("Security")

You can change the Security settings using the following procedure:

1. Press `Menu`.

    The Main Menu is displayed on the screen.

2. Use ⏫/⏬ **to select "Security", then press** `OK`.

    The Security Menu is displayed, which provides the following functions:

1. Keylock	Locks key operations.
2. PIN1 ON/OFF	Enables/disables the PIN1-based safeguard applied when your phone is switched on.
3. New PIN1	Sets a new PIN1 code.
4. New PIN2	Sets a new PIN2 code.
5. Fixed dial	Sets restriction on outgoing calls using the Fixed Dial feature.

1. Setting Keylock   ("Keylock")

The "Keylock" function locks the keys on your phone to prevent accidental operation when you are carrying it in a bag or pocket.

1. Use ⏫/⏬ **to select "Keylock", then press** `OK`.

    The Keylock confirmation message appears.

2. Press `OK`.

    The screen enters Standby mode in the Keylock state.

    `CAUTION!`

    • **Keylock cannot be set during a call.**

    • **In the Keylock state, you cannot use any keys other than the Power/Hang-up key.**

    • **You can answer an incoming call even in the Keylock state.**

3. To cancel Keylock, press 📞 , 📞 , **then** `MEMO` .

    This cancels Keylock and the screen returns to Standby mode.

    `CAUTION!`

    When canceling Keylock, press the 3 keys in succession at intervals of less than 3 seconds.

    `NOTE`

    Even when Keylock has been set, you can answer an incoming call by pressing 📞 .

2. Disabling the PIN1 Code ("PIN1 ON/OFF")

The "PIN1 ON/OFF" function enables or disables the PIN1-based safeguard applied when your phone is switched on. Setting PIN1 to OFF disables the safeguard for the SIM card, eliminating the need to enter the PIN1 code even when you switch on your phone.

1. Use ▲/▼ to select "PIN1 ON/OFF", then press **OK**.

The available PIN1 ON/OFF settings are displayed. The current setting is indicated by ●.

1. ON	Enables the PIN1-based safeguard.
2. OFF	Disables the PIN1-based safeguard.

2. Use ▲/▼ to select the desired option, then press **OK**.

The screen prompts you to enter your PIN1 code.

3. Use the numeric keys (① to ⑨) to enter your PIN1 code.

The digits in the PIN1 code are displayed as a string of asterisks (*) as you enter them. **OK** appears when you have entered 4 digits.

NOTE
- Pressing ⌫ erases the last digit you entered as part of the PIN1 code. Holding down ⌫ for 1 second or more erases all digits entered.
- See page 24 for information on how to enter the PIN1 code.

CAUTION!
- **Up to 8 digits can be entered.**
- **If you enter the PIN1 code incorrectly 3 times in succession, your SIM card will be locked and you must enter the PUK1 code to unlock the SIM card. (See page 24.)**

4. Press **OK**.

Your phone switches to the PIN1 ON/OFF setting you have made.

3. Setting New PIN1/PIN2 Codes ("New PIN1") / ("New PIN2")

The "New PIN1" and "New PIN2" functions let you set new PIN1 and PIN2 codes.

1. Use ▲/▼ to select "New PIN1" or "New PIN2", then press **OK**.

The screen prompts you to enter the old (current) PIN code.

CAUTION!
Even if you select "New PIN1," you cannot set your new PIN1 code if you have disabled PIN1 code entry in "2. Disabling the PIN1 Code" on the left of this page.

2. Use the numeric keys (① to ⑨) to enter your new PIN code, then press **OK**.

The screen prompts you to enter your new PIN code.

NOTE
- The digits in the entered PIN code are displayed as a string of asterisks (*) as you enter them. **OK** appears when you have entered 4 digits.
- Pressing ⌫ erases the last digit entered. Holding down ⌫ for 1 second or more erases all digits entered.
- See page 24 for information on how to enter your PIN code.

CAUTION!
- **Up to 8 digits can be entered.**
- **If you enter the PIN1 or PIN2 code incorrectly 3 times in succession, your SIM card will be locked and you must enter the PUK1 or PUK2 code to unlock the SIM card. (See page 24.)**

3. Use the numeric keys (① to ⑨) to enter your new PIN code correctly, then press **OK**.

The "Repeat new" prompt appears. Enter the new PIN code again.

4. Press **OK**.

The screen returns to the Security Menu.

Security

4. Restricting Outgoing Calls Using Fixed Dial ("Fixed dial")

If you set "Fixed dial" to ON, your phone can only dial the phone numbers stored in the Fixed Dial Memory.

NOTE

See page 39 for storing phone numbers in the Fixed Dial Memory.

1. Use ⬆/⬇ to select "Fixed dial", then press **OK**.

You are prompted to enter your PIN2 code.

2. Use the numeric keys (⓪ to ⑨) to enter your PIN2 code, then press **OK**.

NOTE

• The digits in the entered PIN2 code are displayed as a string of asterisks (✳) as you enter them.
  OK appears when you have entered 4 digits.
• Pressing ⌫ with the PIN2 code displayed erases the last digit entered. Holding down ⌫ for 1 second or more erases all digits entered.
• See also page 24 for information on how to enter your PIN2 code.

CAUTION!

• **Up to 8 digits can be entered.**
• **If you enter the PIN2 code incorrectly 3 times in succession, your SIM card will be locked and you must enter the PUK2 code to unlock the SIM card. (See page 24.)**

The available Fixed Dial ON/OFF settings are displayed. The current setting is indicated by ●.

| 1. ON | Restricts dialing only to the phone numbers registered in the Fixed Dial Memory. |
| 2. OFF | Disables the above restriction. |

NOTE

You can make emergency calls regardless of the Fixed Dial ON/OFF setting.

3. Use ⬆/⬇ to select the desired option, then press **OK**.

The screen returns to the Security Menu.

Message Memo/Voice Memo Features

The "Msg memo" feature plays your message to the calling party and records an incoming message when you cannot answer the phone. To set the "Msg memo" feature, follow the procedure in "1-2. Turning the Message Memo Feature On/Off" on page 89. When the "Msg memo" feature is on, the [ ] icon remains on. The icon blinks when any message has not yet been played; it remains on when there are no unplayed messages.

The "Voice memo" feature records your conversations during a call and provides a voice memo recording function in Standby mode.

Memo menu
1 Msg memo

Message memo
1 Select ——— Select XXX/XXX ——— Playback ——— Option Menu
2 Playback all ——— Playback
3 Erase all ——— Erase all?
4 Memo ON/OFF ——— Memo ON/OFF

Option Menu
1 Store ——— Enter Name
2 Recall ——— Calling
3 Erase ——— Erase?
0 Quit

Memo ON/OFF
1 ON ——— Number of ring
2 OFF
3 Response Only
0 Quit

Number of ring
0
1
2
3
4
5
6
7
8
9

Msgmemo ON/OFF
Message 1
Message 2
Quit

5 Response ——— Response
0 Quit

Response
1 Recording ——— Recording
2 Playback ——— Playback
0 Quit

Recording
1 Message 1 ——— Recording Message 1
2 Message 2 ——— Recording Message 2
0 Quit

Playback
1 Message 1 ——— Playback Message 1
2 Message 2 ——— Playback Message 2
0 Quit

2 Voice memo ——— Voice memo
1 Recording ——— Voice memo Recording
2 Select ——— Select XXX/XXX ——— Playback ——— Erase?
3 Erase all ——— Erase all?
0 Quit

0 Quit

Selection range

Selected

Security

Message Memo/
Voice Memo

Using the Message/Voice Memo Features

You can change the Memo settings using the following procedure:

Press (MEMO) **.**

The Memo Menu is displayed, which provides the following functions:

1. Msg memo	Plays your answering message to the calling party and records an incoming message when you cannot answer the phone.
2. Voice memo	Records your conversations during a call and provides a voice memo recording function in Standby mode.

1. Using the Message Memo Feature   ("Msg memo")

Use (▲)/(▼) **to select "Msg memo", then press** OK **.**

The Message Memo Menu is displayed, which provides the following functions:

1. Select	Selects the message to be played.
2. Playback all	Plays all messages which have not been played.
3. Erase all	Deletes all messages.
4. Memo ON/OFF	Turns on/off the "Msg memo" feature.
5. Response	Records and replays an answer message.

1-1. Recording/Replaying a Response Message   ("Response")

The "Response" function records up to two outgoing messages (each up to 20 seconds long) and replays either.

1. **Use** (▲)/(▼) **to select "Response", then press** OK **.**

The Response Menu is displayed.

1. Recording	Records a response message.
2. Playback	Replays a response message.

■ *Recording*

2. **Use** (▲)/(▼) **to select "Recording", then press** OK **.**

The screen prompts you to select a response message.

3. **Use** (▲)/(▼) **to select the response message to be recorded, then press** OK **.**

Your phone gives the recording start tone and starts recording the selected response message. The recording time is up to 20 seconds per message.

4. **Press** Stop **.**

Your phone stops recording and gives the recording end tone. The screen returns to the Response Menu.

CAUTION!

You cannot enable the "Msg memo" feature just by recording a response message. See "1-2. Turning the Message Memo Feature On/Off" on page 89 to enable the "Msg memo" feature.

■ *Replaying*

2. **Use** (▲)/(▼) **to select "Playback", then press** OK **.**

The screen prompts you to select a response message.

3. Use ⏶/⏷ to select the response message to be replayed, then press **OK**.

Your phone starts replaying the selected response message. If you want to stop replaying, press **Stop** at any time. Upon completion of the replay, the screen returns to the Response Menu.

| NOTE |

If no response message has been recorded, a message appears. Check the message and press any key to return to the Response Menu.

1-2. Turning the Message Memo Feature On/Off ("Memo ON/OFF")

The "Memo ON/OFF" function enables or disables the "Msg memo" feature. If you enable this feature, your phone plays your response message and records an incoming message when you cannot answer an incoming call.

1. Use ⏶/⏷ to select "Memo ON/OFF", then press **OK**.

The Msg memo ON/OFF Menu is displayed. The current setting is indicated by ●.

ON	Enables the "Msg memo" feature.
OFF	Disables the "Msg memo" feature.
Response Only	Enables only the answer message replay function, disabling the recording function.

2. Use ⏶/⏷ to select the desired option.

| NOTE |

• You need to record a response message for your phone to answer with a message. When recording the response message, see "1-1. Recording/Replaying a Response Message" on page 88.
• You can record up to two response messages. Select the message you wish to use. The currently selected response message is indicated by ● to the left.

3. Press **OK**.

■ **When the "Msg memo" feature is set to ON:**

Use ① to ⑨ to set the number of ringing tones that sound before playing the response message after receiving an incoming call, then press **OK**.

If you have already recorded two response messages, you are prompted to select the message to be used. Use ⏶ / ⏷ to select the desired one, then press **OK**. The selected response message is enabled.

When you set the "Msg memo" feature to ON, the [🖋] icon appears on the screen and the selected response message will be played.

| CAUTION! |

• **If no response message has been recorded, the "Msg memo" feature cannot be enabled. In this case, press any key to return to the Message Memo Menu.**
• **If the total number of messages recorded with the "Msg memo" and "Voice memo" features reaches 255 or if the remaining recording time is less than 7 seconds, a message appears on the screen, and no more messages can be recorded. Pressing any key returns the screen to the Message Memo Menu. The total recording time is 7 minutes.**
• **Call Waiting is disabled when the "Msg memo" feature is enabled.**

■ **When the "Msg memo" feature is set to OFF:**

The screen returns to the Message Memo Menu.

1-3. Playing a Selected Message ("Select")

The "Select" function plays a recorded message from a remote party.

1. Use ⏶/⏷ to select "Select", then press OK .

The screen lists the recorded messages in chronological order.

NOTE

Messages which have not been played are marked with an asterisk (∗).

2. Use ⏶/⏷ to select the message you want to play, then press OK .

Your phone starts playing the selected message. During the replay, the [ꝏ] icon is displayed. Pressing Menu stops the replay and displays the Option Menu. (See "Option Menu" below.)

NOTE

Pressing ⏶ / ⏷ during playback controls the volume.

Option Menu

The Option Menu appears if you press Opt when playing a message.

1. Store	Registers the phone number in the Phone Book if your phone has been notified of that number by calling line identification (Caller ID).
2. Recall	Dials the phone number if your phone has been notified of that number by calling line identification.
3. Erase	Deletes the selected message.

1-4. Playing All Unplayed Messages ("Playback all")

The "Playback all" function plays all of the recorded messages which have not yet been played.

1. Use ⏶/⏷ to select "Playback all", then press OK .

Your phone starts playing the recorded messages which have not been played. During the replay, the [ꝏ] icon is displayed.

NOTE

• Pressing ⊡ during a replay toggles the functions of ⏶ / ⏷ as follows. When "▲/▼" is displayed on the screen, ⏶ / ⏷ are used to select messages. When "±" is displayed, ⏶ / ⏷ are used to control the volume.
• Pressing Next during a replay starts playing the next unplayed message. If there is no next message, pressing the key replays the current message again.

2. Press Quit .

The phone stops playing the messages and the screen returns to the Message Memo Menu.

1-5. Erasing All Messages ("Erase all")

The "Erase all" function deletes all recorded messages.

1. Use ⏶/⏷ to select "Erase all", then press OK .

The confirmation message "Erase all?" appears.

2. Press OK .

This deletes all recorded messages.

NOTE

• To delete specific messages, use the "Erase" function on the Option Menu described in "1-3. Playing a Selected Message".
• If there is no message to be deleted, "No message" appears. Check that there is no message to be deleted, then press any key to return to the Message Memo Menu.

2. Using the Voice Memo Feature ("Voice memo")

Use ▲ / ▼ to select "Voice memo", then press **OK** .

The Voice Memo Menu is displayed, which provides the following functions:

1. Recording	Records a Voice memo.
2. Select	Selects a message.
3. Erase all	Deletes all messages.

2-1. Recording a Voice Memo ("Recording")

In Standby Mode, the "Recording" function can record speech through the phone's microphone. During a call, it can record speech both through the microphone and receiver.

1. Hold down ⬭(MEMO) for at least 2 seconds.

Your phone gives the recording start tone and starts recording. The recording time is up to seven minutes.

⚠ CAUTION!

- **Voice recording is disabled when your phone is dialing, ringing, or automatically answering with the "Msg memo" feature.**
- **If the total number of messages recorded with the "Msg memo" and "Voice memo" features reaches 255 or if the remaining recording time is less than 7 seconds, no more messages can be recorded.**

NOTE

You can also perform voice recording by selecting "Recording" from the Voice Memo Menu.

2. Press **Stop** .

Your phone stops recording and gives the recording end tone.

2-2. Replaying a Voice Memo ("Select")

The "Select" function replays a recorded Voice memo.

1. Use ▲ / ▼ to select "Select", then press **OK** .

The screen lists the recorded Voice memos in chronological order.

2. Use ▲ / ▼ to select the Voice memo you want to play, then press **OK** .

Your phone starts playing the selected Voice memo. The Voice memo is replayed repeatedly.

NOTE

- Pressing ▲ / ▼ during a playback controls the volume.
- Pressing **Erase** during a replay of a Voice memo deletes the Voice memo.

3. Press **Quit** .

The screen returns to the list of Voice memos.

2-3. Erasing All Voice Memos ("Erase all")

The "Erase all" function deletes all recorded Voice memos.

1. Use ▲ / ▼ to select "Erase all", then press **OK** .

The confirmation message "Erase all?" appears.

2. Press **OK** .

This deletes all recorded voice memo messages.

NOTE

To delete a specific Voice memo, press **Erase** when it is being replayed, as described above in "2-2. Replaying a Voice Memo".

Message Memo/
Voice Memo

Quick Reference for Troubleshooting

If you are having trouble with your phone, check the following list of symptoms. If you cannot solve the problem yourself, contact Service Information Window.

Symptom	Possible cause	User response
No power	• Battery low • Battery loaded incorrectly	• Charge battery immediately • See page 17 to click battery into place
Battery does not recharge	• Battery not correctly connected to charger • Battery expired	• See page 17 to connect battery correctly • Replace with new battery
SIM error	• SIM card inserted incorrectly • SIM card dirty • SIM card damaged	• Check your SIM card
PIN error	• PIN code entry failed 3 times in succession	• See page 24.
PUK error	• PUK code entry failed 10 times in succession	• See page 24.
Cannot make any calls	• Wrong number • Antenna not extended • Outgoing calls barred • Maximum cumulative time-charge exceeded • Weak signal • Defective SIM card	• Dial correct phone number • Extend antenna • See page 79 to cancel outgoing call barring • See page 74 to reset maximum cumulative time-charge • Check signal strength icon on LCD panel • Check SIM card
Cannot make international calls	• Phone number with no leading "+" and country code	• Enter "+" and country code (See page 94).
Cannot answer calls	• Weak signal • Incoming calls barred	• Check signal strength icon on LCD panel • See page 79 to cancel outgoing call barring
Ringer muted	• Ringer disabled	• See page 52 to enable ringer
Cannot forward calls	• No phone number entered as destination	• See page 80 to set destination phone number
Msg memo feature does not work Cannot record messages	• The total number of messages or the total recording time exceeds the maximum limit	• See page 90 to erase messages.
Cannot create new Phone Book entry	• Phone Book full	• Edit Phone Book, e.g., by deleting to free up more entry space

Specifications

SS-66K

Dimensions

    Height (excluding the antenna) . . . . .146 mm

    Width . . . . .60 mm

    Thickness . . . . .52 mm

    Weight (main unit) . . . . .390 g (approx.)

Power

    Battery voltage . . . . .DC 7.4V 1500mAh

    Connection time . . . . .150 minutes (approx.)

    Standby time . . . . .16 hours (approx.)

                                    (When in a service area)

      Note: A spare battery is provided.

              When you are not in a service area, standby time may be less.

AC Charger (AC-S100)

Dimensions

    Height . . . . .33 mm

    Width . . . . .127 mm

    Depth . . . . .60 mm

Weight . . . . .220 g (approx.)

Input voltage, input frequency . . . . .AC 100V–240V, 50–60 Hz

Output voltage . . . . .DC 8.4V±0.05V 80mA

Charging time . . . . .180 minutes (approx.)

■ Design and specifications are subject to change without notice due to ongoing
product improvements.

Country Codes for International Calls

Alaska ....+1	Chad ....+235	Gibraltar ....+350
Albania ....+355	Chile ....+56	Greece ....+30
Armenia, Republic of ....+374	China ....+86	Greenland ....+299
Algeria...+213	Cocos Islands ....+61	Grenada ....+1
American Samoa ....+684	Colombia......................................+57	Guadeloupe Island......................+590
Andorra ....+376	Comoros ....+269	Guam ....+1
Angola...+244	Congo ....+242	Guatemala ....+502
Anguilla ....+1	Congo (Rep.) ....+243	Guiana ....+594
Antigua and Barbuda ....+1	Cook Islands ....+682	Guinea ....+224
Argentine Republic ....+54	Costa Rica ....+506	Guyana ....+592
Aruba ....+297	Cote d'Ivoire................................+225	Haiti..+509
Ascension Island.........................+247	Christmas Island ....+61	Hawaii ....+1
Australia ....+61	Croatia ....+385	Honduras ....+504
Austria ....+43	Cuba ....+53	Hong Kong....................................+852
Azerbaijan...................................+994	Cyprus ....+357	Hungarian People's Republic ....+36
Azores Islands ....+351	Czech Republic............................+420	Iceland ....+354
Bahamas..+1	Democratic Kampuchea ....+855	India ....+91
Bahrain ....+973	Democratic People's Republic of Korea ..+850	Indonesia ....+62
Bangladesh ....+880	Denmark ....+45	Iran..+98
Barbados ....+1	Diego Garcia................................+246	Iraq..+964
Belarus, Republic of....................+375	Djibouti ....+253	Ireland..+353
Belgium..+32	Dominica ....+1	Israel..+972
Belize ....+501	Dominican Republic.......................+1	Italy ....+39
Benin..+229	Ecuador ....+593	Jamaica ....+1
Bermuda Islands............................+1	Egypt..+20	Japan ....+81
Bhutan ....+975	El Salvador ....+503	Jordan ....+962
Bolivia ....+591	Equatorial Guinea ....+240	Kazakhstan ....+7
Bosnia and Herzegovina.............+387	Eritrea ....+291	Kenya ....+254
Botswana ....+267	Estonia (Rep.)..............................+372	Kiribati..+686
Brazil ....+55	Ethiopia..+251	Korea ....+82
British Virgin Islands ....+1	Faroe Islands ....+298	Kuwait ....+965
Brunei Darussalam ....+673	Fiji ....+679	Kyrgyzstan ....+996
Bulgaria ....+359	Finland..+358	Lao People's Democratic Republic.........+856
Burkina Faso................................+226	Falkland Islands...........................+500	Latvia ....+371
Burundi ....+257	France ....+33	Lebanon ....+961
Cabo Verde..................................+238	French Polynesia ....+689	Lesotho ....+266
Cameroon ....+237	Gabonese Republic ....+241	Liberia ....+231
Canada ....+1	Gambia ....+220	Libya ....+218
Canary Islands ....+34	Georgia ....+995	Liechtenstein..................................+41
Cayman Islands ....+1	Germany ....+49	Lithuania ....+370
Central African Republic ....+236	Ghana ....+233	Luxembourg..................................+352

Macao ....+853
Macedonia ....+389
Madagascar ....+261
Madeira Islands ....+351
Malawi...+265
Malaysia...+60
Maldives..+960
Mali ....+223
Malta ....+356
Marshall Islands....................................+692
Martinique Island ....+596
Mauritania ....+222
Mauritius ....+230
Mexico ....+52
Micronesia (Federated States of Micronesia) ..
....+691
Moldova ....+373
Monaco ....+377
Mongolian People's Republic ....+976
Montserrat..+1
Morocco ....+212
Mozambique ....+258
Myanmar (Union of the Myanmar) ....+95
Namibia..+264
Nauru ....+674
Nepal ....+977
Netherlands ....+31
Netherlands Antilles...............................+599
New Caledonia and Dependencies ....+687
New Zealand...+64
Nicaragua ....+505
Niger ....+227
Nigeria ....+234
Niue ....+683
Norfolk Island...+672
Norway...+47
Oman..+968
Pakistan...+92
Palau..+680
Panama ....+507
Papua New Guinea.................................+675

Paraguay ....+595
Peru ....+51
Philippines ....+63
Poland..+48
Portugal ....+351
Puerto Rico ....+1
Qatar ....+974
Reunion ....+262
Romania ....+40
Russian Federation....................................+7
Rwandese Republic................................+250
Saint Christopher and Nevis ....+1
Saipan...+1
San Marino ....+378
Sao Tome and Principe ....+239
Saudi Arabia ....+966
Senegal..+221
Seychelles ....+248
Sierra Leone ....+232
Singapore ....+65
Slovakia ....+421
Slovenia ....+386
Solomon Islands ....+677
Somali Democratic Republic...................+252
South Africa ....+27
Spain..+34
Spanish North Africa................................+34
Sri Lanka..+94
St. Vincent and the Grenadines...................+1
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St. Lucia ....+1
St. Pierre and Miquelon Islands..............+508
Sudan ....+249
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Syrian Arab Republic..............................+963
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Taiwan ....+886
Tanzania ....+255

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Tunisia ....+216
Turkey...+90
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Turks and Caicos Islands ....+1
Tuvalu ....+688
Uganda ....+256
Ukraine ....+380
United Arab Emirates..............................+971
United Kingdom of Great Britain and Northern
Ireland...+44
United States of America ....+1
Uruguay ....+598
Uzbekistan ....+7
Vanuatu ....+678
Vatican ....+39
Venezuela...+58
Viet Nam ....+84
American Virgin Islands ....+1
Western Samoa ....+685
Yemen ....+967
Yugoslavia ....+381
Zambia ....+260
Zimbabwe ....+263

To prefix a plus sign "+" to a phone number, hold down the 0 key.
"+" will appear on the screen.

🌐 Index

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