NOKIA

CONNECTING PEOPLE

OWNER'S MANUAL

NOKIA 252C

Quick Guide to Functions

NOKIA® 252

Answer a call - Press *SEND* or any key but *END* or PWR.

Clear a digit from display - Press *CLR*.

Clear the entire display - Press and hold *CLR*.

Emergency 9 call - Press and hold 9 for 2 seconds.
(Note: Emergency 9 dialing must be set to on! You can also dial 911, then press SEND)

End a call - Press *END*.

Find a stored name - With clear display, press *ABC* then ▼.

Find a stored number - With clear display, press ▼.

Keyguard activate - Press and hold *END*, or press *MENU* *.

Keyguard deactivate - Press *MENU* *.

Last 15 dialed numbers - With clear display, press *SEND* then ▼. Press *SEND* again to dial displayed number.

Last number redial - With clear display, press *SEND SEND*.

Make a call - Enter area code and phone number then press *SEND*.

One-touch dial - Press and hold 1-8 for 2 seconds.
(Note: One-touch dialing must be set to on!)

PINCALL activate - Press * # PINCALL #, key in PIN code, then press *OK*.

PINCALL deactivate - Press * # PINCALL #, then *OK*.

Speed dial - Press a location number (1-75) then press *SEND*.

Store a number (quick) - Key in area code and phone number then press *OK OK*.

Switch on/off - Press and hold PWR for one second.

Volume - adjust - During a call, press ▼ or ▲.

Quick Guide to Menu

Backstep one level - Press *CLR*.

Enter menu - Press *MENU*.

Exit menu - Press *END*.

Scroll through menu - Press *MENU* then ▼ or ▲.

Select a submenu or option - Press *OK*.

Shortcuts - Press *MENU* then the menu number.

MENU SUMMARY

1 Phone Book
1. Find Name
2. Save Name & Number
3. Edit Name or Number
4. Erase from Phone Book
5. Phone book Status

2 Call Log
1. Dialed Calls
2. Received Calls
3. Missed Calls
4. Erase all Recent Calls
5. Call Timers

3 Phone Settings
1. Ringing Options
2. Ringing Volume
3. Ringing Tone
4. Keypad Tones
5. Lights
6. 1-Touch Dialing
7. Emergency 9 Dialing
8. Language
9. Phone Number
10. Automatic Answer
11. Automatic Redial

4 Security Settings
1. Change Lock Code
2. Change Security Code
3. Restore Factory Settings

5 Call Settings
1. Calling Options
2. Calling Card*

6 Lock Phone
Prevents outgoing calls and access to all phone functions.

7 Messages**
1. Read Messages
2. Erase Messages
3. Message Alert Tone

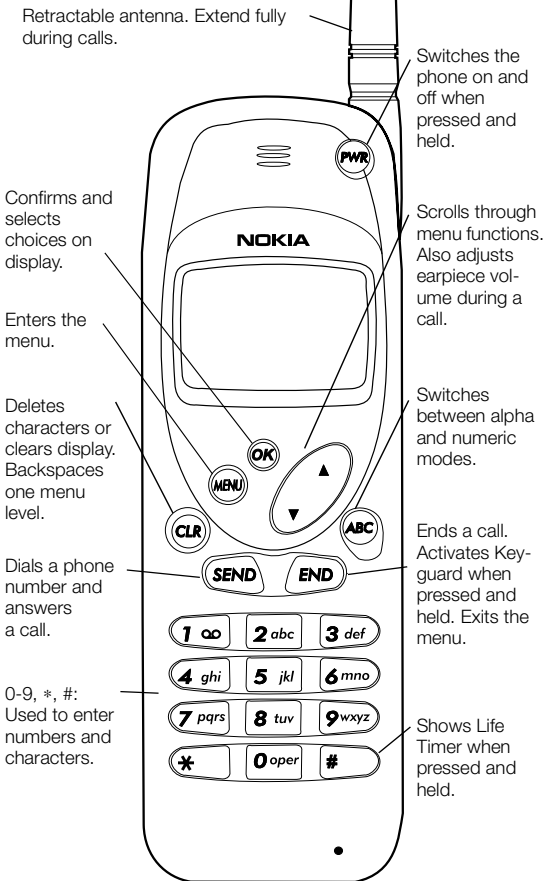### 8 Debit (TRACFONE only)
1. Timetank Info
2. Checksum

9 Prepaid (if available)
1. Check Balance
2. Add Money to Account
3. Prepaid Card
4. Save Access Numbers

* This option is not available if Prepaid (Menu 9) is activated.

** Messages menu is available on Nokia 252N only. Messages feature

Keys

Retractable antenna. Extend fully during calls.

Switches the phone on and off when pressed and held.

Confirms and selects choices on display.

Scrolls through menu functions. Also adjusts earpiece volume during a call.

Enters the menu.

Deletes characters or clears display. Backspaces one menu level.

Switches between alpha and numeric modes.

Ends a call. Activates Key-guard when pressed and held. Exits the menu.

Dials a phone number and answers a call.

0-9, ∗, #: Used to enter numbers and characters.

Shows Life Timer when pressed and held.

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Contents

1. For Your Safety

Read these simple guidelines before using your phone. Failure to comply with these guidelines may be dangerous or illegal.

For more detailed safety information, see "Important Safety Information" on page 81.

Road Safety Comes First
Don't use a hand-held phone while driving; park the vehicle first.

Switch Off In Hospitals
Switch off your phone when near medical equipment. Follow any regulations or rules in force.

Switch Off On Aircraft
Mobile phones can cause interference. Using them on aircraft is illegal.

Switch Off When Refueling
Do not use the phone at a refueling point. Do not use near fuels or chemicals.

Switch Off Near Blasting
Do not use the phone where blasting is in progress. Observe restrictions, and follow any regulations or rules in force.

Interference
All mobile phones may get interference which could affect performance.

Use Sensibly
Use only in the normal position (to ear). Avoid unnecessary contact with the antenna when phone is on.

Qualified Service

Only qualified service personnel may install or repair cellular phone equipment. Use only approved accessories and batteries.

FCC/Industry Canada Notice

A cellular phone may cause TV or radio interference (e.g. when using a phone in close proximity to electronic receiving equipment). The FCC/Industry Canada can require you to stop using your cellular phone if such interference cannot be eliminated. If you require assistance, please contact your local service facility.

This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

Using this Guide

The cellular phone described in this guide is approved for use in AMPS and/or NAMPS networks.

A number of features included in this guide are called Network Services. They are special services provided by cellular service providers. Before you can take advantage of any of these Network Services, you must subscribe to the service(s) from your home service provider and obtain instructions for their use.

2. Display Indicators
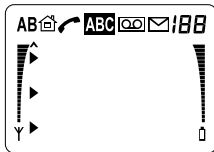
AB	Shows which *type* of system the phone will use when it is roaming (see "Carrier Selection (Menu 5 1 1)" on page 45.) Blank if Home-only system is selected, or the phone is using a "preferred" network.
⌂	The phone is using the Home system. Flashes if the phone is using a Home *type* system (not the Home system) or when the phone is using a "preferred" network (see "Carrier Selection (Menu 5 1 1)" on page 45). Blank if the phone is using a non-preferred network.
📞	A call is in progress.
ABC	The phone is in alpha mode; you can enter letters and see names.
📼	Indicates that you have received a voice mail message.
✉	Indicates that you have received a short text message. Blinks when Messages list (memory) is full.
188	Indicates menu or memory location number; may indicate number of unheard voice messages.
Y	and bar indicate the cellular signal strength of the location where you are using your phone.
◻	and bar indicate the battery charge level. When the battery is fully charged, the whole bar is displayed.

Signal Strength Indication

A cellular phone sends and receives radio signals. As with all radio equipment, the quality of radio reception depends on the strength of the radio signal in the area where you are operating your phone.

The strength of the cellular signal is shown by the vertical bar on the left-hand side of the display. The higher the bar, the stronger the signal at your present location.

When NO SERVICE is displayed, the phone is either outside of the cellular service area or restricted from entering service, and calls cannot be made or received.

If the signal is poor and you are using the phone in a building, you may get better reception near a window.

3. Battery Information

Your phone is powered by a rechargeable battery. Use only batteries approved by the phone manufacturer and recharge your battery only with the chargers approved by the manufacturer. See "Important Battery Information" on page 10.

See your cellular service provider or dealer for the battery options available for your phone.

Installing the Battery
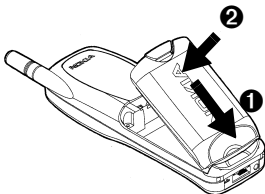
Removing the Battery
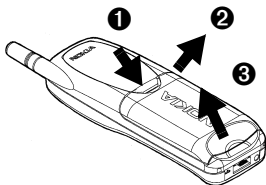
Note: Switch off the phone's power before removing the battery!

Charging the Battery

Plug the charger into a wall outlet and connect the charger to the bottom of your phone.

When charging starts, the battery segments scroll and the phone beeps once.

You can use the phone during charging, but charging will be reduced for the duration of the call.
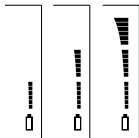
Note: In a call, charging will stop completely if you are using the Standard Travel Charger (ACP-7U).

After the segments of the battery indicator stop scrolling and all segments are displayed, the battery is fully charged. Disconnect the charger from the power outlet and phone.

If the battery is too hot or cold, the charging may be interrupted until the battery reaches its normal operating temperature.

Note: With a new, completely discharged battery, the phone may take up to 45 minutes to show that charging is in progress.

Charging Times

The battery charging times shown in the following table are approximate.

Battery	Standard Travel Charger ACP-7U	Rapid Travel Charger ACP-9U	Rapid Cig. Lighter Charger LCH-9
BMH-3 Extended NiMH *1150 mAh*	5 hours	1 hour, 30 min.	1 hour, 30 min.
BMH-8 Ultra Extended NiMH *1580 mAh*	7 hours	2 hours, 30 min.	2 hours, 30 min.
BML-8 Ultra Extended Vibra NiMH *1580 mAh*			

Talk and Standby Times

Battery operation times depend greatly on how you use the batteries, as well as on the coverage of the network and network parameters set by the cellular service provider.

| Battery	Talk Time	Standby Time
BMH-3 **Extended NiMH** *1150 mAh*	up to 2 hours	up to 39 hours
BMH-8 **Ultra Extended NiMH** *1580 mAh*	up to 3 hours	up to 58 hours
BML-8 **Ultra Extended Vibra NiMH** *1580 mAh*		

Discharging the Battery

A battery lasts longer and performs better if you fully discharge it from time to time. To discharge the battery, leave your phone switched on until the battery is drained and the phone turns itself off. Then wait for 30 minutes before connecting to a charging source. (See "Deep Discharge" on page 9.)

Note: Do not discharge the battery by any other means.

Battery Low Warning

You get this message and a warning tone when the battery charge is low and only a few minutes of talk time remain.
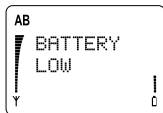
The repetition rate of the battery-low warnings depends on the remaining battery capacity and the battery condition. The warnings are more frequent when you're in a call.

Note: If you've selected the Vibra Only or Silent Ringing Option, you won't hear any warning tones. See "Ringing Options (Menu 3 1)" on page 37.

When the battery charge is too low for the phone to work, the phone displays RECHARGE BATTERY, then beeps, then shuts itself off.

Charge the battery as described earlier in this section.

Deep Discharge

If you regularly just 'top up' the charge in your battery without ever allowing it to fully discharge first, its life will be shortened. In order to get the maximum life from your battery you should allow it to discharge completely about once a month.

To discharge the battery completely:

1 Leave the phone switched on until RECHARGE BATTERY appears, then let the phone switch off automatically.

2 Leave the phone alone for about 30 minutes (and *do not* connect a charger within this time) after it switches itself off.

During this 30 minutes, the phone is in 'Deep Discharge' mode. The way to 'wake up' the phone is to connect it to a charger.

3 Fully charge the battery after Deep Discharge.

The phone may remind you to discharge the battery, by presenting a series of battery-advice messages. Press ▼ or *OK* to page through the information, or press *CLR* to clear the messages.

Important Battery Information

- Note that a new battery's full performance is achieved only after two or three complete charge and discharge cycles!

- The battery can be charged and discharged hundreds of times but it will eventually wear out. When the operating time (talk time and standby time) is noticeably shorter than normal, it is time to buy a new battery.

- Use only batteries approved by the phone manufacturer and recharge your battery only with the chargers approved by the manufacturer.

- When a charger is not in use, disconnect it from the power source. Do not leave the battery connected to a charger for longer than a week, since overcharging may shorten its life. If left unused a fully charged battery will discharge itself over time.

- (NiMH batteries only) For good operation times, discharge the battery from time to time by leaving your phone switched on until it turns itself off (or by using the battery discharge facility of any approved accessory available for your phone). Do not attempt to discharge the battery by any other means.

- Temperature extremes will affect the ability of your battery to charge: allow it to cool down or warm up first.

- Use the battery only for its intended purpose.

- Never use any charger or battery which is damaged or worn out.

- Do not short circuit the battery. Accidental short circuiting can occur when a metallic object (coin, clip, or pen) causes direct connection of the + and - terminals of the battery (metal strips on the back of the battery), for example when you carry a spare battery in your pocket or purse. Short circuiting the terminals may damage the battery or the connecting object.

- Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery. Always try to keep the battery between 59° F and 77° F (15° C and 25° C). A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged. NiMH batteries' performance is particularly limited in temperatures below 14° F (-10° C). Li-Ion batteries' performance is particularly limited in temperatures below 32° F (0° C).

- Do not dispose of batteries in a fire!

- Dispose of used batteries in accordance with any local regulations.

4. The Basics

Switching On or Off

• Press and hold the PWR key for one second.

NORMAL POSITION: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.

TIPS ON EFFICIENT OPERATION: Extend your antenna fully when in calls. As with any other radio transmitting device, avoid unnecessary contact with the antenna when the phone is switched on. Contact with the antenna affects call quality and may cause the phone to operate at a higher power level than otherwise needed.

WARNING! Do not switch the phone on when cellular phone use is prohibited or when it may cause interference or danger.

Wake-up Message

When you switch your phone on, the phone displays a wake-up message consisting of the phone number currently selected for your phone, or the name of the dealer if this has been programmed. (If programmed, the name takes precedence over the phone number.)

To change the wake-up message:

1 Press *ABC*, then enter the message. Press *OK*.

2 At the prompt SAVE IN LOCATION?, press *. Press *OK*. (The wake-up message is stored in location '*'.)

Note: The Wake-up Message is different from the Reminder Message you can store in your phone. See "Reminder Message" on page 64.

Note: The wake-up message is specific to your currently selected phone number.

Selecting a Network

Your phone operates on specific networks and sometimes it must choose which system to use. This can happen, for example, if you are roaming (i.e. you leave the area where you have signed up for service).

If you want your phone to work only in certain types of networks (for example, to take advantage of certain billing agreements between systems), you can specify this using "Carrier Selection (Menu 5 1 1)". See page 45.

Making a Call

1 Extend the phone's antenna fully.

2 Enter the **area code** and **phone number**, then press *SEND*. If you make a mistake, press *CLR* to erase digits one by one. Press and hold *CLR* to clear the whole display.

   A phone symbol appears on the display. The call is connected when the phone number disappears from the display and CALL appears.

   ```
   ABⒸ☎
        CALL
   Y            △
   ```
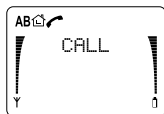
For international calls, you can enter a '+' at the beginning of a number by pressing ✱✱. Then enter the number, then press *SEND*. The '+' expands to the international dialing code prefix.

NO SERVICE appears and the phone beeps if you try to make a call when your phone is outside the cellular service area.

CALL NOT ALLOWED appears if you try to make a call
that is restricted (see "Allowed Calls (Menu 5 1 2)" on
page 48), or if the phone is locked.

If you receive a call when you're trying to make a call, the
incoming call comes through and the outgoing call is
cancelled.

Ending a Call

• Press *END*.

*Note: If you press and hold END, you'll activate Keyguard
(see "Keyguard" on page 17).*

Answering a Call

• Press *SEND* or any key except *END* or the PWR key.

• To answer a waiting call (normally indicated by a beep),
press *SEND*. (*Note that Call Waiting is a network fea-
ture. You need to subscribe to it through your service
provider.*)

You can press *END* to stop the ringing sound without
answering the call.

Make sure the antenna is fully extended during the call.

*Note: If Keyguard is active, a call can only be answered
with SEND.*

When there is an incoming call, the
phone rings and CALL flashes on the
display.

If you have set Ringing Options to
SILENT, the keypad and display lights
flash, CALL flashes on the display and the phone makes a
short beep (see "Ringing Options (Menu 3 1)" on page 37).
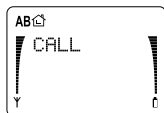
You can answer a call any time, even while using Keyguard, memory or menu functions.

If you don't answer a call, the message 1 MISSED CALL or 'n' MISSED CALLS appears on the display and remains until you press any key (except the PWR key) to clear the display, or you can press *OK* or ▼ to view the Missed Calls List. The phone automatically stores the caller's number (if available) in the Missed Calls list (see "Missed Calls (Menu 2 3)" on page 34). When you scroll the list, you first see a message telling you the number of new numbers (e.g., 'n' NEW NUMBER(S), or NO NEW NUMBERS; wait for most recent number to appear or press ▼. Press ▼ to scroll the list.

Calling Line Identification

If you subscribe to the Calling Line Identification network service your phone may display the caller's number or name when the phone rings.

For more details, refer to "Availability of Network Services" on page 69 and "Calling Line Identification" on page 69.

Adjusting the Earpiece Volume

- During a call, press ▼ or ▲ to decrease or increase the earpiece volume level.

```
AB🖾📞
  VOLUME
  ▮▮▮▯▯
Y              0
```

Last Number Redial

- Clear the display, then press *SEND SEND*.

Last 15 Dialed Calls

- Clear the display, press *SEND,* then ▼. Press ▼ repeatedly until you see the number you want. Then press *SEND* to dial it.

See "Dialed Calls (Menu 2 1)" on page 33 for more information.

Speed Dialing

• Dial the number of the memory location (**1-75**) where the phone number is stored, then press *SEND*.

You can also enter a stored name then press *SEND*. The phone dials the number stored with that name.

If the memory location is empty, the message LOCATION EMPTY appears.

1-Touch Dialing

If 1-Touch Dialing is set to On, you can dial the phone number stored in any of the memory locations 1-8 by pressing a single key:

• Hold the required number key (1-8) for 2 seconds.

Note: Location 1 is recommended to be used as the Voice Mailbox Number. Location 9 cannot be used for 1-Touch Dialing to any number other than the preprogrammed emergency number.

See "1-Touch Dialing (Menu 3 6)" on page 39.

Emergency 9 Dialing

The 9 Key is reserved for an Emergency Number that is programmed into your phone by your dealer.

• Press and hold 9 for 2 seconds.

Emergency 9 Dialing must be set On for this to work! See "Emergency 9 Dialing (Menu 3 7)" on page 40.

Note: Official emergency numbers vary by location (e.g., 911 or another official emergency number). However, only one emergency number is programmed into your phone to be dialed automatically by Emergency 9 Dialing, and this may not be the proper number in all circumstances.

Note: Emergency 9 Dialing does not operate when Keyguard is activated. However, an emergency call can be made without deactivating Keyguard by entering the whole emergency number programmed into your phone and then pressing SEND.

Keyguard

- To activate Keyguard, press and hold *END* (or press *MENU* then ∗).
- To deactivate Keyguard, press *MENU* then ∗.

Keyguard locks the keypad to prevent accidental keypresses (e.g. when the phone is in a pocket or a bag). KEYGUARD ACTIVE remains (or reappears) on the display until any key is pressed or Keyguard is deactivated.

Answering a Call with Keyguard Active

- Press *SEND*.

During the call, the keypad remains unlocked and the phone can be used normally. After the call is ended, Keyguard automatically becomes active again.

The phone cannot be switched off when Keyguard is active. However, if the phone is ringing and Keyguard is active, you can press PWR to switch off the phone *while it is ringing*.

Note: When Keyguard is activated, calls may be possible to the emergency number programmed into your phone (e.g., 911 or another official emergency number). However, Emergency 9 Dialing does not operate.

Making an Emergency Call with Keyguard Active

• Enter the emergency number preprogrammed in your phone and press *SEND*.

The emergency number is displayed only after you have entered the last digit of the number.

Calling Card Calls

If you use the phone's Calling Card storage feature (see "Calling Card (Menu 5 2)" on page 49), you can use the method described below to charge long distance charges to a Calling Card. You won't need to enter Calling Card information every time you want to make a card call.

Note: No physical credit cards are needed in order to direct the call charges to the credit card; however you must first store and select a Calling Card with Menu 5 2!

Note: If the Prepaid (Menu 9) option is activated, the Calling Card menu is not available. Any calling card information saved in your phone will be lost. If you deactivate the service provider prepaid option, the Calling Card menu becomes available again, but you must resave any calling card information.

To make a Calling Card Call:

1 Enter the phone number of the party to be called.

2 Press and hold *SEND for 2 seconds*. The phone displays CARD CALL (and possibly the card name), then displays WAIT FOR TONE, THEN PRESS 'OK'.

3 When you hear a tone or voice prompt, press *OK* or *SEND*. The phone may ask you again to WAIT FOR TONE, THEN PRESS 'OK'.

4 If you get another tone or voice prompt, press *SEND* again.

The call is then made, and the phone displays CARD CALL and the name of the card (if you have entered one).

It is also possible to make manual card calls by using Touch Tones (DTMF) through your Calling Card Operator. To do this, see "In-Call Menu" on page 63, and "Sending Touch Tones" on page 66.

You can make calling card calls in conjunction with PIN calls.
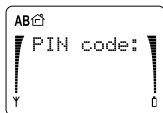
PIN Calls

PIN Call is a network security feature that requires a PIN Code every time you make a call. You can activate or deactivate it and specify the numbers in your PIN Code. Please check with your operator for the availability of PIN Calling in your network.

Note: If you are using the phone in an area that doesn't require PIN dialing, deactivate PIN Call.

Activating PIN Call

1 Enter *# 7 4 6 2 2 5 5 # (spells PINCALL).

2 The phone asks for your four-digit PIN Code, which is provided by your network operator. Enter your PIN code and press *OK*. The phone briefly displays PIN CALL ON.

Making PIN Calls

1 Make the call as usual (refer to "Making a Call" on page 13).

The phone displays PIN CALL.

2 After you hear a tone, press *SEND* again.

The phone displays SENDING PIN . . . . If the message remains on the display, press *SEND* again to resend the PIN code. Wait for your call to be connected.

Note: If you're in a network that doesn't support PIN Calls, but your phone has PIN Call On*, the phone still tries to send a PIN. Press CLR to end the PIN Call attempt.*

Note: When the phone is set to PIN CALL ON*, an emergency call to the emergency number programmed into your phone (e.g., 911 or another official emergency number) will be dialed as a normal call without the PIN code request.*

Deactivating PIN Call

• Follow the steps in "Activating PIN Call", but don't enter your PIN Code at the prompt; just press *OK*.

The phone briefly displays PIN CALL OFF.

Voice and Text Messages

If you subscribe to voicemail, callers will be able to leave you voice mail messages which you can recall from your voice mailbox.

If you have purchased the Nokia 252N and subscribe to a text message network service, callers may send you short text messages that you can read on your phone's display.

For more details, refer to "Network Services" on page 69.

What is Debit Mode?

To activate your phone through TRACFONE® prepaid service, call the toll free number on the card included with this Owner's Manual.

If you activate your phone through TRACFONE prepaid service, see "Debit (Menu 8)" on page 55 for information on the features available.

Important note: You cannot activate your phone through TRACFONE if you already have an existing cellular service contract.

Note: If you activate your phone through TRACFONE, contact TRACFONE Customer Service with questions regarding any of your phone's prepaid features.

Or, your service provider may offer prepaid service compatible with your new Nokia phone. See "Prepaid (Menu 9)" on page 59 for features that may be available to you. Contact your service provider for details.

5. The Phone Book

The Phone Book can store up to 75 phone numbers and corresponding names. It also has a "notepad" where you can store one additional number and name.

The maximum number of phone book entries depends on how much information you store in each location. Stored phone numbers can be up to 32 digits long, and stored names can be up to 30 characters long.

See "Memory Location 75" on page 24 for an important note about Memory Location 75.

Viewing and Entering Names

The *ABC* key is used to switch between displaying names and numbers.

To enter names, search for names, and view names, press *ABC*. The phone displays **ABC** to indicate that "alpha mode" is selected; you can then use keys to enter letters as well as numbers, and view the stored names rather than numbers.

When a name is displayed, you can also press *ABC* to see the associated number.

Entering Letters

1 Press *ABC* to select alpha mode. You can then enter letters by pressing the keypad keys a certain number of times.

See the table on the next page.

2 To correct mistakes, press *CLR* repeatedly or press and hold *CLR* to clear the whole display.

Key	1 press	2 presses	3 presses	4 presses	5 presses
1	1	1	1	1	1
2	A	B	C	2	A
3	D	E	F	3	D
4	G	H	I	4	G
5	J	K	L	5	J
6	M	N	O	6	M
7	P	Q	R	S	7
8	T	U	V	8	T
9	W	X	Y	Z	9
∗	Moves the cursor to the next space immediately.				
#	Adds a space between letters.				

Entering Punctuation Marks

The '0' key can be used to insert punctuation marks (and 0). Press 0 until you get to the punctuation mark you want:

- ? ! , . : " ' & $ ( ) 0

The Cursor

The cursor appears at the end of an entry for your convenience when entering, editing or erasing an entry. Note from the table above that you can either wait for the timer to move the cursor to the next space or you can press ∗ to force it to the next space.

Saving Numbers and Names

Quick Save

1 Enter the **area code** and **phone number**.

2 (Optional) Press *ABC*, then enter the name.

3 Press *OK*. When SAVE IN LOCATION? is displayed, press *OK*.

The phone stores the number in the first empty memory location. The memory location is shown in the display's upper right corner.

Identical names *cannot* be stored in memory. If you try to store a name that is already stored, the phone displays SAVE IN LOCATION n? (with n being the location currently containing the matching name). To confirm, press *OK*. Then, the phone asks if you want to replace the entry. To do this, at REPLACE? (followed by the name), press *OK*.

If you don't want to replace the contents, re-enter the information using a slightly different name, then save again.

Note: You can also use Menu 1 to find, save, edit, and erase stored entries. See "Phone Book (Menu 1)" on page 31.

Memory Location 75

This is a special memory location. If you store a number in location 75, you can make calls to that number even if the phone is locked. See "Lock Phone (Menu 6)" on page 52.

Special Characters in Stored Numbers

In stored numbers, you can include a 2.5 second pause ('p' character), a wait ('w' character), or a link to another location ('+' character). This allows the automatic sending of Touch Tones.

For more information on using these special characters see "Automatically Sending Touch Tones" on page 66.

- To enter a Pause (p), press ∗∗∗.
  Note that a 'p' appears on the display, but this is different from just keying in the letter 'p'.
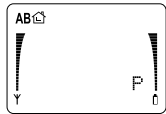
- To enter a Wait (w), press ∗∗∗∗.

- To enter a link to another location, press ∗∗. A '+' sign will appear on the display. A '+' in the middle of a string links to another location.

Note: A '+' at the beginning of a number is used for international calls. See "Making a Call" on page 13 for more information.

Joining two locations for long Touch Tone strings:

1 Enter the Touch Tone string and store it in the phone book. Remember its location number.

2 Recall the phone number (assuming it's already stored) and remember its location number.

3 Press ∗∗. The '+' character is displayed after the phone number.

4 Enter the location number (one or two digits) of the Touch Tone string (from Step 1). Store the new contents (phone number, '+', and Touch Tone location). When the phone displays SAVE IN LOCATION? enter the location number from Step 2 and press *OK*.

For details on sending Touch Tones, see "Sending Touch Tones" on page 66.

Making a call using the two joined locations:

1 Recall the first location and press *SEND*. This dials the phone number, but the dialing stops at the '+' character.

2 When the call is established, press *MENU SEND*. The phone will automatically send the Touch Tone string in the second location (which is displayed).

Finding Numbers and Names

Finding numbers

• With the display clear of numbers or names, press ▼ repeatedly to scroll the numbers stored in the Phone Book.

Phone numbers are displayed in order of location number. To view the name stored with the number displayed, press *ABC*.

Finding names

• With the display clear of numbers or names, press *ABC* then ▼ repeatedly to scroll the names stored in the Phone Book.

Names are displayed in alphabetical order. To view the number stored with the name displayed, press *ABC*.

You can also use "Find Name (Menu 1 1)". See page 31.

Using the Notepad Memory

Saving a number and name in the Notepad

• Enter the number and name, then press *OK*. At SAVE IN LOCATION?, press # then press *OK*.

Viewing information in the Notepad

• With the display clear of numbers or names, press # then ▼ to view the number. To view the name stored with the number, press *ABC*.

Moving a Name and Number

1 Recall the name and number from memory. Press *OK*.

2 At SAVE IN LOCATION?, enter the new location number then press *OK*. The phone will display MOVE?

3 Press *OK* to move (the phone displays MOVED and the remaining available memory), or press *CLR* to exit without moving.

Erasing a Name and Number

See "Erase From Phone Book (Menu 1 4)" on page 32.

Editing a Name and Number

See "Edit Name or Number (Menu 1 3)" on page 31.

6. The Menu

The phone's menus and submenus give you access to many features and ways to customize your phone.

You can use the menus and submenus either with the 'Menu then OK Method' or the 'Shortcut Method'.

A menu list is on page 30 and instructions for using the menus follow.

"MENU then OK" Method

1 Press *MENU* to enter the menu.

2 Press ▼ or ▲ to scroll through menu choices.

3 Press *OK* to choose a menu.

   If there are submenus: press ▼ or ▲ to scroll through the submenu choices. Press *OK* to enter a submenu.

4 The current setting is displayed. Press ▼ or ▲ to scroll through the other choices. Press *OK* to select one, or press *END* to exit the menus without changing anything.

Some menus require you to enter your lock code or security code.

Note: To backstep a menu level at a time, press CLR. To exit the Menu, press END or press and hold CLR.

Shortcut Method

The menus and submenus are numbered, so you can access them by their number:

1 Press *MENU* to enter the menu.

2 Press the number of the menu you want (1-6) within 4 seconds. (Also, If there are submenus, press the submenu number within 4 seconds.) The current setting (if applicable) is displayed.

3 Press ▼ or ▲ to scroll through other settings. Press *OK* to select a setting or press *CLR* to exit the menus without changing the settings.

Note: If you use the shortcut method, the display shows a '_' before the menu or submenu number in the top right-hand corner of the display.

Also, if you use the shortcut method to access Menu 3 1, there is a 5-second delay before the menu appears. To bypass this delay, press *MENU 3 1 OK OK*.

Using the Menu During a Call

If you press *MENU* during a call, the phone gives you the In-Call Menu (see "In-Call Menu" on page 63). If you want access to other menu items, just press and hold *MENU* for a couple of seconds. Then use the menus as you normally would.

List of Menu Functions

1 Phone Book
1. Find Name
2. Save Name & Number
3. Edit Name or Number
4. Erase from Phone Book
5. Phone Book Status

2 Call Log
1. Dialed Calls
2. Received Calls
3. Missed Calls
4. Erase all Recent Calls
5. Call Timers

3 Phone Settings
1. Ringing Options
2. Ringing Volume
3. Ringing Tone
4. Keypad Tones
5. Lights
6. 1-Touch Dialing
7. Emergency 9 Dialing
8. Language
9. Phone Number
10. Automatic Answer
11. Automatic Redial

4 Security Settings
1. Change Lock Code
2. Change Security Code
3. Restore Factory Settings

5 Call Settings
1. Calling Options
2. Calling Card*

6 Lock Phone
Prevents outgoing calls and access to all phone functions.

7 Messages**
1. Read Messages
2. Erase Messages
3. Message Alert Tone

8 Debit (TRACFONE only)
1. Timetank Info
2. Checksum

9 Prepaid (if available)
1. Check Balance
2. Add Money to Account
3. Prepaid Card
4. Save Access Numbers

In-Call Menu
This is available only during calls. Give the *MENU* key a short press to access the options: 'Mute' and 'Send DTMF'.

Reminder Message
Displays a personalized message when you switch your phone on.

* This option is not available if Prepaid (Menu 9) is activated.

****Messages menu is available on Nokia 252N only. Messages feature depends on network and subscription.**

Phone Book (Menu 1)

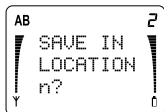To access Menu 1, press *MENU* then *OK*.

Find Name (Menu 1 1)

1 Press *MENU* then *OK*.

2 You'll see FIND NAME. Press *OK* again. The phone prompts you to enter a name.

```
AB    ABC    ↑
  Name:
Y              0
```

3 Enter the first few letters of the name, then press ▼, or just press ▼ to scroll through stored names.
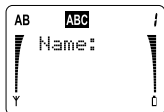
*Note: To see stored numbers, press ABC, then press ▼ to scroll through them.*

Save Name & Number (Menu 1 2)

1 Press *MENU* then *OK* then ▼ to scroll to SAVE NAME & NUMBER. Press *OK*.

2 Enter name and press *OK*. Enter number and press *OK*. The phone suggests a location for saving the entry.

```
AB             2
  SAVE IN
  LOCATION
  n?
Y              0
```

3 Press *OK*, or enter another location number then press *OK*. The phone displays SAVED and the remaining available memory.

Edit Name or Number (Menu 1 3)

1 Recall the number from memory.

**2** Press *MENU* then *OK* then ▼ to scroll to EDIT NAME OR NUMBER. Press *OK*.

3 Edit the name: use the *CLR* key to delete characters, use ▼ and ▲ to move the cursor, and enter new characters as required.

4 Edit the number: press *ABC*. Use the *CLR* key to delete digits, use ▼ and ▲ to move the cursor, and enter new digits as required. Press *OK*.

5 At SAVE IN LOCATION? press *OK*. If you did not change the name, or the name you have entered matches one already stored, then REPLACE? will be displayed; press *OK* to replace the contents with the new (edited) name and number.

```
AB🖰            08
▌REPLACE?      ▐
▌              ▐
Y              0
```
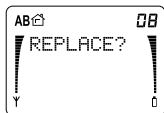
Erase From Phone Book (Menu 1 4)

Note: Be careful when erasing – it can't be undone!

1 Press *MENU* then *OK* then ▼ to scroll to ERASE FROM PHONE BOOK. Press *OK*.

2 Press ▼ to move the pointer to your choice. Press *OK* to choose it.

```
AB🖰             1
▌One by One    ▐
▌▶Erase all    ▐
Y              0
```
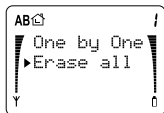
If you choose Erase All, the phone asks you to confirm. Press *OK* when you see ARE YOU SURE?, or press *CLR* to exit without erasing.

If you choose One by One, the phone displays Erase name:. Either enter the first few letters of the name then press ▼, or just press ▼ to scroll through stored names. Press *ABC* to see phone numbers to erase. When you see the name or number you want to erase, press *OK*, or press *CLR* if you change your mind and do not want to erase.

Phone Book Status (Menu 1 5)

1 Press *MENU* then *OK* then ▼ to scroll to PHONE BOOK STATUS. Press *OK*.

```
AB🖄              5
▐ n% OF          ▌
▐ MEMORY         ▌
▐ AVAILABLE      ▌
Y                0
```

**2** The phone displays the percentage of memory available.
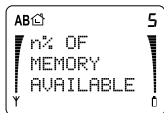
Call Log (Menu 2)

To access Menu 2, press *MENU* then ▼. You'll see CALL LOG; press *OK*.

Dialed Calls (Menu 2 1)

The phone automatically stores the last 15 numbers you called or attempted to call. The same phone number isn't stored twice in the list. When you dial a number that already exists in the list, the dialed number is moved to the top.

The Dialed Calls list remains in the phone's memory when the phone is switched off. If you want to erase it, use Menu 2 4.

1 Press *MENU* ▼. You'll see CALL LOG; press *OK*.

2 You'll see DIALED CALLS. Press *OK* again.

```
AB               i
▐ DIALED         ▌
▐ CALLS          ▌
Y                0
```

3 Press ▼ to scroll through the last 15 numbers you have dialed.
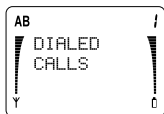
Each phone number in the list has a number which shows in the top right corner of the display; e.g. '2L' - 'L' stands for last (dialed) call.

Press *SEND* to dial one of the numbers.

See "Last Number Redial" on page 15 for shortcuts.

Received Calls (Menu 2 2)

The phone automatically stores the callers' numbers of the last 15 calls you received and answered (if network supports this feature, and the callers' numbers were received from the network – refer to your service provider for more details). The same phone number isn't stored twice in the list.

When you dial a number in the Received Calls list it remains in this list, and it is also added to the Dialed Calls list.

The Received Calls list remains in the phone's memory when the phone is switched off. If you want to erase it, use Menu 24.

1 Press *MENU* ▼. You'll see CALL LOG; press *OK*.

2 Press ▼ to scroll to RECEIVED CALLS. Press *OK*.

3 Press ▼ to scroll through the phone numbers of the last 15 received calls.
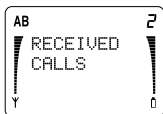
Each phone number in the list has a number which is shown in the top right corner of the display; e.g., '2A' – 'A' stands for answered (received) call.

Press *SEND* to dial one of the numbers.

To store one of the numbers in the Phone Book, recall the number from the list, then press *OK*; when SAVE IN LOCATION 'n' is displayed, press *OK* again.

Missed Calls (Menu 2 3)

The phone automatically stores the callers' numbers and names of the last 15 calls you missed (if network supports this feature, and the callers' numbers were received from the network – refer to your service provider for more details). The same phone number isn't stored twice in the list.

When you dial a number in the Missed Calls list it is deleted from this list, and it is added to the Dialed Calls list.

The Missed Calls list remains in the phone's memory when the phone is switched off. If you want to erase it, use Menu 24.

1 Press *MENU* ▼. You'll see CALL LOG; press *OK*.

2 Press ▼ to scroll to MISSED CALLS. Press *OK*.

```
AB            3
┃ MISSED     ┃
┃ CALLS      ┃
Y            0
```
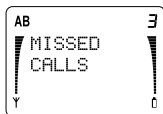
3 Press ▼ to scroll through the phone numbers of the last 15 missed calls.

Each phone number in the list has a number which is shown in the top right corner of the display; e.g., '2U' – 'U' stands for unanswered (missed) call.

Press *SEND* to dial one of the numbers; this number will then be deleted from the list.

To store one of the numbers in the Phone Book, recall the number from the list, then press *OK*; when SAVE IN LOCATION 'n' is displayed, press *OK* again.

Erase All Recent Calls (Menu 2 4)

Note: This menu erases all numbers in the Dialed Calls, Missed Calls and Received Calls lists, and can't be undone!

**1** Press *MENU* ▼. You'll see CALL LOG; press *OK*.

2 Press ▼ to scroll to ERASE ALL RECENT CALLS. Press *OK*.

```
AB            4
┃ ERASE ALL  ┃
┃ RECENT     ┃
┃ CALLS      ┃
Y            0
```
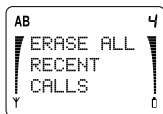
3 The phone asks ARE YOU SURE? Press *OK* to erase, or press *CLR* to exit without erasing.

Call Timers (Menu 2 5)

1 Press *MENU* ▼. You'll see CALL LOG; press *OK*.

2 Press ▼ to scroll to CALL TIMERS. Press *OK*.

3 Press ▼ to scroll through the options. Press *OK* to choose the one you want. (You'll need your security code to clear the timers.)

```
AB�⌂                    ▮
▮ LAST
  CALL
    00:00:13
Y                      □
```
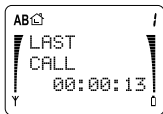
LAST CALL shows the duration of the last call in hours, minutes, and seconds. If you are in a call, the phone shows the duration of the call in progress. (Make sure you hold *MENU* for a couple of seconds during a call to get to the regular menu and not the In-Call menu.)

ALL CALLS shows the total amount of time spent on calls since the timer was last reset. ALL CALLS applies to the phone number currently selected for your phone.

LIFE TIMER Shows the total amount of time you have spent on calls in hours and minutes. This number cannot be reset. (You can also select Life Timer by pressing and holding the # key for about 4 seconds.)

CLEAR TIMERS resets all the timers to zero (except the Life Timer). *Note:* CLEAR TIMERS *cannot be undone!*

Note: The actual invoice for calls by your cellular service provider may vary, depending upon network features, rounding-off for billing, taxes and so on.

Phone Settings (Menu 3)

To access Menu 3, press *MENU*, then ▼ until you see PHONE SETTINGS. Press *OK*.

Ringing Options (Menu 3 1)

You can choose how you want the phone to indicate that there is an incoming call.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 You'll see RINGING OPTIONS and the current setting. Press *OK* if you want to change it.

```
AB⌂              ┃
┃ RINGING      ▓
┃ OPTIONS      ▓
┃        Ring  ▓
Y               0
```

3 Press ▼ to move the pointer to the choice you want. Press *OK* to select one.

```
AB⌂              ┃
┃ Silent       ▓
┃▶Ring         ▓
┃ Ring+Vibra   ▓
Y               0
```
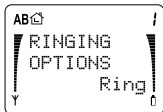
For Ring+Vibra or Vibrate to work, you need the Vibra battery (BML-8).

If you choose Silent, the phone displays SILENT when you aren't using the other functions of the phone. This message is to remind you that the ringing tone is set to Off.
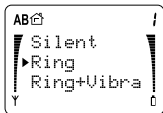
Note: When SILENT *is selected, all tones, except for the charger-connected tone, are also switched off.*

If you choose Increasing, ringing will start at the lowest volume level, and then increase to the highest level.

Ringing Volume (Menu 3 2)

With this menu you choose the ringing volume. As you scroll through each of the 5 volume levels, the phone rings so you can hear each level.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to RINGING VOLUME and the current setting. Press *OK* if you want to change it.

```
AB              2
  RINGING
  VOLUME
       Level 2
Y               0
```
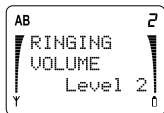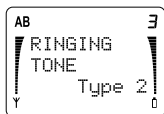
3 Press ▼ to move the pointer. Press *OK* for the ringing volume you want.

Ringing Tone (Menu 3 3)

There are 6 different ring tones to choose from. As you scroll through each type, the phone rings so you can hear each one.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to RINGING TONE and the current setting. Press *OK* if you want to change it.

```
AB              3
  RINGING
  TONE
       Type 2
Y               0
```
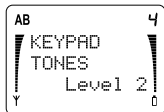
3 Press ▼ to move the pointer. Press *OK* for the ringing tone you want.

Keypad Tones (Menu 3 4)

When you press the buttons on your phone, the phone beeps (the sound depends on which key you press). With this menu, you can choose between three volume levels or you can turn the keypad tones off.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to KEYPAD TONES and the current setting. Press *OK* if you want to change it.

```
AB              4
  KEYPAD
  TONES
       Level 2
Y               0
```

3 Press ▼ to move the pointer. Press *OK* to choose the one you want, or select Off.
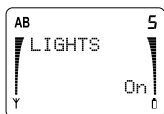
Note: You can still send Touch Tones even when the keypad tones are switched off.

Note: Keypad tones are set to Off when you choose Silent *in "Ringing Options (Menu 3 1)". See page 37.*

Lights (Menu 3 5)

The keypad and phone display have lights to make them easy to read. This menu allows you to set the phone's lights On or Off.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to LIGHTS and the current setting. Press *OK* if you want to change it.

```
AB                    5
  LIGHTS

                    On
Y                     0
```

3 Press ▼ to move the pointer. Press *OK* to choose On or Off.

Lights On

The keypad and display backlights are on for 15 seconds after the last keypress.

Lights Off

The lights are off permanently, except if Silent ringing is selected. Then they flash to indicate an incoming call.

1-Touch Dialing (Menu 3 6)

This menu gives you the option of dialing memory locations 1-8 by pressing and holding a single number key for 2 seconds (location 1 is recommended to be used for the Voice Mailbox Number). For example, pressing and holding 5 dials the number stored in location 5.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to 1-TOUCH DIALING and the current setting. Press *OK* if you want to change it.

```
AB                    5
┌─────────────────┐
│ 1-TOUCH         │
│ DIALING         │
│            On   │
Y └─────────────────┘ 0
```
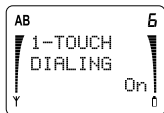
3 Press ▼ to move the pointer. Press *OK* to choose On or Off.

With 1-Touch Dialing On, you can dial the number stored in any of the locations 1 to 8, by pressing and holding the corresponding number key. If you press and hold 1, the phone dials your voice mailbox number if you have stored it in this location.

Note: 1-Touch Dialing does not operate when Keyguard is On, or when a call is already established.

If you press and hold 9, the phone attempts to make a call to the emergency number pre-programmed into your phone if you have Emergency 9 Dialing (Menu 3 7) set to On.

Emergency 9 Dialing (Menu 3 7)

You may dial the emergency number programmed in your phone by your dealer, by pressing and holding the 9 key, only if Menu 3 7 is set to On.
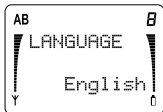
1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to EMERGENCY 9 DIALING and the current setting. Press *OK* if you want to change it.

3 Press ▼ to move the pointer. Press *OK* to choose On or Off.

Also, you can make an emergency call by entering the emergency number (such as 911) and pressing *SEND*.

Language (Menu 3 8)

The menus and messages can be displayed in English, French, Spanish, or Portuguese.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to LANGUAGE and the current setting. Press *OK* if you want to change it.

```
AB                    8
▮ LANGUAGE           ▮
▮                    ▮
▮        English     ▮
Y                    0
```

**3** Press ▼ to move the pointer to your choice. Press *OK* to select an option.

Phone Number (Menu 3 9)

Your phone can have two different telephone numbers. This menu lets you choose which telephone number to use.

Note: In order to have two different telephone numbers, you must subscribe to them through your cellular operator(s).

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to PHONE NUMBER and the current phone number. Press *OK* if you want to change it.

```
AB⌂                   9
▮ PHONE              ▮
▮ NUMBER             ▮
▮ 2145551212         ▮
Y                    0
```

3 Press ▼ to move the pointer to the number you want (if there are two available). Press *OK*.

```
AB⌂                   1
▮ 2145551212         ▮
▮ ▶8175551212        ▮
▮                    ▮
Y                    0
```
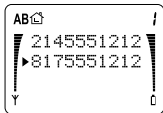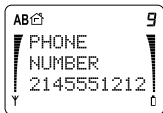
Note: If only one phone number is programmed into your phone, you'll only see that number in this menu.

The phone can't use both numbers at the same time and you can't change the number during a call.

If your phone is set to your first number, you can only receive calls via that number. You may be able to forward calls from your second number to your first number so you don't miss any calls, if this service is available from your cellular service provider. For more information, please contact your cellular service provider.

Automatic Answer (Menu 3 10)

Note: This feature applies only if the phone is in a handsfree car kit.

With Automatic Answer On, the phone automatically answers after 4 seconds.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to AUTOMATIC ANSWER and the current setting. Press *OK* if you want to change it.

```
AB              10
▐ AUTOMATIC  ▐
▐ ANSWER     ▐
▐         On ▐
Y               0
```

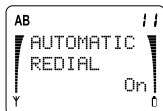**3** Press ▼ to move the pointer. Press *OK* to choose On or Off.
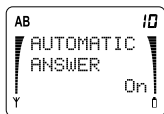
Automatic Redial (Menu 3 11)

Sometimes the cellular network is busy and your call can't go through. You get a SYSTEM BUSY... message and are asked to redial. If Automatic Redial is set to On, the phone automatically tries 3 more times to connect the call. If the call connects, the phone beeps to notify you.

1 Press *MENU* then ▼ until you see PHONE SETTINGS. Press *OK*.

2 Press ▼ to scroll to AUTOMATIC REDIAL and the current setting. Press *OK* if you want to change it.

```
AB              11
█ AUTOMATIC    █
  REDIAL
           On
Y                0
```

**3** Press ▼ to move the pointer. Press *OK* to choose On or Off.

Security Settings (Menu 4)

This menu lets you change your phone's security and lock codes, which are required for certain functions. You can also reset the phone's menus to their factory settings.

Note: You need your security code to access this menu. The default security code is 12345.

To access Menu 4, press *MENU*, then ▼ until you see SECURITY SETTINGS. Press *OK*.

The phone asks for your security code. Enter your 5-digit security code and press *OK*.

```
AB               4
█ Security     █
  code:
Y                0
```
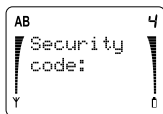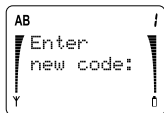
Change Lock Code (Menu 4 1)

The lock code is required when you want to lock your phone. See "Lock Phone (Menu 6)" on page 52.

Note: The phone's default lock code is 1234.

1 Press *MENU* then ▼ until you see SECURITY SETTINGS. Press *OK*.

2 Enter your security code and press *OK*.

3 You'll see CHANGE LOCK
   CODE. Press *OK* to change it.
   Enter a new 4 digit lock code.
   Press *OK*.

```
AB                 1
┃ Enter
┃ new code:
┃
Y                  0
```

4 The phone asks you to verify your
   new lock code. Type in the new lock code again and
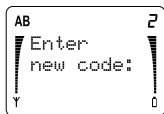   press *OK*. The phone briefly displays LOCK CODE
   CHANGED.

Change Security Code (Menu 4 2)

*The security code allows access to the lock code and
certain submenus, so it should be kept in a secret and safe
place, separate from the phone.*

1 Press *MENU* then ▼ until you see SECURITY
   SETTINGS. Press *OK*.

2 Enter your security code and press *OK*.

3 Press ▼ to scroll to CHANGE
   SECURITY CODE. Press *OK* to
   change it. Enter a new 5-digit
   security code. Press *OK*.

```
AB                 2
┃ Enter
┃ new code:
┃
Y                  0
```

4 When the phone asks you to
   verify your new security code, enter it again and press
   OK.

5 The phone briefly displays SECURITY CODE
   CHANGED.

Restore Factory Settings (Menu 4 3)

This function resets the phone's menus to their factory
settings.

*Note: The lock code and security code are not changed
when you reset the menu settings.*

1 Press *MENU* then ▼ until you see SECURITY SETTINGS. Press *OK*.

2 Enter your security code and press *OK*.

3 Press ▼ to scroll to RESTORE FACTORY SETTINGS. Press *OK* to reset them.

4 The phone asks you to confirm. Press *OK* to reset or press *CLR* to exit without resetting.

```
AB              ∃
 ┃ ARE YOU      ┃
 ┃ SURE?        ┃
 Y              0
```

5 If you press *OK*, the phone briefly displays SETTINGS RESTORED.
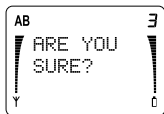
Call Settings (Menu 5)

This menu lets you store calling card information in your phone, and set up calling restrictions.

To access Menu 5, press *MENU*, then ▼ until you see CALL SETTINGS. Press *OK*.

Calling Options (Menu 5 1)

This menu lets you set your phone so that it can only make the types of calls you specify, or only in certain types of networks.

Note: When calls are restricted, calls may be possible to the emergency number programmed into your phone (e.g., 911 or another official emergency number) including calls by emergency 9 dialing.

Carrier Selection (Menu 5 1 1)

Your phone uses a carrier network (also called a cellular system) to make and receive calls. Generally you sign up for service with a particular "carrier" (your cellular service provider). This is called your "Home system" and usually you want the phone to use it.

But there may be times when you can't or don't use your Home system (for example when you travel). Then, there's usually more than one network your phone *can* work in. But which one *should* it work in? The point of the Carrier Selection menu is to help your phone make the best choice for you.

A simple fact to know: all cellular systems are either type "A" or "B". So your "Home system" is either an "A" or "B" system. Ask your cellular service provider or dealer which type yours is.

1 Press *MENU* then ▼ until you see CALL SETTINGS. Press *OK*. Press ▼ until you see CALLING OPTIONS. Press *OK*.

2 Press ▼ to scroll to CARRIER SELECTION and the current setting. Press *OK* if you want to change it.
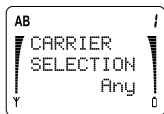
```
AB                    i
■ CARRIER        ■
■ SELECTION      ■
■          Any   ■
Y                0
```

3 The phone asks for your security code. Enter it and press *OK*.

4 Press ▼ to move the pointer to the option you want (described below). Press *OK* to select it.

```
AB                    ∃
■ Non-pref.      ■
■ ▶Any           ■
■ Home only      ■
Y                0
```
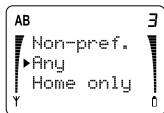
Preferred - Your dealer can program a list of "preferred" networks into your phone. If your dealer has done this, when you choose Preferred your phone looks first for your home system, then a network in the preferred list, then a network of the same "type" (A or B) as your home system, then a network of the opposite "type" as your home system.

If your dealer has not programmed this list into your phone, you can still use the Preferred option. The phone will look first for your home system, then a network of the same "type" as your home system.

Non-Preferred - Your phone will choose a network that is of a different "type" than your Home system.

Any - The phone first looks for your home system, then a network of the same "type" as your home system, then a network of the opposite "type" as your home system.

Home Only - The phone only looks for service on the Home system. It won't choose any other network, so if you're out of your Home system, you won't have service (NO SERVICE).

The table below shows how the phone's display changes according to which network the phone uses.

| If the phone is using this network:	The display shows:	The display says:
Home system	🏠 (solid)	Blank, or name of Home system
Preferred network	🏠 (flashing)	PREFERRED, or name of Preferred network
Home-*type* (phone has preferred list)	(blank)	ROAMING
Home-*type* (no preferred list in phone)	🏠 (flashing)	ROAMING
Non-Home-*type*	(blank)	NON-PREF.

Allowed Calls (Menu 5 1 2)

1 Press *MENU* then ▼ until you see CALL SETTINGS. Press *OK*. Press ▼ until you see CALLING OPTIONS. Press *OK*.

2 Press ▼ to scroll to ALLOWED CALLS and the current setting. Press *OK* if you want to change it.
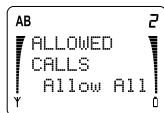
```
AB                    2
▌ ALLOWED            ▐
▌ CALLS              ▐
▌    Allow All       ▐
Y                    0
```

3 The phone asks for your security code. Enter it and press *OK*.

4 Press ▼ to move the pointer to the option you want (described below). Press *OK* to select it.

```
AB                    1
▌ Incoming           ▐
▌▶Allow all          ▐
▌ Nat'l only         ▐
Y                    0
```
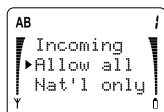
Allow all - There are no restrictions on outgoing calls.

Nat'l only - You can only make calls within your own country; you cannot make international calls.

Local only - You can only make local calls, or calls to toll-free numbers beginning with 1800, 1888, or 1877. You cannot make national calls (prefixed with 1) or international calls (prefixed with 011).

Mem. only - You can only make outgoing calls to numbers stored in memory locations 10-14.

Note: You cannot store any numbers in the phone directory when Mem. only is selected.

Incoming - You can only receive incoming calls; your phone will not allow outgoing calls.

Calling Card (Menu 5 2)

Note: If you activate the service provider prepaid option, this menu is not available. Any calling card information saved in your phone will be lost. If you deactivate the service provider prepaid option, the Calling Card menu becomes available again, but you must resave any calling card information.

With this menu you store calling card information for up to 2 cards in your phone. Then you can make calling card calls without having to enter the calling card information each time.

To make a calling card call, see "Calling Card Calls" on page 18.

Remember, to use the automated method of making calling card calls, you must have entered all the necessary card details and selected the card (using this menu). If only the details for one card are entered, there is no need to use the Select feature. But, if you then add the details of another card, the second card will automatically become the card in use. Only one card can be active at a time.

You may enter a card name for each card, but this is optional. This name is only used for card identification on the phone display, and has no effect on the sending sequence. 'Card A' and 'Card B' will be replaced by the names you enter.

Card information may be found on your calling card. If you need further information about specific dialing sequences, contact your calling card company.

To Enter or Change Calling Card Information

1 Press *MENU* then ▼ until you see CALL SETTINGS. Press *OK*.

**2** You'll see CALLING CARD and the currently selected card. Press *OK* to change it.

```
AB              i
  CALLING
  CARD
          None
Y               0
```
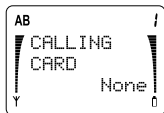
3 Use ▼ to move the pointer to None, Card A or Card B, then press *OK*. When the phone asks for your security code, enter it and press *OK*.

If you select None, the phone briefly displays NO CARD SELECTED, and no card is selected.

Note: If you've already stored card information, and then later select None, the active card is deselected. However, stored card information is left intact. If you select Card A or Card B, and you've never entered information for the card before, skip to Step 5.

4 If you've already entered information for a Card, you then have the option to Select, Edit, or Erase the card. Use ▼ to move the pointer to the option you want, and press *OK*.

```
AB              i
 ▶Select
  Edit
  Erase
Y               0
```
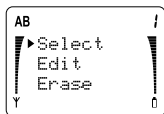
Select chooses this card as the one to use. The phone briefly displays SELECTED.

Edit allows you to change already-entered information, described in Steps 5 and 6 on next page.

Erase erases the stored information. To verify that you want to do this, press *OK* at the ERASE? prompt. Press *CLR* if you don't want to erase the stored information.

5 The phone prompts you to SELECT DIALING SEQUENCE. Press *OK*.

```
AB              i
  SELECT
  DIALING
  SEQUENCE
Y               0
```
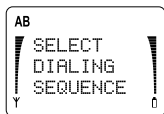
Press ▼ to scroll through the 4 dialing sequence options, and press *OK* to choose:

Access No. + Phone No. + Card No.
Use for cards that require you to enter a 1-800 access number first, then require you to enter a phone number after you hear a tone, then a card number after you hear another tone.

Access No. + Card No. + Phone No.
Use for cards that require you to enter a 1-800 access number first, then require you to enter your card number after you hear a tone, then the phone number after you hear another tone.

10xxx + Phone No. + Card No.
Use for cards that require you to enter an access number (beginning with 10 then 3 digits), followed by the phone number after you hear a tone, then a card number after you hear a tone.

0 + Phone No. + Card No.
Use for cards that require you to enter 0, then the phone number after you hear a tone, then a card number after you hear a tone.

6 The phone then prompts you for other card information, which may include: SELECT PREFIX, Card No: , and Card name: . At each of these prompts, press *OK*.

For SELECT PREFIX, use ▼ or ▲ to move the pointer to the prefix that your calling card requires you to enter before the phone number. Then press *OK*. For Access No: , Card No: , and Card name: , enter the information then press *OK*.

The phone briefly displays CARD READY FOR USE, and uses the card for which you just entered information.

Lock Phone (Menu 6)

When you lock your phone, you cannot make outgoing calls (except to the number stored in location 75 and the emergency number programmed into your phone). Also, you cannot access the phone's memory or menu. You can receive incoming calls as usual.

To make a call to location 75 when the phone is locked, press ▼ then *SEND*. To call the emergency number, enter the entire emergency number then press *SEND*.

1 Press *MENU* then ▼ until you see LOCK PHONE. Press *OK*.

2 The phone asks you to Enter lock code.

3 Enter the lock code and press *OK*. The phone displays PHONE LOCKED.

```
AB
┌─────────────┐
│ Enter       │
│ lock code:  │
│             │
Y             □
```
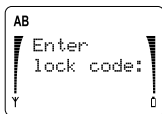
LOCKED remains on the display to remind you that the phone is locked. To unlock the phone, press *MENU* and the phone will prompt you for the lock code. Enter it and press *OK*.

Messages (Menu 7)

NOTE: This menu is available on the Nokia 252N only. The messages feature depends on network and subscription.

To access Menu 7, press *MENU*, then ▼ until you see MESSAGES. Press *OK*.
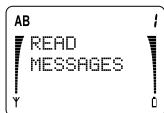
Read Messages (Menu 7 1)

The phone automatically stores the last 20 short text messages you have received in the Read Messages list. (You can receive text messages if the network supports this service, and if you subscribe to this service – refer to your service provider for more information). This menu lets you scroll through and read the stored messages.

Stored messages remain in the phone's memory when the phone is switched off. The same message isn't stored twice in the list.
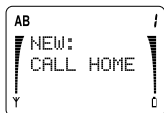
If you want to erase a message, use Menu 7 2.

1 Press *MENU*, then ▼ until you see MESSAGES. Press *OK*.

2 Press ▼ to scroll to READ MESSAGES. Press *OK*. The display will show MESSAGE⟨S⟩ RECEIVED if there are new ones or the first (read) message in the list.

3 Use ▼ or ▲ to scroll to the message you want to read; e.g., NEW: CALL HOME).

   NEW denotes an unread message, whereas OLD would denote a previously read message.

   Each message has a number which shows in the top right corner of the display. The newest message is 1. After you have read the last message, the phone displays ***END***.

Erase Messages (Menu 7 2)

This menu lets you erase any of the stored messages.

Note: This menu erases messages you select, and cannot be undone!

1 Press *MENU*, then ▼ until you see MESSAGES. Press *OK*.

2 Press ▼ to scroll to ERASE MESSAGES. Press *OK*.

```
AB                    2
▐ DELETE             ▐
▐ MESSAGES           ▐
Y                    0
```

**3** Use ▼ or ▲ to scroll to the message you want to erase. Press *OK*. When ERASE? is displayed, press *OK* again. The phone will briefly display ERASED. The list of

```
▐ DELETED            ▐
Y                    0
```

stored messages is then re-ordered and the next message is displayed. If the list is empty, ***END*** is displayed.

Message Alert Tone (Menu 7 3)

This menu lets you set the type of alert tone you hear when you receive a text or voice message.

1 Press *MENU*, then ▼ until you see MESSAGES. Press *OK*.

2 Press ▼ to scroll to MESSAGE ALERT TONE and the current setting. Press *OK* if you want to change it.

```
AB                    3
▐ MESSAGE            ▐
▐ ALERT TONE        ▐
▐        Short      ▐
Y                    0
```
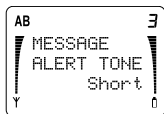
3 Press ▼ to move the pointer to the option you require: Short, Long, Vibra Only or Off. Press *OK* to choose it.

```
AB                    2
  ▌ Short           ▐
  ▌▶Long            ▐
  ▌ Vibra Only      ▐
 Y                  0
```
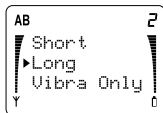
These options are described below:

Short - causes the phone to beep 3 times when you receive a text or voice message.

Long - causes the phone to beep for 15 minutes when you receive a voice or text message. To stop the beeping, press any key except the PWR or the ▼ or ▲ (volume) keys.

Vibra Only - causes the phone to vibrate (if you are using the Ultra Extended Vibra battery BML-8) when you receive a voice or text message.

Off - means the phone won't beep (or vibrate) when you receive messages.

Debit (Menu 8)

If you activate your phone as prepaid through TRACFONE prepaid service, your phone will have an additional menu item called DEBIT.

```
AB                    8
  ▌ DEBIT           ▐
  ▌                 ▐
 Y                  0
```
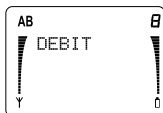
If you activate the prepaid option, your phone functions the same way as it did before, with some additional features. These features are listed and explained in this section.

To access the Debit menu, press the *MENU* key, then press ▲ once, the press *OK*. Press ▼ or ▲ to scroll through the menu options.

TIMETANK INFO shows you the amount of prepaid talk time you have left in your phone.

At the TIMETANK INFO screen, press the *OK* key, and your phone displays the number of units remaining (indicated as U) as well as the date by which you should redeem another prepaid cellular card.

CHECKSUM is a customer service only menu item, used for debit verification.

Adding Units to Your Phone

Each time you want to add units to your phone, you must purchase another TRACFONE Airtime Card and then contact TRACFONE prepaid service.

Important note: You must add units to your phone before the airtime card due date, or your service will be interrupted and your phone number may be changed.

Switching On/Off

When you first turn your phone on, REMEMBER AIRTIME CARD DUE and a date appear.

```
 REMEMBER
 AIRTIME
```
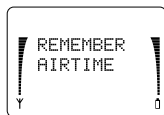
This reminds you that this is the date you must purchase additional airtime in order to retain your current phone number and cellular service. The date automatically updates once you add units to your phone.

```
AB
 CARD DUE
 10/31/99
```
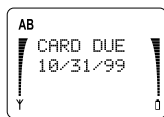
UNITS and the number of units currently in your phone appear after another few second pause. This number automatically updates while you are in a call, at the end of a call, and once you add units to your phone.

Note: When your phone displays the REMEMBER AIRTIME *message, you can press any key to skip the subsequent* CARD DUE *and* UNITS *messages and ready the phone for immediate use.*

Making a Call

For complete information on making a call, refer to "Making a Call" on page 13.

Once you have placed a call your phone displays the charge rate of units per minute, as well as a timer which tracks the duration of the call expressed in minutes and seconds.

Your phone has a grace period that begins when you make a call and extends for an amount of time set by TRACFONE prepaid service. The grace period exists only on outgoing calls.

During the grace period you are not charged for the call. Once the grace period expires, the charge rate of units per minute is replaced by only the number of units remaining in your phone (indicated as U).

When there are only ten minutes of talk time left in your phone, your phone sounds a beep that continues once a minute. If you hang up before the amount of time in your phone expires, your phone continues to beep once a minute during the next call.

If you try to make a call and there are no units left in your phone, your phone beeps and displays the message TIMETANK EMPTY.

Ending a Call

For complete information on ending a call, refer to "Ending a Call" on page 14.

Once you press *END*, your phone displays the remaining units (indicated as U) and the duration of the call expressed in minutes and seconds.
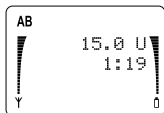
Note: Due to rounding, there may be a difference between the call time length shown on the screen after you terminate a call and the call time length shown under the menu, Call Timers.

Answering a Call

For complete information on answering a call, refer to "Answering a Call" on page 14.

Note: Call Waiting may not be available if your phone is in prepaid mode.

When you answer a call your phone displays the charge rate of units per minute as well as a timer which tracks the duration of the call expressed in minutes and seconds.

After three seconds the charge rate of units per minute is replaced by only the number of units remaining in your phone (indicated as U).

When there are only ten minutes of talk time left in your phone, your phone sounds a beep that continues once a minute. If you hang up before the amount of time in your phone expires, your phone continues to beep once a minute during the next call.

If there are no units left in your phone, your phone will not ring for incoming calls.

Making a Calling Card Call

For complete information on making a calling card call, refer to "Calling Card Calls" on page 18.

While you are in a call, your phone displays the number of units being used, as well as a timer which tracks the duration of the call.

PIN Calls

For complete information on making a call with PIN call on, refer to "PIN Calls" on page 19.

Once the call is connected, your phone displays the number of units being used, as well as a timer which tracks the duration of the call.

Emergency 9 Dialing

For complete information on 9 key emergency dialing, refer to "Emergency 9 Dialing (Menu 3 7)" on page 40.

When you make an emergency call, the amount of units being used and the duration of the call are not tracked by your phone.

This means you are not charged for 911 calls. Even when there are no units in your phone, you are able to make 911 calls.

Prepaid (Menu 9)

Your service provider may offer prepaid service compatible with your new Nokia phone. Contact your service provider for details.

If you activate your phone as prepaid through your service provider and then activate the Prepaid menu, your phone will have an additional menu item called PREPAID.
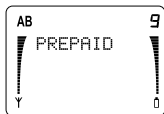
Your phone functions the same way as it did before, with some additional features. These features are listed and explained in this section.

To activate prepaid feature available through your service provider, enter the following sequence: *#7766#.

To deactivate the prepaid feature available through your service provider, enter the following sequence: *#77633#.

To access the Prepaid menu, press the *MENU* key, then press ▲ to go immediately to the Prepaid menu. Press ▼ or ▲ to scroll through the menu options.

Adding Money to Your Prepaid Account

ADD ‡ TO ACCOUNT allows you to add money to your prepaid account.

Saving Your Access Number

Before you can add money to your account, you must save the correct access number into your phone. Contact your service provider for the access number.

1 Press *MENU 9 4*.

2 At SAVE ACCESS NUMBERS, press *OK*.

3 Press ▲ once.

4 At Repl. No: , enter the replenish number given to you by your service provider.

5 Press *OK*.

Adding Money to Your Account

1 Press *MENU 9 2*.

2 At Card No: , enter your prepaid card number, then press *OK*.

3 When your phone displays ADD ‡ TO ACCOUNT, press *OK*.

4 When you hear the tone (and your phone displays WAIT FOR TONE, THEN PRESS OK), press *OK*.
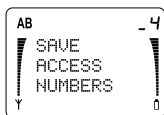
Checking Your Prepaid Balance

CHECK BALANCE allows you, free of charge, to check your prepaid balance.

Contact your service provider for the toll-free balance checking access number, which you must save in your phone. If you try to check your balance before the correct number is saved in your phone, the message NO ACCESS NUMBER DEFINED displays.

Saving the Balance Checking Number

1 Press *MENU 9 4*.

2 At SAVE ACCESS NUMBERS, press *OK*.

3 At ENTER BALANCE NUMBER, press *OK*.

4 At Bal No: , enter the balance number given to you by your service provider.

5 Press *OK*.

Checking Your Prepaid Balance

Press *MENU 9 1*.

The balance checking number you saved is automatically dialed.

Prepaid Calling Card

*Note: This feature may not be available in all areas. See your service provider for more information.*

PREPAID CARD allows you to save a prepaid card number into your phone. Contact your service provider for your prepaid card number.

Note: You can only have one prepaid card number saved in your phone at a time.

Note: If you activate your phone as prepaid through your service provider, the Calling Card menu option is not available.

Saving Your Prepaid Card Number

1 Press *MENU 9 3.*

2 Scroll to Card and press *OK.*

3 At Prefix No: enter the prefix number given to you by your service provider, then press *OK.*

4 At Card No: enter the card number given to you by your service provider, then press *OK.*

5 At Card name: enter the card name of your choice, then press *OK.*

```
AB
▌ Card name: ▐


Y              0
```
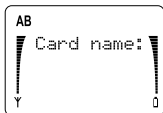
Activating Your Prepaid Card Number

1 Press *MENU 9 3.*

2 Scroll to your prepaid card and press *OK.*

3 At Select press *OK.*

You can also edit or erase your prepaid card number.

Making a Call

For complete information on making a call, see "Making a Call" on page 13.

1 Enter the number you want to call, then press and hold *SEND* until you hear a tone.

2 At the tone, press *OK* and the card number you saved is automatically sent to the network.

Ending a Call

For complete information on ending a call, see "Ending a Call" on page 14.

• Press *END.*

PIN Calls

For complete information on making a call with PIN call on, refer to "PIN Calls" on page 19.

Emergency 9 Dialing

For complete information on Emergency 9 Dialing, refer to "Emergency 9 Dialing (Menu 3 7)" on page 40.

In-Call Menu

This is available only when you're in a call. To access it, give the *MENU* key a short press. (A long press of the *MENU* key gives you the normal menu, as described in Section 6.)
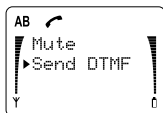
The in-call menu works just like a normal menu. Move the pointer and press *OK* to select an option. After you make a choice, the phone automatically exits the in-call menu.

Mute - This mutes the phone during a conversation. The phone displays MUTED. To unmute the phone, select the Mute option again. The phone displays MUTE OFF.

Send DTMF - To send DTMF (Touch Tone) strings during a call, first recall the stored string from memory. Then, access the in-call menu with a short press of *MENU*. Move the pointer to Send DTMF and press *OK*. The phone sends the DTMF (Touch Tone) string. See "Sending Touch Tones" on page 66.

Note: When you're in the In-Call Menu, pressing any key (0-9, *, #, CLR or END) exits the In-Call Menu. The phone displays the digit pressed instead.

While the phone is alerting you of an incoming call (and there are no other calls active or held), the In-Call menu is not available until you answer the call. Similarly, when you press SEND to initiate a call, until the call is connected, there is no In-Call Menu.

Reminder Message

You can store a reminder message to appear the next time you switch your phone on (it will appear once only). To do this:

1 Enter your message (see "Entering Letters" on page 22).

2 Give *MENU* a quick press, then switch the phone off.

When you switch your phone on again, the message displays.

To clear the message, press and hold *CLR*.

7. Data and Touch Tones

Data Mode

Data Mode can be used when your phone is connected, via a suitable data card and modem, to a laptop or personal computer. You may then use your computer to make and receive calls, and to send and receive data messages such as emails.

Follow these steps before using Data Mode:

- Ensure your phone is switched on, and that the battery has enough charge for the duration of your data calls.

- Ensure that you are receiving a strong signal (see signal strength indicator on the display).

- Ensure that your computer is switched on, and is fitted with a data card.

- Connect the data cable to the data card, and to your phone.

To select Data Mode

Connect the data cable to your phone (DATA CARD CONNECTED displays). When in a call, with the data cable connected, the phone displays DATA CALL.

In a data call, the keys on the phone don't work except for *END*; when not in a call, all keys work. Also, the microphone and earpiece don't work in a data call.

Important! When you are in Data Mode, do not switch off the phone. Do not move the phone, or use it in a moving vehicle (data will be lost if you move from one cell to another).

To de-select Data Mode

Disconnect the data cable (DATA CARD REMOVED displays).

To operate your modem and data card

Refer to the documentation supplied with these items.

Sending Touch Tones

Your phone is a 'Touch Tone' phone. Touch Tones are the sounds your phone makes when you press the keys. Touch Tones can be used for many automated phone services such as checking your bank balance and using voice mailbox options.

Your phone refers to Touch Tones as 'DTMF' (Dual Tone Multi Frequency).

Manually Sending Touch Tones

Pressing the keys during a call sends Touch Tones. To do this:

1 Make a call in the usual way (e.g. to your bank's computer phone number).

2 Manually enter the digits to be sent as Touch tones (e.g., your bank account number and password).

Automatically Sending Touch Tones

For automatic sending of Touch Tones, you can store the Touch Tone string within the same memory location as the access phone number. Store a pause (p) or wait (w) character between the phone number and the Touch Tone string.

See "Special Characters in Stored Numbers" on page 24 for details on storing pause and wait characters.

The following is an example of a number you could store in your phone:

This number contains a phone number (18005551212), a wait character, an access number ('1234'), a wait character, and a password ('3434') - 18005551212w1234w3434.

When you recall this number from memory and press *SEND*, the phone:

- Dials 18005551212 (the stored number), then:
- 'Waits' for you to press *SEND* again. When you do, the phone sends the numbers 1234.
- 'Waits' for you to press *SEND* again, then sends the numbers 3434.

The following example shows storing 'pause' characters as well as 'wait' characters (Note that a 'wait' character must still be included, as shown, to separate the phone number from the following digits):

18005551212w1234p3434

When you recall this number from memory and press *SEND*, the phone:

- Dials 18005551212 (the stored number), then
- 'Waits' for you to press *SEND* again. When you do, the phone sends the numbers 1234. It then:
- Pauses for 2.5 seconds, then sends the numbers 3434.

Note: If the keypad tones have been set to Off, the Touch Tones will still be sent, but you will not hear them.

Pressing *MENU SEND* sends a displayed number as a Touch Tone.

To end the call, press *END* after the phone sends the Touch Tones and has returned to the normal call mode.

Using the Flash Function

Your cellular system may offer a flash function service. This system service lets you accept or make a second call when you already have a call in progress (e.g. set up a conference call), or send other information to the network, such as credit card numbers.

Pressing SEND sends a displayed number to the network as a flash, unless it is preceded by a 'p' or 'w'. (In these cases it is sent as a Touch Tone.)

After the phone number has been entered, you can add extra information which is for 'flash' sending to the network.

Contact your service provider for further details.

8. Network Services

Availability of Network Services

The network services available will depend on the model of your phone, the cellular system (AMPS or NAMPS) on which it operates, and the services offered by your cellular service provider.

To be able to use any of the network services, you will need to subscribe to the particular service. The service may not be available in all cellular service provider networks. Please contact your local cellular service provider for further information.

Some services which may be available are listed below and described briefly in this section:

- Calling Line Identification
- Call Waiting
- Message Waiting
- Voicemail
- Digital Messaging Service, which includes Short Message Service and Callback Number Service.

Calling Line Identification

When someone calls you, the phone can display the caller's phone number or name (or a text message), with CALLING flashing.
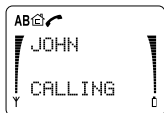
If the presentation of the caller's identity is restricted by the network, or is withheld by the caller, CALL-CALLER ID BLOCKED or CALL-ID NOT AVAILABLE may be displayed instead.

The caller's name will be displayed if it is sent by the network, or if the number sent matches the number and name stored in your phone book.

Note: If the last seven digits of an incoming caller's number match the last seven digits of a number stored in the Phone Book, the phone displays the stored number/name even if the area code or other dialing prefix is different.

The number will be stored in the Received Calls list or the Missed Calls list, depending on whether you answer the call or not.

Call Waiting

Call Waiting allows you to be informed of a incoming call while you already have a call in progress.

When you have a call in progress and a third party calls you, the phone can display the caller's phone number or name (or a text message), with CALLING flashing.
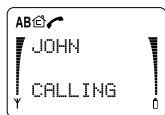
If the presentation of the caller's identity is restricted by the network, or is withheld by the caller, CALL-CALLER ID BLOCKED or CALL-ID NOT AVAILABLE may be displayed instead.

To answer the incoming call:

1 When you get an incoming call alert (e.g., if you hear a beep, or see the caller's number or name, with CALLING flashing), press *SEND*.

The second call will be answered, and the first call will be put on hold (the caller's number, if available, will be stored in the Received Calls list). To then swap between the two calls, press *SEND*. To end both calls, press *END*.

The caller's name will be displayed if it is sent by the network, or if the number sent matches the number and name stored in your phone book.

Note: If the last seven digits of an incoming caller's number match the last seven digits of a number stored in the Phone Book, the phone displays the stored number/name even if the area code or other dialing prefix is different.

If you don't answer the incoming call, after approximately 20 seconds the call alert indications will stop and the caller's number (if available) will be added to the Missed Calls list.

To clear the incoming call alert indications without answering the call:

1 Press any key except *SEND*, *END* or *PWR*.

Message Waiting (Voicemail)

Message Waiting notifies you of unheard voice mail messages in your voice mailbox. The method of notification varies from one network to another.

If you receive voicemail:

- the voicemail indicator ⚆⚆ lights,

- NEW VOICE MESSAGE or 'n' NEW VOICE MESSAGES may be displayed, indicating the number (n) of unheard messages,

- the index number may show the number of unheard messages, and

- a message-received tone may be heard, depending on the new-message alert option you choose; refer to "Message Alert Tone (Menu 7 3)" on page 54.

For details on how to read your voicemail, refer to "Message Waiting (Voicemail)" on page 71.

To listen to your Voice Messages you can do any of the following:

- When NEW VOICE MESSAGE or 'n' NEW VOICE MESSAGES is displayed, press *SEND* or *OK*.

- Give the *1* key a long press to quick-dial your voice-mail access number (if it is stored in phone book location 1; see Note below).

- Enter your voicemail access number, then press *SEND*.

The service may offer voice guidance. You may need to press keys on the phone keypad to access features.

Note: To be able to quick dial your voice mailbox with the 1 key:

1 Store your Voice Mailbox Access Number in the Phone Book location 1 (see "Save Name & Number (Menu 1 2)" on page 31).

2 Set the 1-Touch Dialing menu feature to On; for details, refer to "1-Touch Dialing (Menu 3 6)" on page 39.

You only need to do steps 1 and 2 once (unless, of course, your voice mailbox access number changes).

Digital Message Service (Nokia 252N only)

When you cannot answer calls the caller or switchboard can send you a short message using the Digital Message Service (DMS). The message can be a short text message, a callback number, or a note to say you have voicemail.

When you receive a message:

- the text message indicator $\boxtimes$ lights.

- the note MESSAGE RECEIVED or 'n' MESSAGES RECEIVED or a callback number may be displayed.

- the message alert tone may be heard (to stop the long tone, press any key except *PWR* or ▼ or ▲).

- the message is stored automatically in the Messages list.

To read a message when 'MESSAGE RECEIVED' or 'n' MESSAGES RECEIVED is displayed:

1 Press *OK*, or ▼ or ▲. To scroll other stored messages, press ▼ or ▲. When at the bottom of the list, press ▲ to go up the list.

To erase a displayed message:

1 Press *CLR*.

2 When ERASE? is displayed, press *OK*.

To exit the Messages list:

1 Press *CLR* twice.

You can also read and erase messages, and set the Message Alert Tone, using the Messages menu – for details, refer to "Messages (Menu 7)" on page 52 (this menu item is available on the Nokia 252N only).

If the ✉ indicator blinks the Messages List is full of read or unread messages. If 20 messages are already stored, when a new message arrives the oldest is erased automatically.

If the same message is received twice, the most recent message is stored, but the old message is erased from the Messages List.

Short Message Service (SMS)

Callers can send you short pre-defined messages, such as CALL HOME. Contact your local service provider for information.

Callback Number Service

Callers can send you their callback numbers. Contact your local service provider for information.

Note: If the number received matches a number and name stored in the Phone Book the name will be displayed instead.

To call the number received:

1 With the number (and message) displayed, press *SEND*.

Some networks use this feature to send voicemail notification.

9. Accessories

An extensive range of accessories is available for your phone. You can select the accessories that best suit your specific communication needs.

For availability, please check with your local dealer.

A few practical rules for accessory operation:

- Keep the accessories out of small children's reach.

- When you disconnect the power cord of any accessory, grasp and pull the plug, not the cord.

- Check regularly that all cellular phone equipment in a vehicle is mounted and operating properly.

- Installation of complex car equipment must be completed by qualified personnel only.
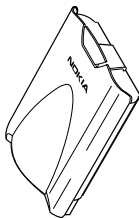

WARNING!
Use only batteries, chargers and accessories approved by the phone manufacturer for use with this particular phone model. The use of any other types may invalidate any approval or warranty applying to the phone, and may be dangerous.

Batteries
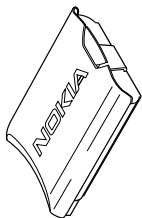
BMH-3
BMH-8

BML-8

The following batteries are available for your phone:

- BMH-3 Extended NiMH 1150 mAh

- BMH-8 Ultra Extended NiMH 1580 mAh

- BML-8 Ultra Extended Vibra NiMH 1580 mAh

IMPORTANT!

Dispose of used batteries in accordance with any local regulations.

For detailed battery information, including charging, talk, and standby times, see "Battery Information", beginning on page 5.

ACP-7U Standard Travel Charger

Use this durable and economical charger to charge both battery options. Plug the charger into a wall outlet and connect the connector to the bottom of your phone. Check the charging status on the phone display. (See "Charging Times" on page 7.)
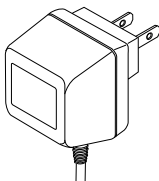
Calls can be made during charging, but charging will stop for the duration of the call and the battery bar scrolling stops.

Note: If the battery is completely empty, you cannot use the phone until it has enough charge to operate.

The Standard Travel Charger is available for different voltage levels and can also be used with the CGH-10 Compact Desktop Charging Stand.

ACP-9U Rapid Travel Charger

The extremely light, functionally designed Rapid Travel Charger charges your phone battery quickly. (See "Charging Times" on page 7.)

Plug the charger into a wall outlet and connect the connector to the bottom of your phone. Check the charging status on the phone display. You can use your phone while charging.
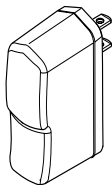
Operating within a voltage range of 100V-240V AC (50Hz-60Hz), the Rapid Travel Charger is practically voltage-independent in normal office and household use. Like the Standard Travel Charger, the Rapid Travel Charger is compatible with both battery options. The Rapid Travel Charger can also be used with the Compact Desktop Charging Stand CGH-10.

LCH-9 Rapid Cigarette Lighter Charger

The multivoltage Rapid Ciga-rette Lighter Charger ensures that your phone is always ready for use wherever you travel. The small charger's functional design fits well with most car lighters and interiors.
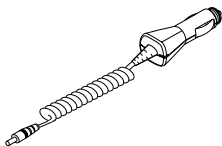
Charging times are the same as for the Rapid Travel Charger ACP-9U (see "Charging Times" on page 7). Calls can be made during charging.

A green light indicates that the Rapid Cigarette Lighter Charger is ready to charge. Check the charging status on the phone display. The input voltage is 12 or 24 V DC, negative grounding.

The Rapid Cigarette Lighter Charger can be used with all accessories available for your phone.

Avoid prolonged charging with the Rapid Cigarette Lighter Charger when the car engine is not running. This may cause the battery of your car to drain.

Note: In some cars the cigarette lighter plug is not provided with power when the ignition is switched off. Verify that the green LED light is lit.

CGH-10 Compact Desktop Charging Stand

The Compact Desktop Charging Stand provides mounting for both the phone and a spare battery. Plug the charger into a wall outlet and connect the connector to the back of the Compact Desktop Charging Stand. Place your phone and/or a spare battery in the stand to begin battery charging.

Note: You must fully insert the spare battery into the rear slot of the charging stand in order for it to charge properly.

When the phone is charging, the charging status is indicated on the phone's display. When the spare battery is charging, the green LED on the side of the stand lights. (If the phone is in the charging stand while the spare battery is charging, the light periodically turns off while the charger performs a "maintenance charge" on the phone.)

Compatible with both battery options, the Compact Desktop Charging Stand can be used with the Standard Travel Charger ACP-7U or the Rapid Travel Charger ACP-9U.

The phone has the built-in intelligence to maintain the battery, so there is no need for a discharge feature on the stand.

BCH-10 Belt Clip

The belt clip lets you easily wear your phone. To attach the belt clip to the phone, first remove the battery. Next slide the metal clip onto the back of the phone, then replace the battery. Attach the clip holder to your belt and slide the metal clip into the holder until it locks.
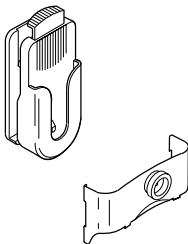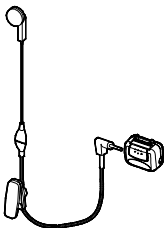
To release the phone from the clip holder, press the release button on the top of the holder.

HDXK-13 Headset Kit

The lightweight headset kit provides you with handsfree operation of your phone. You can use it in or out of a vehicle. The headset kit is HATIS compatible for the hearing impaired.

Simply fit the phone and headset into the headset adapter.

10. Reference Information

Important Safety Information

Traffic Safety

Do not use a hand-held phone while driving a vehicle. If using a hand-held phone, park the vehicle before conversing.

Always secure the phone in its holder; do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.

The use of an alert device to operate a vehicle's lights or horn on public roads is not permitted. Remember, road safety always comes first!

Operating Environment

Remember to follow any special regulations in force and always switch off your phone whenever its use is forbidden, or when it may cause interference or danger.

When connecting the phone or any accessory to another device, read its user guide for detailed safety instructions. Do not connect incompatible products.

As with other mobile radio transmitting equipment, users are advised that for the satisfactory operation of the equipment and for the safety of personnel, it is recommended that the equipment should only be used in the normal operating position. (Held to your ear with the antenna pointing over your shoulder.)

Electronic Devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your cellular phone.

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (20 cm.) be maintained between a handheld cellular phone and a pacemaker to avoid potential interference with the

pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research. Persons with pacemakers:

- Should always keep the phone more than 6 inches (20 cm) from their pacemaker when the phone is switched on;
- Should not carry the phone in a breast pocket;
- Should use the ear opposite the pacemaker to minimize the potential for interference.
- If you have any reason to suspect that interference is taking place, switch off your phone immediately.

Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your service provider.

Other Medical Devices

Operation of any radio transmitting equipment, including cellular phones, may interfere with the functionality of inadequately pro-tected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your phone in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (e.g. electronic fuel injection systems, electronic anti-skid (anti-lock) braking systems, electronic speed control systems, air bag systems). Check with the manufac-turer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted Facilities

Switch your phone off in any facility where posted notices so require.

Potentially Explosive Atmospheres

Switch off your phone when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Users are advised to switch off the phone while at a refueling point (service station). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats; chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or particles, such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

Vehicles

Only qualified personnel should install the phone in a vehicle, or service the phone. Faulty installation or service may be dangerous and may invalidate any warranty which may apply to the unit.

Check regularly that all cellular phone equipment in your vehicle is mounted and operating properly.

Do not store or carry flammable liquids, gases or explosive materials in the same compartment as a cellular phone or any of its parts or accessories.

For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including both installed or portable wireless equipment, in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

Switch off your phone before boarding an aircraft. The use of cellular phones in an aircraft may be dangerous to the operation of the aircraft, may disrupt the cellular network, and may be illegal.

Failure to observe these instructions may lead to the suspension or denial of cellular telephone services to the offender, or legal action, or both.

Emergency Calls

IMPORTANT!

This phone, like any cellular phone, operates by using radio signals, cellular and landline networks, as well as user- programmed functions which cannot guarantee connection in all conditions. Therefore, you should never rely solely upon any cellular phone for essential communications (e.g. medical emergencies).

Remember, to make or receive any calls, the phone must be switched on and in a service area with adequate cellular signal strength. Emergency calls may not be possible on all cellular phone networks or when certain network services and/or phone features are in use. Check with local cellular service providers.

Making an Emergency Call

1 If the phone is not on, switch it on by pressing and holding the **PWR** key.

2 Press and hold *CLR* to clear the display.

3 Enter the emergency number for your present location (e.g., 911 or another official emergency number). Emergency numbers vary by location.

4 Press *SEND*.

If certain features are in use (e.g., Keyguard), you may first need to turn these off before you can make an emergency call. Consult this document and your local service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember that your cellular phone may be the only means of communication at the scene of an accident. Do not end the call until given permission to do so.

Radio Frequency (RF) Signals

THIS MODEL PHONE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

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

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.* Tests for SAR are conducted using standard operating positions specified by the FCC with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (e.g., at the ear) as required by the FCC for each model. The highest SAR value for this model phone when tested for use at the ear is 1.34 W/Kg. While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF emission guidelines.   SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of http://www.fcc.gov/oet/fccid after searching on FCC ID GML NHA-3.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications Industry Association (CTIA) web-site at http://www.wow-com.com.

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* In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements.

Care and Maintenance

Your phone is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfill any warranty obligations and allow you to enjoy this product for many years. When using your phone, battery, charger, OR any accessory:

- Keep it and all its parts and accessories out of small children's reach.

- Keep it dry. Precipitation, humidity and liquids contain minerals that will corrode electronic circuits.

- Do not use or store it in dusty, dirty areas as its moving parts can be damaged.

- Do not store it in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.

- Do not store it in cold areas. When the phone warms up (to its normal operating temperature), moisture can form inside the phone, which may damage the phone's electronic circuit boards.

- Do not attempt to open it. Non-expert handling of the device may damage it.

- Do not drop, knock or shake it. Rough handling can break internal circuit boards.

- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean it. Wipe it with a soft cloth slightly dampened in a mild soap-and-water solution.

- Do not paint it. Paint can clog the device's moving parts and prevent proper operation.

- Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications or attachments could damage the phone and may violate regulations governing radio devices.

- If the phone, battery, charger, or any accessory is not working properly, take it to your nearest qualified service facility. The personnel there will assist you, and if necessary, arrange for service.

11. Troubleshooting

Note: With a new, completely discharged battery, the phone may take up to 45 minutes to show that charging is in progress.

If the power does not come on or stay on:

- Make sure the battery is properly installed and charged.

- Be sure that the contacts on the battery and the charging stand are clean.

- Battery charge may be too low for operation. Check the display and listen for the low battery warning tones.

If the power comes on, but the phone does not work:

- If the phone displays NO SERVICE, you're out of the cellular service area and you can't make calls. You also get this message if you've chosen Home Only under Carrier Selection (in Menu 5 1), and you've left your Home system.

- Make sure that the antenna is properly installed and if your phone has an extendable antenna, make sure that the antenna is extended to its full length.

- Check if there is an error message on the display after switching the phone on. If so, contact your local dealer.

12. Technical Information

Weight:	6.5 oz. with the BMH-3 or the BMH-8 battery attached
Transmitting Power:	600mW maximum
Operating Voltage:	3.6V dc 12V dc for car kit
Frequency Band:	824.040 - 848.970MHz (TX) 869.040 - 893.970MHz (RX)
Number of Channels:	832
Phone Book Memory Locations:	Up to 75*
Memory Capacity (per location):	32 numeric digits, and 30 letters

Note: The maximum number of Phone Book entries depends on how much information you store in each location.

13. NOKIA One-Year Limited Warranty

Nokia Mobile Phones, Inc. ("NMP") warrants that this cellular phone ("Product") is free from defects in material and workmanship that result in Product failure during normal usage, according to the following terms and conditions:

1. The limited warranty for the Product extends for ONE (1) year beginning on the date of the purchase of the Product.

2. The limited warranty extends to the original purchaser of the Product ("Consumer") and is not assignable or transferable to any subsequent purchaser/end-user.

3. The limited warranty extends only to Consumers who purchase the Product in the United States.

4. During the limited warranty period, NMP will repair, or replace, at NMP's option, any defective parts, or any parts that will not properly operate for their intended use with new or factory rebuilt replacement items if such repair or replacement is needed because of product malfunction or failure during normal usage. No charge will be made to the Consumer for any such parts. NMP will also pay for the labor charges incurred by NMP in repairing or replacing the defective parts. The limited warranty does not cover defects in appearance, cosmetic, decorative or structural items, including framing, and any non-operative parts. NMP's limit of liability under the limited warranty shall be the actual cash value of the Product at the time the Consumer returns the Product for repair, determined by the price paid by the Consumer for the Product less a reasonable amount for usage. NMP shall not be liable for any other losses or damages. These remedies are the Consumer's exclusive remedies for breach of warranty.

5. Upon request from NMP, the Consumer must prove the date of the original purchase of the Product by a dated bill of sale or dated itemized receipt.

6. The Consumer shall bear the cost of shipping the Product to NMP in Melbourne, Florida. NMP shall bear the cost of shipping the Product back to the Consumer after the completion of service under this limited warranty.

7. The Consumer shall have no coverage or benefits under this limited warranty if any of the following conditions are applicable:

a) The Product has been subject to abnormal use, abnormal conditions, improper storage, exposure to moisture or dampness, unauthorized modifications, unauthorized connections, unauthorized repair, misuse, neglect, abuse, accident, alteration, improper installation, or other acts which are not the fault of NMP, including damage caused by shipping.

b) The Product has been damaged from external causes such as collision with an object, or from fire, flooding, sand, dirt, windstorm, lightning, earthquake or damage from exposure to weather conditions, an Act of God, or battery leakage, theft, blown fuse, or improper use of any electrical source, or damage caused by the connection to other products not recommended for interconnection by NMP.

c) NMP was not advised by the Consumer in writing of the alleged defect or malfunction of the Product within fourteen (14) days after the expiration of the applicable limited warranty period.

d) The Product serial number plate or the accessory data code has been removed, defaced or altered.

e) The defect or damage was caused by the defective function of the cellular system or by inadequate signal reception by the external antenna.

8. If a problem develops during the limited warranty period, the Consumer shall take the following step-by-step procedure:

a) The Consumer shall return the Product to the place of purchase for repair or replacement processing.

b) If "a" is not convenient because of distance (more than 50 miles) or for other good cause, the Consumer shall ship the Product prepaid and insured to:

Nokia Mobile Phones, Inc.
Attn: Repair Department
795 West Nasa Blvd.
Melbourne, FL. 32901

c) The Consumer shall include a return address, daytime phone number and/or fax number, complete description of the problem, proof of purchase and service agreement (if applicable). Expenses related to removing the Product from an installation are not covered under this limited warranty.

d) The Consumer will be billed for any parts or labor charges not covered by this limited warranty. The Consumer will be responsible for any expenses related to reinstallation of the Product.

e) NMP will repair or authorize the repair of the Product under the limited warranty within 30 days after receipt of the Product by NMP or an NMP authorized service center. If NMP cannot perform repair covered under this limited warranty within 30 days, or after a reasonable number of attempts to repair the same defect, NMP at its option, will provide a replacement Product or refund the purchase price of the Product less a reasonable amount for usage.

f) If the Product is returned to NMP during the limited warranty period, but the problem with the Product is not covered under the terms and conditions of this limited warranty, the Consumer will be notified and given an estimate of the charges the Consumer must pay to have the Product repaired, with all shipping charges billed to the Consumer. If the estimate is refused, the Product will be returned freight collect. If the Product is returned to NMP after the expiration of the limited warranty period, NMP's normal service policies shall apply and the Consumer will be responsible for all shipping charges.

9. The Product consists of newly assembled equipment that may contain used components that have been reprocessed to allow machine compliance with Product performance and reliability specifications.

10. ANY IMPLIED WARRANTY OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR USE, SHALL BE LIMITED TO THE DURATION OF THE FOREGOING LIMITED WRITTEN WARRANTY. OTHERWISE, THE FOREGOING LIMITED WARRANTY IS THE CONSUMER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. NMP SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING BUT NOT LIMITED TO, LOSS OF ANTICIPATED BENEFITS OR PROFITS, LOSS OF SAVINGS OR REVENUE, PUNITIVE DAMAGES, LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, COST OF CAPITAL, COST OF ANY SUBSTITUTE EQUIPMENT OR FACILITIES, DOWNTIME, THE CLAIMS OF ANY THIRD PARTIES, INCLUDING CUSTOMERS, AND INJURY TO PROPERTY, RESULTING FROM THE PURCHASE OR USE OF THE PRODUCT OR ARISING FROM BREACH OF THE WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT TORT, OR ANY OTHER LEGAL OR EQUITABLE THEORY, EVEN IF NMP KNEW OF THE LIKELIHOOD OF SUCH DAMAGES. NMP SHALL NOT BE LIABLE FOR DELAY IN RENDERING SERVICE UNDER THE LIMITED WARRANTY, OR LOSS OF USE DURING THE PERIOD THAT THE PRODUCT IS BEING REPAIRED.

11. Some states do not allow limitation of how long an implied warranty lasts, so the above one-year warranty limitation may not apply to you (the Consumer). Some states do not allow the exclusion or limitation of incidental and consequential damages, so certain of the above limitations or exclusions may not apply to you (the Consumer). This limited warranty gives the Consumer specific legal rights and the Consumer may also have other rights which vary from state to state.

12. NMP neither assumes nor authorizes any authorized service center or any other person or entity to assume for it any other obligation or liability beyond that which is expressly provided for in this limited warranty including the provider or seller of any extended warranty or service agreement.

13. This is the entire warranty between NMP and the Consumer, and supersedes all prior and contemporaneous agreements or understandings, oral or written, and all communications relating to the Product, and no representation, promise or condition not contained herein shall modify these terms.

14. This limited warranty allocates the risk of failure of the Product between the Consumer and NMP. The allocation is recognized by the Consumer and is reflected in the purchase price of the Product.

15. Any action or lawsuit for breach of warranty must be commenced within eighteen (18) months following delivery of the Product.

16. Questions concerning this limited warranty may be directed to:

Nokia Customer Care Center, USA
Nokia Mobile Phones, Inc.
7725 Woodland Center Boulevard, Suite #150
Tampa, FL 33614
Telephone: 1-888-NOKIA2U (1-888-665-4228)
Fax: (1) 813-249-9619
TTY Users: 1-800-24NOKIA (1-800-246-6542)

17. The limited warranty period for NMP supplied attachments and accessories is specifically defined within their own warranty cards and packaging.

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de llamar o enviar un fax al teléfono 1-888-NOKIA2U
(1-888-665-4228), fax 813-249-9619.

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