

Discover your phone

Antenna

Screen

Idle screen displays the time, date and network name.

Pick up key

To answer a call, or to dial a number displayed on the screen. In WAP mode, corresponds to a softkey.

WAP @ key

In idle mode, press to access WAP browser. In WAP mode, corresponds to a softkey.

OK key

In idle mode, press and hold for voice dial or voice command.

Alphanumeric keypad

Press keys to enter numbers and text. Press and hold a key to activate a programmed hotkey.

Microphone

Language

In idle mode, long press  to choose a language in which the telephone functions will be displayed.

Earpiece

Navigation key

Use  and  to navigate in the menus, and **OK** to validate information.

C key

Idle mode - Long press to lock/unlock the keypad.

Navigation mode - Press to return to previous menu.

Edit mode - Press to delete a character, press and hold to delete all characters.

WAP mode - Press to go back one page, press and hold to exit browser.

Hang up and "On/Off" key

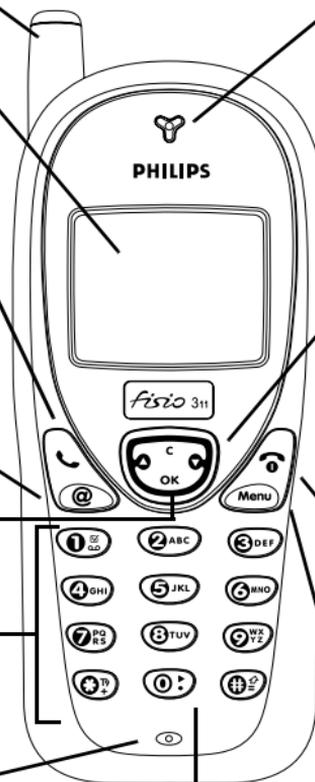
Press to end a call and to switch your phone on, press and hold to switch your phone off.

In WAP mode, corresponds to a softkey.

key

Press to enter the carousel menu or return to idle screen.

WAP mode - Press to open the browser menu.



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Memory card

Switch on/off	Press  to switch On, press and hold  to switch Off.
Enter PIN	Enter your PIN code using the keypad and press OK or  to confirm.
Make a call	Enter phone number on keypad and press  , or press  to select the Call option, then press  to call.
Answer a call	Press  when your phone rings.
End a call	Press  .
See the last call made	Press  in idle mode.
Quickly access the Names list	In idle mode, move  .
Quickly access the Call list	In idle mode, move  .
Return to previous menu	Press C .
Return to idle screen	Press and hold C or press  .
Lock/unlock the keypad	In idle mode, press and hold C .
Change the language used	Press and hold  , select the language and press OK .
Access the carousel	<ol style="list-style-type: none">1. Press OK or  to access the Carousel menu.2. Move  or  to select a function, then press OK to enter the sub-menu.3. Repeat step 2 until you reach the wanted function.
Use Names List	<ol style="list-style-type: none">1. In idle mode, press OK or .2. Select the Names option and press OK.3. Browse the list by moving  or  and press  to call the selected name.

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1 • Getting started

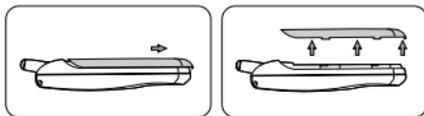
 Read the safety instructions in the "Precautions" section before use.

First steps

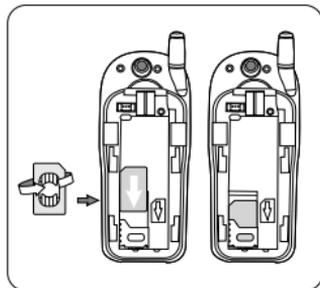
To use your phone, you must insert a valid SIM card supplied by your GSM operator or reseller. The SIM card contains your subscription, your own phone number, and a memory in which you can store phone numbers and messages (see "Names, calls and messages" page 34). If you use your SIM card on another phone, your phone number and your Names list remain the same.

Inserting the SIM card

- 1 Remove the battery cover:



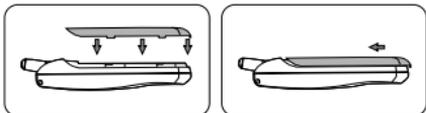
- 2 Slide the micro-SIM card into its slot until it stops. Be careful that the clipped corner is in the identical position as on the drawing..



- 3 Insert the battery: plug the connector into the socket (if you cannot plug it, try again reversing the plug) then slide the battery in its housing.



- 4 Attach the battery cover:



-  A new battery is not completely charged (see “Charging the battery” page 6).

Entering the PIN code

- 1 To switch on the phone, press and hold the  key.
- 2 When you switch on the phone, you are prompted to enter the PIN code, which is the 4 to 8-digit secret code of your SIM card to protect it from abusive use. It is preconfigured and communicated to you by your operator or reseller. To personalise the PIN code, see “Change codes” page 26.



-  If you enter a wrong PIN code 3 times, your SIM card is blocked. To unblock it, you must request the PUK code from your operator.
- 3 Enter your PIN code. If you make a mistake, press **C**. Then confirm by pressing **OK** or .
 - 4 Wait for the 2 beeps indicating that the connection with the network is established. The screen looks as shown below.



-  To set the time and date, see page 26.

PIN2 code and PUK2 code

Depending on your SIM card, some features or options may require a PIN2 secret code. This is a second secret 4 to 8-digit code given to you by your service provider. If you enter a wrong PIN2 code 3 times, your SIM card is blocked. To unblock it, you must request the PUK2 code from your operator or reseller.

ⓘ *If you enter an incorrect PUK code ten times in a row the card will be completely blocked and unusable. If this happens contact your operator or reseller.*

First call

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

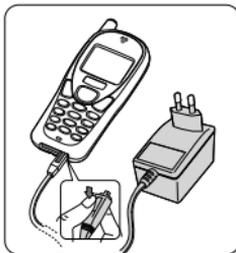
The battery

Your phone is powered by a rechargeable battery. A new battery is not fully charged and an alarm will warn you when the battery needs recharging. We advise you to keep the battery attached to the phone, even when discharged: the backup battery for the clock (inside the phone) will last longer.

ⓘ *We do not recommend to remove the battery when the phone is switched on: you may lose all your personal settings (see information on battery safety, page 63).*

Charging the battery

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



- 2 Plug the transformer unit into a main AC power socket with easy access. The  symbol indicates the state of charge:
 - During charging the 4 charge indicators change; Each bar represents 25% of charge.
 - **When all 4 bars are steady the battery is fully charged and you can disconnect the charger.**
 - When the battery is charged, remove the connector by pressing the release button on top of the connector.
-  *Keeping the charger plugged to the mobile when the battery is fully charged doesn't damage the battery.*
- 3 To optimise battery capacity, you should allow the battery to fully discharge every now and then. In this case, consider that a period of about 1hr40mn charging is required to fully recharge a completely discharged battery.
- 4 If you don't use your phone for several days, we recommend you to disconnect the battery.
-  **Notes:**
 - *You can use the phone while charging.*
 - *The only way to turn the battery charger off is to unplug it from the mains outlet; **for this reason use a mains outlet with easy access.***
 - *You can connect the charger to an IT supply (Belgium only).*
 - *If the battery is completely flat, the battery icon will only reappear after 2 or 3 minutes of charging.*

Removing the battery

- 1 Remove the battery cover.
- 2 Unplug the connector from its slots.
- 3 Lift the top of the battery out of the phone and slide it out.

The carousel



A carousel is a circular loop of icons displayed on the screen, each icon representing a feature or option used to operate your phone.

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

The first carousel available when you turn on your mobile phone is called the "main" carousel. You access it by pressing **OK** or  when in idle mode, and it features the icons shown opposite. To select a feature or option, move  (clockwise) or  (anti clockwise) and press **OK** when the cursor  is under the feature or option of your choice. Another sub-carousel or a list will then appear.

 Pressing the same key (called a toggle key) or using  /  will alternate between two options, such as Activate/Deactivate.

Repeat the operation described above and browse carousels and lists until you reach the wanted feature or option. With the Compass Key, you can then select or adjust all the functions of your phone as described in each chapter of this user guide.

2 • Main features

Idle screen



After switching your phone on and entering the PIN code (see page 4), your phone displays the idle screen which means that it is ready to be used. In idle mode, up to 13 symbols can be displayed (max. 8 simultaneously in idle mode).

 *If the Υ symbol isn't displayed, the network is not currently available. You may be in a bad reception area (e.g. in a tunnel): if possible, move to a different location. The phone automatically returns to idle screen over a 2 mn period of inactivity. You can still receive a call in this case.*

Symbols

-  **Alarm clock** activated.
-  **Silent** - Your phone will not ring when receiving a call.
Vibrator - Your phone will vibrate when receiving a call.
-  **Keypad lock** - Protects the keys from being pressed accidentally.
-  **SMS full** - Memory for messages is full. Delete old messages to receive new ones.
-  **Call Forward Unconditional to number** - Incoming voice calls are forwarded to a number other than voice mail.
-  **Voice mail** - You received a voice mail.
-  **Roaming** - You are using a network other than your subscribed one.
-  **SMS message** - You received a new message.
-  **Call Forward Unconditional to voice mailbox** - Incoming voice calls are forwarded to voice mail.
-  **Home zone** - You are currently within the home zone. Subscription dependent function: see your operator.
-  **Battery** - The bars indicate the battery level (4 bars = full, no bars = recharging needed).
-  Υ **Network**: your phone is connected to a network
Reception quality: the more bars are shown the better the reception is.
-  **Voice memo** - A voice memo has been recorded but not yet played.

Events



Some events may modify the idle screen (missed call, new message, reminder from the organiser, etc.). In this case, press **OK** to access the corresponding menu or **C** or **MENU** to go back to idle.

-  If you locked your keypad, you must unlock it before being able to access any menu. You lock/unlock your keypad by pressing and holding the **C** key.

Making a call

- 1 In idle mode, enter the phone number using the keypad. To correct an error, press **C**. To move through numbers move  or .
-  For an international call, you can enter the "+" key instead of the usual international prefix. To do this press and hold  before dialling the country code.
- 2 Press  to dial the number.
- 3 Press  to hang up.

To learn other ways of making a call, see "Calls and messages" page 37.

Answering and ending a call

- 1 When receiving a call, the phone rings, the  animation and **Incoming call** are displayed. Depending on your subscription and if your correspondent has enabled this information to be transmitted, his number may be displayed. Moreover, if you stored this number in your Names list, the corresponding name is displayed instead of the number.
- 2 To answer the call, press .
- 3 To reject a call, press . If you have activated "Call forward" (see page 30), the call is diverted to a number or voicemail and there is a busy tone.

 **Notes:**

 - The phone will not ring if the ringer is deactivated (see page 14).
 - If you have selected **Any Key Answer** (see page 31), you can accept a call by pressing any key (except ) or by pressing **OK**.
- 4 To hangup, press .

Redial and reply

The phone stores the last 30 numbers in the **Call list** (called, missed or received). You can redial or reply to any of these numbers and dial it directly. The most recent number is displayed first.

- 1 In idle screen, move  to access the **Call list**, which displays a chronological list of the last calls received or made. If a number of the **Call list** is also in your **Names list**, the corresponding name is displayed.
- 2 Move  or  to select the number to redial or reply.
- 3 Press  to dial the selected number.
- 4 Press  to hang up.

Flash dial



Flash dial

Instead of entering the **Names** menu and scrolling through the list, you can configure the call of a correspondent by linking the relevant name card to a hotkey, so that a long press on this key will directly call him/her (e.g. long press on  to call your home or on  to call your office).

 You can only program keys  to , as keys  (selection of the language) and  (voice mailbox) are predefined and cannot be changed.

- 1 To set a hotkey for flash dial, press **OK** to enter the main menu, then select **Settings > Hotkeys** and press **OK**.
 - 2 Select a key from  to  and press **OK**.
 - 3 Then select **Flash Dial**, press **OK** and select a name in the **Names** list displayed. Press **OK** to confirm your choice.
 - 4 Press and hold a key between  and  to dial the associated entry: the connection is established. Press  to hang up.
-  You can also set hotkeys for commands (see “Hotkeys” page 27). Hotkeys can be changed or deleted at any time.

Voice dial



Voice Dial

As for the Flash dial feature, the voice dial also allows you to quickly call a name in the list: instead of programming a hotkey, you simply configure a voice command by recording a word that will call the corresponding name when pronounced.

- 1 To set a voice tag for voice dial, press **OK** to enter the main menu, then select **Names** > the name of your choice in the list and press **OK** twice.
- 2 Then select **Voice dial** in the carousel menu, and press **OK**.
When the option **Add voice tag?** appears, press **OK**, then follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.
- 3 Back to the **Voice dial** menu, press and hold **C** to go back to idle.
- 4 To dial a number associated with a voice tag: press and hold **OK**, then say the voice tag corresponding to the number to dial.

Voice tags can be played, changed or deleted at any time. You can also set a voice tag for a voice command (e.g. launch the calculator or add an organiser event) instead of a voice dial.

 *The duration of a voice tag is 2 seconds. Up to 15 voice tags can be defined and shared between voice dial and voice command.*

During a call, you can...

Adjust the earpiece volume

During a call, move  to increase the volume, or  to decrease it.

Mute the microphone

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

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

Unmute the microphone

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

Write in the notepad

The notepad is a temporary memory in which you can note down a number during a call. To do so, proceed as follows:

- 1 Press **OK**, move  or  to select **Notepad**, then press **OK**.
- 2 Enter the number that you want to note. Wait a few seconds for your entry to be stored automatically in the notepad memory. The phone returns to the call options screen. When the call ends, the number re-appears; you can complete it, dial it, or store it in the **Names** list.

-  If you press **OK** just after having entered the number, you will be able to store this number in memory, call it or send a SMS.

Consult the Names list

To consult the Names list during a call:

- 1 Press **OK**, select **Names**, then confirm by pressing **OK**.
- 2 In the **Names** menu, scroll through the entries by moving  or .
- 3 Press **C** twice to return to the In-call screen.

Other features during a call

- Add a name to the Names list (see page 35),
- Write and send a message via the Names list or the Notepad (see page 39),
- Read a message (see page 41),
- Check a voice mailbox or access a voice server via the Notepad (see page 43),
- Make a second call (see page 54),
- Consult your **Organiser** (see page 44),
- Consult your **Call list** (see page 43),
- Transmit DTMF tones to answering machines and other devices (see page 54).

Clear the call list

To clear your call list (which contains a maximum of 30 calls), proceed as follows:

- 1 Move  to display the **Call list**.
- 2 Press **OK** to access the call list carousel, then move  or  to select **Reset** and press **OK** to confirm your choice: your call list is empty.

Clear the SMS list

As explained further in this guide, short messages (SMS) sent, received or read can also be saved (see “Calls and messages” page 37). The whole list can be cleared at once:

- 1 Press **OK** to access the main menu, select **Messages**, then press **OK**.
- 2 Move  or  to select **Reset** and press **OK** to confirm your choice: your call list is empty.

-  *Calls list and SMS list are the only ones you can reset: this procedure doesn't apply to your phonebook content (names must be deleted one after the other). Deleting your SMS list is useful to free memory space in order to store new messages.*

Locking / unlocking the keypad

You can lock the keypad to protect the keys from being pressed accidentally (e.g., when the phone is in your pocket).

- 1 To lock the keypad, press and hold **C** when in idle screen. The icon  appears on the screen.
- 2 To unlock the keypad, press and hold **C** again.



Notes:

- You can also choose immediate or delayed lock by selecting **Settings > Security > Keypad lock**. In this case, your keypad will be permanently locked (after that delay). If you unlock it by pressing the **C** key, it will be temporarily unlocked while you use your phone, and then locked again after the delay you defined in your setting.
- The emergency number is available even when the keypad is locked and you can still receive calls (see “Emergency number” page 38).
- Immediate keypad lock can be assigned to a Hotkey (see page 27).
- You must unlock your keypad before switching the phone off.
- It is possible to accept or reject a call even when the keypad is locked. The keypad is unlocked automatically when the phone receives a call, and then re-locks again once the call is finished.

Deactivate the ringer

If you don't want your phone to ring when you receive a call, you can deactivate the ringer. In this case, the  symbol flashes when you receive a call, the display shows **Incoming call**, but the phone doesn't ring. To deactivate the ringer, proceed as follows:

- 1 Press **OK** to enter the main menu, then select **Settings > Sounds > Ringer volume**.
- 2 Move  to adjust the volume to **Silence**.



*Silent mode can also be set by selecting **Quick Settings > Silence**. In this case, the vibrator is also activated. For faster access, you can assign a hotkey to this function.*

Activate the vibrator

If you have set the function, your phone vibrates when receiving an incoming call (activating the silent mode via the **Silence** Quicksetting as described above will also activate the vibrator). Otherwise, proceed as follows:

- 1 In idle screen, press **OK** and select **Settings > Sounds > Vibrator**.
 - 2 Move  or  to select **On** or **Off** and press **OK** to confirm.
-  *Activating the vibrator doesn't mute the ringer. If you want to mute it and keep the vibrator function on, activate the **Silence** mode as described above.*

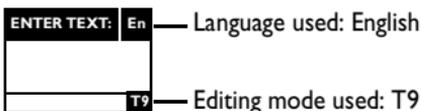
Reading your own GSM phone number

To read your own mobile phone number, proceed as follows:

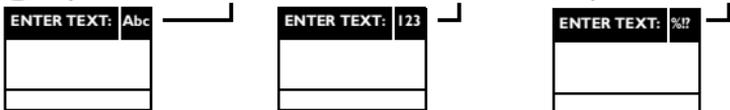
- 1 In idle screen, press **OK** or .
 - 2 In the **Names** menu, move  or  to select **Own num.**, then press **OK**. Your phone number is displayed if present on your SIM card. If not, select **New**, then follow the instructions displayed on the screen.
-  *If your own number has been stored in the **Names** list, you can read it during a call. See “Consulting the **Names** list” page 13.*

How to enter text or a number

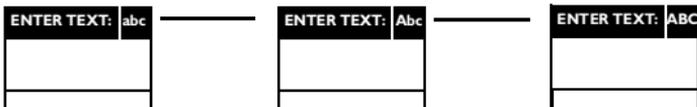
Text can be entered in editing screens in two different ways: by using T9™ Text Input, or basic text input. Two other modes for numbers and punctuation marks, are also available. Icons in the upper and lower right corners of the screen show the active text edition mode. You switch from a mode to the other by pressing the  key, and from lower to upper case by pressing the  key.



Press the  key to switch to basic mode, to numeric mode, or to punctuation mode



While in any text mode, press the  key to switch from lower to upper case:



T9™ text Input

What is it?



Tegic Euro. Pat.
App. 0842463

T9™ Text Input is an intelligent editing mode for SMS, including a comprehensive word database. It allows you to quickly enter text, e.g. to send a short message. Press only once on the key corresponding to each letter needed to make up a word: keystrokes input are analysed and T9™ comes up with a proposal displayed in the bottom of the screen. If several words are available according to the keys used, press  to browse the list and choose a word among the ones proposed by the T9™ built-in dictionary (see example below).

How to use it?

Alphabets and symbols represented by each key and the sequence for T9™ Text Input are as follows:

 to 	To key in alphabets.
C	Short press to clear one entry, long press to clear all text.
	Short press to browse the list of candidate words, long press to browse back.
 or 	To confirm entry.

ENTER TEXT: En	① ^{OR} _{QD} Confirm	② ^{ABC} ABC	③ ^{DEF} DEF
Good T9	④ ^{GHI} GHI	⑤ ^{JKL} JKL	⑥ ^{MNO} MNO
	⑦ ^{PQR} _{RS} PQRS	⑧ ^{TUV} TUV	⑨ ^{WXYZ} WXYZ
	⊕ ^T Typing mode	⊙ • Scroll	⊕ ^S Shift

Example

To type "Home", press ④ ^{GHI} (GHI), ⑥ ^{MNO} (MNO), ⑥ ^{MNO} (MNO), ③ ^{DEF} (DEF). "Good" is first word displayed, since it also corresponds to the combination of keys you pressed (④ ^{GHI} (GHI), ⑥ ^{MNO} (MNO), ⑥ ^{MNO} (MNO), ③ ^{DEF} (DEF).) Disregard this word and press ⓪ • to display the next available word of the database. When "Home" appears, press ① ^{OR}_{QD} to confirm your choice. To add the character "!", press ⊕ ^T 3 times to access the punctuation editing mode, then press ⑥ ^{MNO} as shown on the diagram appearing on the screen.

Press ⊕ ^T again to switch back to T9™ mode and repeat the steps above to enter new words. Press **OK** to confirm the completion of the editing.

Basic text input

Although your phone provides you with the T9™ Text Input by default, select "Abc" basic text input using ⊕ ^T key if you wish to access the basic text input. This method requires multi-pressing each key to reach the wanted character: the letter "h" being the second one of key ④ ^{GHI}, you must press 2 times ④ ^{GHI} in order to enter "h".

Using this mode requires you press a key as many times as needed to reach the original position of the character on the key.

🔊 *In basic mode, the complete table character corresponding to the key you press scrolls in the bottom of the screen, allowing you to visualize each available character located on this key (see below).*

To enter the word "Home" in basic text input mode, you should therefore key in ④ ^{GHI}, ④ ^{GHI} (GHI) ⑥ ^{MNO}, ⑥ ^{MNO}, ⑥ ^{MNO} (MNO), ③ ^{DEF} (MNO), ③ ^{DEF} (DEF). Press ① ^{OR}_{QD} to insert a space between words, ⊕ ^T to switch to another mode and **OK** to confirm the completion of the editing.

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

Key Label	Upper case alphanumeric	Lower case alphanumeric
	space @ _ # = < > () & £ \$ ¥	space @ _ # = < > () & £ \$ ¥
	A B C 2 A Ä Å Æ C	a b c 2 à ä å æ ç
	D E F 3 É Ê Æ Δ Φ	d e f 3 é ê æ Δ Φ
	G H I 4 Γ I	g h i 4 Γ i
	J K L 5 Λ	j k l 5 Λ
	M N O 6 Ñ O Ö	m n o 6 ñ ò ö
	P Q R S 7 β Π Θ Σ	p q r s 7 β Π Θ Σ
	T U V 8 Ü U	t u v 8 ü u
	W X Y Z 9 Ø Ω Ξ Ψ	w x y z 9 ø Ω Ξ Ψ
	. 0 , / ; " ' ! ; ? ; * + - %	. 0 , / ; " ' ! ; ? ; * + - %
	Toggles between the different Text Input modes (see page 16). Access to the WAP menu in WAP mode.	
	Switches from lower case to upper case and vice-versa.	
C	Short press to delete one character, long press to delete all text.	

3 • Menus tree

Easy to find and simple to use via the compass key, the menus contain all your GSM phone functions. All the menus have icons or scrollable lists and are used in the same way. The messages displayed on the screen explain to you what to do.

Press **OK** or  to enter a menu or sub-menu, move  or  to scroll in a list and press **OK** to validate an entry or to confirm a choice.

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 -  Help 49

 * Subscription dependent.

4 • Settings

Introduction



The **Settings** menu of your mobile phone allows you to customise your phone and change the settings related to each available option by defining Personal settings.

In idle mode, press the **MENU** key to enter the main menu, move **▲** or **●** to select **Settings**, then press **OK**.

Move **▲** or **●** to browse the available features, press **OK** to enter an option and to change it as described further in the present chapter. For each option, press **▲** or **●** to make your choice, press **OK** to confirm or **C** to cancel.

SETTINGS

- Sounds
- Display
- Security
- Time and Date
- Hotkeys
- Voice command
- Network
- Call settings

Sounds



This menu allows you to change the ringer volume, select a ringer melody or create one, to set alert beeps and activate or deactivate the vibrator.

Ringer volume



By default the ringer volume is set to **Medium**. You can set the volume of your ringer from **Silent** to **Increasing** and use a **Hotkey** to activate the silent mode (see page 27).

Ringer



This option enables you to select the ringer type from among 19 melodies. Scroll through the list by moving **▲** or **●** and wait for two seconds to hear the selected melody being played. Press **OK** to confirm, **C** to cancel, or move to the next melody. This menu also enables you to create your own melody as described below.

Creating your Own melody

This option allows you to compose a melody with up to 66 notes.

- To do so, move **▲** or **●** to select **Own melo 1** in the list of available melodies of the **Ringer** menu, then press **OK**.
- The default note is B. Enter the required notes by pressing the keys from **1^{GF}_{AD}** to **3^{TUV}** and the rest with **9^{WX}_{YZ}** and **0[•]**.
- By moving **▲** or **●** you can change the notes up or down in semitones, and you can change notes to flats by the **7^R₊** key or to sharps by the **8^S₋** key.
- Each time you press another key than a digital one, you will hear the note and the corresponding effect. Press other digital keys from **1^{GF}_{AD}** to **3^{TUV}** to obtain new notes with the following values:

Types	Length/Sharp	Keys
Semi quaver	1/4	1^{GF}_{AD}
Quaver	1/2	2^{ABC}
Dotted quaver	3/4	3^{DEF}
Sharp	1	4^{GHI}
Dotted sharp	3/2	5^{JKL}
Minim	2	6^{MNO}
Dotted minim	3	7^{PQ}_{RS}
Whole note	4	8^{TUV}
Quaver rest	1/2	9^{WX}_{YZ}
Crotchet rest	1	0[•]

Example

Notes	Length		Heights		
	Type	Key	Value	●	▲
1 st note	Minim	6^{MNO}	E	4 times	
2 nd note	Dotted minim	7^{PQ}_{RS}	B	3 times	
3 rd note	Sharp	4^{GHI}	B-flat		7 times and 7^R₊
4 th note	Dotted quaver	3^{DEF}	B-sharp		6 times



The melody shown opposite is created when following the table above. Pressing and holding the **C** key will delete all notes at once.

Downloading a Melody

To personalise your phone, you can also download new ringers by choosing them from your operator's Website (and/or connect to Philips Website, www.pcc.philips.com). From your personal computer, check on your operator's Internet site the availability, terms and conditions of this service and follow the instructions to download the selected ringer tone via a SMS. Then store it as **Own melody**.

 *This service is subscription dependent; you can only send melodies that are out of copyright or that you created yourself. You can add a ringer melody to the messages you send (see "Call a correspondent" page 38). The receiver must have a Philips mobile phone to be able to hear the melody sent.*

Key tones



Key tones

Allows you to activate/deactivate the key tones. Even if Key Tones are set **Off**, DTMF are played during calls (see page 54).

Minute beep



Minute beep

Allows you to activate a beep, which is emitted 15s before the end of each minute of communication (the beep cannot be heard by your correspondent). This allows you to manage as efficiently as possible the duration of your calls.

Organiser alerts



Organiser alert

Allows you to activate/deactivate an alert beep when an event you programmed in your organizer is due.

Battery low alert



Battery low alert

Allows you to activate/deactivate an alert beep which informs you that the battery is low and requires recharging.

New SMS tone



New SMS tone

Allows you to activate/deactivate an alert beep each time you receive a SMS.

Vibrator



Allows you to activate/deactivate the vibrating alert when receiving a call.

Display



This menu allows you to set the zoom, backlight, contrast and screen animation.

Zoom



Allows you to activate/deactivate the zoom function which applies to the text used with the menus.

Backlight



The backlight is activated when receiving incoming calls or messages, browsing lists and menus, etc. This option allows you to select the backlight duration from **No backlight** to **1 mn backlight**.

Animation



Allows you to activate/deactivate the animation in different menus.

Animation

 *Deactivating this function increases the autonomy of your phone.*

Contrast



Allows you to choose among 5 levels of contrast.

Contrast

Security



This menu ensures the security of your phone by locking the keypad, limiting calls to public numbers, prohibiting specific incoming and outgoing calls, activating security via PIN codes and changing those PIN codes.

Keypad lock



Allows you to activate/deactivate the keypad lock. When your keypad is locked, you can unlock it by pressing and holding the **C** key. The keypad automatically unlocks when receiving a call.

Keypad lock

 *Even when your keypad is locked, you can still place an emergency call (see page 38).*

Public names

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

 *This feature is subscription dependent and requires a PIN2 code (see page 6).*

Public names

 **Public names** Allows you to consult and modify your **Public Names** list. You can enter a new name, modify or delete a name in the list via PIN2 code.

Use the **<New>** option to enter the name and phone number of a new correspondent. Then select the number type: **Phone**, **Fax** or **Data**.



Change

Use the **Change** option to modify the selected name, number, and number type.



Delete

Use the **Delete** option to delete the number and selected name.

Call restriction

 **Call restriction** Allows you to activate/deactivate the call restriction to the **Public Names** list. When activated, you only access the names present in the **Public names** list, as opposed to the **Names** item of the main menu.

 *This function is subscription dependent and requires a PIN2 code (see page 6).*

Call barring

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

Outgoing calls



All calls

-



International

-

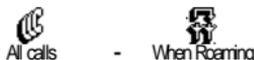


Inter. except/home

The **Outgoing** menu allows you to select between **All calls**, **International calls** and **Inter. except/home** calls (the latter allowing you to call your home country when you are abroad). You can also **Deactivate** the bans on outgoing calls.

These menus then allow you to bar, within each available option, **All calls**, **Voice calls**, **Data calls** or **Fax calls**.

Incoming calls



The **Incoming** menu allows you to select **All calls** or **When roaming**. It also provides access to the **Cancel** menu that removes bans on incoming calls.

These menus then allow you to bar, within each available option, **All calls**, **Voice calls**, **Data calls** or **Fax calls**.

Status



Status

Allows you to know whether a type of call is barred or not.

Change codes



Change codes

Allows you to change your PIN codes and call barring password.

PIN protection



PIN protection

Allows you to activate/deactivate the PIN protection when switching on your phone. This is carried out via the PIN code that puts your phone in service.

 *If your PIN code is deactivated, you cannot change it.*

Time and date



This menu allows you to set the time and date and change the clock display mode.

Clock display



Clock display

Allows you to select analogue or digital time formats when in idle mode.

Analogue



Analogue

Allows you to choose an analog time display format. Some operator services might switch the clock display automatically to the digital format.

Digital



Digital

Allows you to choose a digital time display format.

Set date



Set date

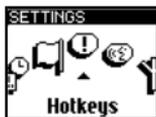
Allows you to set the date by pressing the appropriate numeric keys (you can also set the date by moving  or ).

Set time



Allows you to set the time by keying it in the keypad (moving ▲ or ● increases or decreases the time minute by minute).

Hotkeys



Instead of entering the various menus and browsing the lists, you can set a direct access to a specific function by linking it to a Hotkey, so that a long press on this key will automatically activate this function (e.g. long press on 2^{ABC} to access directly the calculator or on 3^{DEF} to activate the zoom).

ⓘ You can only program keys 2^{ABC} to 9^{WXYZ}, as keys 0^{*} (selection of the language) and 1^{VOICEMAIL} (voice mailbox) are predefined and cannot be changed.

- 1 To set a hotkey, press **OK** or MENU to enter the main menu if in idle mode, then select Settings > Hotkeys and press **OK**.
- 2 Select a key from 2^{ABC} to 9^{WXYZ} and press **OK**.
- 3 Browse the list to select the function you wish to associate with this key. Press **OK** to confirm your choice.

ⓘ If the selected key is already set, you can reprogram it: press **OK** twice, select Change and press **OK**. This will bring you to the list of available functions.

- 4 To use the hotkeys, simply press and hold the key corresponding to the function you want to launch or activate while in idle mode.

ⓘ You can also set hotkeys for voice dial (see “Voice dial” page 11). Hotkeys 2^{ABC} to 9^{WXYZ} can be changed or deleted at any time. Depending on your subscription provider some Hotkeys, in addition to 0^{*} and 1^{VOICEMAIL}, can be predefined and locked, preventing reprogramming.

You can associate hotkeys 2^{ABC} to 9^{WXYZ} to one of the functions of the following table.

 Flash Dial	Dials the associated number of the Names list.	 Keypad lock	Immediate access to keypad lock.
 Activ. Silence	Activates the silence quick setting (vibrator on, ringer volume off).	 Activate Car	Activates the car quick setting (ringer volume high, zoom on, any key answer on).

 Activ. Headset	Activates the headset quick setting (ringer volume medium, any key answer on).	 Activate Meeting	Activates the meeting quick setting (vibrator on, ringer and all keys set to silent).
 Activ. Outdoors	Activates the outdoors quick setting (ringer volume high, keypad lock on with a 1mn delay).	 Activ. Personal	Activates the personal settings.
 Activ. Autonomy	Activates the autonomy quick setting, which extends the battery autonomy (animation off, vibra on, backlight off, ringer volume medium).	 Calculator	Direct access to the calculator.
		 Reply last num.	Redials the number of the last call received.
 Redial last num.	Redials the last number called.	 Services +	Opens the value-added Services (VAS) SMS menu.
 WAP	Opens the WAP menu.	 SOS call	Dials the emergency call number.
 Zoom on/off	Activates/deactivates the zoom feature.	 Read SMS	Displays the messages list.
 Send SMS	Opens the Messages menu.	 Show events	Displays the event list of the Organiser menu.
 Add organiser event	Opens the Add event menu of the Organiser menu.	 Play voice memo	Plays the voice memo back.
 Record voice memo	Allows to record a voice memo.	 Call forward	Forwards all calls to the voice mailbox.
 Launch	Launches a WAP session.	 Accum cost	Displays the accumulated cost of outgoing calls. Subscription dependent
 Games	Opens the Games menu.	 Show balance	Displays the remaining credit balance. Subscription dependent

Voice command



As for the Hotkeys, the Voice command menu also allows you to quickly activate a specific function: instead of programming a hotkey, you simply configure a voice tag that will activate a feature when pronouncing the associated word. You can associate a Voice command to the functions supported by the Hotkeys (see page 27).

- 1 To set a voice tag for voice command, press **OK** or **MENU** to enter the main menu if in idle mode, then select **Settings > Voice command** and press **OK**.
- 2 Then select **<New>** and press **OK**.
- 3 Browse the list to select the function you wish to set with this key. Press **OK** to confirm your choice.
- 4 When **Press OK and speak** appears, press **OK**, then follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.
- 5 The next carousel menu allows you to **Delete** or **Play** the voice tag, **Change the function** associated with this voice tag or **Change the voice tag** used for this function.
- 6 Repeat the steps described above to add other voice commands by associating a voice tag to a function. Then press **C** to go back to the previous menu or **MENU** to go back to idle.
- 7 To activate a feature using the voice command, press and hold **OK** when in idle mode, then say the recorded voice tag.

Words recorded as voice tags can be played, changed or deleted at any time. You can also set a voice tag for a voice dial instead of a voice command (see “Voice dial” page 11).

-  *The duration of a voice tag is 2 seconds. Up to 15 voice tags can be defined and shared between voice dial and voice command.*

Network



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

Register again



Register again

Provides you with a list of the networks available in the area. Select the network you want to register with and press **OK** to confirm.

Preferred list



Preferred list

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

- show the list of preferred networks and:
 - delete a network from the list, or
 - move a network to a different position in the list,
- add a network to the preferred list from the list of available networks,
- add a network to the preferred list from the list of known networks,
- add a network to the preferred list by entering the 5-digits network code: 3 digits for the country followed by 2 digits for the network.

Call settings



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

Call forward



Call forward

Allows you to divert incoming voice, fax or data calls either to a number in your Names list or to your mailbox. Before activating this option, please enter your voice mailboxes' numbers (see "Mailboxes" page 43).

The conditional option will divert all the incoming calls if you don't reply, if you are not reachable or if you are busy. You can set any of these options independently.

 *This feature is different from the call transfer, which can take place when one or several calls are in progress.*

Deactivate



Deactivate

Allows you to deactivate the call forwarding for all calls.

Status



Status

Allows you to display the status of all call forwarding.

Autore dial



Autore dial

Allows you to activate/deactivate the autore dial feature. If autore dial is switched on and if the line is busy, your phone automatically continues to redial this number until a successful connection is made, or until the maximum number of attempts is reached (10). The phone shall emit one beep at the beginning of each attempt and one special beep if the connection is successful.



The time between redials increases with each attempt.

Any key answer



Any key answer

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

Call waiting



Call waiting

Allows you to activate or deactivate the call waiting and applies to:



When this option is active, you hear a beep if someone tries to call you while already in communication.



This function is subscription-dependent.

Caller ID



Caller ID

Allows you to show or hide your identity to your correspondent. The status option will inform you if this function is activated or not.



This function is subscription and network dependent.

Quick settings



This menu allows you to access a group of predefined settings, which let you quickly adapt your phone to your environment by changing several settings at once. For example, selecting the Meeting quick setting will set your ringer volume to silent, activate your vibrator and deactivate the key tones at once (the other items are set according to the settings you configured).

When your meeting is over, selecting the Personal quick setting will reactivate all your usual settings.



You can also associate a quick setting with a hotkey (see page 27).

Quick settings

Warning! * The settings listed in the first column are the default settings (preset in factory). As you can change each of them, they might be different from the ones listed below. In both cases (whether you changed parameters or not), these settings are stored in the **Personal** menu item and apply to each box of the table.

	 * Personal	 Silence	 Autonomy	 Outdoors	 Meeting
Vibrator	Active*	Active	Inactive	<input checked="" type="checkbox"/>	Active
Ringer volume	Medium*	Silent	Medium	Loud	Silent
Key tones	Active*	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Inactive
Organiser alerts	Active*	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Battery low alert	Active*	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
New SMS tone	Active*	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Backlight	10 sec*	<input checked="" type="checkbox"/>	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Zoom	Inactive*	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Any key answers	Inactive*	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Animation	Active*	<input checked="" type="checkbox"/>	Inactive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



Setting identical to the one memorised in the **Personal** Quick setting.

Accessories settings

When connecting an accessory, the settings described in the table below become available.

 When disconnecting the accessory, the phone goes back to the **Personal Quick Setting** (see table above).

	Headset	Cigarette Lighter Adapter or Fast charger (with or without headset)	Data	Car Kit
Vibrator	☐	Inactive	☐	Inactive
Ring volume	Medium	☐	☐	Loud
Key tones	☐	☐	☐	☐
Organiser alerts	☐	☐	☐	☐
Battery low alert	☐	☐	☐	☐
New SMS tone	☐	☐	☐	☐
Backlight	☐	☐	☐	Active
Zoom	☐	☐	☐	Active
Any key answers	Active	☐	☐	Active
Animation	☐	☐	☐	☐



Setting identical to the one memorised in Quick Setting Personal.

5 • Names, calls and messages

Introduction



The SIM card of your mobile GSM phone features a phonebook called **Names** that allows you to enter information about correspondents: their name and their phone, fax or data number. The number of names your phonebook can store depends on the card capacity.

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

The content of your phonebook cannot be deleted at once: names must be deleted one after the other.



As for the **Messages** menu, it allows you to manage the messages in your voice mailbox, short messages (SMS) to be sent or read, the settings for all messages including broadcast messages. Unlike the phonebook contents, you can delete all messages at once via the **Reset** command.

Names

- < New >
 - Enter name
 - Enter number
 - Number type
 - Data/Phone/fax
- [Name selected]
 - Call
 - Send SMS
 - Voice dial
 - Flash dial
 - Delete
 - Change

Messages

- Send SMS
- Read SMS
- SMS Settings
 - SMS Center
 - Signature
 - Validity period
 - Reply path
 - Delivery report
 - Auto Save SMS
- Reset
- Broadcast SMS
 - District code
 - Reception
 - Topics
- Mailboxes

Names



The **Names** menu allows you to store correspondents in your phonebook by adding new names, write and send them messages and also consult the list of your correspondents. The names are listed in alphabetical order.

You can scroll through the list moving **▲** or **●**, or by entering the first letter of the name (e.g., press the **MNO** key once to reach names starting with "M", or three times to reach names starting with "O").

Creating a name

This menu item allows you to create a new correspondent by entering his name and phone number. To do so, proceed as follows:

- 1 Press **OK** or **MENU** to enter the main menu when in idle mode, select **Names** > **New**, then press **OK**.
- 2 Enter the name of your correspondent then press **OK**.
ⓘ To learn about the different ways of entering text in a text field, see "How to enter text or a number" page 15.
- 3 Enter the number of your correspondent then press **OK**.
ⓘ A number can contain a maximum of 40 digits, depending on your SIM card. Entering all numbers, including local ones with international prefix, country code and area code will allow you to dial them from any location.
- 4 Then select the type of number allocated to the name: **Phone**, **Fax** or **Data** and press **OK** to confirm and store this name in your phonebook.

Editing a name



Once you stored correspondents in your phonebook, you can select a name in the **Names** list by moving **▲** or **●**, or access directly the first letter of your correspondent's name by pressing the relevant alphanumeric key. Then press **OK** twice to:

- call
- flash dial
- send a message
- delete
- associate a voice dial
- modify

ⓘ Please refer to the section "Calls and messages" page 37 for detailed information concerning messages.

Call



Call

To call a name in the Names list, simply select it, then press the  key or press **OK** three times.

 *In idle mode, you access directly the names list by moving  and call a name selected in the list by pressing the  key.*

Flash dial



Flash dial

Instead of entering the names menu and scrolling in the list, you can link a correspondent's name card to a hotkey, so that a long press on this key will directly call him/her (e.g. long press on  to call your home or on  to call your office).

 *You can only program keys  to , as keys  (selection of the language) and  (voice mailbox) are predefined and cannot be changed.*

- 1 To set a voice tag for voice dial, press **OK** to enter the main menu, then select **Settings > Hotkeys** press **OK**.
 - 2 Sselect a key from  to , and press **OK**.
 - 3 Then select **Flash dial** in the carousel menu, press **OK** and select a name in the Names list. Pres **OK** to confirm your choice.
 - 4 To flash dial a correspondent, press and hold the key you associated to his/her name while in idle mode: the connection is established. Press  to hang up.
-  *Hotkeys can also be set from the Names list. You can also set hotkeys for commands (see "Hotkeys" page 27). Hotkeys can be changed or deleted at any time.*

Voice dial



Voice Dial

As for the Flash dial feature, Voice dial allows you to quickly call a name in the list: instead of programming a hotkey, you simply configure a voice command that will call the corresponding name when pronounced.

- 1 To set a voice tag for voice dial, press **OK** to enter the main menu, then select **Names >** the name of your choice in the list and press **OK** twice.
- 2 Then select **Voice dial** in the carousel menu, and press **OK**.
When the option **Add voice tag?** appears, press **OK**, then follow the instructions displayed on the screen. When prompted to record your voice tag, make sure you are in a quiet environment, choose a short and simple word and clearly pronounce it.
- 3 Back to the **Voice dial** menu, press and hold **C** to go back to idle.

- 4 To dial a number associated with a voice tag: press and hold **OK**, then say the voice tag corresponding to the number to dial.

Voice tags can be played, changed or deleted at any time. You can also set a voice tag for a voice command (e.g. launch the calculator or add an organiser event) instead of a voice dial.

-  *The duration of a voice tag is 2 seconds. Up to 15 voice tags can be defined and shared between voice dial and voice command.*

Delete



Delete

Allows you to delete the selected name and number. Press **OK** to confirm.

Change



Change

Allows you to change the selected name and all related information. Press **OK** to enter the various fields.

Emergency

Displays the emergency call number. Press  to dial.

-  *The emergency number is available even when the keypad is locked and also sometimes before you insert the SIM card. Depending on the network operator, the emergency number can be dialled without the SIM card inserted. 112 is the standard emergency number for GSM networks (except for UK: 999). This number depends on the country where you make the call. Please contact your operator.*

Own number

Depending on your subscription, selecting **Own Num.** displays your own mobile phone number. If your SIM card doesn't contain your phone number(s), an editing screen allows you to store it (or them). We advise you to enter your mobile number(s) as well as any other relevant information.

-  *Although all its fields can be empty, the **Own num.** card cannot be deleted and is always present.*

Calls and messages



As described above, pressing the pick-up key when consulting card names in the **Names** menu will automatically call the number of the selected card name. Another simple way of calling someone is to program **Flash** and **Voice dial** features.

In addition to calling people, you can also send them short messages, called SMS, together with a melody or an emotion icon.

Call a correspondent

Emergency number

The emergency number will call the nearest emergency center of your area. In most cases, you can call this number even when your keypad is locked and if you haven't entered your PIN code yet.

 Depending on the network operator, the emergency number can be dialled without the SIM card being inserted. 112 is the standard emergency number for GSM networks (except for UK: 999). This number depends on the country where you make the call. Please contact your operator.

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

Other number

- **Entering a number**

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

- **Selecting a name**

- 1 To call a name you have saved in the Names list, press **OK** to enter the main menu and select **Names >** the name card of your choice.
 - once the name card is selected, simply press  to dial, **or**
 - press **OK** to access the name card carousel, then select **Call**.
- 2 Press  to hang up.

- **Using Flash dial**

- 1 In idle mode, press and hold a key between  and  to dial the associated entry if configured (see "Flash dial" above): the connection is established.
- 2 Press  to hang up.

- **Using Voice dial**

- 1 In idle mode, press and hold **OK**, then say the word corresponding to the number to dial (see “Voice dial” above): the phone dials the number.
- 2 Press  to hang up.

Send a SMS



The **Send SMS** menu allows you to:

- send a standard or customised short message to someone,
- add a melody and/or an icon to your message.

The Standard SMS messages are displayed one after another: *Please call me back at...* for example allows you to select a pre-configured message including your number, if this number is the first one of the **Own num.** option (see page 37).

Together with a melody

 *As you can only send "Own melodies", you must have created one (see “Creating your Own melody” page 22) or downloaded one (see “Downloading a Melody” page 23) before sending it to someone.*

- 1 If you were in idle mode, press **OK** or  to enter the main menu and select **Messages > Send SMS**.

 *You can also access this menu via the Names list.*

- 2 Move  or  to select a correspondent in the list, or **< New >** to send a message to someone else (in this case, enter his/her number) then press **OK**.
- 3 Select **Melody > Own Melo. [1 to 5]** and press **OK**.
- 4 Enter your message (30 characters maximum) and press **OK**.

 *To hear the melody sent, your correspondent must also have a Philips mobile phone.*

Without a melody

- 1 If you were in idle mode, press **OK** or  to enter the main menu and select **Messages > Send SMS**.

- 2 Move  or  to select a correspondent in the list, or **< New >** to send a message to someone else (in this case, enter his/her number), then press **OK**.
- 3 Then select **Standard** to send a standard message, or **New** to enter and send a new message.

 *To write a new message or modify a standard one, see “How to enter text or a number” page 15.*

Add icon



Add icon

Allows you to send an emotion icon together with your message. To see the image, the receiver needs a Philips GSM mobile phone. If not, the equivalent code is displayed at the end of the message, made of punctuation signs representing the image as shown below.

Image	Code sent						
	:~)		:<*		(l)		Zzz
	:~)		:>#		O-/		\$\$\$
	B~)		8<)		o--		?~)
	:~P		8:~)		o-o		@>~)
	:~(<~<		(!)		<:~)
	:~/		(x)		:>		:-
	(0)		:>>		Π!		>o<
	(X)		o<		o~)		:-x
	Yo!		iii		(ll		Σ~)
	==b		lXl		&@*~)		::
	>*<		>~		:~!		WW
	%~		lD		\$~)		
	=:		~Y~)		==p		

Send now



Send now

Allows you to send the current message. Press **OK** to confirm.

Save



Save

This option allows you to store the current message and its associated icon if any.

Read SMS



This menu allows you to consult the list of SMS you have saved and received. Using different carousels, you can also delete, reply, re-send or forward these messages.

Saved Messages

The messages you sent are labelled with  in normal mode or with  in auto save SMS mode (see page 42). Select the message you want and press **OK** to read it. When displayed, press **OK** to access the following options:

Send SMS to modify the content and the addressee of the message, add or change the icon, save it and send it as described above.

Delete to delete the selected message.

Received Messages

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

- **Reply** to the sender. You can either write a new message or select a standard one. Once the message is defined, you can link it with an emotion icon, save it and send it.
- **Forward** to forward the selected message. You can either choose the addressee in the Names list or enter his phone number manually.
- **Delete** to delete the selected message.

Clear SMS



Reset

The whole SMS list can be cleared at once:

- 1 Press **OK** to access the main menu, select **Messages**, then press **OK**.
- 2 Move  or  to select **Reset** and press **OK** to confirm your choice: your call list is empty.

 *Deleting your SMS list is useful to free memory space in order to store new messages.*

SMS settings



SMS settings

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

SMS centre



SMS centre

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

Signature



Allows you to send a signature together with your SMS. This signature consists of a series of characters showing your default account number and name. This forms a signature that is transmitted at the end of your message. The length of the message is consequently reduced. You can edit the signature, modify and save it.

Validity period (Subscription dependent)



Allows you to select the length of time your message is to be stored in your SMS centre. This is useful when your correspondent is not connected to the network (and thus cannot receive your message immediately).

Reply path (Subscription dependent)



Reply path

You can activate or deactivate this option, which allows you to transmit your SMS message centre number with the message. Your correspondent can then reply using your own SMS centre and not his. This speeds up the rate of transmission.

Delivery report (Subscription dependent)



Delivery report

You can activate or deactivate this option which informs you via a written message whether your SMS was received or not.

Auto save SMS



Auto save SMS

Allows you to activate or deactivate the automatic saving of messages sent.

Broadcast SMS



Broadcast SMS

This menu allows you to activate or deactivate the reception of SMS broadcast by the network to all subscribers. When activated, this service causes the mobile to listen to messages which are regularly transmitted to all subscribers on the network.

Reception



Reception

Allows you to activate/deactivate the reception of cell broadcast messages.

Topics



Topics

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

District codes



Allows you to select the type of messages you would like to be permanently displayed on the idle screen. As a result, for this special handling of the message, you must enter the type in both the **District code** and the **Topics** menu. The corresponding type will then be recognised in the **Topics** list with a .

Mailboxes



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

Call list



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

Display



Press **OK** then select **Display** to consult the call list. Press **OK** again to consult the date, time, number, call status of any selected call and to know if it was sent or received.

A new press on **OK** gives access to a carousel which allows you to **Call** this correspondent, **Send a SMS**, **Delete** the selected call, phone this number or store it by entering the associated name (if not present in your phonebook).

 You can directly access the **Call list** by moving  while in idle mode. You can also select a record in the **Call list** and press  to dial the corresponding number.

Reset



Press **OK** then select **Reset** to delete the content of your call list.

6 • Organiser and Extras

Introduction



Your mobile phone features an organiser which allows you to manage and co-ordinate various events including professional meetings.

Events can be viewed in different ways (day, week or month views), can be changed or deleted at any moment, as well as repeated according to specific frequencies. The “Organiser alerts” (see page 23) allow you to be alerted by a beep when events are due (e.g., 5 mn before a meeting).



As for the Extras menu, it features easy-to-use items such as a Calculator, an Alarm clock, Call counters which will let you master your call costs, a Euro converter and a Voice memo. For detailed information concerning the Games menu, see page 57.

ORGANISER

Month view

Events

<New>

Holiday

Meeting

ToDo

Quick Settings

[Event selected]

Delete

Change

Set reminder

Repeat event

Day view

Week view

EXTRAS

Call counters

Euro Converter

Games

Calculator

Alarm clock

Voice memo

Organiser

Creating a new event



This menu allows to create event cards and store them in your organiser. Events can be Meetings, Holidays, ToDos, or even Quick Settings. When the organiser alert in On (see page 23), a beep alerts you when an event is due.

- 1 Press **OK** or **MENU** to enter the main menu, select **Organiser > Events** and press **OK**.
- 2 Select **<New>** and press **OK**.
- 3 Select the type of event to be created: **Holiday**, **Meeting** or **ToDo** and press **OK**.
-  *Selecting the **QuickSettings** option allows you to set the activation of one of the available quick settings (see "Quick settings" page 31) as if it was an event. For example, programming the **Silence** quicksetting at 12:00 will activate this setting at due date and time.*
- 4 Enter the starting and ending date & time of the event and press **OK**.
- 5 Enter the text concerning the event (e.g. "Meeting with Smith").
-  *To learn about the different ways of entering text in a text field, see "How to enter text or a number" page 15. To go back to the previous field, press **C**.*
- 6 The **Set Reminder** menu reminds you of events via alerts triggered at times you choose. Moving  or , set the **Reminder** for this event and press **OK**.
-  *This menu only applies to **Meeting** and **ToDo** events. Note that the reminder depends on the time set and displayed on the screen.*
- 7 Move  or  to set the **Repeat Event** option for this event and press **OK**.
- 8 The events will be listed using start times and date. Back to the events list,
 - press and hold **C** or press **MENU** to go back to idle mode, or
 - repeat steps 2 to 7 to create as many event cards as needed.
-  *If "Memory full" appears, delete an event to be able to create a new one.*

Modifying an event

Changing an event

- 1 Press **OK** or **MENU** to enter the main menu, select **Organiser > Events**, then the event of your choice and press **OK**.
- 2 When your phone displays the details of the selected event, press **OK**, select **Change** and press **OK** again.
- 3 Change any information as needed (date, time, name, text, reminder and repeat event options) and press **OK**.
-  *Changing a repeated event will also modify all instances of this event : in this case, press **OK** to confirm.*

Deleting an event

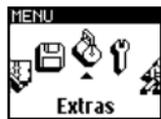
- 1 Press **OK** or  to enter the main menu, select **Organiser > Events**, then the event of your choice and press **OK**.
 - 2 When the details of the card appear, press **OK**.
 - 3 Select **Delete** and press **OK** to confirm.
-  *Deleting a repeated event will also delete all instances of this event : in this case, press **OK** to confirm.*

Views of events

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

- 1 Press **OK** or  to enter the main menu, select **Organiser >** the view of your choice and press **OK**.
- 2 Once you entered the selected view, move  or  to display the previous or next day, week or month.
- 3 Then press **OK** to display the list of corresponding events or to create a new one.

Extras



This menu enables you to manage the **Call counters**, **Euro converter**, **Voice memo**, **Alarm clock**, **Calculator** and **Games**.

Call counters



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

Accumulated call timer



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

 *The Call Counters don't take the WAP connections into account.*

Accumulated cost (subscription dependent)



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



Show

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



Reset

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



Show balance

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



Cancel cost limit

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



Cost limit

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



Charge rate

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

Info at call end (subscription dependent)



Info at call end

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

Last call information (subscription dependent)



Last call info

Allows you to display the duration and/or cost of your last call.

Euro



-> Euro

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



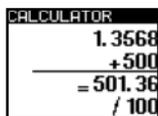
<- Euro

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



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

Calculator



This menu provides the following functions:

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

The figures are entered using the keypad. Calculator accuracy is to 2 decimal places and is rounded up to the higher decimal figure. Press **C** to correct the numbers. Press and hold  to get the dot. Press and hold **C** twice or press  to return to idle mode.

Alarm clock



This menu allows you to set the alarm clock, which will ring even if you turn your phone off.

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

 *The alarm clock will not ring if the Ringer volume is set to Off (see page 12). You cannot configure the alarm clock volume. Press any key to stop the alarm ringing.*

Voice memo



This menu allows you to record a memo of 20 seconds maximum. Follow the instructions on the screen and press **OK** once your memo is recorded. The corresponding icon appears on the screen in idle mode until you play it or delete it.

 *You can only record one voice memo at a time: if a voice memo had been previously recorded, you must delete it before being able to record a new one.*

Games



This menu gives you access to several games, one being as standard in your mobile phone (Wall breaker), the other ones to be downloaded from a network. See "Games" page 57 for detailed information on this subject.

7 • WAP services

Introduction



Most items of the Operator Services menu (e.g. Service numbers, Services +)

are subscription-dependent and specific to operators: your mobile phone readily supports them if they are included in your subscription. Consequently, the menus shown opposite may or may not be available. The WAP option (independent from the two other options), is described below in details. Contact your network operator for detailed information on availability and rates.

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

OPER. SERVICES

Service numbers

WAP

Launch

Favourites

Last page

Settings

Access Settings

Help

Services +

-  Contact your operator before first use, in order to make sure your subscription supports the WAP feature and to have the appropriate WAP parameters. With some operators, WAP access parameters can be set remotely. Please check directly with your operator.

WAP



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

Launch



Your phone may have been pre-configured to directly access the services offered (if not, see “Settings” page 51). The Launch menu allows you to access the online services provided by your operator. There are 2 ways to access these services:

- From the idle screen, press and hold **@**, or
- In idle mode, press **OK** or **MENU**, then select **Oper. Services > WAP > Launch** and press **OK**.

An animation shows the phone is connecting to the homepage. Once the browser is launched, you are connected to your operator's homepage. The following commands enable you to navigate through the WAP pages:

- Move **▲** or **●** to navigate the online pages.
- Press **OK** to select an highlighted item.
- Press **◀** or **MENU** to select the left or right option box displayed on the screen.
- Press **C** to return to the previous page.
- Press and hold **C** to end the online session.

During navigation, press **⊕** to access a special menu with the following options (subscription dependent):

- **Reload** to reload the last card viewed.
- **Mark site** to add the previous deck to the user's bookmark list (network dependent).
- **About Phone.com** displays **UP**. browser version and copyrights information.
- **Advanced** displays a menu containing advanced commands:
 - **Show URL**: to display the URL of the previous card,
 - **Goto URL**: to fetch the content of the URL entered,
 - **Restart UP. browser**: to empty the contents of the cache memory and create a new session.
- **Exit**: to quit the WAP application and return to idle mode.
- Long press on **⊕** pops up the alert inbox,
- long press on **1 of 10** to **⊕ WYZ** requests the page bookmarked by **Mark site** (subscription dependent).

Favourites



Allows you to store direct links to your favourite WAP pages.

Favourites

- 1 Select **Favourites** and press **OK**, then move **▲** or **●** to select **<New>**.
- 2 Enter the name of the WAP page of your choice (e.g. "Philips") and press **OK**.
- 3 Then enter the URL address of the homepage (e.g. <http://wap.pcc.philips.com>) and press **OK** to store it.
- 4 Entering this menu again allows you to **Delete**, **Goto** or **Change** this Favourite.

Last page



Last page

Allows you to access the last pages browsed without reconnecting to online services.

Settings



Settings

Allows you to customize the way the pages are displayed on your phone (gain space on the screen, speed up display, etc.).

Images



Images

To activate or deactivate the downloading of images attached to WAP pages. Deactivating this function speeds up the global downloading time of the pages browsed.

Status icons



Status icons

To activate or deactivate the header display. Deactivating this function allows you to gain an extra line of text on your screen.

Empty cache



Empty cache

To empty an area of the memory where the pages browsed during an WAP session are stored.

Access



Access

Three WAP profiles are now available, which allow you to personalize three different WAP accesses. If your phone was pre-configured, it shouldn't be necessary for you to change the connection access settings. Nevertheless, depending on your subscription, you may configure the parameters described further.



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

Show



Show

Allows you to visualize all parameters of the selected WAP profile (Gateway IP Address, Homepage address, phone number, etc.)

Activate



Activate

Allows you to activate one of the three WAP profiles. It then becomes the default profile and is automatically used for connection when pressing the  key.

Change



Change

Allows you to change the parameters of the WAP profiles as described below.



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



- **Gateway**
Allows you to enter the IP address for the gateway: select **Gateway** and press **OK**, then enter the IP Address and press **OK**.

- **Port**
Allows you to enter the Port number of the gateway (subscription dependent): 9203 for a secure connection; 9201 for a non-secure connection.



- **Homepage**
Allows you to enter the WAP address of the homepage, the first page displayed when accessing the WAP services.
Select **Homepage** and press **OK**. Then enter the URL address of the homepage (e.g. www.philips.com) and press **OK**.



- **Phone Number**
Allows you to enter the phone number needed to establish a connection with your WAP Service Provider (ISP). Select **Phone numbers** and press **OK**, then moving **▲** or **●** to select:
 - **ISDN Nber** to enter an ISDN ISP number, **OR**
 - **Analogic Nber** to enter an analogic number, then press **OK**.

Enter the "+" sign followed by the number provided by your operator and press **OK**.

 *Only enter one number in one of the two fields.*

- **Inactivity time**
Allows you to enter an inactivity time period after which the phone automatically ends the WAP session (if a connection was in progress) and returns to idle screen. Select **Inactivity time** and press **OK**, then enter a value (expressed in second) of over 30 s. and press **OK**.



- **Login**
Allows you to enter the login needed. Select **Login** and press **OK**, then enter the appropriate login and press **OK**.



- **Password**
Allows you to enter the password needed. Select **Password** and press **OK**, then enter the appropriate password and press **OK**.



8 • Other operator services

Introduction

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

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

Operator Services

Service numbers

WAP

Access Settings

Help

Launch

Settings

Services +

GSM strings

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

• Example n° 1

Press    , then , to activate the Call Waiting service.

• Example n° 2

Press     , then , to know if the mobile identification has been sent.

• Example n° 3

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

• Example n° 4

Press    , then , to activate the feature call forward if unreachable.

 *Contact your network operator for detailed information on GSM strings.*

Query a voice server, voice mailbox, messaging service, etc. (DTMF tones)

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

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

Pause and wait characters

To obtain a pause or wait character, press and hold . The display shows **w** for a wait and **p** for a pause. The phone always interprets the first pause character as a wait character. When you dial a number containing a wait character, your phone dials the first part (the phone number) and then waits for the call to be connected before sending the rest of the digits as DTMF tones. Any subsequent pause character is an ordinary pause that generates a delay of 2.5 seconds.

Interrogating your answering machine (example)

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

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

Making a second call



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

- 1 While already on the phone, dial a number then press . The first call is placed on hold and the number is displayed at the bottom of the screen. The second number is then dialled.

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



Notes:

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

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

Answering a second call



You are able to receive another call when already in communication (if this feature is available with your subscription). When you receive a second call the phone emits an alert beep and the screen displays **Call waiting**.



Warning! To receive a second call, you must have:

- subscribed to this feature,
- deactivated the **Call forward** option for voice calls (see page 30),
- activated the **Call waiting** option (see page 31).

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

- accept the second call: the first one is put on hold, the second one is active.

If you want to toggle between the two calls, press **OK** then select **Switch calls**.

Each time you toggle from one call to another, the active call is put on hold and the call which was on hold is then activated. To introduce the new correspondent into a conference press **OK** and select **Conference**.

- reject the second call
- end the active call, then your incoming call is ringing.



Notes:

- If you also wish to answer the incoming call, press **☎**; to reject it, press **☎**.
- If you have activated call forwarding 'If Busy' (see "Call forward" page 30), you will never receive second calls since they are always forwarded when the line is busy.



Answering a third call (Subscription dependent)

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

Conference Call (Subscription dependent)



You can activate the conference call by making consecutive outgoing calls, or create it from a multiparty call context. You may have up to five members at the same time and end the conference with . At this point all calls are disconnected.

In order to make consecutive outgoing calls, first initiate a normal call with the first number of the conference. When the first member is on line, initiate a second call as described in “Making a second call” above. When the second call is engaged, press **OK** and select **Conference**. Repeat the above process until five members are connected.

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

Explicit Call Transfer (Subscription dependent)

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

 *This feature is different from the Call forward, which takes place before you pick up the call (see page 30).*

In-call symbols

During calls, the following symbols can be displayed:



Mute



Incoming call



Call underway



Active call placed
on hold



Outgoing call

9 • Games

Introduction



Your mobile phone features a game engine that allows you to download games from the network and play them directly on your phone. You may have the opportunity to send your score to the network via a SMS and participate to interactive contests.

 *This feature and all related issues (list of available games, price, downloading conditions, rules, etc.) depend on your subscription: please check with your operator for all detailed information.*

EXTRAS

- Games
 - Play
 - Wall Breaker
 - [Downloaded game if any]
 - Catalogue
 - News
 - Settings
 - Nickname
 - Sound
 - Vibrations
 - Instructions



Pressing and holding the  key will give you direct access to the Games menu.

Wall Breaker

This game consists in breaking a complete set of bricks with a ball and a pad. When you have destroyed the last brick, you access the next level. This game is delivered as standard in your mobile phone: you don't have to download it.

 *10 levels are available with the game shipped with your mobile phone. Up to 90 extra levels can be downloaded via SMS from the network.*

Rules and scoring

Game principle

You start with three attempts. You lose a life each time the ball bounces on the floor instead of on the racket. The game is over once you have lost all lives. Two difficulty levels are available: **Beginner** and **Expert**.

Bricks are of several kinds: some of them can be destroyed at first hit, others must be hit twice, and a third kind is never destroyed, no matter how many times they are hit. As you gain levels and as time goes on, the ball will speed up.

Bonus

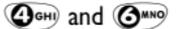
During the games, some bonuses fall from the one-hit bricks and destroy them at once. Each of the 7 bonuses available is identified by a specific letter in the bottom right part of the screen:

P	A projectile springs out of the pad.
G	The ball sticks to the pad. Press  to release it.
L	The pad shrinks.
M	The ball splits in 3.
S	The ball slows down.
I	One extra life!
N	Goes directly to the next level.

Scoring

Scoring is based on two items: bricks and bonuses. Each brick destroyed scores 5 points. When you destroy several bricks at once, the first one scores 5 points, the second one 6 points, the third one 7 points, etc. Scoring is reinitialized as soon as the ball touches the pad. Each bonus caught scores 20 points.

Keys used

	To move left or right
	To release and shoot

Main menu

The following items are available from the main menu of Wall Breaker:

Play	Select a level and launch the game.	Scores	To display highest scores.
Instructions	To learn how to play.	Quit	To quit the game.
Options	To select the Difficulty level , the Control keys , Download new levels or Retrieve extensions .		

Other games

Many other games are available and can be downloaded from the network.

 *The language used in each game depends on the server from which the download is performed.*

To download a game:

- 1 Press **OK** or  and select **Extras > Games**. The welcome screen appears.
- 2 From the main menu, select **Catalogue** and press **OK**.
- 3 Follow the instructions appearing on the screen and press **OK** to confirm your choice. A downloading screen will appear, asking you to wait for the game to be retrieved.
- 4 To cancel the download, press and hold the **C** key (this will also hang up).
-  *Warning! If you cancel the download of a game while the transfer already took place, the previously downloaded game will be erased.*
- 5 Back to the main menu, select **Settings** to configure the game settings (sound, vibrations) and change your nickname if needed. The usual phone settings will be restored when quitting the **Games** menu.
-  *When playing a game, its settings have priority over your phone's: i.e., the sounds of the game will be played even if you activated the **Silent** option on your mobile phone. To deactivate the game's sounds, first configure its settings before playing it.*
- 6 Select the game of your choice, then select **Play** and press **OK** to play.
-  *Hotkeys and Voice commands can be set to quickly access the **Games** menu.*
- 7 As soon as you play the game, menus and keys change to fit each game: check the **Instructions** when available to learn how to play. The vibrator might also be

used in some game situations and the backlight will always be **On**, unless you set it to **Off**.

- 8 A game is saved in your mobile phone until you download another one that will replace it. When willing to play a game previously downloaded, simply select it in the catalogue. You can retrieve the previously downloaded extensions by sending a SMS. To do so, select **Option**, then **Retrieve**.
-  *Incoming calls have priority over the game: when receiving a call you can accept it or reject it. You go back to the game when rejecting it. When accepting it, your mobile phone automatically quits the game and switches to call context.*

SMS interactions

Depending on the type of game you downloaded, you might be prompted to send to the network some SMS including your score, the level reached, etc. SMS are charged at your operator's charge rate. Select **Extras > Games > Instructions** for detailed description of this option, and contact your operator for information on rates.

-  *You must have set your nickname in order to participate to interactive contests.*

Precautions



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

- Keep your phone in a safe place and keep it out of small children's reach.
- Avoid writing down your PIN code. Try to remember it instead.
- Switch off the phone and remove the battery if you are going to leave it unused for a long time.
- Use the **Security** menu to change the PIN code after purchasing the phone and to activate call restriction options.



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



Your cellular mobile phone is a **low power radio transmitter and receiver**. When it is operating, it sends and receives radio waves. The radio waves carry your voice or data signal to a base station that is connected to the telephone network. The network controls the power at which the phone transmits. Public concern has been focused for some time on the possible health risks for users of cellular phones. The current research on radio wave technology, including the GSM technology, has been reviewed and safety standards have been drawn up to ensure protection from exposure to radio wave energy. Your cellular telephone **complies with all applicable safety standards** and the Radio Equipment and Telecommunications Terminal Equipment Directive 1999/5/EC.

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

Always switch off your phone



- Before boarding an **aircraft** and or when packing the phone in your luggage.
- In **hospitals**, clinics, other health care centres and anywhere else where you may be in the close vicinity of **medical equipment**.



- If you are a user of a **pacemaker** or **hearing aid**, or expect to use your cellular phone in the immediate vicinity of someone who does, then take the precautionary steps described below.
 - Consult your physician and pacemaker or hearing aid manufacturer to learn whether your particular device is susceptible to cellular phone interference.
 - Carry and hold your cellular phone at safe distance from the implanted pacemaker device and electrode (20 cm is generally accepted as a "safe distance", however it is advisable to check with your physician and pacemaker manufacturer).

Always switch off your phone and do not remove the battery



- In areas with a potentially **explosive atmosphere** (e.g. petrol stations and also areas where the air contains dust particles, such as metal powders).
- In a vehicle transporting flammable products (even if the vehicle is parked) or a vehicle powered by liquefied petroleum gas (LPG), check first that the vehicle complies with the applicable safety rules.
- In areas where you are requested to turn off radio transmitting devices, such as quarries or other areas where blasting operations are in progress.



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

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



- For the optimal and satisfactory operation of the phone you are recommended to use the phone in the normal operating position (when not using in hands-free mode or with a hands-free accessory): place the antenna up over your shoulder while holding the earpiece to your ear.
- For best performance, avoid touching the antenna while a call is in progress.
- Do not expose your phone to extreme temperatures.
- Treat the phone with care. Any misuse will void the International Guarantee.
- Do not immerse the phone in any liquid ; if your phone is damp, switch it off, remove the battery and let them dry during 24hrs before using them again.
- To clean the phone, wipe it with a soft cloth.

- Placing and receiving calls consumes the same amount of battery energy. However, the mobile consumes less energy in idle screen when kept in the same place. When in idle screen and while you are moving, your phone consumes energy to transmit updated location information to the network. Setting the backlight for a shorter period of time as well as avoiding unnecessary navigating in the menus will also help to save the battery's energy for longer phoning and stand-by performances.

Information displayed on the battery



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



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

Do not use your phone with a damaged antenna. If you touch a damaged antenna, you may suffer a minor skin burn. Have a damaged antenna replaced immediately by a qualified technician. Make sure it is replaced with a genuine Philips replacement part.

Do not use your phone while driving



It lowers concentration, which can be dangerous. Adhere to the following guidelines:

- Give your full attention to driving. Pull off the road and park before using the phone.
- Respect the local regulations in countries where you drive and use your GSM phone.
- If you want to use your phone in a vehicle, install the hands-free car kit which is designed for that purpose, still ensuring you give full attention to driving.
- Ensure that your phone and car kit do not block any airbags or other security devices fitted in your car.

- The use of an alarm system to operate a vehicle's light or horn to indicate incoming phone calls is prohibited on public roads in some countries. Check local regulations.

EN 60950 Norm

In case of hot weather or after a prolonged exposure to the sun (e.g., behind a window or a windscreen), the temperature of your phone's casing might increase, especially when featuring a metallic finish. Be very careful in this case when picking up your phone and also avoid using it with an ambient temperature over 40°C.

Environmental care



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

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

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

Troubleshooting

PROBLEM	SOLUTION
The phone does not switch on	Remove and reinstall the battery (see page 5). Then charge the phone until the battery icon has stopped flashing. Finally, unplug from the charger and try to switch the mobile on.
The display shows BLOCKED when you switch on	Somebody tried to use your phone but didn't know the PIN code nor the unblocking code (PUK). Contact your service provider.
The  and  symbols are not displayed	The network connection is lost. Either you are in a radio shadow (in a tunnel or between tall buildings) or you are outside the network coverage area. Try from another place or contact your network operator for assistance or information about the network.
The display doesn't respond (or responds slowly) to key pushes	The display responds more slowly at very low temperatures. This is normal and does not affect the operation of the phone. Take the phone to a warmer place and try again. In other cases please contact your phone supplier.
Your phone doesn't go to idle screen	Press and hold C , or switch off the phone, check that the SIM card and the battery are installed correctly, and switch it on again.
Your phone doesn't display the phone numbers of incoming calls	This feature is network and subscription dependent. If the network doesn't send the caller's number, the phone will display Call I instead. Contact your operator for detailed information on this subject.
You can't send messages	Some networks don't allow message exchanges with other networks. Contact your operator for detailed information on this subject.

<p>When charging the battery, the battery icon shows no bars and the outline is flashing</p>	<p>Only charge the battery in an environment where the temperature does not go below 0°C (32°F) or above 50°C (113°F). In other cases please contact your phone supplier.</p>
<p>You are not sure that you properly receive calls on your mobile</p>	<p>To receive all calls, make sure that none of the features "Conditionnal call forward" or "unconditionnal call forward" is activated (see page 30). This network and subscription dependent feature may display one of the following icons:</p> <ul style="list-style-type: none">  call forward unconditional to number  call forward unconditional to voice mailbox
<p>When attempting to use a feature in the menu, the mobile displays not allowed</p>	<p>Some features are network dependent. They are only available, therefore, if the network or your subscription supports them. Contact your operator for detailed information on this subject.</p>
<p>The display shows SIM failure</p>	<p>Check that the SIM card has been inserted in the right position (see page 4). If the problem remains, your SIM card may be damaged. Contact your operator.</p>
<p>The display shows IMSI failure</p>	<p>This problem is related to your subscription. Contact your operator.</p>
<p>The display shows Insert your SIM card</p>	<p>Check that the SIM card has been inserted in the right position (see page 4). If the problem remains, your SIM card might be damaged. Contact your operator.</p>
<p>Your phone doesn't work well in your car</p>	<p>A car contains many metallic parts that absorb electromagnetic waves which can affect the phone's performances. A car kit is available to provide you with an external antenna and enables you to phone without handling the handset.</p> <p> <i>You should check with local authorities if you are allowed to phone while driving.</i></p>

Glossary

DTMF	Dual Tone Multi Frequency. The tones are transmitted by the phone to the network. Used to interrogate answering machines, transmit codes, etc.
EFR	Enhanced Full Rate. Standard for high quality sound. Your phone will switch on EFR if the GSM network supports this function and asks for it.
FDN	Fixed Dialling Numbers. See also Public Names.
GSM	Global System for Mobile communications. Type of network used by your phone.
GSM 900	GSM standard using 900 MHz frequency band (see “Other operator services” page 53).
GSM 1800	GSM standard using 1800 MHz frequency band (see “Other operator services” page 53). Also called DCS 1800 (Digital Cellular System) or PCN 1800 (Personal Communication Network).
Home network	The network to which you subscribe to.
Home Zone	A particular area within your home network. If this feature is provided by your home network, the home zone symbol is displayed indicated that you are currently within the home zone.
Idle screen	This is the screen displayed after registering to your network, in idle mode.
Local network	The network where you are making a call. This may be your home network or another GSM network.
Multi-call	Two calls are in progress, one active and one on hold.
PIN code	Personal Identification Number. The secret code of the SIM card.
PIN2 code	Secret code that allows you to access certain SIM card dependent features.
Public Names	Function that allows you to restrict dialling to selected numbers.
PUK code	Secret code used to unblock your SIM card if a wrong PIN code is entered 3 times.
PUK2 code	Secret code used to unblock your SIM card if a wrong PIN2 code is entered 3 times.

Roaming	Using your phone in a network other than your home network.
SIM card	Subscriber Identification Module card. The card which allows you to make phone calls with your GSM phone.
SMS	Short Message Service. This service provided by the operator allows you to send and receive short written messages.
T9™ Text Input	Efficient method of text input that requires just one key press per letter.
WAP	Wireless Application Protocol. Global standard that allows you to access Internet-type services provided by operators.

Philips authentic accessories

When performance counts... Philips Authentic Accessories are designed to maximise the performance of your Philips mobile phone.

CHARGERS

Cigarette Lighter Adapter 12-24 V

- Charges the battery while you use your phone.
- Plugs into virtually any vehicle power outlet.

CKLR 12/P - 9911 240 34118



Fast Travel Charger 90-240 V

- Charges your battery in any AC outlet.
- Small enough to carry in a briefcase or handbag.
- Charging time between 75 and 120 minutes, depending on battery type and use.

ACSR 12/P - 9911 240 30042



Taiwan/USA

ACTR 12/P - 9911 240 30043

United Kingdom

ACUB 12/P - 9911 240 30044

Australia

ACAR 12/P - 9911 240 30045

China

ACCR 12/P - 9911 240 30054

HANDS-FREE KITS

Compact car kit

- Designed to operate your Philips mobile phone hands-free, using the built-in speakerphone unit and the mobile's microphone.
- Simply plug the kit into the vehicle auxiliary outlet.
- Easy to use, this compact hands-free solution offers a high audio quality while also charging your mobile.

CKSK 20/P - 9911 240 34306



Deluxe and Xtra Deluxe hands-free headsets

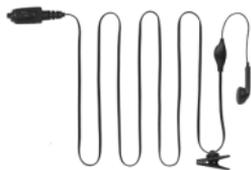
- In-line answer button offers you a simplified alternative to searching for the phone keypad: you answer an incoming call just by pressing the button. In idle mode, a long press activates the voice dial.
- Xtra Deluxe headset is a painted version featuring high quality finish.

Deluxe headset

HSLD 15/P - 9911 241 30024

Xtra Deluxe headset

HSUX 38/P - 9911 241 31006



CARRY CASE

- Protects the phone from nicks and scratches.

Carry case

PBZS 12/P - 9911 240 36047

To maximise the performance of your Philips phone and not void the warranty, always purchase Philips Authentic Accessories that are specially designed for use with your phone. Philips Consumer Communications cannot be held liable for any damage due to use with non authorised accessories. Ask for Philips Authentic Accessories where you purchased your Philips Phone.

Declaration of conformity

We, **Philips Consumer Communications**
of **Route d'Angers**
72081 Le Mans cedex 9
FRANCE

declare under our sole responsibility that the product

TCD 2888 / I
Cellular Mobile Radio GSM 900/GSM 1800
TAC: 350052

to which this declaration relates, is in conformity with the following Standards:

EN 60950 and ETS 300 342-1
CTR's 19/20 and CTR's 31/32

We hereby declare that all essential radio test suites have been carried out and that the above named product is in conformity to all the essential requirements of Directive 1999/5/EC.

The conformity assessment procedure referred to in Article 10(5) and detailed in Annex V of Directive 1999/5/EC has been followed related to articles 3.1 and 3.2 with the involvement of the following Notified Body:

BABT, Claremont House, 34 Molesey Road, Walton-on-Thames, KT12 4RQ, UK

Identification mark: **0168**

The technical documentation relevant to the above equipment will be held at:

Philips Consumer Communications
Route d'Angers
72081 Le Mans cedex 9
FRANCE

Le Mans, July 18, 2001

Kéfi Ben Ali

World Approval and FQA Manager