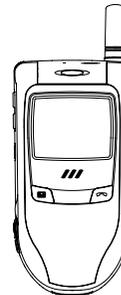


## 1 Warning

- Shut off your mobile phone while flying in an aircraft.
  - Use of mobile phones in an aircraft may endanger its operation due to electric interferences with the aircraft's equipments.
- Refrain from using your mobile phone in hospitals.
- Do not use your mobile phone in places where explosive or flammable liquids are located.
- Do not wipe your mobile phone with solvents or chemicals.
- Avoid excessive vibrations or shocks and store in a safe place when not in use.
- Do not hold or make contact with the antenna during a call.
- Use or storage of your mobile phone in extreme temperatures will lower its performance and shorten the batter's service life.
- Do not use your mobile phone in hot and/or humid places. If your mobile phone gets wet in the rain or has liquid spilt on it, it maybe difficult or not be possible to repair.
- Dismantling your mobile phone may result in your void you from receiving free services.
- Fully charge the battery before use when using your mobile phone for the first time or after leaving it unused for a long period of time.

## 2 What's in the package?

When you open your SG-P100 sales package, you should find the phone itself, a battery, a charger, and this user guide. Depending the purchase location, various accessories may also be included. Contact your retailer if any of the above is missing. Remove the Battery and the SIM card



Phone Body  
(Model No. SG-P100)



Travel AC Charger



Li-ion Battery



User Manual

Ear hands free

3 Before Use

3.1 Battery and SIM Card Installation

• Inserting and Removing the Battery

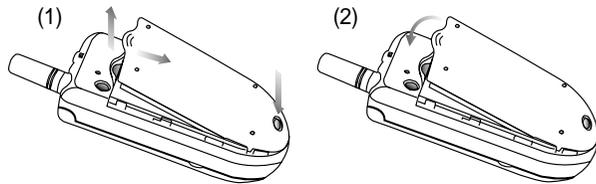
**How to Remove the Battery**

Push the separation button up on the mobile phone in the direction of the arrow (1) and pull the battery out with hand (2).

**How to Insert the Battery**

1. Fit the lower part of the battery in to the groove on the lower part of the mobile phone (1).
2. Press the battery down in the direction of the arrow until you hear a click sound (2).

• Inserting and Removing the SIM Card



<How to Remove the Battery>

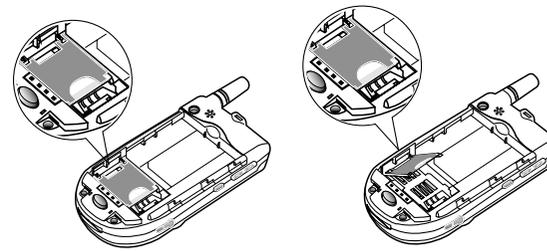
<How to insert the Battery>

**How to Remove the SIM Card**

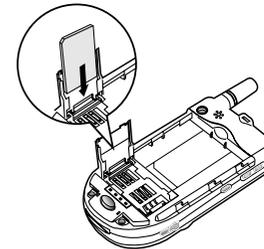
Remove the battery from the phone and push the SIM card separation button up to the right, then the SIM card will come out.

**How to Insert the SIM Card**

Insert the SIM card into the mobile phone and pull the separation button.



<How to Remove the SIM Card>



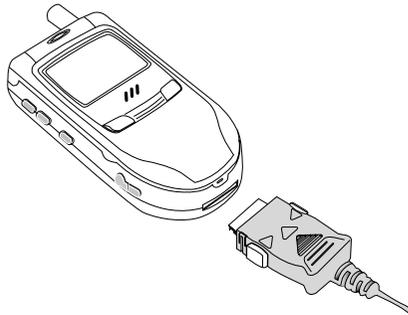
<How to insert the SIM Card>

SG-P100

### 3 Before Use

#### 3.2 Battery Charging

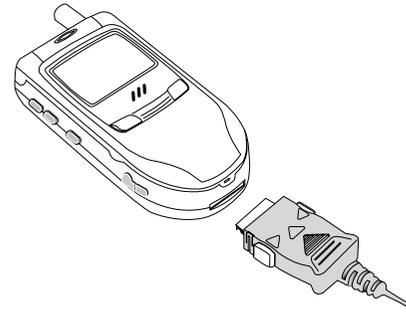
- **Connect the adapter to the bottom of the phone.**
    - Connect the charger to an outlet located at the base of the phone with an "arrow" symbol on pointing towards the display.
    - Connect charger to mains
    - An animation indicates charging in progress.  
When the animation stops, charging is completed.
    - Press release tabs on sides of the charger plug and remove it.
    - Remove from mains by pulling the charger itself (do not pull cord).
- (The mobile phone is powered-on automatically when the charger is plugged-in)



- **Connect the adapter to a standard AC wall outlet.**  
(During charging, the message 'charging' will appear on the screen.)
- **When charging is complete, remove the adapter from the phone by pushing both buttons on sides of the phone.**  
(When charging is complete, the status lamp changes color from red to a fluorescent color.)

Note : Use a designated charger only.

Use of non-approved chargers may result in fire or injury through electrical shock and will void all warranties given on this product.



SG-P100

SEIVON TELECOM

### 3 Before Use

#### 3.3 Battery Charging & Average User Times

- **Battery Charging Time**

Standard Battery : 2 hrs

- **Battery Talk Time and Standby Time**

Status	Kinds	Standard Type
Talk Time		3 hours
Stand-by Time		150 hours

User time is measured based on the standby-time measured in our laboratory.

User time may be shorter depending on the conditions, signal strengths, button operation, and charging method.

**If the battery is totally flat, it may take a few minutes before the charging indication appears on the display or any calls can be made.**

Warning : Before using the phone for the first time, it is important that the battery is fully(for more than 12hours) charged.

#### 3.4 How to Effectively Use the Battery

- **Use a designated charger only.**

Do not use any other chargers as they may damage the battery.

- **Do not place the battery close to firearms or try to dismantle it without qualified assistance.**

Risk of explosion.

- **Do not drop your mobile phone.**

Impact or dropping you're the phone may cause problems with the electric cells within the battery pack and shorten its life.

- **Main body of the mobile phone or the battery has an increased charging efficiency at room temperature.**

- **The mobile phone and the battery have an increased efficiency at 5~45 ℃ .**

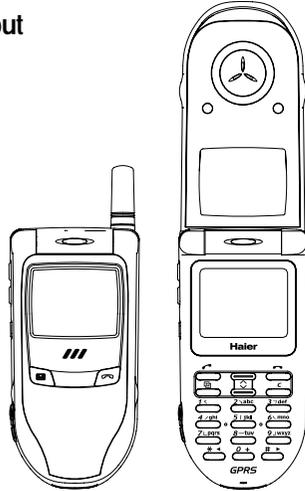
- **Always store the battery at 5~45 ℃ .**

If you leave the battery in a car with the door closed in the summer or in an exceptionally hot or cold place, the battery capacity will be reduced and the service life will be shortened.

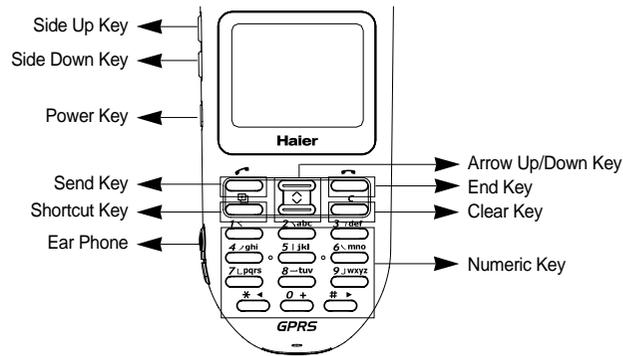
SG-P100

## 4 Your Phone

### 4.1 Phone Layout



### 4.2 Keypad Layout



### 4.3 Key Descriptions

- ◆ Power key is used to power-on & off
- ◆ Send key is used to make calls, to receive incoming calls, or select functions
- ◆ End key is used to quit functions
- ◆ Numeric Keys are used to operate numeric numbers
- ◆ Side up/down keys are used to scroll through the phonebook list or adjust volume and menu list.
- ◆ Clear key is used to delete a character on the editor or move previous menu while surfing through the menu
- ◆ Arrow up/down keys are used for menu surfing or to move a cursor on the editor screen
- ◆ Hash key '#' is used to input hash characters
  - Activate the manner mode by continuously holding down the key
    - Manner mode will be deactivated when the phone is switched off
  - Menu movement on main menu
- ◆ Star key is used to
  - Enter ㄱ character on the editor
  - Activate the phone lock state by continuously holding down the key
  - Menu movement on main menu
- ◆ Shortcut key is used to
  - Add a shortcut menu while surfing on the menu
  - Convert editing mode in editing.
  - Select a operator (+, /, ㄱ, -) on the calculator
  - Detailed list of call history

SG-P100

## 4 Your Phone

### 4.4 Icon Descriptions

#### 4.4.1 Top Line Icons in Idle State

-  Shows Battery Level with via number of bars
-  Shows the signal strengths via number of bars
-  Indicates call forwarding is activated
-  Indicates call is activated
-  Shows when you are registered to a non-home network
-  There is an unchecked text message
-  There is an unchecked voice mail
-  The alarm is set
-  Ring is selected for in-call alert
-  Silent or manner mode
-  Service Unavailable

#### 4.4.2 Icons for Editing

-  iTAP is selected for Editing
-  PINYIN is selected for Editing
-  TAP is selected for Editing
-  Stroke is selected for Editing

#### 4.4.3 Icons on Sub-Menu

-  Shows the activated-sub menu is Phonebook
-  Shows the activated-sub menu is Tool
-  Shows the activated-sub menu is Phone-Setup
-  Shows the activated-sub menu is Message
-  Shows activated-sub menu is Call Service
-  Shows activated-sub menu is SIM Tool Kit

### 4.5 Service Light

The service light is on top center of the phone. It flashes when services are available for the phone

## 5 Getting Started

### 5.1 Power On

When the phone is off and if the user presses the power key for over 2 seconds, the phone will initiate the power up sequence,

#### 5.1.1 Power Up Sequence

The power up sequence is a series of successive states prior to the Idle state. The following subsections describe the states in the order that they occur.

##### ◆ Power on Tone

**A single power up tone will be played when the power key is held long enough to start the beginning of the power up sequence**

##### ◆ LED and Backlight

**If the power is on, the LED and the backlight will be turned on accordingly.**

##### ◆ Start Up Greeting

#### 5.1.1.1 Insert the SIM Mode

If no SIM card is present, the phone will play the Insert SIM animation after the start-up greeting is displayed



#### 5.1.1.2 SIM Lock Mode

If the SIM PIN is active at power up, an unlock editor will prompt the user to enter the appropriate unlock code



#### 5.1.1.3 Phone Lock Mode

If the phone lock is active at power up, an Unlock code editor will display an appropriate locked message.



#### 5.1.1.4 Searching for Network

The network search process starts immediately after verifying the SIM lock status and if the phone has not found an appropriate network by this point in the power up sequence, the phone will indicate that it is searching.



SG-P100

## 5 Getting Started

### 5.1.1.5 Registering on to a Network

After a valid network has been found, the phone will attempt to register.



If the registration process is successful, the following display will be shown.



If the registration process is not successful, the following display will be shown.



### 5.2 Powering Off

When the Phone is on, Pressing the power key will prompt the 'Confirm to Quit?' message. Press the Send key then to turn the power off.

#### 5.2.1 Power Off Sequence.

When the phone is on and if the user presses the power key for over 2 seconds, the phone will begin the power off sequence. The following subsections describe the steps in this sequence.

- ◆ Call Termination
- ◆ Power Off Confirm Dialog
- ◆ Power Off Tone
- ◆ Power Off Animation the phone will display an animated with eternally sincere service.

SG-P100

## 6 General Operation

### 6.1 Calling

#### 6.1.1 Calling Overview

This section is intended as a brief summary of the modes involved in placing and receiving calls, or entering key sequences to select commands.

##### 6.1.1.1 Placing Calls

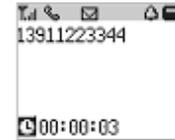
Placing calls consist of the following steps:

###### ■ Number Entry/Retrieval



###### ■ Call Setup (pressing the Send key at Number Entry/Retrieval mode)

###### ■ In-call Mode



###### ■ End Call Mode (pressing end/power key or flip\_close at In-call state)



## 6 General Operation

### 6.1.1.2 Receiving Calls

Receiving calls consist of the following steps:

#### ■ New Call Dialog



#### ■ In-call Mode (pressing send key or flip open at New call dialog)



#### ■ End Call Mode



## 6.2 Number Entry/Retrieval

### 6.2.1 Entering Digits from Idle

The following is a sequence of entering numbers from an idle screen:

- Each new digit is displayed in the lower right position of the working area.
- Pressing OK will instruct the phone to Call Setup and then the phone will attempt to place a call to the number displayed.
- Pressing the Clear key once deletes the digit on the immediate left of the cursor.
- Pressing and holding the Clear key deletes all the digits entered.
- Pressing the End key, Pressing the Power key, or flip closing deletes all the digits entered and transits to Idle mode.
- User can enter 32 digits maximum.
- If inputted digit count is lower than 12 digits, a larger font will be displayed.
- If inputted digit count is greater than 12 digits, a normal font will be displayed.

SG-P100

## 6 General Operation

### 6.2.2 Retrieving Number via Speed Dial

Speed Dial feature allows the user to call any phonebook entry with a minimal number of keys pressed.

- From idle mode, entering # after a 1, 2 or 3 digit number transits user to the view mode of entry. Refer to the matching phonebook chapter to display the list view.
- After finding record in phonebook.
- If there is an entry, user can see found lists.
- If there is none, an error message will be displayed and the phone will return back to the idle screen.
- If user selects one item and presses the send key, the phone will attempt to place a call to the entry selected

### 6.2.3 Retrieving Number from Phonebook/Recent Call List

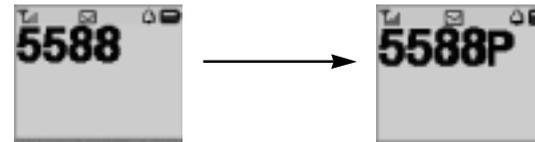
The user may call a number by searching through the Phonebook or Recent Calls Lists and scrolling to the desired entry.

- User can press OK directly in idle mode to access the recent calls list.
- From any list of names, numbers, or messages with associated phone numbers, the user can initiate a call to the corresponding number by pressing the Send (OK) key.
- User can also place a call to a phonebook record (refer to Phonebook chapter)

### 6.2.4 Retrieving Numbers from a Text Message

Message application allows the user to call a number embedded in a text message or a callback number associated with the message. Refer to the Message chapter.

### 6.2.5 Inserting a Pause Character



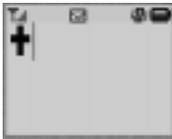
A Pause character can be added to a digit string to create a 3 seconds delay during call setup.

- One or more Pause characters can be added to a single string of digits.
- A Pause character is represented by an upper case P.
- Inserting a Pause Character from Keypad.  
Press and hold the \* key for 1.0 second (\* is displayed for the first 1.0 second) and after 1.0 second, the upper case character P is displayed while \* key is held .  
(Normal keypad tone is played unless feature is set to off)

## 6 General Operation

### 6.2.6 Inserting an International Dialing Prefix

The international dialing prefix (+) allows the user to call from any country without knowing the local international access mode.



User presses and holds the 0 key for 1 second (0 is displayed for first 1 second).

- After 1 second, the international dialing prefix (+) is displayed (normal keypad tone is played unless feature is set to off).

### 6.2.7 Number Entry for Emergency Calling.

- Press Emergency call number (Ex. 112) and then press the Send (OK) key. The phone will attempt to make an emergency call.
- If SIM is damaged or not present (displaying a SIM error condition), the user may still enter an emergency number and press OK.

### 6.3 Call Setup

#### 6.3.1 Emergency Call Setup

A memory location (separate from phonebook entries) dedicated to an emergency phone number must be present. The following call setup rules apply:

- Emergency call set up is allowed if the phone is locked, the keypad is locked, or the SIM is blocked (refer to Security chapter).
- Emergency call set up is allowed if the SIM is not inserted correctly, damaged, or not present.
- The user invokes an emergency call by dialing the emergency number (as if dialing any other number).

#### 6.3.2 Call Setup to Numbers with a Pause

- If the number is displayed during call setup, pause characters are displayed.
- A call setup attempt is made to only the digits that appear before the first pause character.
- Each digit segment after the first pause character is handled in the active call state.

## 6 General Operation

### 6.3.3 Error Conditions

When there is a failure to call, an appropriate error message will be displayed.

If the Auto Redial is set to off, the phone transits to the idle mode after displaying a few error messages.

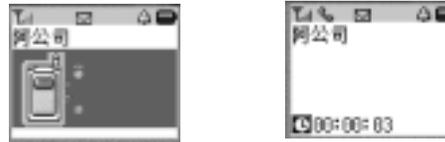
#### 6.3.3.1 Auto Redial

The Auto Redial feature will try to automatically redial the most recent call attempt. The Auto Redial feature can be set to off or prompt. If set to off, the phone will not try to redial the number just failed. If set to Prompt, the phone will prompt user to confirm redialing.

- The maximum number of redial attempts is 10
- If the phone is not within the network coverage (or not registered), auto redial attempts will be stopped and the phone will return to idle mode.
- During auto redial attempts, the user can press the Power key or the End key to stop auto redial and return to idle mode or press the Send (OK) key to call setup.

### 6.4 In-call Mode

#### 6.4.1 Transitioning to an Active Call



##### 6.4.1.1 Transitioning to an Active call with a Pause Character

After a call connects, the digits after the pause character are sent as DTMF tones before transitioning to the Active Call mode.

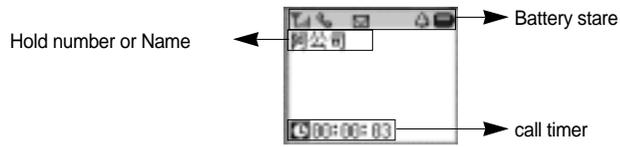
- Each pause character represents a pause of three seconds.
- Multiple pause characters can be used to lengthen the pause period or to separate digit segments.
- All digits after a pause character and before another special character are sent as DTMF tones to the network.
- If there are no digits after a pause character, it is ignored.
- After all digit segments are sent, the phone transitions to the Active Call mode.

SG-P100

## 6 General Operation

### 6.4.2. Active Call

The following figure shows an active call display.

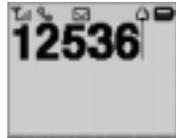


### 6.4.2.1 Active Call Menu

Menu Item	Description	Values
-Call Menu-	Menu Title	None
Phone Book	Transitions to the Phone Book application	None
Swap	To swap between an active call and a call on hold	None
Hold	To hold the current call	None
Retrieve	To retrieve the call from a held number	None
End Call	A call list will be offered for user to terminate selectively. Also user can choose to terminate all.	None
Mute	"Mute" turns off the microphone (phone remains in the Active Call state). Two options, on and off, will be prompted for the user to choose and the current status will be marked.	Action
Join	To make a conference call	None
Private	To split one remote party from the conference as one normal active call.	None
Voice Note	Transitions to the Voice Note application	None
Short Message	Transitions to the Phone Book application.	None

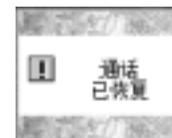
## 6 General Operation

### 6.4.3 Entering Digits During an Active Call



- Digits are entered and an appropriate DTMF tone is sent to the network.
- Pressing the Clear key once deletes the digit on the immediate left of the cur-sor.
- Pressing and holding the Clear key deletes all digits entered and returns to the previous mode.
- Pressing the End key returns to the active call mode.
- Pressing the Power key or Flip-closing makes call end and the phone to go to the idle screen.
- Pressing the arrow keys move the current position backwards or forwards.
- Pressing the Send key will attempt to setup a new call and the previous active call will be held automatically.
- If no keys are pressed for 5 seconds, user-entered digits will be automatically deleted from the display and the phone will return to the active call mode.

### 6.4.4 Placing a call on Hold



- The user can place a call on hold via the Active Call Menu or press Send Key.
- When the call is placed on hold (or removed from hold), two transient notices are displayed before returning to the Active Call or Call on Hold state.

## 6 General Operation

### 6.4.5 Call on Hold

- During a call on hold, the In-Use icon in the status area is on.
- First line displays the on hold icon, together with the party name (if available) or number.
- Pressing the Power key or the End Key or flip closing will transit the idle mode.
- Pressing the OK key will retrieve the call on hold.

### 6.4.6 Entering digits during call on hold

Same as chapter 6.4.3

### 6.4.7 Setting Up another call

With a call in progress the user can place another call using the same number entry/retrieval

This includes:

- Entering digits from a call and pressing Send(OK) key.
- Retrieving a number from the Phonebook.

### 6.4.7.1 Transitioning to Active Call + Call on Hold

The following figure shows an example of transitioning from an active call or call on hold to the Active Call + Call on Hold state by retrieving a number from the phonebook.



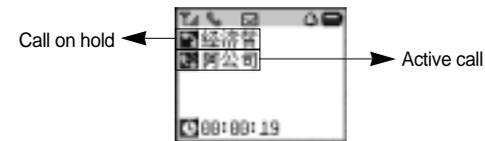
## 6 General Operation

From the Active Call state or Call on Hold state there are several ways of entering/retrieving numbers to dial.

- Entering digits from keypad.
- Retrieving number via Phonebook from the Active Call menu.
- During number entry/retrieval the in use status icon is the only indication a call is in progress.
- When call setup of the second call is initiated, the first call is put on hold automatically (if it isn't on hold yet).
- After connecting the second call, the first call is on hold and the second call is active.

### 6.4.8 Active Call + Call on Hold

In the Active Call + Call Hold state, information about each call and its status is displayed at the same time. The following figure shows an example of an active call + call on hold display.



- End the active call one by one pressing Send key will switch the active call and the call on hold.
- Pressing End key goes to end the current active call and retrieve the call on hold out.
- Pressing Power key or Flip close end all calls and the goes to idle state.

## 6 General Operation

### 6.4.9 Switching between calls

The following figure shows an example of switching between an active call and a call on hold.



### 6.4.10 Muting a call

Mute can be selected from in-call state.

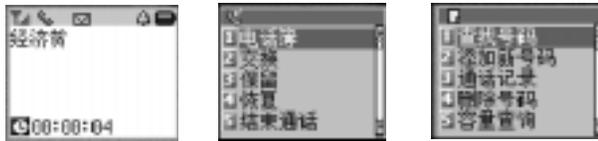


When "Mute" is selected from the In-Call menu, the default highlight will be current setting. The default setting is Off.

SG-P100

## 6 General Operation

### 6.4.11 Accessing phonebook during call



While in the Phonebook, the display will show the Phonebook Menu, and there will be no icons to show that the call is still in progress.

### 6.4.12 Linking Calls into a Conference Call

The following figure shows an example of linking an active call and a call on hold together and transitioning to the active call mode as a conference call.



- After linking, the phone transits to the active call mode as a conference call.
- A conference call is treated as a single active call but all parties can speak to each other simultaneously.

SG-P100

## 6 General Operation

### 6.4.13 Setting Up a Private Call from a Conference

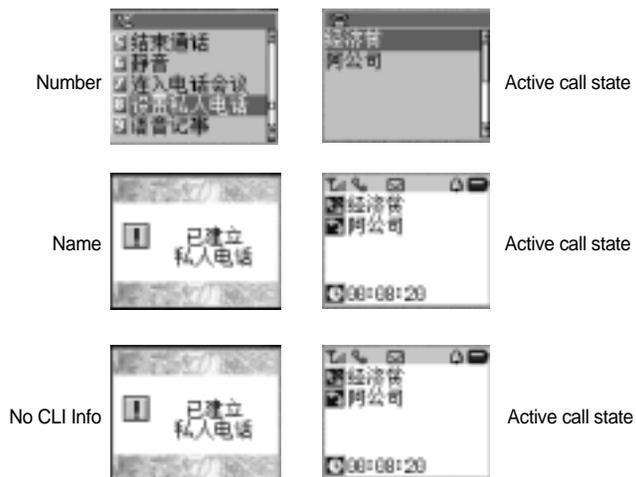
In a conference call, selecting "Private" from the context-sensitive menu allows the user to select a member of the conference call to have a private conversation with.



- After selecting "Private" from the In-Call menu, the user is shown a list of members of the conference from which to select for a private call.
- After selecting a member of the conference call, the selected member transitions to the Active Call mode as a single common call; the remaining members are put on hold as a single common call and the conference is automatically terminated.

### 6.5 Receiving Calls

#### 6.5.1 Receiving Call Display



## 6 General Operation

### 6.5.2 New Call Display

When a new call arrives, the phone activates:

- An audible or vibration alert (if not in SILENT mode) is activated if not currently in a call or an in-call tone.
- LED flashes green then red repeatedly.
- A new call dialog display appears.



- A New Call dialog will occur in any mode except the Active Call+Call on Hold mode (provided the phone is in service and all phone/network parameters are set to allow for an incoming call).
- Only one New Call dialog can occur at a time.
- Pressing the Power key or the End key or flip-closing (if flip is open) will end the call and not forward it to voicemail or any other designated number.
- Pressing OK will transit to the In-Call mode.
- Numeric and none dedicated key presses are ignored until the New Call dialog is acknowledged.

### 6.5.2.1 Receiving a Call with a Restricted CLI

A restricted call dialog will follow the same rules as a new call dialog with the CLI information except Line 1 displays "Anonymous" to indicate that the CLI information is restricted.

### 6.5.2.2 Call Waiting

When receiving a call waiting indication, the following rules apply:



Pressing the End key to select an end of current Active Call or the Waiting Call.

Pressing Send key to transmit to an Active Call+Call in Hold mode.

## 6 General Operation

### 6.5.3 Answering a Voice Call

Normally, pressing OK can answer an incoming call. If the user turns the Auto Answer feature on however, an incoming call will be answered automatically after one cycle.

### 6.5.4 Receiving Calls While the Phone is Locked

If the phone is electronically locked, it will still receive incoming calls. To answer an incoming call, the user must enter the phone unlock code first.

### 6.5.5 Receiving Calls While the SIM is Locked

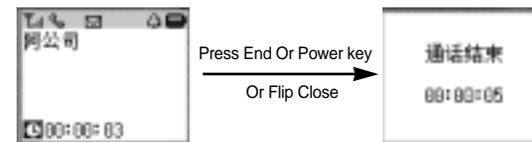
If SIM is electronically locked, the phone will not receive incoming calls. Unlocking the SIM will allow the phone to make a registration attempt.

### 6.5.6 Receiving Calls with Call Barring

Receiving incoming calls may be affected by the call barring settings.

### 6.6 Ending calls

From the In-Call mode, there are a number of ways to end a call. The following figures shows an example of the End Call mode.



#### 6.6.1 Ending Call Mode

##### 6.6.1.1 Ending an Active Call or Call on Hold

From the Active Call mode or the Call on Hold mode, the following actions will transit to the End Call mode:

- Pressing the Power key.
- Network termination of the call.

(Other party ends the call or a network problem causes the call to end)

## 6 General Operation

### 6.6.1.2 Ending Calls in Call Waiting

When in Call Waiting mode, pressing the End key will bring up a dialog to ask the user to end the waiting or active call.

If user selects End waiting, goes to call mode.

If user selects End Active, ends the active call and then attempts to wait call.

### 6.6.1.3 Ending an Active Call and a Call on Hold

From the Active Call+Call on Hold mode, the following actions will transit to the End Call mode.

Both calls will end by:

- Network termination of both calls (other parties end the calls or a network problem causes the calls to end).

For the call on hold:

- Pressing the End key ends the active call and the call on hold becomes active.
- Network termination of the active call (other party ends the call or a network problem causes the call to end).

For the active call:

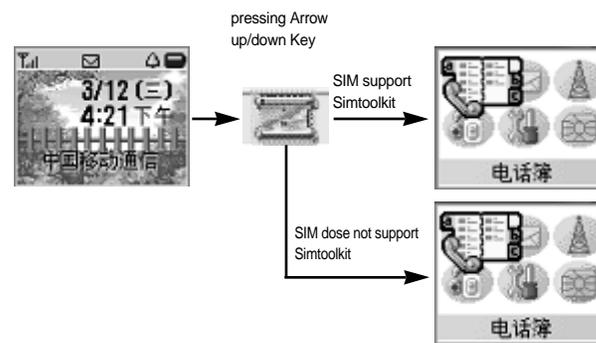
- Network termination of the call on hold (other party ends the call or a network problem causes the call to end).

## 7 Main Menu

### 7.1 Accessing the Main Menu

The Main Menu is accessed from the phone's idle screen by pressing the up arrow key or down arrow key

As shown in the following figure:



### 7.2 Base Menu Structure

The base menu structure is outlined in Table 8-2. Certain items in the menu are classified as ISM (Item Select Mode); others are not.

## 7 Main Menu

Main Menu				
Phone Book	Message	Call Service	Phone Setup	Tools
Find Record	Inbox (ISM)	Call Divert	Alert Setting	Alarm
Send *	Delete *	All Calls(ISM)	Volume(ISM)	Set Time
Edit*	Edit*	Activate *	Ring Volume *	Calendar
View Detail *	Reply *	Cancel *	Speaker Volume *	Select Date*
Delete *	Send*	Status *	Alert Type(ISM)	Calculator
Add Record	Return Call *	Divert Detail(ISM)	Voice Call *	Game
Recent Calls	Store Number *	If Busy(ISM)	Message *	SlotMachine(ISM)
Dialed(ISM)	Delete All *	Active *	Voice Mail *	New *
Send*	New Message	Cancel *	Keypad Tone	Help *
View Detail *	Outbox (ISM)	Status *	Backlight Setting	BlackJack(ISM)
Save *	Delete *	If No Reply(ISM)	Auto Redial	New *
Received(ISM)	Edit*	Active *	Network	Help *
Send*	Send *	Cancel *	Change Band	VoiceNotes
View Detail *	Voice Mail(ISM)	Status *	Setting	Record
Save *	Cell Broadcast	If Unavailable(ISM)	Reg. Preferences(ISM)	View List
Missed(ISM)	Inbox (ISM)	Active *	Freq. Of Search	Delete All
Send *	Delete *	Cancel *	Prefer(ISM)	Memory
View Detail *	Send*	Status *	Add to List(ISM)	
Save *	Call Back *	Cancel All	From Available *	
Call Times(ISM)	Delete All *	Call Barring	From Known *	
Last Call *	Active Channels(ISM)	All Outgoing(ISM)	Add New *	
All Calls *	Add*	Activate *	Show List(ISM)	
Reset *	Delete *	Cancel *	Move *	
Delete All(ISM)	Delete All *	Status *	Delete *	
Dialed *	Languages	Outgoing Int*1(ISM)	New	
Received *	Setting	Activate *	Security	
Missed *	Settings	Cancel *	Phone Lock(ISM)	
All Calls *	Voice Mail *	Status *	Auto Lock *	
Delete	Service Center *	All Incoming(ISM)	Lock Now *	
By Name	Valid Period *	Activate *	Change Lock Code *	
All		Cancel *	SIM PIN(ISM)	
Memory		Status *	Set SIM PIN *	
SIM Capacity		Cancel All	Change SIM PIN *	
Phone Capacity		Call Waiting		
Service Center		Internet	Restore	
My Number		Surfing	Screen Setting	
Add*		Setup(ISM)	Phone Line (ISM)	
Edit*		Proxy *	Language	
Delete *		Cache Start-Up *	Audible Timer	

## 8 Phonebook

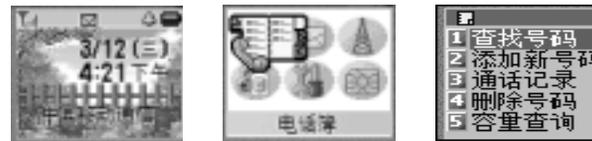
Phonebook allows the user to save frequently used names and numbers. These Phonebook records can be sorted by name. The user can press side keys in idle mode to go to Phonebook List View directly. User can also go to Phonebook via the Main Menu to view, call, and manage these records

### 8.1 Accessing Phonebook

The Phonebook application can be accessed in two ways: One is by pressing side key in idle mode and the other is by menu operation.

Upon entering the Phonebook by menu, the user will see the Phonebook's sub Menu.

Upon entering the Phonebook by pressing side keys, the user will see the List View of the Records



## 8 Phonebook

### 8.2 List View

The Phonebook List View presents a list of records saved. Dialing, editing, viewing details, and deleting of individual record can be done from the List View. Upon finding a record in the Phonebook, the phone will present this view on the screen



- Send (OK) key goes to List View menu if in menu, or places the relevant number if enter list by pressing side key in idle mode
- Up/Down Arrow keys allow the user to step through the list of records
- Clear key returns back to phonebook menu
- End key or Power key or flip close returns back to the idle mode or the in-call mode

#### 8.2.1 Sorted by Name

- Names are sorted alphabetically for Latin-based languages. For languages based on characters such as Chinese, the sorting method is based on Pin Yin.
- Pressing a NUMERIC KEY will activate the Find Record Editor

### 8.3 Detailed View

The Detailed View in the Phonebook shows all of the details of each record including the name, number, and location number. In this view mode, only calling is available for the record being viewed.

**User can show the detailed view as pressed Shortcut key.**



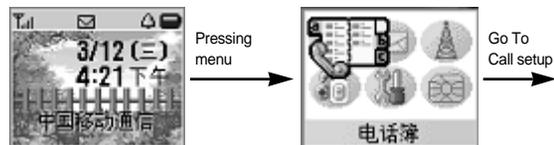
### 8.4 Phonebook Menu

Menu Item	Description
Find Record	to find a record in the phonebook
Add Record	to add a new record into the phonebook
Recent Calls	the Recent Call related feature
Delete	to delete one or all the records in the phonebook
Memory	to check the phonebook and sim capacity
Service center	
My Number	to view/edit/add/delete my own telephone number

## 8 Phonebook

### 8.5 Calling Records

The user can call records in the Phonebook from either the List View or the Detailed View. In List View, the user pressing OK goes to List View Menu then highlighting Send and pressing OK will place a call to the current record. In Detailed View, the user pressing OK directly goes to Call Setup mode to attempt to place a call to the current record.



### 8.6 Find Record

Menu Item	Description
Send	to place a call for the current record
Edit	to edit the current record
View Detail	To view the current record's detail information
Delete	to delete current record

### 8.7 Add Record

To save a record in the Phonebook, the user can do one of the following:

- In the Phonebook Menu, scroll to Add Record and press OK.
- If available, select Save from another application's context-sensitive menu to save a selected number, such as in Recent Call or Message.

Performing one of the above actions brings up a new Record Editor.

When saving new records, user can select the memory (Phone or SIM)

### 8.8 Recent Calls



#### 8.8.1 Missed Calls

When the phone receives a call but it is not answered, a New Missed Call reminder will be displayed. New Missed Call reminder informs the user of the number of missed calls. User can see how many new numbers in the unanswered calls by pressing OK key or dismiss the reminder to resume the previous task by pressing the End key or the Power key.

## 8 Phonebook

### 8.8.2 Accessing Recent Calls

The Recent Calls application provides the user with a view of the recent call activities including Dialed calls, Received calls, Missed calls, Call Times, and Delete All Calls



#### 8.8.2.1 Recent Call Menu

Menu Item	Description
Dialed	Displays call list of the most recently dialed calls
Received	Displays call list of the most recently received calls
Missed	Displays call list of the most recently missed calls
Call Times	Displays times of last call or all calls times or resets the
Delete All	Deletes the records of dialed calls, received calls, missed calls, or all the calls

### 8.9 Delet

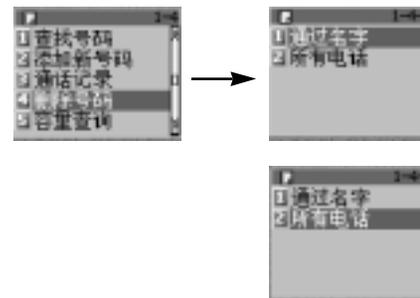
Deleting allows the user to remove unwanted records from the Phonebook. To delete a record, the user can do one of the following:

- Select Delete from the Phonebook Menu and then delete by Name or All.
- Scroll to the desired record and select Delete from the context-sensitive Menu in the List View.

If deleting an individual record, there will have no confirmation to the user but when selecting to delete all, there will always be a confirmation to the user.

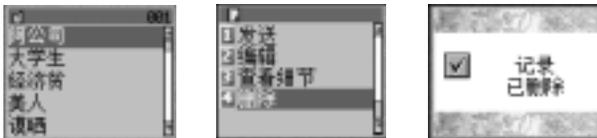
After deleting, there will be an acknowledgment message to the user and then the phone will return to the previous menu.

#### 8.9.1 Deleting Records via Phonebook Menu



## 8 Phonebook

### 8.9.2 Deleting Records in List View



### 8.10 Memory

#### 8.10.1 memory Sub-menu

Menu Item	Description
Phone Capacity	Check the capacity in phone memory
SIM Capacity	Check the capacity in SIM memory

### 8.10.2 Checking Phone Capacity

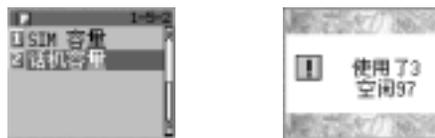
The user is able to view the amount of memory used and remaining in the Phone and SIM card memory.

#### 8.10.2.1 Checking SIM Card Capacity



When checking SIM capacity, the screen will present how many locations have been used and how many locations are free in the SIM memory

#### 8.10.2.2 Checking Phone Card Capacity

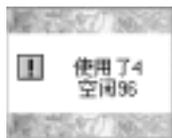
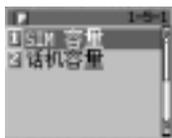


When checking Phone Capacity, the screen will present how many locations have been used and how many locations are free in the Phone memory

## 8 Phonebook

### 8.11 Service Centers

The phone supports 34 Service Center Numbers of Haier so the user can call by selected service center regions.



### 8.12 My Number

The phone can support dual lines, so the SIM inserted into the phone can be identified with two user names and two telephone numbers. This section explains how to enter/edit/delete the phone's numbers and user identity by use of the My Number Editor in the Phonebook sub-menu.

Menu Item	Description
Add	Add a new My Number
Edit	Edit the My Number
Delete	Delete the My Number

## 9 Message

### 9.1 Message Accessing

The user can enter the message application from the main menu.



## 9 Message

### 9.1.1 Messaging Menu

After selecting the Messaging function, the Message menu will be prompted for the user to select various operations.

Menu Item	Description	Values
Inbox	The folder to store all the received messages, a set of options are provided for the user to take action: Delete, Edit, Reply, Send etc.	Actions
New Message	New message editor, the user can choose to save or send the message	Actions
Outbox	To store all saved messages, following options are offered: Delete, Edit, Send, and etc.	Actions
Voice Mail	To connect voice mail center	Actions
Cell Broadcast	To manage information messages and set the configuration of cell broadcast.	Actions
Settings	To set voice mail num-ber, service center, and valid period etc	Actions

### 9.2 New Message Reminder

When a new message arrives, the messaging application activates:

- the new message icon
- an audible or vibrate alert
- a new message reminder



In the calling state, only the icons and alerts will be available but after the calling the reminder notice will also be displayed. The reminder display remains until the user acknowledges it. The End key and the Power key presses or Flip close (If Flip is open) dismisses the reminder.

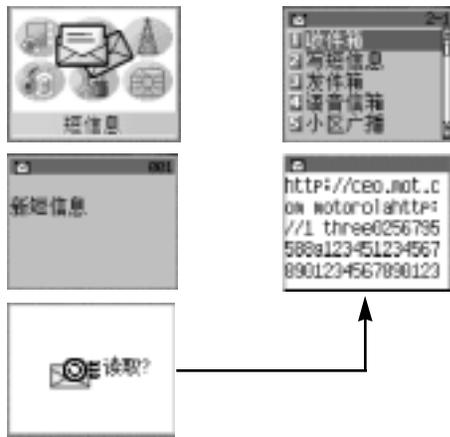
## 9 Message

### 9.3 Inbox

Message inbox allows the user to access and manage received messages.

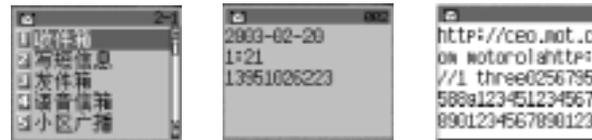
#### 9.3.1 Accessing Inbox

The inbox is accessed by selecting Inbox from the message menu or by pressing OK when a new message reminder appears. It displays the message status, received date and time, sender's number, and the message content. The user can also manage messages such as editing, deleting, replying, returning call, saving number, and deleting all.



#### 9.3.2 Inbox List

Inbox list is used to display information regarding the messages in the inbox. It includes message index, receiving date and time, and sender's number.

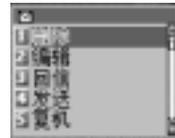


If the user selects inbox, then a list of messages appear. Each list item includes message icon, message index, message received date and time, and the sender's number. If there are no other messages, one notice with the content 'No Message' will appear to indicate the case.

- The list is sorted chronologically: the latest received message at top and the oldest received message at the bottom.
- If the message is a new (unread), received date and time and sender's number will be replaced by 'New Message'.
- The user can see the next or previous message by using the arrow keys.
- The user can see the content of the current selected message item by pressing the OK key.

## 9 Message

### 9.3.3 Message Content Read Screen



- If the message content is longer than one screen, then the user can see the remaining content by using the arrow keys.
- The user can go to sub-menu of the inbox by pressing the OK key.

### 9.3.4 Inbox Sub Menu

#### 9.3.4.1 Delete

The user can delete a single message in the inbox by selecting delete.

- If no message is remaining after deleting, a notice with content 'No Message' will appear.
- If a message in the middle of the inbox list is deleted, all of the messages that were less recent than that deleted message are re-numbered.

#### 9.3.4.2 Edit

The user can edit contents of the selected message by selecting edit.

- After selecting edit, then one message editor with the content of the current selected message as the initial content will appear. The user can edit this message.
- The cursor locates at the end of the current message.
- After the 'Message Sent' or 'Sent Failed' notice times out, the phone returns to the previous menu mode.

#### 9.3.4.3 Replay

The user can reply to the message sender by selecting reply.

- After the user selecting reply, one message editor with the content of the current selected message as the initial content will appear. The user can edit this message.
- After completing message editing, the user can send it by pressing the OK key.
- After the 'Message Sent' or 'Sent Failed' notice times out, the phone returns to the previous menu mode.

## 9 Message

### 9.3.4.4 Send

The user can send current selected message to another person by pressing send.

- After selecting Send, a list of number input method will be provided for the user to enter the destination number.
- After the user inputs a phone number and presses the OK key, one 'Message sending' notice would appear to indicate this case. If the message has been sent successfully, a notice with the content 'Message Sent' will appear but otherwise, a notice with the content 'Sent Failed' will appear.
- After the notice times out, the phone returns to the previous menu mode.

### 9.3.4.5 Return Call

The user can place a call to the message sender by selecting the return call option

- After the user selects a return call, a list with the embedded numbers will be provided for the user to choose from. This list is arranged in this order: first is the original number, second is the call back number, and last is the embedded number.
- After the user chooses one number, then a new call with the selected number will be placed.
- When the call is placed, normal call setup procedures apply. After ending the phone call, the phone will return to the idle mode.

### 9.3.4.6 Store Number

The user can store numbers embedded in the inbox message into the phone book

- After the user selects the store number option, a list with the original number, call back number, and embedded number will be provided for the user to choose from.
- When searching for numbers in the message, the phone seeks number strings that contain 5 consecutive digits
- After the user chooses one of the embedded numbers, one normal add record procedure will be provided for the user to add a new record with the selected embedded number as the default number field.
- When completed, the phone will return to its previous mode.

### 9.3.4.7 Delete All

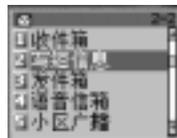
The user can delete all the inbox list items by selecting the delete all option.

- Selecting the Delete All option will display a confirmation dialog to confirm whether the user really wishes to delete all the list items or not.
- The user can select to delete all the list items by pressing the OK key or cancel this action by pressing the End or Clear key and return to the previous mode.
- After the 'All Deleted' notice times out, the phone returns to the previous message menu.

## 9 Message

### 9.4 New Message Editor

The user can access the new message menu to edit a new message. An editor form will be provided for the user when he/she writes Messages in the editor. After editing, the user can select to send the message or store it into Outgoing Messages. The user must input the call number when selection is confirmed.



- When the user chooses to send the message, a number must be inputted. After this number has been inputted and confirmed, a notice form will be provided to indicate that the message is being sent.
- When the user chooses to store the message, then a number will be inputted where he/she wants to send the message. After completing, the message will be stored into Outgoing Messages.
- After sending or saving new messages, 2 second timeout will return to previous message editor mode.

### 9.5 How to use Text Messaging

The user can use four input modes as follows:

- iTap ( ①Ab )
- Tap ( ②Ab )
- PinYin ( ③4B )
- Stroke ( ④+ )

How to select input mode.

Select a Shortcut Key  
In Editing Mode



- To change text input mode, press the Short-Cut Key after entering the Edit Screen.
- The user can move the position by pressing the Arrow keys.
- i Tap and Tap support English Characters.
- PinYin and Stroke support Chinese Characters.
- The user can accept selected input mode by pressing the OK key and then go to the previous mode.

SG-P100

9 Message

9.5.1 Tap English Mode

- '1' ~ '9', '0' Enter characters
- '#' Key change the English mode: Upper case Mode or Lower case Mode
- Press the '1' Key entered a space.
- The following is the key-mapping table.

KEY	Upper Case Mode	Lower Case Mode
1	1 ? ! , @ _ & : " ( ) ' % \$	
2	ABC2	abc2
3	DEF3	def3
4	GHI4	ghi4
5	JKL5	jkl5
6	MNO6	mno6
7	PQRS7	pqrs7
8	TUV8	tuv8
9	WXYZ9	wxyz9
0	+ - 0 x ㄹ / = > < # ;	

9.5.2 iTap English Mode

iTap Mode reduces the key pad pressing count.  
 This mode predicts word usage by one letter per keystroke. The default is lower case mode.

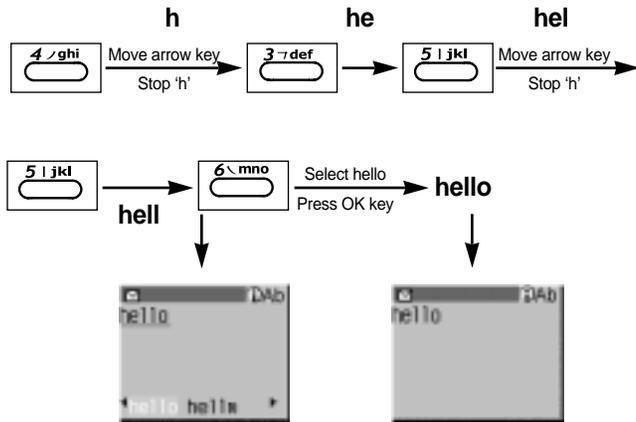
- '1' ~ '9', '0' Enter characters.
- Press '#1' Key entered a space.
- Select the matching word by pressing the OK key.
- '#' Key shift to the next page of the matching word list.
- ㄹ Key shift to the previous page of the matching word list.
- The following is the key-mapping table.

KEY	Mapping Characters
1	1 ? ! , @ _ & : " ( ) ' % \$
2	abc 2
3	def 3
4	ghi 4
5	jkl 5
6	mno 6
7	pqrs 7
8	tuv 8
9	wxyz 9
0	+ - 0 x ㄹ / = > < # ;

9 Message

■ The way to use iTap

If the user presses the following keys, he/she gets a "Hello" word.



If the user writes same words using the Tap mode, then press '4433555555666' keys.

9.5.3 PinYin Chinese Mode

This mode searches for Chinese Characters as Chinese pronunciation change to English.

- '1' ~ '9', '0' Enter characters.
- Enter a space by pressing '#1' Key.
- '#' Key shift to the next page of the matching word list .
- 左 Key shift to the previous page of the matching word list.
- The key mapping table is same to 12.9.1.

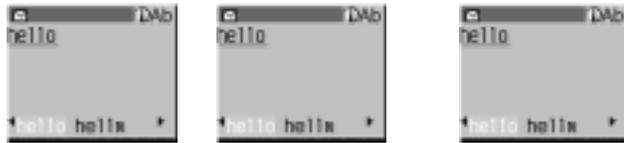
9.5.3.1 The way to use PinYin

1. Type in the English word in Chinese pronunciations.
2. Display the matching Chinese characters list in the last line on the screen.
3. The user can surf the word list by utilizing the arrow keys.
4. Select the word by pressing the OK key.
5. Escape this word list by pressing the Clear key.
6. Repeat 1-5.

## 9 Message

The following is the example.

If user press the following keys , user get a "金" word.



### 9.5.4 Stroke Chinese Mode

This mode searches for Chinese Characters using stroke.

- '1' ~ '9', '0' Enter characters.
- '#' Key shift to the next page of the matching word list.
- ㄱ Key shift to the previous page of the matching word list.
- Select the word by pressing the OK key.
- Escape this word list by pressing the Clear key.
- The following is the key-mapping table.

KEY	Mapping Characters
1	ノ
2	、
3	ㄱ
4	ㄴ
5	一
6	ㄷ
7	ㄹ
8	丨
9	ㄷ
0	+ - 0 x ㄱ / = > < # ;

## 9 Message

### 9.6 Outbox

The Outbox provides a list of messages that will be sent. The user can access and manage these messages by its submenu.



#### 9.6.1 No Messages in Outbox

If the user tries to view the Outbox when it is empty, then the phone will present a notice

#### 9.6.2 Deleting Outbox Messages

If the user selects to delete a message, it can be permanently removed from the Outbox.

#### 9.6.3 Editing Outbox Messages

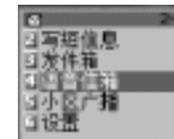
The user can edit currently selected Outbox message

#### 9.6.4 Sending Outbox Message

The user can send currently selected Outbox Messages by selecting Send from the Outbox Menu.

### 9.7 Voice mail

The Voicemail feature allows the user to access the Voicemail service provided by the network operator. Once a voicemail number is stored, the user can have the phone automatically dial this number through the use of the Message Center or the Main Menu. When new Voicemail is stored for a user on the network, there will be notification message form network. The first will only indicate to the user that new Voicemail exists.



9 Message

9.8 Cell Broadcast



9.8.1 Cell Broadcast Menu

After selecting the Cell Broadcast function, the Cell Broadcast menu will be prompted for the user to select various operations.

Menu Item	Description	Values
Inbox	The folder to store all the received cell broadcast messages, a set of options are provided for user to take action: Delete, Send etc.	Message list
Active Channels	Brings up the list of active channels numbers. User can add, delete, and delete all channels.	Channels list
Languages	Determines multiple languages (Max: 5) display for cell broadcast messages.	Languages list
Setting	By setting the value: on or off, the cell broadcast service can be turned on or off. If on, messages from message center can be received, otherwise cannot be received.	On, Off

9.9 Message Setting



Some setup parameters must be established before the user can send or receive messages.

The relevant settings include setting the service center number (for incoming and outgoing messages), setting the voice mail number (for voice mail), and setting the expiration period (for incoming message).

## 9 Message

### 9.9.1 Setting a Voice Mail

The user can set the voice mail number by selecting the voice mail option.



- After the user selects voice mail, a number editor will appear.
  - If the user sets the voice mail number before, then the old voice mail number will be the initial number of the number editor.
  - If the user has not set the voice mail number before, then the number editor is empty.
- The user can edit the voice mail number.
  - The user can add one number by pressing relevant numeric keys.
  - The user can delete one number left of the current cursor by pressing the Clear key.
  - The user can delete all numbers by long-pressing the Clear key.
  - The user can move current cursor by pressing the Arrow keys.
  - The user can accept this editing by pressing the OK key or cancel this editing by pressing the End key and then going to the previous mode.

### 9.9.2 Setting Service Center

The user can set the service center number by selecting the service center option



- After the user selects a service center, a number editor will appear.
  - If the user has set the service center number before, then the old service center number will be the initial number of the number editor.
- Editing rule is the same 12.4.1

### 9.9.3 Setting Valid Period

After the user sets an expiration period after which the network stops attempting to deliver messages by selecting the period option.

- Editing rule is the same 12.4.1
- The range of period times is between 0 to 99 days.

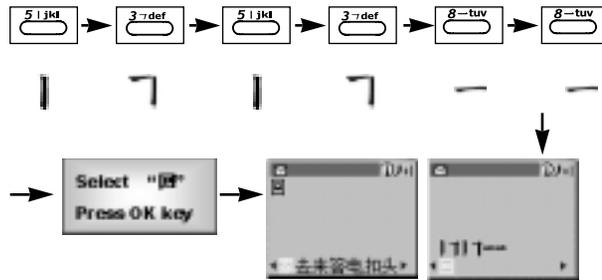
## 9 Message

### 9.9.3.1 The way to use PinYin

1. Press the key by Chinese stroke.
2. Display the matching Chinese characters list in the last line on the screen.
3. The user can surf the word list by utilizing the arrow keys.
4. Select the word by pressing the OK key.
5. Escape this word list by pressing the Clear key.
6. Repeat 1~5.

The following is the example.

If user press the following keys , user get a "回" word.



## 10 Call Service

### 10.1 Call Divert



#### 10.1.1 Accessing Call Diversion

"Call Divert" sub-menu provides the user with the ability to forward calls in various situations. The following shows how to access "Call Divert" from the "Call Service" sub-menu:

Menu Items	Description	Value
Divert All	Divert all Calls	On/Off
Divert Detail	To select the divert type according to different conditions.	
Cancel All	To cancel all the forward settings	

## 10 Call Service

### 10.1.2 Diverting All Incoming Calls

Incoming calls can be forwarded to another number when the user is not able to accept calls.

### 10.1.3 Divert Detail

To divert incoming calls in a specific case (e.g. if busy), the user must select the divert type of "Divert Detail", activate the required divert setting, and enter the number to be diverted to.

The available "Divert Detail" types are "If Busy", "If No Reply" and "If Unavailable".

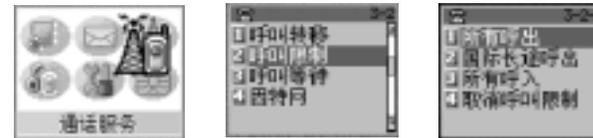
Type	Description
If Busy	Divert when the user is in a busy state
If No Reply	Divert when no reply after a dedicated time determined by network
If Unavailable	Divert when the user is unreachable (No network or off)

### 10.1.4 Canceling All Types of Call Diversion

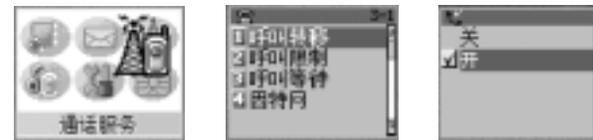
To immediately cancel all divert setting, the user must select "Cancel All".

### 10.2 Call Barring

"Call Barring" setting is intended to limit the use of the phone for a period of time. The most common use for barring outgoing calls is an employer trying to limit the use of an employee's phone. The most common use for barring incoming calls is to screen unknown callers.



### 10.3 Call Waiting



### 10.4 Internet



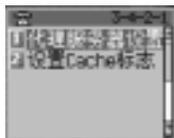
## 10 *Call Service*

### 10.4.1 Activate Browser

The browser is optional and is service provider dependent. User can activate the browser session through menu operation and can easily access WAP/GPRS by just selecting Surfing item.



### 10.4.2 Browser Setup



Menu Item	Description
Proxy	Configures the attributes of the proxy
Cache Start-Up	Enables or disables the browser cached memory

### 10.4.2.1.3 Delete

User will have the ability to delete an existing web session.

### 10.4.2.2 Cache Start-Up

Used to enable or disable browser's cached memory. If the field is switched on and the content is in the cache, the browser displays it directly. If the field is switched off or the content in the cache is NULL, the browser gets a new deck from the server.

## 10 *Call Service*

### 10.4.3 Proxy Setting

When choosing "Proxy" in the setup menu, web sessions list view presents a list of all available web sessions. Setting the default, editing, and deleting web sessions are among functionality when any web session is selected.

- Set default: set the highlighted web session as the default
- Edit: edit highlighted web session.
- Delete: remove highlighted web session.

#### 10.4.3.1 Set Default

User will have the ability to specify a default web session to be used by the Browser application when establishing a connection to a gateway. This default web session will remain in effect until changed by the user

#### 10.4.3.2 Edit

- ◆ Session Name: Enter/Change Web session name
- ◆ Homepage: Enter/Change Homepage
- ◆ Gateway Info 1: Enter/Change primary WAP gateway
  - IP address & Port Number of the primary ISP server
- ◆ Gateway Info 2: Enter/Change secondary WAP gateway
  - IP address & Port Number of the secondary ISP server
- ◆ Idle Timeout: Enter/Change connection in activity timeout associated with both primary & secondary WAP IPs
- ◆ CSD Info 1: Enter/Change primary CSD Info
  - Phone Number: Set the phone number which will be dialed when setting up the data call for browser, the phone will dial this number to setup the data call for browser
  - User Name: Set the user name provided by ISP
  - Password: Set the password provided by ISP
  - Baud Rate: Set the baud rate (2400, 4800, 9600, 14400)
  - Line Type: set the line type (Modem or ISDN)
- ◆ CSD Info 2: Enter/Change secondary CSD Info
  - CSD Info2 menu is the same as the CSD Info1 menu
- ◆ GPRS Info: Enter/Change GPRS Info
  - APN: Enter/Change GPRS Access Point Name (APN)
  - User Name: Enter/Change user name associated with GPRS APN
  - Password: Enter/Change password associated with GPRS APN

## 11 Phone Setup



### 11.1 Alert Settings

This section presents Alert settings of specific functions for incoming calls, short messages, and voice mails.

#### 11.1.1 Alert Setting Menu

Topic	Description	Value
Volume	Press the arrow key to adjust volume	Between level one to level seven
Alert Type	Select different ring types	16 ring tone and 1 vibration
Keypad Tone	Adjust the keypad tone	Off or On

#### 11.1.2 Volume

The volume of ring and speaker/keypads can be adjusted through the menu operation

##### ◆ Ring Volume

This feature will describe how to adjust ring volume by using the arrow keys.



##### ◆ Speaker Volume

This feature will describe how to adjust ring volume by using the arrow keys.



## 11 Phone Setup

### 11.1.3 Different Alert Settings

The user can set different alert type for each of these four events individually and use the arrow keys to browse available alert types. If the user selects ring tones or melodies, those selected tones will be played.

If the user selects a vibration, it will be run for the duration of 1 second.

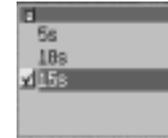
Topic	Description
Voice call	Set voice call alert type
Message	Set Message alert type
Voice mail	Set voice mail alert type

### 11.1.4 Keypad Tone

The user can turn on or off the keypad tone. If On is chosen, when the keypad is pressed the tone will be heard, if Off is chosen it will be silent when pressing the keypad.

### 11.2 Backlight Setting

The user can select Backlight times of 5s, 10s, or 15s. The default backlight duration is 10s.



### 11.3 Auto Redial

Auto redial function automatically redials a call attempt that originally fails due to network conditions. Adjusting auto redial function is used to enable or disable the auto redial function.



- ◆ Prompt: before redialing, the user is prompted for confirmation. If the user does not answer the prompt for 10 seconds, the phone will not execute the redial
- ◆ Off: auto redial is disabled.

## 11 Phone Setup

### 11.4 Network

The Network sub-menu provides the user with the ability to change settings related to network features, such as network searching type and available networks.

Topic	Description
Change Band	To change the phone's band to 900MHz, 1800MHz, 900/1800MHz
Available	To register a new network from this sub menu
Setting	To set the network search type of the phone, automatic or manual
Prefer	To view and add/edit the preferred list of networks
New	To instruct home unregistered from the current network and to find new network

### 11.5 Security

This section presents the security functional specifications

Topic	Description
Phone Lock	Set to phone in immediate locked state powered-up . Can change phone's Phone lock code Default lock code: 1234
SIM PIN	To view current SIM PIN settings(ON or OFF) Can change SIM PIN code
Change SIM PIN2	Can change SIM PIN2 code

### 11.6 Restore

The user to reset all settings to the factory default values (except for the SIM PIN code and PIN2 code).

### 11.7 Screen Setting

The user can select from two types of idle screen bitmaps.



### 11.8 Phone Line

### 11.9 Language

The user can set the phone's language. English or Simplified Chinese

### 11.10 Audible Timer

The user can turn on an audible timer that provides an in call beep after a time interval. The element used for this beep is on/off with a value in the length of seconds

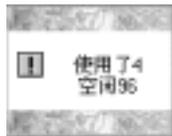
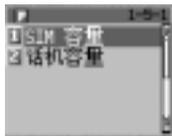
## 12 Tools

This chapter presents functionalities and descriptions for the phone's tools.

### 12.1 Alarm

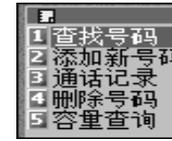
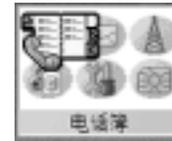
#### 12.1.1 Accessing Alarm Setting

The following shows how to access "Alarm" from the Tools menu.



#### 12.1.2 Setting Alarm

The following describes how to change the Alarm setting.



#### 12.1.3 Alarm Wake-Up When Phone is On

If the alarm is set to be on and the alarm time reaches when the phone is on, the alarm will ring and an alarm notice will be displayed. At the same time, an alarm alert will be played.

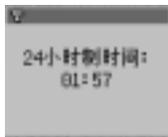


## 12 Tools

### 12.2 Set Time

This function is used to set the time and date of the phone.

- The user may enter the time in time selector.
- When the time has been entered, press the OK key to set the time. If the time value is correct, the phone goes to set date operation. If the time value is wrong or the time value has not been fully entered, a notice will appear for about 2 seconds to indicate that the time value is invalid, then the phone will go back to the time selector to get the time.
- The date selector is displayed with the current date after the phone accepts the input time. The user may enter the date in the date selector.
- When the date has been entered, press the OK key to set the date. If the date value is correct, a notice will appear to indicate the time and date have been set. If the date value is wrong or the date value has not been fully entered, a notice will appear for about 2 seconds to indicate that the date value is invalid, then the phone will go back to the date selector to get date.



### 12.3 Calendar

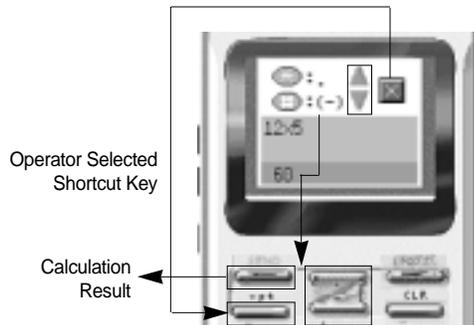
The user can choose the calendar menu item to view today's calendar, then a calendar table of current month will be provided to show today's calendar. The user can input a particular date to view its calendar. A calendar table of the specified month will be displayed.



- # key : go to next month
-  key : go to previous month

12 *Tools*

12.4 Calculator



The following describes how to use the key.

- ◆ Up and Down arrow keys: The user can search for the operator regarding addition, subtraction, multiplication, and division.
- ◆ Short cut key: The user can select the operator.
- ◆ Send key: The user can see the calculated results.

12.5 Game

12.5.1 Slot Machine

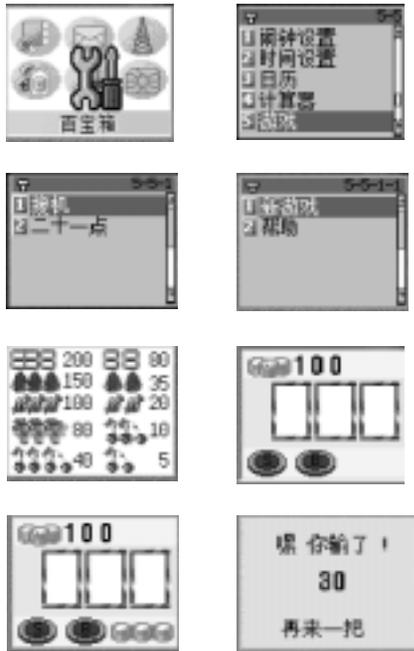
The rules of Slot Machine differ slightly from area to area and/or from casino to casino. Therefore, it is important to research what the rules are for the area/casinos you plan on playing in.

The following figure provides a betting table. If your result is one of the betting table list, you will get a winning. If not, you will lose your money.

○○○	200	○○	00
○○○	150	○○	35
○○○	100	○○	20
○○○	80	○○	10
○○○	40	○○	5

12 Tools

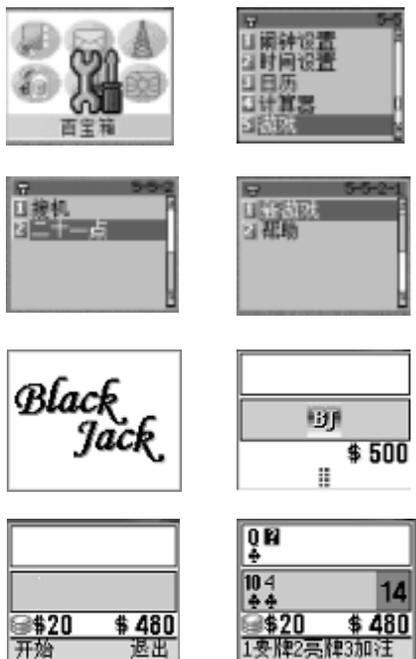
The following figures provide an example of how to play the Slot Machine.



12.5.2 Black Jack

The rules of Black Jack differ slightly from area to area and/or from casino to casino. Therefore, it is important to research what the rules are for the area/casinos you plan on playing in. The Black Jack table seats a dealer and one player. Once all the bets are down, two cards (one at a time) are dealt from left to right. The dealer receives one card down and one card up. The numerical values of the cards are: (10, J, Q, K) = 10; (Ace) = 1 or 11; (other cards) = face value (3 = 3). The rules the dealer must play by are very simple. If the dealer's hand is 16 or less, dealer must take a card. If the dealer's hand is 17 or more, dealer must stand. The dealer's strategy is fixed and what you and the other player have is immaterial to dealer as far as hitting and standing is concerned. The player can do almost anything he/she wants as far as hitting and standing goes. Should a player get a Black Jack (first 2 cards are an Ace and a ten) the payoff is 200% more than the original bet (ie: bet \$10.00 and the payoff is \$20.00). Doubling down is restricted to 2-card hands. The dealer will give you an additional card before he/she moves on to the next hand. The following figures provide an example of how to play the Black Jack.

## 12 Tools



## 12.6 Voice Notes

This function is used to record user's voice. The recording capacity is 60 seconds and this can be divided into 10 parts. The following figures provides an example of how to use the Voice Notes.

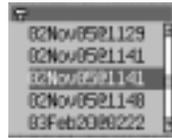
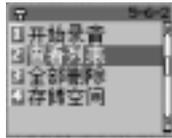
## 12.6.1 Record



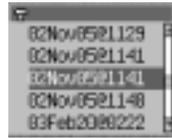
## 12 Tools

### 12.6.2 View List

Shows the voice record list saved in the phone. If the user selects an item, he/she can view, play, lock, and/or Delete List menu.



### 12.6.2.1 Play



- [Left Arrow] key : Rewind to beginning
- # key : Fast forward to end

### 12.6.2.2 Lock



### 12.6.2.3 Delete

Used to delete a selected voice record list



SG-P100

## 12 Tools

### 12.6.3 Delete All

Used to delete all voice record lists in the phone



### 12.6.4 Memory

Shows memory consumption status by voice recording



## 13 Shortcut

Shortcut is a way for the user to access preset functions directly and minimizes the number of steps required in accessing via the menu. For example, if the user sets the ring type often, defining the "Ring Type" setting as a shortcut would allow user to quickly access this function. The user can define 9 shortcuts. Each shortcut is assigned with a shortcut number (1 - 9).

### 13.1 Using Shortcut

- To use a shortcut, user enters Shortcut key in the idle screen, then select the shortcut.
- If there exists no shortcut, a "No Shortcut Assigned" notice will be showed to remind user, then return to the idle screen.
- After entering the Shortcut Menu, the user can select a shortcut by scrolling to this shortcut, then pressing the SEND key.
- When in this function, the user is able to perform all actions normally available: Pressing the END key or the CANCEL key from this function takes the user back to the idle screen.



## 13 Shortcut

### 13.2 Adding a Shortcut

To add a shortcut, the user should enter the menu that he/she wishes to add to and then, press the SHORTCUT key. For example as below, to add "My number" in the shortcut, select "My number" and press the shortcut key.



### 13.3 Adjusting Shortcut

To adjust the shortcut list, the user selects must press the SHORTCUT key after selecting the list.

### 13.3.1 Editing Shortcut

To the item already defined as a shortcut, the user can edit its shortcut number by selecting "Edit" from the In-Shortcut Menu.

- The current shortcut number will appear in the editor.
- The shortcut number editor limits the user to enter a digit only if the user enters '0', a notice (2-second time out) will present "Number Range: 1 – 9", then return to the shortcut number editor again and if user enters a number occupied by another shortcut, a confirmation notice "Replace 'Item name'?" will appear.
- If the user decides to replace the existing shortcut or the shortcut number is currently available, a "Please Wait..." notice will appear to remind that the saving operation is ongoing.
- After that, a completive notice will appear and then the user will return to the shortcut configuration list.

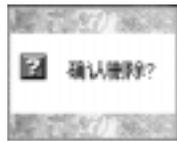


## 13 Shortcut

### 13.3.2 Deleting Shortcut

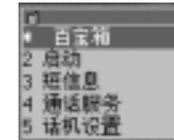
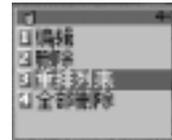
To delete a shortcut, the user has to select "Delete" from the In-Shortcut Menu.

- If the user wish to delete a particular list from "Shorcut-Menu" list, press "Shorcut-Menu" twice and select a list which wish to be deleted, and then press OK button to delete.  
The screen will show "setting saved."
- After that, a completive notice will appear and then the user will return to the Shortcut configuration list.



### 13.3.3 Reordering Shortcut

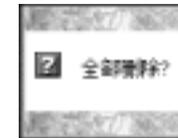
To reorder a shortcut, the user has to select "Reorder" from the In-Shortcut Menu.



Press Arrow up/down key and then place a position what user want to set

### 13.3.4 Deleting all the Shortcut

To delete all shortcuts, the user must select "Delete All" from the In-Shortcut Menu.

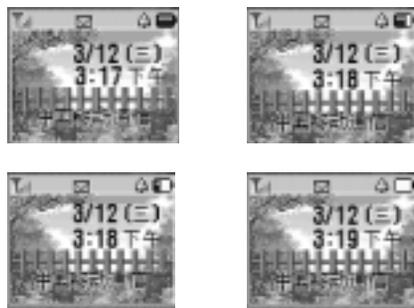


## 14 Accessory Operation

### 14.1 Batteries

#### 14.1.1 Discharging a Single Battery

The following figures show the display feedback when a main battery is discharging from the Idle and In-Call Idle modes:



Low Battery

The battery meter will always show the relative strength of the battery when discharging(3,2,1, or no segments) Discharging from a full battery will show 3 segments, 2 segments, 1 segments, and then zero segment(no segments indicates a low battery state).

#### 14.1.2 Transitioning into Low Battery State

The following figure shows the display feedback when the main battery transits into the Low Battery State:



When the battery meter displays a transition from one segment to zero segment, a tone will sound to alert the user that the phone has reached a low battery state. Then the tone will sound again every 60 seconds.

If the battery is in Idle state, the text 'Low Battery' will appear and remain so until the user presses a key. Then the battery icon will flash to alert the user. The flash style is listed below: At first the battery icon will display for 1 second, then the battery icon will disappear for 1 second, and lastl, the display will return to display the battery icon again circulatively unless the battery is replaced or charged. The phone will transit in to the Off state when the battery completely runs out of power.

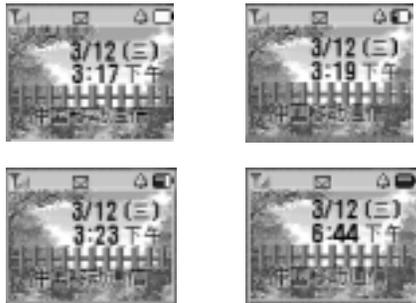
## 14 Accessory Operation

### 14.2 Chargers

#### 14.2.1 Charging a battery

The following figures show the display feedback when the main battery is charging.

The charger is plugged in the mobile phone while its power is on. Red LED turns on when the charger is plugged in and then changes to yellow after charging is completed.



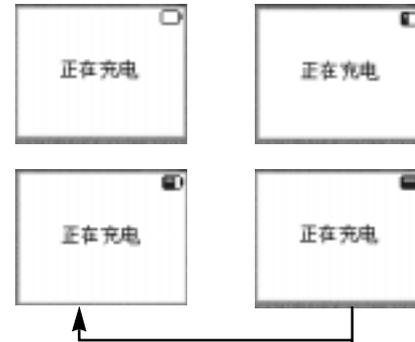
After the battery has reached the relative strength of 3 segments, the charger will continue to top off the battery until it is at the maximum charge state.

Whenever the battery is charging, the segments will flash but the outline will not.

#### 14.2.2 Charge Only Mode

Charge only mode restores power to the battery indefinitely, without allowing the user to place receive calls. The battery receives its charge from an external power source through the accessory and the phone is off.

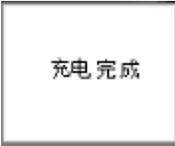
The following figures show an example of the display when the phone is in Charge Only Mode.



After completely charging, the work area will show 'Charging Complete' text to indicate that the battery has completed charging.

## 14 Accessory Operation

At any time the charger is removed, the mobile automatically powers-off.



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### 14.3 Headset Operation

If the phone is equipped with a headset jack and the headset is connected, the audio routes through the headset jack to the earpiece (Headset mode)

Mode	Action	Result
Headset Mode	Connect Headset	Route audio to headset
Headset Mode	Disconnect headset	Route audio to phone's primary earpiece & mic.

Once the headset is connected, the audio answer menu will appear in the phone setup menu and the user can select to switch it on or off. If auto answer is turned on, the incoming call will be picked up automatically after 3 seconds.