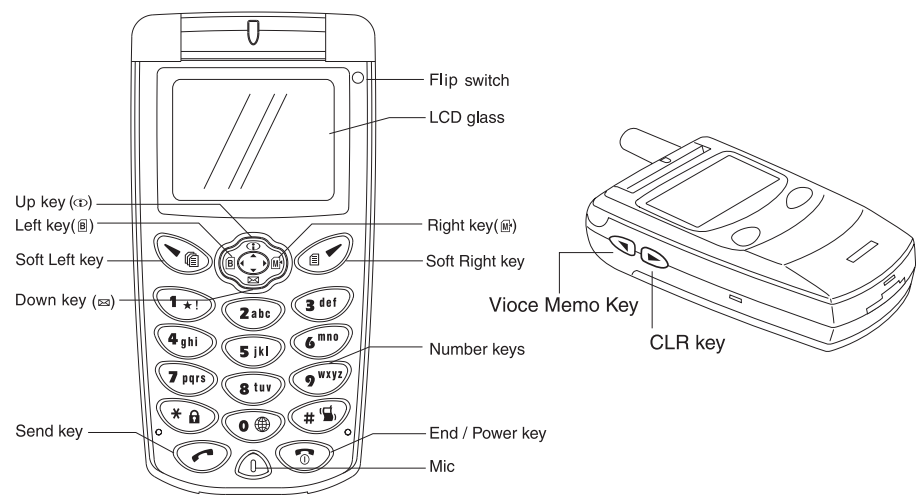


SWC2001W USER MANUAL



[1] Turing the Phone On and Off

- 1. TURNING THE PHONE ON
Press and hold End/Power Key.
Then phone is locked if “a lock” icon is showed.
- 2. TURNING THE PHONE OFF
Press and hold End/Power Key.

[2] How to use the Menu

- 1. In the standby screen, press Soft Right Key.
- 2. In the menu, use scroll keys(Right, Left, Up, Down Key) to view the menu selections.
If you press an hold the scroll keys, the menu scrolls automatically.
- 3. To go back to previous screen, prss Soft Left Key.

MENU SUMMARY

- 1. Calls
 - 1: Incoming
 - 2: Outgoing
 - 3: Air Time
 - 1: Last Call
 - 2: Home Calls
 - 3: Roam Calls
 - 4: All Calls
 - 5: Reset AirTime
- 2. Phone book
 - 1: Fast Search
 - 2: Recall by name
 - 3: Recall by mem
 - 4: Recall by num
 - 5: Grouping
 - 6: Add Entry
 - 7: Emergency #
 - 8: Memory Status
 - 9: Int Call
 - #. My Phone #
- 3. Schedule
 - 1: Appointed Time
 - 2: Alarm
 - 3: Anniversary
 - 4 Schedule
 - 5: To do List
 - 6: D-Day
 - 7: Time Signal
 - 8: Calendar
 - 9: Set Time
 - 10: Alarm Sound
- 4. Sound
 - 1: Ring Tone
 - 2: Ring Type
 - 3: Ring Volume
 - 4: Key Volume
 - 5: Tone Length
 - 6: Voice Volume
 - 7: Con. Fade Volume

	8: Mike Volume
	9: Alert
5. Pocket Book	1: Calculator
	2: World Time
	3: Converr Unit
	4: Personal Note
	5: STOP Watch
6. Security	1:Lock
	2: Restrict
	3: Protect Data
	4: Lock Code
	5: Clear Memory
	6: Reset Phone
7. Voice Service	1: VDial List
	2: Voice Memo
	3: Setup Vdial
	4: Clear Vdial
	5: Auto Answer
	6: Rec User Cmd
8. Up Browser	
0. Setup	1: Auto Retry
	2: Prefix Dial
	3: Backlight
	4: Idle Display
	5: Auto Hyphen
	6: Auto Answer
	7: Data Service
	8: Lang./doima
	9: Contrast
	#: Select System
*. Games	1: Game Start
	2: Game Level
	3: How to Play

BASIC FUNCTION

1. MAKING A CALL

Enter the Phone number.
To Erase the last number entered: Press Clear key.
To Make a Call : Press [SEND] Key.
Press [End/Power] Key to end the call

2. DIAL PAUSE FUNCTION

This function is to dial in the electronic system for using the Audio Response System(ARS) provided by bank or Beep Beep Call. The pausing character(P or T) is inserted in the back of the appropriated phone numberr enabling trasmission after one second for the numebr following the pausing character or by pressing the [SEND] button only

- 2-1 Enter phone number, then press Up, Down, Right, Left Key. You can select P, H, N, T i.e. P (Pause), T (Time Pause), H (Hyphen) , N (My Phone Number),
- 2-2 Press Right Key. You can select P. for the use of P(Pause)
Pause : For the number following H, transmissionn is possible by pressing the [SEND] Key The pause character of “P” is displayed on the screen.
- 2-3 For the use of the Timepause(T), press Left Key. You can select the T(Timepause)
Timepause : Transmission after 3 seconds passes for the number following “T”
- 2-4 Press Down Key and Right Key. You can select H(Hypen: -)
- 2-5 Press Down Key and Down Key. You can select N(My Phone Number)My Phone Number is displayed on the screen.

3. RECEIVING A CALL

When phone rings or LED blinks, press any key except END/POWER KEY.
If the flip was closed, You have to open the flip. Then you can answer the call.
If the flip was opened, You press the send key. Then you will answer the call.

4.MISSED CALL DISPLAY

The number and the time of missed calls was displayed.
The Message will be clear.

5. CALL OPTION

- 5-1 Shortened Dial Function
This function enable you to make a call directly with the telephone number saved in the memory without pressing SEND Key.
- 5-2 Last dialed numbers
In standby mode pressing the Send Key will display the last called number.
- 5-3 Sending Tel#
By pressing Soft Right Key+1 during conversation over the phone, a DTMF tone is transmitted.
- 5-4 Number memo
By pressing Soft Right Key+2 during conversation over the phone, numbers can be memorized during the conversation.
- 5-5 Mute/Unmute
Selecting Soft Right Key+4 during conversation over the phone will initially make it “mute“ so that the opposing party cannot hear a dial tone. Selecting the same again will make it “unmute“ so that a dial tone can be heard.
- 5-6 Phone Book
By selecting Soft Right Key +5 during conversation over the phone, telephone numbers can be found during the conversation.
- 5-7 Conversation with the third party
If anyone makes a phone call to the third party after making a phone call to one party and being through, the person who was called first will be “waiting“ state and enables conversation with the third party.

VOICE MAIL AND TEXT MESSAGE(SMS)

1. Receiving a message
By pressing Down Key +1 or +2, message can be confirmed(+1 for voice message and +2 for text message).
If Down +5+2 is in content, by pressing only Down Key immediately when message is delivered, message can be confirmed.
2. Incoming Alert
It can be set up from Down +5+1. once, every2min, Lamp
3. How to Send
When sending message, any types of “normal, urgent, emergency” are questioned.
4. Memory Full
If new message come when memory capacity is short with full of message, there are two methods. One method is to clear the existing message and receive new message(Clr received). Another method is to leave the existing message as it is and clear new message at the time of receipt(Rej Received).
5. Sending Message
Press the Down Key +3
Down Key + 3 + 1 is sending new message
Down Key +3 +2 old message
Down Key +3 +3 Receive message
Down Key +3 +4 Sending Page
Down Key +3 +5 Sending Phonebook
Down Key +3 +6 Sending Memo
6. Clearing Message
Press the Down Key +4
Down + 4 + 1 Clearing Text Message
Down + 4 + 2 Clearing Send Message
Down + 4 + 3 Clearing Mail Box

FUNCTIONS DURING A CALL

1. Sending your number

By pressing Soft Right Key+1 during conversation over the phone, a DTMF tone is transmitted.

2. Number memo

By pressing Soft Right Key+2 during conversation over the phone, numbers can be memorized during the conversation.

3. Voice volume

By pressing Press Soft Right Key and then +3 key during conversation over the phone, voice volume is adjusted.

4. Mute/Unmute

Selecting Soft Right Key+4 during conversation over the phone will initially make it “mute” so that the opposing party cannot hear a dial tone. Selecting the same again will make it “unmute” so that a dial tone can be heard.

5. Phone Book

By selecting Soft Right Key +5 during conversation over the phone, telephone numbers can be found from the phone book during the conversation, and such numbers stored in the phone book can be sent to the opposing party in message type.

6. My Phone #

My phone number can be confirmed during conversation over the phone.

7. Recording

By pressing VOICE MEMO KEY during conversation over the phone, voice recording can be done. After finishing the voice recording, press again VOICE MEMO KEY or SEND KEY.

MEMORY FUNCTION

[1] How to Store a Phone Number

1. Enter the phone number(more than 3 digits) you want to store and press Soft Right Key.
2. Designate an address by pressing Soft Right Key for OK.
3. Assign a name to the phone number.
4. Select the type of the phone number.
5. Set up a group.
6. Select Voice Dial.

Then, the phone number is saved and the phrase of “saved” appears.

[2] How to Store an Emergency Number

Press Soft Right Key, then 2, then 7, and select the desired emergency number(EMERGENCY 1-5), and enter any emergency you want.

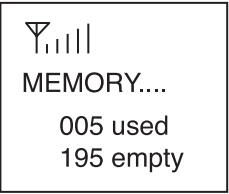
[3] How to Make a call using a Stored Phone Number

1. ONE TOUCH DIALING
- Press and hold corresponding memory number for more than 1 second.
2. TWO TOUCH DIALING
- Pross the first digit and second digits of the memory number short and long respectively.
- If no phone If no phone number is stored in the location depressed, “Empty Location” will appear on the screen.
3. After finding from the phone book
- Press Soft Right Key, select #2, and select the number by finding from each corresponding key and then press Send Key.

[4] How to find your Phone Book

1. Fast Search
- This is used in looking up the phone number in the sequence of storage.
2. Recall By Name
- This is used in looking up the stored phone number by name. Entering only the partial name of the phone number wanted enables to find the phone number including the entered name.
3. Recall By Memory
- This is used in looking up the phone number by address of the phone number of the stored phone numbers.
4. Recall By Number
- This is used in looking up the phone number by number of the stored phone numbers. Entering only the partial number of the phone number wanted enables to find the phone number including the entered number.
5. Grouping
- This plays a role of grouping the phone numbers. The phone numbers can be classified by individual groups.
6. Add Entry
- This is used for storing the phone number in a new address from the manu.

7. Emergency#
- This is used for registering the emergency phone number.
8. Memory Status
- This enables to know how many addresses were used of the addresses which can be stored. For example, five numbers were saved, it appears as follows:



9. Int. Call
- After storing the phone number(whole or partial) to be used in the international phone call by selecting Soft Right Key 2 +9, if you press Number Key '0' lengthily, then the phone number stored in Int. Call is entered.
10. My Phone #
- User's phone number can be read.

SEUP

1. Auto Retry
- If you setup Auto Retry from Soft Right Key +0+1, when dialing is failed and not through, dialing is automatically tried five times.
2. Prefix Dial
- Automatic regional number
3. Backlight
- This function allows you to adujust time to light up the screen, so that you can conveniently use the phone.
- 5 seconds, 10 seconds, 20 seconds, 30 seconds, Filp Open, Always off
4. Idle Display
- 4-1 Greeting
- If greeting is setup, the greeting which the user setup from the Idle Display appears on the top of the screen. Except for Giga Logo.
- 4-2 Idle Display
- 4-2-1 Basic
- 4-2-2 Digital Watch
- 4-2-3 Giga Logo
- 4-2-4 World Time
- Local time together with the World Time which the user designated appears.
- 4-2-5 D-Day
- D-Day name and how many days are left appear on the Idle Screen.
5. Auto Hyphen
- Hyphen(-) appears when entering or saving the phone numbers.

6. Auto Answer
- This function answers an incoming call automatically after a number of rings that the user sets.
7. Data Service
- 7-1 Service Type
- 7-1-1 Normal Internet
- This is used in directly connecting internet.
- 7-1-2 Normal Data
- This is used in communicating with each other(1:1) (by modem, fax).
- 7-1-3 High Internet
- This is used in connecting internet with quicker speed than the Normal Internet.
- 7-2 Termination
- 7-2-1 Voice
- This is used for the general voice conversation.
- 7-2-2 Modem
- When the phone is called, the phone plays a role of modem.
- 7-2-3 Fax
- When the phone is called, the phone plays a role of fax.
8. Language/Idioms
- Selection of language.
9. Contrast
- Adjustment of screen brightness.
10. Select System

GAMES(OTHELO)

1. Game Start

Press Soft Right Key, then *, and then 1.

You can skip if you press any key(except '#' Key, Send Key, End/Power Key) in the course of starting. You can skip by pressing * in the course of playing a game.

2. Game Level

From level 1 to level 6.

3. How to play

Explanation of game method.

For putting a stone, '5'

For upward movement, '2' or Up Key

For downward movement, '8' or Down Key

For movement to the left, '4' or Left Key

For movement to the right, '6' or Right Key

For movement to the Previous Menu, '*'

To end the game press the 'End/Power Key'.

CALLS

1. Incoming

Menu+1+1

Details of the phone numbers received up to now can be read.

The details of the phone numbers are displayed only with the opposing party's caller id.

2. Outgoing

Menu+1+2

Details of the phone numbers dialled up to now can be read.

3. Last Call

Time of the recent last call is displayed. The time of the recent call is displayed without regard to the dialling and reception of the phone.

4. Home Calls

Time and number of the call in a state other than roaming.

5. Roam Calls

Time and number of the call in a roaming state.

6. ALL Calls

7. Reset AirTime

SCHEDULE

1. Appointed Time
- Alarm is setup by designating the time which is after several hours from the present time.
2. Alarm
- Alarm can be designated by time.
3. Anniversary
- The time of a specific day can be designated.
4. Schedule
- The time of a specific day can be designated by term.
5. To Do List
- What to do can be designated by dates.
6. D-Day
- By determining a specific day, it can be seen how many days are left.
7. Time Signal
- By establishing Time Signal, it signals every one hour.
8. Calender
- You can use it from 1980 to 2099 as a calender’s function.
9. Set Time
- By establishing User Time as “fast“ or “slowly“, it is setup that the corresponding time can be gained or slow.
10. Alarm Sound
- Alarm Sound can be designated with various sounds from melody 1 to melody 7.

SOUND

1. Ring Tone
- Ring Tone can be setup using Bell 1-Bell 4 and Melody 1-Melody 7.
2. Ring type
- Alarm informing the phone call-Bell, Vibrator, Vibrator + Bell, Lamp- can be setup. Setting up with Vibrator, Vibrator+, soft icon appears.
3. Ring Volume
- The sound volume of dialling and alarming can be adjusted.
4. Key Volume
- Key volume can be adjusted.
5. Tone Length
- The length of sound can be adjusted by “Normal“ or “Long“. In case of “Normal“, the key sounds once without regard to pressing the key for a short time or long time, but in case of “Long”, the key sounds during the period when the key is being pressed.
6. Voice Volume
- The voice volume received during conversation over the phone can be adjusted. Adjustments can be made from Menu +4+6 or pressing Menu +3 or Right, Left Keys during the conversation over the phone.
7. Con. Fade Volume
- Adjustment of volumes for Call Connect tone and Fade tone.
8. Mike Volume
- The volume of a dialling tone can be adjusted during the conversation over the phone. This adjustment can be made from the menu +4+8.

9. Alert

- 9-1 Connect Tone
- Establishing Connect Tone, alarm sounds prior to getting through when dialling.
- 9-2 Fade Alert
- Alarm sounds when calling is cut off.
- 9-3 Minute Beep
- Alarm sounds every one minute in a phone call state.
- 9-4 Roam Alert
- Alarm sounds when becoming a Roaming state.
- 9-5 SVC Alert
- Alarm sounds when service is changed.

POCKETBOOK

1. Calculator
2. World Time
3. Convert Unit
- Press the Soft Right Key, then 5 and then 3.
- Then, entering the figure based on the unit of a below column, the unit is converted by describing in the below column. Further, the unit is converted into that the user wants by pressing the Soft Right Key.
4. Personal Note
5. Stop Watch

SECURITY

For entering the Security Menu, password should be entered.

1. How to lock your phone

Press Soft Right Key, then 6, then Enter SECURITY CODE, then 1.
Lock mode(Always, On Power Up, Off) which the user wants is established from the menu.

2. Restrict

Press Soft Right Key, then 6, then Enter SECURITY CODE, then 2.
If your setup Phonebook when establishing Restrict, you cannot enter into the Phonebook menu and cannot see the menu. Establishing Int. Call, international phone call is not dialed.

3. Protect Data

If you try to clear the menu after establishing Protect Data, the message of “Protect” appears and the menu is not cleared.

4. Lock Code Change

Press Soft Right Key, then 6, then Enter SECURITY CODE, then 4.
Enter the password which you want, twice, then it is OK.

5. How to clear memory

This is used to clear the memory of Phonebook, Outgoing, Incoming, Schedule, To Do List, etc.

6. HOW TO YOUR RESET PHONE

Press Soft Right Key, then 6, then Enter SECURITY CODE, then 6.

VOICE SERVICE

1. VDIAL LIST

Press Soft Right Key , then7, then 1.
The list of Voice Dial can be seen.
So as to use Voice Dial, the user’s voice should be registered in Soft Right Key +7+6.

2. Voice Memo

A function to play and record VOICE MEMO.

3. Setup Vdial

By speaking opening the flip in accordance with Voice Setup(Manual, Off, Auto), the phone is called through voice dial. The phone is called through voice dial by lengthy pressing of Auto, Voice Memo Key. Otherwise, it can be setup through voice dial so that the phone is not called.

4. Clear Vdial

Deletion of voice dial

5. Auto Answer

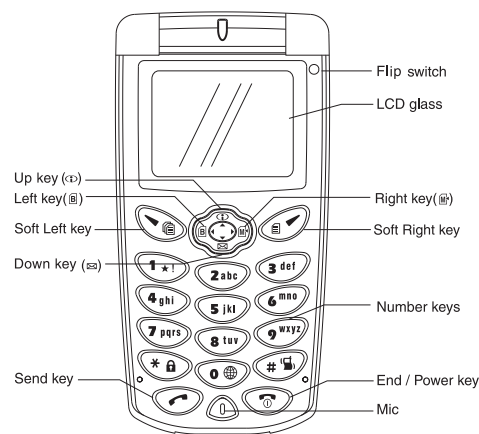
To use Auto Answer, Auto Machine should be setup from Soft Right Key +0+6.
All of 8k, EVRC, 13K should be recorded from the Greeting Record.

6. Rec User Command

Press Soft Right Key , then7, then 6.
Register the user’s voice by speaking “Yes“ or “No“ in accordance with announcement from the phone.

WEB BROWSING

[1] Web-Access



1. Press Up_Key in phone idle state, the web browser will startPhone.com logo will be displayed firstly when you start brower at first time right after power on. After access of network, your phone will display your service provider’s website menu.

From second access, the previous page accessed will be displayed

While browsing, phone will automatically access to network whenever necessary and if there is no network activity within 120 seconds, the web acess will be automaivally terminated.
This specific time is changeable by service provider.

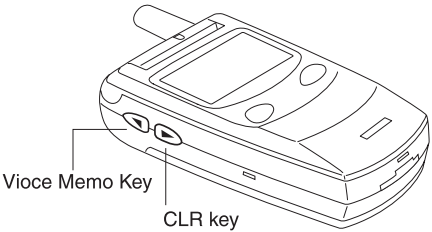
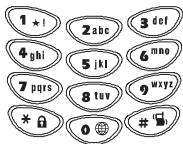
- 2. Press Up_Key long. You can see web browser’s local menu on the phone’s display.
- 3. Press Send_Key long, You can see web browser homepage.
- 4. Press Right_Key long, You can bookmark the displayed website.
- 5. Press Left_Key long, You can see the bookmark list.

6. Press 1~9, You can lauch it on each website marked on each number.

7. Press Down_Key long, You can see web browser inbox.

8. Press CLR_Key . You can go back to the previous page.

9. Press END_Key . You can close web browser.



Description of implementation		Usage	Feature
Up_Key		-Starts brower & takes user to home card -Moves cursor up, scrolling card if needed	- Launching the Brower - Scroll Up
End_Key		Exits browser and returns to phone idle	Exiting the Brower
Down_Key(Long) in Brower Mode		Navigates user to Universal Inbox	Universal Inbox
Donw_Key		Moves cursor down, scrolling card if needed	Scroll Down
Left Soft_Key		Executes first “soft” function	Primary Softkey
Right Soft_Key		Executes second “soft” function	Secondary Softkey
CLR_Key		Navigates user to previous card	Back
Voice_Memo_Key(Long)		Navigates user to brower menu	Brower Menu(Help)
Send_Key(Long)		Navigates user to home card	Brower Home
0~9 Keys		Allows user to enter text on phone	Enter Alphanumeric
CLR_Key		Allows user to delete a character during text entry	Clear
Left_Key		Moves cursor left in text entry	Move Left
Right_Key		Moves cursor right in text entry	Move Right
#_Key		Add<space> character in text entry card	Enter Space
CLR_Key(Long)		Clears all text within the current text	Clear All(Accelerator)