

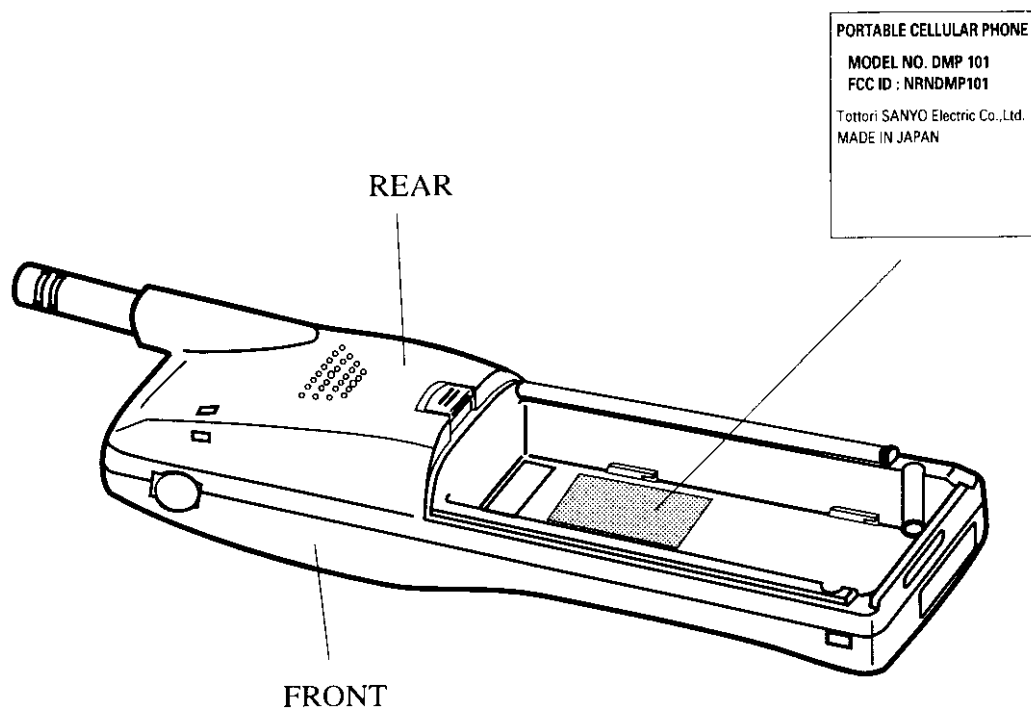
INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone Date of Test: April 28, 1998 - June 18, 1998
FCC ID: NRNDMP101

Appendix B - FCC Label Format

See attached pages.

EQUIPMENT LABEL



INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone
FCC ID: NRNDMP101

Date of Test: April 28, 1998 - June 18, 1998

Appendix C - Block Diagram

See attached confidential package.

INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone
FCC ID: NRNDMP101

Date of Test: April 28, 1998 - June 18, 1998

Appendix D - Circuit Diagram

See attached confidential package.

INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone Date of Test: April 28, 1998 - June 18, 1998
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Appendix E - Theory of Operation & Tune-Up Procedure

See attached pages.

ALIGNMENT PROCEDURES

INSTRUMENTS : VOLTMETER, SIGNAL GENERATOR, SPECTRUM ANALYZER, POWER METER,

LINEAR DETECTOR

STEP	ALIGN	DISPLAY	ENTRY OPERATION	ADJ. POINT MEASUREMENT POINT ADJ. VALUE
1		[MENU] [BOOK]	PWR	
2		MAIN MENU 1:Volume 2:Display 3:System	[MENU]	
3		SYSTEM 1:Select 2:Set NAM 3:Auto NAM	3	
4		Security Code:	0	
5		Security Code:*****	11111	
6		TESTMODE 1CDMA 2AMPS 3COMM 4CHIP		
7	V _t VOLTAGE OF RX AMPS IF VCO	AMPS TEST ENTER NUM 1 – 3	2	ADJ. Point : CV301 Measurement point : R369 ADJ. Value : $1.5 \pm 0.1V$ (see Figure 3-1)
8	V _t VOLTAGE OF TX IF VCO	AMPS TEST ENTER NUM 1 – 3	On this status	ADJ. Point : CV303 Measurement point : R374 ADJ. Value : $1.5 \pm 0.1V$ (see Figure 3-1)
		TESTMODE 1CDMA 2AMPS 3COMM 4CHIP	END	
9	V _t VOLTAGE OF RX CDMA IF VCO	CDMA TEST ENTER NUM 1 – 12	1	ADJ. Point : CV302 Measurement point : R369 ADJ. Value : $1.5 \pm 0.1V$ (see Figure 3-1)
10	PA (IC306) BIAS VOLTAGE	CDMA TEST ENTER NUM 1 – 12	On this status	ADJ. Point : SVR301, 302 Measurement point : IC306 5PIN, 6PIN ADJ. Value : $-2.5 \pm 0.05V$ (see Figure 3-1)

11	AMPS RX LEVEL	AMPS TEST ENTER NUM 1 – 3	2	
		Rx TEST ENTER NUM 1 – 3	2	
		3)RSSI Set Enter <#>	3 #	
		3)RSSI Set RSSI: dbm		Connect TEST CONNECTOR to CS2 and SIGNAL GENERATOR (881.49MHz, CW, 75dBm).
		3)RSSI Set Memory OK!	[MENU]	
		AMPS TEST ENTER NUM 1 – 3	END END END	
12	AMPS TX POWER LEVEL	Tx TEST ENTER NUM 1 – 8	1	
		2)Tx Power Enter <#>	2	
		2)Tx Power Level: Power: Monitor:	#	Connect TEST CONECTOR to CS2 and SPECTRUM ANALYZER or POWER METER.
	Level 0	2)Tx Power Level:0 Power: Monitor:	0 Left side key Up or down. [MENU]after adjust	ADJ. Value :+26.8dBm
	Level 3	2)Tx Power Level:3 Power: Monitor:	3 Left side key Up or down. [MENU]after adjust	ADJ. Value :+22.8dBm
	Level 4	2)Tx Power Level:4 Power: Monitor:	4 Left side key Up or down. [MENU]after adjust	ADJ. Value :+18.8dBm
	Level 5	2)Tx Power Level:5 Power: Monitor:	5 Left side key Up or down. [MENU]after adjust	ADJ. Value :+14.8dBm
	Level 6	2)Tx Power Level:6 Power: Monitor:	6 Left side key Up or down. [MENU]after adjust	ADJ. Value :+10.8dBm

	Level 7	2)Tx Power Level:7 Power: Monitor:	7 Left side key Up or down. [MENU]after adjust	ADJ. Value :+6.8dBm
		2)Tx Power Enter <#>	END	
13	AMPS ST LEVEL	4)ST Level Enter <#>	4	
		4)ST Level Level:	#	Connect TEST CONNECTOR to CS2 and LINEAR DETECTOR.
		4)ST Level Memory OK!	Left side key Up or down. [MENU]after adjust	ADJ. Value : ±8.0kHz Dev.
		4)ST Level Enter <#>	END	
14	AMPS SAT LEVEL	5)SAT Level Enter <#>	5	
		5)SAT Level Level:	#	Connect TEST CONNECTOR to CS2 and LINEAR DETECTOR.
		5)SAT Level Memory OK!	Left side key Up or down. [MENU]after adjust	ADJ. Value : ±2.0kHz Dev.
		TESTMODE 1CDMA 2AMPS 3COMM 4CHIP	END END END END	
15	CDMA RX LEVEL	CDMA TEST ENTER NUM 1 – 12	1	
		Rx TEST ENTER NUM 1 – 5	2	
		2)Rx AGC Enter <#>	2	
		2)Rx AGC LNA_GAIN: RD: RDJ:	#	
			0 1 [MENU]	Connect TEST CONNECTOR to CS2 and SIGNAL GENERATOR. 1957.500MHz, CW, -105dBm
			0 2 [MENU]	Connect TEST CONNECTOR to CS2 and SIGNAL GENERATOR. 1957.500MHz, CW, -99dBm
			0 3 [MENU]	Connect TEST CONNECTOR to CS2 and SIGNAL GENERATOR. 1957.500MHz, CW, -93dBm
			1 step	6dB step

			1 5 [MENU]	Connect TEST CONNECTOR to CS2 and SIGNAL GENERATOR. 1957.500MHz, CW, 15dBm
		CDMA TEST ENTER NUM 1 - 12	END END END	
16	CDMA TX POWER LEVEL	Tx TEST ENTER NUM 1 - 3	1	
		3)Tx AGC Enter <=>	3	
		3)Tx AGC Addata: AGCADJ: OVERRIDE:	=	Connect TEST CONECTOR to CS2 and SPECTRUM ANALYZER or POWER METER.
			0 0 Left side key up or down. [MENU]after adjust	ADJ. Value :-55dBm
			0 1 Left side key Up or down. [MENU]after adjust	ADJ. Value :-50dBm
			0 2 Left side key Up or down. [MENU]after adjust	ADJ. Value : 45dBm
			1 step Left side key up or down. [MENU]after adjust	ADJ. Value :5dB step
			1 4 Left side key Up or down. [MENU]after adjust	ADJ. Value :+20dBm
			1 5 Left side key Up or down. [MENU]after adjust	ADJ. Value :+23dBm

INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone Date of Test: April 28, 1998 - June 18, 1998
FCC ID: NRNDMP101

Appendix F - ESN protection guidelines (FCC §22.919)

See attached page.

DMP 101 CDMA/AMPS PCS telephone

Statement of Compliance with Electronic Serial Number (ESN) Regulations

The Electronic Serial Number (ESN) of the DMP101 dual mode CDMA/AMPS PCS radio telephone is set in the factory and unique value is given to each device. The memory device storing the ESN is permanently soldered to the main circuit board. An encrypted version of the ESN is also stored in a memory. Upon power up, the phone's microprocessor regenerates a crypted version of the ESN locally using a proprietary algorithm and key known only to Tottori SANYO and compares it to the encrypted version stored in memory. If these values do not match, the phone is completely disabled and can not use any way.

The ESN can be set only by Tottori SANYO configuration and maintenance personnel, and otherwise can not be altered, transferred, removed, or otherwise manipulated. Any attempt to alter the ESN or temper with the firmware will render the phone inoperative.

INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone Date of Test: April 28, 1998 - June 18, 1998
FCC ID: NRNDMP101

Appendix G - SAR Data

	Not applicable.
X	See attached measurement data.
	See attached simulation results.

Mitsui Comtek Corp.
FCC ID: NRDDMP101

Handheld cellular phone
Date of Test: April 27 & June 23, 1998

APPENDIX B - Antenna Specifications

Not applicable.

Mitsui Comtek Corp.
FCC ID: NRDDMP101

Handheld cellular phone
Date of Test: April 27 & June 23, 1998

APPENDIX C - E-Field Probe Calibration Data

INTERTEK TESTING SERVICES - Menlo Park

Mitsui Comtek Corp., CDMA/AMPS Cellular Phone Date of Test: April 28, 1998 - June 18, 1998
FCC ID: NRNDMP101

Appendix G - Users Manual

Attached is a preliminary copy of the Instruction Manual.

This manual will be provided to the end-user with each unit sold/leased in the United States.

DMP 101 User Guide

Sample Draft

April 11, 1998

Tottori SANYO Electric Co., LTD.

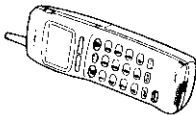
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Check to make sure you have all the items that come with the phone.

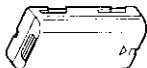
Phone



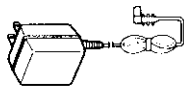
Desktop charger



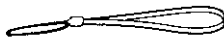
Battery pack



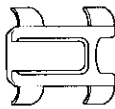
AC adaptor



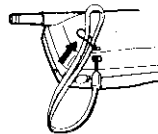
Handstrap



Belt clip



Attaching the hand strap to the phone



Highlights

Congratulations on your purchase of the DMP 101 phone. It is an easy-to-use, reliable phone with many useful features including:

- Ultra light (5.5oz) CDMA-AMPS Dual Mode phone.
- Standard One-size long life battery
- Vibration Call
- Line Monitor Function with built-in speaker
- Ringing tone select out of 36 types of ringing (3 usual-type tones and 9 Softer Ringer tones, 3 patterns for each of 12 tones)
- Large, easy- to-read, 4-line EL* backlit text display with an additional line for informative icons
- Hands-free Headset jack
- 21-button lighted keypad
- Menu-driven interaction with prompts
- Inherent call privacy through CDMA encoding
- Any key answer, speed dial, auto redial, and 99 memory locations for phone numbers
- Advanced features such as short message service and caller ID
- Optional accessories

EL*: Electro Luminescent

Important information

Caution

Any changes or modifications not expressly approved in this document could void your warranty for this equipment and void your authority to operate this equipment.

Warning

Only use the batteries, antennas, and chargers specified in this User Guide. The use of any other type will invalidate the warranty and may be dangerous.

FCC/IC Notice

The phone may cause TV or radio interference (i.e., when using the telephone in close proximity to receiving equipment). The FCC/IC can require you to stop using the telephone if such interference cannot be eliminated. If you need assistance, contact your local dealer.

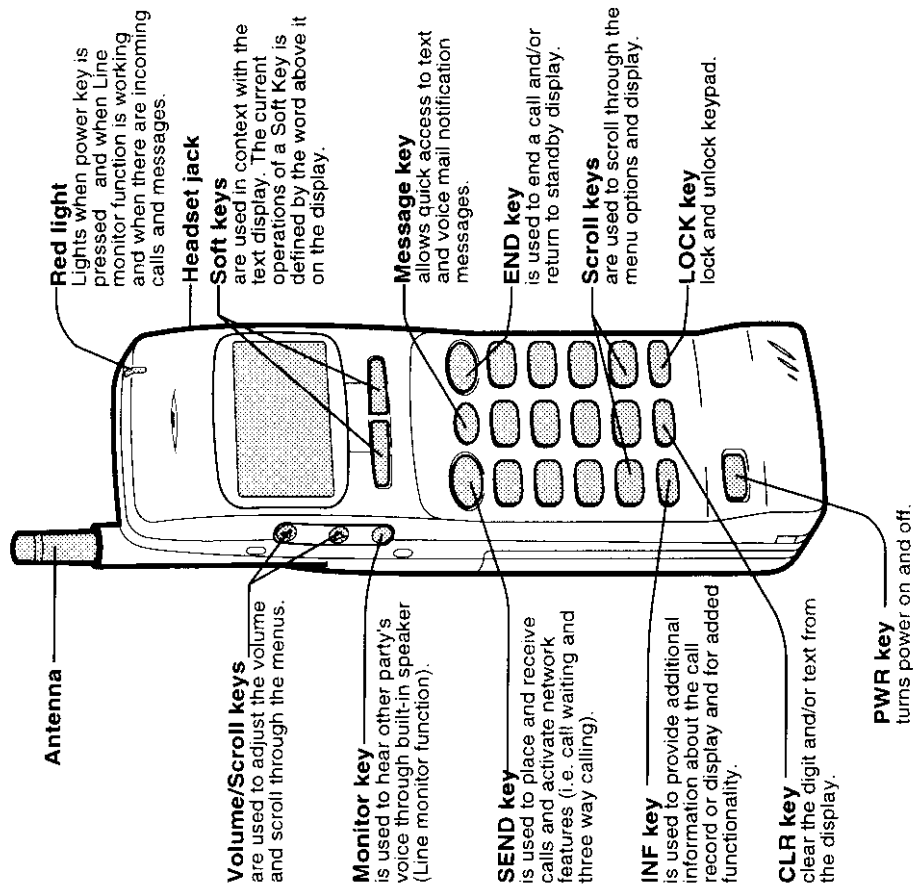
Customer Service

Please call us by pressing *** SEND from your mobile phone if you have any questions.

GETTING STARTED

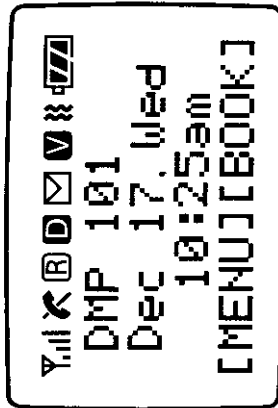
This section includes drawing of the important phone parts and instructions on getting your phone powered up and ready to use.

Front and side view of the phone



Display Indicators

Display Indicators are located at the top of the display. Different indicators appear based on the phone's operating mode.



 (only shows if key pad is locked)

 **Signal**

Indicates current signal strength. More lines means better signal strength.

 **No Service**

The phone is not receiving a signal from the system.

 **In use**

A call is in progress.

 **Roaming**

The phone is outside of its home area.

 **Digital Indicator**

Indicates that you are receiving a digital signal.

 **Messages**

There is a text message or page waiting.

 **Vm**

Voice mail notification message waiting.

 **Vib**

Indicates that alert is set to vibration.

 **Battery**

Indicates battery charge level status. The more black you see the greater the charge.

 **Pad Lock**

Indicates that the key pad is locked. The display shows it in lower left corner.

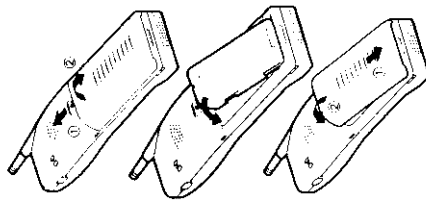
Using the battery

The phone comes with a rechargeable battery pack. The battery pack is shipped with approximately 30% capacity so you can use it immediately after purchasing the phone. Remember to charge the battery as soon as possible in order to maximize the talk time and standby time.

Installing the Battery

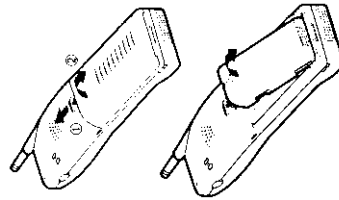
Remove the battery case before installing the battery.

1. Press down on the battery release latch and remove back cover.
2. Place the battery pack onto the guide and push slightly it up till the guide hold it.
3. Replace back cover and press down it until you hear the click at the battery release latch.



Removing the Battery

1. Turn the power off; Otherwise, you may lose stored numbers and messages.
2. Press down on the battery release latch and remove back cover.
3. Sliding the battery slightly down along the guide and lift the battery pack.



Turning the Phone On and Off

Turning On

Make sure that charged battery pack has been installed in the back of the phone or that you have external power (using the cigarette lighter adaptor or car kit).

Press **[PWR]** for a few seconds until red light and LCD back light is lit.

Hello!

Turning Off

Press **[PWR]** for a few seconds until screen shows "Powering Off".

Powering off

Note

If **[PWR]** is pressed for less than 1 second, the phone will not turn off.

Antenna

Raise the antenna all the way up for best voice quality.

BASIC FUNCTIONS

Charging the Battery

The battery charge level is shown at the top right of the display.



Fully Charged



Very Low



Almost Out

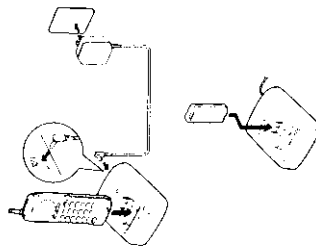
When the battery charge level becomes low, the low battery sensor will alert you by notifying message on the display and sounding an alert tone. If the battery level is too low, the phone will switch off and any function in progress will not be saved.

Battery may be charged using the standard desktop charger, or cigarette lighter adaptor or car kit.

Warning : Only use the desktop charger and AC adaptor provided with the phone. Using the wrong adaptor may cause damage. Both the battery pack and the phone cannot be charged at the same time.

Using the Desktop Charger

1. Plug one end of the AC adaptor into the charger holder and the other end into a wall outlet.
2. Insert either the battery pack alone or the phone with installed battery pack into the slot of the charger. You then make sure a red light lit on the charger indicating the battery is being charged. A green light indicates a fully charged battery.



If completely discharged, the battery will charge in approximately 5 to 6 hours. If you leave the phone on while it is desktop charger, the battery will take longer to charge. You do not need to completely discharge the battery before charging. Unlike other battery systems, like Ni-cd or Ni-MH, there is no memory effect which could degrade the battery performance.

E8

Making a Call

First, check that your phone is on. The display indicators should be appeared on the screen.

1. Enter the phone number.
Example: 1234567890
2. Press **(SEND)**. If the phone is locked, the number is restricted, or there is another problem, you will see help message.
3. Press **(SEND)** to disconnect the call.

123-456-7890
[SAVE] [FIND]

Correcting Dialing Mistakes

Press **(CLR)** to erase one digit at a time. Press and hold **(CLR)** for at least one second to delete all digits or letters.

Viewing Your Own Phone Number

You can see your phone's number by doing the following:

Press **(INF)**.

234-567-8901
[MENU] [BOOK]

Receiving Calls

Your phone must be on to receive calls.

Press any key (except **(PWR)** or the volume keys) to answer.

To disconnect the call:

Press **(END)**.

Call Waiting

Your service provider may offer call waiting. When you are in a call, you may hear two beeps indicating another incoming call.

1. Press **(SEND)** to access the call.
2. Press **(SEND)** to toggle between the two callers.

Three-way Calling

Your service provider may offer three-way calling.

Press **(SEND)** to connect the three parties. See your service provider for more instructions.

E9

Redialing Calls

Redialing Last Outgoing Number

Press **(SEND)** to redial the last outgoing call if the phone has not been turned off since the last call.

Redial Last Ten Calls

You can redial any of your last ten calls through the outgoing call history list. See the Phone Book section.

Adjusting Volume

The volume keys on the side of the phone can be used for the following functions:

- Adjusting earpiece/built-in speaker volume when you are in a call
- Adjusting ringer volume during ringing
- Scrolling through menu items when you are using the menus or phone book features

Emergency Dialing

You can place calls to 911 or one of the other three emergency numbers that are in your emergency number list even if your phone is locked or restricted. As long as you are receiving a signal strength indication, these numbers can be dialed.

Making Emergency Calls

1. Press **[9] [1] [1]** or one of the other three emergency numbers.
2. Press **(SEND)**.

Saving and Editing Emergency Numbers

You can save three other phone numbers (in addition to 911) that can be dialed even if the phone has been locked. To save these phone numbers:

1. Press **Soft key** under **[MENU]**.

2. Press **[6]** for Security menu.

3. Enter the lock code "0000" or the last 4 digits of your phone number.

4. Press **[4]** for Emergency numbers.

5. Press **Soft key** under **[EDIT]** to make change to the first emergency number.
or

Press **Soft key** under **[NEXT]** to see the next emergency number.

6. Press **Soft key** under **[OK]** to save the emergency numbers.

E10

Signal Strength

The quality of the call depends on the signal strength in your area. The phone displays the current strength as a number of bars next to the signal strength icon; the more bars, the better the signal.

[No bars] : No signal received
[1 bar] : Weakest signal
[Full bars] : Strongest signal

If the signal is poor, raise the antenna for best performance.

Power Save Mode

Power save mode feature will automatically turn on if the phone has not been able to get sufficient signal from any base stations after 15 minutes of searching. While this feature is active, the phone's battery charge is conserved. The phone will automatically recheck for service periodically. To manually force the phone to recheck for service, press any key. A message on the display will indicate when the phone is operating in power save mode.

Key pad lock

Key pad can be locked to prevent user from undesired/unexpected key input. Press **(LOCK)** key for more than 1 second, the phone is locked and **[LOCK]** appears on the screen.

You can answer to incoming calls even the phone is locked if you press **(SEND)** key (Auto answer does not work under this condition). Press **(LOCK)** key or **(PWR)** key for more than 1 second, the phone will be unlocked.

Line monitor

You can monitor the other party's speaking/sound through the built-in speaker by pressing **(M)** key at side of the phone for more than 1 second. Press **(M)** key again for more than 1 second, you can hear and speak using earpiece speaker and microphone of the phone normally.

Note

You can only hear the other party's speaking/sound, microphone of the phone is mute when this feature is working.

DMC 101
Dec 17, Wed
10:25am

Keypad Lock
To unlock,
push LOCKkey
over 1second

ENTER
LOCK CODE
[QUIT]

EMERGENCY 64
911
[EDIT][NEXT]

E11

Phone Book Feature

The Two Phone Book Types

There are two types of phone books: primary phone book memory and recent call history list.

Primary Phone Book Memory

The phone has 99 general use phone book memory locations where you can store entries of up to 32 digits with associated name up to 12 characters.

Recent Call History List

The phone keeps a list of the last 10 calls you made, accepted, missed, or added. To get to the Call History list, press **Soft key** under **CALLS**, then press **Soft key** under **CALLS**, and ***** or **#** to scroll through the list.

Note

Depending on the operating mode and available features, each entry may contain the phone number, name, and time stamp (which indicates time of call). You may see one of the following entries:

- MISSED** Indicates unanswered incoming call if caller ID is available.
- CALLED BY** Indicates a call you received and answered if caller ID is available.
- CALL TO** Indicates a call you placed.
- ADDED** Indicates that the number was added using the scratch pad feature.
- While viewing a call history entry, press **INF** to see additional information available such as the time stamp.

Saving Numbers to Your Primary Phone Book

Memory locations 1 to 9 should be used for one touch dial or most frequently used phone numbers.

1. Enter the phone number that you want to save.
(Example) 789-012-3456
2. Press **Soft key** under **SAVE**.
3. Enter a name to go with a number.
If you want to enter a lower case letter, press **Soft key** under **X->x**. You will see **X->x** for lower case entry.
For punctuation, press **Soft key** under **INF**.
(Refer Punctuation Characters for Name Entry: Page E18)
Press the key labeled with the letter you want.
Pressing a key repeatedly will change the letter or number in the flashing cursor position on the screen.
When you have the correct letter or number in position on the screen, wait about 2 seconds for the cursor to automatically advance one space. Press **CLR** or **#** to correct any mistakes.

(Example) John

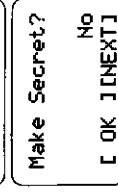
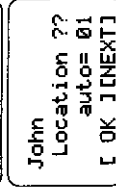
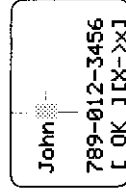
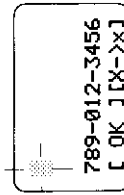
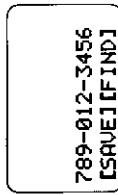
[J].....Press **5**.
Press **Soft key** under **X->x**.
[o].....Press **6** three times.
[h].....Press **4** twice.
[n].....Press **6** twice.

4. Press **Soft key** under **OK** to save the name and move to next step.

5. Press **Soft key** under **OK** to store the number in the first available storage location.

or
Enter a specific, 2 digits location number.

6. Press **Soft key** under **NEXT** and then **Soft key** under **OK**.



Retrieving Numbers from Your Phone Book

Press soft key under [BOOK] to access the phone book.

Retrieving all Manually Stored Memory Locations

1. Press Soft key under [BOOK].
2. Press [*] or [#] to scroll through the memory list.
3. Press Soft key under [VIEW] to see what is in that memory location.
4. Press Soft key under [EDIT] or [ERASE] or press [SEND] to call.

LOOK UP
Location ??
[NAME|CALLS]

>01: John
02: Ann
03: Betty
[VIEW]

Memory 01
John
789-012-3456
[EDIT|ERASE]

LOOK UP
Location ??
[NAME|CALLS]

Memory 02
Ann
147-258-0369
[EDIT|ERASE]

LOOK UP
Location ??
[NAME|CALLS]

SEARCH FOR
AN
[FIND]

>02: Ann
05: JANE
07: Anthony
[VIEW]

Retrieving One Entry by Memory Location Number

1. Press Soft key under [BOOK].
2. Enter the 2 digits memory location number.
You will then see what is in that memory location.
3. If occupied, press [SEND] to call or press Soft key under [EDIT] or [ERASE].

Retrieving by Name Search

1. Press Soft key under [BOOK].
2. Press Soft key under [NAME].
3. Enter the letter(s) that you want to look for.
At least two letters is recommended for a quick search.
(Example) Looking for Ann
Press [2].
Press [6] twice.
4. Press Soft key under [FIND].
The phone then searches for names with those letters.
You will see a list of matches.
5. Press [*] or [#] to scroll through the list.
6. Press Soft key under [VIEW].
or
Press [SEND] to call.

SEARCH FOR
AN
[FIND]

>02: Ann
05: JANE
07: Anthony
[VIEW]

Retrieving Recent Call History

1. Press Soft key under [BOOK].
2. Press Soft key under [CALLS].
3. Press [*] or [#] to scroll through the last ten calls.
4. Press [SEND] to place a call.
or
Press Soft key under [VIEW] to specify the call.
5. Press Soft key under [SAVE] to save the number to a memory location.

>Tony
098-7654-32
012-7893-45
[VIEW|ERASE]

If the number already has a name associated with it, it is already entered into a memory location.
While viewing an entry, press [INF] to see additional information available such as the time stamp.

Retrieving by Part of Phone Number Search

You can look for a phone number if you know at least three of the digits.

1. Enter any three sequential digits from the phone number on the main screen.
(Example) 456
2. Press Soft key under [FIND].
3. If there is a match, press [*] or [#] to scroll to desired entry.
4. Press Soft key under [VIEW] to see the entry or [SEND] to place a call.

456
[SAVE|FIND]

>01: John
03: Betty
07: Anthony
[VIEW]

Changing Your Phone Book

Erasing a Stored Memory

1. Press **Soft key** under **BOOK 1**. Recall and view the memory location.
2. Press **Soft key** under **ERASE 1**. This will erase the name and number from the memory location leaving it free for a future entry.
3. Press **Soft key** under **OK 1**.
4. "Erased—" will be flash on the display to confirm that the entry has been erased.

Editing a Stored Memory Location

1. Recall the memory location.
2. Press **Soft key** under **EDIT 1** and then **Soft key** under **OK 1**.
3. Edit the name using ***** or **#** the digit keys, and **CLR**.
4. Press **Soft key** under **OK 1**.
5. Press **Soft key** under **OK 1**. You are then prompted for a memory location.
6. Press **Soft key** under **OK 1** to use the memory location listed or entered a new memory location.
7. Press **Soft key** under **OK 1** to finish the editing process and store as a nonsecret entry.

Memory 01 John 789-012-3456 [EDIT] [ERASE]	ERASE #01? John 789-012-3456 [OK] [QUIT]	- erased -	Memory 02 Ann 147-258-0369 [EDIT] [ERASE]	nn 147-258-0369 [OK] [X->X]	Ann's Co. Location ?? original= 02 [OK] [NEXT]	Overwrite ? Ann 02: 72580369 [OK] [NEXT]	Make Secret? No [OK] [NEXT]
---	---	------------	--	-------------------------------------	---	---	-------------------------------------

Dialing Numbers from Your Phone Book

You can make a call using any memory location other either by speed dialing from the list or by pressing **SEND** while viewing the full contents of the memory location.

Speed Dialing

You can quickly dial numbers that are saved in your phone book memory.

1. Press the key(s) that correspond to the numeric memory location. For instance, for memory location 11, press **Soft key** under **BOOK 1**, and then press **1**.
2. Press **SEND**. The phone will find the telephone number in its phone book, display it on the screen, and then dial it.

One-touch Dialing

One-touch dialing enables you to dial phone book entries through one key press (for location 1 to 9) or two key presses (for location 10 to 99). You can turn one-touch dialing on through the "One-Touch" item under the "Feature" menu.

From the main screen, for memory locations 1 to 9:

Press and hold the appropriate key for at least one second.

For locations 10 to 99:

1. Press for the first digit.
2. Press and hold the key for the second digit.

Dialing from a Memory List

1. Press **Soft key** under **BOOK 1**.
2. Press ***** or **#** to go to the memory location you want.
3. Press **SEND**.

Dialing from within a Memory Location

While viewing any memory location, press **SEND**.

Advanced Phone Book Features

Pause Feature

When you call automated systems (such as voice mail or credit card billing numbers), you often have to enter a series of numbers. Instead of entering the numbers by hand, you can store the numbers in your phone book separated by special characters called pauses. There are two kind of pauses:

- **Hard Pauses** - You have to press soft key under [RESUME] to go to the next number.
- **Timed Pauses** - The phone will send the next set of numbers after two seconds. Each additional timed pause will add two more seconds to the pause length.

Storing a Number with Pauses

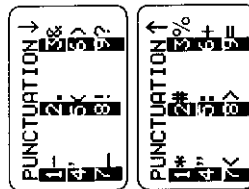
1. Enter the number.
2. Press **[INF]**.
3. Press **[1]** for Hard Pause or press **[2]** for Time Pause.
4. Enter additional numbers (for example, pin number, credit card number).
5. Press **Soft key** under [SAVE].

Note

You can press 3 for Hyphens. Hyphens are used for appearance only, the phone dial the number without any delays.

Punctuation Characters for Name Entry

1. Press **[INF]** during the "Enter Name" step.
You will see a list of characters.
2. Press the **[*]** or **[#]** to see the other nine characters that you may choose from.
3. Press the number next to the characters that you want.
4. Continue entering the name.



Case Changing During Name Entry

When entering a name, you can use both upper and lower case letters.

1. Press **Soft key** under [X->x] to change case.
[X->x] : upper-case letters
[x->X] : lower-case letters

2. Enter letters.

"Prepending" a Stored Number

"Prepending" is used if you are out of your home system and need to add the area code to an existing phone book number. When a phone book entry, call history entry, or message callback number shows up on the display, you can make additions to the beginning of the original number. However, you cannot edit the original number during "prepend".

To "prepend" a number:

1. Recall a number in memory.
2. Press any digits. Digits entered will be inserted before the recalled number.
3. Press **[SEND]** to dial the new, longer number.

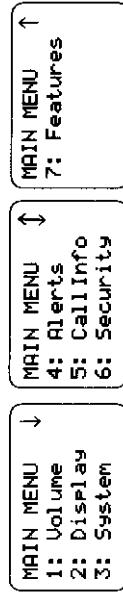
Making an Entry Secret

You can set memory location to "secret" (which hides the phone number and only displays the name). If you do not enter a name to go with the number, you will see the word "secret" in any memory displays or lists. "Secret" memory locations can only be deleted, not edited.

MENU FEATURE

Main Menu

This section describes the various menu items. An arrow to the right of the title indicates, if there is more information before (↑) or after (↓) that particular number. The main menu looks like the following:



Menu allow you to check or change the phone's various features and settings. You may see the different menus using either the menu access method or the shortcut menu access method.

Menu Access Method

1. Press **Soft key** under **[MENU]**.
2. Press **[*]** or **[#]** or volume keys to step forward or backward through the list of features.
3. Press **[CLR]** to go back one step.
4. Press the number corresponding to the menu item that you want to select.
5. Press **Soft key** under **[NEXT]**.
or
Press **[*]** or **[#]** to cycle through the possible setting. A check mark indicates the current option selection.
6. Press **Soft key** under **[OK]** to save the setting.
7. Press **[END]** to cancel without saving.

Shortcut Menu Access Method

Each menu feature can also be quickly accessed by pressing soft key under **[MENU]** and the numbers on the desired menu screen. For example, pressing Soft key under **[MENU]** followed by **1, 1** will display the ringer volume setting (see next page).

Menu Item Descriptions

1 Volume

This allows you to adjust the ringer, key beep, and earpiece volume.

1 Ringer volume

Adjust ringer and new message alert with the **[*]** or **[#]** or **Volume keys** or **Soft key** under **[NEXT]**. You can also adjust the ringer volume by pressing the **Volume keys** while the phone is in standby or is ringing. Possible settings : silent, low, middle, middle-high, high.

2 Key Beep volume

Adjust the key beep volume (the sound that phone makes when the keys volume are pressed) with the **[*]** or **[#]** or **Volume keys** or **Soft key** under **[NEXT]**. Possible settings : silent, low, middle, middle-high, high.

3 Earpiece volume

Adjust the earpiece volume with the **[*]** or **[#]** keys or **Volume keys** or **Soft key** under **[NEXT]**. You can also adjust this during a call by pressing only the **Volume keys**. Possible settings : low, middle, middle-high, high.

2 Display

This allows you to choose what you see on the display.

1 Back light

Choose the setting of the LCD and keypad back lighting. Possible settings "always on", "always off", "10 seconds", "30 seconds" "on when key lock off". "10 seconds" setting turns the back light off after the last key was pressed. The "30 seconds" settings waits 30 seconds after the last key press.

For the 10 and 30 seconds options, back lighting will not turn on if the key lock is on. The "on when key lock off" setting cause the back light on only when key lock off. The "always on" setting means that the back light is on whether the key lock is on or off. Choosing "always on" significantly increase battery drain. The "always off" setting means that the back light is on when power up.

2 Banner

A banner enable you to personalize your phone by displaying your name, for example; enter the banner (up to 12 characters) that will display on the top line when the phone powers up and when it is standby. Press **Soft key** under **[EDIT]** to make changes to the existing banner. Enter the characters the same way you do for the phone book.

3 Show time

Choose whether to display date and time. Possible settings: "if available" and "no". The date and time is provided by the network.

4 Auto Hyphen Possible setting "on" and "off." When on automatically inserts hyphens to be consistent with U.S. phone numbers.

3 System

This allows you to set some of the cellular network settings.

1 Select

- Standard: Search Home first then A, then B.
- A only: Utilize A only.
- A then B: Search A first, then B.
- B only: Utilize B only.
- B then A: Search B first then A.
- Home only: Utilize Home only.

2 Set NAM Select the phone's NAM (Number Assignment Module) if the phone is registered with multiple service providers.

3 Auto NAM Allows the phone to automatically switch to one of the programmed NAMs if it is operating in the corresponding service provider area.

4 Force Call Temporary setting and utilizing of analog network.

4 Alerts

1 Fade

Set an alert to inform you when you have lost a call or lose service.
Possible setting: "on" and "off."

2 Minute Set minute minder to beep every 10 seconds before the minute while in a call.

3 Service Set an alert to beep when a network service parameter changes. For example, if the service alert is set to "on" the phone will sound an audible alert when it begins roaming.

4 Connect Set an alert to inform you when a call originated by you connect to the network system at a base station. Possible setting: "on," "off."

5 Ringer Type Set alert for a call ringer or vibration to notify its incoming. Possible setting: "ringer," "vibrator". When vibrator is set, icon for its setting "⚡" is appear on the screen.

6 Ringer tone Your phone include 3 usual type ringer tones and 9 additional Softer Ringer tones similar to bells, musical instrument, or birds, etc. with softer volume level. Select and set the type of ringer tone from 1 to 12 by pressing number key(s), scroll keys, "⏮" or "⏭" or **Soft key** under **⏮ NEXT 1** and press **Soft key** under **⏮ OK 1**, then select its

ringing pattern same way in sequence.

5 Call Info

1 Last Call Display duration of last call in minutes and seconds.

2 Home Calls Display the total number of calls and time (minutes and seconds), of all calls made, while in the home system, since last reset. Press **Soft Key** under **⏮ ZERO 1** to reset.

3 Roam Calls Display the total number of calls and time (minutes and seconds) of calls made while roaming. Press **Soft key** under **⏮ ZERO 1** to reset.

4 All Calls Display the total number of calls and time (minutes and seconds) including calls made while in the home system and while roaming. This is NOT resettable.

6 Security

You must enter the lock code to see what is in the security menu. Typical default values are either the last 4 digits of your phone number or "0000".

1 Lock Mode Locks the phone from use. Possible settings: "on power up", "now", "never." The "now" setting immediately locks the phone when selected. "On power up" locks the phone when the phone is turned on. "Never" means that the phone is never locked. When locked, you can only make emergency calls (see page E8) or receive incoming calls. All other functions of the phone are disabled. If you forget your lock code, please call your service provider for help.

2 Restricted Set phone use restrictions to "yes" or "no". If set to "yes" you can only make calls to emergency numbers and from phone book memory locations 1 to 9. You can also receive calls in restricted mode.

3 New Code Enter a new four digit lock code number.

4 Emergency number Enter three emergency numbers. You can call these numbers and 911 even when the phone is locked or restricted. If dialing the number, it must exactly match one of these programmed numbers for it to override the lock and restriction settings.

5 Clear Calls Clear the call history list.

6 Send PIN Your service provider may require you to enter a PIN when placing a call. This feature is set to "prompt" which automatically prompts you to send a PIN when the call is placed. Press **Soft key** under **⏮ YES 1**

PAGING, MESSAGING, AND VOICE MAIL

to send the PIN (which is the same number as your four digit lock code). Press **Soft key** under **1 NO 1** or nothing if you do not want to send the PIN. Set this option to "never" if your service provider does not require you to enter a PIN when placing a call.

7 Features

1 Auto Answer

Select the number of rings before the phone automatically answers a call. Possible settings "5 rings," "3 rings," "1 ring," and "off." This feature is most commonly used with the car kit.

2 Auto Retry

Set the length of time the phone waits before automatically redialing a number when the system is busy. Possible settings "every 60 seconds," "every 30 seconds," "every 10 seconds," "off."

3 Scratch pad

Store phone numbers during a call. These numbers are added to call history.

4 Mute

Switch the microphone on and off while in a call. When the microphone is off, the other party cannot hear you.

5 Key Beep

Set key beep play back length. Possible settings: "long", "normal."

6 One-Touch

Enable / disable one-touch phone book memory dialing. Possible settings: "enable," "disable."

7 Privacy

Set the voice privacy feature for CDMA calls. Possible settings: "enhanced," "standard." CDMA offers inherent voice privacy. Check with your service provider for availability of the enhanced voice privacy mode. During a call, if active, you will see an inverse "p" on the same line as the call time.

8 Date Mode

Possible settings: "off", "a sync", "fax", "packet."

This feature allows your phone to receive messages when it is turned on. A single key , allows you to access your messages while a four line display provides for easy viewing.

Messages are stored in the phone's memory and are not erased when the phone is turned off. The phone has the capability of storing up to 12,80 character messages. However the number of messages that can be stored will be reduced if messages are greater than 31 characters.

Note

Check with your service provider regarding the availability of this feature. The information contained in a message, such as time stamp and callback number, depends on the mode the phone is operating in and the service provider's network capabilities.

This phone supports three types of messages:

Message  : typically contains text

Page  : typically contains digits

Voice Mail  : used to call voice mail

New Message Alert

The phone will notify you of message by a display on the screen, five short beeps (if enabled), a flashing red light and by turning on an icon on top of the display. If a message is marked URGENT, the  will flash. In addition, the first line of the display will contain asterisks (*) on each side of the label as, "** MESSAGE **".

To acknowledge the new message indication, press any key:

The phone will then be returned to the display that was present before the alert.

The red light will continue to flash and a reminder beep will occur every two minutes until the new message is acknowledged.

* MESSAGE *
3:15 PM from
345-123-7991
Jonny

Message

* PAGE *
8:30 AM from
011-234-8976
Ken

Page

* VOICE MAIL *
3 new msgs

Voice Mail

Viewing Pages and Messages

These messages may consist of a time stamp, a callback number, a name (if the callback number matches a phone number stored in a memory location), and text. They are accessed as text type messages as shown below.

Reading New Messages

1. Press **[F4]**. The display will then show the number of new messages.
2. Press **Soft key** under **[TEXT 1]**. You will see the messages in the order they were received except for all urgent messages, which will be displayed first. Messages will automatically scroll page by page. To manually scroll through the message line by line, press **[*]** or **[#]**. At the end of the message, the **Soft Key** options will be **[ERASE 1]** and **[NEXT 1]**.

3. Press **Soft key** under **[ERASE 1]** to erase the message and go to the next message.
or
Press **Soft key** under **[NEXT 1]** to keep the message in memory and go to the next message.

4. Press **[SEND]** to view the callback number provided in the message.

5. Press **[SEND]** again to place a call to the callback number.

Note

When there are no new messages, the phone will display a list of previously saved messages.

When viewing a callback number (by pressing **Soft key** under **[SEND 1]** from the message), you can save the number in your phone book memory by pressing **Soft key** under **[SAVE 1]**. However, the number is already saved in your phone book if there is a name displayed on the line above the callback number. If you do save the callback number, then you will be returned to the callback number screen. Pressing **[SEND]** (or prepending the number with an area code and pressing **[SEND]**) will place a call.

Reading Previous Messages

1. Press **[F4]**.
2. Press **Soft key** under **[TEXT 1]**. This displays the list of previous messages. Each line will show the first 11 characters of the messages.

3. Press **[*]** or **[#]** to select a message.

4. Press **Soft key** under **[ERASE 1]**. This erases the message and goes to the next message.
or

Press **Soft key** under **[VIEW 1]**. This lets you view the message.

5. While viewing a message or with the arrow pointing to the desired message, you can press **[SEND]** to view the included callback number, if provided. After you see the callback number on the display, press **[SEND]** again to place the call.

6. Press **Soft key** under **[QUIT 1]**. This brings you back to the list of previous messages.

Voice Mail Notifications

Voice mail notification indicates the number of new voice mail messages in your mailbox. Only the most recent voice mail notification will be stored in the phone; previous messages will be overwritten. You must call your voice mail service to retrieve these messages.

Getting Voice Mail Notification Messages

1. Press **[F4]**.

The on screen text will indicate the amount of new voice mail messages, if any.

2. Press **Soft key** under **[VOICE 1]** to place a call to your voice mailbox.

3. Listen for a connection to your voice mail system.

Note

Your service provider will deactivate the **[F4]** icon when there are no new voice mail messages (and no new text messages).

ACCESSORIES

Low Memory Warning

The phone will alert you when the amount of available message memory is less than 25%. Although the phone can still receive new messages, you should erase messages you no longer need to avoid running out of memory.

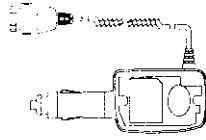
Out of Memory Warning

When the phone has no more available message memory, it can no longer accept new messages. When this occurs, the phone will display an "Out of Memory" message.

There are a variety of accessories available for the phone. You can select these options according to your personal requirements.

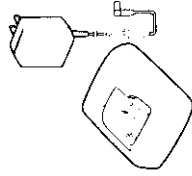
Cigarette Lighter Adaptor

You can operate the phone and charge the phone's battery from your vehicle by using the cigarette lighter adaptor, model CA101. You will see a red light while charging. It takes 4 to 5 hours to charge a completely discharged battery. When the battery is fully charged, red light turns to green.



Desktop Charger

The desktop charger, model QCH 101, comes standard with all DMP 101 phones but may be purchased separately. It is capable of charging the battery alone or when installed in the phone and uses standard U.S. 120 Volt, 60 Hz outlets. It takes 5 to 6 hours to charge a completely discharged battery. This charger consists of AC adaptor and charging holder.



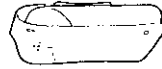
Hands-free Car Kit

The car kit, model CK 101, is powered through cigarette lighter plug and can be installed rather easily, enables you to attach the phone to the car providing you with hands-free operation. It will also charge a completely discharged battery in 4 to 5 hours.



Leather Carrying Case

Leather Carrying Case, model LC 101, protects the phone while still enabling you to use most of the functions.



Hands-free Headset

The Headset, model HH101, enables you to use your phone in hands-free. Connect the Headset plug into the jack, and put the Earphone in your ear. While the Headset is connected to the jack, all received audio will be heard through the Earphone, and the Microphone will pick up your voice to transmit.



Battery Pack

The battery pack is shipped with approximately 30% capacity so you can use it immediately after purchasing the phone. Remember to charge the battery as soon as possible to maximize the talk time and standby time.



PHONE SAFETY AND CARE

Background

The hand-held portable Personal Communication Service telephone is one of the most exciting and innovative electronic products ever developed. With it you can stay in contact with your office, your home, emergency services, etc.

Your Personal Communication Service telephone is a radio transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) energy. The phone operates in the frequency range of 1850 MHz to 1900 MHz. When you use your phone, the system handling your call controls the power level at which your phone transmits. The power level can range from 0.006 watt to 0.3 watt.

Exposure to Radio Frequency Energy

In 1991, the Institute of Electrical and Electronics Engineer (IEEE) and in 1992, the American National Standards Institute (ANSI) updated the 1982 ANSI Standard for safety levels with respect to human exposure to RF energy. Over 120 scientists, engineers, and physicians from universities, government health agencies, and industry, after reviewing the available body of research, developed this updated standard.

The design of the DMP 101 phone complies with this updated standard. Of course, if you want to limit RF exposure even further than the updated ANSI Standard, you may choose to control the duration of your calls and operate your phone in the most power efficient manner.

For Best Performance

To properly operate the phone and maintain safe and satisfactory service, follow these rules.

- Extend the antenna fully.
- Hold the phone with the antenna up and over your shoulder.
- Do not hold the phone antenna at any time.
- Speak directly into the mouth piece.
- Use the phone when the car is stopped.

Avoid exposing the phone and accessories to rain or liquid spills. If the phone gets wet, turn the power off immediately and remove the battery pack. If the phone is inoperable, then return it to dealer for service.

Only authorized personnel should install or service the phone and its accessories. Faulty installation or service may be dangerous and may invalidate the warranty.

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Caring for the Battery

For best battery performance, follow these guidelines:

- Only use battery pack, model number BP 101, and charger model number QCH101. Do not use any other battery pack or charger. QCH 101 charger is designed to maximize the battery life performance.
 - Do not charge the battery pack in temperatures outside of 32 °F to 122 °F (0 °C to 50 °C) because damage could occur.
 - Do not use the battery charger in direct sunlight or in places with high humidity such as the bathroom.
 - Never dispose of the battery pack by a fire.
 - Keep metal contacts at the top end of the battery pack clean.
 - Do not attempt to disassemble or short circuit the battery pack.
 - You may need to recharge the battery if it has not been for a long time.
 - Replace the battery when it no longer provides acceptable performance.
- The battery pack may be recharged hundreds of times before it will need to be replaced.
- Do not store the battery for long periods in places where high temperatures frequently occur. Follow these storage rules:
 - Less than 1 month: -4 °F to 140 °F (-20 °C to 60 °C)
 - More than 1 month: -4 °F to 113 °F (-20 °C to 45 °C)

Driving Safety

Talking on the phone while driving is extremely dangerous and is illegal in some states. Remember, safety comes first.

Check the laws and regulations on the use of Cellular phones in the area where you drive. Always obey them.

When using the phone in the car:

- Give full attention to driving.
- Use hands-free operation.
- Pull out the road and park before making or answering a call.

If you must use the phone while driving, please use one-touch, speed dialing, and auto answer modes.

FAILURE TO FOLLOW THESE INSTRUCTIONS MAY LEAD TO SERIOUS PERSONAL INJURY AND POSSIBLE PROPERTY DAMAGE.

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Other Safety Guidelines

For the safe and efficient operation of your phone, observe the following guidelines. Remember to follow any special regulations in force in any given area. Always turn off the phone wherever its use is forbidden or when it may cause interference or danger.

Electronic Devices

Most modern electronic equipment is shielded from RF energy. However, RF energy from Cellular telephones may affect inadequately shielded electronic equipment.

RF energy may affect improperly installed or inadequately shielded electronic operating and entertainment systems in motor vehicles. Check with the manufacturer or representative to determine if these systems are adequately shielded from RF energy.

You should also check with the manufacturer of any equipment that has been added to your vehicle.

Consult the manufacturer of any personal medical devices (such as pacemakers, hearing aids, etc.) to determine if they are adequately shielded from external RF energy.

Turn off the phone in health care facilities and request permission before using the phone near medical equipment.

Aircraft

Turn the phone off before boarding any aircraft. Use it on the ground only with crew permission. Do not use it in the air. To prevent possible interference with aircraft systems, U.S. Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground. To prevent interference with Cellular system, FCC regulation prohibits using your phone while the plane is in the air.

Children

Do not allow children to play with your phone. It is not a toy. Children could hurt themselves or others (by poking themselves or others in the eye with the antenna for example). Also, children could damage the phone or make calls that increase your telephone bills.

Blasting Areas

To avoid interfering with blasting operations, turn your phone OFF when in a "blasting area" or in area posted: "Turn off two-way radio." Construction crews often use remote control RF devices to set off explosives.

Potentially Explosive Atmospheres

Turn your phone OFF when in any area with a potentially explosive atmosphere. It is rare but your phone or its accessories could generate sparks. Spares in such areas could cause an explosion or fire resulting in bodily injury or even death.

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

Do not transport or store flammable gas, liquid, or explosives in the compartment of your vehicle which contains your phone or accessories.

Vehicles using liquefied petroleum gas (such as propane or butane) must comply with the National Fire Protection Standard (NFPA-58). For a copy of this standard, contact the National Fire Protection Association, One Batterymarch Park, Quincy, MA 02269, Attn: Publication Division.

A

AC adaptor
accessories
aircraft
alerts
fade
minute
service
setting
answering a call
antenna
Auto NAM
automatic
answer
hyphenation
redial
retry
scrolling

B

backlight
banner
battery
care
charge
drain
installing
level indicator
removing
use
best performance
blasting areas

C

call history
call info
call waiting

Calls

credit card
dialing
ending
incoming
making
receiving
redialing
restrictions
roaming
three-way
car kit
Billing
children
cigarette lighter adaptor
clear
calls
digits
clear digits
Code Division Multiple Access
correcting dialing mistakes
customer service

D

dialing calls
dialing from memory location
digital system
display
display features
display indicators
driving safety

E

earpiece
editing
memory
numbers

EL Electro Luminescent

emergency numbers

END key

ending a call
entering
a number
letters
lock code
lower case letters
name
punctuation
explosive atmospheres

F

fade alert
FCC
features
frequency
functions

H

handstrap

I

incoming calls
INFO key

K

key beep volume
keypad lock

L

last ten numbers dialed
leather carrying case
lock code
Lock Key
low battery

M

manual pauses
memory
clearing
editing
effect
locations
retrieving
storage
menu
item descriptions
method
options
shortcuts
message
text
voice
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minute alert
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N

NAM
no service
Number Assignment Module

O

one-touch dialing
own phone number

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 RSSI

scroll keys
 searching
 for names
 for numbers
 secret numbers
 SEND key
 signal strength
 Soft keys
 Softer Ringer
 speed dial
 storing
 names with numbers
 numbers
 secret numbers

T

time
 timer
 last call
 roaming
 total

V

voice mail
 volume
 earpiece
 key/beep
 ringer

S

safety
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 through messages
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 through stored numbers