

MT-8000 WAP User's Manual

Mar , 2001

Ver 0.1



TELSON I&C., CO .LTD

REVISION HISTORY

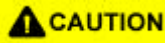
Version	Date	Name	Reason
1.0	15/1/2001	YGPark	Initial Draft Document

FCC RF EXPOSURE INFORMATION

WARNING! *Read this information before using your phone*



In August 1996 the Federal Communications Commission (FCC) of the United States with its action in Report and Order FCC 96-326 adopted an updated safety standard for human exposure to radio frequency electromagnetic energy emitted by FCC regulated transmitters. Those guidelines are consistent with the safety standard previously set by both U.S. and international standards bodies. The design of this phone complies with the FCC guidelines and these international standards.



Use only the supplied or an approved antenna. Unauthorized antennas, modifications, or attachments could impair call quality, damage the phone, or result in violation of FCC regulations.

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Please contact your local dealer for replacement antenna.

Body-worn Operation

This device was tested for typical body-worn operations with the back of the phone kept 1.6 cm. from the body. To maintain compliance with FCC RF exposure compliance requirements, use only belt-clips, holsters or similar accessories that maintain a 1.6 cm. separation distance between the user's body and the back of the phone, including the antenna, whether extended or retracted. The use of third-party belt-clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure compliance requirements, and should be avoided.

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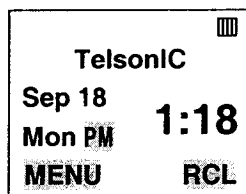
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1. The Basics

1.1. Turing Your Phone On

Open the keypad cover and press **END** for a few seconds until you see the initial log on the screen.

- After powering-up melody and animation, the own phone number is displayed and the initial idle screen appears.



1.2. Turing Your Phone Off

To turn your phone off, press **END** for a few seconds (around 1~2 seconds) until Ending Log is displayed.

- After powering-off animation and melody, the phone is turned off.
Note) If pressed for less than one second, the phone will not turn off. This keep your phone from being turned off accidentally.

1.3. Placing a Call

- Enter the number you want to call.

For example: 887-2690



Note)

Press CLR to erase one digit at a time if you make a mistake.

Press & Hold CLR to erase the entire entry and start again.

2. Press **SEND** to place the call.

You will see: Calling 887-2690

You can dial phone numbers up to 32 digits.

1.4. Ending a Call

There are two ways to end a call.

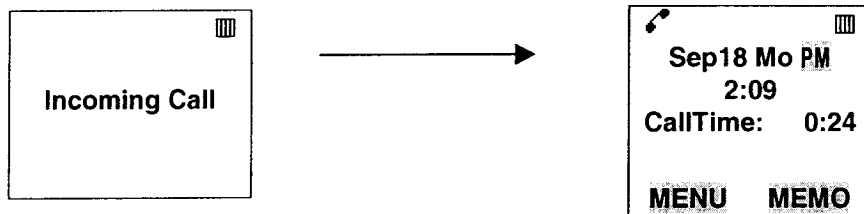
Close the Keypad cover to end a call Or Press **END**

1.5. Receiving Calls

Your phone must be ON to receive calls.

When a call is incoming:

- . An alert will sound and /or vibrator.
- . The Power Indicator will light up.



Answering a Call

To answer a call:

- . Open the keypad cover or press any key except for **END**.

1.6. Redialing Numbers

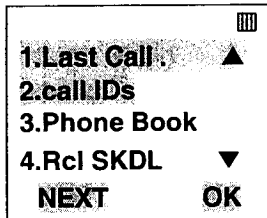
1.6.1. Last Call Redialing

Press **SEND** without entering a number, your phone will dial the last number entered.

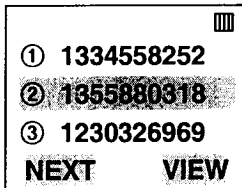
1.6.2. Placing a Call from Last Calls List

The last 10 dialed numbers can be stored and be placed.

1. Press **▷(RCL)**, **1**



2. Press \triangleleft (NEXT) \triangle $\#$ ∇ to scroll to select the number you want.



3. Press **SEND** to place the call.

1.7. Super Speed Dialing

If you know the memory location, you just need to enter those two digits or three digits to recall the phone number and place the call.


1. Enter the two-digit memory locations, 01-99.
2. Press SEND to call the number you selected. The number stored in the memory location you entered will be dialed.

1.8. Turbo Dialing

The Turbo Dial keys make you dial even easier. This feature gives you one, two, and three touches access to the numbers stored in the memory locations 1-199.

1.8.1. One Touch Dialing

This feature gives you one-touch access to the numbers stored in the first nine memory locations, 01-09.

-  Press & hold a key, 1 to 9 corresponding to the memory location, and your call is placed.

1.8.2. Two Touch Dialing

This feature gives you two-touch access to the numbers stored in the memory locations, 10-99.

For example) Dialing the memory location 12.

☞ Press 1 & Hold key 2 for a few second.

1.8.3. Three Touch Dialing

This feature gives you three-touch access to the numbers stored in the memory locations, 100-199.

For example) Dialing the memory location 123

☞ Press 1, 2 & Hold 3 for a few second.

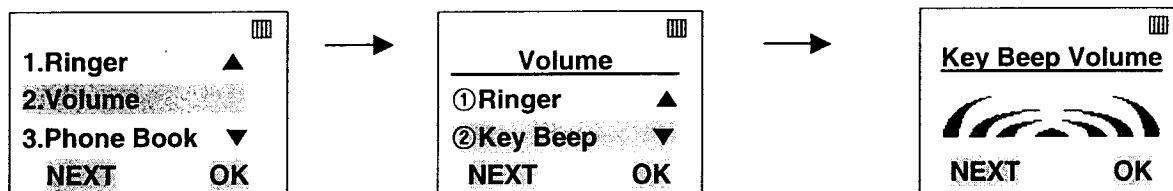
1.9. Basic Tone Control

The upper and lower volume keys are left on the display and can be used to adjust the volume on your phone. As you press these keys, the phone's speaker will demonstrate the new volume level.

1.9.1. Adjusting Keypad Volume

When your phone is idle and the keypad cover is open:

1. Press (Menu), , and then, press **NEXT** to adjust the volume.
2. Press **OK**.

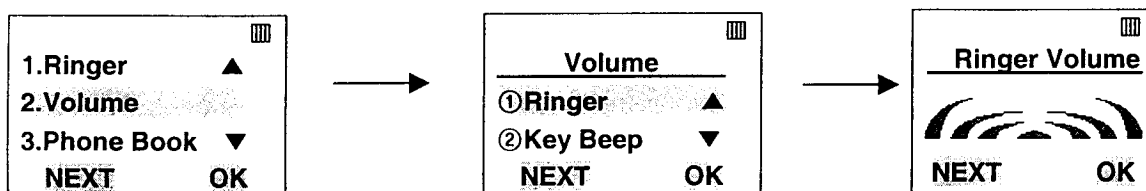


3. The other way, press the side keys (,) to adjust the Keypad volume.

1.9.2. Adjusting Ringer Volume

You can adjust the ringer volume.

1. Press (Menu), , and then, press **NEXT** to adjust the ringer volume.

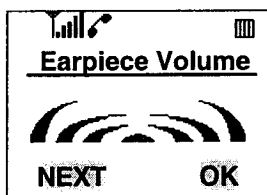


2. Press **OK**

1.9.3. Adjusting Earpiece Volume

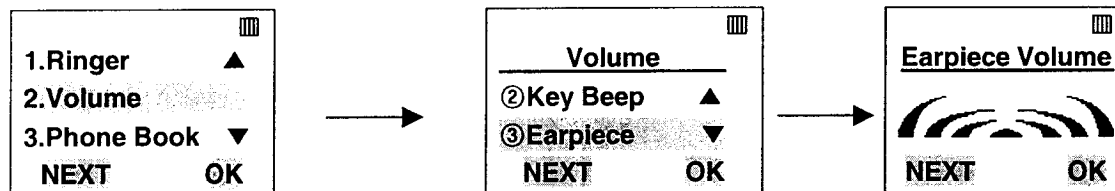
During a Call

1. Press Sidekeys (**7**) to adjust the Earpiece volume.



Idle State

1. Press **<(Menu)**, **2**, **3** and then, press **NEXT** to adjust Earpiece volume.



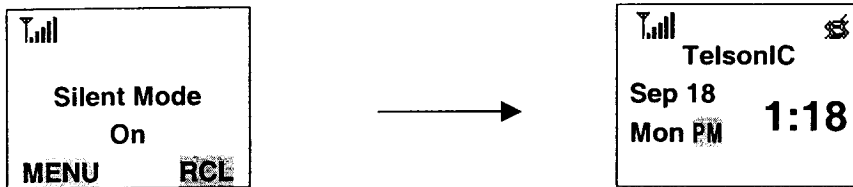
2. Press **OK**

1.10. Shortcuts

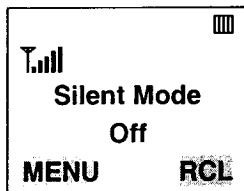
1.10.1. Silent Mode (Etiquette Mode)


For complete discretion, just turn Silent Mode On. All tones will be silenced. You can dial silently when the ringer is replaced by gentle vibrator.

1. Open the keypad on and then Hold **#** when the keypad cover open.



2. If you want to turn silent mode off, Hold  for a few seconds after opening the keypad cover.



Note) When the silent mode is On, the icon  will be displayed on the screen with keypad cover closed.

- The silent mode will turn off Upon powering off and then On.


1.10.2. Lock Function

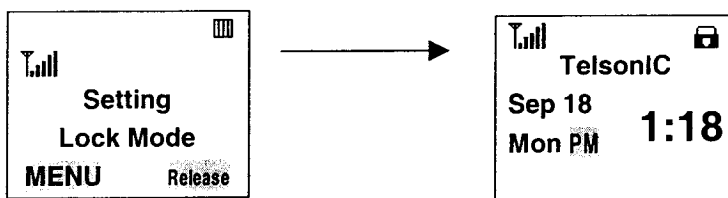
You can lock your phone manually at any time to prevent unwanted use.

And if the lock function is on, once the phone turns off, the lock function does not work.


It is only available while phone is on.

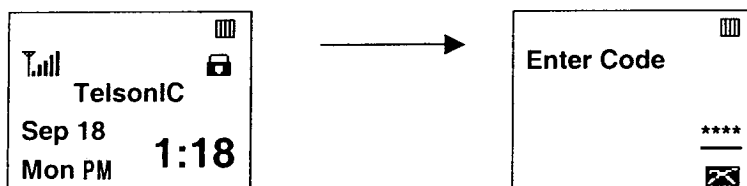
Lock enable


Hold  for a few seconds.



Lock disable.

Hold  (Release) to disable the lock function and enter the lock code .

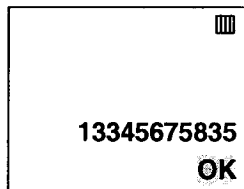
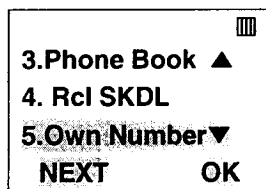


- When the lock function is on, the Icon  is displayed on upper LCD line.
- When you turn your phone off and on, the lock function will be off automatically.

1.11. Viewing Your Number

Use this feature to view your phone's currently active phone number.

Press \triangleright (RCL), 5



- Upon turning the phone on, its number is also displayed after the animation.

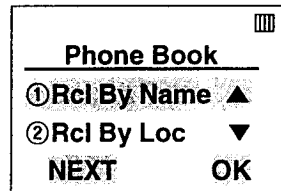
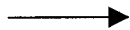
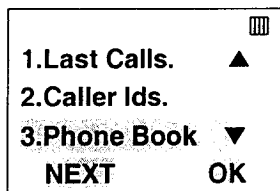
1.12. Phone Book

Recalling the number stored in memory can be the key sequence of \triangleright (RCL) or through accessing to the Phone book in Menu function.

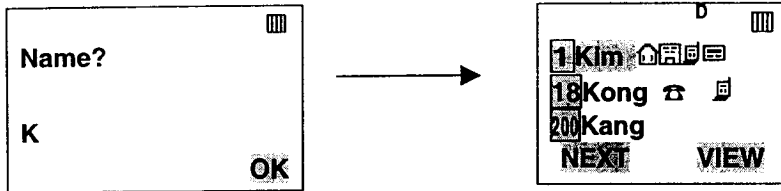
1.12.1. Recall by Name

Once you have stored names and numbers, you can recall them alphabetically with the phone book menu.

1. Press \triangleright (RCL), 3, 1



2. To find the name you are looking for, enter the first letter of the name and then press \triangleright (OK).



3. Press **NEXT** to scroll the name you are looking for.

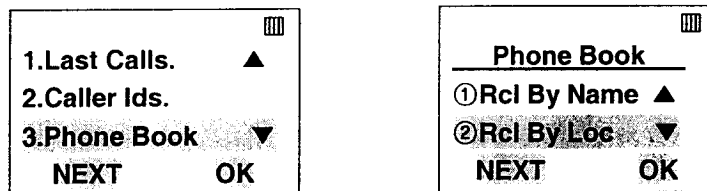
Note) Press **VIEW** to see the contents in detail.

4. Press **SEND** to place the call.

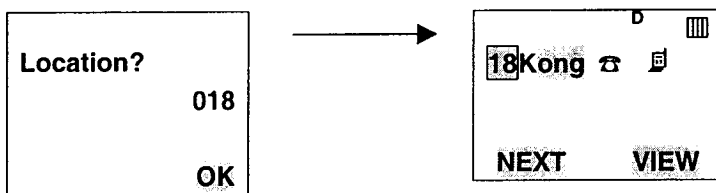
1.12.2. Recall by Memory Location

Names and numbers you stored are placed in memory locations numbered 01-200 respectively. Once you have stored names and numbers, you can recall them from the memory locations.

1. Press \triangleright (RCL), 3, 2 to select the menu **Rcl By Loc**.



2. Enter the memory location of the number you're looking for and then Press \triangleright (OK).



You will see the phone book screen for that memory location.

3. Press **NEXT** to see the location you're looking for.

and then press **VIEW** to see the contents in detail.

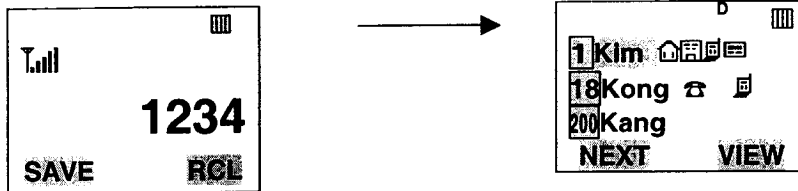
4. Press **SEND** to place the call.

1.12.3. Recalling by Numbers

This feature allows you to recall the number even though you cannot completely remember the number you want to place a call from the memory location.

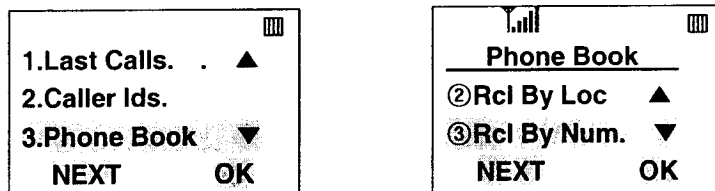
Recalling the number in the idle

1. Enter the front part of the number you want.
2. Press **RCL**.

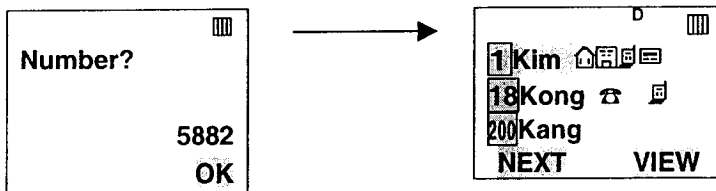


Recalling the number from Phone Book Menu.

1. Press \triangleright (**RCL**), **3**, **3**.



2. Enter one more digits of the number you're looking for and then press \triangleright (**OK**).



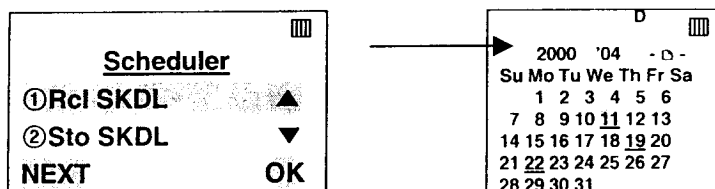
If you press \triangleright (**OK**) without any digits, all phone numbers stored in the memory will be viewed.

3. Press **NEXT** to scroll up/down.
4. Press **VIEW** to view it in detail.
5. Press **SEND** to place call.

1.13. Recalling the Schedule

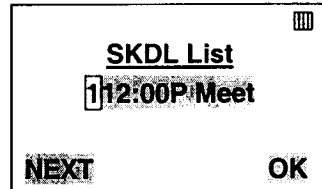
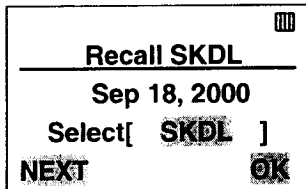
The personal schedule and its contents can be recalled using the recalling schedule management.

1. Press \triangleleft (**Menu**), **4**, **1**



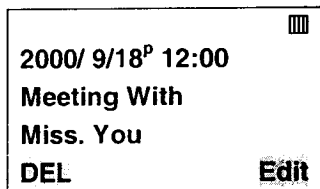
* This month will be displayed in the calendar.

- Press to select the one among the schedule/memo/anniversary and press (OK) to view the schedule list.



- Press (OK).

The schedule contents will be displayed on the LCD and you can delete or edit it.

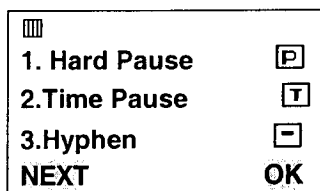


1.14. Pause Dialing

When you call automated systems like voice or bank by phone, a recorded message prompts you for account numbers, etc. Pause Dialing allows you to store these numbers in the same memory location as the automated system's access number. Just Separate each set of numbers with a "Pause"- some special characters ("", "") that tell your phone to wait before sending additional numbers.

1.14.1. Insert Pause

- Enter the digits and press .



1.14.2. Pause Dialing

Once stored, recall the entry and place the call. Your phone will make a call for the set of numbers before first pause and then wait for your input.

Definition

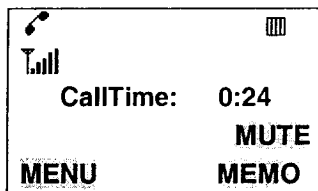
1. Hard Pause(**[P]**): After dialing the number, press **[SND]** to dial the consecutive numbers .
2. Time Pause(**[T]**): After dialing the number, the consecutive numbers will be dialed around 2 second later automatically.
3. Hyphen : This feature helps you to view easily the number .

1.15. The Available Functions during Converation

1.15.1. Mute the Microphone

If you need some privacy while a call is in progress, try muting the microphone - you'll be able to hear your caller, but she/he will not hear you.

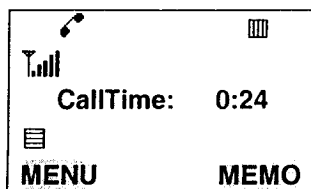
1. Press **[CLR]** to mute the microphone during conversation.
2. Press **[CLR]** to unmute the microphone again.



1.15.2. Scratchpad

If you need to take quick note, but you don't necessarily want to save the number, use the Scratchpad which always remembers **the last phone number** that was on your phone's display. The Scratchpad is especially helpful when you are on the phone and your caller gives you another number to call.

1. Press **[MEMO]**.

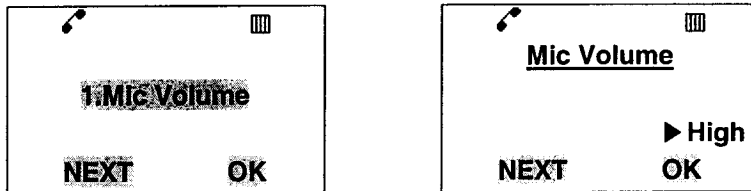


2. Enter the number with the keypad.
3. Press **[SAVE]**.

1.15.3. Adjusting Microphone Volume

The feature allows you to adjust the Microphone if your caller want you to raise your voice under noisy environment.

1. Press **⏮ MENU**, and press **OK**.



2. Press **NEXT** to select the volume, High or Low and press **⏮(OK)**.

1.16. Call Waiting

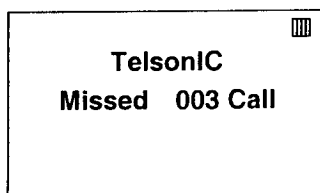
If you subscribe to Call Waiting through your Service Provider, you may hear a tone during a call, indicating that you are receiving a second call. Before answering the second call, you can place the first call on hold or end it.

1. Press **SEND** to answer the call and it is automatically placed the current call on hold.
2. Press **END** to end the current call, and then your phone will ring and/ or vibrate as usual .

Press **SEND** to answer the call.

1.17. Unanswered Call Indicator

Despite of the latest wireless technology, you are often unavailable to answer calls when your phone is ON. It displays the number of unanswered calls. For Example, if you missed 3 calls, your display will show as follow.



Note) 1.The displayed time will be lasted received time.

- 2.The message will disappear when you open the keypad cover or press any key.

1.18. Caller ID

If Caller ID service is active on your phone, you can see who's calling before you answer!

The display will show either your caller's name(if it's in your phone Book) or your caller's number if you always prefer to see your caller's number.

1. Press \triangleright (RCL), $\boxed{2}$ to view them.

The caller IDs for your last 15 callers will be saved.

1.19. The Side Key Function

1. To adjust the keypad volume with keypad cover open.
2. To answer the incoming call.
3. To adjust the Earpiece during a call.
4. To select any item in the menu function.

2. Menu Function

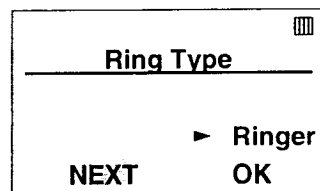
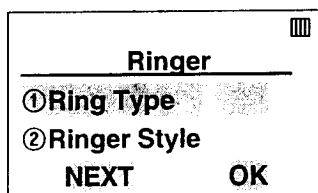
2.1. Ringer

2.1.1. Ringer Type

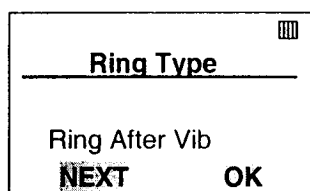
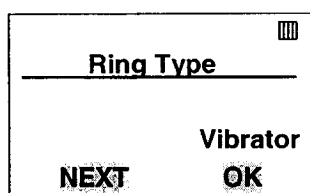
You can choose to be alerted to incoming calls using the vibrator, ringer, both.

There are "Ringer/Vibrator/Ring After Vib" in Ringer styles which you can select.

1. Press \odot MENU, $\boxed{1}$, $\boxed{1}$.



2. Press \odot NEXT to scroll to Ringer, Vibrator, or Ring After Vib and press \odot (OK) to select the displayed option.

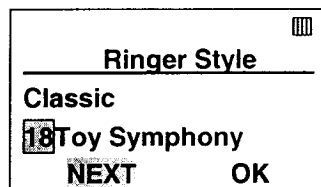
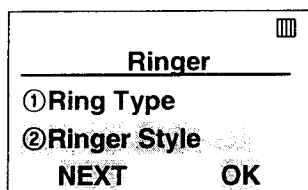


Note When "Ring After Vib" is selected, the phone alerts you with three ring cycles after vibrating.

2.2. Ringer Style

Your new phone offers 29 different ringer styles. After you choose a style, the phone will give you a brief sample of your new alert sound.

1. Press \odot **MENU**, $\boxed{1}$, $\boxed{2}$.



2. Press \odot **NEXT** to scroll the ringer styles. As you scroll the ringer styles, your phone will give an audible sample of the currently displayed style. Press \odot (**OK**) to select the displayed option.

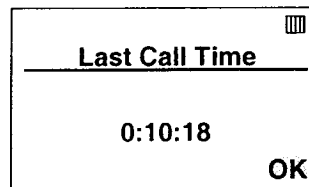
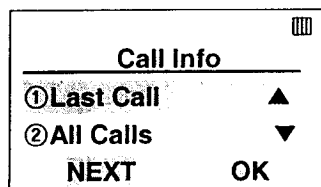
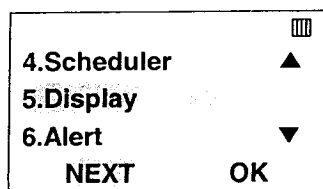
2.3. Call Information.

The call information is not equal to call charge.

2.3.1. Last Call

Last call allows you to display information about the last call that was made.

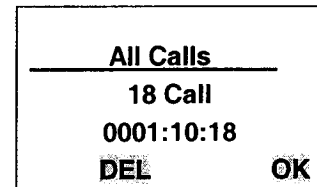
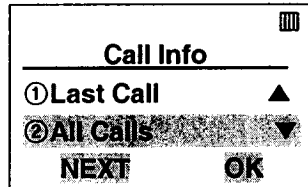
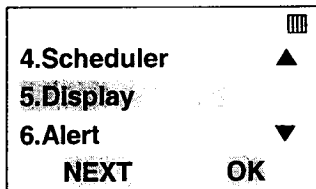
1. Press \odot **MENU**, $\boxed{5}$, $\boxed{1}$, $\boxed{1}$



2.3.2. All Calls

All calls allow you to display both the total called time in minutes and seconds and the number of calls.

1. Press **⏮ MENU**, **5**, **1**, **2**.

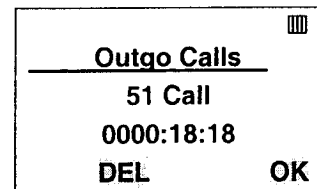
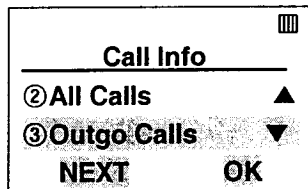
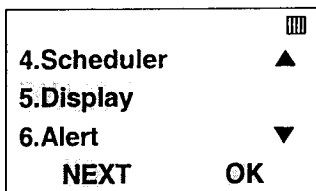


* Press **⏮ DEL** to delete all calls.

2.3.3. Outgo Calls

Outgoing calls allow you to display the total called time in minutes and seconds and the number you made calls to your callers.

1. Press **⏮ MENU**, **5**, **1**, **3**.



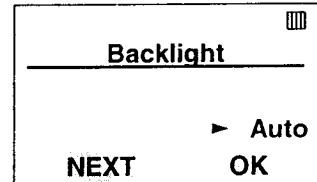
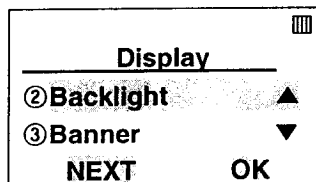
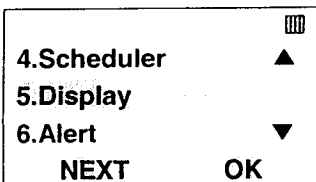
* Press **⏮ DEL** to delete the Outgo Calls Time.

2.4. Display

2.4.1. Backlight

Use backlight to set the LCD and keypad backlight to always off, 10sec, when flip open, or auto.

1. Press **⏮ MENU**, **5**, **2**.



2. Press **◀ NEXT** to select 'Auto/ When Flip/ Always Off /10 sec '.

3. Press **▶ (OK)**.

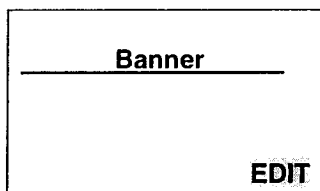
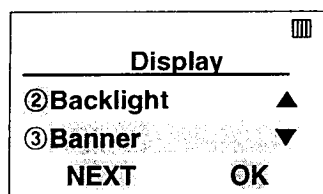
- Auto: The backlight will turn off from 8:00 AM to 5:00 PM even though the keypad is pressed and, on the other time backlight will turn on for 9 seconds once keypad is pressed.
- When Flip Open: The backlight will turn on whenever the keypad cover open.
- Always Off: The backlight will always turn off 10 sec: The backlight will turn on for 10seconds once any key is pressed.

2.4.2. Banner

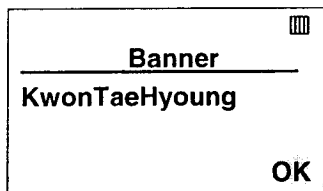
Use Banner to enter a personal greeting that is displayed when the phone powers on.

The phone displays the current banner.

1. Press **◀ MENU, 5, 3**.



2. Press **▶ (EDIT)** to make change to the existing banner (which is visible during editing).

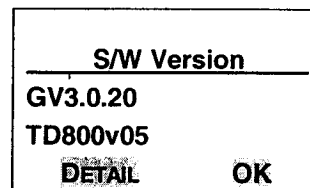
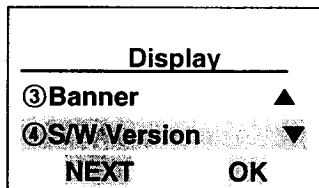
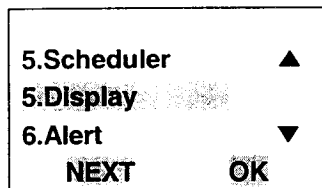


3. Press **▶ (OK)** to save it.

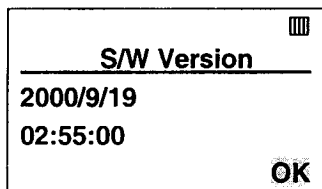
2.4.3. S/W Version

Select the S/W Version to make the product branch and software version visible.

1. Press **◀ MENU, 5, 4**.



2. Press **DETAIL** to view the details.



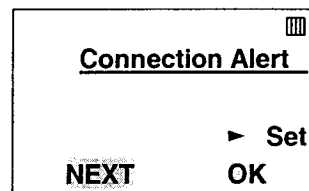
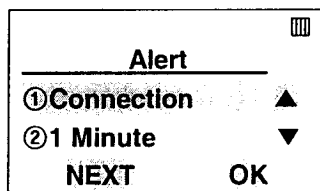
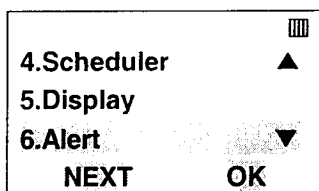
2.5. Alert

2.5.1. Connection

When the call is connected to the system, the connection alert will sound.

The feature allows you to know whether you succeed to make a call conveniently.

1. Press **MENU**, **6**, **1**.



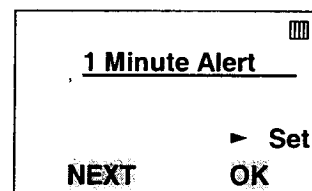
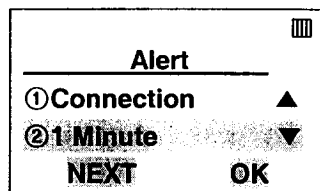
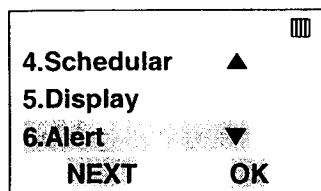
2. Press **NEXT** to toggle On/Off.

3. Press **(OK)**.

2.5.2. 1 Minute

Use 1 Minute to set an alert to beep at 10 seconds before the end of every minute during a call.

1. Press. **MENU**, **6**, **2**.



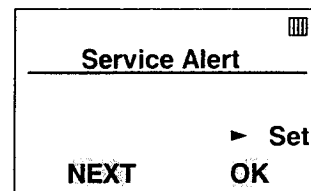
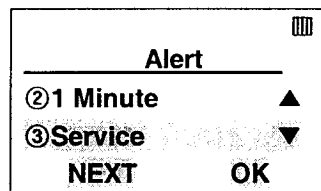
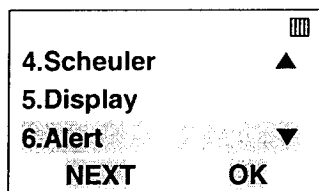
2. Press **⏮ NEXT** to toggle the timer On/Off.

3. Press **⏮ (OK)**.

2.5.3. Service Alert

When Service tone is ON, you'll be instantly alerted to any change in your cellular service. You'll hear two short beeps when your phone (1) starts to roam, (2) returns to a home system after roaming, (3) loses service, (4) finds service, or (5) moves from digital to analog service (or vice versa).

1. Press **⏮ MENU**, **6**, **3**.



2. Press **⏮ NEXT** to toggle 'Set or Release", and then press **⏮ (OK)**.

Note) If the service alert is on, it beeps when losing service and when it requires service.

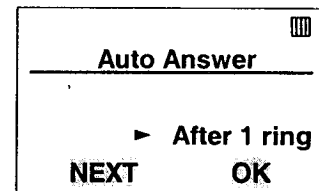
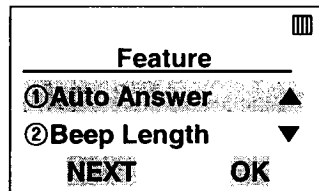
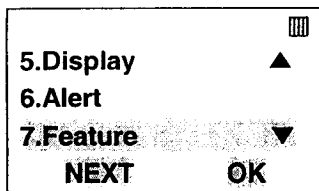
If the service alert is Off, it does not beep when losing or finding service.

2.6. Feature

2.6.1. Automatic Answer

This feature can make you use your phone that is truly free from your hand on your driving. Turn Auto Answer ON to have your phone automatically answer incoming calls according to your selected option (Release/ After 1 ring/ After 3 rings).

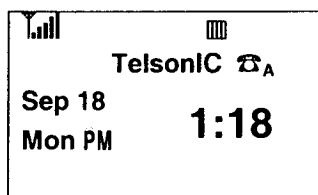
1. Press **⏮ MENU**, **7**, **1**.



2. Press **◁ NEXT** to select 'Release/ After 1 ring/ After 3 rings and Press **▷ (OK)**.

* The long type of ringer is regarded as 3 seconds at one time.

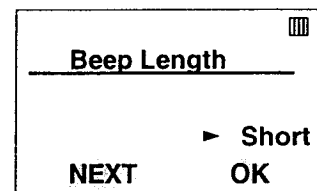
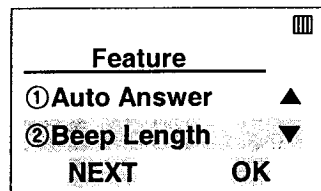
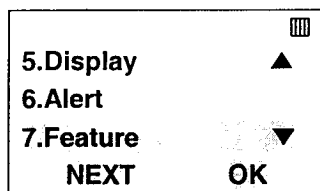
* When Auto Answer is enabled, the Icon "Ⓜ_A" is displayed on the screen with keypad cover closed.



2.6.2. Beep Length

Your phone transmits tones to communicate with automated calling systems like Voice Mail or bank by phone. These tones are called DTMF tones (Dual Tone Multi-Frequency tones), and this feature allows you to adjust the way your phone sends them for most systems. You should use the default setting of short tones, which send the tones for a preset length of time. If you choose long tones, your phone will transmit the tones for a long time as you press and hold the key.

1. Press **◁ MENU**, **7**, **2**.



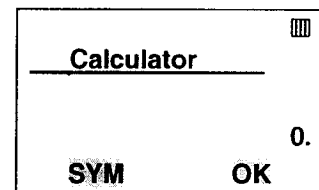
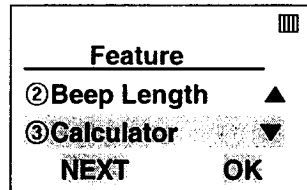
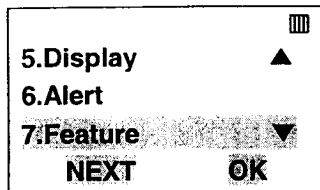
2. Press **◁ NEXT** to toggle 'Short/ Long'.

3. Press **▷ (OK)**.

2.6.3. Calculator

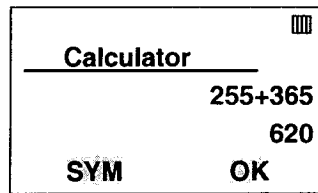
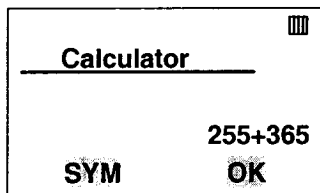
Use calculator to perform an arithmetic operation (add, subtract, multiply, divide) by decimal two points.

1. Press **◁ MENU**, **7**, **3**.



2. Press the numeric and use \ominus **SYM** to toggle the arithmetic (+,-,*,/,) and the next numeric.

3. press \ominus (**OK**).



You can repeat entering the numeric and using arithmetic operator(+/-///).

* Press \blacktriangle to enter the decimal point.

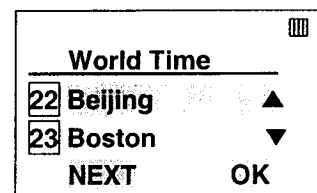
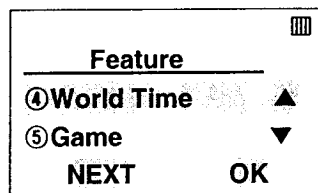
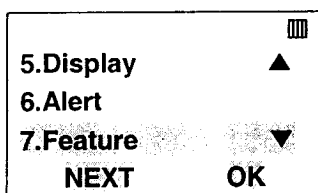
for example) $123 \times 10 = 1230$

1. Press 123.
2. Press \ominus **SYM** to select "*" and enter "10".
3. Press \ominus (**OK**) , it will be "1230".

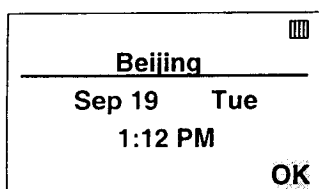
2.6.4. World Time

The feature allows you to see the current local time in the world and can show 50countries' times.

1.Press \ominus **MENU**, $\boxed{7}$, $\boxed{4}$.



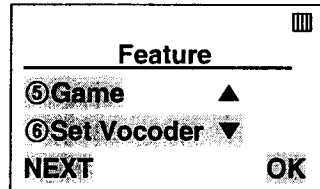
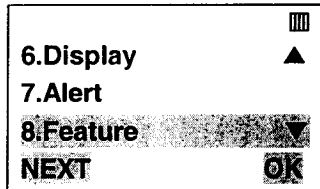
2. Press **NEXT** to scroll the country you want.



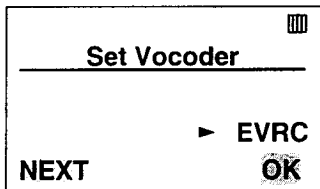
3. Press **OK**.

2.6.5. Set Vocoder

1. Press **MENU**, **7**, **6**.



2. Press **NEXT** to select '8K/ 13K/ EVRC'.



3. Press **OK**.

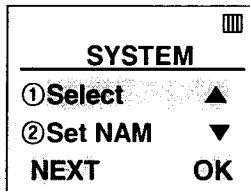
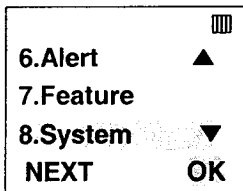
2.7. System

The feature allows you to select the preferred system.

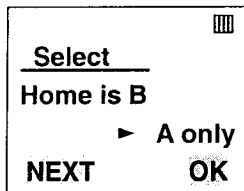
2.7.1. Set Select

Use Select to select the preferred channel in system.

1. Press **MENU**, **8**, **1**.



2. Press **NEXT** to select A only / standard / home only / B then A / B only.

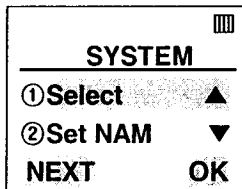
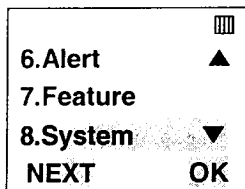


3. Press **(OK)**.

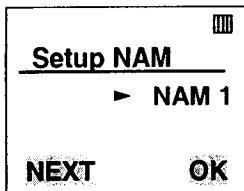
2.7.2. Set NAM

Use Set NAM to make changes to the NAM setting.

1. Press **MENU**, **8**, **2**.



2. Press **NEXT** to select "NAM1 / NAM2".

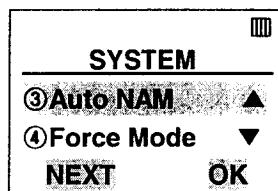
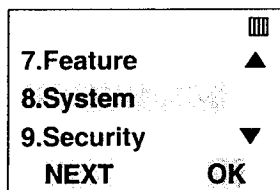


3. Press \odot (OK).

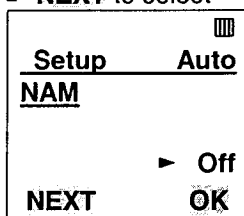
2.7.3. Auto NAM

Use Auto NAM to set the phone so that it automatically switches to one of the programmed NAMs to match the corresponding service.

1. Press \odot **MENU**, **8**, **3**.



2. Press \odot **NEXT** to select "On/Off".

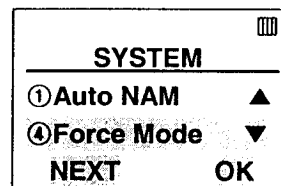
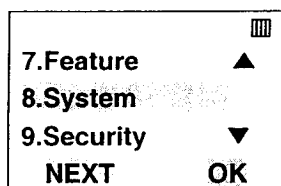


3. Press \odot (OK).

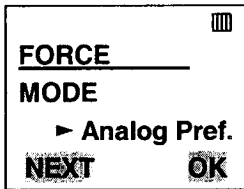
2.7.4. Force Mode

This setting force the CDMA preferred Handset into analog mode for either the next call (incoming or outgoing) or the next 10 minutes (whichever come first).

1. Press \odot **MENU**, **8**, **4**.



2. Press Next to select the preferred mode " Analog pref. / CDMA only / CDMA Pref.



3. Press (OK).

2.8. Security

While you would probably not want to leave your phone unattended, your phone has a number of built-in security features to help to prevent unauthorized use.

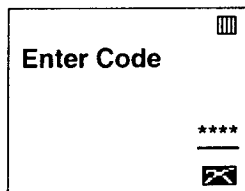
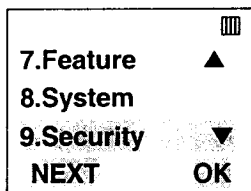
The default value is "0000".

The emergency call can be made even though the phone is locked.

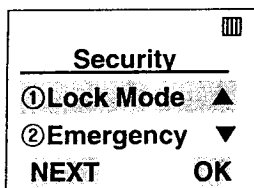
2.8.1. Lock Mode

Choose Lock mode when you want the phone to lock (only when Power on).

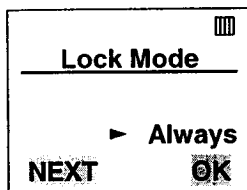
1. Press **MENU**, .



2. Then enter the 4digits of the lock code and Press .



3. Press **NEXT** to select 'Release / Always / When Power Up.



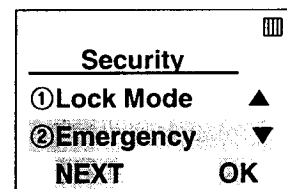
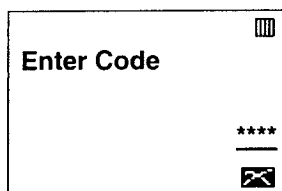
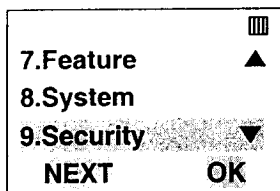
4. Press \Rightarrow (OK).

- Always : The phone will be always locked .
- Off : The phone will be unlocked.
- When Power Up : The phone will be locked once it powers up.

2.8.2. Storing an Emergency Call Number

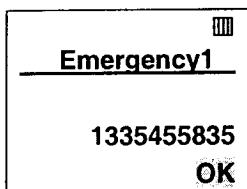
Your phone's emergency call feature allows you to instantly place a call from the 3 locations in which have each emergency number even though your phone is locked.

1. Press \Rightarrow **MENU**, **9**, and then enter the 4digits of the lock code and press **2**.



2. Press \Rightarrow (**EDIT**) and enter the number.

3. Press \Rightarrow (**OK**) to store.

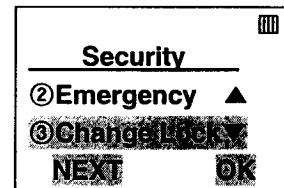
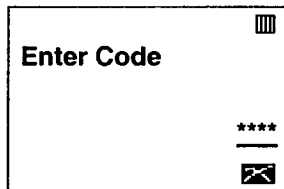
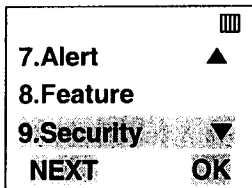


- Press **NEXT** to edit the next number continuously and repeat step 2 to 3.
- Press **END** to stop editing.
- The emergency number can be stored into up to 4 locations.

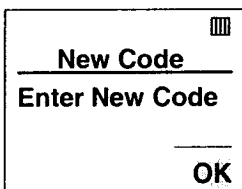
2.8.3. Changing the Lock Code

The feature allows you to change the lock code.

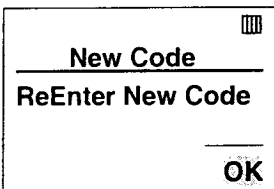
1. Press **MENU**, **9**, and then enter the 4 digits of the lock code and press **3**.



2. Enter the new code and then press (**OK**).



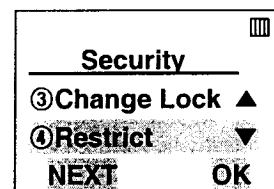
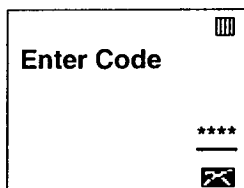
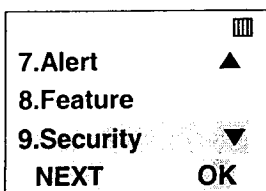
3. Re-enter the new code and press (**OK**).



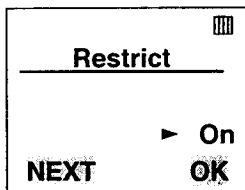
2.8.4. Restrict

The feature restricts international call to be placed.

1. Press **MENU**, **9**, and then enter the 4 digits of the lock code and press **4**.



2. Press **NEXT** to toggle On/Off.

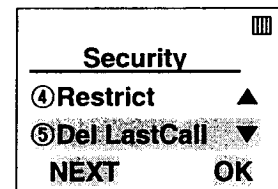
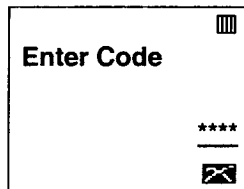
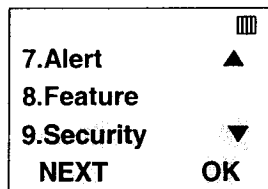


3. Press **OK**.

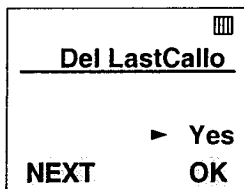
2.8.5. Delete Last Call

Use Del Last Call to delete Last call history information.

1. Press **MENU**, and then enter the 4 digits of the lock code and press **5**.



2. Press **OK** to delete it.

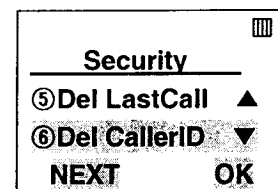
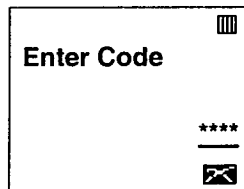
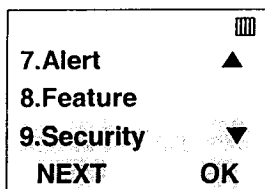


* If you don't want to delete, then press **END**.

2.9. Del Caller IDs

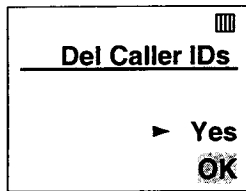
Use Del CallerID to delete the Caller ID information.

1. Press **MENU**, and then enter the 4 digits of the lock code and press **6**.



2. Press **OK** to delete.

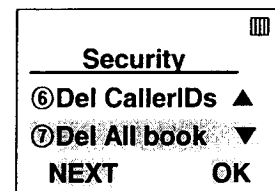
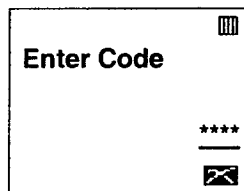
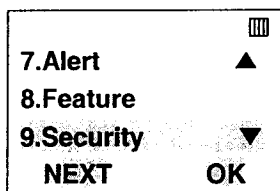
* Otherwise, press **END** to cancel it.



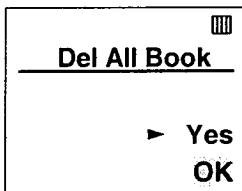
2.9.1. Del All Phone Book

Use Del All book to delete all phone book you stored.

1. Press **⏮ MENU**, **9**, then enter the 4 digits of the lock code and press **7**.



2. Press **⏮ (OK)** to delete it.

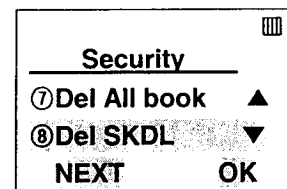
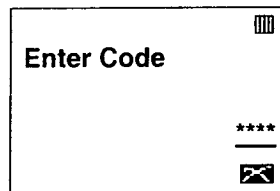
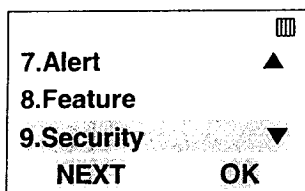


* Otherwise, press **END** to cancel it.

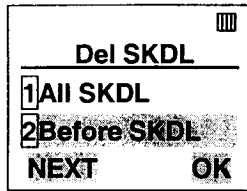
2.9.2. Delete SKDL

Use Del SKDL to delete all schedule you saved.

1. Press **⏮ MENU**, **9**, and then enter the 4 digits of the lock code and press **8**.



2. Press **◁ NEXT** to select "All SKDL/ Before SKDL" and then press **◁ (OK)**.



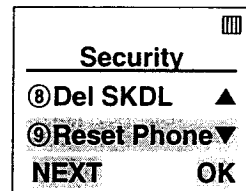
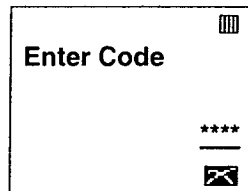
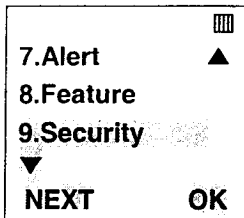
- All SKDL : All of 'Schedule/ Memo/ Anni.' will be deleted.
- Before SKDL : The past schedule /Memo/Anniversary based on current time will be deleted.

3. Press **◁ DEL** to delete it.

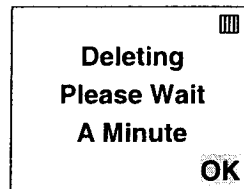
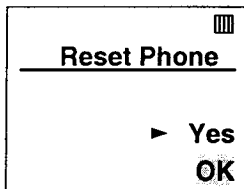
2.9.3. Reset Phone

Use Reset Phone to reset all user-selectable options back to their original factory setting and erasing phone book and schedule, Messaging Memory.

1. Press **◁ MENU**, **9**, then enter the 4 digits of the lock code and press **9**.



2. Press **◁ (OK)** to reset the phone and then the phone will power up.



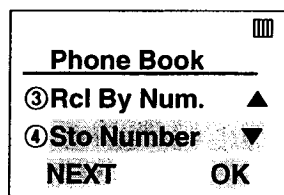
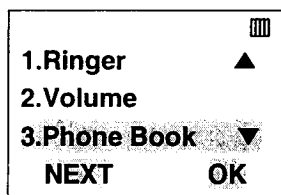
- Press **END** to cancel it.
- After phone is reset , the lock code will be '0000'.
- Don't slide out the battery during resetting phone.
- After completion of it, the phone will power up.

3. Phone Book

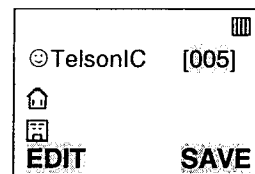
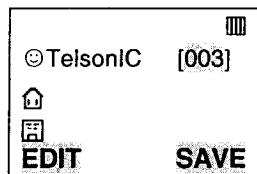
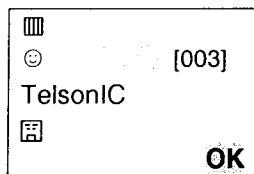
3.1. Storing Number

You can store the numbers you use frequently, and that phone numbers will be stored into the total of 200 memory locations (001-200).

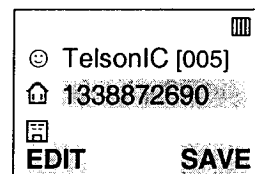
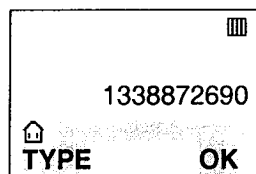
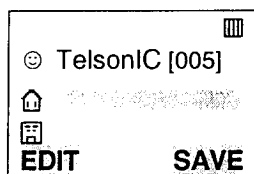
1. Press **MENU**, , .



2. Enter the name **(OK)** and then press **#** to move the cursor into the location of memory.



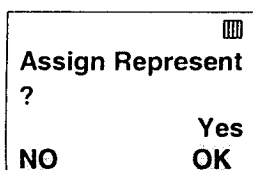
3. Enter the digits of the locations (001~200) and then press ***** or **#** to select the type of telephone and enter the phone number and if you want to continue to enter the number of the other type, move the cursor to location you want and enter the number.



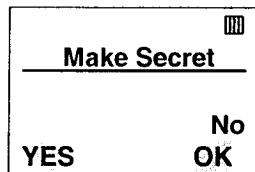
4. Press **(SAVE)** to save it.

5. If one location has more than two numbers, you can set the representative number.

If so, your phone asks you whether to set it or not.

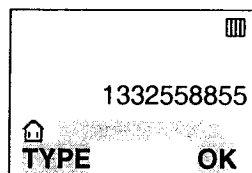
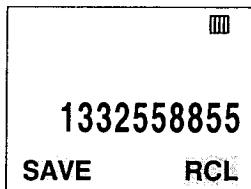


- Basically, the entered number first will be representative.
 - You can set the representative number if the memory location has more than two numbers.
 - What is the representative?
 - If the memory location has more than two number, the representative number can be set to one of them you stored. When you make a call from the memory location, the representative number may be called.
 - The representative number will be marked with the Icon ☎.
5. The phone asks you to make a secret and if you want to do it, then press ➤(OK) to save it.
- When the secret is set to YES, if you want to view it , then you must enter the lock code .



3.1.1. Simple Storing the Phone Number

1. Enter the phone number and press ➤ **SAVE**.



2. Definition of Telephone Icon

- ☎ : Name 🏠 : House 🏢 : Office 📱 : Handheld phone
- ☎ : Pager 📧 : e-mail Address.
- 📝 : Memo(32 characters) ☎ : Representative



3.2. Entering Name

3.2.1. Entering Alphabet

You can use the keypad to produce any letter in the alphabet.


To select the key of "2", press it 4 times (a-b-c-2-A-B-C).

- After one character and the 1second later, the cursor will move to next right position automatically.

- Press  or  to move the cursor right or left manually.

- If you enter a wrong number, press  to delete it.


3.2.2. Entering Special Character

1. Press  to select the special character.

2. Press  or  to select the special character you want.

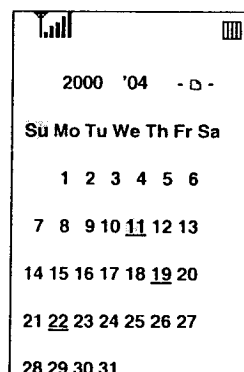
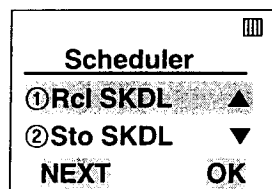
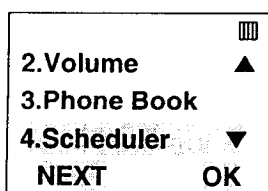
4. Schedule

4.1. Using Scheduler

- The feature allows you to manage the schedule and memo, anniversary by each day.
- The total 80 types of data can be stored regardless of the category.
- The schedule can be set to 99 minutes before corresponding to the target time.
- The anniversary can be set before one day or current day.
- The anniversary can be stored only one each day.
- The schedule's time can be duplicated but the alert time cannot be stored duplicately.
- The schedule and anniversary can be stored without the contents but the memo cannot be stored without the contents.
- In the most editing mode while cursor is blinking, in order to go to the previous menu the current editing content should be deleted pressing .

4.2. Recalling Schedule

1. Press  **MENU**, , .



*The current month will be displayed on the display.

- ◎ The underlined date in the calendar have at least one of the schedule, memo, anniversary.

If the cursor moves for the underlined date, the corresponding icon is shown in the upper line or lower line of LCD.

- ◎ The current data will be displayed with the inversed status.

Help Screen (Press "M")

1: Go to the previous year.

2: Cursor moves up.

3: Go to the next year.

4: Cursor moves left.

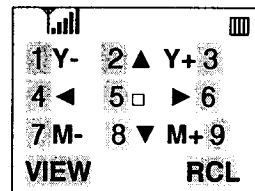
5: Return to the today.

6: Cursor moves right.

7: Go to the previous month.

8: Cursor moves down.

9: Go to the next moth.

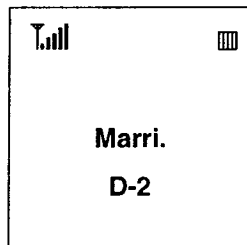


Press ◀VIEW: to view.

Press ▶OK to searching.

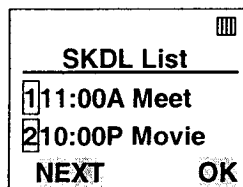
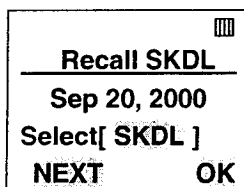
While pressing ◀VIEW, it shows how many days are left from today.

But if the selected day is today, the nearest anniversary day will show you.



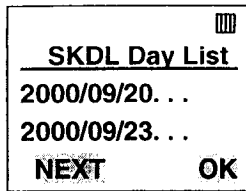
2. Press ▶NEXT to select one of the schedule, Memo, anniversary and press ▶OK.

The schedule list will show you.

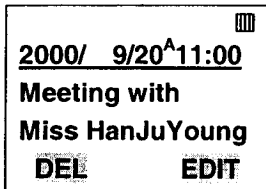


Press ◀VIEW to view one of the Schedule (Memo / Anni).

* Otherwise, press ☑ to search all types of schedule each day.



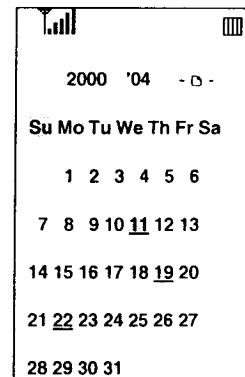
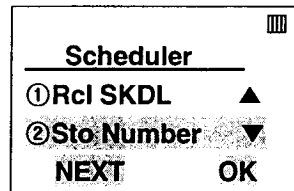
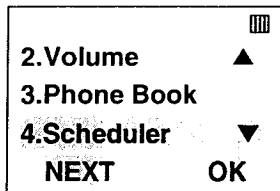
3. Press **OK**.



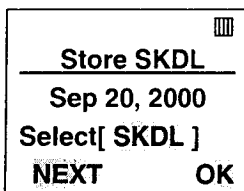
The contents of the schedule will be displayed on the LCD and you can delete or edit it.

4.3. Storing Schedule

1. Press **MENU**, **4**, **2**.



1. This month's calendar will be displayed on the LCD.
2. Move the cursor to the day you want to register.
3. Press the date.



4. Press **NEXT** to select one of types (SKDL / Memo / Anni.).
5. Press **OK**.

4.4. Registering the Schedule to The List

1. Enter the time and the contents of the schedule.
2. Press \Rightarrow **SAVE**.

Store SKDL
Sep 20, 2000
Select[SKDL]
NEXT OK

SKDL Time
Enter Time
[AM] 10:18
A/PM OK

SKDL Time
Meeting
SAVE

3. Turn the alarm on and press \Rightarrow **SAVE** to save it.

SKDL Time
Set the Alarm?
Yes
NO OK

SKDL Alarm Set
Alert before
[0]minute
SAVE

Stored
03 : 03 03 : 77
OK

* If you want to turn the alarm off and then press \Rightarrow **NO**.

4.5. Registering the Memo

1. Enter the contents of the memo and then press \Rightarrow **SAVE**.

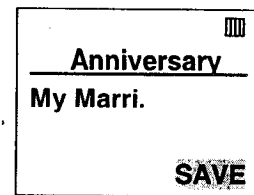
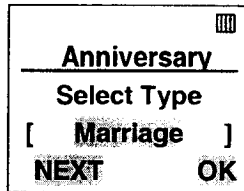
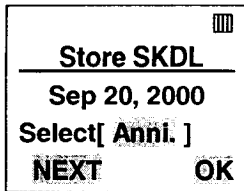
Store SKDL
Sep 20, 2000
Select[Memo]
NEXT OK

Memo
CSLEE
SAVE

Stored
03 : 03 03 : 77
OK

4.5.1. Registering the Anniversary

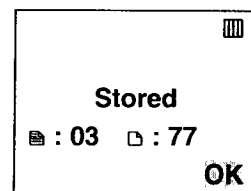
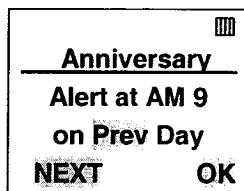
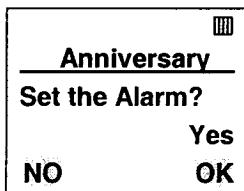
1. Select the type of the anniversary (Birthday / Marriage / Reverence / Rest), and then enter the contents and press \Rightarrow **SAVE** to store it.



2. Turn the Alarm on and press \Rightarrow **OK**.

Note) If you don't want to turn it on, then press \Rightarrow **NO**.

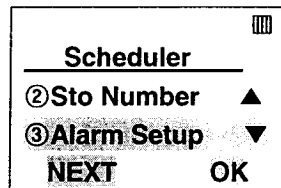
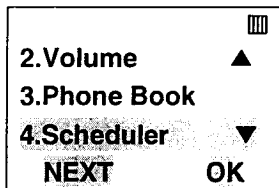
The alarm of the anniversary notifies you before one day or corresponding day you set up.



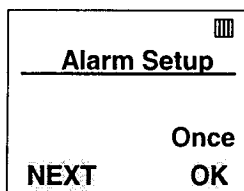
4.6. Alarm Setup

When it is up to the setting time, the alarm notifies you with displaying "It's alert time."

1. Press \Rightarrow **MENU**, **4**, **3**.



2. Press \Rightarrow **NEXT** to select 'Once/ Every Day/ Release' and then press \Rightarrow **OK**.

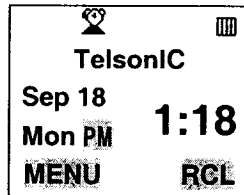
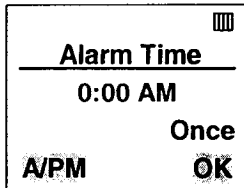


If the alarm is already to be set to enable, select the Release to release it and then press \Rightarrow **OK**.

3. Enter the time for alarm and press \Rightarrow **OK**.

* Press \Rightarrow **A/PM** to toggle "AM/PM".

*If the alarm is set up, the Icon (🔔) is displayed on the LCD.



- Press **END** to stop alarm and when the 1 minute elapses, then the alarm will stop automatically.
- Even though the vibration mode or ring after vibration is enabled in the ringer type, the fixed alarm sound is ringing.
- The level of the alarm gives a ring according to the ringer level.
- When the ringer is off, the alarm will turn off.

4.7. Reservation Call

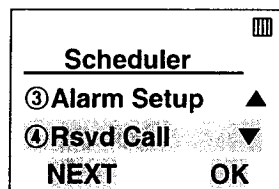
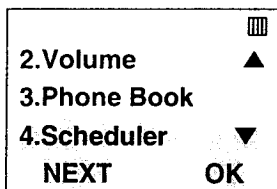
The feature allows you to make a reservation to the particular time to place a call to your caller.

When you make a reservation call, the alarm notifies you at the corresponding time to make a call with the display of "It's Rsvd Time!" together with reserved phone number.

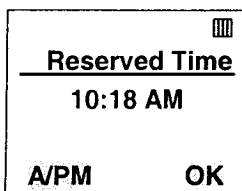
At this time, press **SEND** to place a call.

Setup

1. Press **⊖ MENU**, **4**, **4**.

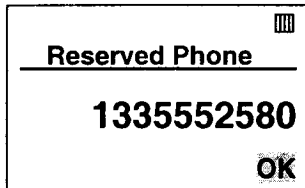


2. Enter the time and press **⊖ OK** to save it.



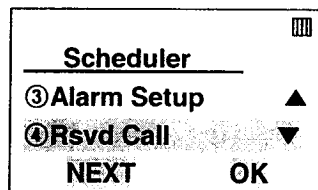
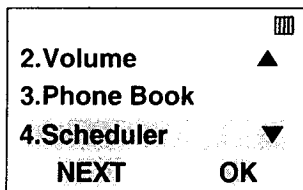
Press **⊖ MENU** to toggle A/PM.

3. And then enter the phone number you want to reserve and press **⊖ OK**.

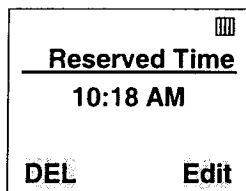


Release/Editing

1. Press **MENU**, **4**, **4**.



2. Press **DEL** to release it and if you want to edit it, then press **Edit**.



- After the feature was operated once, the reserved call will be released automatically. If you want to repeat to use it, then you must re-enter it.
- Press **END** to stop alarm and when the 1 minute elapse, the alarm will stop automatically.
- Even though the vibration mode or ring after vibration is enabled in the ringer type, the fixed alarm sound is ringing.
- The level of the alarm gives a ring according to the ringer level.
- When the ringer is off, the alarm will turn off.

5. SMS


5.1. Using Messaging


Just press the dedicated Message key to open your phone's new and easy Messaging Menu. Using this menu, you can view the Text Message or the Voice Message and read your-pager-like alphanumeric Message.

When your phone receives a Text Message or a Voice Mail,

.Your phone will beep or vibrate. Make sure what your phone is set to be.

.Power lamp will also flash for 3 seconds.

. appears on the upper line of the display when you receive a text message.




. appears on the upper line of the display when you receive a voice message. It will remain the display until you view these messages.

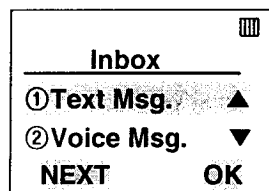
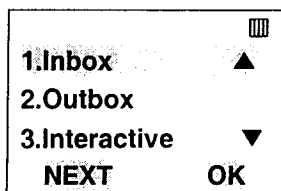
During beeping or vibration with the lamp flashing, if key button is pressed, these alert will stop.

The text message can be stored up to 50 messages and after 50 messages are received, the last old message will be deleted and a new message will be stored (FIFO: First In First Out).

5.2. Viewing Message

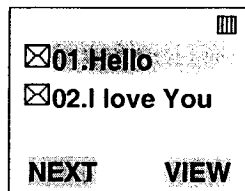
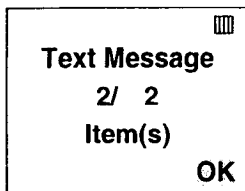
5.2.1. Viewing Text Message



1. Press , , .



* The both old and new text messages are displayed.


2. Press **Next** to select to view and then press  **VIEW**.

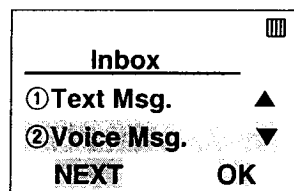
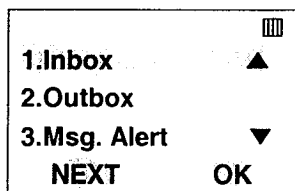


* The old message is displayed with the mark , the new message is displayed with the mark with .


5.2.2. Checking Voice Mail

When you receive Voice Mail, your Service Provider sends a notification to your phone and your phone displays an indicator. You'll know when you have a new voice mail without even calling your access number.

1. Press , **1**, **2**.




* The time a voice mail arrived is displayed.

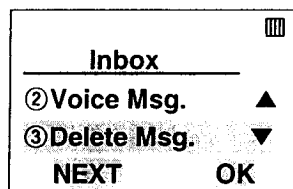
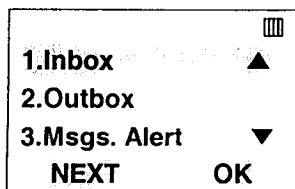
2. Press **SEND** to hear the voice mail from the message center that the Service Provider provides you.
3. Press  **DEL** to delete the voice mail after viewing.

5.2.3. Deleting All Messages

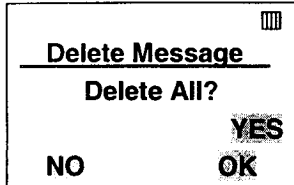
This feature allows you to delete all the messages including the voice messages and text messages you received.

Note) You have to keep in mind the fact that the un-read messages also may be deleted.

1. Press , **1**, **3**.



2. Press  **OK** to delete all messages, otherwise, press **NO**.

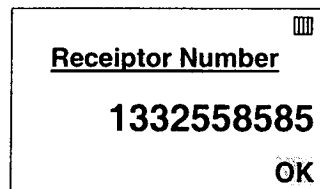
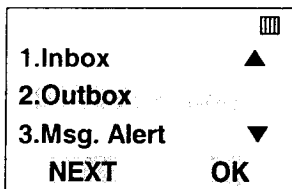


5.3. Sending Message

The feature allows you to send the message you edited to your caller.

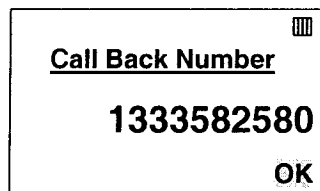
Note) Your caller's phone also must have a functionality to receive the message.

1. Press , , and enter your caller's phone number and then press **OK**.



2. Enter the received phone number and press **OK**.

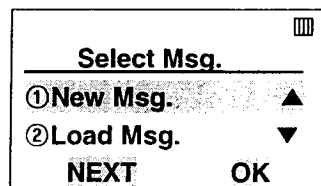
Note) Hereby, the received phone number may be your phone number and if you want the third caller to respond to your message, you may send below.



3. Select one of the following submenu to edit new message or load the stored old message.

- ①New Msg. : To edit the new message.
- ②Load Msg. : To recall the old message you wrote.
- ③Delete Msg. : To delete the old stored message you sent.

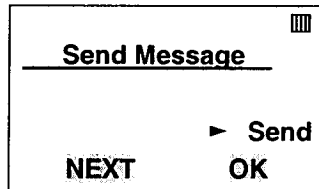
4. Press **OK**.



4. If you want to edit new message, enter the message you want and press **OK**.



5. Press 'Send' to send the message and then press **OK**.

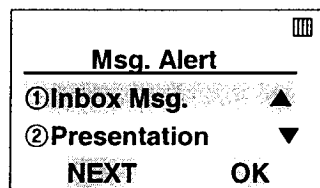
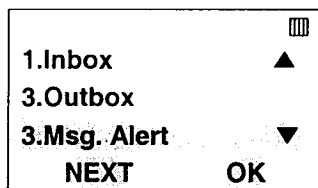


5.4. Message Alert Setting

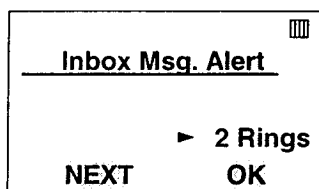
5.4.1. Message Alert

The feature allows you to select the type of message alert when you receive the message.

1. Press **☒**, **3**, **1**.




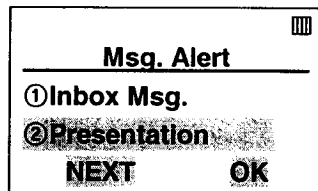
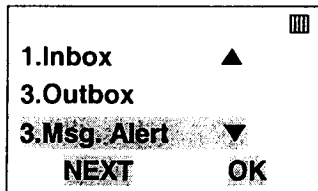
2. Press **◀ NEXT** to select '2 rings / 4 Rings / Vibration / Ringer Off' and then press **OK**.



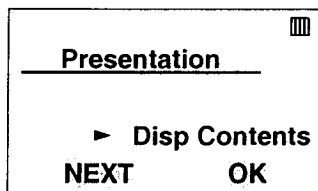
5.4.2. Message Presentation

The feature allow you to select how to display the presentation of message you received on the LCD.

1. Press  3, 3.



2. Press  **NEXT** to select 'Disp Contents /Alert Only' and then press  **OK**.



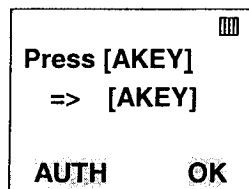
- Disp Contents : The message you received is displayed on the LCD.
- Alert Only : When message is received, the arrived time and call back are displayed without messages .

6. Authentication

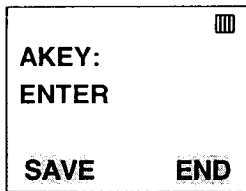
Your a-key feature helps to protect your phone from unauthorized users. Contact your Service Provider for your personalized A-Key number.

Keep in mind: This feature should be only programmed once

1. Press 2, 5, 3, 9 *, *.



2. Press **AUTH**.



AKEY:
ENTER
SAVE END

3. Enter your new A-key (7 to 26 digits number) as provided by your provider.

3. Press **SAVE**.

If you succeed to enter the number, it will display "AKEY Successfully Stored "

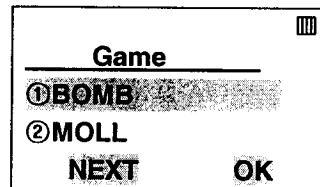
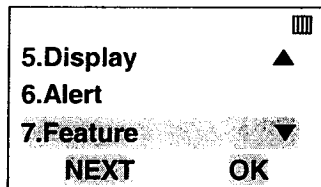
Otherwise, it will display " [AKEY]: Error Please Try again".

7. Game

There are two keys of Game.

One is **BOMB**, the other is **MOLL**.

1. Press **MENU**, **7**, **5**.



2. Press **⏪** **NEXT** to select "BOMB/MOLL".
3. Press **⏪** **OK**.

7.1. How to Game

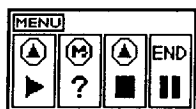
7.1.1. BOMB

The start animation will be as below.



Menu Screen

After starting animation, the Game menu will be displayed for starting.



You can use the **⏪**, **⏩**, **⏪**, **END** on the keypad.

- . Press **⏪** **⏪** to start playing the BOMB.
- . Press **⏩** to see the help key.
- . Press **⏪** **⏪** to stop the BOMB completely.

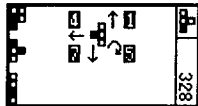
- . Press **END (II)** to exit from the game stopping the Game temporarily.
- . But at this time, the game score will be stored in the temporary memory before powering off.
- So, if you want to play the game, the game score will be added to it.

- . Press **Ⓜ** to show you help screen how to use the keypad for BOMB Game.

help Screen



Game Screen



Score Screen

+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00

7.1.2. MOLL

Start Animation



Game Screen



Game Score


+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00
+	+	00	00

8. Internet Browser


At this time, MT-8000 supports MME browser version 1.0.

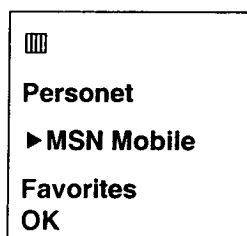
This feature allows you to connect the Internet Browser.


This Internet Browser will give you the information such like Game, Weather, Banking, Stock, Shopping, News, chatting, Location information, etc.

1. Hold  for few seconds.



2. Press Sidekey () to select the item you want.



3. Press  OK.

9. Appendix

9.1. Menu Table

Main	Sub 1	Sub 2	Remark
1 Ringer	1. Ring Type	Ringer/Ring After Vib/ Ringer / Vibrator	
	2. Ringer style	Bell1-8m /Clas11-19/Folk Song20-24/Children25- 26/Carol27- 28/Celerbation29	
2.Volume	1. Ringer	Off/Step1-4	
	2. Key Beep	Off/Step1-4	
	3. Earpiece	Step1-4	
3.Phone Book	1. Rcl by Name		
	2. Rcl by Loc		
	3. Rcl by Num.		
	4. Sto Number		
4.Scheduler	1. Rcl SKDL		
	2. Sto SKDL		
	3. Alarm Setup		
	4. Rsvd Call		
5.Display	1. Call Info	Last Call	
		All Calls	
		Outgo Calls	
	2. Backlight	Auto/10 sec/Always Off/When Flip Open	

	3. Banner		Read only
	4. S/W Version		
6.Alert	1. Connection	On/Off	
	2. 1 Minute	On/Off	
	3. Service	On/Off	
7.Feature	1. Auto Answer	On/Off	
	2. Beep Length	Short/Long	
	3. Caculator		
	4. World Time	50 countries.	
	5. Game	1. BOMB	
		2. MOLL	
	6. Set Vocoder	EVRC/8K/13K	
8.System	1. Select	A only /standard /home only / B then A / B only / A then B	
	2. Set NAM	NAM1 / NAM2	
	3. Auto NAM	On/Off	
	4. Force Mode	Analog Pref/ CDMA pref /CDMA Pref.	
9.Security	1. Lock Mode	On/Off	
	2. Emergency	Emergency1-3	
	3. Change Lock	Enter New Code ****	
		Renter New Code ****	
	4. Restrict.	On/Off	
	5. Del CallerID	Ok	
	6. Del All book	Ok	
	7. Del SKDL	Ok	
	8. Reset Phone	Ok	

9.2. Recall Funtion

Main	Sub 1	Sub 2	Remark
1 Last Calls			
2.Caller IDs			
3.Phone Book	1 Rcl By Name		
	2 Rcl By Loc		
	3.Rcl By Num		
4. Rcl SKDL	Schedule/Memo/Anni versary		
5. Own Number			Read Only