

PHILIPS HAND-HELD PHONE USERS GUIDE



PHILIPS

Let's make things better.

Table of Contents

1.1	HHP Features	4
1.2	Power Up – Standby Mode	5
1.3	Menu Structure	6
	Standby or Power-On Screen	8
	Main Menu	8
	Phone-Book	8
	Messages	9
	History	9
	Settings	9
	Network	10
	Games	10
	Calculator	10
	Keypad Lock	10
1.4	Menu Tree	11
	View	12
	Search	12
	Add Name	12
	Delete All	12
	Options	12
	Speed Dial	12
	Clock	14
	Audio	14
	Features	14
1.5	System	15
1.6	Security	16
1.7	FCC Information	17
	Cautions	17
	FCC Notice	17
	Specifications Subject to Change	17
	FCC Compliance Information	17
	Information to the User	17

The Philips Hand-Held Phone (HHP) is a radio transmitter/receiver that, when turned on, transmits and receives radio frequency (RF) signals. The HPP consists of a display screen and a set of keypads; these are the interfaces to the user, who can make phone calls, edit phone books, or invoke commands to execute a number of specific tasks, including calculator and games.

1.1 HHP Features

Display Screen

The screen can be divided into three parts:
status icon area, text area, and S1/S2 function keys.

The group of icons at the top-left screen denotes:

- the signal strength
- the battery status
- the coverage status
 - H: Home
 - R: Roaming
- the signal status
 - A: Analog
 - D: Digital

The text area – in the middle – can display up to four lines of text, each having up to 14 characters.



Switches S1 and S2

These keys (currently labeled C and Δ) execute the functions that are displayed at the bottom corners of the screen. The functions vary according the level where they are in the menu tree (described later).

Arrow Up and Arrow Down

These arrow keys (currently labeled ↑ and ∇) move the cursor up and down to make a selection of a function or to move the cursor to a different line in a text message. The keys could be also used to move the cursor left, with *Arrow-Up* key, and right, with *Arrow-Down* key.

Send

The *Send* key is used to make a call. After entering a phone number, the user presses this key to begin dialing the number.

End

This key has several functions. It can

- turn HHP on – by pressing the key;
- turn HHP off – by pressing and holding the key for 1 second;
- stop execution of an operation – by pressing the key during the execution of an operation; HHP returns to the standby mode.

Numeric Keypads

These keys allow a user to type alpha-numerical messages, making up the data of which the user may save or broadcast to a receiver.

1.2 Power Up – Standby Mode

To power HHP up, the user presses the *End* key. HHP is turned on to the *Power-On* or *Standby mode*, whose initial screen is shown in *Figure 1*. In this mode, HHP displays the unit status (signal strength, battery, and zone), the current date-time information, and the functions of S1 and S2 keys, which are *Menu* and *Names*. The unit status and the S1-S2 functions will be displayed on all subsequent screens.

The user makes a phone call by simply dialing a phone number then pressing the *Send* key. The user can perform other tasks by pressing a series of keys, starting with S1 or S2 key. The tasks initiated from the *standby* mode can be summarized as follows:

- Display this unit phone number
 - Press *End* key; the number will be displayed below the line displaying time.
- Make a phone call
 - Dial a number
 - Press send.
- Answer a call
 - Press any key—except *End* key. This is possible only when *setting-any-key* option was enabled. Otherwise (*setting-any-key* not set) press *Send*.
- End a call
 - Press *End* key.
- Browse the Phone Book listing
 - Press S2
 - Press S1 to move the cursor to different entries (editing the Phone Book can be accomplished here; the procedure is described below).
- Go to Main Menu
 - Press S1.
- Turn off the phone
 - Press *End* key for 1 second.

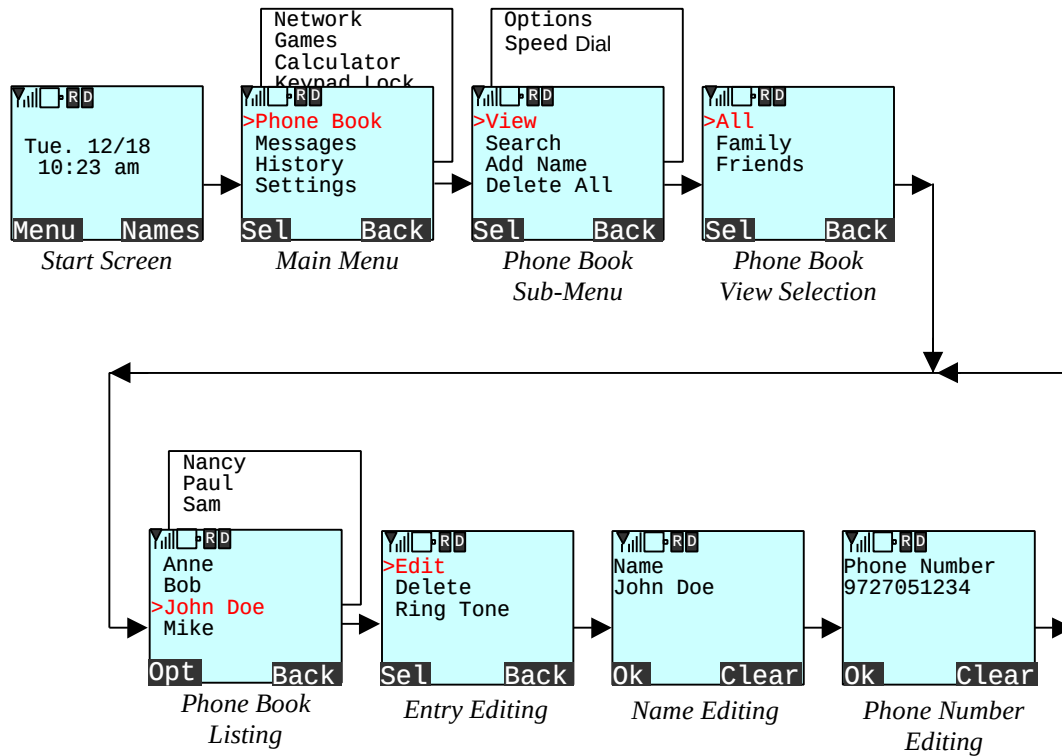
1.3 Menu Structure

HHP software is designed in multi-level-menu (tree) structure. All the main tasks are listed in the *Main Menu*, which is invoked by pressing the *S1* key when HHP is in *Standby* mode (*Figure 1*). To perform a specific task, a series of keypads may have to be pressed. For instance, here is the procedure of how to edit an entry (John Doe) in the Phone Book. The phone is in *Standby* mode.

1. Press *S1* (labeled “Menu”) to go to the *Main Menu*; *Phone Book* is listed as the first task.
2. Use the *Arrow-Up* and *Arrow-Down* keys to move up and down to a specific task; the current selection is indicated by “>”. Make sure “>” points to *Phone Book*.
3. Press *S1* (now labeled “Sel”) while “>” points to *Phone Book*. The Phone-Book sub-menu is now displayed.
4. Select *View* by moving “>” (using *Up/Down* keys) to point to it. Then press *S1* (again, labeled “Sel”). The screen displays three options on the first page: *All*, *Family*, and *Friends*, and two options on the second page: *VIP*, and *Colleagues*.
5. Select *All* (making sure “>” point to *All*); then press *S1* (again, labeled “Sel”). The screen displays a list of names, making up the *Phone Book*.
6. Select John Doe (assumed this name exists in the Phone Book); then press *S1* (again, labeled “Sel”). The screen displays John Doe on the first line, and his phone number on the second line.
 Note that at this point *S1* function is changed to *Opt*, referring to a list of options. Also, if you have not noticed, *S2* has been displaying “Back” since HHP left the *Standby* mode. This means that at any level, pressing *S2* would bring HHP back up to the previous screen.
 Also note that while “>” points to an entry, press *Send* key will call the number for that entry.
7. Press *S1* (*Opt*) while the screen is at John Doe’s entry. Three choices appear *Edit*, *Delete*, and *Ring Tone*.
8. While “>” points to *Edit*, press *S1* (*Sel*). The “Name” prompt appears, with John Doe’s name to be edited. Now the *Arrow-Up* and *Arrow-Down* keys will move the cursor left and right through the characters. To erase a character to the left of the cursor, press *S2* (clear). If a new character is typed, it will be inserted at the cursor.
S1 now displays *Ok*, meaning that pressing this key will register the newly edited John Doe’s name. If pressing *End* key, instead of pressing *S1* (*Ok*) key, the change just made will not be saved.
9. Press *S1* (*Ok*) to save changes to John Doe’s name. The “Phone Number” prompt is displayed, and the number can be edited the same way.
10. Press *S1* (*Ok*) to save changes to John Doe’s phone number. The screen returns to the *Phone Book*, which re-lists all the names, this time, with John Doe’s entry updated. Editing another name is done the same way.
11. Press *End* key to exit and return to the *Start* (*Standby*) screen. In fact, *End* key can be pressed any time, but any change not saved prior to pressing this key will not be registered.

Graphically, the same procedure can be depicted by the following sequence of events, shown in *Figure 2*. In the illustration, when there are more data that the text area cannot display on one screen, two screen layers (could be more than two) are shown, one behind the other.

Also the fonts should be all black; the red highlight shown here is to emphasize the path taken by the sequence of the events leading to a specific task (editing the Phone Book, in this example).

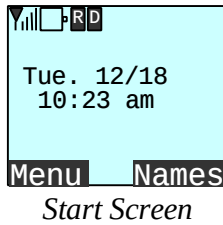


The menu structure of the HHP software may consist of several levels. The main level lists the main menu, which is shown in the *Main Menu* screen. Here all main tasks are listed. Each task may include more sub-tasks, each of which may divide further before a function is reached.

The following illustrations outline the main tasks, shown in *Main Menu* screen, and subtasks shown at the *Sub-Menu* screens. Later in this manual, the menu mappings will give more details on how to navigate through the menu structure to perform a specific task.

Standby or Power-On Screen

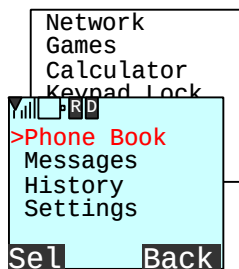
This has been described above. Here the Switches S1 and S2 point to *Menu* and *Names*, respectively.



Start Screen

Main Menu

The *Main Menu* consists of the following menus:

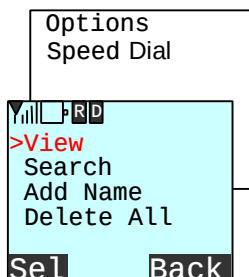


Main Menu

- Phone Book
- Messages
- History
- Settings
- Network
- Games
- Calculator
- Keypad Lock

Each menu, in turn, will lead to more sub-menus for more refined tasks. Here is a summary of all the menus and their related sub-menus.

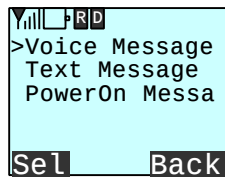
Phone-Book



*Phone Book
Sub-Menu*

- View
 - All -> list of names and phone numbers
 - Family -> list of names and phone numbers
 - Friends -> list of names and phone numbers
- Search -> name to search for
- Add Name
 - Family -> prompt for name and phone number
 - Friends -> prompt for name and phone number
 - VIP -> prompt for name and phone number
 - Colleagues -> prompt for name and phone number
- Delete All -> delete all names in Phone Book
(This is a dangerous option that should be carefully reviewed.)
- Options
 - Mem Usage -> list used and free memory space for phone book
- Speed Dial -> list the nine speed-dial key maps

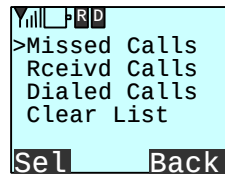
Messages



Message
Sub-menu

- ❑ Voice Message
 - Listen ->
 - Voice Mail -> (not implemented yet)
- ❑ Text Messages
 - In Box -> lead to *In-Box* sub-menus
 - Draft -> lead to *Draft* sub-menus
 - Pending -> (not implemented)
- ❑ PowerOn Messa
 - Edit Text -> prompt for text

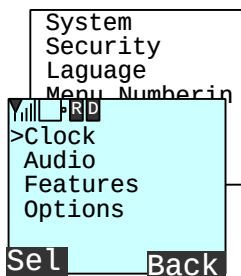
History



History
Sub-menu

- ❑ Missed Calls -> list the calls not answered
- ❑ Received Calls -> list calls received
- ❑ Dialed Called -> list calls dialed out
 - Clear All -> clear all 3 lists
 - Clear Missed -> clear *Missed Calls* list
 - Clear Received -> clear *Received Calls* list
 - Clear Dialed -> clear *Dialed Calls* list
- ❑ Times
 - Last Call -> display time span in last call
 - All Calls -> display time span in all calls
 - Clear Times -> reset call times to 0

Settings



Settings
Sub-Menu

- ❑ Clock
 - Time -> prompt for new time
 - Date -> prompt for new date
 - Alarm -> prompt for alarm time
 - Speaker Volume -> prompt with high-low bar
 - Ring Volume -> prompt with high-low bar
 - Ring Type -> offer options to select
- ❑ Features
 - Call Forward -> (not implemented)
 - User Alert -> (not implemented)
 - Service Option -> display all service options
- ❑ Options
 - Auto Answer -> (not implemented)
 - Anykey Answer -> (not implemented)
- ❑ System
 - NAM -> display unit phone number
 - Mode -> lead to *Mode* sub-menus
 - Pref. Sys -> (not implemented)
- ❑ Security
 - Phone Lock -> ask if want keypad locked

- Auto Lock -> ask if want auto keypad locked
- Call In -> lead to *Call In* sub-menus
- Language
 - English -> (more choices coming?)
- Menu Numbering
 - Enable -> select enable menu numbering
 - Disable -> deselect enable menu numbering

Network

- Cellular -> select cellular network
- Analog -> select analog network

Games

???

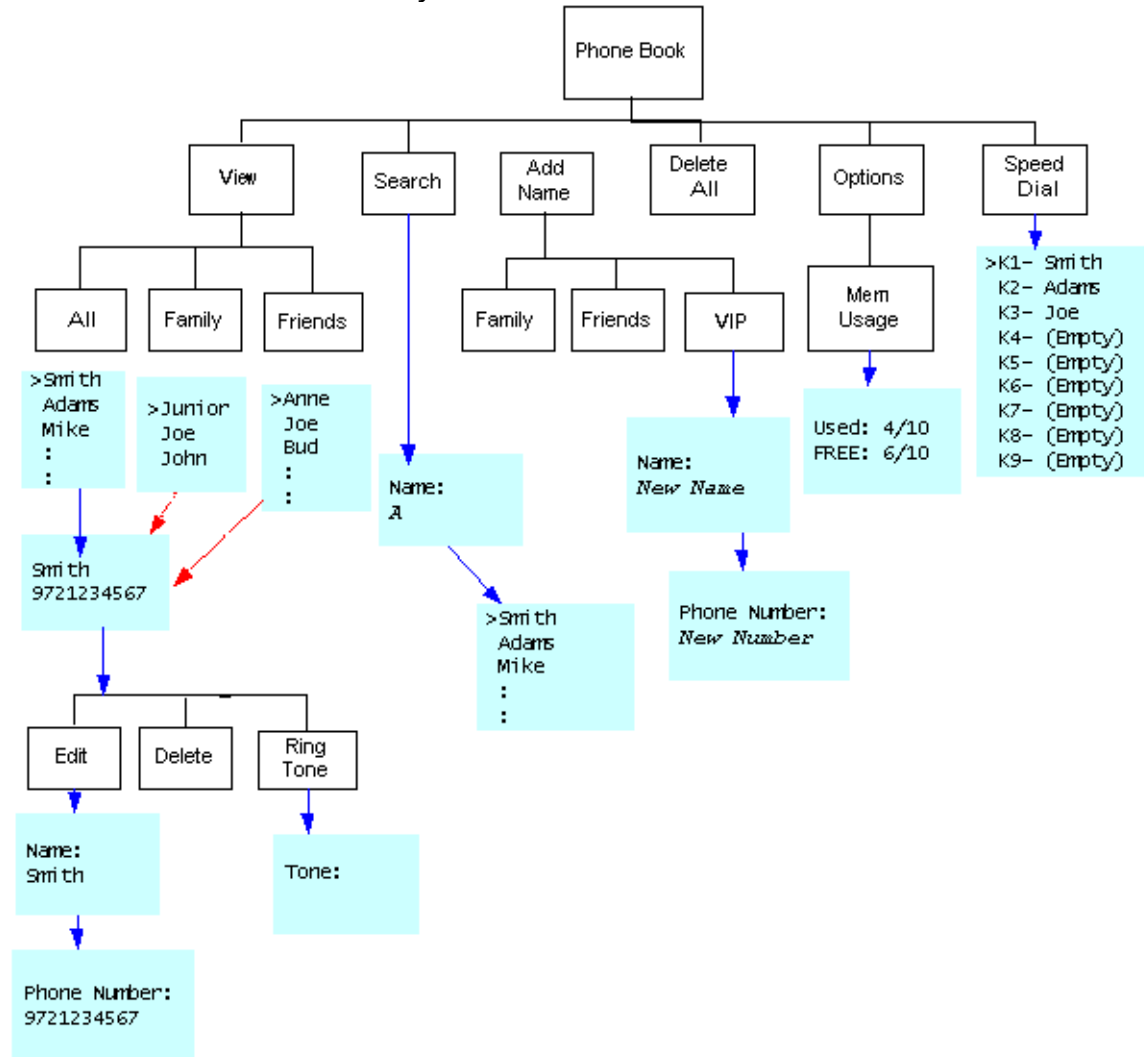
Calculator

Keypad Lock

1.4 Menu Tree

The following tree structures show an overview of HHP operations. A tree can be traversed to create a sequence of actions required for the user to accomplish a specific function. This provides a graphical representation to scan for a specific function very quickly.

Whenever appropriate, a feature description is provided next to its graphical representation in the tree. Some features are yet to be defined.



View

This feature allows a user to display three phonebooks: *All*, *Family*, *Friends*. An entry may be selected from a list for display. Associated with an entry are three options: *Edit*, *Delete*, *Ring Tone*. The entry can be edited or deleted.

Search

Search will prompt for a name. As a character is type, a match is performed incrementally, meaning that all entries in the *All* list that match the characters typed thus far will be displayed. As more characters are typed, the search will narrow down to smaller and smaller set of matched entries.

Add Name

This feature allows users to add entries to the three lists described in *View Feature* above. It is menu-driven, which interacts with the user in obvious instructions.

Delete All

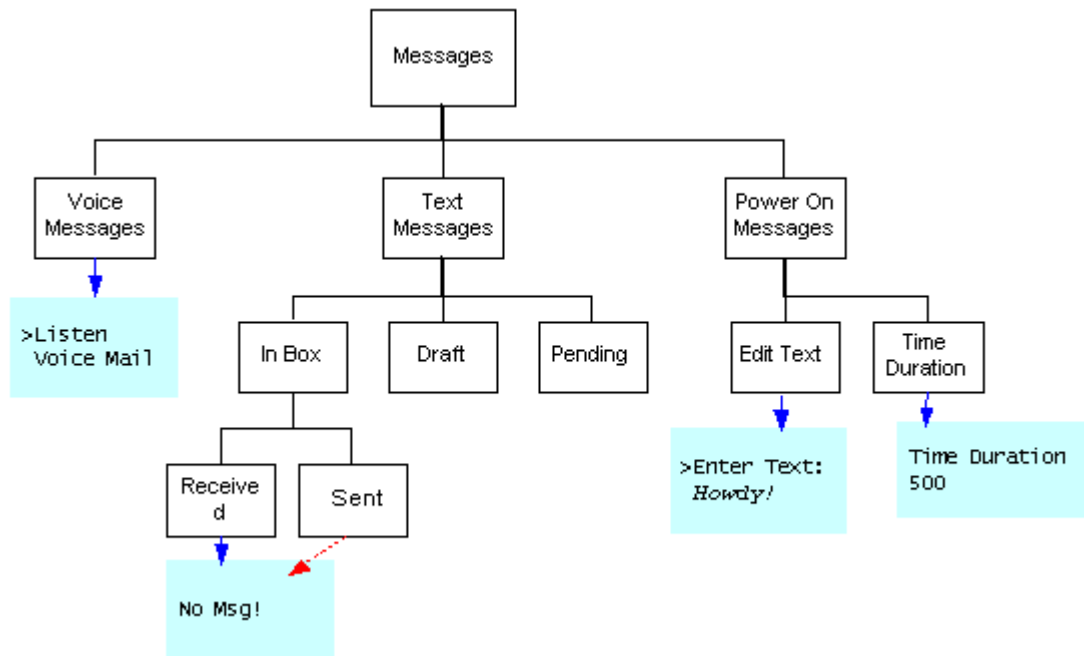
This feature allows users to delete ***all entries*** in the ***all*** phonebooks. Note that this feature will wipe out all entries.

Options

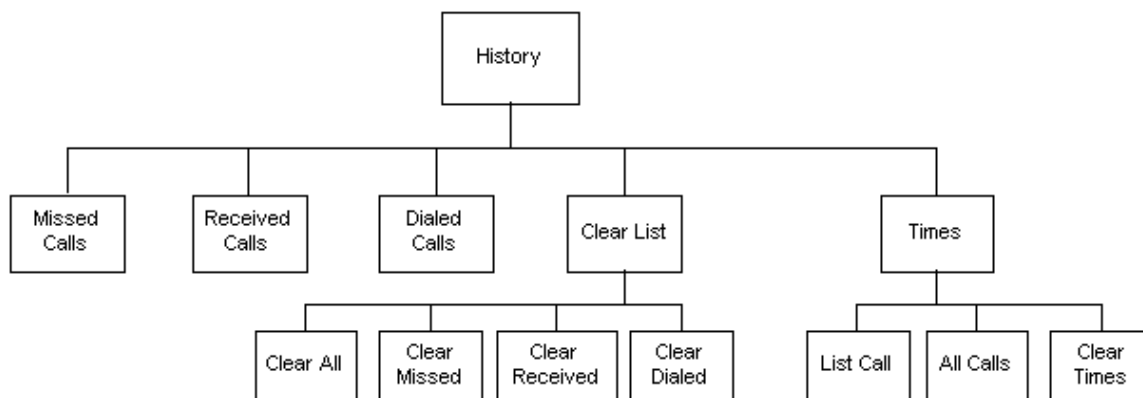
This feature allows users to see the memory usage.

Speed Dial

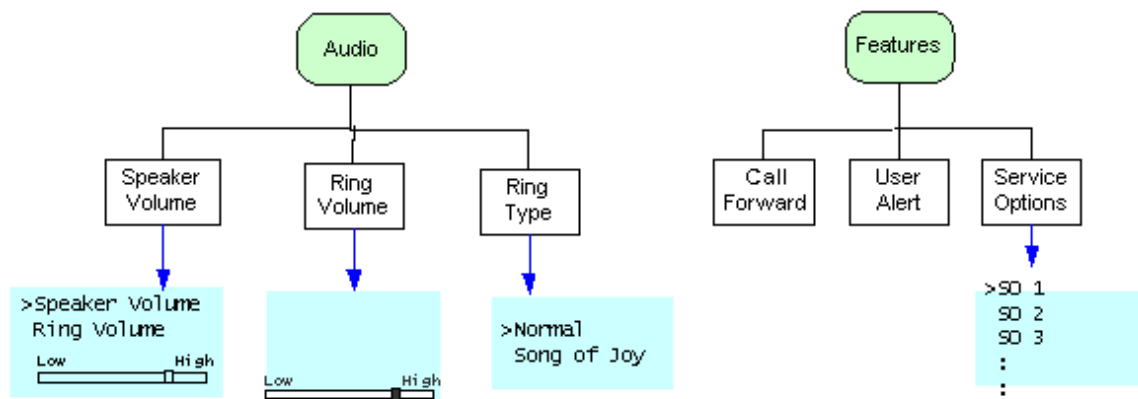
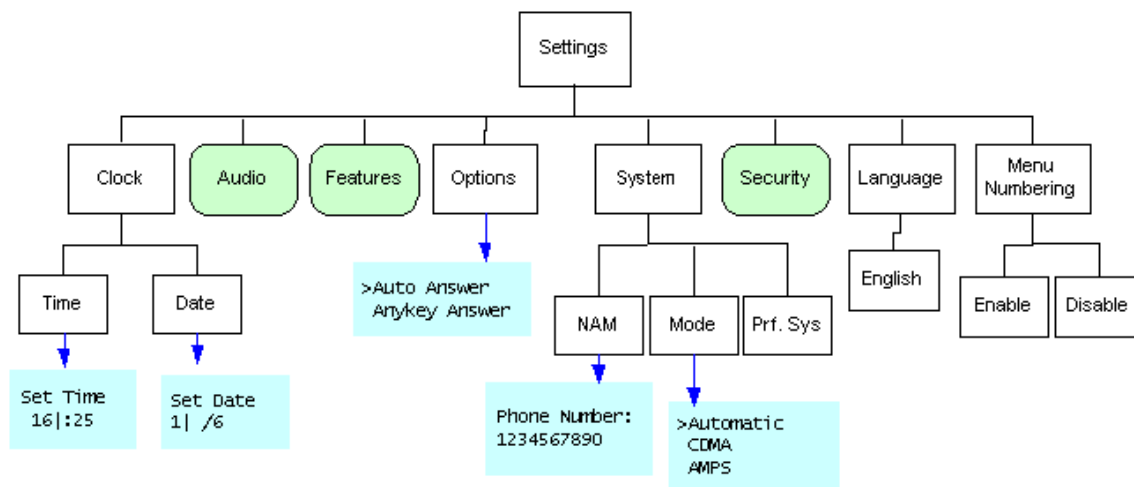
There are nine numbers (??) that can be stored for speed dialing. This feature allows users to attach the shortcut keys with the entries.



The features in this sub-menu will be described later.



The features in this sub-menu allow users to see the history logs of various calls. They will be detailed later.



The features in the settings sub-menu allow users to program the HHP to perform various functions including features not related to the phone

calls.

Clock

This feature allows time-date editing.

Audio

This feature deals with the volume and type of HHP speaker and its ring.

Features

This accesses more features: Call Forwarding, User Alert, and Service Options. They will be described in the future.

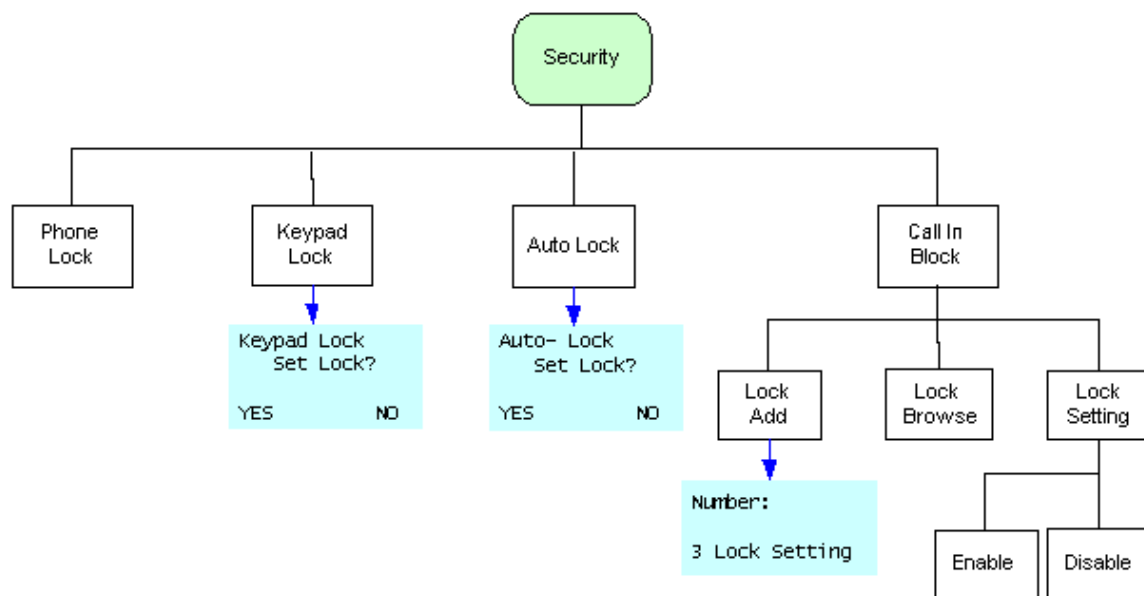
1.5 System

This allows NAM, Mode, System Preference settings. TBD.

1.6 Security

The features in this sub-menu allow a user to disable some or all features of the phone.

- *Phone Lock* – will restrict dialing certain pre-programmed numbers with lock codes.
- *Auto Lock* -- will disable the phone upon power-up. The user needs to enter *pin* to activate the phone.
- *Keypad Lock* – will disable the phone to prevent accidental pressing of keys. The phone is unlocked by entering its proper *pin*. Note that other phone features (calculator, game) not associated with the phone calls are enabled.
- *Call-In Block* – will allow a user to block undesirable incoming calls. The feature allows up to 10 numbers of blocking calls.



1.7 FCC Information

Cautions

Any changes or modifications to your phone not expressly approved in this document could void your warranty for this equipment and void your warranty to operate this equipment. Only use approved batteries, antennas and chargers. The use of any unauthorized accessories may be dangerous and will invalidate the phone warranty if said accessories cause damage or a defect to the phone.

Although your phone is quite sturdy, it is a complex piece of hardware and can be broken. Use common-sense guidelines to avoid dropping, hitting, bending or sitting on it.

FCC Notice

The phone may cause TV or radio interference if used in close proximity to receiving equipment. The FCC can require you to stop using the telephone if such interference cannot be eliminated.

Specifications Subject to Change

The information contained in this manual is believed to be correct at the time of printing, however, Philips reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

FCC Compliance Information

This device complies with Part 22 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference.

Information to the User

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to Part 22 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation; if this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient / relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit other than that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void user's authority to operate the equipment.

RF Human Exposure

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 (RF) 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.

This device has been tested for Specific Absorption Rates (SAR) as specified in the FCC document, "Guidelines for Human Exposure to Radio-frequency (RF) Electromagnetic Fields". This device is SAR-compliant and authorized for the following types of operations:

- Hands-free operation with ear-piece and microphone
- Handheld operation to ear
- Hip-mounted operation with a separation distance of 0.4 inches.

CAUTION

This device was tested for typical body-worn operations with the phone placed 0.4 inches (1cm) from the body. To comply with FCC RF exposure requirements a minimum separation distance of 0.4 inches (1cm) must be maintained between the user's body and the phone, including the antenna. The use of third-party belt-clips/body-holsters with no metallic components that provide the minimum separation distance of 0.4 inches (1cm) can be used to satisfy FCC RF exposure requirements. The use of non-tested accessories or other body-worn operations may not comply with FCC RF exposure requirements and should be avoided.

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.

For more information about RF exposure, please visit the FCC website at www.fcc.gov