



# BENEFON ESC! Owner's Manual

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# DECLARATION OF CONFORMITY

Mediante el presente documento, Benefon declara que este teléfono móvil, del tipo TGP77EU, satisface los requisitos esenciales y todas las demás disposiciones pertinentes de la Directiva 1999/5/EC.

Benefon Oyj erklærer herved, at denne mobiltelefon af typen TGP77EU er i overensstemmelse med de væsentlige krav og andre relevante bestemmelser i Directive 1999/5/EC.

Hiermit erklärt Benefon Oyj, daß dieses Mobiltelefon vom Typ TGP77EU die wesentlichen Anforderungen und andere relevante Bestimmungen der Richtlinie 1999/5/EC erfüllt.

Με το παρόν, η Benefon Oyj δηλώνει ότι αυτό το κινητό τηλέφωνο, τύπου TGP77EU, συμμορφώνεται με τις ουσιώδεις απαιτήσεις και άλλους σχετικούς όρους της Οδηγίας 1999/5/EC.

Hereby, Benefon Oyj declares that this mobile phone, type TGP77EU, is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

Benefon Oyj déclare par les présentes que ce téléphone mobile, de type TGP77EU, est conforme aux exigences essentielles et aux dispositions correspondantes de la Directive européenne 1999/5/EC.

Benefon Oyj dichiara che questo modello di telefono cellulare, tipo TGP77EU, risponde alle principali specifiche e misure previste dalla Direttiva 1999/5/EC.

Bij deze verklaart Benefon Oyj dat deze mobiele telefoon, type TGP77EU, voldoet aan de voornaamste eisen en andere relevante voorwaarden van Richtlijn 1999/5/EC.

A Benefon Oyj declara pela presente que este telemóvel, do tipo TGP77EU, está em conformidade com os requisitos essenciais e outras disposições relevantes da Directiva 1999/5/EC.


Benefon Oyj vakuuttaa, että tämä matkapuhelin, tyyppiä TGP77EU, on direktiivin 1999/5/EC olennaisten vaatimusten ja muiden asianomaisten määräysten mukainen.

Härmed förklarar Benefon Oyj att denna mobiltelefon, typ TGP77EU, överensstämmer med de grundläggande kraven och andra relevanta bestämmelser i Direktiv 1999/5/EC.




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# QUICK GUIDE






## POWER ON/OFF

- Press  for a few seconds.


## EMERGENCY CALL TO 112

- Press  **SOS** and  **OK** when entering PIN, or
- Dial normally by keying in 112 and pressing .


## MAKING A CALL

- Call directly by keying in the number (including the area code) and pressing , or
- Recall the number from redial memory by first pressing , scrolling to the desired number with  and finally pressing , or
- Call directly to the number just dialled by pressing  twice, or
- Quick dial the phone number by selecting the memory slot number between 2 and 9 and pressing the corresponding numeric key for a few seconds, or
- Use the **Phone book**, **Messages** or **Recent calls** menus for recalling numbers and making calls.


## ANSWERING A CALL

- To answer a call, press .


## ENDING A CALL

- To end a call, press .

## IGNORING A CALL

- If you do not want to answer an incoming call, press .







## CORRECTING ERRORS

- Correct typing errors by pressing  **CLEAR**.



## CLEARING THE DISPLAY



- Press and hold  **CLEAR** for a few seconds.

## TURNING THE KEYLOCK ON/OFF



- In stand-by mode or on the navigator pages, enter the Quick Menu by pressing  downwards, and lock the keypad by pressing  **OK**. The display will show . When the keypad is locked, you can only answer a call by pressing . You can turn the incoming call alert off by pressing  **QUIET**.
- Open the keylock by pressing  **UNLOCK**.

## TURNING THE SILENT ALERT ON/OFF






- In stand-by mode or on the navigator pages, enter the Quick Menu by pressing  upwards. Enter the Environment selection by pressing  **CHANGE**. Select the option **Silent** with the

help of  and press  OK.





## BROWSING THE NAVIGATOR PAGES

- The stand-by mode and the navigator pages can be browsed by pressing  and  when on any of those pages.





## TURNING THE GPS RECEIVER ON/OFF

1. In stand-by mode or on the navigator pages, enter the Quick Menu by pressing .
2. Find **GPS receiver** with the help of  and press  **CHANGE**.
3. Select the desired activity with the help of  and press  **OK**.

## ACCESSING MENUS








- In stand-by mode or on the navigator pages, enter the Main Menu by pressing  **MENU**.
- In stand-by mode or on the navigator pages, enter the Quick Menu by pressing .
- In stand-by mode, enter the GSM Menu by pressing  **GSM**.
- On any of the navigator pages, enter the GPS Menu by pressing  **GPS**.

## USING MENU FUNCTIONS

1. The menu items are shown as a list which can be scrolled with the help of .
2. To choose one of these items press the right function key, e.g.  **SELECT**. You will then enter a sub-menu or have some other appropriate options.
3. Press  **QUIT** to return to the previous menu level. You can return to the stand-by mode directly from all menu levels by pressing .

## READING NEW SHORT MESSAGES AND RESPONDING TO UNANSWERED CALLS

Any unanswered calls and new short messages you have received are listed in stand-by mode.

1. Select an unanswered call, marked with , with the help of . Press  to call its number.
2. Select a message, marked with , with the help of . Press  **SELECT**.
3. Exit the list by pressing  **QUIT**.
4. You will later find the calls and messages in their respective menus, **Recent calls** and **Messages**, in GSM Menu.

Other received message types (like received **Friend Find** updates) are also listed in the stand-by mode.

## EMPTYING THE SHORT MESSAGE MEMORY

A flashing envelope (✉) in stand-by mode is a sign of error in receiving the last short message. In most cases it means that your short message memory is full: you cannot receive new messages until you have first deleted some old ones.

1. In stand-by mode, press **GSM**. Use to select **Messages** and press **SELECT**.
2. Use to select **Inbox** (or **Outbox**) by pressing **SELECT**.
3. Find the message which you wish to remove with the help of . Press **SELECT**.
4. Use to select **Delete** and press **OK**. Confirm the deletion by pressing **OK** again.









## DELETING ALL MESSAGES FROM INBOX OR OUTBOX AT ONCE

1. In stand-by mode, press **GSM**. Use to select **Messages** and press **SELECT**.
2. Use to select **Inbox** (or **Outbox**) by pressing **SELECT**.
3. Use to select **Delete all** and press **OK**. Confirm the deletion by pressing **OK** again.

## LISTENING TO MESSAGES LEFT IN YOUR VOICEMAIL SERVICE

- In stand-by mode, press **GSM**. Find **Messages** with the help of and press **SELECT**. Use to select **Call voicemail** and press **OK**.

## KEY FUNCTIONS FOR THE T9 SHORT MESSAGES

key	function	display shows
	verify the word and make space	cursor moving forward
	turn the T9 mode on/off	<b>T9</b>
	change the character forms	<b>AB, Ab, ab, 12</b>
 1-2 sec.	change the language	available languages
 <b>ACCEPT</b>	verify the compound word	
	scroll the alternative words or sub-menu	selection list in the sub-menu
 1-2 sec.	access the whole selection of special characters	lines 1/5, 2/5, 3/5, 4/5, 5/5 (scroll with  )

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# INTRODUCTION

## BENEFON ESC!



Congratulations on your purchase of the Benetton Esc! Personal Navigation Phone, a revolutionary communication instrument you will never get lost with.

This phone is designed for use on the GSM (Global System for Mobile Communications) 900, 1800 and 900/1800 MHz Dual Band networks. You can use it in all countries where the GSM network operators have a roaming contract with your network operator.

The instrument features a powerful GPS navigator that works even if you are outside GSM coverage. The unique combination of GPS

and GSM equipment in this phone also enables several innovative new features like tracking other Benetton Esc! phones.

### Key features

- advanced dual band GSM900/1800 phone
- 12-channel, high-performance GPS receiver
- Mobile Map Service: download maps to the phone using any PC with Internet browser
- Friend Find: track and find another Benetton Esc! navigation phone
- send waypoints and routes to other Benetton Esc! navigation phones
- emergency calls and messages with a special emergency key
- new location services
- personal organizer: calendar with reminders, notepad, calculator and alarm clock with snooze
- built-in GSM data and fax modem
- dimensions: 49 x 129 x 23 mm
- weight: 174 g with 650 mAh Li-Ion battery
- tough and splash proof

The high quality Benefon Esc! is developed and manufactured by Benefon Oyj. Benefon is a company operating worldwide and specializing in wireless communication instruments. The high-quality and user-friendly Benefon products are developed and manufactured in Finland.

## **T9 text input technology**

This phone has one of the world's most developed text input software systems - T9. The T9 Text Input software is a technology for enabling rapid entry of text on reduced-key keypads - one press for each letter is enough.

On phone keypads, as well as in other reduced-key keypads, one key is assigned more than one letter or function, and selecting a letter is normally done by pressing the key however many times necessary to get the letter desired. T9 removes this necessity by using a database with a vocabulary and linguistic rules that recognizes which word you are writing.

If there is more than one word possible for the key combination, T9 will choose the most commonly used word and also allow selection from a list.



T9 is a trademark of Tegic Communications, Inc. For further information about T9, please see [www.tegic.com](http://www.tegic.com)

T9 is patented under the following U.S. Patents: 5,818,437, 5,953,541, 5,187,480, 5,945,928, 6,011,554. Additional patents are pending worldwide.

## **Global Positioning System (GPS)**

The Global Positioning System is a worldwide system of 24 satellites which orbit the earth twice a day, transmitting precise time and position information. The system is operated and maintained by the government of the United States.

The GPS receiver in your Benefon Esc! receives signals from up to twelve satellites at once, and using this information calculates your position and tracks your movement on Earth, and also sets your phone's clock on time.

Benefon Esc! is able to translate and use the changing position information from the satellites to up to 23 different types of navigation related data items, including speed and heading, average and top speed, trip odometer, waypoints and routes,

direction, ETA, and distance to a waypoint. Esc! also supports the NMEA 0183 interface.

Information must be received from at least three suitably positioned satellites for position calculation. The signals sent by the GPS satellites are quite weak and do not travel through solid objects.

## New services

### REGISTER FOR FREE SERVICES

Register as a user of Benefon Esc! at **www.benefon.com** and get access to free benefits, including a choice of three free maps included with Esc! and the Help desk service. The free maps are re-downloadable at no extra cost within one year from registration.

Registration does not cost anything and the information given in registration is confidential.

### MOBILE MAP SERVICE

Benefon Esc! is the first navigation instrument to support the Genimap® Mobile Maps service. The phone can be connected to the service for easy

downloading of maps, using any PC with an Internet browser.

By downloading the map of a given location to their phones, Benefon Esc! owners are able to see how they themselves, as well as the person they are trying to reach are situated on the map and thus be easily guided to their destination.

The service covers road maps, city maps, nautical charts and topographical maps from around Europe. Check **www.genimap.com** from time to time for geographical coverage of maps in other areas. Maps are provided by Genimap and other leading suppliers of geographical data.

### HELP DESK

As a registered user you are authorized to use Help desk services. You can get assistance in using the phone and maps (usage limitations). Just select **Help desk** from the GSM Menu, and an expert help desk operator will call you in a few minutes.

## MORE SERVICES TO COME

Check **www.benefon.com** periodically for tips about location based service providers.

## For service providers

### NEW LOCATION SERVICES

Benefon Esc! utilizes Mobile Phone Telematics Protocol (MPTP) and Mobile Maps Service Protocol (MMSP) which provide a sophisticated set of telematics commands and a map protocol for service integrators and providers to build and provide location based value added services for consumers and businesses. MPTP makes it possible to send position, tracking and route messages between service center and MPTP enabled terminals by using SMS. For information and specifications visit Benefon Esc! Partners Area at **www.benefon.com**.

## SAFETY AND PRECAUTIONS

### General

- There are reasons to be concerned about traffic safety when using a mobile phone or other similar instrument while driving a motor vehicle. While the actual risk varies greatly according to the conditions and the driver, it is advisable to strictly adhere to all eventual European and national legislation and also honour other eventual safety recommendations. It is specifically advisable to install and use a hands-free operating system in a car for minimizing the distraction from using the phone. When receiving a call in an awkward driving situation, you should always put safety before other priorities and courtesy. If you feel uncomfortable about using an instrument while driving, you simply should not use it.
- Keep your Benefon Esc! and its accessories away from small children to avoid causing injury to themselves or others. Damage to the phone or its accessories is also thus avoided.
- **This equipment is intended for use with the following power supplies: batteries BBL-77-S and BBL-77-P, mains charger CMA-70-230, and cigarette lighter charger CCS-71-12.** Any other usage will invalidate any approval given to



this apparatus and may be dangerous.

- Any other accessories used should also be approved by the phone manufacturer. Check the compatibility of new power supply units and other accessories at the dealer.
- Benefon Esc! contains small magnetic components. Even though the magnetic fields of the components are weak, they might damage magnetic cards, such as bank and credit cards. We recommend that you keep your mobile phone away from magnetic cards.

## Radio frequency (RF) energy

- Turn your phone off before boarding any aircraft and do not use the phone while in the air. **Also make sure that the automatic power on or alarm clock functions will not activate the phone during the flight.** Besides being illegal, the use of a mobile phone in an aircraft may endanger the operation of the aircraft or disrupt the mobile network. Failure to comply with this instruction may lead to suspension or denial of mobile phone services, and possibly even legal action.
- Turn your phone off before entering hospitals or other health care facilities where medical electronic equipment may be in use. Such devices are extremely sensitive to radio frequency interference. Only use the phone with permission and under instruction of the hospital staff.
- Remember that any personal medical devices (such as hearing aids or pacemakers) may be affected by RF energy if they are not adequately shielded. Consult the manufacturer or vendor of the equipment to determine the proper shielding.
- Turn off the phone at refuelling points, e.g. gas stations. Also observe restrictions on the use of radio equipment in fuel depots, chemical plants or where blasting operations are in progress because remote control RF devices are often used to set off explosives.
- Using the phone may cause interference with a vehicle's electronic equipment if it is not adequately shielded. Consult the manufacturer or the vehicle seller to determine the proper shielding.
- Remember that using the phone close to a computer may cause interference. When using your phone near such equipment keep a distance of about one meter.

- When the phone is in operation do not touch the antenna with eyes, mouth or bare skin to guarantee proper function.

Always follow the country-specific regulations applicable to where you are using the phone.

## GPS and map data

- The Global Positioning System (GPS) is operated by the government of the United States, which is solely responsible for its accuracy and maintenance. The system is subject to changes that could affect the accuracy and performance of all GPS equipment.
- GPS signals are weak and do not penetrate solid objects such as people, buildings, rocks, or heavy tree cover. This may affect GPS receiver performance indoors, in urban areas with tall buildings, or whenever the GPS antenna doesn't have an unobstructed view of the sky.
- Roadways and other map data are constantly being modified, so the maps in your Benefon Esc! may not always reflect the latest changes. No warranty, express or implied, is given for completeness or accuracy of the map data in this product.

- Benefon Esc! supports some third-party services such as the "Request route" and "Request service" features. Benefon is not responsible for the content and accuracy of such services.

## Privacy

- Using some of Benefon Esc!'s features, such as "Request route" and "Request service", may reveal your position to a service provider.
- All Friend Find functions require authorization, so only people you have specifically authorized can learn your position.

## Emergency calls and messages

Benefon Esc! is and aid and should never be relied upon as an only emergency device. Its functionality is dependent on GSM network and GPS satellites which may not be available at all times.

The unique combination of GSM and GPS features does, however, make Benefon Esc! helpful in emergencies as long as one does not depend one's life on it.

## **Splash proofness**

Benefon Esc! is splash proof only when the battery and its rubber seal have been properly attached. Even then, the phone must not be immersed in liquid.

# QUICK START

## WHAT TO DO FIRST

### Inserting the SIM card



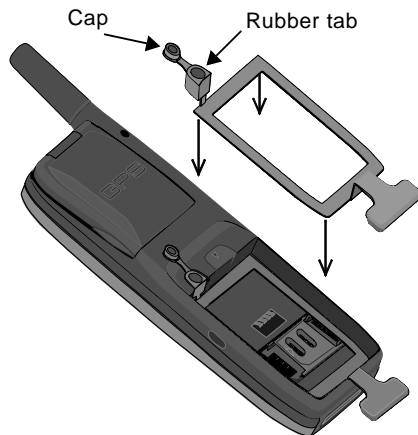
First remove the battery.

1. Slide the SIM card holder to the right. Lift the holder into an upright position.
2. Insert the card into the holder. Check that the cut corner is at the lower left corner of the holder.

3. Close the holder by pushing it towards the phone. Slide the holder back to the left until it locks.

After inserting the SIM card, fit the battery back into place.

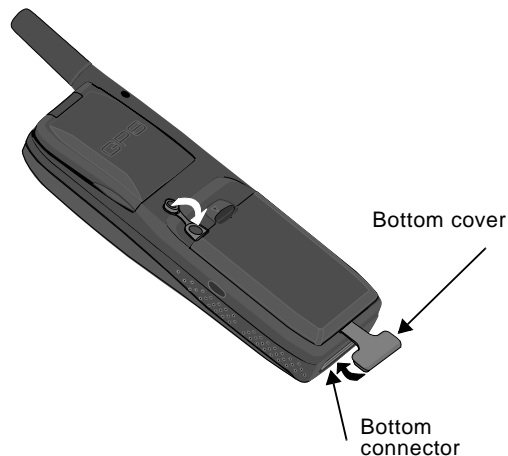
## Inserting the rubber seal



Installing the rubber seal is optional. Please note, however, that the phone is splash proof only when the rubber seal is inserted correctly in the phone.

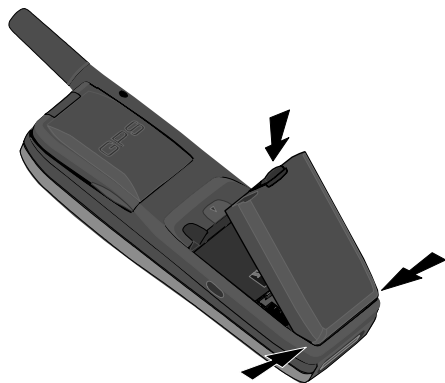
First make sure that the battery has been removed.

1. Place the rubber seal so that it lies in the bottom of the battery hole.
2. Fit the rubber tab into the recess in the upper left corner.



3. Lift the cap on the top of the rubber tab.
4. Fit the battery into place as described in the next chapter. The idea is that the battery will be securely fastened in the battery hole.
5. Finally stuff the bottom cover into the bottom connector so that the cover will be firmly secured around the connector.

## Fitting the battery



1. Place the bottom of the battery into the small hollows at the bottom of the phone.
2. Push the battery towards the rear of the phone until it locks into place.

## Removing the battery





1. Push the release catch downwards.
2. Pull the battery carefully away from the rear of the phone.


## Turning the phone on

Before starting to use the phone for the first time, please note the following:

- The phone's battery should be charged overnight before taking the phone into use for the first time.
- If the phone has been stored with its battery removed for a prolonged period of time, the phone's internal memory backup battery may have become discharged. This may make turning the phone on impossible. In this case, charging the battery normally will fix the problem.
- Full battery capacity is only reached after a couple of charging - discharging cycles.

To turn the phone on, do as follows:

1. Press the power button (⏻) for two seconds to turn the phone on. If the SIM card is not inserted, the phone will prompt you to insert it. Turn the phone off and insert the card.
2. Enter the PIN code if the phone prompts for it. If you make a mistake press  **CLEAR** to remove the wrong digits. When the correct PIN code has been keyed in, press  **OK**.

3. Enter the phone code if the phone prompts for it. When the phone code has been keyed in, press  **OK**.
4. The abbreviations of the country and network operator are displayed immediately or after the **Searching for networks...** message. ESC! logo, time, date and some symbols are also displayed. If you are outside the network's coverage area, the message **Searching for networks...** will remain in the display and you cannot make or receive calls.

The power will also turn on when the phone is connected to a charger, or when the timer options **Automatic power on** or **Alarm clock** are set on.

## Turning the phone off

Press and hold the power button (⏻) down for a couple of seconds to turn the phone off.

The power will also turn off when the battery is completely empty or when the timer option **Power OFF timer** is set on.

## Changing the language

When the menu language is set to **Automatic**, the language is chosen according to your SIM card's language preference. In case the information is not available, a default language setting is used.

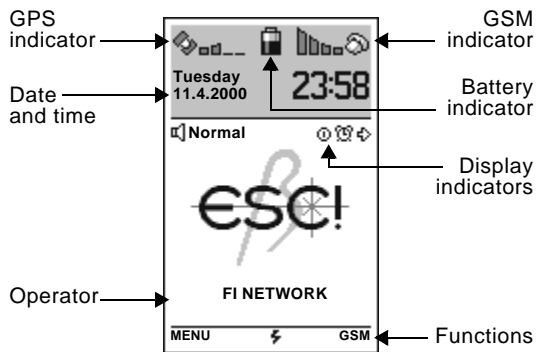
Once you have turned your phone on, you can change the language in the Main Menu.

1. Press **MENU** to enter the Main Menu.
2. Select the **Settings** menu with the help of **↓**. Press **SELECT**.
3. Select the **User interface** menu with the help of **↓**. Press **SELECT**.
4. Enter the **Language** sub-menu by pressing **CHANGE**.
5. Select the desired language with the help of **↓**. Press **OK**.
6. Press **END** to exit the menu.

## OVERVIEW

### Stand-by mode

When the phone is turned on, it enters the stand-by mode shown below.



The operator information consists of country code (such as **FI**) and network operator name. This area may hold other information when a valid SIM card is missing, or when a network has not been found or is not available.



## INDICATORS

### GPS indicator

The GPS indicator consists of a satellite symbol and a bar graph.

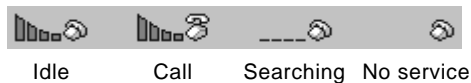


- When the GPS receiver is active, i.e. **turned on**, the number of bar segments gives the accuracy of position determination, if any.
- When the GPS receiver is inactive, i.e. **turned off**, no bars are shown and the satellite symbol is greyed.
- When the GPS receiver is active, and searching for satellites, the satellite symbol is normal but no bars are shown.
- When the GPS receiver is sleeping, a ZZZ symbol is shown instead of the bars. The GPS receiver starts sleeping during poor satellite coverage and will attempt to calculate your position periodically or when requested to do so.


The GPS receiver is always inactive when the phone has just been powered on.

### GSM indicator

The GSM indicator consists of a phone symbol and a bar graph.



- The number of bar segments gives the signal strength, if any.
- When the phone is idle, i.e. no call is coming or in progress, the phone symbol is shown with hook down.
- When a call is in progress, the phone symbol is shown with hook up.
- When the phone is searching for networks or outside network's coverage area, no bars are shown.
- When the GSM is inactive, i.e. turned off, no bars are shown and the phone symbol is greyed.

When you are roaming, i.e. in an area of a network other than your own, the  symbol is shown in the GSM indicator.

## Battery indicator

The battery indicator is a battery symbol with a moving "liquid level".



Full








Empty

Charging

- The higher the liquid level, the more charge is left in the battery.
- When the battery is being charged, the liquid level will repeatedly rise from bottom to top.

## Display indicators

Some of the following status symbols may be shown in stand-by mode:

-  Environment. This symbol is accompanied by some text that gives your current sound environment: Normal, Silent, Discreet or Noisy.
-  Envelope. Shown flashing when the short message memory is full.
-  Automatic power on. The phone will automatically turn itself on at a specified time.
-  Automatic power off. The phone will automatically turn itself off at a specified time.
-  Automatic power on/off. Shown when both automatic power on and off are set.
-  Alarm clock. Shown when the alarm clock is active.
-  All calls diverted. Shown only when Divert **all** calls option is used. Incoming calls can be diverted to another phone number or to a voicemail service. The type of service depends on your network operator.

## Navigator pages

The four navigator pages of Benefon Esc! can be used for GPS navigation, with or without a map.

### Map page

If a map is available, your immediate surroundings can be viewed on the Map navigator page. Also shown on the map are various navigational symbols like waypoints and routes.

### Guide page



The Guide page is typically used when navigating to a destination without a map.

### Position page

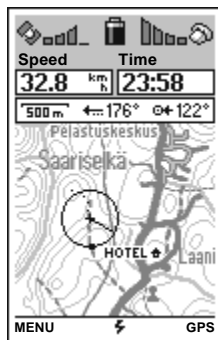
The Position page shows various data fields related to your present position and time. The status of individual satellites can also be viewed on this page.

## Movement page

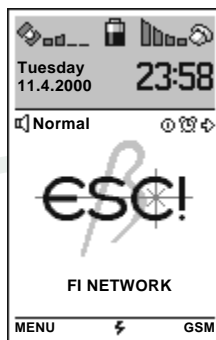
The Movement page shows various data fields related to your movement and destination.

The stand-by mode and navigator pages can be browsed directly by pressing  and  in any of them. They can also be accessed via Main Menu.

Data on the navigator pages will not be updated unless the GPS receiver has been turned on. For further information about the navigator pages and the GPS receiver, please see the chapter *Brief overview of navigator use*.



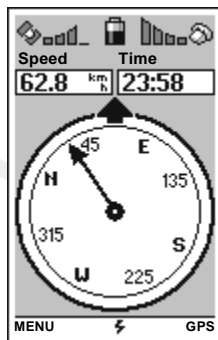
Map



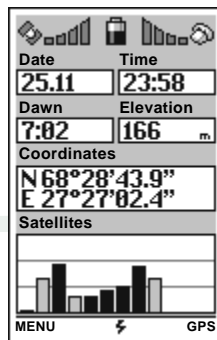
Phone  
(stand-by mode)



Movement



Guide



Position

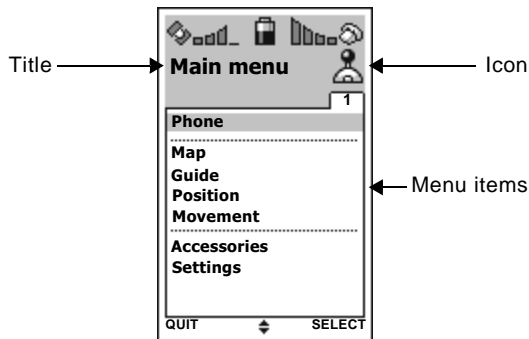


## Menus

Most features of Benefon ESC! can be accessed via menus. There are four of these: Main Menu, Quick Menu, and GSM and GPS-specific menus. Each of these contains its own menu items and sub-menus.

When the phone is in stand-by mode, you can access the following menus:

- Enter the **Main Menu** by pressing **MENU**.
- Enter the **Quick Menu** by pressing **0**.
- Enter the **GSM Menu** by pressing **GSM**.



Each menu has a title, an icon and some menu items. You can select one of these items by highlighting it with and pressing . You can exit a menu by pressing **QUIT**.

### Main Menu

The menu items of Main Menu are

- Phone (stand-by mode)
- Map (navigator page)
- Guide (navigator page)
- Position (navigator page)
- Movement (navigator page)
- Accessories
- Settings

### Quick Menu

The menu items of Quick Menu are


- Lock keypad
- GPS receiver
- Environment

## GSM Menu

The menu items of GSM menu are

- Phone book
- Messages
- Recent calls
- Network services

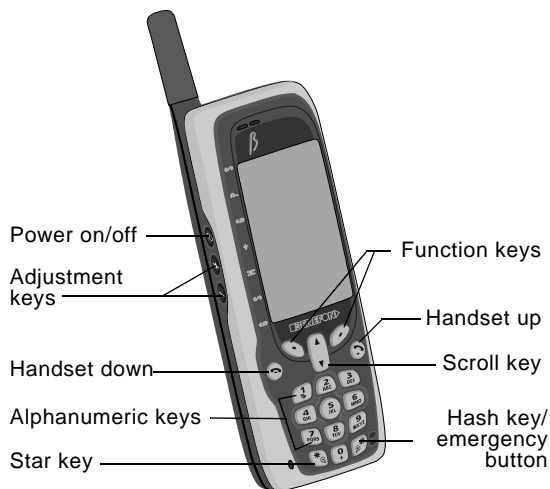
## GPS Menu

The **GPS Menu** can only be accessed from the navigator pages by pressing  **GPS**.

The menu items of GPS Menu are

- Waypoints
- Routes
- Friend Find
- Maps
- Send coordinates
- Request service
- Update position
- Clear destination
- Reset meters







## Keypad





Power on/off. Press and hold to turn the phone on or off.







Adjustment keys. Press to adjust earpiece volume during a call. By using these keys you can also browse through the various navigator pages.





-  Handset up. Press to make a call.
-  Handset down. Press to disconnect a call, and to return to stand-by mode at any time.
-  Function keys. The function of these keys depends on the guiding texts on the bottom line of the display.
-  Scroll key. The function of this key depends on the guiding symbol on the bottom line of the display. It is usually used for scrolling through a list of menu items and moving a cursor, or entering the Quick Menu.
-  Star. Press to get a space character when writing text, or to zoom out when viewing a map. Pressing this key for five seconds changes the language to English and resets the phone to factory installed settings. This reset does not affect phone book entries, maps, and navigational data such as waypoints, routes, and friend points.
-  Hash. Press to switch between upper case letters, lower case letters and numbers when writing text, or to zoom in when viewing a map. This key is also needed when using some memory functions and network features.

-  ...  Alphanumeric keys. Press to enter numbers, or letters when writing text. These keys can also be used for scrolling a map.


## ALPHANUMERIC KEYS AND T9

You need the alphanumeric keys for entering text.


- **Traditional spelling mode:** In traditional spelling mode you get the first letter of the key when pressing the key once, the second letter when pressing the key twice, and so on. When the cursor appears to right of the letter just entered you can enter the next character.
- **T9 text input mode:** You can also use the T9 text input tools for keying in the letters. Turn the T9 mode on or off by pressing  when editing text. By pressing  for a few seconds, languages for the T9 are available. For further information about using T9, please see the chapter *Main Menu, Accessories, Notepad, Writing a note in T9 mode*.
- **Special characters:** By pressing  for a few seconds, all the special characters are available. You may select a row of characters with , and make the final selection by pressing a numeric key.


- **Character forms:** You can enter both upper case and lower case letters as well as numbers. You can switch between them by pressing . When upper case letters are in use the symbol **AB** is highlighted in the upper row and when lower case letters are in use the symbol **ab** is displayed. The **Ab** symbol is useful for writing words that start with a capital letter (so that you do not need to switch between the upper case and lower case letters). When the symbol **12** is displayed, the entry of any number is direct.
- **Spacebar:** Enter a space by pressing .
- **Corrections:** In case of a misspelling, move with  to the letter you wish to correct and press  **CLEAR**.

## PAUSE AND SUB-ADDRESS CHARACTERS


The hash key () can be used for keying in the pause (P) and sub-address (S) characters. These characters can be used in a phone number.

- If your answering machine has a remote-retrieve function, you can listen to the voice messages left for you in your answering machine at home. First key in the home phone number. When the

line is connected, key in the code number of your answering machine. Within a few seconds you will hear the recordings. If you wish to store the string in the phone book, do as follows: key in your home phone number, press the  key twice (the letter **P** will be displayed) and key in the code number of your answering machine. Store the string in the phone book normally. For further information about storing the number in phone book, please see the chapter *GSM Menu, Phone book, Storing a phone number*.

- If you wish to make a direct call to an ISDN sub-number or store the sub-number in your phone book, key in the string as follows: key in the main phone number, press the  key three times, (the letter **S** will be displayed) and key in the sub-number.

## EMERGENCY KEY

The hash key () is also used as the emergency key, so that pressing and holding it for five seconds starts making emergency calls and sending emergency messages. For further information about the emergency key, please see the chapter *Main Menu, Settings, Emergency calls*.




## CHARACTERS AVAILABLE

<b>1</b> T	<b>T</b>									
<b>2</b> ABC	A a	B b	C c	2	Å å	Ä ä	Æ æ	à	ß	Ç
<b>3</b> DEF	D d	E e	F f	3	É é	è				
<b>4</b> GHI	G g	H h	I i	4	Ì					
<b>5</b> J	J j	K k	L l	5						
<b>6</b> MNO	M m	N n	O o	6	Ñ ñ	Ö ö	ò ö	Ø ø		
<b>7</b> PQRS	P p	Q q	R r	S s	7					
<b>8</b> TUV	T t	U u	V v	8	Ü ü	ù				
<b>9</b> WXYZ	W w	X x	Y y	Z z	9					
<b>0</b> +	0									

# BRIEF OVERVIEW OF PHONE USE


## MAKING A CALL

You can call a number in stand-by mode by entering the number, including the area code, and pressing . The text **Calling** and the number you are calling will be displayed and a call will be set up.


You can also make a call by using the phone book, quick dialling, SMS, or recent calls functions.

## International calls

You can use the + character when making international phone calls. When the + character is in use, the call centre will automatically select the correct international prefix.

1. Press  for a few seconds until the + character is displayed.

2. Enter the country code, the area code (without the first number), and the phone number.

3. Press .

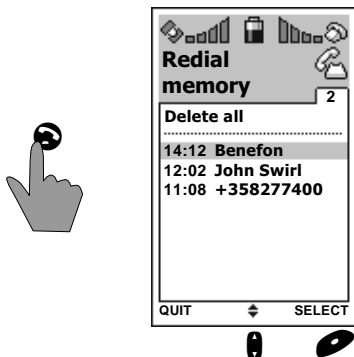
If the network operator does not implement this function and you try to make a call by using the + character, a message **Illegal** will be displayed.

You can also make international calls without the + character, by making the call as any conventional international phone call.

## Redialling

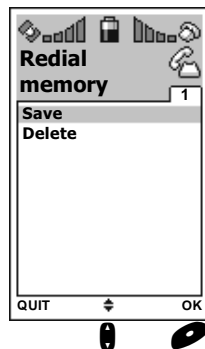
The latest numbers dialled are stored in the redial memory.

In order to use this function, you need to turn the **Redial memory** option on in the Main Menu, under **Settings** and **GSM**.



1. Press **Redial** to enter the redial memory when the phone is in stand-by mode and there are no phone numbers displayed.
2. A list of recent outgoing calls will be opened. The call information is listed from the newest to the oldest. If the call is older than 24 hours, date will be displayed instead of time.
3. Use **Up/Down** to scroll through the numbers. If the numbers in question are stored in the phone book, names will be displayed instead of numbers.

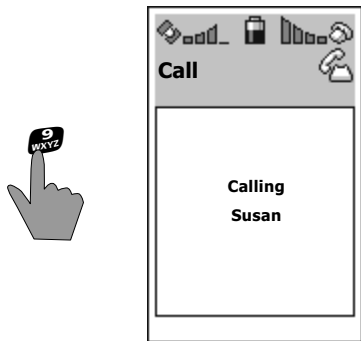
4. Press **Call** to call the number displayed. You can also call directly to the number last dialled by pressing **Call**.
5. By pressing **SELECT** you enter to the sub-menu where you can store the number or remove it from redial memory.



6. Use **Up/Down** to scroll through the functions of the sub-menu and press **OK** to accept your choice. Press **QUIT** to exit the sub-menu.
7. You can clear all numbers from the redial memory by selecting **Delete all**.
8. Press **QUIT** to exit the redial memory.

## Quick dialling

The quick dialling function works on the phone book location numbers 2...9.



If you wish to make a call by using quick dialling, press the desired number (between 2 and 9) and hold it down for a few seconds. The phone makes a call to the phone number stored in that memory slot.

In order to use this function, you need to turn on the **Quick dialling** option on in the Main Menu, under **Settings** and **GSM**. Also note that the desired memory slot (the number to which you are calling) cannot be empty.

## RECEIVING A CALL

When your phone receives a call, it rings and the text **Call is coming** is shown.

If you have set the phone to be silent, the text will still be shown normally.

## Call Line Identification (CLI)

If the CLIP (Call Line Identification Presentation) is activated as a network feature and your phone receives a call, the number of the caller is shown in the display.

Instead of the phone number, the name of the caller is displayed if you have stored the name and number in question in the phone book and if the caller does not have the CLIR (Call Line Identification Restriction) feature in use.

These CLI features are usually active only when the phone is used to make and receive domestic calls.

## Answering a call

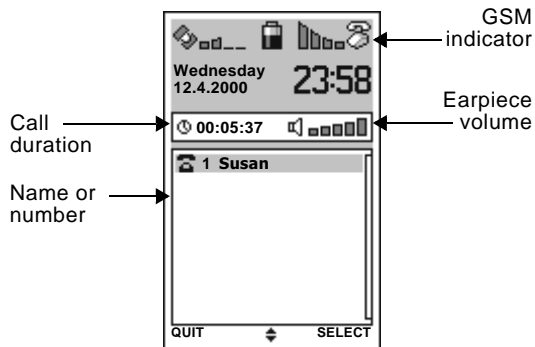
- To answer, press . If **Anykey answer** is turned on in the Main Menu under **Settings** and **GSM**, you can also answer by pressing , , or ... .
- If you do not wish to answer an incoming call, press .
- You can always turn off the ringing tone, without dropping the call, by pressing **QUIET**.

## Answering when the keypad is locked

- If you have locked the keypad you can answer only by pressing .
- With the keypad locked, you can turn off the ringing tone by pressing **QUIET**.



## ACTIVE CALL

When a call is in progress, the display will look like the one below.



The number that a call has been set up to is shown on the display. If the number in question is stored in the phone book with a name, the name will be shown instead of the number.

If you have received a call, there are two cases when the number of the caller will not be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification Presentation) feature.






You can adjust earpiece volume during a call by pressing  and .

## Advanced options during a call




Several advanced options, such as muting the microphone, managing multiple calls, and accessing the phone book are available during a call.

### NEW CALL

Use this function to make a new call during an active call. The currently active call will be put on hold.




1. Press  **MENU** to access the Call Menu.
2. Use  to select **New call**. Press  **SELECT**.
3. Key in the desired phone number. If the number is stored in the phone book, you can recall it from there by pressing  **SEARCH**. For further information about using the phone book, please see the instructions in chapter *GSM Menu, Phone book, Recalling a phone number*.
4. When the number has been keyed in, press  to initiate the call.

You can also make a new call by dialling the number directly, without selecting **New call** first.

All calls are shown in the active call display and can be selected there with . The currently active call is marked with the  symbol, while held ones are marked with .

### CONFERENCE CALL




Use this function if you wish combine all simultaneous calls to a conference call. This function is only available when at least one of the calls is active and another is put on hold.



1. Press  **MENU** to access the Call Menu.
2. Combine the desired calls together by using  to select **Conference** and press  **SELECT**.

Depending on the state of the conference call, some of the functions may not be available even if you select them. In a case like that the text **Not allowed** will be displayed.





## SELECTING A CALL


When there are several simultaneous calls, you can make one of them active as follows:

1. Use  to select a call and press  **SELECT**.
2. Press  **OK** to select **Select**. The selected call will be made active, while the previously active call is put on hold.

You can also make a call active directly by selecting it with  and pressing .


## ENDING A CALL

1. Use  to select a call and press  **SELECT**.
2. Use  to select **End** and press  **OK**. The selected call will be ended.




Pressing  ends all calls at once.



## PICKING A WAITING CALL

Use this function if you wish to pick up an incoming call and put the currently active call on hold.

When a call is in progress and you have another incoming call, the network will notify you of a call waiting. The waiting call will also appear in the active call display, accompanied by a  symbol.

To pick up a waiting call, do as follows:





1. Use  to select the waiting call and press  **SELECT**.
2. Press  **OK** to select **Pick**. The waiting call will be made active, while the previously active call is put on hold.

You can also pick up a waiting call directly by selecting it with  and pressing .




Please note that in order to use this function, the **Call waiting** option must be turned on in GSM Menu, under **Network services**.

## DROPPING A WAITING CALL

If you do not want to pick up a waiting call, you can drop it as follows:

1. Use  to select the waiting call and press  **SELECT**.
2. Use  to select **Drop** and press  **OK**. The waiting call will be dropped, and the caller will hear a busy signal.

## MUTING A CALL


1. Press  **MENU** to access the Call Menu.
2. Use  to select **Mute** and press  **OK**. Calls will be muted.

Muting can later be turned off in a similar manner.


## CALL MENU


The Call Menu is a special menu that is only available during an active call. It provides access to some common menus like Phone book, Messages, Recent calls, Call costs, Calendar, Calculator and Notepad. For further information about using

these menus, please see the instructions in chapters *Main Menu* and *GSM Menu*.

You can access the call menu during a call by pressing  **MENU**.

## ENDING CALLS


To end a call, press . When the call ends, the GSM indicator will return to the usual hook-down position.

Please note that if there are several simultaneous calls, pressing  will end them all at once.

## EMERGENCY CALLS



### With a SIM card

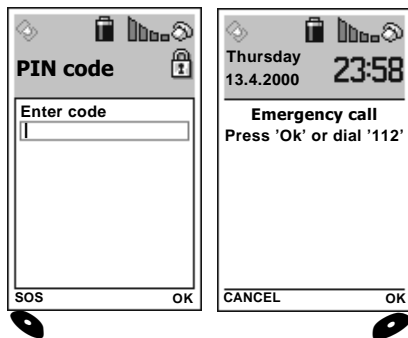
When the SIM card is inserted, you can make an emergency call as a normal phone call to the emergency number (e.g. 112).

With the keypad locked, you can still make an emergency call directly by keying in the emergency number and pressing .






If the PIN code is requested when the phone is turned on, you can make an emergency call without entering any access codes as follows:


1. Select  **SOS**.
2. Press  **OK**.



This is another way to do it:

1. Select  **SOS**.
2. Key in the emergency number (e.g. 112).
3. Press  **OK** or .

## Without a SIM card



An emergency call can always be made as any other call, even without a SIM card, by keying in the emergency number (e.g. 112) in stand-by mode and pressing . This can be done directly even when the keypad is locked.

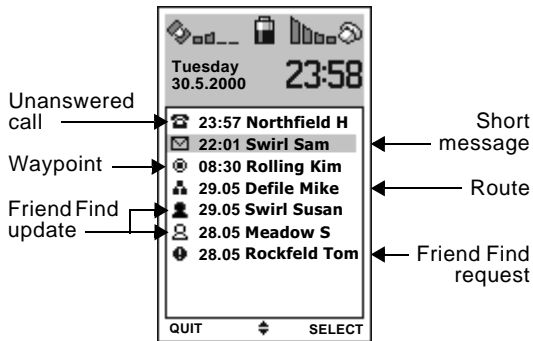
Remember that a mobile phone connection is not guaranteed in all conditions. Rough terrain or large buildings may limit the operation of your phone. Never completely rely on a mobile phone for essential communications.

## INCOMING TRAFFIC



Besides incoming calls, you may also receive regular short messages and special, navigation-related messages. For further information about these messages and the events that take place upon their receipt, please see the chapters *GSM Menu* and *GPS Menu*.

Any traffic that you do not handle at once will eventually end up in the incoming traffic list.

- Use  to select items from the list.
- Press  **QUIT** to exit to stand-by mode. The list is cleared as soon as you exit it.









### Unanswered calls (📞)

- To call the phone number of the unanswered call, press .
- To save the phone number, press  **SAVE**.

For further information, please see the chapter *GSM Menu, Recent calls, Unanswered calls*.


### Short messages (✉)



1. To read the message, press  **SELECT**.
2. By scrolling with , you are able to read the whole message.
3. To process the message, press  **SELECT**.
4. You have several options to choose from, such as replying to the message or deleting it.
5. Select the desired option with  and press  **OK**.
6. Press  **QUIT** when you are finished.

For further information, please see the chapter *GSM Menu, Messages, Inbox*.

### Waypoints (📍)

A waypoint can be received as a message from another Benefon ESC! phone.

To view the waypoint on map, press  **SELECT**.

1. You will see a map with the waypoint in its center.
2. Use  and  to zoom in and out.

3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** to scroll the map.
4. To process the waypoints, press **SELECT**.
5. You have several options to choose from, such as setting waypoints or deleting them.
6. Select the desired option with **0** and press **OK**.
7. Press **QUIT** when you are finished.

For further information, please see the chapter *GPS Menu, Waypoints*.

## Routes (📍)

A route and its waypoints can be received as one or more messages from another Benefon ESC! phone.

To view the route on map, press **SELECT**.

1. You will see a map with the first waypoint of the route in its center.
2. Use **\*#** and **#** to zoom in and out.
3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** to scroll the map.
4. Use **0** to trace the route one waypoint at a time.

5. To process the routes, press **SELECT**.
6. You have several options to choose from, such as setting routes or deleting them.
7. Select the desired option with **0** and press **OK**.
8. Press **QUIT** when you are finished.

For further information, please see the chapter *GPS Menu, Routes*.

## Friend Find updates (👤)

A Friend Find update may be either a position update or a tracking update.

A position update refreshes the position of a friend point in your phone. A tracking update works similarly, but it is a part of a series of updates, i.e. tracking. Only the latest update from a phone is shown in the incoming traffic list.

To view the update, press **SELECT**.

1. You will see a map with the updated position in its center.
2. Use **\*#** and **#** to zoom in and out.

3. Use **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, and **9** to scroll the map.

4. To process the friend points, press **SELECT**.

5. You have several options to choose from, such as setting friend points or deleting them.

6. Select the desired option with **↑** and press **OK**.

7. Press **QUIT** when you are finished.

For further information, please see the chapter *GPS Menu, Friend Find*.

### Friend Find requests (📍)

A Friend Find request may be a position request or a tracking request.

By sending a position request, another Benefon ESC! user may ask you to send a position update. Similarly, a tracking request is sent to ask for a series of tracking updates. Only the latest request from a phone is shown in the incoming traffic list.

To respond to the request, press **SELECT**.

1. You will be asked if you want to respond to the request. Press **OK** to send an update to the

sender of the request, or **NO** to decline from sending an update.

2. If the request was a tracking request, you will also be asked for an interval for sending the updates, and the number of updates to send.

- Use the numeric keys to key in the interval and press **NEXT**.

- Then, key in the number of tracking updates that you want to send and press **OK**.

For further information, please see the chapter *GPS Menu, Friend Find*.

## USE WITHOUT A SIM CARD

Benefon ESC! can be used even when a SIM card has not been inserted. Most GPS features, calendar, notepad and menu functions can be used normally; only SIM related functions such as making phone calls, using messages or accessing the phone book will be unavailable.

Emergency calls (to 112) can always be made even when no SIM card is inserted.

# BRIEF OVERVIEW OF NAVIGATOR USE

## FIRST STEPS

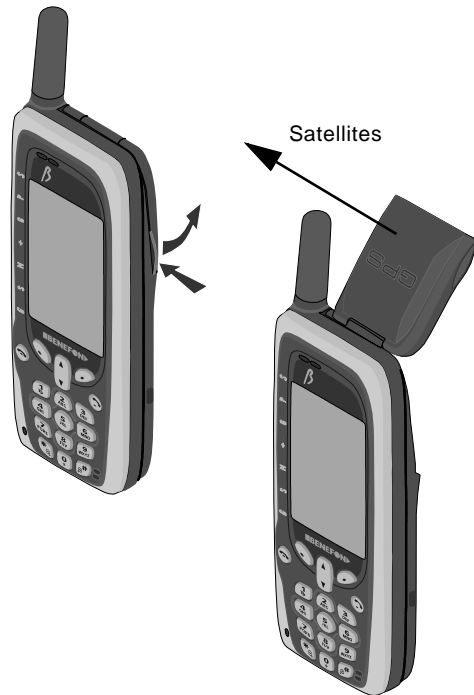
### Positioning the GPS antenna

You should lift the GPS antenna so that it faces open sky whenever you want to use any of Benefon Esc!'s position dependent features.

The antenna needs an unobstructed view of the sky. The signals sent by the GPS satellites do not penetrate solid objects such as people, buildings, rocks, or heavy tree cover.

Note that the GPS receiver can be active even when the antenna is not lifted. In this case, finding satellites may still be possible, but positioning accuracy is likely to be worse than usual unless the rear of the phone is facing the open sky.







The external GPS antenna accessory can be used to receive GPS signals even when the phone's own GPS antenna is unable to see satellites.



## Turning the GPS receiver on

You need to turn on the GPS receiver to make position determination possible. Once activated, the receiver will calculate your position at given intervals.

Activate the GPS receiver as follows:

1. In stand-by mode or on any of the navigator pages, press  to enter Quick Menu.
2. Use  to select **GPS receiver**. Press  **CHANGE**.
3. Select a GPS operating mode by using , and press  **OK**.
  - **Off**. No satellites are tracked; your position is not calculated.
  - **Full power**. The GPS receiver monitors the satellites constantly, calculating your position at short intervals. Using this mode consumes more power than the other modes but has the best accuracy and works better in limited satellite coverage.
  - **Low power**. Satellites are tracked at slightly longer intervals. While this mode has the lowest power consumption, it may not be reliable in limited satellite coverage.
4. Press  **QUIT** to exit Quick Menu.

## GETTING FIRST GPS POSITION

The GPS receiver normally stores the last known position and satellite data so as to help reacquisition of position after loss of satellite signals or power down. When the GPS receiver is used for the first time, it has no previous position information and position acquisition takes longer.

When using the GPS receiver for the first time, do as follows:

1. Go to an open site outdoors, with unobstructed view of the sky.
2. Position the GPS antenna and turn the GPS receiver to **Full power** mode.
3. Hold the phone still and wait until the GPS indicator shows bars, signifying that your position has been successfully calculated. This may take a few minutes.
4. Wait one more minute before turning the GPS receiver off, changing it to **Low power** mode, or going indoors.

## GPS RECEPTION

Once the GPS receiver has been activated, finding satellites and locking to them usually happens within a few minutes. At least three suitably positioned satellites are needed for two-dimensional position calculation, while four or more make three-dimensional calculation (including elevation) possible.

The GPS indicator shows no bars while the GPS receiver is searching for satellites. As soon as position has been determined, the accuracy of position determination is shown by the bars in the indicator. The more bars the better the accuracy.

You can also view the status of individual satellites on the *Position* navigator page. For further information, please see the chapter *Position* below.




## POOR GPS COVERAGE

If the GPS receiver is unable to determine your current position within a few minutes, the text **Poor GPS coverage** will be shown. This happens when not enough satellites are visible.

If the GPS has been set to **Low power** mode, it will go into sleeping mode to conserve battery as soon as it detects poor GPS coverage. This is indicated by a **ZZZ** symbol in place of the GPS indicator bars.

When sleeping, the GPS receiver will wake up automatically every few minutes and look for satellites. It will go to sleep again if adequate satellite coverage is not available.








You can also wake up the GPS receiver manually as follows:

1. Make sure that the GPS antenna has an unobstructed view of the sky. The GPS receiver does not work indoors.
2. On any of the navigator pages, press  **GPS** to enter GPS Menu.
3. Use  to select **Update position** and press  **OK**.

## INITIALIZING THE GPS RECEIVER

The GPS receiver may experience trouble in a calculating your position e.g. after long international flights or when it has been off for an extended period of time.

If this happens, you can speed up the position acquisition as follows:







1. On any of the navigator pages, press  **GPS** to enter GPS Menu.
2. Use  to select **Maps** and press  **SELECT**.
3. Show the **World** map by pressing  **SELECT**.
4. Use  to move the pointer on the map to your present position.
5. Press  **SELECT**.
6. Initialize the GPS receiver by selecting **Set position**. Press  **OK**.
7. Do as described under *Getting first GPS position* above.

In case the problem persists, you can reset the GPS receiver by selecting **Reset position** from *Main Menu*, *Settings*, *GPS* and try again.

## Turning the GPS receiver off

To keep power consumption as low as possible, it is advisable to keep the GPS receiver inactive when no GPS features are being used.



Turn the GPS receiver off as follows:

1. In stand-by mode or on any of the navigator pages, press  to enter Quick Menu.
2. Use  to select **GPS receiver**. Press  **CHANGE**.
3. Use  to select **Off** and press  **OK**.
4. Press  **QUIT** to exit the menu.

## USING THE NAVIGATOR PAGES

The four navigator pages of Benetton ESC! are:

- Map page
- Guide page
- Position page
- Movement page

The pages can be accessed via Main Menu. You can also browse through the pages and the stand-by mode by pressing  or  keys.

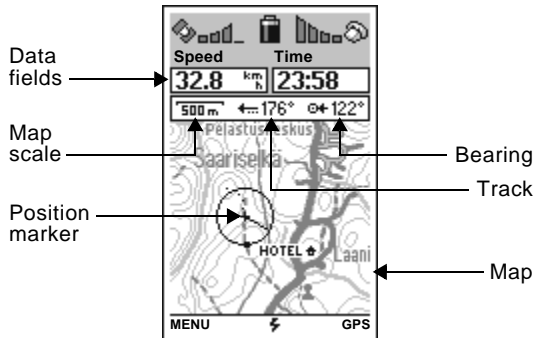


## MAP

The Map navigator page shows your position and surroundings on a map. You can access the Map page as follows:

1. In stand-by mode, press **MENU** to enter Main Menu. (If you are not in stand-by mode, you can always return there by pressing .)
2. Use to select **Map**. Press **SELECT**.

You can also enter the Map page by using and to browse through all the navigator pages.



## Data fields

The two changing data fields contain useful information such as current speed, time, and next destination.

### Map scale, track and bearing

- Map scale is shown as a scalebar. It changes as you zoom the map by pressing and .
- Track () is your direction of movement. It is given in degrees.
- Bearing () is the direction to your destination, if any. It is given in degrees.




### Position marker

Your position is shown on the map with a circular position marker.

- your direction of movement is shown with a black spot on the marker's edge
- if you have set a destination for navigation, a radial line will show the direction to there
- the marker will leave a trace of your movements on the map













## Map symbols



You may also see some symbols on the map.

- Waypoints are used for marking points of interest or as destinations for navigation. They are shown as an identifying symbol (e.g. ) and a title.
- Friend points mark the known positions of other Benefon ESC! phones. They are shown as a symbol ( or ) accompanied by some identifying text.
- Routes are combinations of several waypoints and can be used as destinations for navigation. They are shown as interconnected waypoints.

For further information about waypoints, friend points and routes, please see *GPS Menu*.

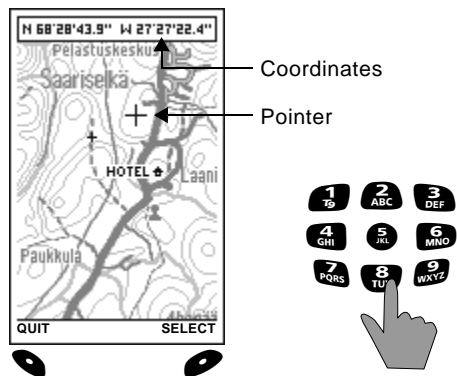
*The following options are available to you on the Map page:*

- Press  and  to zoom the map.
- Press , , , , , , , or  to enter pointing mode.
- Press  to hide and show the data fields.
- Enter the Main Menu by pressing  MENU.




- Enter the Quick Menu by pressing .
- Enter the GPS Menu by pressing  GPS.

## Pointing mode

In pointing mode, you can move a pointer to scroll the map and use it to create and manipulate waypoints, set a point for use as destination, measure distances, and send your position in a short message - to give a few examples.




*Once you have entered pointing mode, the following options are available to you:*

- Use the numeric keys to move the pointer. The map will be scrolled if you try to move out of it.
- Press  or  **SELECT** to select a point on the map and get a list of possible actions such as creating a new waypoint.
- Exit pointing mode by pressing  **QUIT**.

The map will not automatically scroll when you are in pointing mode. Your position will be updated as soon as you exit it, however.

## SETTING POSITION





You can trick the phone into believing that the point being pointed at is your current position. This is useful e.g. when you want to use the map while conserving the battery by not having the GPS on, or when you want to speed up the initial position calculations of the GPS.

1. In pointing mode, select a point on the map.
2. Select **Set position** by pressing  **SELECT**.



This option is only available when the GPS module is not active or has no valid position.

## CREATING A NEW WAYPOINT



You can create a new waypoint as follows:

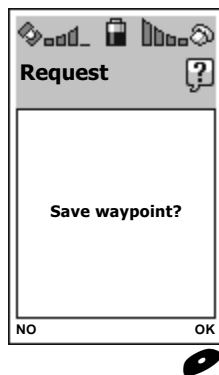
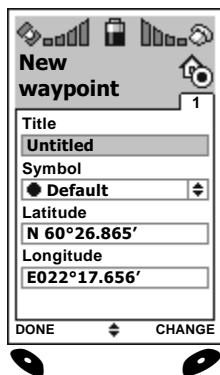
1. In pointing mode, select a point on the map where no waypoints or friend points exist.
2. Use  to select **New waypoint** and  **SELECT**.
3. If there is no free memory for waypoints left, the text **No free memory** will be shown. In this case, you cannot store any new waypoints unless you first delete some old ones.
4. Otherwise, you will enter a menu where waypoint title, symbol, latitude and longitude are displayed and can be edited. Select an option to edit with  and press  **CHANGE**.

### *Editing waypoint title*

- Edit the title by using the alphanumeric keys and  **CLEAR**. Press  **OK** when done.

### *Changing waypoint symbol*

- Use  to select a symbol, and press  **OK**.



### *Editing latitude and longitude*

The default values for latitude and longitude are determined by the point you selected.

- Edit the latitude or longitude digits by pressing the numeric keys and to select the digit to edit.
- Press **OK** to accept the coordinates.

5. When you are finished with editing the new waypoint, press **DONE**.
6. You are asked if you want to save the new waypoint. Make a selection by pressing **NO** or **OK**.
7. You will return to pointing mode.

## **EDITING A WAYPOINT**

1. In pointing mode, select a waypoint.
2. Use to select **Edit** and press **OK**.
3. You can now choose whether you want to change the title, symbol, and coordinates of the waypoint. Choose the item you want to edit by selecting it with and press **CHANGE**.



### *Editing waypoint title*




Add letters by pressing the alphanumeric keys and remove them by pressing **CLEAR**. Press **OK** to accept the title.

### *Changing waypoint symbol*





Use to select a symbol, and press **OK**.

### *Editing latitude and longitude*

Edit the latitude or longitude digits by pressing the numeric keys and  to select the digit to edit. Press  **OK** to accept the new coordinates.



4. When you are finished with editing the waypoint, press  **DONE**.
5. You can now choose whether you want to save or discard the changes you made. Use  to make the selection and press  **OK**.
6. You will return to pointing mode.

### **DELETING A WAYPOINT**

1. In pointing mode, select a waypoint.
2. Use  to select **Delete** and press  **OK**.
3. Confirm the deletion by pressing  **OK** or cancel the operation by pressing  **NO**.
4. You will return to pointing mode.

### **SETTING DESTINATION**

You can set any point on the map to be used as destination. Benefon ESC! will then give you directions to navigate to that point.

1. In pointing mode, select any point on the map.
2. Use  to select **Set as destination** and press  **OK**. The text **Destination changed** will be shown.
3. You will return to pointing mode.



If there was no waypoint in the point you chose as destination, a temporary waypoint will be created there. It will be automatically deleted when it is no longer used.

The position marker on the Map page will show a line that points to the destination.

### **CLEARING DESTINATION**

When you no longer want to use a point as destination, do the following:

1. In pointing mode, select a point where no waypoints or friend points exist.



2. Use  to select **Clear destination** and press  **OK**.

3. You will return to pointing mode.

Destination can only be cleared when a point is being used as destination.




## SENDING COORDINATES

You can send the coordinates of a point on the map as a part of a short message.




1. In pointing mode, select the point on the map that you want to send.
2. Use  to select **Send coordinates** and press  **SELECT**.
3. You can now enter a short message to accompany the coordinates. This is done as writing any short message. For further information, please see *GSM Menu, Messages, Writing a message*.
4. You will return to pointing mode.


## SENDING A WAYPOINT

You can send a waypoint to another Benefon ESC! phone.

1. In pointing mode, select a waypoint.
2. Use  to select **Send waypoint** and press  **SELECT**.
3. You will be requested to select a receiver for the waypoint. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.

*To recall a phone number from the phone book, please do as follows:*





- Clear any numbers by pressing and holding  **CLEAR** for a few seconds. Then press  **SEARCH**.
- If desired, key in the initials of the name.
- Scroll through the phone book with  until the correct number is selected.

4. Press  **OK**. You will return to pointing mode.

Please note that waypoint is sent as a short message, so the price of a regular short message will be charged from you for each waypoint you send.

## REQUESTING A ROUTE

You can request to a service provider to send you a route to the selected point. This is done as follows:







1. In pointing mode, select the point on the map that you want to request a route to.
2. Use  to select **Request route** and press  **SELECT**.
3. You will be requested to select a receiver for the request. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.
4. Press  **OK**. You will return to pointing mode.

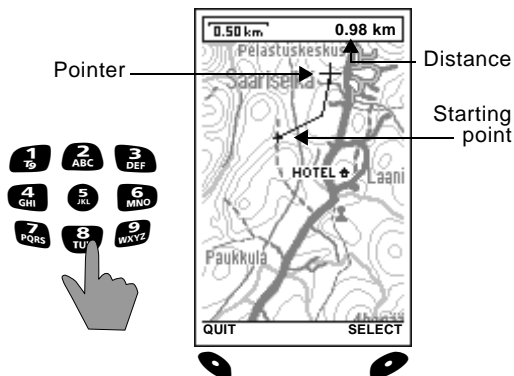
Please note that request is sent as a short message, so the price of a regular short message will be charged from you for each request you send. Moreover, the service provider may charge you for sending the route.

This service is only available from certain service providers.

## MEASURING DISTANCE

You can make distance measurements on the map along a path of two or more points.

1. In pointing mode, select a starting point for measuring distance on the map.
2. Use  to select **Measure distance** and press  **OK**.
3. Use the numeric keys to move the pointer. The map will be scrolled if you try to move out of it.
4. Add a point to the measurement by pressing  **SELECT** or  where no measurement points have been set.
5. Remove the last point from the measurement by pressing  **DELETE** on it.
6. The measured distance is shown on the top of the display.
7. Press  **QUIT** to return to pointing mode.



## FRIEND FIND OPTIONS

The Friend Find features are designed to take advantage of the unique combination of GPS and GSM equipment of Benefon ESC!. Based on position information and the short message service (SMS), they make functions such as accurate locating or tracking a friend possible.

You can point at a friend point in pointing mode to use any of the Friend Find features: request or send a position update, request or send tracking,

cancel your request, or save the friend point as a waypoint.

1. In pointing mode, select a friend point.
2. Use to select an option and press OK.

For further information about Friend Find features, please see *GPS Menu, Friend Find*.

## GUIDE

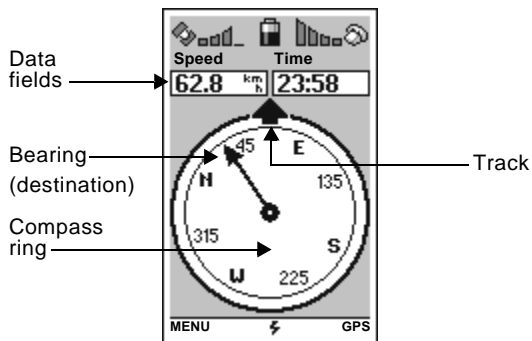
The Guide page gives you steering guidance when you are navigating to a destination.

You can access the Guide page as follows:

1. In stand-by mode, press **MENU** to enter Main Menu. (If you are not in stand-by mode, you can always return there by pressing .)
2. Use to select **Guide**. Press **SELECT**.

You can also enter the Guide page by using and to browse through the navigator pages.





When using this page, you should position your phone so that the arrow on the top of the compass ring points to your direction of movement. The Guide will then show you the direction to destination as follows:

- The arrow shows the direction to destination. If it points straight up, you are going directly towards the destination.
- The numbers on the edge of the rotating compass ring show you your track and bearing.

The following menus are available to you:

- Enter the Main Menu by pressing **MENU**.
- Enter the Quick Menu by pressing .
- Enter the GPS Menu by pressing **GPS**.

The Guide is dependent on movement, and the compass ring will be blank when the phone is not moving. It is not a magnetic compass, and should not be relied on as one.



The arrow is not shown if you have not set a destination. Moreover, the compass ring is totally blank when you are not moving at all.

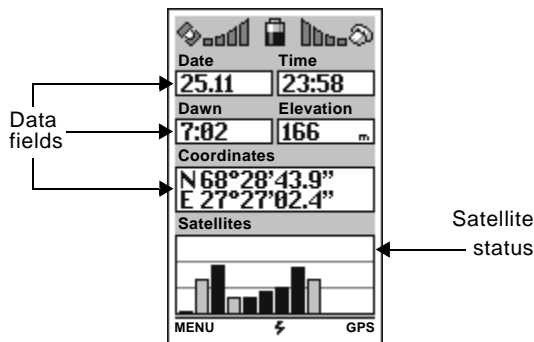
## POSITION

The Position page shows various data fields related to your present position, time, and satellite status.

You can access the Position page as follows:

1. In stand-by mode, press **MENU** to enter Main Menu. (If you are not in stand-by mode, you can always return there by pressing )
2. Use to select **Position**. Press **SELECT**.

You can also enter the Position page by using  and  to browse through the navigator pages.






*The data fields are changing, and show the following information:*

- Date
- Time
- Dawn, Sunrise, Sunset, and Dusk
- Elevation above mean sea level
- Coordinates in WGS-84 format
- Satellite status

The satellite status field can hold up to twelve bars; one for each visible satellite. Bar height signifies signal strength - the taller the bar, the stronger the signal. Only satellites with black bars can be used for navigation, while grey bars signify satellites that are still being locked to.

The following menus are available to you:



- Enter the Main Menu by pressing  **MENU**.
- Enter the Quick Menu by pressing .
- Enter the GPS Menu by pressing  **GPS**.

Some of the data on this page depends on the GPS receiver's ability to determine your position.



## MOVEMENT

The Movement page shows various data fields related to your movement and destination.

You can access the Movement page as follows:

1. In stand-by mode, press  **MENU** to enter Main Menu. (If you are not in stand-by mode, you can always return there by pressing .)

2. Use  to select **Movement**. Press  **SELECT**.

You can also enter the Movement page by using  and  to browse through the navigator pages.

Movement-  
related  
data fields

 	
<b>Speed</b>	<b>Odometer</b>
32.8 km/h	2343 km
<b>Track</b>	<b>Bearing</b>
42 °	266 °
<b>Destination</b>	
SKIDOO-HOTEL	
<b>Next</b>	<b>Last</b>
CROSSRD ✕	HOTEL +
1.9 km	82.8 km
<b>ETA next</b>	<b>ETA last</b>
3:58	23:58
MENU	GPS

Destination-  
related  
data fields




*The data fields are changing, and show the following information:*

- Ground speed
- Odometer, Average speed, and Maximum Speed
- Track (direction of movement)
- Bearing (direction to destination)
- Current destination (waypoint, route or friend)

- Next destination on a route
- Distance to next destination
- Last destination on a route
- Distance to last destination
- ETA (estimated time of arrival) and ETE (estimated time enroute) to next destination
- ETA and ETE to last destination

The "last destination" fields only apply when your current destination is a route. When you are navigating to a waypoint or a friend point, those data fields will be left blank.

The following menus are available to you:

- Enter the Main Menu by pressing  **MENU**.
- Enter the Quick Menu by pressing .
- Enter the GPS Menu by pressing  **GPS**.

Many data fields on this page are dependent on movement, so they will be blank when you are not moving or when the GPS receiver is unable to determine your position.

## QUICK MENU

When the phone is in stand-by mode or in one of the navigator pages, you can open the Quick Menu by pressing **0**. The first item to be selected depends on the direction of your keypress:

- If you press **0** upwards, the first item to be high-lighted will be **Environment**.
- If you press **0** downwards, the first item to be high-lighted will be **Lock keypad**.

However, if you have locked the keypad, you cannot enter Quick Menu unless you first open the keypad.

## KEYPAD LOCK

The keypad lock is used to prevent accidental key strokes.

When automatic keylock is turned on, the keypad will be locked in approximately 20 seconds if no key is pressed during that time. You can turn this feature on by setting **Keylock mode** to **Automatic** in Main Menu, under **Settings** and **User interface**.

To lock the keypad manually for a single time, please see the following instructions.

## LOCKING THE KEYPAD

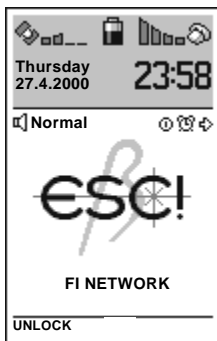


1. Press **0** to enter Quick Menu.
2. Use **0** to select **Lock keypad** and press **OK** to lock the keypad. If you change your mind and do not want to lock the keypad, press **QUIT** to exit Quick Menu.
3. The shortcut to lock the keypad: when the phone is in stand-by mode or in any of the navigator pages, press **0** downwards for a few seconds. The keypad will be locked.

4. As you lock the keypad, you will automatically exit the Quick Menu. The left function key will then have the text **UNLOCK**.

When the keypad is locked, you can answer an incoming call only by pressing . You can turn off the ringing tone by pressing **QUIET**.

## UNLOCKING THE KEYPAD



1. Press **UNLOCK**.

2. Confirm the opening by pressing **OK**. If you change your mind and do not want to unlock the keypad, press **NO** instead.

While the keypad is locked, pressing or will set the lights on for 10 seconds. This way, you are able to see how to unlock the keypad even when it is dark.


## GPS RECEIVER ACTIVITY

The GPS receiver receives signals from the satellites and calculates your position from the information.

In this menu, you can select the GPS receiver activity. The selection affects the accuracy and power consumption of your phone.

1. Press to enter Quick Menu.
2. Use to select **GPS receiver**. Press **CHANGE**.
3. Use to make your choice and press **OK**.
  - **Off**. No satellites are tracked; your position is not calculated.

- **Full power.** The GPS receiver monitors the satellites constantly, calculating your position at short intervals. Using this mode consumes more power than the other modes but has the best accuracy and works better in limited satellite coverage.
- **Low power.** Satellites are tracked at slightly longer intervals. While this mode has the lowest power consumption, it may not be reliable in limited satellite coverage.







4. Press  **QUIT** to exit Quick Menu.


For further information, please see the chapter *Brief overview of navigator use, Activating the GPS receiver*.

## SELECTING AN ENVIRONMENT

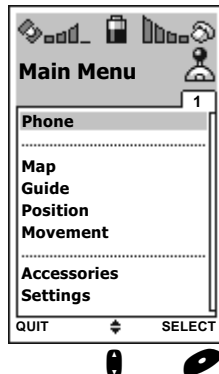
An environment is a combination of tone and light settings made suitable for particular situations. For information about editing the environment settings, please see the instructions in chapter *Main Menu, Settings, Environments*.

In this menu you can select the environment you wish to use. The default setting is **Normal**.

1. Press  to enter Quick Menu.
2. Use  to select **Environment**. Press  **CHANGE**.
3. The shortcut to access the environment selection list: when the phone is in stand-by mode or in any of the navigator pages, press  upwards for a few seconds. The environment list will be displayed.
4. Use  to select the desired environment and press  **OK**.
5. You will automatically exit the Quick Menu.

The currently used environment is shown in stand-by mode, accompanied by the  symbol.

# MAIN MENU



The Main Menu tree allows you to access the stand-by mode, the various navigator pages, and several useful functions which you can set and adjust to make the phone suit your particular needs.

- Press **MENU** to enter the Main Menu. It can be accessed from the stand-by mode and any of the navigator pages.
- Use the **up/down** arrow keys to scroll through the menu items and sub-menus.

- To select one of the items, press **SELECT**. This way, you can enter sub-menus, activate commands and toggle options.
- Press **QUIT** to return to the previous menu level from a sub-menu.

## PHONE AND NAVIGATOR PAGES

You can access the stand-by mode and the various navigator pages via the Main Menu.

- Use the **up/down** arrow keys to select **Phone** and press **SELECT** to enter stand-by mode.
- Use the **up/down** arrow keys to select **Map**, **Guide**, **Position** or **Movement**, and press **SELECT** to enter the desired navigator page.

The stand-by mode and navigator pages can also be browsed directly by pressing **up/down** arrow keys when in any of them.

For further information about the navigator pages, please see the chapter *Brief overview of navigator use*.

## ACCESSORIES

The Accessories menu contains some useful applications: Alarm clock, Notepad, Calendar, Calculator, and some entertaining games. You can access the menu and its sub-menus via the Main Menu.

- Press **SELECT** to enter the **Accessories** menu.
- Press **QUIT** to cancel the operation and return to previous menu level.

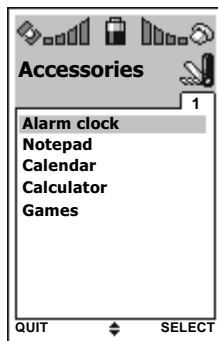
### Alarm clock

In this menu, you can turn the alarm clock on or off and adjust its settings.

Press **SELECT** to open the **Alarm Clock** from the **Accessories** menu.

### SETTING THE ALARM CLOCK

Current alarm settings are displayed in the Alarm Clock menu. There are four alarm settings which you can adjust.



### Turning alarm on or off


You can turn the alarm on or off by selecting **Active** and pressing **CHANGE**.

### Adjusting alarm time





By selecting **Time** and pressing **CHANGE** you can adjust the time. Key in the time with numeric keys and press **OK**.




## Selecting repeat alarm


By selecting **Repeat** and pressing  **CHANGE** you can determine whether the alarm clock should alert you only once or on specified days.



- To make the alarm clock alert only once, mark **Once** by selecting it and pressing  **CHANGE**.
- To make the alarm clock alert on selected days, mark the desired days by selecting them with  and pressing  **CHANGE**.
- When ready, press  **DONE**.


## Selecting snooze interval

By selecting **Snooze** and pressing  **CHANGE** you can determine whether the phone alerts you repeatedly, e.g. every 10 minutes.

You can select snoozing time from **Off**, **5 min**, **10 min** or **30 min**. If you do not want to use the snooze option at all, choose **Off**. Press  **OK**.

## ALARM CLOCK ALERT

When the alarm clock alerts, you will hear the alarm tone and the text **Wake up!** will be shown.



- You can end the alert by pressing any key.
- If snooze was used, the phone will show the text **Snooze off?** and will alert you again after a while.
- To turn off the alarm once and for all, press  **OK** when the **Snooze off?** text is shown.





## Notepad

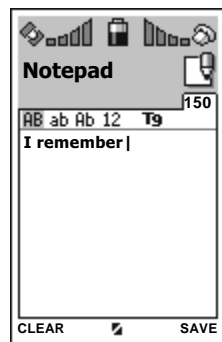
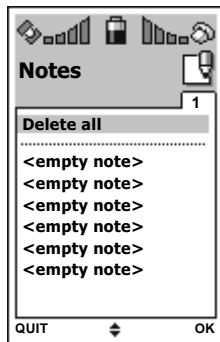
The Notepad can be used for writing and saving short notes.

You have two ways to write notes: you can use either the T9 mode or the spelling mode.

- When writing in T9 mode you need to press a key just **once** to enter the desired letter - please note, however, that a single word takes its form only after you have entered all the letters, so do not worry if you see some gibberish first.
- When writing with spelling mode you get the first letter of the key when pressing the key once, the second letter when pressing the key twice, and so on.

Use  and press  **SELECT** to open the **Notepad** from the **Accessories** menu. You will enter a menu titled **Notes** which contains six notes.




- Use  to select a note and press  **SELECT** to edit it.
- Select **Delete all** to clear all notes. Confirm the deletion by pressing  **OK** or cancel the operation by pressing  **NO**.





### Writing a note in T9 mode

A note can have a maximum of 160 characters. When editing, the number of characters left is shown in the upper right corner of the note.





### Selecting T9 language



Press and hold  for a few seconds. Select the desired T9 language with  and press  **OK**. Note that this selection does not affect the menu language you are using.

### *Turning T9 mode on or off*



Press . When the T9 mode is on, the  symbol is shown on the display.




### *Switching character forms*

Press  to switch the character forms. The symbol  stands for upper case letters,  for lower case letters, and  for numbers.


The  form is useful when you want to key in just one upper case letter. The  mode will be automatically used again after one letter has been typed.

### *Typing text with T9 text input*



Use the letter keys (...) for writing. Press the key just **once** to enter the desired letter. The maximum amount of characters in one word is 32.


A single word takes its form only after you have entered the whole word. If you are satisfied with the word the phone offers you, accept it by pressing  or  **ACCEPT**. The  key also serves as a space-bar.

### *Writing compound words*

When writing a compound word, you are assumed to press  **ACCEPT** after each part of the word until the whole compound word has been entered.



### *Looking for alternative words*

If the final word is incorrect, scroll through the alternatives with  to find the right one and press  to accept it.

In case the phone cannot find the correct word, switch into the spelling mode by pressing . Write the whole word (or words) once again. As you switch back into T9 mode, the new word (or words) will be saved automatically in memory.

### *Saving new words*

T9 has an automatic saving system, which means that it will learn the most frequent words you use, even if they are not used in common language.

The automatic saving takes place when switching from the spelling mode to the T9 mode or when pressing  **QUIT** or  **SAVE**.

## Beeping sounds

In case you try to do an illegal action, like continue writing the message when there is no space left, or press a key that does not match for the keystroke sequence entered, the T9 will beep and ignore the action.

## Adding special characters

By pressing and holding **[9]** for a few seconds, a wide selection of special characters is made available to you.

Select a row with **[0]** and press the numeric key which corresponds to the desired character.

For example, when you wish to add the **&** character into text, first press and hold **[9]** for a few seconds. Then scroll to the second row by pressing **[0]** and press **[2]**.





When the key has been pressed, you will automatically return to the text you are writing at the moment.



You can also use the characters on the first row of the special characters list by pressing **[9]** shortly when writing text, and selecting a character with **[0]**.

## Making final corrections




You can browse through your message by pressing **[0]**. To change a word, move the cursor to the right side of the incorrect word and press **[CLEAR]**.

Write the word once again. You can also switch into the spelling mode (by pressing )

If the word is still incorrect, find an alternative word with .




Finally verify the correct word by pressing  or  **ACCEPT**.





### *Further actions*

When the note is ready, press  **SAVE** to save it. You will return to the previous menu level. If you want to discard your note, clear it by pressing and holding  **CLEAR** for a few seconds, and then press  **QUIT**.

## **Writing a note in spelling mode**

The editing tools are basically the same in spelling mode and in T9 mode. The only difference is the way to key in letters.

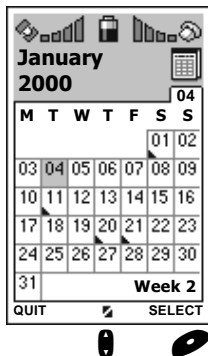
- Turn T9 mode off by pressing . When T9 mode is off, no **T9** symbol is on the display.
- Use  to move back and forth in the text.
- Press  **CLEAR** to erase text.

- Press  to enter a space.
- Press  to switch between upper case letters, lower case letters and numbers.
- Use  to enter special characters. For further information, please see the T9 instructions above in the chapter *Writing a note in T9 mode, Adding special characters*.
- When the note is ready, press  **SAVE** to save it.

## Calendar

You can write down your own appointments, events and anniversaries in the calendar. Reminders can also be associated with these entries. Please note that if the power of the phone is turned off, the calendar alarms do not automatically turn the phone on and you will miss the alarm.

Press **SELECT** to open the **Calendar** from the **Accessories** menu.



The main calendar page shows a calendar page for one month. Each day that has any calendar entries is marked on it with a small black triangle in its lower left corner.

- Use to select a day. If you scroll this way past the first or the last day of the month, the page is changed to display another month.
- Use and to switch between months.
- Press **SELECT** to view a single day's page.

## DAY VIEW

The day view shows you all calendar entries for a single day, if any. You can also see the dawn, sunrise, and sunset times for the day.



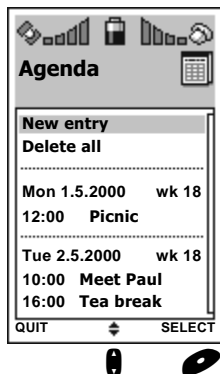
## CHOOSING A DATE TO VIEW

By selecting **Choose date** from the list of day view options and pressing **SELECT** you can find out quickly what is the schedule for a specific day. You have two ways to select the desired day.

- Select one of **Next day**, **Previous day** or **Today** and press **OK**.
- Select **Go to date** by pressing **CHANGE**. Key in the date you wish to view and press **OK**.

## VIEWING ALL ENTRIES (AGENDA)

The Agenda allows you to view a list of all of your calendar entries on one page. You can access it by selecting **Agenda** in day view.



- Select **Delete all** to remove all calendar entries. Confirm the deletion by pressing **OK** or cancel the operation by pressing **NO**.
- Select an existing entry to view, edit or delete it.

## ADDING A NEW CALENDAR ENTRY

By selecting **New entry** in day view you can add a new entry to your calendar. There are four settings which you can adjust: Text, Time, Repeat and Alarm.

### Changing entry text

You can give the calendar entry a title text by selecting **Text** and pressing **CHANGE**. Key in the text with alpha-numeric keys. Press **OK**.




### Adjusting entry time

You can adjust the time of the event by selecting **Time** and pressing **CHANGE**. Key in the numbers and finish by pressing **OK**.

### Selecting entry repeat



By selecting **Repeat** and pressing **CHANGE** you can determine whether the entry should apply only once or on specified days.




- To make the entry apply only once, mark **Once** by selecting it and pressing **CHANGE**.

- To make the entry apply on selected days, mark the desired days by selecting them with  and pressing  **CHANGE**.
- When ready, press  **DONE**.


### Selecting alarm

You can make the phone sound an alarm, either on time of the calendar event or some minutes before it. The alarm melody depends on the current environment settings.


- Select **Alarm** and press  **CHANGE**.
- In the sub-menu you can select the alarm time. Make a selection and press  **OK**. If you do not want to use the alarm option, choose **Off**.

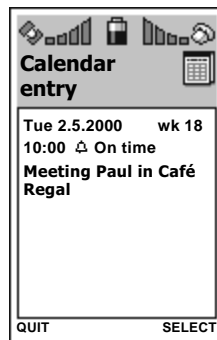
When you are finished, press  **DONE**. You will be asked if you want to save the entry. Make a selection by pressing  **NO** or  **OK**.

### VIEWING A CALENDAR ENTRY

To view a calendar entry with details, select it from day view or agenda and press  **SELECT**.

If the calendar has an active repeat option, the point of time shown here is the next point of time that the calendar entry is due.

The  symbol indicates that the alarm option is turned on for this calendar entry.





## Editing a calendar entry

To edit a calendar entry, do as follows:

- Press **SELECT** when viewing a calendar entry.
- Select **Edit** and press **SELECT**.

Editing a calendar entry is done just like adding a new one. For further information, please see the chapter *Adding a new calendar entry* above.

## Deleting a calendar entry

To delete a calendar entry, do as follows:

- Press **SELECT** when viewing a calendar entry.
- Select **Delete** and press **OK**.
- Confirm the deletion by pressing **OK** or cancel the operation by pressing **NO**.

## CALENDAR ALERT

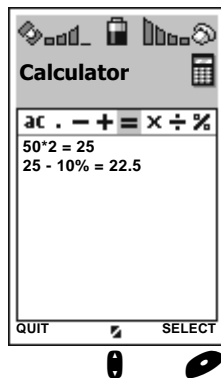
When a calendar entry with alarm occurs, you will hear the calendar tone and the entry's text will be shown.

- You can quiet the tone by pressing **QUIET**, and dismiss the reminder by pressing **OFF**.





## Calculator

With the calculator you can perform the basic mathematical operations such as addition, subtraction, multiplication, and division. You are also able to use decimal points and the percent operator.

Press **SELECT** to open the **Calculator** from the **Accessories** menu.



- The operators available for calculating are displayed on the top of the display. You can access them with the **SELECT** key.

- The **+**, **×**, and **%** can alternatively be keyed in by subsequent presses of the  key. Similarly, **−** and **÷** can be keyed in with .
- A decimal point can also be keyed in by pressing and holding the  key.
- By pressing  **CLEAR** you can correct any incorrect numbers and symbols you may have keyed in.

sign	function
<b>ac</b>	resets the display
.	decimal point
−	subtraction
+	addition
=	gives result
×	multiplication
÷	division
%	percent












The maximum size of a number is 8 digits. When using a decimal point, the amount of digits will be 7 plus the decimal point (for example: 123456.7).

In case you try to key in an illegal mathematical expression (for example 5/0), the text **Error** is displayed.

The accuracy of the calculation is up to 6-digits. When needed, the result will be displayed with the exponent (for example: the result 1234567 is displayed as 1.23457E6).


### An example of the percent calculation





**50.2+50-6%=94.188**

1. Enter the number 50.2 by pressing the numeric keys. Press and hold  to get the decimal point.
2. Select the desired operator (**+**) with  and press  **SELECT**. The chosen operator appears on the display.
3. Enter the number 50 by pressing  .
4. Select the desired operator (**−**) with  and press  **SELECT**.
5. Enter the number 6 by pressing .
6. Select the desired operator (**%**) with  and press  **SELECT**.
7. Select the equal sign (**=**). Press  **SELECT** to get the result.

Calculation can be continued from the last result.

## Games

Press  **SELECT** to open the **Games** list from the **Accessories** menu.

- Start a game by pressing  **SELECT**.
- Pause or finish a game by pressing .
- Continue a paused game by using  to select **Continue** and pressing  **SELECT**.













### GALACTIC GUNNER

The idea is to shoot the enemy above you while avoiding the bombs being dropped onto you. The enemy moves from side to side and after each sweep it comes closer to you.

If you manage to shoot the whole enemy fleet, the game goes on to the next level, which is slightly faster than the previous level.

The game is over when the enemy bombs you or lands on the row right next to your ship.

## Key functions

- Move left by pressing , , , or .
- Move right by pressing , , , or .
- Shoot by pressing , , , or .

## Scoring









- Hit an enemy bomb: 1 point.
- Hit an enemy ship: 5 points.




### BLASTER MASTER

The idea is to clear a mine field of mines without being blown away as quickly as possible. You can complete the game by managing to clear the field and marking all the mines with flags.

You lose the game if you open a square with a mine on it.

## Key functions

- Move the cursor by pressing , , , , , , , or .

- Open a square by pressing .
- Mark a mine with a flag by pressing  or .

### Scoring





You score is the time you needed to complete the game. The shorter the time, the better the score.

### WORM

The idea is to control a worm around the display, eating small cookies and avoiding walls. The worm will grow and gain speed with each cookie it eats.

The game is over when the worm hits a wall or itself.

### Key functions

Steer the worm by pressing , ,  and .








### Scoring

Eat a cookie: 1 point.

### PICTURE PUZZLE

The idea is to put together a picture by moving a piece of it around the playing area. When the piece is moved it changes place with the piece that occupies the square being moved into. You can complete the game by successfully putting all the pieces in the right order.

### Key functions

- Move the piece by pressing , ,  and .
- Preview the complete picture by pressing ,  or .

### Scoring

Your score is the time you needed to complete the game. The shorter the time, the better the score.













## WALL BREAKER

The idea is to hit and clear all the tiles in the ceiling. You have a paddle and a ball to play with. You may catch the bouncing ball by moving your paddle from side to side.

When there are no tiles left in the ceiling, the game goes on to the next level which is slightly faster than the previous one. After reaching a certain level, the speed will stay the same but the width of your paddle will be decreased.

The game is over when you miss a ball when it bounces back to you.

### Key functions

- Release the ball by pressing , , , or .
- Move left with wide steps by pressing .
- Move left normally by pressing  or .
- Move left with tiny steps by pressing .
- Move right with wide steps by pressing .
- Move right normally by pressing  or .
- Move right with tiny steps by pressing .

## Scoring

- 1 point for one tile.
- 5 points for clearing the level.

## LABYRINTH

The idea is to walk through the labyrinth starting from the upper left corner, going to the lower right corner as fast as possible. Only part of the labyrinth is displayed at once, in fact the whole labyrinth is much larger. There is only one way to go through the labyrinth, no shortcuts are available.

Please note, that it might take few seconds to load the game on the display for playing.

### Key functions

Move by pressing , ,  and .










## Scoring

Your score is the time you needed to complete the game. The shorter the time, the better the score.

## TICTACTOE



The idea is to add crosses in the grid, taking turns with your opponent. The winner of the game is the one who first manages to get five marks in a row. The row can be formed either horizontally, vertically or diagonally. Only part of the grid is displayed at once, in fact the whole grid is much larger.

### Key functions

- Move the cursor by pressing , , , , , ,  or .
- Place a cross by pressing .

## SETTINGS

You can access the settings of the phone via the Settings menu. The Settings are divided into nine sub-categories: Environments, User interface, Time, Units, Power, GSM, GPS, Help Desk, Emergency calls, and Security. You can access the menu and its sub-menus via the Main Menu.

- Press  **SELECT** to enter the **Settings** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

## Environments


An environment is a combination of sound and lights settings. Different environments can be used for different situations, such as attending a meeting or going outdoors.


There are five default environments available: Normal, Silent, Discreet, Noisy, and Night. Additionally, you can create up to two environments of your own.

Environments have default settings, so you may use them as they are. However, in this menu you


can customize these environments to your own needs, if you so desire.




You can turn on a specific environment in the Quick Menu. For further information about it, please see the instructions in the chapter *Quick menu, Environments*.

The environment you are currently using is shown in stand-by mode, accompanied by the  symbol.

Press  **SELECT** to open the **Environments** menu from **Settings**.

## EDITING NORMAL ENVIRONMENT



To view or adjust the Normal environment, select **Normal** and press  **SELECT**.

When you are finished, press  **DONE**. If you have made any changes to the environment, you will be asked if you want to save them. Make a selection by pressing  **NO** or  **OK**.


## Changing environment name

The names of the five default environments, Normal, Silent, Discreet, Noisy and Night, cannot be changed. If you try it, the text **Not allowed** will be shown.




You can, however, change the name of an environment that you have created yourself, as follows:

1. Select **Name** and press  **CHANGE**.
2. Key in a new name with alphanumeric keys and press  **OK**.




## Editing incoming call, alarm or calendar settings



Select either **Incoming call**, **Alarm**, or **Calendar**, and press  **SELECT**. The current environment settings for the chosen option are displayed.

### *Setting tone*



1. Select **Tone** and press  **CHANGE**.
2. You will hear samples of each tone listed as you browse them with . Make a selection and press  **OK**.

### *Setting volume*


1. Select **Volume** and press  **CHANGE**.
2. Use  to set the volume level. You can also set it to zero level, i.e. totally silent.
3. Press  **OK** when done.

Volume level can also be set by pressing  and  when the **Volume** menu item is selected.

### *Setting ringing mode*

1. Select **Ringing mode** and press  **CHANGE**.
2. Select either **Fixed** or **Increasing** and press  **OK**.


## **Editing messages settings**

Select **Messages** and press  **SELECT**. The current environment settings for the chosen option are displayed.



Messages, alarm and calendar settings are edited in the same way as incoming call settings, with the exception that the **Ringing mode** setting is not available. Please see the chapter *Editing incoming*

*call, alarm or calendar settings* for detailed information.

## **Changing use of vibration**

You can turn vibrating alert on or off by selecting **Vibration** and pressing  **CHANGE**.


## **Changing use of lights**



1. Select **Lights** and press  **CHANGE**.
2. Select an option and press  **OK**.
  - To have the lights always off, select **Off**.
  - To have the lights always on, select **On**.
  - To have the lights automatically turn on when keys are pressed or important notifications are displayed, select **Automatic**.



Keeping lights constantly on will rise the power consumption of the phone considerably.



## Changing volume for notifications or key tones




Select either **Notifications** or **Key tones** and press  **CHANGE** to adjust the selected option.

1. Use  to set the volume level. You can also set it to zero level, i.e. totally silent.
2. Press  **OK** when done.

Volume level can also be set by pressing  and  when either **Notifications** or **Key tones** is selected.

## Resetting an environment

To reset the environment settings to factory defaults, do as follows:

1. Select **Reset** and press  **OK**.
2. Confirm the reset by pressing  **OK** or cancel the operation by pressing  **NO**.


## EDITING SILENT, DISCREET, NOISY AND NIGHT ENVIRONMENTS

For information about editing these environments, see the instructions in the chapter *Editing normal environment*.

## CREATING NEW ENVIRONMENT



To create an environment of your own, select **New**. At most two additional environments can be made.



### *Naming the environment*

You need to give the new environment a name. Key it in with alphanumeric keys and press  **OK**.


### *Changing base environment*

You can select which one of the five default environments your new environment is based on. The initial values of all the environment settings will be copied from that environment.

1. Select **Based on** and press  **CHANGE**.
2. You will enter a sub-menu that lets you select the base environment. Make a selection and press  **OK**.

3. When you are finished, press  **DONE**. If you have made any changes to the environment, you will be asked if you want to save or discard them. Make your choice and press  **OK**.




## Editing your own environment

You can edit your own environment in the same way as the default environments, by selecting it with  **SELECT**. The only difference is that you can also change the name of the environment.

For further information about editing an environment, please see the instructions in the chapter *Editing normal environment*.


## DELETING AN ENVIRONMENT

The four default environments cannot be deleted. To delete one of your own environments, do as follows:

1. Select the environment you wish to delete.
2. Select **Delete** and press  **OK**.
3. Confirm the deletion by pressing  **OK** or cancel the operation by pressing  **NO**.




## User interface

This menu contains settings that have to do with the general outlook and functionality of the phone.

Press  **SELECT** to open the **User interface** menu from **Settings**.

## SELECTING LANGUAGE

You can change the language the phone uses.




1. Select **Language** and press  **CHANGE**.
2. If the current menu language is not the one you wish to use, select the desired language with  and press  **OK**.



When the default menu language is **Automatic**, it means the language is chosen according to your SIM card's language preference. If the information is not available, a default menu language is used.

This setting does not affect the language used when writing in T9 mode.

## ADJUSTING CONTRAST



In this menu you can adjust display contrast.

1. Select **Contrast** and press  **CHANGE**.
2. Use  to set the contrast level. Press  **OK**.

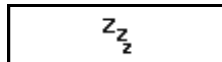
Contrast level can also be set by pressing  and  when the **Contrast** menu item is selected.

## SCREEN SAVER

The screen saver can be used to reduce the power consumption of the phone by clearing the display when it the equipment is not continuously used. The saver will be started when the phone has been unused for a specified time.

To set the idle time or disable the feature, select **Screen saver** and press  **CHANGE**. Select an option and press  **OK**.

## Screen saver display





The screen saver display can be exited by pressing any key.

## AUTOMATIC KEYLOCK

In this menu you can select if you want to use the automatic keylock.


When automatic keylock is turned on, the keypad will be locked in approximately 20 seconds if no key is pressed during that time.

1. Select **Key lock mode** and press  **CHANGE**.
2. Make a selection of either **Manual** or **Automatic** and press  **OK**.

## Time settings



This menu allows you to set the time, time zone and date.

Time and date information can be read from the GPS, so they will be automatically set whenever you receive signals from the satellites. This way, your phone will always stay on time as long as you have set your time zone correctly. However, this menu also allows you to set time and date manually if so desired.

Press  **SELECT** to open the **Time** menu from **Settings**.



### TIME

This item allows you to set the clock manually. Please note, however, that the time will always be automatically set if you are using *Automatic reset* (see below).

1. Select **Time** and press  **CHANGE**.
2. Key in the time with numeric keys. Press  **OK**.


### DATE

This item allows you to set the date manually. Please note, however, that the date will always be automatically set if you are using *Automatic reset* (see below).

1. Select **Date** and press  **CHANGE**.
2. Key in the date with numeric keys. Press  **OK**.


### SATELLITE TIME



You can have the time and date automatically set to satellite time, which is received from the GPS.

To turn the automatic resetting on or off, select **Satellite time** and press  **CHANGE**.

### TIME ZONE


The GPS satellites broadcast Coordinated Universal Time (UTC), the standard time common to every place in the world. To make automatic clock resetting possible, this data needs to be corrected to match your local time zone.

1. Select **Time zone** and press  **CHANGE**.



2. Key in your local time zone shift with numeric keys. If needed, change the +/- sign with .
3. Press  **OK**.

## Units



The Units menu allows you to set the measurement systems for distance, speed and elevation; position format for coordinates; and currency unit for call cost counters.

Press  **SELECT** to open the **Units** menu from **Settings**.

### DISTANCE & SPEED



1. Select **Distance & speed** and press  **CHANGE**.
2. Select the units you wish to use for distance and speed measurements: Metric, Statute, or Nautical. Press  **OK**.

### ELEVATION

1. Select **Elevation** and press  **CHANGE**.
2. Select the units you wish to use for elevation measurements: Metric or Feet. Press  **OK**.



### POSITION FORMAT

Coordinates are always given in WGS-84 (latitude and longitude) format. You can choose whether you want to see the coordinates in degrees, minutes and seconds; degrees and minutes; or degrees only.

1. Select **Position format** and press  **CHANGE**.
2. Select an option. Press  **OK**.


### CURRENCY

The currency unit is used for call costs. Use a 3-letter abbreviation for the currency.

1. Select **Currency** and press  **CHANGE**.
2. Key in the unit with alphanumeric keys. Press  **OK**.




## Power

In this menu you can make the phone turn itself on and off at specified times.

Press  **SELECT** to open the **Power** menu from **Settings**.

### POWER ON TIMER

When the power on timer is activated, the phone turns itself on every day at the same time.

- To change the time of the timer, select **Power ON timer** and press  **CHANGE**. Key in a time with the numeric keys, and press  **OK**.
- To turn the timer on or off, select **Active** and press  **CHANGE**.


### POWER OFF TIMER

When the power off timer is activated, the phone turns itself off every day at the same time.

The power off timer is set just like the power on timer.

## GSM

This menu contains settings related to calls and messages.

Press  **SELECT** to open the **GSM** menu from **Settings**.




### MESSAGE SETUP

In this menu you can store and change the number of your voicemail service and the number of the message centre. You can also determine settings for other message operations, such as message type and validity.

The Short Message Service (SMS) and voicemail service are network features.



### SMS service number

You need to set the correct SMS number to send messages. The SMS number can be found e.g. in the manual of your local network operator.

Press  **CHANGE**. Press  **CLEAR** to remove any incorrect digits and key in the correct number. Press  **OK** when done.



### Message type

In this sub-menu you can choose the kind of message type you are processing from these options: text, fax, X.400, email, ermes, or data.

Press  **CHANGE**. Select an option. Press  **OK**.



### Message validity

In this sub-menu you can choose the validity period for messages from these options: 1 hour, 8 hours, 24 hours, 1 week, or maximum time.

Press  **CHANGE**. Select an option. Press  **OK**.

### Voicemail number

You need the voicemail number to listen to the messages that have been left for you. The same number is also used in connection with the function Call diverts.


Press  **CHANGE**. Key in the correct number and press  **OK**.

## BROADCAST SETUP

This menu contains settings related to broadcast messages.


### Accept broadcasts

This option lets you specify whether you wish to accept broadcast messages such as advertisements, weather forecasts, traffic reports and sports results.

Press  **CHANGE** to turn this option on or off.

### Base station ID


Base station ID indicates the area in which your phone is at the very moment. If the option is set on, the identifier text of the base station is shown in stand-by mode. Note that not all networks use an identifier.

Press  **CHANGE** to turn this option on or off.





## Message types

If you have turned on the option **Accept broadcasts**, all kinds of general messages can be broadcast to you. In this sub-menu you can add or delete certain message types, e.g. advertisements, which you do or do not want to accept.



The broadcast message types are identified by numbers. In order to find out which number corresponds to a certain message type, please contact your network operator.

Select **Message types** and press  **SELECT** to enter this menu.

### *Deleting a message type*





1. Use  to select the number of a type which you do not want to accept, and press  **DELETE**.
2. Confirm the deletion by pressing  **OK** or cancel the operation by pressing  **NO**.

### *Adding a new message type*


1. Select **New** and press  **SELECT**.
2. You will be asked for the new broadcast message type. Key in the number and press  **OK**.


## Message languages

As a default setting, broadcast messages will be broadcast in all possible languages. To ignore the messages sent in an unfamiliar language, do as follows:

1. Select **Message languages**. Press  **SELECT**.
2. Use  to select a language and press  **CHANGE** to turn it on or off.
3. When finished, press  **DONE**.

## ANYKEY ANSWER


If anykey answer is turned on, you can answer an incoming call by pressing any key, not just .

Press  **CHANGE** to turn this option on or off.



## AUTO ANSWER

If auto answer is turned on, an incoming call is automatically answered after certain number of rings.


Press  **CHANGE** to turn this option on or off.

## DIALLING PREFIX



A dialling prefix is sent to the network before any dialled number. This kind of prefix could be e.g. #31#, which tells the network not to show the callers number when making calls. \*31# works the other way around.

In this menu you can add dialling prefixes and select one of them for use.


### *Using a prefix*


Select a prefix from the list and press  **OK**. If you do not want to use a dialling prefix at all, choose **Off**.

### *Adding a prefix*

1. Select **New** and press  **SELECT**.
2. You will be asked for a new dialling prefix. Key it in and press  **OK**.



## REDIAL MEMORY


If the redial memory is turned on, the last dialled numbers are stored into memory. These numbers can be recalled by pressing  in stand-by mode when no numbers have been keyed in.

Press  **CHANGE** to turn this option on or off.

## QUICK DIALLING

When the quick dialling option is turned on, you can call quickly to those phone numbers stored in the phone book entries 2-9.

To use this feature, press and hold the chosen numeric key ( **2** ABC ...  **9** WXYZ) for a few seconds in stand-by mode. The phone will call directly to the phone number stored in that entry in your phone book.

Press  **CHANGE** to turn this option on or off.



## GSM MODULE

In this menu you can turn the GSM module on or off.

When the GSM module is off it will send or receive no radio frequency signals. This has the following effects:


- No calls (including emergency calls) can be made or received. It will seem to anyone trying to call you as if your phone is off.
- No short messages (including Friend Find messages, etc.) can be sent or received.
- Power consumption of the phone is lowered, especially when in areas with no GSM network coverage.

To turn the GSM module on or off, do as follows:

1. Select **GSM module** and press  **CHANGE**.
2. Make a selection of either **On** or **Off** and press  **OK**.


## GPS

In this menu you can adjust map and navigation settings.

Press  **SELECT** to open the **GPS** menu from **Settings**.


## MAP DETAILS

In this menu you can determine the outlook of the Map navigator page.

Select **Map details** and press  **SELECT** to enter the menu.


## Auto scrolling


When the auto scrolling option is turned on, the map will be constantly scrolled to keep the position marker in the middle. Otherwise, the map is only scrolled when the marker is about to move off the display.

Press  **CHANGE** to turn this option on or off.

### Show data fields


This option allows you to specify whether you want to see the two additional data fields on the Map navigator page.

Press  **CHANGE** to turn this option on or off.

You can also quickly toggle the data fields on or off by pressing  on the Map navigator page.


### Show labels

This option allows you to specify whether you want to see waypoint and friend point labels on the map.

Press  **CHANGE** to turn this option on or off.


### Show route

This option allows you to specify whether you want to see the waypoints of the destination route joined by lines on the map.

Press  **CHANGE** to turn this option on or off.


### Show trace

This option allows you to specify whether you want to see the trace left by your movement on the map.

Press  **CHANGE** to turn this option on or off.

### Clear trace

With this function, you can clear your trace on the map and start drawing it from this point onwards. To hide the trace altogether, use turn off the **Show trace** option.

Press  **OK** to clear the trace.



### Preferred map type

When you have more than one map loaded into your phone, the most accurate one available for your position will generally be used. In this sub-menu, you can set the map type you prefer. You can choose from the following options:

- **Any.** The phone will always use the most accurate map available.


- **City, Road, Topographic** or **Nautical**. The phone will use a map of the chosen type when available. If not, it will choose another map according to its similarity to the preferred type.

To change the preferred map type, do as follows:

1. Select **Preferred map type**. Press  **CHANGE**.
2. Select an option and press  **OK**.


## COURSE ALERTS

In this menu, you can set up alerts to be used when you are going off course, or arriving at your destination.

Select **Course alerts** and press  **SELECT** to enter the menu.



## Arrival alert

This option allows you to specify whether you want to get an alert when you arrive at your destination. The destination can be a waypoint, a friend point, or the last point of a route.

Press  **CHANGE** to turn this option on or off.


## Arrival distance

In this sub-menu you can choose the distance to use for arrival alerts.

1. Select **Arrival distance** and press  **CHANGE**.
2. Select an option. Press  **OK**.


## Confirm arrival

This option allows you to specify whether you want to confirm the arrival to a point on a route before starting to navigate to the next one.

Press  **CHANGE** to turn this option on or off.



## Off course alert

This option lets you specify whether you want to get an alert when you deviate too much from the direct path to the point you are navigating to.

Press  **CHANGE** to turn this option on or off.

## Off course distance

In this sub-menu you can choose the distance to use for off course alerts.


1. Select **Off course distance**. Press  **CHANGE**.
2. Select an option and press  **OK**.




## LEFT AND RIGHT DATA FIELD

You can see two data fields on the Map and Guide navigator pages. In these two menus, you can specify the type of information you want to see in each of them. You can choose more than one option for each data field, in which case the contents of the field change cyclically.

You can select the data field contents as follows:

- Select either **Left data field** or **Right data field** and

press  **SELECT** to enter the appropriate sub-menu.

- Use  to select an option and press  **CHANGE** to turn it on or off.
- When finished, press  **DONE**.

## Data field contents

*Speed:* Current ground speed.

*Average speed:* Average ground speed.

*Top speed:* Top ground speed.

*Odometer:* Ground distance travelled.

*Elevation:* Elevation from hypothetical sea level.

*Next destination:* Name of next waypoint on route; or name of waypoint or friend set as destination.

*Last destination:* Name of last waypoint on route.

*Distance to next:* Ground distance to next waypoint on route; or distance to waypoint or friend used as destination.

*Distance to last:* Ground distance to next waypoint on route.

*ETE next* (Estimated Time Enroute): Estimated time needed to reach next waypoint on route; or to reach a waypoint or a friend used as destination.

*ETE last*: Estimated time needed to reach last waypoint on route.

*ETA next* (Estimated Time of Arrival): Estimated time of arrival at next waypoint on route; or at waypoint or friend used as destination.

*ETA last*: Estimated time of arrival at last waypoint on route.

*Off course*: Ground distance from correct course (left or right).

*Turn*: Angle between bearing and track, including a letter (left / right) indicating the recommended direction to turn to.

*Date*: Current date.

*Time*: Current time.

*UTC* (Universal time constant): World standard time. Also known as Greenwich Mean Time (GMT).

*Dawn*: Time of dawn (end of darkness) on current day.

*Sunrise*: Time of sunrise on current day.


*Sunset*: Time of sunset on current day.

*Dusk*: Time of dusk (beginning of darkness) on current day.

*Maidenhead*: Current position in Maidenhead format.

## NMEA OUTPUT

In this menu you can turn the NMEA output on or off. This phone supports the NMEA protocol, which is used for transferring position data between the phone and some navigation systems, e.g. map software. For the connection you also need a separate NMEA cable, which is sold as an accessory.

Press  **CHANGE** to turn the option on or off.

However, please note that when the NMEA output is turned on, the phone will consume slightly more power.

## RESET POSITION

This option allows you to reset your position information. This feature should be used when the GPS receiver seems to have trouble calculating your position, e.g. after long international flights or ex-

tended periods of time when the GPS receiver has not been used at all.



## Help desk

If you need assistance in using your Benefon Esc! phone and maps, you can send a help request to Benefon Esc! Help desk service. A technical support person will then give you a call. There are usage limitations to this service.

A Help desk request is sent by selecting **Help Desk** from GSM Menu.



## NUMBER

This option allows you to set the phone number of the Help desk service. The default phone number is Benefon Esc! international Help desk service number, which you may want to change to a region specific one, if available.

1. Select **Number**. Press  **CHANGE**.
2. Select an option and press  **OK**.


## LANGUAGE

This options allows you to select the language that you prefer speaking with the technical support person.

1. Select **Language**. Press  **CHANGE**.
2. Select an option and press  **OK**.


## Emergency calls to pre-determined numbers


In a case of dire emergency, it is useful to have your phone send your position information and make calls to pre-determined phone numbers at a push of a single button. In this menu, you can set the options related to this emergency cycle.

Press  **SELECT** to open the **Emergency calls** menu from **Settings**.

The emergency calls described here have nothing to do with calling the **local** emergency number (e.g. 112 in Finland).

## EMERGENCY KEY



This option allows you to specify whether you want the  key to be used as an emergency key. When this option is not used, the emergency cycle cannot be started at all.

Press  **CHANGE** to turn this option on or off.

## EDIT MESSAGE

You can specify the short message that will be automatically sent to numbers specified in the call list in case of emergency.

The emergency message will always contain your position and other relevant data, but by writing this message you can add text to it. Some suggestions for this additional information include medical allergies, heart disease, diabetes, and so on.




1. Select **Edit message** and press  **SELECT**.
2. The message is edited like a standard note. For further information, please see the chapter *Main Menu, Accessories, Notepad*.
3. Press  **SAVE** when you are finished.

## CALL LIST


The emergency call list is an ordered list of phone numbers which are used for sending messages and making calls. Initially, there are no calls in the list, but you can add and remove them.

The number of entries in the call list is limited.

### Adding an emergency call





- To add the first call to the list, press  **INSERT**.
- To add more calls to the list, select a line and press  **SELECT**. Next, you can select whether you want to insert the new call before or after the selected call in the list, and press  **SELECT**.

You will enter a menu in which you can change the phone number, and choose whether the phone number should receive a call, the emergency short message, or both.







First key in a phone number which will be used as the recipient of the emergency call. Either key in a number at once and press  **OK**, or search for the desired number in the phone book.







*To recall a phone number from the phone book, please do as follows:*

1. Clear any numbers by pressing and holding  **CLEAR** for a few seconds. Press  **SEARCH**.
2. If desired, key in the initials of the name.
3. Scroll through the phone book with  until the correct number is selected.
4. Press  **OK**.


After selecting the recipient, you have the following options:



- To change the phone number you just keyed in, select **Number** and press  **CHANGE**.
- To turn receiving a call on or off, select **Voice call** and press  **CHANGE**.
- To turn receiving the emergency message on or off, select **Message** and press  **CHANGE**.
- When you are finished, press  **DONE**. You will be asked if you want to save the new call. Make a selection by pressing  **NO** or  **OK**.

## Deleting an emergency call

1. Select a call from the list and press  **SELECT**.
2. Select **Delete** and press  **OK**.
3. Confirm the deletion by pressing  **OK** or cancel the operation by pressing  **NO**.

## MAKING EMERGENCY CALLS


To start making emergency calls, press and hold  for five seconds. This works in stand-by mode or in any of the navigator pages, and even when the keyboard is locked. Please note, however, that the **Emergency key** option has to be turned on for this to work.

You will hear an alert tone playing with maximum volume, accompanied by flashing lights and vibra, if possible. You will also see the following text: **Starting emergency calls in 15 seconds**. You have then fifteen seconds to cancel the operation by pressing  **CANCEL**. If you do not do this, or if you press  **OK**, the emergency cycle will be started.

First, emergency short messages containing your position and any additional text you may have pro-


vided, is sent to all numbers in the call list specified as message recipients.

Second, a voice call is made to each number in the list specified as a voice call recipient. A call will be attempted to a number three times, after which the number is skipped and the next number will be tried.

You can stop the emergency cycle, and thus stop sending any more messages and making any more calls, by pressing  **CANCEL** at any time.



## Security

This menu contains settings related to managing security codes.

Press  **SELECT** to open the **Security** menu from **Settings**.

### ASK PIN CODE



This option allows you to specify whether you want the PIN code to be asked when the phone is turned on.

1. Select **Ask PIN code** and press  **CHANGE** to turn this option on or off.
2. You will be asked for the PIN code. Key it in and press  **OK**.

Please note that some SIM cards do not allow turning this option off.



### ASK PHONE CODE

This option allows you to specify whether you want the phone code to be asked when you are resetting the call counters. The phone code is associated with the phone itself, not the SIM card.

1. Select **Ask phone code** and press  **CHANGE** to turn this option on or off.
2. You will be asked for the phone code. Key it in and press  **OK**.

## CHANGE PIN CODE

In this menu you can change the PIN code in your SIM card.

1. Press  **CHANGE**.
2. First key in the current PIN code, then the new code, and finally repeat the new code by keying it in again. Press  **NEXT** after each level.
3. If the current PIN code matches the PIN code stored in the SIM card, and the two new PIN codes match each other, the text PIN code changed will be displayed.

When changing the PIN code, the **Ask PIN code** option needs to be turned on.

## CHANGE PIN2 CODE

In this menu you can change the PIN2 code in your SIM card. You need the PIN2 code for setting and resetting functions in the **Call cost** menu, and also for using most of the FDN phone book functions.

The menu works just like the PIN code menu. However, if the SIM card does not support PIN2, the text **Feature not on available on SIM** will be shown.

## CHANGE PHONE CODE

In this menu you can change the phone code. You need the phone code for resetting the call counters.

The menu works just like the PIN code menu.

## CHANGE NETWORK CODE



In this menu you can change the network code. You need the network code for **Call barring** and some other functions governed by the operator.

The menu works just like the PIN code menu.

## FIXED DIALLING (FDN)


Fixed Dialling Numbers (FDN) is a special phone book in which you can only store a few numbers. The amount of numbers depends on your SIM card. Please note that you need your PIN2 code for turning fixed dialling on or off, and also for storing, modifying and deleting numbers from the FDN phone book. The PIN2 code is supplied by your network operator.

When fixed dialling is turned on in this menu, you can only call numbers in the FDN phone book, or numbers that start with the same number you have stored in the FDN phone book. E.g. if you have stored the number 040 in the FDN phone book, you can call any number that starts with 040.

1. Press  **CHANGE**.
2. Key in the PIN2 code and press  **OK**.



## IMEI

The International Mobile Equipment Identity code (IMEI) identifies your mobile phone uniquely. The 15-digit code is also printed in the type label of the phone. It cannot be changed.

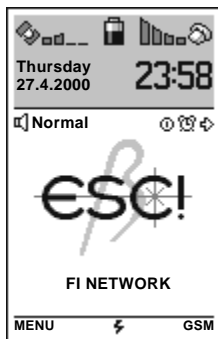
Press  **SELECT** to check your phone's IMEI code.

## Reset default settings

Use this option if you wish to restore all settings to factory default settings. This reset will also restore all environments to their default values.

1. Select **Reset settings** and press  **OK**.
2. Confirm the reset by pressing  **OK**. The text **Restoring default settings** will be shown and you will be returned to stand-by mode.

## GSM MENU



The GSM Menu tree contains menus such as phone book, recent calls, messages, and network services.

- Press **GSM** to enter the GSM Menu from the stand-by mode.
- Use **↓** to scroll through the menu items and sub-menus.
- To select one of the items, press **↵**. This way, you can enter sub-menus, activate commands and turn options on and off.
- Press **QUIT** to return to the previous menu level from a sub-menu.



## PHONE BOOK

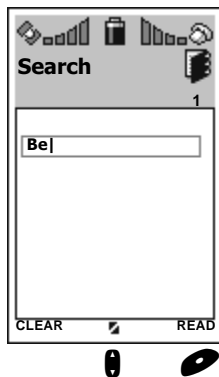
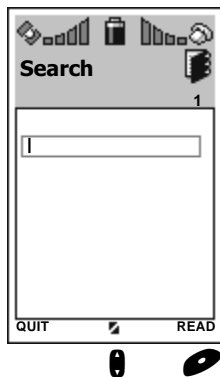
You can store phone numbers in the phone book entries on the SIM card. The actual number of entries and the length of names and numbers which can be stored on the SIM card depends on the card's storage capacity.

If the text **(Fixed)** is displayed, the function called Fixed dialling has been turned on. Fixed dialling sets some restrictions for using the phone book. For further information about Fixed dialling, please see the chapter *Main Menu, Settings, Security, Fixed dialling*.

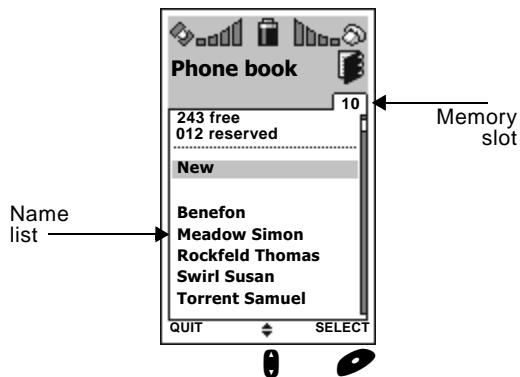
- Press **SELECT** to open the **Phone book**.
- The shortcut to access the phone book name list (with the option **New**) is to press **GSM** for a few seconds.
- Press **QUIT** to cancel the operation and return to previous menu level.

### Recalling a phone number

In this menu you can search for a phone number stored in your phone book. You can also add names to the phone book.



- You can key in the desired name or its initials and press **READ**. Do it this way if you wish to search for a number already stored in the phone book, especially if your phone book list is very long.
- Or, you can press **READ** directly. Do it this way if your phone book list is quite short or you wish to add (store) a new phone number in your phone book.



A list of all names in the phone book is shown.

If Fixed dialling is turned on, the numbers displayed here are the numbers stored in FDN phone book. The names are listed in alphabetical order.

- In case you have written the name or its initials in the previous menu, the first line in the list shows the desired phone number.
- In case you have pressed **READ** directly in the previous menu, the first line offers you the option **New**.

You can scroll through the name list with **0**. Scrolling over the top to the bottom is possible.

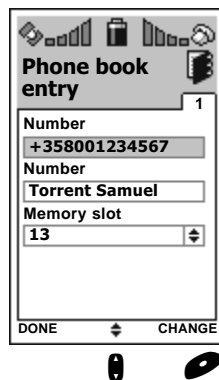
If you stop on a name for a few seconds, you will see the phone number associated with the name. The memory slot taken up by the name is always shown in the small tab.

1. If you wish to make a call, press **0**.
2. If you wish to edit or delete (empty) the chosen phone book entry, press **0** **SELECT**.

## EDITING A PHONE BOOK ENTRY

1. Select **Edit** by pressing **0** **SELECT**.
2. If Fixed dialling is turned on, key in the PIN2 code and press **0** **OK**.

The phone number, name and memory slot number are displayed and can be edited. Select an option to edit with **0** and press **0** **CHANGE**.





### *Editing phone number*




Add numbers by pressing the numeric keys and remove them by pressing **0** **CLEAR**. A long press of **0** **CLEAR** empties the whole line. Press **0** **OK** when done.

### *Editing name*

Add letters by pressing the alphanumeric keys and remove them by pressing **0** **CLEAR**. A long press of **0** **CLEAR** empties the whole line. Press **0** **OK** when done.

### *Changing memory slot*






The free memory slots are listed. Select a slot with  and press  **OK**.

3. When you are finished with editing the phone book entry, press  **DONE**. You will be asked if you want to save the changes. Make your choice by pressing  **NO** or  **OK**.
4. If you have changed the memory slot number, you will be asked if you want to move or copy the phone book entry.

By selecting **Move**, the information stored in the original phone book entry will be lost. As a result of that, the old slot will be freed.

By selecting **Copy**, the information stored in the original phone book entry will be preserved. As a result of that, both slots will be reserved: one with the original information and another with the recently stored and possibly modified information.

### **DELETING A PHONE BOOK ENTRY**

1. Select **Delete** with  and press  **OK**.
2. If Fixed dialling is turned on, key in the PIN2 code and press  **OK**.
3. Confirm the deletion by pressing  **OK**, or cancel the operation by pressing  **NO**.

### **Storing a phone number**

You have several ways to store phone numbers into the phone book.

You can:

- key in the desired number in stand-by mode (please see the following instructions)
- save the number by using **New** option (please see the following instructions)
- pick up numbers from an SMS message, including the sender's phone number (for further information, please see the chapter *GSM Menu, Messages, Inbox, Pick number*)
- pick up a caller's number (for further information, please see the chapter *GSM Menu, Recent calls, Save*)



- save the receiver's number by using redial memory (for further information, please see the chapter *Brief overview of phone use, Redial memory*).



In all of the cases above, the storing is eventually done in the same way.

### KEYING IN A NEW NUMBER IN STAND-BY MODE

1. When the phone is in stand-by mode, key in the desired number and press **SAVE**. If there are no free memory slots left, the text **No free memory** will be displayed. You cannot store any new phone numbers unless you first delete some old ones.
2. You will enter a menu where phone number, name and memory slot number are displayed and can be edited. First, key in the desired name and press **OK**.
3. You can then edit the phone number, memory slot number, or the name. Select an option to edit with and press **CHANGE**.
4. Editing the options is done in the same way as described in *Editing a phone book entry* above.
5. When you are finished, press **DONE**. The entry will be saved in the phone book.



### ADDING A NEW NUMBER IN THE NAME LIST

1. In stand-by mode, press **GSM** and then **SELECT** to select **Phone book**.
2. Press **READ** directly. The phone will offer you the name list, including the option **New**.
3. Choose **New** by pressing **SELECT**.
4. If Fixed dialling is turned on, key in the PIN2 code and press **OK**.
5. If there are no free memory slots left, **No free memory** will be shown. You cannot store any new phone numbers unless you first delete some old ones.
6. Otherwise, you will enter a menu where phone number, name and memory slot number are displayed and can be edited. First, key in the desired name and press **OK**.
7. You can then edit the phone number, memory slot number, or the name. Select an option to edit with and press **CHANGE**.

8. Editing the options is done in the same way as described in *Editing a phone book entry* above.
9. When you are finished, press  **DONE**. You will be asked if you want to save or discard the phone book entry. Make your choice and press  **OK**.


## MESSAGES

The Short Message Service (SMS) is a network feature.


- Press  **SELECT** to enter the **Messages** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

### Inbox

In this menu you can read or edit a message you have received. You can send a message back to its sender or forward it to someone else. You can also pick phone numbers and coordinates from a message for further use, or delete messages either one at a time or all at once.

The **Inbox** menu item in GSM Menu has some additional information after it: **[MM]** is the number of all incoming messages, and the presence of the  symbol shows that there are one or more unread messages in the inbox.

The settings for incoming messages are found in the **Message setup** menu, under *Main Menu, Settings, GSM*.

Press  **SELECT** to open the **Inbox** menu.

If there are neither new nor read incoming messages, **No incoming messages** is displayed and the menu will not be entered.

### RECEIVING A NEW MESSAGE

When receiving a new message, an alert sound is heard, and the text **New message!** is shown.

New messages are accessible in stand-by mode immediately after they are received. For further information, please see *Brief overview of phone use, Incoming traffic*.





All new messages will also be stored into the **Inbox** where they can be recalled at a later time.

## RECALLING INCOMING MESSAGES









The inbox contains all the incoming messages. The name or the number of the sender and the delivery time of the message are displayed.

If the message is older than 24 hours, the delivery time is replaced by the delivery date.

The messages are sorted so that the new, unread messages are located on the top of the list and the old, already read messages are found on the bottom of the list. Closed envelope (✉) on the left indicates that the message is new and unread. Open envelope (☐) on the left indicates that the message is old and read.

The first item in the list is reserved for deleting messages. If you wish to delete all the messages displayed in this list, select the option **Delete all** with  and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**. After the deletion you will return to the **Messages** menu.







## READING AND PROCESSING AN INCOMING MESSAGE


1. Select a message with the help of , and press  **SELECT**.
2. By scrolling with , you are able to read the whole message.
3. To reply to the message, forward it, pick a number or coordinates from it, or delete it, press  **SELECT** to enter the incoming message processing list.
  - Select the desired function with  and press .
  - To cancel the operation, press  **QUIT** to return to the inbox.
4. If you do not want to process the message, press  **QUIT** to return to the inbox.


## Reply (with history)

Use this option if you wish to send a message back to the sender. That way, you do not need to key in the phone number or recall it from phone book.



Write and edit the text as follows:

- To remove letter(s), press  **CLEAR** shortly.
- To add letters or special characters into the text, press ... and .
- To enter a space, use .
- To move inside the text, press .
- You may also modify the text with the T9 text input tools (for further information about using the T9 text input, please see the chapter *Main Menu, Accessories, Notepad, Writing a note in T9 mode*).

When the message is written, press  **SELECT** to send, save or postpone it.

If you do not want to go further, press  **QUIT** to cancel the operation and return to the message processing list.

## Sending and saving the message

You have four options to choose from: send and save, send only, send with position, and postpone. Select an option with  and press  **OK**.



- By selecting **Send**, you can send the edited message without saving a copy of it for yourself.
- By selecting **Send and save**, you can send the edited message and also save it to your SIM card. The edited message is stored into the outbox. The original message sent to you is still kept in the inbox.

However, if there is not enough free memory space to save the message, **No free memory** will be displayed and you will return to previous menu level. The message will not be sent either. In this case you may delete some old messages to make some free memory space or select the **Send** option.

- By selecting **Send with position**, you can send a message to the operator with a request for position information.


The default destination number for the edited message is the number from where the original message was sent. If the number in question is stored


in the phone book, the name of the caller is displayed instead of the number.

To change the number, clear the line by pressing  **CLEAR** for a few seconds. You can then either key in another number, or press  **SEARCH** to look for the desired number in the phone book.

*Recalling a phone number from the phone book is done as follows:*

If desired, key in the initials of the name.

Scroll through the phone book with  until the correct number is selected.

To send the message, press  **SEND**.

The text **Sending...** will appear in the display followed by **Message sent**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and the message box number are correct and there is enough network coverage for radio communication.

After sending the message, you will return to the inbox.

### *Postponing the message*



By selecting **Postpone**, you can save the message (as a draft) without immediately sending it to anyone. If you wish to finish or send the message later, you can recall a postponed message through **Write message** menu.

After postponing the message, you will return to the inbox.

### **Forward**


Use this option if you wish to send the selected message to a new receiver. Forwarded messages are not stored as extra copies into SIM card.

The default destination number for the edited message is the number from where the original message was sent. If the number in question is stored in the phone book, the name of the caller is displayed instead of the number.


To change the number, clear the line by pressing  **CLEAR** for a few seconds. You can then either key in another number, or press  **SEARCH** to look for the desired number in the phone book.

*Recalling a phone number from the phone book is done as follows:*

If desired, key in the initials of the name.

Scroll through the phone book with  until the correct number is selected.



Press  **OK**.

To send the message, press  **SEND**.

The text **Sending...** will appear in the display followed by **Message sent**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and message box number are correct and there is enough network coverage for radio communication.

After sending the message, you will return to the inbox.





If you do not want to forward the message, press  **CLEAR** for a few seconds to empty the display and right after  **QUIT** to return to previous menu level.


## Pick number

With this option you can pick the phone number of the sender and save it into your phone book or make a call to the number in question. If the message itself contains numbers, you can also select them for later use.

If there are no numbers to pick up, the text **No numbers** will be displayed.


If a number picked is stored in the phone book, the associated name is shown instead of the number.



1. To call a number, select it with  and press .
2. To save the number into the phone book, select it with  and press  **SAVE**.

If you do not want to pick a number, press  **QUIT** to return to previous menu level.




## *Saving a name into the phone book*

Use this option if you wish to save the number picked in your phone book.



1. You will enter a menu where phone number, name and memory slot number are displayed and can be edited. First, key in the desired name and press  **OK**.



2. You can then edit the phone number, memory slot number, or the name. Select an option to edit with  and press  **CHANGE**.

#### *Editing phone number*

Add numbers by pressing the numeric keys and remove them by pressing  **CLEAR**. A long press of  **CLEAR** empties the whole line. Press  **OK** when done.

#### *Changing memory slot*



The free memory slots are listed. Select a slot with  and press  **OK**.


3. When you are finished, press  **DONE**. You will be asked if you want to save or discard the phone book entry. Make your choice and press  **OK**.
4. After saving you will return to the inbox.

## **Pick coordinates**

With this option you can pick any coordinates the message may contain, and save them as a waypoint.




If there are no coordinates to pick up, the text **No coordinates** will be displayed.

To save the coordinates a waypoint, select them with  and press  **SAVE**.



If you do not want to pick any coordinates, press  **QUIT** to return to previous menu level.

#### *Saving coordinates as a waypoint*






Use this option if you wish to save the coordinates you picked as a waypoint.

1. You will enter a menu where waypoint name, symbol and coordinates are displayed and can be edited. First, key in the desired name and press  **OK**.
2. You can then change the symbol, the coordinates, or the name. Select an option to edit with  and press  **CHANGE**.

### *Changing waypoint symbol*



- Use  to select a symbol, and press  **OK**.

### *Changing latitude and longitude*

- Edit the latitude or longitude digits by pressing the numeric keys and  to select the digit to edit.
  - Press  **OK** to accept the new coordinates.
3. When you are finished, press  **DONE**. You will be asked if you want to save the waypoint. Make a selection by pressing  **NO** or  **OK**.
  4. After saving you will return to the inbox.

## **Delete**

With this option you can delete the selected message from your SIM card.

Confirm the deletion by pressing  **OK**, or cancel the operation by pressing  **NO**.

After the deletion you will return to the inbox.

## **Outbox**

In this menu you can read, edit, and forward any of your own messages you have saved. You can also pick phone numbers and coordinates from a message for further use, or delete messages either one at a time or all at once.

The **Outbox** menu item in GSM Menu has some additional information after it: **[MM]** is the number of all saved outgoing messages.

The settings for outgoing messages are found in the **Message setup** menu, found under *Main Menu, Settings, GSM*.

Press  **SELECT** to open the **Outbox** menu.

If there are no saved outgoing messages, **No outgoing messages** is displayed and the menu will not be entered.

## **RECALLING OWN MESSAGES**

The outbox contains all your saved outgoing messages. The messages are shown in their order in the SIM.

The first item in the list is reserved for deleting messages. If you wish to delete all the messages



displayed in this list, select the option **Delete all** with **↓** and press **OK**. Confirm the deletion by pressing **OK** again, or cancel the operation by pressing **NO**. After the deletion you will return to the **Messages** menu.

## READING OR PROCESSING OWN MESSAGES

1. Select one of the messages with the help of **↓**, and press **READ**.
2. By scrolling with **↓**, you are able to read the whole message.
3. Press **SELECT** to enter the outgoing message processing list.
  - Select the desired function with **↓** and press **ENTER**.
  - To cancel the operation, press **QUIT** to return to the outbox.
4. If you do not want to process the message, press **QUIT** to return to the outbox.

## Edit



Use this option if you wish to edit the message. After that, you can send the edited message to someone or just save it for further use.

- To remove letter(s), press **CLEAR** shortly. To clear all characters at once, press **CLEAR** for a few seconds. When the display is empty, the left function key shows **QUIT**.
- To add letters or special characters into the text, press **2 ABC** ... **9 WXYZ** and **0**.
- To make space, use **\***.
- With **↓** you can move inside the text.
- You may also modify the text with the T9 text input tools (for further information about using the T9 text input, please see the chapter *Main Menu, Accessories, Notepad, Writing a new note in T9 mode*).



When the message is written, press **SELECT** to send, save or postpone it.

If you do not want to go further, press **QUIT** to cancel the operation and return to the message processing list.

### *Sending and saving the message*


You have four options to choose from: send and save, send only, send with position, and postpone. Select an option with  and press  **OK**.

- By selecting **Send**, you can send the edited message without saving a copy of it for yourself. Please note that by using this option the edited message will be lost.
- By selecting **Send and save**, you can send the edited message and also save it to your SIM card.
- By selecting **Send with position**, you can send a message to the operator with a request for position information.

Key in a number and press  **SEND**, or press  **SEARCH** to look for one in the phone book.

*Recalling a phone number from the phone book is done as follows:*

If desired, key in the initials of the name.

Scroll through the phone book with  until the correct number is selected.

Press  **SEND**.

The text **Sending...** will appear in the display followed by **Message sent**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and message box number are correct and there is enough network coverage for radio communication.

After sending the message, you will return to the outbox.

### *Postponing the message*




By selecting **Postpone**, you can save the message (as a draft) without immediately sending it to anyone. If you wish to finish or send the message later, you can recall a postponed message through **Write message** menu.

After postponing the message, you will return to the outbox.



## Forward

Use this option if you wish to send the selected message to a new receiver. Forwarded messages are not stored as extra copies in SIM card.

In order to send the message to another receiver, the number need to be changed:

1. Key in the desired number or recall the desired number from the phone book (assuming you have stored it in there). To recall the number from the phone book, press  **SEARCH**.
2. If desired, key in the initials of the name.
3. Scroll through the phone book with  until the correct number is selected.
4. Press  **SEND**.

After the message has been sent you will return to the outbox.





If you do not want to forward the message, press  **CLEAR** for a few seconds to empty the display and right after that  **QUIT** to return to the outbox.


## Pick number

With this option you can pick a phone number from the message and save it in your phone book or make a call to the number in question.

If there are no numbers available, a notification **No numbers available** will be displayed.


If a number picked is stored in the phone book, the associated name is shown instead of the number.



1. To call a number, select it with  and press .
2. To save the number into the phone book, select it with  and press  **SAVE**.

If you do not want to pick a number, press  **QUIT** to return to previous menu level.




### *Saving a name into the phone book*

Use this option if you wish to save the number picked in your phone book.



1. You will enter a menu where phone number, name and memory slot number are displayed and can be edited. First, key in the desired name and press  **OK**.



2. You can then edit the phone number, memory slot number, or the name. Select an option to edit with  and press  **CHANGE**.

### *Editing phone number*

Add numbers by pressing the numeric keys and remove them by pressing  **CLEAR**. A long  **CLEAR** empties the whole line. Press  **OK** when done.

### *Changing memory slot*

The free memory slots are listed. Select a slot with  and press  **OK**.



3. When you are finished, press  **DONE**. You will be asked if you want to save or discard the entry. Make a choice and press  **OK**.


After saving you will return to the outbox.

## **Pick coordinates**

With this option you can pick any coordinates the message may contain, and save them as a waypoint.




If there are no coordinates to pick up, the text **No coordinates** will be displayed.

To save the coordinates a waypoint, select them with  and press  **SAVE**.



If you do not want to pick any coordinates, press  **QUIT** to return to previous menu level.

### *Saving coordinates as a waypoint*



Use this option if you wish to save the coordinates you picked as a waypoint.



1. You will enter a menu where waypoint name, symbol and coordinates are displayed and can be edited. First, key in the desired name and press  **OK**.
2. You can then change the symbol, the coordinates, or the name. Select an option to edit with  and press  **CHANGE**.

### *Changing waypoint symbol*

- Use  to select a symbol, and press  **OK**.

### *Changing latitude and longitude*



- Edit the latitude or longitude digits by pressing the numeric keys and  to select the digit to edit.
- Press  **OK** to accept the new coordinates.

3. When you are finished, press  **DONE**. You will be asked if you want to save or discard the waypoint. Make a choice and press  **OK**.

After saving you will return to the outbox.

## **Delete**

With this option you can delete the selected message from your SIM card.

Confirm the deletion by pressing  **OK**, or cancel the operation by pressing  **NO**.


After the deletion you will return to the inbox.

## **Broadcasts**

Cell broadcasts are general messages, which are broadcast to all receivers within a particular region. They may contain advertisements, local weather reports and information about road traffic, stock exchange and sport results, etc.

Cell Broadcast Service categorizes the type of information that these messages contain and the language in which the message has been compiled. According to your choice, you are then able to ignore certain message types, e.g. advertising information or messages in an unfamiliar language.


Cell Broadcast Service is a network feature. For further information, please contact your network operator.

The **Broadcasts** menu item in GSM Menu has some additional information after it: **[MM]** is the number of all broadcast messages, and the presence of the  symbol shows that there are one or more unread messages.

The settings for outgoing messages are found in the **Broadcast setup** menu, found under *Main Menu, Settings, GSM*.

In this menu you can view, save or delete the general messages broadcast to you, assuming you have

set on the option **Accept broadcast messages** in the **Broadcast setup** menu.

Press  **SELECT** to open the **Broadcasts** menu.

If there are neither new nor read broadcast messages, **No broadcast messages** is displayed and the menu will not be entered.

## RECEIVING A NEW BROADCAST





When receiving a new message, an alert sound is heard, and the text **New message!** is shown.

New messages are accessible in stand-by mode immediately after they are received. For further information, please see *Brief overview of phone use, Incoming traffic*.






All new broadcast messages will also be stored into the **Broadcasts** where they can be accessed at a later time.

## RECALLING BROADCASTS




The **Broadcasts** menu contains all the broadcast messages. The type numbers of the message are displayed, from the newest to the oldest.

The first item in the list is reserved for deleting messages. If you wish to delete all the messages displayed in this list, select the option **Delete all** with  and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**. After deleting all the broadcast messages you will return to **Messages** menu.

You can read single messages as follows:

1. Select a message with the help of , and press  **READ**.
2. By scrolling with , you are able to read the whole message.
3. To read the next message, press  **NEXT**. When all the messages are read, the right function key shows  **OK**.

## Call voice mail

With this option you can listen to the messages left on your voice mail service. Press  **SELECT** or  and the phone will call the number of your voice mailbox service. To disconnect the call press .

Make sure you have correctly stored your voice mail number. The setting can be adjusted in the **Message setup** menu, found under *Main Menu, Settings, GSM*.



Voice mail service is a network feature.

## Write message


In this menu you can:

- write new messages
- edit postponed messages.

## NEW MESSAGE




Press  **SELECT** to enter the **Write message** menu. Alternatively, you can press  in the stand-by mode and hold it for a few seconds.

If there are no postponed messages, the display is empty and you can start writing new message immediately.

If there are postponed messages, the selection list with the messages will be displayed. Select **New** by pressing  **SELECT**.









## POSTPONED MESSAGES


The maximum number of postponed messages is limited. If the limit is reached, the oldest postponed message is overwritten by the newest one. Turning the phone off does not clear the postponed messages, however.

1. Press  **SELECT** to enter the **Write message** menu.
2. Select one of the postponed messages with  and press  **SELECT**.



## WRITING A MESSAGE

The maximum amount of characters in one message is 160. The number in the upper right corner of the display indicates how many characters can still be used for the message. For example, when you start writing the message, you have space for 160 characters. The more you write, the smaller the number the indicator shows. When there is no space left, it shows 0.

- To remove letter(s), press  **CLEAR** shortly.
- To add letters or special characters into the text, press   and .
- To make space, use .
- With  you can move inside the text.
- You may also modify the text with the T9 text input tools (for further information about using the T9 text input, please see the chapter *Main Menu, Accessories, Notepad, Writing a note in T9 mode*).
- If you wish to start writing a totally empty message, press  **CLEAR** for a few seconds. When the display is empty, the left function key shows  **QUIT** and allows you to cancel writing.

When the message is written, press  **SELECT** to send, save or postpone it.



## SENDING AND SAVING THE MESSAGE

You have four options to choose from: send and save, send only, send with position, and postpone. Select an option with  and press  **OK**.

- By selecting **Send**, you can send the message without saving a copy of it for yourself.
- By selecting **Send and save**, you can send the message and also save it to your SIM card. The message is stored into the outbox.

However, if there is not enough free memory space to save the message, **No free memory** will be displayed and you will return to previous menu level. The message will not be sent either. In this case you may delete some old messages to make some free memory space or select the **Send** option.


- By selecting **Send with position**, you can send a message to the operator with a request for position information.

Key in a number and press  **SEND**, or press  **SEARCH** to look for one in the phone book.



*Recalling a phone number from the phone book is done as follows:*

If desired, key in the initials of the name.

Scroll through the phone book with  until the correct number is selected.

Press  **SEND**.

The text **Sending...** will appear in the display followed by **Message sent**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and message box number are correct and there is enough network coverage for radio communication.



## Postponing the message

By selecting **Postpone**, you can save the message (as a draft) without immediately sending it to anyone. If you wish to finish or send the message later, you can recall a postponed message through **Write message** menu.

After postponing the message, you will enter the postponed messages list.


## RECENT CALLS


This menu and its sub-menus allow you to keep track of unanswered and received calls.

- Press  **SELECT** to enter the **Recent calls** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

## Unanswered calls

In this menu you can manage any calls you may have recently missed.

The **Unanswered calls** menu item in GSM Menu has some additional information after it: **[MM]** is the number of all unanswered calls listed, and the presence of the  symbol shows that there are one or more unanswered calls you have not called, saved or deleted yet.

Press  **SELECT** to open the **Unanswered Calls** menu.

If there are no unanswered calls, the text **No unanswered calls** is displayed and the menu will not be entered.

Unanswered calls are only detected when the phone is turned on and in the network coverage area.

## PROCESSING UNANSWERED CALLS

The unanswered call list contains all the unanswered calls. The calls are sorted in order from the newest to the oldest.

You can scroll through the numbers with **↑**.

Displayed are the number or the name of the caller (depending on whether you have stored the caller's name and number in your phone book) and also the delivery time of the call.

If a call attempt is older than 24 hours, the delivery time is replaced by the delivery date.

In two cases neither the number nor the name of the caller will be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification) option. Notice,

that in these cases your phone counts and displays only one call, which is the last one you have received.

The first item in the list is reserved for deleting all unanswered calls. If you wish to delete all the calls displayed in this list, select the option **Delete all** with **↑** and press **OK**. Confirm the deletion by pressing **OK** again, or cancel the operation by pressing **NO**. After deleting all the calls you will return to **Recent calls** menu.


*You can also process single calls as follows:*

- To call a number in the list, press **CALL**.
- To save a phone number from the list, select a call and press **SELECT**. Then select **Save** and press **SELECT**.
- To delete a call, select it with **SELECT**. Then select **Delete** and press **OK**. Confirm the deletion by pressing **OK**, or cancel the operation by pressing **NO**.

## Received calls

In this menu you can manage any calls you may have recently received.


The **Received calls** menu item in GSM Menu has some additional information after it: **[MM]** is the number of all received calls listed.

Press  **SELECT** to open the **Received Calls** menu.

If there are no received calls listed, the text **No received calls** is displayed and the menu will not be entered.

### PROCESSING RECEIVED CALLS





This received call list contains all the received calls. The calls are sorted in order from the newest to the oldest.

You can scroll through the numbers with .








Displayed are the number or the name of the caller (depending on whether you have stored the caller's name and number in your phone book) and also the delivery time of the call.

If a call is older than 24 hours, the delivery time is replaced by the delivery date.

In two cases neither the number nor the name of the caller will be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification) option. Notice, that in these cases your phone counts and displays only one call, which is the last one you have received.

The first item in the list is reserved for deleting all received calls. If you wish to delete all the calls displayed in this list, select the option **Delete all** with  and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**. After deleting all the calls you will return to **Recent calls** menu.

*You can also process individual calls as follows:*

- To call a number in the list, press .
- To save a phone number from the list, select a call and press  **SELECT**. Then select **Save** and press  **SELECT**.
- To delete a call, select it with  **SELECT**. Then select **Delete** and press  **OK**. Confirm the deletion by pressing  **OK**, or cancel the operation by pressing  **NO**.

## Call counters

Information about call durations is shown at the bottom of the **Recent calls** menu.



The **Last call** item shows you the duration of the last call in hours and minutes. The call can be either outgoing or incoming call.

The **Total calls** item shows the total duration of all calls in hours and minutes.


You can reset the total calls counter in the **Network services** menu, under the **Call cost** sub-menu. Please note that you need the PIN2 code to reset the counter.

## NETWORK SERVICES

This menu and its sub-menus allow you to access various network services such as call diversions, call barrings, call waiting and call costs.

- Press  **SELECT** to enter the **Network services** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.



## Network selection

You can change the network you are using with this item. By pressing  **SELECT** the phone starts scanning available networks. After that, a list of available networks will be displayed.

If you select **Automatic**, the phone selects the most suitable allowed network for you.


When travelling abroad use of the **Automatic** is recommended.

If you select any of the named networks, the network selection mode is changed to manual and the phone always tries at first to connect with the chosen network and if it is not available, the list of available networks will be displayed.


Select the desired option with  and press  **OK**. The phone will register with the chosen network.


The \* symbol indicates that use of the operator is not allowed. If you choose this operator, you can only make emergency calls.




## Call diverts

Press  **SELECT** to open the **Call diverts** menu.



### (DIVERT) ALL

By selecting **All** and pressing  **SELECT** you can view and set up the phone number that is used as a target for call diverts.


To clear the diversion, select **Clear** and press  **OK**. The text **Divert "All" cleared** will be shown.

To set up a diversion, select **Divert calls to** and press  **CHANGE**. Key in a phone number and press  **OK**. You can also select a number from the phone book by pressing  **SEARCH**.

*Recalling a phone number from the phone book is done as follows:*

1. If desired, key in the initials of the name. If you do not provide any initials, you will start searching at the top of the phone book list.
2. Scroll through the phone book with  until the correct number is selected. The first item in the list is **Voice mailbox**.
3. Press  **OK**.

When the divert is successfully set up, a text such as **Divert "All" active to +358277400** will be shown. If the number which the calls are diverted to is stored in the phone book, the name is displayed instead of the number (e.g. **Divert "All" active to Benefon**).

As a sign of diverting **all** calls, an arrow (), will be displayed when the phone is returned to stand-by mode.

### (DIVERT) BUSY

The call will be diverted when the phone is busy. This sub-menu functions as the **All** sub-menu.



### (DIVERT) NO ANSWER

The call will be diverted when you do not answer it after certain number of rings. This sub-menu functions as the **All** sub-menu.

### (DIVERT) NOT REACHABLE


The call will be diverted when the phone is outside the network coverage area or is turned off. This sub-menu functions as the **All** sub-menu.

## CLEAR DIVERTS

Use this option if you wish to clear all diverts at once. Press  **OK**, and confirm your choice by pressing  **OK** again.

## Call barrings

In this menu you can bar both outgoing and incoming calls. Please note that call barring also affects call diverts. The call barring option is usually a network feature and you need the network code for activating the call barring option. The network code is given you by the operator when the barring service is subscribed.





Press  **SELECT** to open the **Call counters** menu.

## OUTGOING CALLS

The first section of the menu allows you to set barrings that concern outgoing calls only.

## Bar all outgoing calls

With this option you can bar all outgoing calls, so you can only receive incoming calls.

1. Press  **SELECT** to select **All**.
2. You will see a checkbox that indicates whether the barring is on or off.
3. Press  **CHANGE** to turn the option on or off.
4. You are asked the network code. Key it in and press  **OK**.
5. When finished, press  **QUIT** to return to the **Call barrings** menu.

## Bar outgoing international calls

With the **International** option you can bar all outgoing international calls. You can still make domestic calls and receive both domestic and international calls.

This sub-menu functions as the *Bar all outgoing calls* feature described above.

### **Bar all outgoing international calls except to home country**

With the **Int'l except home** option you can bar all outgoing international calls, except calls to your home country. You can also make domestic calls and receive both domestic and international calls.

This sub-menu functions as the *Bar all outgoing calls* feature described above.

### **INCOMING CALLS**

The second section of the menu allows you to set barrings that concern incoming calls only.

#### **Bar all incoming calls**

With the **All** option you can only make calls, not receive them. This sub-menu functions as the *Bar all outgoing calls* feature described above.



#### **Bar incoming calls when roaming**

With the **When roaming** option you can receive calls only when you are within the area of your own network operator.

You may need this option when you are roaming because many network operators and service providers charge for receiving calls when you are roaming.



This sub-menu functions as the *Bar all outgoing calls* feature described above.


### **CLEAR BARRINGS**

Use this option if you wish to clear all call barrings at once. Press  **OK**, enter the network code and press  **OK** again.

### **Call waiting**

If a call is in progress and you have an incoming call, the network will notify you if you have the call waiting option turned on. Call waiting is a network feature.

1. Press  **SELECT** to select **Call waiting**.
2. You will see a checkbox that indicates whether call waiting is on or off.
3. Press  **CHANGE** to turn the option on or off.




4. When finished, press  **QUIT** to return to the **Network services** menu.

## Call cost

This menu contains information on the call charges. It also provides options for resetting the charge counter and setting a charge limit for calls. These options are useful especially when the user is not the subscriber.

Call cost is a network feature. In order to use some of these options, you need to have a specific SIM card as well as a PIN2 code. For further information on these charging services, please contact your network operator.

If the call cost feature is not enabled on your SIM card, you cannot enter the **Call cost** menu at all.

1. Press  **SELECT** to enter the **Call cost** menu.
2. You will see a menu with the items **Last call**, **Total calls**, **Maximum cost**, and **Price/Unit**.
3. Select one of the four options with . Press .

## LAST CALL COST

Use this option to check the cost of the last call.

Last call counter value is displayed in currency if you have determined price for unit in **Price/unit** and set value for currency in Main Menu, under *Settings, Units, Currency*.

The counter value of the last call will be reset automatically when the SIM is removed, or a new call attempt is made or call is received.

## TOTAL CALLS COST



This menu item shows the cost of all preceding calls including the last call.

Counter value for total calls is displayed in currency if you have determined currency and set value for unit price in **Price/unit** and set value for currency in Main Menu, under *Settings, Units, Currency*.

You can also reset the counter.




## Resetting the cost of total calls

1. Press  **RESET** to reset the counter.
2. You are asked the PIN2 code. Key it in and press  **OK**.
3. The text **Counter reset** will be displayed.




## MAXIMUM UNITS

Use this option if you wish to view, set or change the credit limit for total calls.

If the counter reaches the limit during a chargeable call, the call will be terminated. As soon as the limit has been exceeded, only emergency calls (ie. to 112) and other non-chargeable calls can be made. If you try to make or receive a chargeable call under these conditions, the text **No money** will be displayed.

You can check the maximum call cost in your selected currency by using  to select **Maximum units** and waiting for a few seconds. If you wish to find out when the cost of your calls is about to reach the limit, you may subtract the total calls cost from the maximum cost. E.g. if the maximum cost is 500.00 FIM and the total calls counter shows that

you have already spent 300.00 FIM, it means you still have 200.00 FIM to spend for calls.





1. The maximum credit that can be used for non-free calls is shown. The credit limit for total calls is displayed in currency if you have set value for unit price in **Price/unit**. Otherwise, the credit for total calls will be displayed in units.
2. If you wish to set or change the limit, press  **CHANGE**.
3. Key in the PIN2 code and press  **OK**.
4. If the limit has been set previously, the current setting is shown here. If you wish to change the limit, key in the new limit value and press  **OK**. In case the limit is set to zero (0), it is assumed that there is no limit in use.

## PRICE/UNIT

Charging information is calculated and stored as charging units. Units are independent of any currency.

Use this option if you wish to read and set price for unit. After completing the setting, the call cost in-

formation will be displayed in currency instead of units.

1. If you wish to set or change the price per unit, press  **CHANGE**.
2. Key in the PIN2 code and press  **OK**.
3. Key in the desired price per unit and press  **OK**. To add a decimal point, press .
4. The price per unit depends on your operator. The price per unit can be set higher than the actual charge, so that all the extra costs will also be covered. In case the price per unit is set to zero (0), this feature is not in use.

Changing the price of an unit may cause minor inaccuracies in the result displayed. However, rounding the number does not affect counter values, which are stored in units.




## HELP DESK

If you need assistance in using your Benefon Esc! phone or maps, you can send a help request, containing your current position and preferred language, to Benefon Esc! Help desk service. After a while, a technical support person will give you a call. There are usage restrictions to this service.

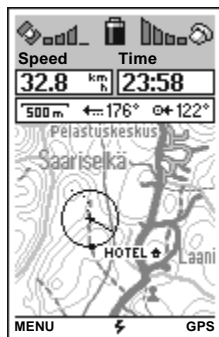
You will have to be a registered user to use this service. Please refer to [www.benefon.com](http://www.benefon.com) for more information.

Please refer to *Main Menu*, *Settings*, *Help Desk* for further information on setting up the preferred language and the Help desk number.

To send a help request, do as follows:

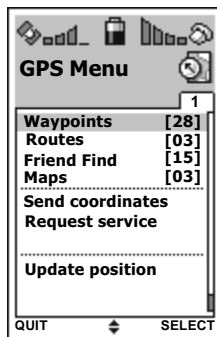
1. Use  to select **Help desk**.
2. Confirm sending the request by pressing  **OK** or cancel the operation by pressing  **NO**.

## GPS MENU



The GPS Menu tree lets you access and manage the waypoints and routes, use the various Friend Find features; and send or update your position. You can also request a route or waypoints from a service provider, clear your destination or reset all navigator counters.

- Press **GPS** to enter the GPS Menu from any of the navigator pages.
- Use to scroll through the menu items and sub-menus.



- To select one of the items, press . This way, you can enter sub-menus, activate commands and turn options on and off.
- Press **QUIT** to return to the previous menu level from a sub-menu.





## WAYPOINTS

A waypoint is a location or spot that consists of a label, a symbol for showing it on the map, and a pair of coordinates (latitude and longitude). Waypoints are used for navigation purposes, i.e. to mark spots and use them as destinations, or to combine several waypoints to a route.

The **Waypoints** menu item in GPS Menu has some additional information after it: **[WW]** is the number of all waypoints stored in the memory.




- Press **SELECT** to open the **Waypoints** menu.
- Press **QUIT** to cancel the operation and return to previous menu level.

The waypoints menu shows you all the waypoints that are currently stored in your phone's memory.


- To delete all waypoints at once, select **Delete all** and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**.
- To change the order in which waypoints are listed, select **Order** and press  **CHANGE**. Waypoints can be ordered by title, proximity, or symbol.

Please note that most of the waypoint functions can also be used by pointing at a waypoint on the Map navigator page. For further information, please see *Brief overview of navigator use, Map, Pointing mode*.


## CREATING A NEW WAYPOINT

1. Choose **New** by pressing  **SELECT**.
2. If there is no free memory for waypoints left, the text **No free memory** will be shown. In this case, you cannot store any new waypoints unless you first delete some old ones.
3. Otherwise, you will enter a menu where waypoint title, symbol, latitude and longitude are displayed and can be edited.
4. You can then change the symbol, or edit the coordinates or the name. Select an option to edit with  and press  **CHANGE**.

### *Editing waypoint title*


Key in a new title and press  **OK**.


### *Changing waypoint symbol*



A total of five lines of waypoint symbols with nine icons on each are available to you. Select a line with  and press the numeric key which corresponds the desired symbol.

When the key has been pressed, you will return automatically to the previous menu level.

### *Editing latitude and longitude*



As a default setting, the coordinates are those of your present position. You can key in new coordinates by pressing the numeric keys. Press  **OK** when ready.

5. When you are finished with editing the new waypoint, press  **DONE**.

6. You are asked if you want to save the new waypoint. Make a selection by pressing  **NO** or  **OK**.
7. You will return to the waypoints menu.

## SETTING POSITION



You can trick the phone into believing that the selected waypoint is your current position. This is useful e.g. when you want to use the map while conserving the battery by not having the GPS on, or when you want to speed up the initial position calculations of the GPS.

1. Select a waypoint from the list and press  **SELECT**.
2. Select **Set position** and press  **SELECT**.

This option is only available when the GPS module is not active or has no valid position.



## SETTING DESTINATION

You can set any waypoint to be used as destination. The phone will then give you directions to navigate to that point.

1. Select a waypoint from the list and press  **SELECT**.
2. Select **Set as destination** and press  **OK**. The text **Destination changed** will be shown.





## SENDING COORDINATES

You can send the coordinates of a waypoint as a part of a short message.





1. Select a waypoint from the list and press  **SELECT**.
2. Select **Send coordinates** and press  **SELECT**.
3. You can now enter a short message to accompany the coordinates. This can be done the same way as writing any short message. For further information, please see *GSM Menu, Messages, Write message*.

## SENDING A WAYPOINT

You can send a waypoint to another Benefon ESC! phone.

1. Select a waypoint from the list and press  **SELECT**.
2. Use  to select **Send waypoint** and press  **SELECT**.
3. You will be requested to select a receiver for the waypoint. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.






*To recall a phone number from the phone book, please do as follows:*

- Clear any numbers by pressing and holding  **CLEAR** for a few seconds.
  - Then press  **SEARCH**.
  - If desired, key in the initials of the name.
  - Scroll through the phone book with  until the correct number is selected.
4. Press  **OK**.

Please note that waypoint is sent as a short message, so the price of a regular short message will be charged from you for each waypoint you send.

## REQUESTING A ROUTE














You can request a service provider to send you a route to the selected point. This is done as follows:

1. Select a waypoint from the list and press  **SELECT**.
2. Use  to select **Request route** and press  **SELECT**.
3. You will be requested to select a receiver for the request. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.
4. Press  **OK**.





Please note that request is sent as a short message, so the price of a regular short message will be charged from you for each request you send. Moreover, the service provider may charge you for sending the route.

This service is only available from certain service providers.



## VIEWING THE MAP

1. Select a waypoint from the list and press  **SELECT**.
2. Select **Show map** and press  **SELECT**.
3. You will see a map, with the selected waypoint shown in the middle.
  - Use  and  to zoom in and out.
  - Use        , and  to scroll the map.


## EDITING

1. Select a waypoint from the list and press  **SELECT**.
2. Select **Edit** and press  **SELECT**.
3. You can now choose whether you want to change the title, symbol, or coordinates of the waypoint. Choose the item you want to edit by selecting it with . Press  **CHANGE**.

### *Editing waypoint title*


Remove characters by pressing  **CLEAR**.  
Key in a new title and press  **OK**.




### *Changing waypoint symbol*

A total of five lines of waypoint symbols with nine icons on each are available to you. Select a line with  and press the numeric key which corresponds the desired symbol.





When the key has been pressed, you will return automatically to the previous menu level.

### *Editing latitude and longitude*

As a default setting, the coordinates are those of your present position. You can key in new coordinates by pressing the numeric keys. Press  **OK** when ready.

4. When you are finished with editing the waypoint, press  **DONE**.
5. You can now choose whether you want to save the changes you made. Make a selection by pressing  **NO** or  **OK**.



## DELETING

1. Select a waypoint from the list, and press  **SELECT**.
2. Select **Delete** and press  **OK**.
3. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**.




## ROUTES

A route is a combination of two or more waypoints, combined to define a course of travel. Routes are used for navigation purposes as destinations.


The **Routes** menu item in GPS Menu has some additional information after it: **[RR]** is the number of all routes stored in the memory.

- Press  **SELECT** to open the **Routes** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

The routes menu shows you all the routes that are currently stored in your phone's memory.




To delete all routes at once, select **Delete all** and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**.


## CREATING A NEW ROUTE

Choose **New** by pressing  **SELECT**. If there is no free memory for routes left, the text **No free memory** will be shown. In this case, you cannot store any new routes unless you first delete some old ones.

Initially, there are no waypoints on a new route, but you can add and remove them as you like.



### *Adding a waypoint*

- To add the first waypoint to the route, press  **INSERT**.
- To add more waypoints to the route, select a row and press  **SELECT**. Select whether you want to add a waypoint before or after the selected waypoint on the route, and press  **SELECT**.






You will enter a menu in which you can select a waypoint. Make a choice and press  **OK**.



### *Deleting a waypoint*



Select a waypoint from the route. Press  **SELECT**.  
Select **Delete** and press  **OK**.

### *Finishing route creation*



1. When you are finished with creating the new route, press  **DONE**.
2. If there is more than one waypoint on the route, you will enter a menu in which you can name the route, and choose whether you want to save or discard it.
3. As a default setting, the route name will consist of the first and last waypoint on the route.
  - Select **Name** and press  **CHANGE** if you wish to edit the name.
  - Use  **CLEAR** to delete characters, and alpha-numeric keys to enter new ones.
4. You are asked if you want to save the route. Make a selection by pressing  **NO** or  **OK**.

## **SETTING DESTINATION**



You can set a route to be used as destination. Bene-fon ESC! will then give you directions to navigate the route, from point to point.


1. Select a route from the list. Press  **SELECT**.
2. Select **Set as destination** and press  **OK**.
3. You will enter a menu where you can choose the starting point and travelling direction you wish to use when navigating.

### *Changing starting point*

- Select **Starting point** and press  **CHANGE**.
- Select a waypoint and press  **OK**.





### *Changing travelling direction*

- Select **Travelling direction** and press  **CHANGE**.
- Travelling direction can be chosen from two options, where the direction is implied by the first and last point on a route. Make a choice and press  **OK**.



4. When you are finished, press  **DONE**. The text **Destination changed** will be shown.

## SENDING A ROUTE


You can send a route with all its waypoints to another Benefon ESC! phone.

1. Select a route from the list and press  **SELECT**.
2. Use  to select **Send route** and press  **SELECT**.
3. You will be requested to select a receiver for the route. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.



*To recall a phone number from the phone book, please do as follows:*


Clear any numbers by pressing and holding  **CLEAR** for a few seconds. Then press  **SEARCH**.

If desired, key in the initials of the name.















Scroll through the phone book with  until the correct number is selected.

4. Press  **OK**.

5. If required to do so, confirm the sending by pressing  **OK** or cancel the operation by pressing  **NO**.

Please note that route is sent in one or more short messages, so the price of a regular short message will be charged from you for each message you send. You can cancel the sending whenever you want by pressing  **CANCEL**.

## VIEWING THE MAP

1. Select a route from the list. Press  **SELECT**.
2. Select **Show map** and press  **SELECT**.
3. You will see a map, with the first waypoint of the selected route shown in the middle.
  - Use  to move between the waypoints.
  - Use  and  to zoom in and out.
  - Use  **1**,  **2**,  **3**,  **4**,  **5**,  **6**,  **7**,  **8**, and  **9** to scroll the map.

## WAYPOINT LIST: VIEWING AND EDITING

1. Select a route from the list. Press **SELECT**.
2. Select **List waypoints** and press **SELECT**.
3. You can now view a list of route waypoints, and add and remove waypoints from it. This sub-menu functions as the *Creating a new route* feature described above.

## MEASURING LENGTH

1. Select a route from the list. Press **SELECT**.
2. Select **Measure length** and press **SELECT**. You will see the route length.
3. Press **QUIT** when done.

## RENAMING

1. Select a route from the list. Press **SELECT**.
2. Select **Rename** and press **SELECT**. You will enter a menu in which you can rename the route.

3. Use **CLEAR** to delete characters, and alphanumeric keys to key in new ones. Press **OK** when done.

## DUPLICATING

1. Select a route from the list. Press **SELECT**.
2. Select **Duplicate** and press **OK**.
3. The selected route is duplicated, and will be named after the original route, with a running number included.

## DELETING

1. Select a route from the list. Press **SELECT**.
2. Select **Delete** and press **OK**.
3. Confirm the deletion by pressing **OK** again, or cancel the operation by pressing **NO**.

## FRIEND FIND

The Friend Find features are designed to take advantage of the unique combination of GPS and GSM equipment of Benefon Esc!. Based on position information and the short message service (SMS), they make functions such as accurate locating or tracking a friend possible.

The basic principle of the Friend Find functions is storing the positions of other Benefon ESC! phones in a Benefon Esc!, along with other information such as their speed and direction of movement. This information can later be updated by position updates.

### *Position updates*

A phone can update its position information in another phone by sending a position update. Such updates can be sent whenever desired, but a phone can also ask for an update by sending a request.

### *Tracking*

Sending repeated position updates is called tracking, in which case the updates are known as track-

ing updates. A phone can start sending tracking updates whenever desired, but tracking can also be requested by another phone.

The following restrictions apply to sending and receiving tracking updates:

- You can send tracking updates to one phone number at a time. To start sending tracking to another phone, you need to cancel the original tracking.
- You can receive tracking from any number of phones.



The position information from position and tracking updates is stored as a friend point, which can be viewed on a map, used as a destination, or saved as a regular waypoint.

None of the Friend Find features allow your position to be revealed to anyone else without your specific consent.




As the Friend Find features are based on short messages, the price of a regular short message will be charged from you for each Friend Find message you send, whether it be an update or a request.

## Friend list

The **Friend Find** menu item in GPS Menu has some additional information after it: **[FF]** is the number of all friend points stored in the memory.

- Press  **SELECT** to open the **Friend Find** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

The Friend Find menu shows you all the friend points.




To delete all friend points at once, select **Delete all** and press  **OK**. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**.

Please note that many Friend Find functions can also be used by pointing at a friend point on the Map navigator page.

For further information, please see *Brief overview of navigator use, Map, Pointing mode*.


## ACTIVE TRACKING



If you are being tracked by another phone, you can find out information about this as follows:

1. Select **Active tracking** by pressing  **SELECT**.
2. You will see the phone number you are sending tracking updates to, or the name if it is available in the phone book. You will also see the number of tracking updates you have sent. If you are not constantly sending tracking updates, you will just see the text **No active tracking**.
3. To stop sending updates, press  **CANCEL**. The text **Sending tracking cancelled** will be shown.
4. To return to the previous menu level, press  **QUIT**.




## CREATING A NEW FRIEND POINT

Each phone to which you want to send updates or requests is assumed to be specified as a friend point.

1. To create a new friend point, choose **New** by pressing  **SELECT**.

2. If there is no free memory for friend points left, the text **No free memory** will be shown. In this case, you cannot store any new friend points unless you first delete some old ones.
3. If there is enough memory, you will be asked for the phone number of the friend. Key it in and press  **OK**. You can also recall a number from the phone book by pressing  **SEARCH**.

*Recalling a phone number from the phone book is done as follows:*

- If desired, key in the initials of the name. If you do not provide any initials, you will start searching at the top of the phone book list.
  - Scroll through the phone book with  until the correct number is selected.
  - Press  **OK**.
4. Having pressed  **OK**, you will be returned to the Friend Find menu, where you will see the new friend point.



The position of a new friend point will initially be unknown, so you may want to send a position request to it.

A new friend point is also always "unauthorized", which means that you will under no circumstances respond to any requests sent by it automatically. For further information, please see *Authorizing* below.

Please note that a new, unauthorized friend point is also automatically created whenever you receive a request or an update from a phone number that has not previously been specified as a friend point.

## SETTING POSITION



You can trick the phone into believing that the selected friend point is your current position. This is useful e.g. when you want to use the map while conserving the battery by not having the GPS on, or when you want to speed up the initial position calculations of the GPS.

1. Select a friend point from the list and press  **SELECT**.
2. Select **Set position** and press  **SELECT**.

This option is only available when the GPS module is not active or has no valid position.

## SETTING DESTINATION

You can set any friend point to be used as destination. Benefon ESC! will then give you directions to navigate to that point.

1. Select a friend point from the list and press  **SELECT**.
2. Select **Set as destination** and press  **OK**. The text **Destination changed** will be shown.
3. If the position of the friend point is unknown (i.e. no updates have been received from it yet), the text **Position unknown** will be shown and destination will not be changed.



Please note that a friend point's position may change while you are using it as destination. In this case, navigating will be automatically continued towards the new, updated position.


## AUTHORIZING



When you receive a request from another phone, asking that you send a position update or start sending tracking updates, you will usually be asked for a confirmation.

Sometimes, however, you may want to make a friend point **authorized** so that all requests from that friend's phone number will be automatically responded.



To authorize a friend, do as follows:

1. Select a friend point from the list and press  **SELECT**.
2. Select **Authorize** and press  **OK**.

To unauthorize a friend again, select **Unauthorize** and press  **OK**.

Authorized friends are shown in the Friend Find menu with the  symbol beside them, while unauthorized ones have the  symbol.

## SENDING A POSITION UPDATE



1. Select a friend point from the list and press  **SELECT**.
2. Select **Send update** and press  **SELECT**.
3. The text **Sending...** will be shown, followed by the text **Position update sent**.
4. Your position will be updated in the receiving Benefon ESC! phone.

## RECEIVING A POSITION UPDATE

When you receive a position update from another phone, an alert sound is heard, and the text **Position update received** is shown.

Position updates are also shown in the incoming traffic page after they are received. For further information, please see *Brief overview of phone use, Incoming traffic*.

## REQUESTING A POSITION UPDATE

1. Select a friend point from the list and press  **SELECT**.
2. Select **Request update** and press  **SELECT**.
3. The text **Sending...** will be shown, followed by the text **Position request sent**.

## RECEIVING A POSITION REQUEST

When you receive a position request, an alert sound is heard.




- If the sender of the request is specified to be authorized, a position update will be sent to it at

once. For further information, please see *Authorizing* above.


- If the sender of the request is specified to be unauthorized, the text **Position request received** is shown.

An unauthorized position request is also shown in the incoming traffic page after it is received. For further information, please see *Brief overview of phone use, Incoming traffic*.

## SENDING TRACKING



1. Select a friend point from the list and press  **SELECT**.
2. Select **Send tracking** and press  **SELECT**.
3. You can only send tracking to one friend at a time. If you are already sending tracking to some other phone, the text **Tracking is already active** is shown. In this case, you will have to cancel the currently active sending before you can start to send tracking to another phone.
4. You will be asked to specify an interval for sending position updates. Key it in with the numeric keys and press  **NEXT**.



5. You will be asked to specify the number of updates that will be sent. Key it in with the numeric keys and press  **OK**.
6. Tracking will start. Your phone will automatically send tracking updates at the set interval, until you either cancel the sending, or the receiver requests to stop it, or the set number of updates have been sent.
7. Whenever a tracking update is sent, the text **Sending...** will be shown.

## CANCELLING SENDING

Once you have started sending tracking updates to a phone, the phone will go on tracking until you stop it manually, or the set number of updates have been sent. You may stop the tracking as follows:

1. Select the friend point to which you are sending tracking from the list and press  **SELECT**.
2. Select **Cancel sending** and press  **OK**. The text **Sending tracking cancelled** is shown.




Moreover, the receiving party can send a request that you stop sending updates, which will also end tracking at once.

## RECEIVING TRACKING

When you receive a tracking update from another phone, an alert sound is heard and the text **Tracking update received** is shown.

Tracking updates are also displayed in the incoming traffic page immediately after they are received. For further information, please see *Brief overview of phone use, Incoming traffic*.

## REQUESTING TRACKING

1. Select a friend point from the list and press  **SELECT**.
2. Select **Request tracking** and press  **SELECT**.
3. Key in the desired interval for receiving tracking updates. Press  **OK** when you are done.
4. The text **Sending...** will be shown, followed by the text **Tracking request sent**.



## RECEIVING A TRACKING REQUEST

1. When you receive a tracking request from another phone, an alert sound is heard.
  - If the sender of the request is specified to be authorized, a tracking update will be sent to it at once. More updates will also be sent to it at intervals requested by the sender.
  - If the sender of the request is specified to be unauthorized, the text **Tracking request received** is shown.

An unauthorized tracking request is also shown in the incoming traffic page immediately after it is received. For further information, please see *Brief overview of phone use, Incoming traffic*.

## CANCELLING A TRACKING REQUEST



You may request a phone to stop sending you tracking updates at any time.

1. Select friend point from which you are receiving tracking. Press  **SELECT**.
2. Select **Cancel request** and press  **OK**. The text **Cancellation request sent** is shown.

Moreover, the receiving party can send you a request to stop sending updates. In this case, tracking will end at once.


## SENDING COORDINATES





You can send the coordinates of a friend point as a part of a short message.

1. Select a friend point from the list and press  **SELECT**.
2. Select **Send coordinates** and press  **SELECT**.
3. You can now enter a short message to accompany the coordinates. This can be done the same way as writing any short message. For further information, please see *GSM Menu, Messages, Write message*.

## REQUESTING A ROUTE

You can request a service provider to send you a route to the selected point. This is done as follows:



1. Select a friend point from the list and press  **SELECT**.











2. Use  to select **Request route** and press  **SELECT**.
3. You will be requested to select a receiver for the request. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book/phone book.
4. Press  **OK**.

Please note that request is sent as a short message, so the price of a regular short message will be charged from you for each request you send. Moreover, the service provider may charge you for sending the route.





This service is only available from certain service providers.

## VIEWING THE MAP



1. Select a friend point from the list and press  **SELECT**.
2. Select **Show map** and press  **SELECT**.
3. You will see a map, with the selected friend point shown in the middle.

- Use  and  to zoom in and out.
- Use        and  to scroll the map.


## SAVING AS A WAYPOINT

1. Select a friend point from the list and press  **SELECT**.
2. Select **Save as waypoint** and press  **SELECT**.
3. If there is no free memory for waypoints left, the text **No free memory** will be shown. In this case, you cannot store any new waypoints unless you first delete some old ones.
4. You can now choose whether you want to change the title or symbol of the waypoint. Choose the item you want to edit by selecting it with . Press  **CHANGE**.




### *Editing waypoint title*

Remove characters by pressing  **CLEAR**.  
Key in a new title and press  **OK**.





### *Changing waypoint symbol*

A total of five rows of waypoint symbols with nine icons on each are available to you. Select a row with . Press the numeric key which corresponds the desired symbol.

When the key has been pressed, you will return automatically to the previous menu level.

5. When you are finished with editing the new waypoint, press  **DONE**.
6. You are asked if you want to save the new waypoint or discard it. Use  to make the selection and press  **OK**.
7. You will return to the Friend Find menu.



### **DELETING**

1. Select a friend point from the list and press  **SELECT**.
2. Select **Delete** and press  **OK**.
3. Confirm the deletion by pressing  **OK** again, or cancel the operation by pressing  **NO**.



## **MAPS**

You can view and manipulate the maps in the phone's memory by accessing them via this menu.

The **Maps** menu item in GPS Menu has some additional information after it: **[MM]** is the number of all maps stored in the memory.




- Press  **SELECT** to open the **Maps** menu.
- Press  **QUIT** to cancel the operation and return to previous menu level.

### **Viewing and manipulating maps**

1. Select the world map or one of the additional maps from the list and press  **SELECT**.
2. The selected map will be shown in a mode similar to *Pointing mode*. In it you can move a pointer to scroll the map, or use it to manipulate the waypoints and other data. Please refer to *Brief overview of GPS use, Map, Pointing mode* for further information.
3. Press  **QUIT** to return to Maps menu when you are finished.





## SENDING COORDINATES

You can send the coordinates of your present position as a part of a short message.



1. Press  **GPS** to enter the GPS Menu.
2. Use  to select **Send coordinates** and press  **SELECT**.
3. You can now enter a short message to accompany the coordinates. This can be done the same way as writing any short message. For further information, please see *GSM Menu, Messages, Write message*.



## REQUESTING SERVICE

You can request to a service provider to send you a waypoint or a route to a point, defined by some text; e.g. a street address. This is done as follows:

1. Press  **GPS** to enter the GPS Menu.
2. Use  to select **Request service** and press  **SELECT**.
3. You will then be able to enter some text. Key it in with the alphanumeric keys and press  **SELECT**.

4. You will be requested to choose the type of service:

- To request one or more waypoints, e.g. positions of local pizzerias, select **Request waypoint** and press  **SELECT**.
- To request a route to a specific point, e.g. nearest local pizzeria, select **Request route** and press  **SELECT**.




5. You will be requested to select a receiver for the request. Either key in a phone number, using numeric keys and  **CLEAR**, or select a number from the phone book.
6. Press  **OK**.

Please note that request is sent as a short message, so the price of a regular short message will be charged from you for each request you send. Moreover, the service provider may charge you for sending a route or waypoints.

In order for these services to work, your position is sent to the service provider each time you use the services. The services are only available from certain service providers.




## UPDATING POSITION

You make the GPS receiver update your position at once, regardless of the GPS receiver activity you have set in the Quick Menu.

1. Press  **GPS** to enter the GPS Menu.
2. Use  to select **Update position** and press  **OK**.

## CLEARING DESTINATION

When you no longer want to use a point as destination, do as follows:

1. Press  **GPS** to enter the GPS Menu.
2. Use  to select **Clear destination**. Press  **OK**.







After clearing the destination, the navigator pages will no longer provide any guidance in navigating to a destination.

You do not need to clear the destination to be able to select a new destination.

Destination can only be cleared when a point is being used as destination.

## RESETTING METERS

To reset the speed and odometer information in your phone, do as follows:

1. Press  **GPS** to enter the GPS Menu.
2. Use  to select **Reset meters**. Press  **SELECT**.
3. Select which meters you want to reset. Turn the options on and off by selecting them with  and pressing  **CHANGE**.
4. Press  **DONE** when you are finished.

# BATTERY

## FITTING AND REMOVING

**Fitting:** Place the bottom of the battery into the corners at the bottom of the phone. Push the battery towards the rear of the phone until it locks into place.

**Removing:** Push the release catch downwards and pull the battery carefully away of the phone.

## TYPES AND SIZES

There are two kinds of batteries available for this phone:

- **Li-Ion 650 mAh (BBL-77-S)**
- **Li-Ion 1050 mAh (BBL-77-P).**

## TEMPERATURE

Batteries function best at room temperature (+20°C).

At temperatures below 0°C, use a battery which is freshly recharged.

At temperatures below -25°C the battery will not supply power and the phone cannot be used. Upon warming up, the phone will function properly again.

Use of the phone is prevented at temperatures above +60°C to ensure equipment safety. After cooling off, the phone will function properly.

At room temperature (+20°C) the Li-Ion battery loses more than 15% of its capacity in a month. During the first two days the loss of a capacity is usually several percent.

Higher temperatures will accelerate the discharging process.

## EMPTY BATTERY

The battery symbol is shown in the display. The "liquid level" in the symbol shows how full the battery is.

When the battery is almost empty a beep is heard and the text **Battery low** will be displayed.

When the battery is totally empty the power will turn off. Charge the battery or replace it with a re-charged battery.

## MAINS CHARGERS

**The mains charger available for this phone is the quick charger CMA-70-230 with its cable FMC-70.**

The mains charger should only be used indoors. Make sure that the voltage in the country which you are staying corresponds to the voltage (230 V) of the charger.

When charging, connect the charger (round) end of the cable into the charger and lock it by turning it half a turn clockwise. Plug the square end of the cable (with the arrow facing down) into the left side of the bottom connector on the phone.

Plug the charger into a mains outlet. Charging will start automatically.

The mains charger is usually provided with the phone, but is also available from the assortment of Benefon accessories.

Other charger types are introduced in the chapter *Accessories*.

## CHARGING

The phone controls the charging status, battery temperature and power supply during the charging operation.

The phone will turn on when the charger is connected.

However, when charging a totally empty battery, the phone might not turn on immediately.

The phone and the battery can be left in the charger even for several days without any fear of damage.

The ideal temperature range for charging is  $+10^{\circ}\dots+30^{\circ}\text{C}$ . If charging the battery above or below these temperatures the life of battery may be shortened. Also, the battery may not reach full capacity.

When charging, the display will repeatedly show the "liquid level" rising from top to bottom.

When the battery is fully charged, the charging status will remain on the display.

Please note, that in case you change the battery to another battery, we cannot guarantee that the battery indicator will show the right state of charge au-



tomatically. To reset the battery indicator to correspond with the "new" battery, you must charge the "new" battery until it is full.

## **Charging times**

Charging time depends on what kind of charger and battery you have in use. E.g. when charging the Li-Ion batteries with the quick charger, about 70% of the battery capacity will be charged quickly, but charging the remaining 30% takes a relatively longer time.

Also please note, that the following charging times are approximate and measured at room temperature (+20°C).

### **Quick mains charger CMA-70-230:**

- about 2...2,5 hours with an empty Li-Ion battery, size 650 mAh
- about 3...3,5 hours with an empty Li-Ion battery, size 1050 mAh

## **CARE AND MAINTENANCE**

Note, that if you use an old battery, the continuous operating time is less than when using a new battery.

The battery must be cared for and stored properly to ensure that the battery reaches and maintains the fullest possible capacity. Proper care and storage also guarantee maximum battery life.

Sometimes a new or a long-stored battery has a voltage so low that the phone will not turn on immediately after you have fitted the battery. Wait and the phone will turn on after a few moments.

When storing batteries for a long time, it is recommended that the batteries are kept cool and fully charged in a dry place.

### **Safety regulations (applying to batteries in use as well as batteries taken out of use):**

- Protect the battery from heat. High temperatures may damage batteries. Do not warm up the battery or use it near a fire.
- Do not open the battery by yourself or pierce holes in it.

- Do not drop, knock, twist or shake the battery or otherwise handle the battery roughly.
- Do not wet the battery or immerse it in water.
- Charge and recharge the battery only with a charger specifies in the manual. Use the battery only for the purpose it is intended for.
- Only allow service personnel authorised by Benefon to service your phone.

## DISPOSAL

Li-Ion batteries do not contain heavy metals which can damage the environment. Batteries should be disposed of according to the country-specific regulations.

## OPERATING TIME

To conserve battery, you may consider the following:

- Use **Low power** GPS receiver mode when you don't need the best possible accuracy and reliability provided by the **Full power** mode. For further information, please see the chapter *Brief*

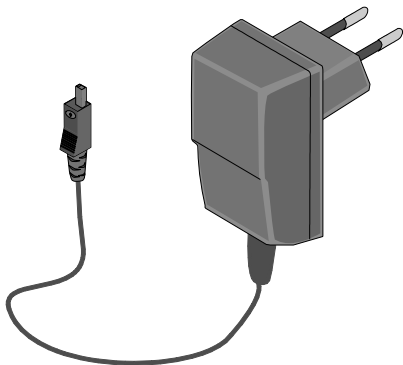
*overview of navigator use, First steps, Turning the GPS receiver on.*

- Keep the GPS receiver **Off** when you are not actively navigating.
- You can view maps even without running the GPS receiver. You may also use the **Set position** feature to set your position manually if desired (for further information, please see the chapters *Brief overview of navigator use, Map, Pointing mode, Setting position*).
- Use the **Screen saver**. For further information, please see the chapter *Main menu, Settings, User interface*.
- Turn off the lights of the phone. Especially, only use the **Night environment** when you specifically need to have the lights on all the time. For further information, please see the chapter *Main menu, Settings, Environments*.
- Turn off the GSM module when in an area with no GSM network coverage. For further information, please see the chapter *Main menu, Settings, GSM*.

## ACCESSORIES

This is a short introduction about the accessories available for this phone. You may also check **www.benefon.com** for a complete list of accessories.

### MAINS CHARGER CMA-70-230



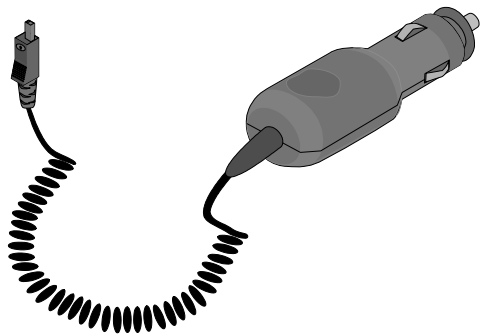
The mains charger available for this phone is quick charger CMA-70-230 with its cable FMC-70.

The mains charger should only be used indoors. Make sure that the voltage in the country which you are staying corresponds to the voltage (230 V) of the charger.

When charging, connect the round end of the cable into the charger and lock it by turning it half a turn clockwise. Plug the square end of the cable into the left side of the bottom connector on the phone.

Plug the charger into a mains outlet. Charging will start automatically.

## **CIGARETTE LIGHTER CHARGER CCS-71-12**



You can charge the phone battery with the cigarette lighter charger using your vehicle's cigarette lighter.

Plug the charger into the cigarette lighter outlet in the vehicle and into the socket at the bottom of the phone. Charging will start automatically. The charger takes its power from the vehicle battery.

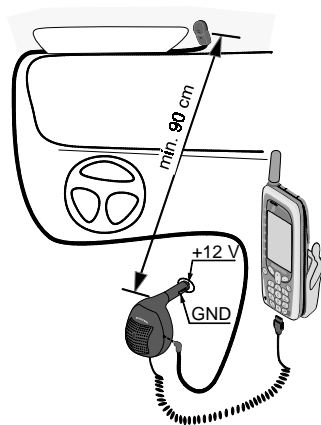
## **PORTABLE HANDS FREE EHE70**



The portable hands free kit is designed to make the use of the phone easier in various working situations.

When you use the earpiece and microphone, you can make and answer phone calls and work with your hands at the same time. This light weight accessory also comes with an adjustable clothes clip.

## PLUG-IN HANDS FREE GMA70



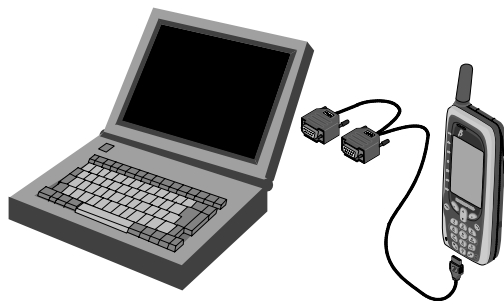
With the plug-in hands free car kit, using the phone is easier and safer while driving.

The portable car kit needs no permanent installation. This makes it easy to install: all you need to do is plug the car kit into the cigarette lighter outlet in the car and into the bottom connector of the

phone. Make sure the microphone is placed in an audible position.

With the plug-in hands free car kit you can also charge the battery of your phone by using your vehicle's cigarette lighter.

## BENEWIN PRO WITH NMEA 0183 CABLE



This package includes BeneWin Pro software, modem drivers, and NMEA 0183 cable (with data and NMEA adapters).

**BeneWin Pro** is a PC-based program that allows you to access the memory data of your phone. With

the help of BeneWin Pro, you can also compose your own alert tone for your phone. Using the BeneWin Pro and a PC, you can easily edit, read and save the phone book, phone settings, short messages, environments, and calendar data.

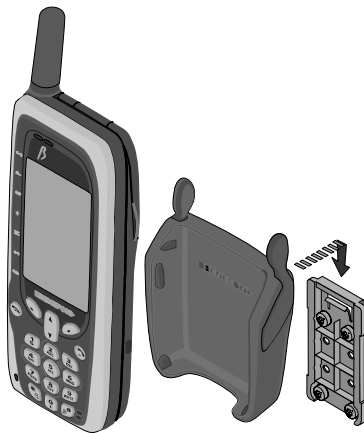
The BeneWin Pro also includes some additional functions, such as settings for maps, routes, and waypoints as well as settings for telematics. It depends on your phone model whether you can use these functions or not.

With **the data adapter** you can connect the phone to a computer and transfer BeneWin-based data between a PC and your phone.

You do not need a separate modem for using this equipment. **The modem drivers** included in the package offer you access to your email, fax and Internet. By using the modem drivers with the data adapter you can, e.g. check your email or surf in the Internet, assuming an Internet browser has been installed in your computer (a browser is not included in the package).

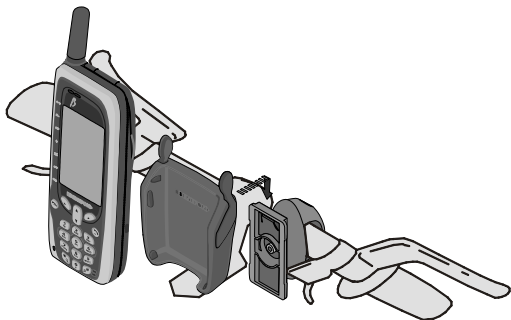
**The NMEA 0183 adapter** is used for transferring position data between the phone and some navigation systems (e.g. a map software). A map software is sold separately, it is not included in this package.

## LIGHT HOLDER KGC70



The light holder holds your phone steadily in place when you are driving. The holder is also very useful when, for example, you are charging the battery with the cigarette lighter charger.

## BICYCLE HOLDER



The bicycle holder holds your phone steadily in place on your bike's handlebar so it can be easily viewed while riding.

## CARRYING CASE

A carrying case can be used for carrying the phone. It also protects the phone from impacts.

A carrying case can be fastened to e.g. a belt or a backbag for easy carrying.

There are two different carrying case models available: trendline and outdoor.

## EXTERNAL GPS ANTENNA



The external (active) GPS antenna can be used when reliable satellite signals for navigation are needed. In addition to being more powerful than the regular GPS antenna, it can also be placed as far as five meters away from the phone. This way,

it can be placed for example on the roof of a car or a boat. The antenna can be attached to a backbag strap, as well.

## **CROSS-COUNTRY ANTENNA**

The cross-country (power) antenna can be used to replace the regular GSM antenna. It is useful in areas where the GSM network signal strength is weak.



## **APPENDIXES**

### **CARE AND MAINTENANCE**

- Dust and dirt may damage the moving parts of your phone. Do not use or keep the phone in dusty or dirty surroundings.
- Protect the phone from heat. High temperatures may shorten the life of the electronic devices, melt or warp plastics and damage batteries. Do not use the battery near fire.
- Only allow service personnel authorised by the dealer to service your phone. Do not open the phone or battery by yourself.
- Charge and recharge the battery only with the charger specified in the manual. Use the battery only for the purpose it is intended.
- Rough handling may break the circuitry inside the phone. Do not drop, knock or shake the phone or its battery.
- Keep the phone dry. Although the phone is splash water proof, you should not let it get completely soaked. Liquids contain minerals which could corrode electronic circuits. If the phone gets wet, turn it off and dry the phone and the battery immediately. Put the phone into an

upright position and let it dry. It is recommended that a dealer or service personnel check that the phone functions properly.

- Clean the phone with a soft cloth, dampened slightly with mild soapy water. Do not clean the phone with harsh chemicals, solvents or other corrosive substances.

### **PROBLEMS YOU CAN SOLVE**

#### **If the phone will not turn on**

Make sure that,

- the battery is correctly in place
- the battery is not totally empty.
- the battery contacts are clean.

#### **If the SIM card has been blocked**

If the PIN code has been entered incorrectly three times in a row, the PIN code will be locked. To unlock the code you must enter the PUK code.

If you fail to enter the correct PUK code within ten attempts, your SIM card will be permanently

blocked. In that case the text **Card blocked** will be displayed. Contact your network operator to get a new SIM card.

## If you lose your SIM card

Contact your network operator to invalidate the card and get a new one. A lost card can be misused if you have disabled the **Ask PIN code** option.

Even though you find the lost card later, it cannot be used if it has once been invalidated.

## If your phone gets lost

Contact your network operator immediately and let them know the IMEI code to prevent the unauthorized use of the phone.

You find the 15-digit IMEI code easily from the type label of the phone. It is recommended to write down the IMEI code and store it in a safe place right after you have bought the phone.

Let the network operator know if the SIM card was in the phone. If the phone has been stolen, notify the police.

## If your phone does not function


Make sure that

- your phone is turned on
- you are in the network operator's coverage area
- the malfunction is not caused by the **Call barring** or **Call divert** options
- the SIM card is correctly inserted and it is not damaged or invalidated.

## If you cannot read, store or modify information in phone book

The FDN phone book may be in use. You need the PIN2 code for turning it off. For further information about the FDN phone book, please see the chapters *Main Menu*, *Settings*, *Security*, *Fixed Dialing* and *GSM Menu*, *Phone book*.

## Wrong language

If the language of the phone has changed for some reason, pressing  for five seconds will change the language to English.

At the same time the settings will be reset to the factory ones. Use of this key does not affect the contents of the phone book entries.

## "Searching for network"

The message **Searching for network** is displayed when you are outside the network operator's coverage area. You are in a "shadow area" where signal strength is too weak for radio communication.

In any unclear situation, you are always welcome to contact your dealer, an authorized Benefon service centre or the network operator.

## "Poor GPS coverage"

The text **Poor GPS coverage** is displayed when the GPS receiver is active and unable to determine your current position within a few minutes. This happens when not enough satellites are visible.

Make sure that the GPS antenna is pointing up and that it has an unobstructed view of the sky. The GPS receiver does not work indoors.

# VOCABULARY OF GSM TERMS

## SIM card

The SIM card supplied by your network operator contains all subscriber-related information, for example, your international mobile subscriber identity (IMSI) number. The SIM card memory can store phone numbers and names.

If your SIM card gets lost or misplaced contact your network operator immediately.

A phone without a SIM card can be used to make only emergency calls, although many other features such as GPS navigation will work normally.

## PIN code

Your SIM card is protected by a PIN (Personal Identification Number) code of 4 to 8 digits. Using this code prevents unauthorized use of your phone and SIM card. Your PIN code is normally supplied with the SIM card.

Your phone prompts you to enter your PIN code when you turn on the phone. You can disable the **Ask PIN code** option from the menu, but it is rec-

ommended you keep the request on. You can change the PIN code in the menu.

If the correct PIN code is not entered after three attempts the SIM card will be disabled. You then must use your PUK code to enable the PIN code and the SIM card.

## **PIN2 code**

You need a PIN2 code for setting and resetting certain SIM functions, e.g. charge counters and limits.

The PIN2 code (4 to 8 digits) is supplied by your network operator.

## **PUK code**

The PUK code is used to open the disabled SIM card. The 8-digit PUK code is normally supplied with the SIM card.

The SIM card will be permanently disabled after entering wrong PUK code ten times. After that only emergency calls can be made. Contact your network operator for a new SIM card.

## **PUK2 code**

The PUK2 code is used to open the disabled PIN2 code. The 8-digit PUK2 code is supplied with the PIN2 code.

In case your PUK2 code gets lost, contact your network operator.

## **Phone code**

The phone code (4 - 8 digits) is used to prevent the unauthorized use of the phone. When the phone code request is set on in the menu the phone prompts you to enter the phone code when you turn the phone on. If you wish, you can also turn the phone code request off as well as change the phone code in the menu.

The phone code is a security code, which is associated with the phone itself, not with the SIM card.

The code is given by the manufacturer and provided in the sales package of the phone. Keep the code in the safe place, separate from the phone.

## Network code

You need a network code for certain network services, e.g. call barring. The network code (4 digits) is supplied by your network operator.

You can set **Call barring** options and change the network code from the menu.

## IMEI code

An IMEI (International Mobile Equipment Identity) code is used to identify the mobile phone. You will find your 15-digit IMEI code easily from the type label of the phone.

It is also recommended that you write down your IMEI code and store it in a safe place. This will help prevent unauthorized use of the phone if it gets lost or stolen.

## Network operator

An organization which maintains a mobile network providing telecommunication connections and services.

## Service provider

The service provider is an organization which provides telecommunication services to the users. The service provider can also be a network operator.

In this manual the term 'network operator' indicates both the network operator and the service provider.

## VOCABULARY OF GPS TERMS

### Waypoint

A waypoint is a location or spot that consists of a label, a symbol for showing it on the map, and a pair of coordinates (latitude and longitude). Waypoints are used for navigation purposes, i.e. to mark spots and use them as destinations, or to combine several waypoints to a route.

For further information about waypoints, please see the chapter *GPS Menu, Waypoints*.

## **Route**

A route is a combination of two or more waypoints, combined to define a course of travel. Routes are used for navigation purposes as destinations.

For further information about routes, please see the chapter *GPS Menu, Routes*.

## **Friend Find**

The Friend Find features are based for sharing position information via the short message service (SMS). Friend Find makes functions such as accurate locating or tracking a friend possible.

For further information about Friend Find, position updates and tracking, please see the chapter *GPS Menu, Friend Find*.

## **Friend point**

The position information of another Benefon Esc! user. It can be used for navigation as a waypoint, but can be updated by using the Friend Find features.

## **Destination**

Benefon Esc! can give you navigational guidance to a point or along a route. That point or route is called destination.

The terms "next destination" and "last destination" refer to the next waypoint and last waypoint on a route used as destination, respectively.

## **Track**

Compass direction of movement, in degrees.

## **Bearing**

Compass direction to destination, in degrees.

## **Estimated Time Enroute (ETE)**

Approximate time needed to travel to the destination, calculated using average speed and distance to the destination.

## **Estimated Time of Arrival (ETA)**

Approximate time of arrival at the destination, calculated using average speed and distance to the destination.

# CYRILLIC CHARACTER SET

This guide includes some additional information and specifications applying to the Benefon Esc! phone model sold in some market areas of Eastern Europe.

## GENERAL INFORMATION

With this phone model you can use cyrillic characters. The cyrillic character set is available in the normal text input mode, i.e. the spelling mode.

When writing text with **the T9 text input** mode, the character set is determined according to the chosen T9 language.

Also note that the maximum amount of characters in one message is limited to 160.


If you write a long message mainly with *cyrillic* characters, the message will be sent in several packages (i.e. the charge of this message might be increased).

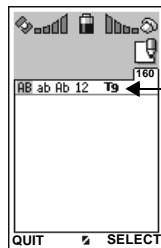
Cyrillic and latin characters can be mixed in one word or message.

Cyrillic characters can be used with these functions, whenever alpha keys are normally available:

- Short messages
- Phone book
- Calendar
- Web profiles
- Environments.


## SELECTING CYRILLIC CHARACTERS

1. First turn the T9 mode off by pressing .





When the **T9** is turned on, **T9** is visible.

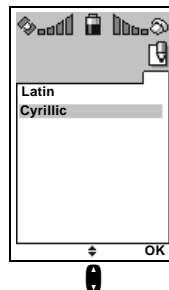
When the **T9** is turned off, **T9** is invisible.

2. Enter the character set menu by pressing  for a few seconds.









Press and hold for 1-2 sec.

3. Highlight the desired character set with  and press  OK.



4. The character set has been changed.

- **Direct access to numbers:** Press  until 12 is displayed.
- **Always key in number 1 as follows:** Press  until the character form is switched to 12. Press .
- **Always key in number 0 as follows:** Make sure, the **T9** is turned off. Press .
- **Direct access to special characters:** Press  for a few seconds. Scroll through the selection with  and press the corresponding key when the desired character is displayed.

For further information, please see the chapter *Memo, Alpha keys* in the *Benefon Esc! Owner's Manual*.



## CYRILLIC CHARACTERS

<b>1</b> ТЪ	Т	т									
<b>2</b> ABC	А а	Б б	В в	Г г	Г г		2	А а	Б б	С с	
<b>3</b> DEF	Д д	Е е	Ё ё	Ж ж	З з	Є є	3	Д д	Е е	Ф ф	
<b>4</b> GHI	И и	Й й	К к	Л л	І і	Ї ї	4	Г г	Н н	І і	
<b>5</b> JKL	М м	Н н	О о	П п			5	Ј ј	К к	Л л	
<b>6</b> MNO	Р р	С с	Т т	У у			6	М м	Н н	О о	
<b>7</b> PQRS	Ф ф	Х х	Ц ц	Ч ч			7	Р р	Q q	Р р	S s
<b>8</b> TUV	Ш ш	Щ щ	Ъ ъ	Ы ы			8	Т т	U u	V v	
<b>9</b> WXYZ	Ь ь	Э э	Ю ю	Я я			9	W w	X x	Y y	Z z
<b>0</b> +	0										