

User Guide

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Sprint PCS.SM

It's not just a better phone.

It's a better connection.SM

This phone will work only with service from Sprint PCS, which must be purchased separately. See Terms and Conditions of Services. Use only Sony-approved accessories with your CM-D600S phone.

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Made in the U.S.A. with U.S. and Japanese components.

Sony Electronics, Inc.

First things first: Call us to get activated.

Before you can use your new Sprint PCS Phone, you need to open your Sprint PCS Account – in other words, activate your phone. You do that by calling 1-888-715-4588 (in southern California, call 1-800-PCS-6699) from any phone other than your new Sprint PCS Phone. Don't worry. This call is on us.

Note: If a Sprint PCS Sales Representative has already activated your phone, then there's no need to place this call. Instead, see "How to unlock your phone" on the next page.

What you should know before you call.

- ▶ The call may take up to 30 minutes.
- ▶ Your Sprint PCS Phone will be ready for use about an hour after this call is finished.

What you should have handy.



- ▶ Your new Sprint PCS Phone
- ▶ The original packaging for your new phone
- ▶ Your billing address
- ▶ Your social security number or tax ID number

- ▶ Your driver's license number
- ▶ Pen and paper to write down your new Sprint PCS Phone Number


During this call, a Sprint PCS Customer Advocate will collect your information as well as help you select your Sprint PCS Service Features and a calling plan. Once you've made all your selections, they'll guide you through the activation process.

How to unlock your phone.

If you received your phone in the mail, you need to unlock your phone before you can begin making calls. Just follow these four simple steps:

1. Raise the earpiece.
2. Press  to turn on the phone.
3. Press  under [UNLOCK].
4. Enter the four-digit lock code you selected when you placed your order. (If you can't recall your code, call Customer Care at the numbers listed on page 3.)









Set up voicemail.

As soon as your account is up and running, we suggest that you press and hold  to set up your voicemail box. To learn about setting it up, please see page 27.

How to get help.

If you need help with this or anything else, we hope you'll call Sprint PCS Customer Care at 1-888-211-4PCS (4727).

In southern California, call 1-800-455-4551. You can also press

   from your activated Sprint PCS Phone (in southern California, press     ). A Sprint PCS Customer Advocate will answer (24 hours a day) and be happy to assist you.

Oh, one more important detail: Our services are provided to you under certain terms and conditions – all of which are listed in the brochure included in the box your phone came in.

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To start connecting, just press **POWER**.

If we've done our job as well as we think, you'll seldom have to refer to this small book – although it has very easy-to-follow steps for getting the most out of your new Sprint PCS Service.

The truth of the matter is this: We realize that you have been using phones all your life and take them pretty much for granted. You expect to clearly hear the voice on the other end, talk as long as you want, feel your conversation is private and not have to work hard merely to listen to a message.

That's partly why people are so intrigued with the new Sprint PCS Network and the phone you just purchased. Together, they could change the way you perceive wireless communications – especially when it comes to important things like really clear sound, privacy and time-saving features. Sprint PCS also has the potential to do something even more far-reaching – and that's to change the way people think about communicating.

One day you'll use a phone (even this phone) to download your faxes, turn on your home sprinkler system, reroute your e-mail, program your VCR or connect to your PC.

We honestly believe that we are closer to making all of these connections than anyone else. And well we should be. That's why we've built our Sprint PCS Network from the ground up. That's what our products and services are all about. And that's the kind of technology this phone is based on.

Thanks for choosing Sprint PCS.

As we said – to start connecting just slide the earpiece up and then press **POWER**.









Getting to know your phone.

1. **Red Light:** Illuminates when **POWER** is pressed and when you've got incoming calls and messages.
2. **Volume:** Lets you adjust the sound level and scroll through the menu options.
3. **Smart Key™ Labels:** Tell you what the current options are for the Smart Keys.
4. **Smart Keys:** Used to choose the option that is currently displayed above that key.
5. **TALK:** Lets you place a call and answer Call Waiting.
6. **Scroll Keys:** Allow you to scroll through the menu options and displays.
7. **INFO:** Provides additional information about your calls and displays your phone number.
8. **POWER:** Turns the phone on and off. Remember, your earpiece must be up to turn the phone on and off.
9. **CLEAR:** Allows you to clear the last entry.
10. **END:** Lets you disconnect a call and return to standby mode.
11. **Message Key:** Lets you access your voicemail box and listen to your messages.
12. **Earpiece:** Sliding it down locks the keypad or ends your call. Sliding it up unlocks the keypad and answers incoming calls.
13. **Antenna:** Makes the voice on the other end sound clearest when it's all the way up.



Display icons: What they tell you.

Display icons are all the graphic symbols that show up on your display screen. In short, they tell you what's going on. Just look below.

	Digital Indicator	Indicates that your Sprint PCS Phone is receiving a digital signal.
	Signal	Measures your current signal strength. The more lines there are, the stronger the signal.
	No Service	Shows that you are outside a Sprint PCS coverage area and cannot use your phone.
	In Use	Tells you a call is in progress.
	Roaming	If the icon is not displayed, you are in the Sprint PCS Network. If the icon is displayed (not flashing), you are in a PCS network with which Sprint PCS has a roaming agreement. If the icon is flashing, you are in an unknown service area.
	Messages	Indicates when you have messages waiting in voicemail.
	Battery	Shows the level of your battery charge. The more thick, diagonal lines you see, the more power you have left. When the charge is low, this icon blinks.
	Lock Icon	Displayed when the phone is on and the earpiece is down to indicate that the keypad is locked.

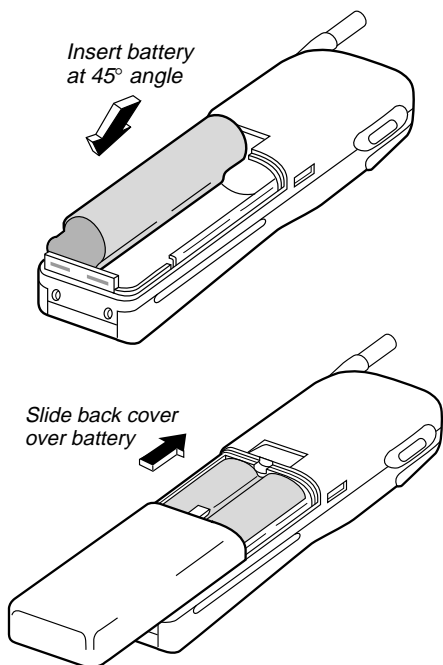
Battery pack: Putting in the power.

Your new Sprint PCS Phone comes with a rechargeable battery pack that is partially charged – so you can use it immediately after you activate, without any hassle. If you have the time, however, you should charge the battery as soon as possible, to get the most out of it.

Installing your battery pack.

To install your battery just follow these simple steps:

1. Press down on the battery release latch while sliding the back cover down and out.
2. Remove the battery cover.
3. Place the battery in the opening at a 45-degree angle with the metal contacts at the top, facing downward. (See next page.)
4. Gently press down on the battery until it's in place.
5. Replace the battery cover by sliding it toward the battery release latch.



Turning your phone on and off.

When you're ready to turn your Sprint PCS Phone on, check to see that the charged battery pack has been installed in the back of the phone or that you have an external power source (the rapid cigarette lighter adapter or the Hands-Free Car Kit). Then, simply raise the earpiece and press **POWER** until the red light at the top of the earpiece is lit. Now you're ready to make a call.

Turning off the phone is just as simple. With the earpiece raised, press **POWER** for a few seconds until “Powering Off” is displayed. The display will be blank when the power is off.

When turning your Sprint PCS Phone off, two rules apply:

- ▶ If you press **POWER** for less than one second, your phone will not turn off.
- ▶ If the earpiece is down, your phone will not turn off.

Taking your battery pack out.

1. First, turn the power off to avoid losing stored numbers and messages.
2. Press the battery release latch while sliding the battery cover down and out.
3. Hold the battery pack at the lower-right corner. Then, pull it up and out at a 45-degree angle.

Charging your battery pack.

You can tell whether or not your battery needs to be recharged just by checking the upper-right corner of your phone's display, where the battery charge indicator is located. When the battery charge level is low, the battery icon will blink and the phone will sound a tone.

If you continue to use your phone without recharging and the battery level becomes too low, the phone will turn off automatically. If this happens, unfortunately, you'll lose whatever you were just doing. So, watch that indicator and make sure your level is okay.

To charge your batteries, you should use the standard Sprint PCS desktop charger, travel charger or rapid cigarette lighter adapter. (The desktop charger is described in the next section. For more information on the travel charger and rapid cigarette lighter adapter, see the product user guide for each.)

Using the desktop charger.

First of all, a few words of wisdom or warning: You should only use Sony-approved desktop chargers and AC adapters with your Sprint PCS Phone. Using the wrong one could cause damage.

1. Plug one end of the AC adapter into the charger holder and the other end into a wall outlet.
2. Insert either the battery pack alone or the phone with the battery pack installed into the slot.

A red light on the charger will let you know the battery is charging. A green light tells you when the battery is at least 90 percent charged.

If your battery's charge is completely run down, it'll take about five to six hours to fully recharge. With the Sony-approved Lithium Ion battery pack, you don't have to completely discharge the battery before recharging it.

Function keys: What they make happen.

CLEAR

This key lets you do lots of things:

- ▶ To erase one character from the display screen, briefly press it once.
- ▶ To erase all of them, hold it down for one second.
- ▶ To back up one menu level when you're accessing menu options, press it once.
- ▶ To revert back to the standby display, hold it down for two seconds.

END

Press this key to disconnect a call. You can also press it to exit out of a menu and return to the phone's standby display.

INFO

Press this key to insert hyphens as well as hard or timed pauses when you're programming a number in your phone's memory. (See page 41.) This key also helps you access special characters when you're entering text, and gives you additional information and functions. You can press this key to display your Sprint PCS Phone Number when the main screen is displayed (the earpiece must be up).

TALK

Press this key to place a call, to access a second incoming call or to initiate Three-Way Calling.



Press either Smart Key to choose the operation displayed in the Smart Key Label directly above that key. Different labels will be displayed above the Smart Keys depending on the menu you're in or the task you're performing. Each time you press a Smart Key, a new label may be displayed.

Phone calls: How to make and receive them.

Whenever you make a call, follow these simple steps:

1. First, check to see that your Sprint PCS Phone is turned on. If you see the display indicators on the screen, that means the power is on.
2. Raise the earpiece.
3. Enter the phone number you're calling.
4. Press **TALK**.
5. When you're finished with your call, just press **END** or lower the earpiece to disconnect.

Correcting a misdial.

If you make a mistake while dialing a phone number, press **CLEAR** to erase the number one digit at a time. You can delete the entire number at once by pressing **CLEAR** and holding it down for at least one second.

Remembering your phone number.

You probably don't call your own Sprint PCS Phone Number very often, so you may forget it. If you do, here's an easy way to get it:

1. Press **POWER** to turn your phone on. Your number will be displayed briefly.
2. If you miss it, press **INFO** to see it again anytime your phone is in standby mode (the earpiece must be up).

Adjusting the volume.

The volume keys on the side of your Sprint PCS Phone perform three critical functions. They let you:

- ▶ Adjust the earpiece volume during a call.
- ▶ Adjust the ringer volume or even turn it off when you're in standby mode.
- ▶ Scroll through menus.

Answering calls.

When your phone rings, you must raise the earpiece to answer the call. If the earpiece is already up, simply press any key (other than **POWER** or the volume keys) to answer. To disconnect when you're through, press **END** or lower the earpiece.

Using Caller ID.

This feature tells you who is calling you on your Sprint PCS Phone by displaying their number when the phone rings. If a caller's name and number are stored in your phone's memory, the corresponding name is also displayed. If you call someone who has this feature, your Sprint PCS Phone Number will be displayed on their phone.

To block your Sprint PCS Phone Number from being displayed for a particular outgoing call, just follow these steps:

1. Press *** ↑ 6 7**.
2. Dial the outgoing phone number and press **TALK**.

To block your Sprint PCS Phone Number from being displayed on all of your outgoing calls, just call Sprint PCS Customer Care by pressing *** ↑ 2 TALK** (in southern California, press *** ↑ 6 1 1 TALK**). Once you have permanently blocked your number, you can release the block for a particular call. To do that, follow these steps:

1. Press *** ↑ 8 2**.
2. Dial the phone number and press **TALK**.

Responding to Call Waiting.

If you're in the middle of a call and you hear a beep, that means you have another call coming in. If you don't answer the call within 10 seconds, you will be reminded of the incoming call with a second beep. To put the first caller on hold and answer the second call, press **CLEAR** and then **TALK**. Press **TALK** again to switch back to the first call.

If you don't want to be interrupted during a particular call, you can temporarily disable Call Waiting. Just press *** ↑** **7** **0** before dialing the number. Once you end that call, Call Waiting will be reactivated automatically. If you don't want to be interrupted during *any* of your calls, before making any more press *** ↑** **2** **TALK** (in southern California, press *** ↑** **6** **1** **1** **TALK**) to call Sprint PCS Customer Care and have Call Waiting deactivated.

Redialing calls.

To redial the last call you made from your Sprint PCS Phone, press **TALK**. To redial any of the last 10 calls that you either made, missed, received or added, select a number from the Recent Call History list. (See page 39.)

Setting up Three-Way Calling.

Three-Way Calling lets you talk with two different people at the same time. Simply dial your first number and press **TALK**. When you have connected, press **TALK** to put the first caller on hold. Next, dial the second number and press **TALK**. When you're connected, press **TALK** again to begin your three-way call. When you use this feature, you will be charged normal airtime rates for both calls that you place.

Using Call Forwarding.






With Call Forwarding, you can have all of your incoming calls forwarded to another phone number – even if your Sprint PCS Phone is turned off. When Call Forwarding is activated, you can still make calls from your Sprint PCS Phone. To activate Call Forwarding, follow these steps:

1. Press *** ↑ 7 2**.
2. Enter the area code and the seven-digit phone number of the number to which your calls should be forwarded.
3. Then press **TALK**. You will hear a tone that confirms you've activated Call Forwarding.

To deactivate Call Forwarding, press *** ↑ 7 2 0 TALK**. Once again, you'll hear a tone to confirm the deactivation.

Saving or editing your own emergency numbers.

You can save up to three emergency phone numbers on your Sprint PCS Phone, in addition to 911. These three numbers can be dialed even if your phone is locked. To save emergency numbers, follow the steps below.

1. Press  under [MENU].
2. Press  to select the security menu.
3. Enter your lock code. (This typically consists of the last four digits of your phone number.)
4. Press  to select Emergency#.
5. Press  under [EDIT] to make changes to the first emergency number, or press  under [NEXT] to display the next emergency number.

Dialing 911 or other emergency numbers.

If there's an emergency, you can still make calls even when your phone is locked. (For information on locking your phone, see page 48.) If your account is restricted, you can still call 911 but no other emergency numbers.

1. Dial 911 or one of the other three emergency numbers stored in your emergency list. Your emergency numbers must be dialed exactly as stored – with or without the area code.
2. Press **TALK**.

Dialing Sprint PCS Directory Assistance.


Dial **4 1 1 TALK** to obtain residential, business and government listings; to get help completing local or long-distance calls; or to obtain movie listings, hotel, restaurant and shopping information, and major local event information.

Dialing Sprint PCS Operator Services.

Dial **0** to obtain assistance in placing collect calls or calls billed to a local telephone calling card or a third party.

Vicemail: The ins and outs.


Setting up your voicemail.

To set up your voicemail, press and hold  for at least a second. Then enter “SPRINT” (777468) as your temporary pass code. We suggest you do this soon after you activate your Sprint PCS Account.


After entering that code, the voicemail system will prompt you to do these things:

- ▶ Create your own personal pass code. Make sure you pick a number that you will remember.
- ▶ Create the greeting that people will hear when they call you.
- ▶ Initialize your name announcement.
- ▶ Choose whether to activate One-Touch Access.


After you've set up your voicemail, it will automatically record messages whenever someone calls and you don't answer.

Whenever you need to call your voicemail from another phone, dial your Sprint PCS Phone Number. When voicemail answers your call, press  and enter your pass code.

Finding out you have a message.

Your Sprint PCS Phone alerts you when you have new voicemail messages in several ways: (1) by displaying a message on the screen, (2) by sounding five short beeps (if the ringer is turned on), (3) by flashing the red light on the earpiece and (4) by displaying  at the top of your screen.

To acknowledge a new message when the earpiece is up, you can press any key, or raise the earpiece if it is down. The red light will continue to flash and a reminder beep will sound every two minutes until you do this.

Once you've acknowledged a message, your phone will then redisplay whatever was on the screen before the alert. The phone will display  until you save or erase your new messages. You can have up to 30 new or saved messages and each can be stored for up to 30 days.

Retrieving your messages.

Whenever you call your voicemail box, you'll be given the following options:

- ▶ To listen to new or saved messages, press **1**.
- ▶ To change your personal options, such as your personal greeting, press **3**.


When you listen to your messages, here are all the things you can do:

- ▶ To hear the date and time of a message, press **5**.
- ▶ To erase a message, press **7**.
- ▶ To return a call, press **8**. (You can do this only when a Callback number is attached.) See page 31 for more information on the Callback feature.
- ▶ To save a message, press **9**. (You can have up to 30 new or saved messages and each can be stored for up to 30 days.)




- ▶ To skip to the next message, press **# ↓**.
- ▶ To go back 10 seconds, press **1**.
- ▶ To advance 10 seconds, press **3**.
- ▶ To replay the message, press **4**.

Using special Sprint PCS Phone Features.

Your new phone comes with several key features that make voicemail particularly easy to use.

One-Touch Access: To call your voicemail from your Sprint PCS Phone, all you have to do is press and hold  for at least a second (if One-Touch Access is activated). You don't have to enter your pass code. This feature is available only from your Sprint PCS Phone.

Hands-Free Listening: Your messages will be played continuously in the order they were received. You can stop to save or erase any of them.

Callback: When you're listening to a message, you can return the call instantaneously by pressing . The person who called can attach a Callback number to the message by pressing   after their message. (You may want to give this instruction in your greeting.)

When you're finished returning the call, press *** ↑** *** ↑** to get back to voicemail.

Pager Integration:

Good news for you. Sprint PCS offers several paging options to use with your Sprint PCS Phone. This means that if you choose to buy a Sprint PCS Pager, your pager, voicemail and PCS phone will have one integrated number to help make things easy.

Paging Link:

If you own a Sprint pager (not Sprint PCS Paging), your Sprint PCS Phone and Voicemail may be integrated with that service. Just press *** ↑** **2** **TALK** to call Sprint PCS Customer Care for more information.

Internal phone book: The little black book on a microchip.


You get two types of phone books with your Sprint PCS Phone: the Primary Phone Book and the Recent Call History. To make the most of them, you really need to understand all the basic features and functions of your new phone.












Understanding your phone's memory.

Your Sprint PCS Phone has 99 phone book memory locations – that is, 99 places to store phone numbers. You can store up to 32 digits within these memory locations and use up to 12 characters to give each entry a name.

Saving and storing a phone number.

When adding numbers to your Primary Phone Book, keep in mind that memory locations 1 through 9 should be used for One-Touch Dialing or your most commonly used phone numbers. To save numbers, simply follow the directions below.







1. Enter the phone number that you want to save. We suggest that you save numbers using 10 digits (area code + number).
2. Press  under [SAVE].

3. Enter the name that goes with the number (up to 12 characters). Press the key of the first letter in the name, and continue until you've spelled the whole name. Pressing a key repeatedly will change the letter or number in the flashing cursor position on the screen. (For example, press  once for "A." Press  twice for "B.") When you have the correct letter or number in position on the screen, wait two seconds for the cursor to advance automatically one space. To add a space, wait for the cursor to advance and then press . Press  or  or  to correct any mistakes.
4. Once you've finished entering a name, press  under [OK].
5. To store the number in the next available memory location, press  under [OK]. You have the option to specify a different location by entering a two-digit location number.
6. The phone prompts, "Make Secret?" (Secret numbers are not displayed on the screen and can only be deleted, not edited.) Press  under [OK] to accept the "No" default. To save the entry as secret, press  under [NEXT] to toggle to "Yes" and press  under [OK].

Each time you save a new number, the phone automatically displays a tally of numbers stored and of memory locations still available.



Looking up a phone number.






Once you have stored numbers in your Primary Phone Book, you can review all those numbers.

1. Press  under [BOOK].
2. Press  or  to display the list of numbers.
3. To scroll through the memory list, press  or .
4. To see the number stored in a memory location, press  under [VIEW] when that number is selected (an arrow will be pointing to it).






Finding a number using a person's name.

Just follow the steps described below.











1. Press  under [BOOK].
2. Press  under [NAME].
3. Enter the name of the person whose number you want to find. You can enter two or more consecutive letters from the name if you don't want to enter the entire name.

4. Press  under [FIND]. The phone searches for names containing those consecutive letters and displays a list of matches.
5. To scroll through the list, press  or .
6. To call the number the arrow is pointing to, press , or to display more information, press  under [VIEW].




Finding a number when you know at least three digits.

1. Enter three or more consecutive digits of the number on the main screen.
2. Press  under [FIND].
3. When the list of matching numbers is displayed, press  or  to scroll to the one you're looking for.
4. To call the number the arrow is pointing to, press , or to display more information, press  under [VIEW].


Editing a phone number.

1. First, press  under [BOOK] and then select the memory location you want to edit, following the steps described in the previous section.
2. Press  under [EDIT].
3. Edit the number using  and the digit keys. Press  under [OK] when you're finished.
4. The phone displays the name that was stored previously. You can change the name, or press  under [OK] to accept it.
5. The phone then displays the memory location. Press  under [OK] to use that memory location, or enter a new one.
6. If you're saving the edited entry in the same location or in an already occupied location, the phone displays the name, memory location and phone number and prompts, "Overwrite?" Press  under [OK] to accept your change.
7. The phone prompts, "Make Secret?" Press  under [OK] to accept the "No" default, or press  under [NEXT] to toggle to "Yes" and press  under [OK] to make the entry secret.

Erasing a phone number.

1. First, press  under [BOOK] and then select the memory location you want to edit, following the steps described on page 37.
2. Then, press  under [ERASE] to erase both the name and the number. If the number you want to erase was stored as a secret entry, you'll have to enter your lock code before the number will be erased.
3. Press  under [OK]. Your phone's display will flash the word “-erased-” to confirm that the entry has been erased.

Finding a number using its memory location.

1. Press  under [BOOK].
2. Enter the two-digit memory location to display the number.

Using One-Touch Dialing.

One-Touch Dialing lets you dial phone book entries with the press of a key (for memory locations 1 through 9). Just press and hold the appropriate key for two seconds to dial a phone number stored in memory locations 1 through 9.

Using Speed Dial.

This feature lets you dial numbers saved in your Primary Phone Book very quickly. For memory locations 10 through 99, enter the two-digit location code and then press **TALK**.

Reviewing your Recent Call History.

Your Sprint PCS Phone keeps track of the last 10 calls you made, accepted, missed or added. To display a list of recently made calls, follow these steps:

1. Press **▲** under [BOOK].
2. Press **▲** under [CALLS].
3. Press ***↑** or **#↓** to scroll through the last 10 calls that were made, missed, received or added to the Scratch Pad.

4. When an arrow is displayed next to an item in the call list, you can press **TALK** to place a call to that number. (If there's a name in the call list, that number has already been saved in your phone book.)
5. When an arrow is displayed next to an item, you also can press **▲** under [VIEW] for additional information on the call. You can press **▲** under [SAVE] to save the number to a memory location. You also can press **INFO** to display the date and time stamp associated with the call.


When you're reviewing your Recent Call History list, you'll see one of the following:

- | | |
|------------------|---|
| MISSED | Indicates you have an unanswered incoming call. |
| CALLED BY | Indicates a call you received and answered. |
| CALL TO | Indicates a call you dialed. |
| ADDED | Indicates that a number was added using the Scratch Pad feature. (See page 51.) |

Advanced features: And some handy tips.

Using the pause feature to dial faster.

This feature saves you from always having to enter a series of numbers when, for example, you're being prompted by an automated system or using a calling card. With your Sprint PCS Phone, you can actually store the required series of numbers in your internal phone book with pauses in all the right places to communicate to the automated system all the right breaks. The gist of it: You're able to hit a couple of numbers instead of a bunch. There are two kinds of pauses you can insert:

- ▶ **Hard Pause** When dialing a stored number with a hard pause, the phone will stop dialing when it reaches the hard pause. Press  under [RESUME] when you're ready to send the remaining numbers.

- ▶ **Timed Pause** When dialing a stored number with a timed pause, the phone will stop dialing and wait for two seconds when it reaches the timed pause. The phone will send the remaining numbers automatically after the two-second pause.

If a two-second pause is long enough for your automated system, use a timed pause. If not, use a hard pause.

Inserting a pause in a number.

1. Enter the first part of the number.
2. Press **INFO** where you want to insert a pause.
3. To insert a hard pause, press **1**. To insert a timed pause, press **2**.
4. Enter additional numbers (for example, a PIN or credit card number).
5. Press **▲** under [SAVE].

Note: Press **3** to enter a hyphen. Hyphens are used for appearance only; your phone dials the number without any delays.

Punctuating names.

When you're storing or editing names in your internal phone book, you can use any of 18 special punctuation characters.

1. Press **INFO** during the "Enter Name" step. (See page 34.)
A list of nine characters will be displayed.
2. Press ***↑** or **#↓** to display the other nine characters that can be entered.
3. Press the number next to the character you want to enter.
4. Continue entering the name.

Using uppercase and lowercase letters.


When entering a name, you can use both uppercase and lowercase letters.

1. Press **▲** under [A→a] to change from uppercase letters to lowercase letters. Press **▲** under [a→A] to change back to uppercase letters.
2. Enter the appropriate letters.

Dialing from your phone book to a different area code.

When you're traveling outside your home service area, or when you're calling someone back from within voicemail, you may need to add an area code to the stored number.











To temporarily add digits to the beginning of a stored phone number, follow these steps:

1. Find the number you want to call. This can be done in several ways. (See page 35 for more information.)
2. Enter the area code for the number. The new numbers will be inserted automatically at the beginning of the phone number.
3. Press  to dial the modified number.





Main menu: A window to everything that's going on.

You can access all of your phone's features and settings through the main menu. Here's how to go about it.

Accessing the menu.

- ▶ To access a menu, press  under [MENU].
- ▶ To scroll through menu items, press  or .
- ▶ To go back one step, press . You can do this at any point in the process.
- ▶ To select a menu item, press the number corresponding to it.
- ▶ To scroll through possible settings, press  under [NEXT], or press  or .
- ▶ To save a setting, press  under [OK].
- ▶ To exit the menu and return to the standby screen, press . You won't save any changes. You also can press and hold  for two seconds.



Taking a menu shortcut.



If you're in a hurry, just press  under [MENU] and then press the numbers that correspond to the menu options without scrolling through the menus. For example, if you press  under [MENU], followed by  and , the phone will display the volume setting of the ringer.



Understanding menu items: A glossary of powerful words.

Adjusting your phone's volume.

1: Volume. Here's how to adjust the volume on your phone's ringer, key beep and earpiece.



▶1: Ringer To adjust the ringer or the message alert, you can press either  or , or the volume keys. To adjust the ringer while the phone is ringing, only the volume keys can be used.

▶2: Key Beep Adjust the volume of the beep your phone makes when you press a key by pressing  or .

- ▶3: Earpiece To adjust the volume of the earpiece, press  or . To make adjustments during a call, use the volume keys.

Keeping track of calls.

2: Call Info. These options help you remember whom you called, when and for how long. Times are displayed in minutes and seconds like this: “5:20.”

- ▶1: Last Call Tells you how long your last call was in minutes and seconds.
- ▶2: Home Calls Tells you how many calls you made in your home service area (that is, when you weren't traveling) and how long they lasted, since the last reset. Press  under [ZERO] to reset.
- ▶3: Roam Calls Tells you how many calls you made while traveling outside your home service area and how long they lasted. Press  under [ZERO] to reset.
- ▶4: All Calls Tallies up the total number of calls you made and how long they lasted. This number cannot be reset.

Maintaining phone security.

3: Security. You have the option to lock your Sprint PCS Phone to keep others from using it when you don't want them to.

Locking your phone means that you can still receive incoming calls or make emergency calls, but all other phone functions are disabled.

Your lock code number should be the last four digits of your phone number. However, if you choose to change it and then forget it, you will have to take your phone to the nearest Sprint PCS Center for assistance.

To modify the security settings on your phone, select "Security" from the main menu, then enter your lock code.

- ▶ **1: Lock Mode** First, you should decide when you want your phone to be locked. Possible settings are "never," "on power up," or "now." If you choose "on power up," your phone will be locked whenever you or somebody else turns it on. If you select "now," it will be locked immediately. If you choose "never," your phone will never be locked. The default setting is "never."

- ▶2: Restrict With restrict mode, you control what calls can be made from your phone. Regardless of the restriction setting, you will always be able to receive calls. There are two settings: “yes” and “no.” “Yes” means you can only call emergency numbers and numbers stored in phone book memory locations 1 through 9. “No” means there are no restrictions – you can call anywhere. The default is “no.”


- ▶3: New Code If you don’t want to use your phone’s original lock code, you can use this option to enter your own new four-digit code number. You have to enter this code twice – once to set the code and once to confirm it.


- ▶4: Emergency# You can enter up to three emergency numbers and you can call all of them and 911 – even when your phone is locked. When you dial an emergency number, it must exactly match the numbers previously programmed in order to override the lock and restriction settings.

- ▶5: Clear Calls This option clears your Recent Call History list.

Customizing the way your phone works.


4: Features. With the help of the following features, you can make your phone work more like you do.

- ▶ **1: Auto Answer** This feature lets you answer calls without pressing any keys. You can select the number of times your phone rings before a call is answered automatically. Possible settings are: “5 rings,” “3 rings,” “1 ring” and “off.” The default is “off.” Press  under [NEXT] to scroll through the options. The earpiece must be raised for the Auto Answer feature to work. This feature is typically used with the Hands-Free Car Kit.

- ▶ **2: Auto Retry** You can set the length of time your phone will wait before it automatically redials a number when the system is busy. Possible settings are: “every 60 seconds,” “every 30 seconds,” “every 10 seconds” and “off.” The default is “off.” Press  under [NEXT] to scroll through the options.

- ▶3: Scratch Pad This feature lets you store phone numbers during a call. They'll then be added to your Recent Call History list. For example, if during a call someone gives you a phone number that you need to remember, you can enter it in your Scratch Pad.

- ▶4: Mute You can switch your phone's microphone on and off during a call. When it's off, the other party cannot hear you.

- ▶5: Key Beep You can determine the length and speed of your key beep (you hear this when you enter the numbers). Possible settings are: "long" and "normal." The default is "normal." Press  under [NEXT] to toggle between options.


- ▶6: One-Touch This feature allows you to turn your One-Touch phone book memory dialing on or off. Settings are: "enable" and "disable." The default is "enable."

Choosing what you see on the screen.

5: Display. These options let you customize how things will be displayed on your phone's display screen.

- ▶ **1: Backlight** You can manipulate the display and keypad backlighting. Possible settings are:
- **always on or always off:** The “always on” option makes sure the backlight is on whether the earpiece is up or down. This setting significantly increases battery drain. The “always off” setting means that the backlight is never on.
 - **10 seconds:** The backlight turns off 10 seconds after you press the last key. It is turned on again as soon as you press a key. The earpiece has to be up for backlighting to be on. This is the default setting.
 - **30 seconds:** The backlight turns off 30 seconds after you press the last key. The earpiece has to be up for backlighting to be on.

- **on when earpiece up:** This setting causes the backlight to turn on and remain on only when the earpiece is up.

- ▶2: **Banner** This option lets you put whatever you want on your phone's display screen – just so long as it's no more than 12 characters. This banner will be displayed on the top line whenever your phone is on. Simply press  under [EDIT] to change your existing banner. You enter characters the same way you would in your Primary Phone Book. (See page 33.)
- ▶3: **Show Time** You can display the date and time on your phone's screen. They will be transmitted to your phone automatically from the Sprint PCS Network and will change to reflect the time zone you're in. Settings are: "yes" and "no." The default is "yes."
- ▶4: **Auto Hyphen** When you select this option, your phone automatically inserts hyphens so your numbers look like the normal U.S. phone numbers. Settings are: "on" and "off." The default is "on."

- ▶5: Version Identifies the version of the software installed on the phone.

Choosing the right alerts.

6: Alerts. Your Sprint PCS Phone comes with several different options to keep you aware of what's going on.

- ▶1: Fade This option will use a tone to alert you if, for some reason, you have either lost a call or lost service. Settings are: "on" and "off." The default is "off."
- ▶2: Minute This option is a minute minder that beeps 10 seconds before each minute is up during a call. Settings are: "on" and "off." The default is "off."
- ▶3: Service This option is a tone that alerts you whenever your network service changes. For example, if the service alert is set to "on," your phone will sound an alert whenever you begin traveling outside of your home service area. Settings are: "on" and "off." The default is "off."

Usage guidelines: All about performance and safety.

Keeping tabs on signal strength.

First of all, the voice quality of your Sprint PCS Phone will always be at its best when the antenna is fully raised. If you're inside a building, reception may be better near a window.

The quality of each call you make or receive depends on the signal strength in your area. Your phone will inform you of the current strength by displaying a number of bars next to the signal strength icon. The more bars displayed, the stronger the signal. (See page 12 for an illustration of the signal strength indicators.)

Understanding Power Save mode.

If you're trying to use your phone in an area where the signal is too weak, the Power Save feature will automatically activate to conserve battery power when you've been unable to pick up a signal for 15 minutes. If your phone is on, it will periodically recheck service availability, or you can do so yourself manually by pressing any key or raising the earpiece. A message will be displayed on the screen any time Power Save has been activated.

Understanding how your phone operates.

Your Sprint PCS Phone is basically a radio transmitter and receiver. When it's turned on, it receives and transmits radio frequency (RF) signals. Your phone operates in the frequency range of 1.9 GHz. When your phone is in use, the system handling your call controls the power level.

Radio frequency safety.

In 1991–1992, the Institute of Electrical and Electronics Engineers (IEEE) and the American National Standards Institute (ANSI) joined in updating ANSI's 1982 standard for safety levels with respect to human exposure to RF signals. More than 120 scientists, engineers and physicians from universities, government health agencies and industries developed this updated standard after reviewing the available body of research. In 1993, the Federal Communications Commission (FCC) adopted this updated standard in a regulation. In August 1996, the FCC adopted a hybrid standard consisting of the existing ANSI/IEEE standard and the guidelines published by the National Council of Radiation Protection and Measurements (NCRP).

The design of the Sprint PCS Phone complies with these updated standards. Of course, if you want to limit RF exposure even further than the updated standard, you can choose to control the duration of your calls and operate your phone in the most power-efficient manner.

Maintaining your phone's peak performance.

To operate your phone properly – that is, to maintain safe and satisfactory service – you should follow these rules:

- ▶ For best reception, extend the antenna fully.
- ▶ Hold the phone with the antenna up and over your shoulder.
- ▶ Do not hold the phone antenna at any time.
- ▶ Do not use the phone with a damaged antenna.
- ▶ Speak directly into the mouthpiece.

Avoid exposing your phone and accessories to rain or liquid spills. If your phone does get wet, turn the power off immediately and remove the battery pack. If it is inoperable, you should return it to a Sprint PCS Center or call Sprint PCS Customer Care for service.

Only authorized personnel should service your phone and its accessories. Faulty service may invalidate the warranty.

Protecting your battery.

For best battery performance, you should follow these guidelines:

- ▶ Only use the Sony-approved battery packs (model number LIP-201) and desktop and travel chargers (model numbers QN-011BC and QN-012BC). These chargers are designed to maximize the battery life performance. Using other batteries or chargers will invalidate your warranty and may cause damage as well.
- ▶ To avoid damage, charge the battery pack only in temperatures that range from 32°F to 122°F (0°C to 50°C).
- ▶ Do not use the battery charger in direct sunlight or in high humidity areas, such as the bathroom.
- ▶ Never dispose of the battery pack by incineration.
- ▶ Keep the metal contacts at the top of the battery pack clean.
- ▶ Do not attempt to disassemble or short-circuit the battery pack.
- ▶ You may need to recharge the battery pack if it has not been used for a long period of time.

- ▶ Replace the battery pack when it no longer provides acceptable performance. It can be recharged hundreds of times before it will need to be replaced.
- ▶ Do not store the battery pack in high temperature areas for long periods of time. Follow these storage rules:

Less than one month: -4°F to 140°F (-20°C to 60°C)

More than one month: -4°F to 113°F (-20°C to 45°C)

Using your phone while driving.

Talking on the phone while you're driving may divert your attention from the road. Besides that, it is illegal in some states. Remember, safety comes first.

When using your Sprint PCS Phone in the car:

- ▶ Focus on driving, not talking.
- ▶ Use your Hands-Free Car Kit.

If you must use the phone while driving, please use One-Touch Dialing, Speed Dial and Auto Answer modes.

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

Disposal of Lithium Ion batteries.

You can return your unwanted Lithium Ion batteries to your nearest Sony Service Center. For the Sony Service Center nearest you, call 1-800-222-SONY (U.S. only).

Note: In some areas, the disposal of Lithium Ion batteries in household or business trash may be prohibited.

Following safety guidelines.

To operate your phone safely and efficiently, you should always follow any special regulations in a given area, and turn your phone off in areas where use is forbidden or when it may cause interference or danger.

Using your phone near other electronic devices.

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, RF signals from PCS telephones may affect inadequately shielded electronic equipment.

RF signals may affect improperly installed or inadequately shielded electronic operating and entertainment systems in motor vehicles. Check with the manufacturer or its representative to determine if these systems are adequately shielded from external RF signals. You should also check with the manufacturer regarding any equipment that has been added to your vehicle.

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

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

Turn off your phone before flying.

You should turn off your Sprint PCS Phone before boarding any aircraft. To prevent possible interference with aircraft systems, U.S. Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground. To prevent any risk of interference, FCC regulations prohibit using your phone while the plane is in the air.

Restricting children's access to your phone.

Your PCS phone is not a toy, and should not be played with by children. They could hurt themselves and others, damage the phone or make calls that increase your telephone bills.

Turn off your phone in dangerous areas.

To avoid interfering with blasting operations, you should turn off your phone when in a blasting area or in other areas with signs indicating that two-way radios should be turned off. Construction crews often use remote-control RF devices to set off explosives.

Turn off your phone when you are in any area with a potentially explosive atmosphere. It is rare, but your phone or its accessories could generate sparks. Sparks could cause an explosion or a fire resulting in bodily injury or even death.

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

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

Cautions.

Any changes or modifications to your Sprint PCS Phone not expressly approved in this document could void your warranty for this equipment and void your authority to operate this equipment. Only use approved batteries, antennas and chargers. The use of any other type will invalidate the warranty.

FCC notice.

The phone may cause TV or radio interference if used in close proximity to receiving equipment. The FCC can require you to stop using the telephone if such interference cannot be eliminated. If you need assistance, contact Sprint PCS Customer Care.

And last, but certainly not least, vehicles using liquefied petroleum gas (such as propane or butane) must comply with the National Fire Protection Standard (NFPA-58). For a copy of this standard, contact the National Fire Protection Association, One Batterymarch Park, Quincy, MA 02269, Attn: Publication Sales Division.

The products and equipment described in the attached documentation are manufactured under one or more of the following U.S. patents:

4,901,307,	5,267,262,	D356,560,	5,469,115,	5,506,865,
5,056,109,	5,280,472,	5,408,697,	5,469,471,	5,509,015,
5,099,204,	5,283,536,	5,414,728,	5,471,497,	5,509,035,
5,101,501,	5,289,527,	5,414,796,	5,475,870,	5,511,067,
5,103,459,	5,307,405,	5,416,797,	5,479,475,	5,511,073,
5,107,225,	5,309,474,	5,426,392,	5,483,696,	5,513,176,
5,109,390,	5,337,338,	5,437,055,	5,485,486,	5,515,177,
5,193,094,	5,339,046,	D361,065,	5,487,175,	5,517,323,
5,228,054,	5,341,456,	5,442,322,	5,490,165,	5,519,761.
5,257,283,	5,383,219,	5,442,627,	5,497,395,	Other patents
5,265,119,	5,392,287,	5,452,473,	5,499,280,	pending.
5,267,261,	5,396,516,	5,461,639,	5,504,773,	

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