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SONY

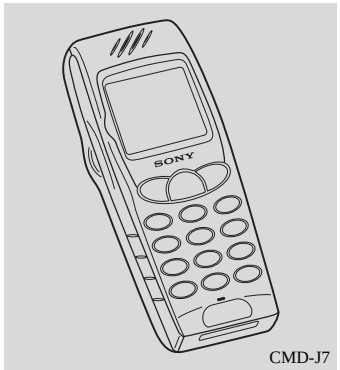
3-233-649-**12**(1)

Mobile Telephone

Operating Instructions

The instructions in this manual are for the two models CMD-J7, CMD-J70. The CMD-J7 is the model used for illustration purposes.

Otherwise, the model name is indicated in the illustrations. Any differences in operation are clearly indicated in the text, for example “CMD-J7 only”.



CMD-J7

GB

CMD-J7/J70

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My CMD-J7/J70 Information

For easy reference, please record the following identification numbers for your phone and SIM Card. This information will assist you in customer inquiries to your retail dealer, manufacturer or Network Operator/ Service Provider. In case of loss or theft of your phone and/or SIM Card, call your Network Operator/Service Provider immediately to prevent misuse.

My Mobile Phone Number:

_____

Operator Customer Service Number:

_____

My SIM Card Number:
(Printed on your SIM Card)

_____

My Phone's ID Number (IMEI):
(Printed on the label underneath the battery pack)

_____

Explanation of the icons

(Instruction purpose only.)

Icons	Explanations
	Important
	Notes
	Contact your Network Operator/ Service Provider for details

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Safety Precautions

- Do not use your phone in an aircraft, hospitals, petrol stations, or in places where mobile phones are prohibited.
- Note that in some countries using a cellular phone without a hands-free kit while driving is not allowed.
- Do not expose your phone to extreme conditions such as high humidity/rain, high temperatures, direct sunlight, caustic/harsh chemicals or dust.
- Do not allow children to play with your phone.
- Take special care in the disposal of your battery, using a special facility where available. Do not puncture, burn, or short circuit your battery.
- Limit the distance between the mains socket and the phone when charging for easy accessibility.
- Consult your physician or the manufacturer of personal medical devices (pacemakers, hearing aids. etc.) regarding any restrictions on the use of a mobile telephone.
- Use only Sony-approved CMD-J7/J70 batteries and accessories with your phone.
- Do not touch the External Antenna Connector. Use always Sony original accessories.
- Do not put your mobile phone in a microwave oven; this may cause damage either to the oven or the phone.

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Warning

- Unauthorised batteries, chargers, and accessories will invalidate any approvals and warranty given for your phone and may be dangerous.
- For use in the car, please connect your GSM mobile phone to an external antenna. The external antenna can be connected to your mobile phone via the appropriate accessory, e.g. Hands-free Kit. Please contact your car manufacturer concerning the appropriate position of the external antenna on your car.

This carton's top layer is made from 85% recycled paper, fluting and inner layer are made from 100% recycled paper.
Power consumption of AC adapter in no-load mode: ≤ 0.7 W
Halogenated flame retardant not used in cabinets.
Halogenated flame retardant not used in printed wiring boards.
Lead free solder is used for soldering in certain portions.

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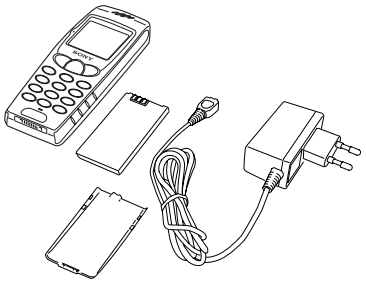
Welcome to Sony CMD-J7/J70

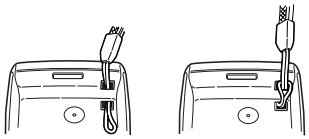
What's Included in Your Kit

The kit should include one mobile phone, one standard battery, one charger and this manual. If one of these parts is missing, please contact your retail dealer immediately.



Attaching the Hand Strap

Attach a hand strap to the phone as illustrated below.



The hand strap is not included in your kit.

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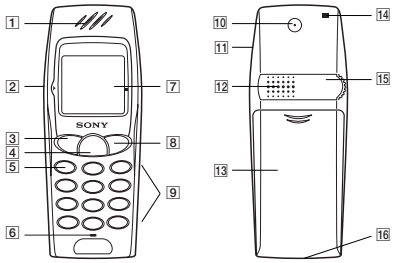
Quick Reference



1 Ear piece
2 Jog Dial
3 Send Key
4 Centre Key
5 Voice Mail Key
6 Microphone
7 Display
8 On/Off Key, Call End Key
9 Keypad (Alpha-numeric Keys)
10 External Antenna Connector
11 Headset Connector
12 Loudspeaker
13 Battery Cover
14 Hand Strap Attachment
15 Finger Stop
16 External Connector

Basic Features of Your Phone

The Jog Dial

The Jog Dial provides fast and easy menu navigation with only one hand.

Operation		Function
Rotate		Scrolls through menu options. Opens Phonebook in Standby Mode.
Press (Click)		Opens Menu in Standby Mode. Selects an option (highlighted) in the display.
Press and Hold		Dials the Phone Number selected.

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The Centre Key

- Press the Centre Key in standby mode to access the WAP mode if WAP settings are configured.
- During a call, press the Centre Key to access the Call Menu.
- Press and hold the Centre Key to access network-specific service (SIM Application Toolkit).
  (This feature is dependant on your network operator and may not be supported by some networks.)

Loudspeaker

During a call, press the Centre Key and select *Loudspeaker* to turn the loudspeaker on/off.

The Voicemail Key

Press and hold 1 to access your Voicemail (see also page 26).

Manner Mode

- In standby mode, press and hold ⌐ to activate/deactivate the manner modes.
- Afterwards, it is possible to switch among the manner mode functions. All manner mode icons appear in the display; rotate the Jog Dial to select one:
  - *Silent Mode*: turns the ringer and all tones to silent mode.
  - *Single beep*: ringer is restricted to a discrete single beep.
  - *Vibra Alert*: Vibra Alert without the ringer.
- For your convenience, pressing and holding ⌐ in standby mode will toggle between the two last settings.
- During an incoming call, stop the ringer by pressing the Centre Key.
- During a game, stop/start the background sound by pressing the Centre Key.

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Keypad Lock

In standby mode, press the Centre Key followed by (#) to lock/unlock your keypad (including the Jog Dial). It is still possible to make emergency calls (112) as well as answer/reject an incoming call (by pressing (↷)/ (↶)) when the keypad is locked. After the call ends, the keypad will lock again automatically.

Icon Glossary

Icon	Explanation
	Network not available
	Network signal strength (strong)
	Battery strength
	SMS (Envelope Icon)
	Voicemail
	Keypad locked
	Alarm
	Silent Mode
	Vibra Alert
	Single Beep
	Ringer off
	Missed calls
	Incoming call barring
	Outgoing call barring

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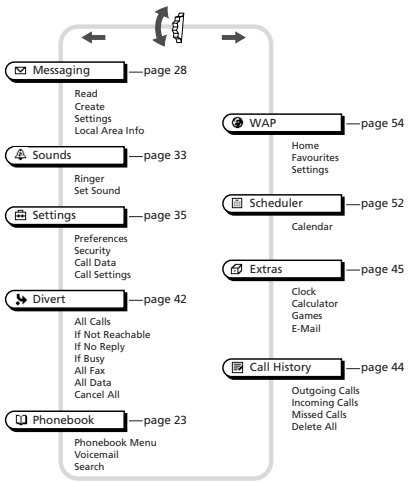
Icon	Explanation
	Incoming + Outgoing call barring
	Conditional Divert
	Unconditional Divert
	Active call
	Call hold
	Mute Microphone
	Headset connected – active call
	Handsfree kit connected (auto answer on)
	Loudspeaker on
	Conversation Privacy (ciphering) not supported
	Additional menu available (press Centre Key to display)

Menu Overview

Press the Jog Dial from standby mode to access the main menu:



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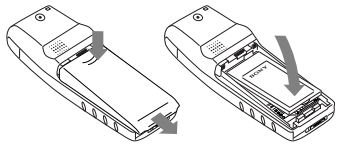
Getting Started

Inserting the Battery Pack

1. Unwrap the battery pack.
2. Press (indentation) and slide the battery cover down to remove.
3. Align the claws of the battery with those of the phone and press down (make sure that the battery label is facing up).
4. Align the claws of the cover with the slots on the phone and slide back into the phone until the lock clicks into place.



To remove the Battery Pack

First power off and wait until the display goes blank. Remove the cover and pull the knob of the battery up to remove the battery.

If you insert a new battery, please reset the clock.

Inserting the SIM Card

Your SIM card contains a computer chip with your service details and phone number. Like a credit card, it should be kept securely and handled carefully. Do not bend, scratch or expose to moisture. Avoid static electricity.

To avoid corrupting the memory of your SIM card, always switch off your phone before removing or inserting your SIM card.

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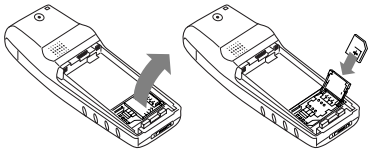
1 Remove the battery pack.

2 Slide the SIM card holder to the right to unlock and lift up the tray. Slide the SIM card into the tray (the gold contacts should be facing down and the angled corner positioned to the lower right).



3 Close the tray with the SIM card inserted and slide the SIM card holder to the left to lock.

4 Replace the battery pack.

To remove the SIM card

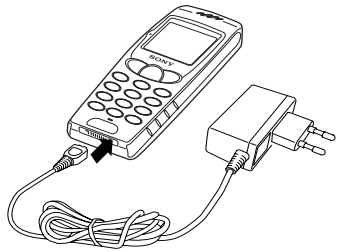
Follow steps 1 to 4 above removing the SIM card from the tray in step 3.

Charging the Battery Pack

As supplied, your battery pack will not be fully charged.

1 Plug the charger into a mains socket.

2 Plug the charger into the bottom (jack) of the phone.



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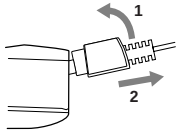
Removing the charger from the phone:



- Both the status bar within the battery icon in the display and the charging indicator (red light) show the charging status.
- Charging (0°C - 45°C) is complete when the battery icon displays all bars, is no longer blinking and the charging indicator (red light) is off.
- Full charging can take up to approx. 3 hours, but may vary depending on certain conditions, (e.g. if your phone is switched on or temperature is outside the operating range.)
- When your battery pack is completely empty, it can take some time until the battery icon appears when charging.
- As an energy-saving measure, disconnect the charger from the mains socket and from the phone after charging.
- On exposure to high temperatures your battery may expand slightly. This has no influence on your safety/health and will reduce in size once re-exposed to a lower temperature.

- Use only the Sony-specified CMD-J7/J70 battery pack and charger.
- Disposal advice: Take special care in the disposal of the battery, using special facilities where available.

Usage time

When your battery pack is nearly empty, the battery icon in the display flashes and a beep indicates that approximately 1 minute of talk time remains.

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Switching on Your Phone

To switch on/off your phone, press and hold .

Entering PIN (Personal Identification Number)

Enter your PIN using the number keys (the PIN appears in code as ****) and press the Jog Dial (or) to confirm.

If you do not enter a PIN code, your phone will automatically switch off after a few minutes. It is possible but not recommended to disable the PIN code prompt (see page 37).

Connecting to the Network

After successfully entering your PIN code, your phone searches for an available GSM network. The network search is automatic and may take a few seconds.
You are ready to make and receive calls when the network operator's name and the signal strength icon appears on the display.

The following indicates the strength of the received network signal. If the signal is very weak, there is a risk of losing service.

Strong signal ↔ Weak signal ↔ Network not available

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If you cannot obtain service

- If you cannot obtain network service the reception strength may be too weak. Move to a higher elevation, a window or an open space and make sure that there is nothing obstructing the antenna.
- Once you have switched on your phone do not cover the internal antenna area above the finger Stop with your hand.

Roaming ▲

If you are out of range of your “Home” Network Operator, especially when abroad, another network operator may be selected automatically, subject to signal strength and roaming agreements between network operators.

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Basic Operation

Making Calls (Saving Phonebook Entries)

Dialling a Number

1 Dial the complete number of the party you want to call (including the area code even when dialling locally). In case of International Calls, press and hold 0 until "+" appears. Then enter the country code, followed by the area code and the number.

2 Press to correct any errors. Press and hold to clear the entire number.

3 Press and hold the Jog Dial (or press) to call the number displayed or

4 Press the Jog Dial and select *Save* to save the number to the Phonebook.

If the *Auto Redial* option is on (see page 41) and the number you have called is engaged, your phone automatically displays the *Auto Redial* option.

Choosing a Phonebook entry

1 Rotate the Jog Dial in standby mode to open the Phonebook.

2 Use the Jog Dial to display the ABC sort list. (If there are several numbers stored for one person's name, select one of them using the Jog Dial.)

3 Press and hold the Jog Dial (or press) to call the number displayed.

To search the Phonebook, press an alphanumeric key on the keypad to advance to that letter in the Phonebook. (E.g. to advance to entries beginning with "M", press 6 MNO.)

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Answering/Ending Calls

Press the Jog Dial (or) to accept an incoming call.

If you do not wish to answer the call, press or press the Centre Key and select *Busy* while the phone is ringing. The call will then be rejected (the caller will hear a busy tone (network dependant) or will be diverted if a divert has been set).
If a call is not answered, appears on the top line of the display.
Press in standby mode or select the Call History from the Main Menu for information about the missed call. Press to remove the icon.

Press to end a phone call.

In very rare cases, ciphering does not work in some networks, meaning that third parties can listen to your phone call. In this case, appears on the display.

When the Headset is connected to your phone, answer a call by pressing the Headset button (beep). Press and hold the Headset button to end the call (2x beep).

Connect/disconnect the headset **only** when the phone is switched off or in stand-by mode.

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During a call

Adjusting the Ringer/Speaker Volume

- During an incoming call, rotate the Jog Dial to adjust the ringer volume.
- During a call, rotate the Jog Dial to adjust the speaker volume. (Rotate up = increase volume/Rotate down = decrease volume)
- During an incoming call, stop the ringer by pressing the Centre Key.

Use your phone as a Notepad by entering a phone number during a call. Enter a number and press the Centre Key. When ending the call, the number entered will reappear on the display. Use the Jog Dial to save the number in the Phonebook or to call the number.

Call Menu

Press the Centre Key during a call for the following options:

Call Hold

Use Call Hold to manage two calls at the same time.

One active call

1. Press the Centre Key and select *Call Hold*.
2. Press the Jog Dial to confirm.
3. Press the Jog Dial again to access the Phonebook to retrieve a number (or use the keypad to enter a number).
4. Press and hold the Jog Dial or ( ) to make a call.

By pressing ( ) or using the Notepad to make a second call, you can put a call on hold automatically.

End All Calls

Choose *End all Calls* or press ( ) to end multiple calls.

Send DTMF
Choose this option for sending DTMF tones, e.g. when using Voicemail or other services.

Press and hold ⏻ to clear the number and then press ⏻ again to exit this option.

Mic Off/Mic On
Choose the *Mic Off/Mic On* option to mute and unmute the microphone.

Loudspeaker
Turn the loudspeaker on/off. For best results when using the loudspeaker, place the phone on a flat surface approx. 0.5 m distance from you.

Main Menu
Return to the Main Menu.

One active call (and/or one call on hold) and one call waiting
When your phone alerts you (beep) that a call is waiting, there are several options available:

1 The display automatically offers you call waiting options.

2 ► **Swap** to put the active call on hold and connect the waiting call (in case of one active call and one waiting call)
or
► **Busy** to indicate to the calling party that your line is engaged.
or
► **Replace** to end the active call and retrieve the call waiting.

When the Headset is connected to your phone, answer a waiting call by pressing the Headset button (beep). In case of one active call and one call on hold, alternate between the active call and the call on hold by pressing the Headset button (beep).

Conference Call
A call with more than 2 participants. To set up a conference call, press the Centre Key to open the Call menu and select *Join*.

It is possible to talk with a maximum of 5 callers (network dependant).

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Entering Text

You have the possibility to enter characters:

- Standard Text Entry using the keypad
- Standard Text Entry using the Jog Dial
- Text Entry using the T9 fast text entry method

Standard Text Entry

Using the keypad

Press the corresponding alphanumeric key multiple times until the desired character appears.

Using the Jog Dial

Press a key once and then rotate the Jog Dial until the desired character appears. Press the Jog Dial or wait for a moment to confirm.

Example: To enter “s” when creating a message:

1. Proceed as in *Create* (see page 30), then
2. Press 7 PQRS. A character or number appears.
3. Rotate the Jog Dial to “s”.
4. Press the Jog Dial (or wait) to confirm.

- Press * to shift among:
  - abc lower case letters permanently
  - Abc upper case letter and then revert back to lower case
  - ABC upper case letters permanently
  - 123 numbers
- Press and hold * to activate/deactivate the T9 function (see page 22).
- Press C to clear the character or number just before the cursor. To clear the entire text, press and hold C.

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T9 Text Entry

Sample entry with T9 Text Entry:

1. Proceed as in *Create* (see page 30), then
2. In step 3, press and hold * to switch to T9 mode if does not appear (or press the Centre Key and select T9).
3. Press * to shift to Abc.
4. To type the word "Sony", press each of the following keys in order: 7PQRS, 6MNO, 6MNO, 9WXYZ.

5. At the end of the word, check the preview bar for the possibilities found for the key combination you typed.
6. Rotate the Jog Dial to select "Sony". If your desired word is first on the list, just press the Jog Dial to select it (or press 0 to enter a space and proceed with the next word).

If the word you intended to type does not appear in the list, press and hold * to switch to multi-tap mode and type the word using the standard text entry method (see page 21). When finished, press and hold * to return to T9 mode. This new word will automatically be added to the T9 memory and will appear in T9 mode next time.

Adding a symbol or punctuation

To insert a symbol when creating a message.

1. Press 2ABC.
2. Use the Jog Dial to scroll from row to row.
3. Press the Jog Dial to select a row.
4. Rotate the Jog Dial to scroll within the row.
5. Press the Jog Dial to select a symbol.

For "Smart Punctuation", just press 1 where you would add a fullstop, hyphen or apostrophe. T9 will automatically insert the most likely punctuation.

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Phonebook

Phonebook Organisation

Your Phonebook is organised in the following sections:

- Phonebook Menu
- Voicemail (if it is set, see page 26)
- Search
- Customised Phonebook of priority entries (entries 1-9)
- Alphabetically-ordered Phonebook (sorted in alphabetical order)

Saving Phonebook Entries from Standby Mode

See page 17 “Basic Operation – Making Calls (Saving Phonebook Entries)” and page 24 “Creating Entries in the Phonebook”.

Making Calls from the Phonebook

See page 17 “Basic Operation – Making Calls (Saving Phonebook Entries)”.

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Phonebook Menu

Own Number

The first entry in the *Phonebook Menu* is a place holder for your own numbers, where you can make one or more entries to store your own mobile number, etc. Depending on your SIM card, you can save multiple own number entries (including 3 numbers in the phone).

Display Own Number

1. ► Phonebook ► Phonebook Menu ► Own Number
2. Rotate the Jog Dial to select the name of the own number.
3. Press the Jog Dial and then choose *View* to display the number (Press ⏻ to exit).

Enter Own Number

To save an own number entry follow steps 1-3 and then select an empty memory space using the Jog Dial. Press the Jog Dial and enter the number at the prompt.

Call, Edit, Delete, Copy Own Number

See page 26 “Editing the Phonebook”.

Creating Entries

1. ► Phonebook ► Phonebook Menu ► New Entry
2. ► SIM to save the entry to the SIM card memory or ► Phone to save to the phone memory.
3. Rotate the Jog Dial to select the Number Type Icon and press the Jog Dial.
4. Enter the phone number. Press Jog Dial to confirm.
5. Enter a new name. Press the Jog Dial to confirm.

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- When saving the Phonebook entries to the SIM card, the number of memory spaces depends on your SIM card.
- When saving the Phonebook entries to the Phone memory, you can make up to 500 entries (up to 20 characters for each name and up to 40 digits for each number).
- To assign a group, select an entry from the Phonebook and select *No Group*. Use the Jog Dial to scroll and then select a group.

Service Numbers

This section of the Phonebook may contain Service Dialling Numbers (SIM card dependant). Service Dialling Numbers cannot be edited.

FDN Phonebook

This section may contain Fixed Dialling Numbers (SIM card dependant). To add an entry to the Fixed numbers rotate the Jog Dial down to *New Entry* in the *FDN Phonebook* and proceed as in Creating Entries in the Phonebook. You can call, edit, delete and copy the *FDN Phonebook* (see “Editing the Phonebook”). You need the PIN2 code to edit, delete and copy.

- The *FDN Phonebook* and *Service Dialing Numbers* are SIM card dependant.
- The *Service Dialing Numbers* cannot be modified.

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Voicemail

Press and hold 1 for quick access to your *Voicemail*.

Set up your Voicemail

1 ► Phonebook ► Voicemail

2 Enter the number at the prompt.

3 Press the Jog Dial to confirm your entry.

After you have set up your Voice Mail, any editing of the number can be made via the Phonebook (see also page 26 “Editing the Phonebook”).

The Voicemail icon (✉) or the envelope icon (depending on the network) appears in the display to inform you when you have received new voice messages.

Search

► Phonebook ► Search

It is possible to search *By Name* or *By Group*.

Editing the Phonebook

Use this option for calling, editing, deleting or copying phonebook entries. The editing of entries is possible by Name, Number or by Note.

Editing a Name/Number

1 ► Phonebook

2 Rotate the Jog Dial to select the name/number you want to edit and press the Jog Dial.

3 Press the Jog Dial for a menu of editing options:

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- Name editing options:

  ► **View** to see the complete name.

  ► **Edit Name** to change the name.

  ► **Delete Entry** to erase the name from the Phonebook.

  ► **Copy Entry** to copy the entry from one memory location to another.

- Number editing options:

  ► **Call** to call the number.

  ► **View** to display the number.

  ► **Edit Type** to change the type of number (e. g. Mobile, Fax, etc.).

  ► **Edit Number** to change the number.

  ► **Delete** to erase the number from the Phonebook.

  ► **Copy** to copy the number from one memory location to another.

4 Press the Jog Dial to confirm the selection.

Editing Note

The *Note* is like a memo pad for additional information e.g. e-mail addresses or postal addresses in the Phonebook.

1 Follow steps 1-3 in "Editing a Name/ Number" (see page 26).

2 Select the Note entry you want to edit.

3 Press the Jog Dial for a menu of editing options.

► **View** to view the content.

► **Edit Icon** to change the icon.

► **Edit Text** to change the content.

► **Delete** to delete the content from the Phonebook.

► **Copy** to copy the entry from one memory location to another.

4 Press the Jog Dial to confirm your selection.

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Menu Operations

option on option off

Messaging

This feature offers correspondence options to read, write and send short messages (SMS).

Read Message

When a new message arrives, you will hear a beep which sounds different from the single beep of the ringer and see ✉ in standby mode.

1 ► ✉ **Messaging** ► **Read** ► **Inbox** (► **Outbox** to read sent messages.)

2 Scroll through the list of messages to select the message you want to read and press the Jog Dial to confirm. The message appears on the display.

3 Press the Jog Dial for options to *Delete, Reply, Forward* or *Call Back* the number in the text.

- The capacity for storing incoming and outgoing messages depends on your SIM card.
- The message memory is full when ✉ blinks in the display.
- *Memory Full* appears if you try to save a message when the memory is already full. Delete old messages in order to free memory space for new messages.
- Select *Delete All* to clear all messages.

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To Delete a Message

1 Follow steps 1-3 in “Read Message” (see page 28) and select *Delete*.

2 After selecting the message you want to delete, select *Yes*.

To Reply or Edit a Message

1 Follow steps 1-3 in “Read Message” (see page 28) and select *Reply*.

2 Choose *Text Only* or *Text, Attach* (reply the text with attachment).

3 Edit the message and press the Jog Dial.

4 Select *Send* (or *Save*, *Cancel*) and press the Jog Dial to confirm your selection.

To Save a Message

Follow steps 1-3 in “Read Message” (see page 28) and select *Save*.

To recall the saved message
► ✉ Messaging ► Read ► Outbox

To Forward a Message

Follow steps 1-3 in “Read Message” (see page 28) and select *Forward*.

To Call Back the Sender of a Message or a Number in the Message Text

1 Follow steps 1-3 in “Read Message” (see page 28) and select *Call Back*.

2 Select the number you want to call back from the number(s) appearing in the message, then call the number.

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Create

Choose *Create* to create and send a message.

1 ► ✉ **Messaging** ► **Create**

2 Choose *Text Only* or *Text, Attach* (write the text with a picture/sound message)

3 Create your message.

► **Text Only**: Enter the message text.

► **Text, Attach**: Add an attachment and enter the message text.

4 When creating your message, press the Centre Key for the following options:

T9 On/Off
Change Language
Phonebook
Template
Last Message

5 Press the Jog Dial to confirm. Select *Enter Number o*r choose one of the names from the Phonebook.
Before sending, you are given the following options:

Send
Save
Cancel

- If you are interrupted (e.g. incoming call) while creating a message, select *Last Message* to retrieve the message and complete it continuing from step 4 above.
- The picture image and sound message can only be sent and received among Sony mobile phones supporting this feature.

SMS list icons indicate the properties of the message

✉ Received message (unread)
✉ Received message (read)

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Settings

▶ ✉ Messaging ▶ Settings

Settings allows you to customise outgoing messages including the format, confirmation report, etc.

Select *Settings* from the *Messaging* menu, then select a Settings option using the Jog Dial.

Memory Class

You have the following options:

- *SIM* to save the message on the recipient's SIM card.
- *Phone* to save the message in the recipient's phone.
- *Screen* to display the message directly on the recipient's display (without saving to the SIM or to the phone). It is not recommended to send confidential messages using the screen option.

Validity Period

Specify how long messages are stored in the service center by selecting: *1 Hour*, *6 Hours*, *24 Hours*, *1 Week*, *4 Weeks*. The default validity period is 1 Week.

Reply Cost

Select *On* if you would like to pay for the recipient to respond to your message. (This option is network dependant.)

Result Report

Select *On* if you would like to receive confirmation that your messages are transmitted to the recipient successfully.

Message Format

Specify how your message is transmitted: *SMS*, *E-Mail*, *Fax*, *Telex*, *Voice* (if available). The default setting is SMS.

Service Centre

Before you can send short messages, register your Service Centre number via the *Service Centre* option in the *Messaging* menu.

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Local Area Info

► ✉ Messaging ► Local Area Info

Receive Cell broadcast messages or general messages like weather reports, traffic reports, etc. broadcast to a group of phones in a certain area. Some of these options may be network dependant.

1 ► ✉ Messaging ► Local Area Info

2 Select one of the following options:

► **Received** to view cell broadcoast messages.

► **Select Channel** to add or delete a broadcast channel.

► **Receive?** to choose whether or not to receive Cell broadcast messages.

► **Tone** to enable/disable a tone to indicate that you have received a cell broadcast message.

3 Press the Jog Dial to confirm your selection.

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Sounds

Choose *Sounds* to access any sound-related option in your CMD-J7/J70, for example ringer melodies, ringer volume, enable/disable sounds, and record your own ringer melodies or other sounds.

Ringer

► Sounds ► Ringer

Ringer Volume

Choose from four ringer volume levels or turn the ringer off.

- appears in standby mode to remind you when the ringer is turned off.
- Quickly turn the ringer on/off by pressing the Centre Key (see page 9). Adjust the ringer volume during an incoming call (while ringing) by rotating the Jog Dial.

Ringer Type

Select from among different ringer melodies.

Group Ringer

Assign a ringer sound to the different groups saved in your Phonebook. It is not possible to assign a ringer melody to a single name/number.

My Ringers

It is possible to record own ringer sounds using the phone's microphone. Choose the respective Icons to Record (●), Stop (■), Play (▶), Save (✔) or Delete (🗑) a ringer melody.

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Set Sound

► Sounds ► Set Sound

Choose *Set Sound* to access the following sound options:

Event Sounds

Assign a sound to be heard at the following actions of your CMD-J7/J70:
Receive SMS, Alarm, Scheduler Alarm, Power Up and *Power Down.*
It is possible to record sounds using the phone's microphone.

Key Click

► Key Click to turn the key click sound on/off.
► DTMF to turn the DTMF tones on/off. DTMF tones are designed to respond to menu prompts when pressing a key.
► Silent to turn off the Key click sound on/off.

Error Tone

Select *Error Tone* to assign a sound to the error tone. Choose from a default error tone or recorded sounds (only if you have sounds stored under *My Sounds*).

My Sounds

Select *My Sounds* to record own sounds using the phone's microphone. Choose the respective icons to Record (●), Stop (■), Play (▶), Save (✔) or Delete (🗑) a sound.

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Settings

Preferences

► Settings ► Preferences

Choose *Preferences* to personalise your phone according to your preferences, e.g. which language, backlight on/off, etc. When you receive your phone, it has the following default settings:

Item	Default	Page
Language	SIM dependent*	36
Greeting	Off	36
Wallpaper	**	36
Backlight	On	36
LCD Contrast	0	36
Select Network	Auto	36
Preferred List	SIM dependent	36
Memory Info	–	36
Factory Reset	–	37

* default language depends on language of the Network Operator.

** default wallpaper depends on Network Operator/ Service Provider.

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Language
► Settings ► Preferences ► Language
Select the appropriate language.

- As a short cut, you can also select the language by pressing **#00(country code)#*.
- Select your default language by pressing **#0000#*.

Greeting
The *Greeting* menu allows you to turn on/off or to edit the greeting message which appears when you turn your phone on.

Wallpaper
Select pictures as a wallpaper to appear on the display in standby mode.

Backlight
Choose *Backlight* to turn the illumination of the keypad and display on/off. Switch the Backlight off and your phone's battery charge will last longer.

LCD Contrast
To adjust the contrast of your display.

Select Network
This feature gives you the option to select a network automatically when you turn on your phone, or manually from a list of available networks.

Preferred List
Choose *Preferred List* to edit the automatic network selection priority list. This feature is helpful e.g. to prioritise roaming partners.

– *Add Network* to add a network operator to the list.

– *Move Network* to adjust the order in which the names appear in the list.

– *Delete Network* to remove a network operator from the list.

Memory Info
To display how much memory is available for *SIM*, *Phone* and the *Note* area.

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Factory Reset

To perform a master reset of all of your phone's settings back to the factory settings except Phonebook, Schedule and Network/ SIM card based settings. This will automatically restart your phone.

Security

► Settings ► Security

The *Security* options allow you to control who uses your phone as well as their calling privileges. However, emergency calls (SOS) are always possible regardless of the restrictions/codes you set.

PIN Code

Select PIN code to enable/disable or change the PIN code. When the PIN code is enabled, your phone prompts you to enter the PIN code each time you turn on the phone. You can change your PIN code to any 4-8 digit number. Your PIN code can only be changed if the PIN control is switched on.

After entering the PIN code incorrectly three times, your PIN is blocked. Enter the PUK (Personal Unblocking Key) to unblock your PIN.

- After entering the PUK code incorrectly ten times, your SIM card is completely blocked and can only be unblocked by your Network Operator/Service Provider.
- If the PIN code is disabled, the risk of unauthorised use of your phone is greater. The disabling of the PIN control is SIM card dependant.

PIN2 Code

PIN2 is a code provided by your Network Operator/Service Provider and is required for access to some features such as FDN Phonebook or Call Cost. These features are not supported by all networks.

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Call Barring

Limit calls made from your phone which can be useful e.g. if you lend your phone to someone else but to not want them to make international calls. The restrictions in the *Call Barring* menu require the barring password.

All Outgoing

Restrict all outgoing calls except emergency calls (112, etc.).

International

Restrict all international calls.

Int. Ex. Home

Restrict all outgoing international calls except those to your home country.

All Incoming

Restrict all incoming calls.

If Abroad

Restrict all incoming calls when you are outside of coverage from your registered Network Operator (e.g. when abroad).

Cancel All

Cancel all settings of the call barring service.

Barring PWD

Some of the restrictions in the *Security* menu are controlled in the network e.g. *Call Barring*. Your Network Operator/Service Provider provides a (Network) password if you register for one or more of these network call restrictions (*Call Barring*).

Changing the Barring Password

Select *Barring PWD* from the *Security* menu. Use the keypad to enter the old password and then enter your new password (4-8 digits). Enter the new password again and press the Jog Dial.

If the message *Invalid* appears, the old password you entered was incorrect. If you have difficulties, contact your Network Operator/Service Provider.

Security Code

The *Security Code* allows you to set a password to control access to your browser and E-mail. The default Security Code is: 0000.

Call Data

► Settings ► Call Data

Track or control how long you are on the phone and the cost of calls made. So that Call costs can be used as a security measure e.g. when you lend your phone to someone, you must use your PIN2 as a security code when you set or change options.

Call Time

Check the length of your last call and total calls (incoming and outgoing). Rotate the Jog Dial to select which call time you want to check.

Call Cost

Check the cost of your last call, total calls and remaining credit. Rotate the Jog Dial to select the cost you want to check.

Reset Call Time

Use the Jog Dial to reset the Call time.

Call Cost Setting

Call Cost Setting offers a choice of three options:

- *Charge Rate*
  Select *Charge Rate* to set the currency and price per unit which will be used to calculate the call cost.
  Enter your PIN2 code at the prompt. Enter a currency and the price per unit (to enter a decimal point, press # or *).
- *Charge Limit*
  Select *Charge Limit* to set a unit figure at which your phone will not allow any more calls to be made. If *Unit* in the *Charge Rate* menu (see above) was selected, enter the Unit value. In case of *Currency*, enter the Currency value.
  Then enter your PIN2 code at the prompt, then set the charge limit.
- *Reset Call Cost*
  Select *Reset Call Cost*, enter your PIN2 code and then reset the call cost.

In order to be able to make phone calls again, reset the *Call Cost* counter or enter a higher *Charge Limit*.

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Call Settings

► Settings ► Call Settings

Some of the following features may not be supported by some networks.

Caller ID

Choose whether or not you want the party you are calling to see your telephone number. Select *Caller ID* from the *Call Settings* menu. Use the Jog Dial to select *On*, *Off* or *Default* (network default).

Call Waiting

If activated, your phone will alert you (beep) that a call is waiting so that you don't miss any calls. Select *Call Waiting* and use the Jog Dial to select *Activate*, *Cancel* or *Check Status*.

Select Line

Some Network Operators offer the possibility to select between two separate phone lines on your SIM card. This is useful e.g. for separating business and private call costs.

To make a line selection in standby mode, press and hold # and use the Jog Dial to make your selection. 1 or 2 will appear so that you know which line is active. It is also possible to make the line selection using the *Call Settings* menu option.

Some menu items may not appear in your phone in some networks unless you specifically subscribe for them. The following settings (e.g. *Divert*, *Security*, *Ringer Tone*, *Call Waiting* and *Voicemail*) will apply to the currently selected line. Some items such as your own number entry and voicemail entry may not be edited. All calls made will be billed to the currently selected line. The *Call Time* and *Call Cost* settings however, will always show the total time or cost of both lines.

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Any Key Answer
Answer a call by pressing any key on the keypad.
Select *Any Key Answer* and use the Jog Dial to select *On* or *Off*.

1 Minute Beep
Turn the *1 Minute Beep* on (off) to be (not be) reminded by a beep in 1 minute intervals of the time you are on the phone.

Auto Redial
Automatic redial of an engaged line until it is no longer busy. Select *On/Off* to activate/deactivate this function. An incoming call will interrupt the *Auto Redial* feature.

This function can be restricted by your Network Operator/Service Provider.

Show Call Time
Select *On/Off* to display/not display the elapsed time of your call.

Auto Answer
Automatic answer of an incoming call. Only works together with the Handsfree car kit accessory.

DTMF Tones
DTMF tones are emitted when pressing a key during menu prompts (e.g. during Voicemail, etc.). Select *On/Off* to activate/deactivate this function.

Data Services
When connected to the optional Data accessories (also see their user manuals) your phone can send and receive data.

Selecting a *Serial Speed*

- Select *Serial Speed* and use the Jog Dial to select *Automatic*, or one of the following speeds: *115.2kbps, 57.6kbps, 38.4kbps, 19.2kbps, 9.6kbps*.
- Select *Automatic* for automatic detection of the serial speed. Enter an “AT” command, whereafter the phone responds with *OK*.

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Divert

You may need to register for this service with your Network Operator/Service Provider.

Setting a Divert

1 ► Divert

2 Select a Divert option using the Jog Dial.

3 Select *Activate* to set the chosen divert condition.

4 Select *Voicemail* to divert calls to your Voicemail or choose a number from the Phonebook. Choose *Enter Number* to enter the number manually using the keypad.

5 Wait for confirmation from the network.

- In step 3, you also have the option to cancel or check status. Select *Cancel* to cancel the divert; then wait for the network response.
- Select the option *Check status* to check the divert settings. Wait for the network response and then you can view the current status on the display.
- If the returned response is *Failed*, the network was unable to set, clear or check the selected Divert.
- appears in standby mode if a Divert is set.
- Sometimes a divert option is automatically set in the network.

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The *Divert* menu offers the following options:

► All Calls
Divert all calls unconditionally (the phone will not even ring).

► If Not Reachable
Divert incoming calls when your phone is switched off or out of network coverage.

► If No Reply
Divert incoming calls if you do not answer the call after a certain period of time.

► If Busy
Divert incoming calls when your are on the phone (line engaged).

► All Fax
Divert all fax calls (the phone will not even ring).

► All Data
Divert all data calls (the phone will not even ring).

► Cancel All
Clear all active diverts.

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Call History

Provides a record and quick access of up to 10 of the last outgoing calls, up to 10 of the last incoming calls and up to 10 missed calls. (This feature is dependent on your Network Operator/Service Provider.)

1 ► Call History
or simply press ( ) in standby mode.

2 Use the Jog Dial to choose one of the following options: *Outgoing calls*, *Incoming calls* or *Missed calls*, then press the Jog Dial.

3 Make a call by pressing and holding the Jog Dial on one highlighted name/number. Select *Delete All* at the end of the list to delete all names/numbers.

- *Caller ID* (Caller Line Identification) is required to support Call history entries.
- When the *Call History* reaches its capacity, the oldest number is deleted automatically to provide space for the newest entry.

Outgoing call
Incoming call
Missed call

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Extras

Choose the *Extras* menu to access the following sub-menus: *Clock*, *Calculator*, *Games* and *E-Mail*.

Clock

►Extras ►Clock

World Clock

Press the Jog Dial to select a city from the map (or press the Centre Key to list cities) for the following options:

►**Set** to change the home city.

►**Set** to change the foreign city.

►**Daylight Saving** to switch between summer time and winter time.

Alarm

It is possible to set, switch on/off or set the Alarm to ring at the same time every day (*Repeat daily*). If the phone is switched off, you will not hear the alarm.

Timer

To start and stop the timer at a certain time. When the timer is on, appears in the display in standby mode.

The volume of the alarm/timer is determined by the ringer volume setting. If the ringer volume is off, the alarm/timer will ring at the minimum volume. The alarm/timer will still ring even during a call.

Clock Format

Choose from the following clock formats: *24 hours*, *AM/PM*, *With Date*, *World Clock*. Choose *Off* to have no date/time displayed in standby mode.

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Clock Chime
Choose from the following *Clock Chime* options: *Beep*, *8h-20h*, *Off*.

Set Date/Time
Use the Jog Dial and keypad to enter the day, month and year (*DD/MM/YY*) as well as the time in hours and minutes (*HH/MM*).

If you insert a new battery, please reset the clock.

Calculator
► Extras ► Calculator

The Calculator can perform addition (+), subtraction (-), multiplication (x) and division (÷).

- Press to go through the mathematical operations of +, -, x, ÷ in that order.
- Press to clear the entered value and the result.

1 **► Extras ► Calculator**

2 Enter a number.

3 Press to select the mathematical function and then enter another number.

4 Press # to select = for a result.

Currency Converter
You can also use the calculator as a currency converter.

1 Enter a number into the calculator screen.

2 Press the Centre Key.

3 Select the desired currency exchange rate.

4 Press the Jog Dial.

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Currency Converter Settings

1. Press the Centre Key when the calculator screen is displayed.
2. Select *Settings* and press the Jog Dial. Select from the following:
   - *Home Currency* to set the home currency.
   - *Foreign Currency* to set the foreign currency. After setting the foreign currency, press the Jog Dial to set the *Exchange Rate*.
   - *Currency List* to edit the currency name.

Press the Jog Dial to confirm the currency and the display will automatically show the next setting.

Games

► Extras ► Games

Select *Games* from the Extras menu. During a game, press the Centre Key to stop/start the background sound. Press the End Key to end the game.

Bananas

Two monkeys (player vs. phone) are in a fight armed with bananas. You must hit your opponent (see number of lives in upper right-hand of screen) in order to advance to the next stage. Rotate the Jog Dial up (vertical) or down (horizontal) to control the angle of the throw or to dodge the bananas. But do not forget to judge the wind (see wind flag) and the effects of gravity when you aim. Press the Jog Dial to adjust your throwing power. The game is over when all monkeys have been hit.

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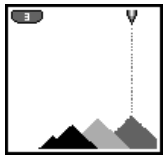
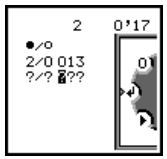
Sand Art



Test your artistic ability with the Jog Dial as your paintbrush and the CMD-J7/J70, your canvas. Choose one of four sand colours using the keypad (1-4). Use the Jog Dial to control the position of the sand nozzle at the top of the screen (up=right, down=left). Press the Jog Dial to open or close the sand nozzle.

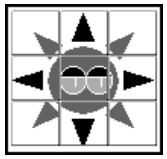
Mindblaster



The aim of the game is to break the code generated by the CMD-J7/J70. Rotate and then press the Jog Dial to select the level of difficulty. To begin the game, select a number from the item ring using the Jog Dial or using the keypad. Then press the Jog Dial to check your guess:

● correct entry in correct place
○ total correct entries including those not in the correct place

PicPuz



The goal of the game is to order the puzzle pieces to reproduce the picture you select. Rotate and then press the Jog Dial to select a picture (level of difficulty).
Rotate the Jog Dial to select a puzzle piece (selection blinks). Press the Jog Dial to move the selected piece up, down, left or right into the blank space.
Press the Centre Key for help while playing the game (puzzle pieces are numbered starting with 1 in the upper left-hand corner). Press the End Key to exit help.

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E-mail

► Extras ► E-mail

You can send and read E-mail by accessing to your office E-mail server or your Internet service provider on the Internet (POP3 and SMTP are supported). You will need the specific parameters from your internet service provider in order to complete the setup. Contact your service provider or operator directly for complete details for setting information, as some service provider or operators do not provide this service. Be sure to make your settings before you start using E-mail.

- A *Security Code* may be necessary when using your browser or sending E-mail. Use the code that is set as your *Security Code*. For details see *Security Code*, page 38.
- The maximum size of E-mail that can be sent or received is 2 Kbytes, including the header.

Reading E-mail

After selecting *E-mail* from the *Extras* menu select *Read* to connect to your server and display a list of incoming mail. Rotate the Jog Dial to highlight the E-mail that you want to read, select it with the Jog Dial to read it. Also, when you press the Jog Dial you can:

Next: Read the next E-mail.

Prev: Read the previous E-mail.

Reply: Reply the E-mail by pressing the Jog Dial after selecting the sender.

- You must be logged off of your E-mail account on your PC in order to access your E-mail using the phone.
- For optimum E-mail management, the phone will only display E-mail which is unread and not already downloaded by your PC. However, you are still able to use your PC to access mail read using your phone. You can only delete mail using your PC.

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Sending E-mail

After selecting *E-mail* from the *Extras* menu, select *Send* and you can compose an E-mail.

To: Enter the address of the person you want to send the E-mail.

Subject: Enter the subject of your E-mail.

Body: Compose the text of your E-mail. Press the Jog Dial and select *Send* to send the E-mail after entering the text.

- If you would like to access E-mail sent from your phone at a later date, copy your own E-mail account when writing an E-mail.
- Press the Centre Key when writing an E-mail for additional menu options.

Settings

To send and receive E-mail you need to set the following.
Enter your E-mail address correctly as indicated by your mail-server manager or your provider.

Provider

Dial-up Number: The phone number to dial-up your provider.

User Name: The user name to access your provider.

Password: The password to access your provider.

POP3 Server: The address of the mail server for receiving E-mail.

SMTP Server: The address of the mail server for sending E-mail.

Data Call Type: You can select the relay, when you connect to your provider. ISDN is already set.

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E-mail

User Name: The user name to access your mail server.

Password: The password to access your mail server.

E-mail Address: Your E-mail address.

Details

POP3 Port: The number of the port for the mail server for the POP3 port. It is not necessary to change from the regular 110.

SMTP Port: The number of the port for the mail server for the SMTP port. It is not necessary to change from the regular 25.

Timeout: Set the amount of time allowed to connect to your mail server.

DNS Server: The settings for DNS (Domain Name Server) server.

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Scheduler

► Scheduler

Display the calendar, save your daily schedule and set alarms for important tasks. The monthly calendar appears as follows:

7: An event is scheduled for that day.

Enter a new event or a new to do item

1. Select *Scheduler* from the Main Menu and use the Jog Dial to select a day. (To change the month, press the Centre Key.)
2. Use the Jog Dial to select *New* and then enter a *New Event* or a *New To Do* item.

The following options are available if you select an event.

View
View details of the event.

Edit Icon
Select from a range of icons to be added to the event entry.

Edit Time
Edit the Time of the event.

Alarm
Select from the following options: switch the *Alarm On/Off,* or set it 5 min./1 day before the event time. If the phone is switched off, you will not hear the alarm.

Edit Text
Use the Jog Dial and the keypad to edit the event text.

Delete
Delete the event entry.

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Daily To Do List

The following options are available if you select one of the *To Do* Items.

View

View details of the *To Do* entry. Select *OK* if the entry is correct.

Complete

Select C*omplete* if you have completed the *To Do* item. The *To Do* entry is ticked. It is still possible to View, undo complete (= Not complete) and to edit this entry.

Edit Text

Edit the *To Do* entry.

Delete

You have the choice of the following options:

- *Past* will permanently delete all past *To Do* entries (but keep the current entry/entries).
- *All* will permanently delete all *To Do* entries from the past and of today.

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WAP Browser

With WAP (Wireless Application Protocol) it is possible to access a variety of information such as news or weather reports from around the world including mobile internet sites. With this phone you can access various HTML or WML internet sites.

Choose *WAP* from the Main Menu using the Jog Dial or simply press the Centre Key from standby mode once you have completed the WAP setup in *Settings*.

It is necessary to register with a Network Operator/Service Provider to use this telephone as a browser. In some cases registration has already been completed.

Check with your Network Operator/Service Provider in advance to confirm whether your subscription allows access to WAP services and whether it is possible to access WAP when roaming.

- As a safety measure, a Security Code may be necessary to use your browser. Use the code that is set as your *Security Code* (see page 38).
- Internet access is limited to the sites providing HTML or WML content. WAP (the Wireless Application Protocol created for Internet service via mobile phone) is used to access a WML site.
- You cannot make phone calls while accessing the mobile Internet.

Getting Started

In order to use WAP, you will need to make some settings using parameters specified by your Network Operator/Service Provider. **For your reference, sample parameters are provided and underlined however you will need the specific parameters from your Network Operator/Service Provider in order to complete the setup.** You may be able to obtain the parameters from the web page of your Network Operator/Service Provider.

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The browser can be configured to access WAP or HTML sites. The procedure to set up the configuration depends on the server type. See an example for WAP below.

1 Select *WAP* from the Main Menu. Then select *Settings*.

2 Select the first field labeled *Empty* and then select *Edit*.

3 Enter the *Security Code* (default 0000) at the prompt (see also page 38).

4 Select *Name* to enter a name that will be displayed for your site.
Name: My Provider

5 Select *Home Page* to enter the URL of the home page specified by your Network Operator/Service Provider.
Home Page: wap.myprovider.com

6 Select *Server Type* to select *WAP* or *HTML* depending on which type of server your provider has.
Server Type: WAP

7 Select *Bearer Service* to specify the bearer type (*Data* or *SMS*) your Network Operator/Service Provider requires.
Bearer Service: Data

8 Select *Provider* to set the following parameters specified by your Network Operator/Service Provider:
***Dial Up Number*: +12 345 67 890** (number to access the gateway)
***ISP User Name*: abc**
***ISP Password*: sony**
***Data Call Type*: Automatic**

9 Select the arrow to return to the *Edit* menu.

10 Select *GW Server* to enter the address of the gateway server of your Network Operator/Service Provider.
GW Server: 10.255.255.255

11 Select *Security* to choose *On* for a secure connection to your gateway (GW port 9203) or *Off* for a non-secure connection (GW port 9201) depending on your Network Operator/Service Provider.

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12 Select *Details* and then *Timeout* to enter the default timeout value in seconds specified by your Network Operator/ Service Provider (if your Network Operator/Service Provider does not specify a value, 120 seconds should be sufficient for most Network Operators/ Service Providers).
Timeout: 120

13 Select the arrow to return to the previous menu. Select *Set Home* to set this entry as your home or default address. You are now ready to begin using WAP! Simply select *Home* from the *WAP* menu to access your home site.

To set up HTML, you will need to set the *Server Type* to *HTML* as well as the *Proxy* and *Details* settings. However, with HTML the *GW Server* and *Security* settings are not necessary. Contact your Network Operator/Service Provider for details.

The Browser Menu

Choose *WAP* from the Main Menu using the Jog Dial or simply press the Centre Key from standby mode once you have completed the WAP setup in *Settings*. From the *WAP* menu, rotate the Jog Dial and then press to select an item from the menu.

Home

►WAP►Home

Select *Home* to access the homepage you have entered in *Settings*.

Favourites

►WAP►@ Favourites

Select *Favourites* to access, edit or delete a URL from your Favourites list. Rotate the Jog Dial to select a URL, then press the Jog Dial to display the following options:

Go: Connect to the selected URL.
Move: Change the order of your Favourites.
Edit: Edit the name and URL of Favourites.
Delete: Delete a URL from your Favourites.

You can also access your Favourites while browsing (see also "While Browsing"). However, you will need to enter "wsp://" and then the URL to any WAP sites you would like to access during a WAP session. Similarly you will need to enter "http://" and then the URL to any HTML sites you would like to access while browsing.

Settings

►WAP►Settings

Configure the settings to access WAP services. Be sure to make these settings before using WAP.

The ❙ icon indicates the site that you have set as your home site. To change your home site, select *Set Home* from the menu after you choose a site with the Jog Dial. See also "Getting Started" (see page 54) for details about the required *Settings*. Choose *Delete* to delete a site profile.

While Browsing

Press ↩ while browsing, for the following options:

Home:	Access your home site.
Refresh:	Refresh the displayed page.
Add to Favourites:	Save the current URL.
Favourites:	Access a URL from *Favourites*.
Manual URL:	Access a URL by entering it manually.
Quit:	Close your browser and return to standby mode.

Navigation

When browsing a WAP site, press the Centre key to scroll through the option of a selection field (form field). Press the Jog Dial to select one or more items. Press ⏻ to exit back to the previous page when browsing.

Closing the Browser

Press and hold ⏻ to disconnect (only when the bearer service is set to *Data*) and close the browser.

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Appendix

Troubleshooting

Problem	Possible Causes	Possible Remedies
Unable to switch on	Empty battery	Charge the battery (see page 13).
	Defective battery	Replace the battery. Note that after several years, gradual decline is normal.
The icon appears	Weak signal	Move to an open space or nearer to a window.
	Outside GSM coverage area	Check operator coverage map.
	SIM not valid	Call your service provider.
	Network access not allowed	Try manual network search (see page 36).
Call not possible	Dialling error	Use full national area code. When abroad, use also international access code to reach home country.
	All calls barred	Check (Password is needed to clear).
	Another SIM inserted	Check for new restrictions.
	Call barring set	Check outgoing call barring settings (see page 38).

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Problem	Possible Causes	Possible Remedies
Difficult to hear the other party	—	Adjust earpiece volume, and reduce noise around you (see page 19).
Phones loses network	Weak signal	Reconnection, or connection to another operator is automatic. Switching phone off and on may accelerate this.
SIM error	Damaged SIM card	Please contact your service provider.
SIM card not registered	Network does not recognize the SIM card	Please contact your service provider.
Not able to receive calls	Call barring set	Check incoming call barring settings (see page 38).
	Divert set	Check call divert settings (see page 42).
Battery Charging indicator does not appear	Battery overdischarged	Charge the battery a full charging cycle (up to approx. 3 hours) for the indicator to appear.

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Unblocking the SIM Card

If you enter the PIN code incorrectly 3 times, the SIM card is blocked.

1. Enter the PUK and press the Jog Dial (or press (# ⊙)).
2. Enter the new PIN (4-8 digits) and press the Jog Dial (or press (# ⊙)).
3. Enter the new Pin code again and press the Jog Dial (or press (# ⊙)).
   The SIM is unblocked.

- If you enter the wrong unblock code (PUK) 10 times, your SIM is blocked completely. In this case contact your Network Operator/Service Provider.
- In order to receive more information (SIM and PUK), please contact your Network Operator/ Service Provider.

Technical Specifications

E-GSM 900 Mobile Telephone	Class 4 (2 Watts)
GSM 1800 Mobile Telephone	Class 1 (1 Watt)
Frequency Range (Transmission)	880-915 MHz and 1710-1785 MHz
Frequency Range (Reception)	925-960 MHz and 1805-1880 MHz
Handset Operating Temperature	-10 °C – +55 °C
Accessories Operating Temperature	±0 °C – +45 °C

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Licensing

Your CMD-J7/J70 is authorized for use in GSM 900 / 1800 networks and complies with EU standards.

CE
0168

- This equipment complies with the essential requirements of the Directive 1999/5/EC Radio and Telecommunications Terminal Equipment Directive.
- 95/54/EC “Car Automotive Directive”
  Applies to accessories used in vehicles confirmed by the e-mark.

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