The memory dialing feature lets you store and recall up to 98 numbers.
Each stored number can include an associated name tag.

The memories are numbered 1 to 98. Each location can contain a national
or international phone number plus a name of up to 16 characters.

You can store a longer phone number (up to 30 digits), but the space for
the accompanying name is automatically shortened. The phone display tells
you if the name you are entering will not fit. See "Correcting Mistakes."

In addition to locations 1 to 98, one scratchpad memory is provided
(locations # #) which you can use to temporarily store a number and name
during a call.

Special memories:

Location No.	Details
90 to 95	Contain the only numbers you can dial when the ALLOW M90-95 call-restricting option is selected -- see "Call Restricting."
96	Holds the number called with the # one-touch dialing key.
97	Holds the number called with the # one-touch dialing key.
98	Holds the number called with the P1 one-touch dialing key.
99	Your number and name, which displays when the phone is first turned on -- see "Displaying Your Own Number."

STORING NUMBERS AND NAMES

Each memory location can hold a telephone number and name tag.

1. Enter the phone number you want to
    store (for example, 214 555 7890).

```
   214
555 7890
```

2. If you want to also enter a name tag for this number, press ABC. The
    NAME? prompt and ALPHA indicator appear.

    For example, to store the name tag JOE with the telephone number after
    pressing ABC:

    *   Enter the letter J:

        Press 5   (display reads J)
    *   Enter the letter O:

        Press 6   (display reads JM)

```
        Press 6              (display reads JN)
        Press 6              (display reads JO)

   *    Enter the letter E:

        Press 3              (display reads JOD)
        Press 3              (display reads JOE)
```

```
┌─────────────────┐
│                 │
│  JOE_           │
│                 │
└─────────────────┘
```

NOTES: If you want to store a name tag with the phone number, you must
        enter it immediately after entering the number.

        To enter a space, press 0.

3. To return the number mode, press ABC again. The ALPHA indicator
    disappears and the telephone number appears.

4. Press STO to store the number and name
    tag. The first available memory location
    appears in the top right corner of the
    display (for example, location 3).

```
┌─────────────────┐
│               3 │
│  STORE          │
└─────────────────┘
```

To store the number and name tag in the first unused memory location:

Press STO a second time. The phone displays
STORED confirming that the number and name tag
are stored.

```
┌─────────────────┐
│                 │
│       STORED    │
└─────────────────┘
```

To store the number and name tag in any location:

Enter the desired location number (1 to 98). When entering a one-digit
number (for locations 1 to 9), press STO again to complete the operation.
When entering a two-digit number (for locations 10 to 98), the phone
displays STORED after you enter the second digit.

If you try to store a number in a location
which is already occupied, the phone displays
REPLACE CONTENT?

```
┌─────────────────┐
│ REPLACE         │
│ CONTENT?        │
└─────────────────┘
```

In this case either:

Press STO within 8 seconds to replace the existing information with the
new entry.

or:

Press CL, or wait longer than 8 seconds until the message STORE NOT DONE
appears, to retain the existing information.

You cannot store the same name in different
locations, even if the associated numbers are
```
        ┌─────────┐
        │         │
```

different. If you try to store a name which
already exists, the phone selects that memory
number to store into. If you specify another
location, the phone displays MOVE NAME?

```
┌─────────┐
│ MOVE    │
│ NAME?   │
└─────────┘
```

In this case either:

Press STO (within 8 seconds) to erase the location previously storing the
name tag and to store the name tag in a new location.

or:

Press CL, or wait longer than 8 seconds until the message STORE NOT DONE
appears, to retain the name tag in the previous location.

CORRECTING MISTAKES

Press CL to erase the last digit or character entered.

Press and hold CL to clear the number and its name tag.

Under some circumstances you cannot perform a store. In all such cases
the phone displays one o the following messages:

Message	Meaning/Action
MEMORY FULL	All locations are occupied. Unwanted locations can be cleared (see "Clearing the Contents of a Memory Location").
LOCATION FULL	The chosen location is occupied and name tag already exists -- wait for the information you tried to store to reappear, or press CL, then store in another location.
NOT ALLOWED	You cannot store a different phone number in memory location 99. This location holds you own cellular phone number.
NAME TOO LONG	Name tag is too long to be stored. Characters are automatically truncated -- Press STO to store a truncated entry.
NO ROOM FOR NAME	Memory location cannot store telephone and name tag. Name is deleted. Press STO to store the number only.

DIALING A NUMBER FROM MEMORY (SHORT METHOD)

You can rapidly dial any number stored in memory by entering either the
stored location number of the name tag for the number you want to call.

1. Either:

    Enter the number of the memory location containing the number to be
    dialed (for example, 3).

    or:

Press ABC to select the alpha mode (The phone displays NAME? and ALPHA). Then enter the name tag stored with the number to be dialed.

2. Press SEND.

The phone recalls the number/name from
memory, displays it briefly, then dials
the number. If the memory location
contains no number, or the name tag does
not exist, the message EMPTY (if in
number mode) or NOT FOUND (if in alpha
mode) appears.

```
┌──────────┐
│          │
│  EMPTY   │
│          │
└──────────┘

┌──────────┐
│ NOT      │
│ FOUND    │
└──────────┘
```

RECALLING MEMORY INFORMATION BY LOCATION NUMBER

With the phone in the number mode:

1. Press RCL. The message RECALL prompts you to specify a memory
    location number. Then enter the location number (for example, for
    location 3, press RCL 3).

```
┌──────────┐
│          │
│  RECALL  │
│          │
└──────────┘
```

The phone displays the phone number stored in that memory location.
If the memory location is empty, the phone displays EMPTY.

2. To check the name stored in the same memory location, press ABC. If
    no name was stored with the number, the phone displays NAME?. To
    return to the number, press ABC again.

3. To call the number in the memory location, with either the number or
    the name displayed, press SEND.

RECALLING MEMORY INFORMATION BY NAME

1. Press ABC to select the alpha mode.

2. Enter the name or the first few letters of the name you want to
    recall.

3. Press RCL. The phone displays the first
    name that starts with the letters you
    entered and the number of the memory
    location in which it is stored.

```
┌──────────┐
│ JOE      │
│          │
└──────────┘
```

4. To check the phone number stored in
    same memory location, press ABC again.

```
┌──────────┐
│      214 │
│ 555 7890 │
└──────────┘
```

5. To call the number in the memory location, with either the name or
    the number displayed, press SEND.

SCROLLING THROUGH NUMBERS

1. To scroll the stored phone numbers, press /\ or \/. If you have just
    recalled a memory location by number, scrolling starts from that
    location. If you just recalled a memory by name, scrolling proceeds
    in alphabetic order from that location.

2. When you find the number you want, press SEND to make the call.

DISPLAYING YOUR OWN NUMBER

Your own number, which is permanently stored in memory location 99, has
been programmed by your dealer (you cannot change the number.

To recall your own number press RCL 9 9.

USING THE SCRATCHPAD MEMORY

In addition to the 98 standard memory locations, the phone has one short-
term memory location (the scratchpad) in which you can temporarily store
and number and name.

To store a number/name in scratchpad memory:

1. Enter the number (be sure to include area code if necessary). To
    enter a name, press ABC to select the alpha mode, and enter the
    characters.

NOTE: The person you are talking to hears tones when you press keys.

2. Press STO # #. The number/name is stored in the scratchpad memory;
    any number stored previously is overwritten.

To recall the number:

1. Press RCL # #. The phone displays the number. To display the name,
    press ABC.

2. To call the number, press SEND.

To move a number/name from the scratchpad to a permanent memory location,
recall the number/name, then store it as described in "Storing Numbers and
Names."

CLEARING THE CONTENTS OF A MEMORY LOCATION

1. Press and hold CL to clear the display.

2. Press STO. The phone displays STORE to prompt you to enter a location
    number.

3. Enter the number of the memory location you want to delete. The phone
    displays REPLACE CONTENT?

4. Press STO within 8 seconds. The phone displays STORED to confirm that
    that location has been cleared.

LEAVING A REMINDER MESSAGE

You can enter a message (a name and number), just before turning off the phone, and then have that message recalled automatically when you next turn on the phone.

When recalled, the reminder message is shown as text if there is a text part; otherwise it appears as a number. You can clear, edit, store the message, or call the number, just as with any other number/name.

To enter and store a reminder message:

1. Enter the number or name on the display as necessary (press ABC to switch between the number and name modes). You can also recall a number or name already stored.

2. Press MNU, then press and hold ON. The phone turns off, and automatically stores the reminder message.

When you next turn on the phone, the phone displays the message. The message is then automatically erased from memory, and does not appear when you turn on the phone again.

CHANGING THE WAKE-UP MESSAGE

The phone briefly displays a wake-up message when you turn on the phone. The wake-up message is normally a name (or text), stored in the alphabetic part of memory location 99. If the alphabetic part is empty, then the phone displays your own number, which is stored in the numeric part of location 99.

If your phone is registered on two cellular networks, the displayed wake-up message (and your own number) will be from the network currently used; see "Selecting the Phone Number."

To change the wake-up (text) message:

1. Either:

    Press ABC to select the alpha mode and enter the text message,

    or:

    Press RCL 9 9 to recall the current contents, press ABC to select the alpha mode and enter the text message (if necessary, first delete any name already stored).

2. Press STO 9 9. The phone displays REPLACE CONTENT?

3. Press STO to store the new name; the phone displays STORED.

If you try to store a different phone number in memory location 99, the phone displays NOT ALLOWED, and the number and name are not stored.

DISPLAYING HIDDEN DIGITS

The phone can display up to 16 digits at a time. If you enter a number longer than this, the first digits do not appear on display.

To view the first digits, press and hold RCL.

To view the original display again, release RCL.

After you display a long number, remember to clear the display (press and hold CL) before attempting to recall information from a memory location.

ADDING A WAIT

Many computer services (for example, bank-by-phone and voicemail) require you to wait before entering touch tone digits. You can use the special WAIT character to add touch tone digits to a phone number stored in memory:

1. Enter the phone number of the service (for example, 214 555 7890).

2. Press * * * *. The phone displays 214 555-7890w.

NOTE: You must press each * in quick succession, before the phone display moves to the next digit, to enter the w character. If you make a mistake, use CL to erase the last character.

3. Enter the touch tone digits (for example 3360). The phone displays 214 555 7890w3360.

4. Press STO to store the number.

5. Press STO a second time to store the number in the first unused memory location.

To dial the computer service, recall the number from memory and press SEND. The phone dials the number of the computer service and the phone displays w 3360. Pressing SEND again sends 3360 as touch tone digits.

ADDING A PAUSE

Some telephone services, such as voice mail, require you to enter an access code, then pause for a couple of seconds to wait for the service to accept the code before entering additional digits.

To store a pause in a number:

1. Enter the phone number of the service (for example, 214 555 7890).

2. Enter a WAIT character (See "Adding a Wait").

3. Enter the first digits you need to send (for example, the *).

4. Press * * * to enter a pause at this point.

NOTE: You must press each * in quick succession, before the phone display moves to the next digit to enter the pause. If you make a mistake, press CL to erase the last character.

5. Enter additional digits (for example, 6864).

6. Store the entry in a memory location (see "Storing Numbers and Names").

To dial the service, recall the memory location and press SEND. The phone dials the number. When the service answers, press SEND again. The phone SENDS the first digits (from Step 3), pauses 2.5 seconds, then sends the additional digits (from Step 5).

STORING AN INTERNATIONAL NUMBER

You can use the special + character to automatically add the 011 international dial code to a number stored in memory:

1. Press * *. The phone displays +.

NOTE: You must press each * in quick succession, before the phone display moves to the next digit, to enter the + character. If you make a mistake, press CL to erase the last character.

2. Enter the phone number (for example, 44123456789). The phone displays +44123456789.

3. Press STO to store the number.

4. Press STO a second time to store the number in the first unused memory location.

To dial the international phone number, recall the number from memory and press SEND. When you recall the number from memory, the phone automatically displays 011 in place of the + character.

(ALL-9/15/94)