#### **Odin Mobile**

# **ODIN VI Talking Mobile Phone**

Please retain this user guide for future reference. This user guide is available on our website.

This User Guide is modelled after a guide prepared by the Royal National Institute for the Blind (RNIB) in the United Kingdom. Odin Mobile thanks the RNIB for giving it permission to use its user guide.

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# **General description**

Let the ODIN VI read to you with its built-in talking features. On-screen information is spoken and you'll also hear your button presses. Scroll through your contact list and hear the names read out, open a text message and ODIN VI will read it to you. Writing text messages is just as easy. As you type, each letter is read aloud. The ODIN VI has a simple menu and colour coded buttons. You'll also like the number keypad with the large and well spaced buttons so you'll hit the right button every time.

- Speaks the time, signal strength and remaining battery charge
- Choose either a male or female voice
- Incoming calls announce names stored in the phonebook
- Adjust the speech speed between 85 and 120 per cent
- Find what you're looking for quickly with its simple menu system and bold, clear icons
- Compatible for use with hearing aids with a rating of M3/T3.

# Items supplied with the ODIN VI talking mobile phone

ODIN VI mobile phone Desk charging stand USB cable USB plug Hands-free earpiece SIM card Quick start guide

#### Orientation

This section will assume that you have the phone laid flat on a table with the buttons closest to you. Out of the box the phone is in the closed position.

#### **Front**

When closed, the front face of the phone has five buttons underneath the screen. On the left is the square green **Call Button**, on the right is the round red **End/Cancel button**. Between these buttons are the **up/down navigation** arrows. Between the navigation arrows is the small rectangular blue **OK button**.

There is Braille underneath call and end buttons, however it is too small to be useful.

Directly above the screen in the centre is the **earpiece**.

To open the phone and reveal the keypad, slide the top half of the phone away from you to reveal the keypad. The number keypad is laid out in the standard four rows of three buttons with the first row containing **one**, **two and three**. The second row has **four**, **five and six**. Third row, **seven**, **eight and nine** and the last row has **star**, **zero** and **pound** (the phone refers to the pound button as a "hash").

Place the phone into the closed position by simply sliding the top section of the phone back down over the keypad.

#### Right Edge

There are three buttons on this edge. From top to bottom they are the following: **repeat speech button** and then the **volume rocker button**s with up at the top and down underneath.

These rocker buttons adjust the volume of the speech when not in a call and the earpiece volume when in a call.

**Please note:** if you turn the speech to its minimum volume the speech features are essentially turned off and ODIN VI will no longer speak.

### Left Edge

On the left edge, near the top of the phone is a small round hole which is the **earpiece socket**. Below this socket, about midway down this edge, under a small plastic flap is a **USB socket**. This can be used for charging, although most people will find it easier to use the charging stand.

### **Bottom Edge**

On the bottom edge are two small rectangular recesses. In the centre of each recess is a metal contact, which is used to charge the phone in conjunction with the charging stand.

#### **Back**

Two-thirds of the back of the phone is made up of the battery compartment cover, and the opening is situated towards the top and is denoted by a recessed area with a tactile ridge in it. Above the battery compartment is a thin recess with a metal grill. This is the loud speaker cover.

### **Display Screen**

The home screen has several icons arranged around the screen. Top left is the signal strength indicator. In the centre is the text-to-speech indicator. If an "X" appears next to this symbol, the text-to-speech capability is turned off and the ODIN VI will not speak. On the right is the battery indicator. The graphic shows a battery made up of five bars, with five black bars indicating a full battery. As the charge remaining in the battery decreases, the number of bars will decrease.

The time is displayed in the centre of the screen, and underneath the time is the date.

Assuming the phone is either open or the keypad is unlocked (see Turning the Phone On and Off), along the bottom of the screen you will find the words "Menu" and "Off" in blue and red, respectively. The word "Menu" refers to pressing the blue OK button in the centre to enter a menu. The word "Off" refers to turning the phone off.

There are several shortcuts to hear the read out on-screen information.

To hear the battery level, go to the home screen (ODIN VI will say "ODIN is ready"), type star, pound, zero, one, pound. Remember that the phone refers to the pound button as hash.

To hear the mobile network signal strength, go to the home screen and type star, pound, zero, two, pound.

To hear the date and time, go to the home screen and type star, pound, zero, three, pound.

To hear all three at once, simply press the repeat speech button on the right edge of the phone (when at the home screen).

# **Getting Started**

Before using your ODIN VI mobile phone, we recommend that you fully charge the battery.

## Fitting the SIM Card and Battery

The ODIN VI will arrive with the SIM card and battery installed. In case the need arises, however, below are instructions on how to remove the battery, insert a SIM card or remove a SIM card. Note that the ODIN VI is locked to Odin Mobile. This means that the ODIN VI cannot be used on another network.

### **Removing the Battery Cover**

Turn off the phone before you remove the battery. Turn it over so the screen faces down, with the buttons closest to you. Two thirds up the back of the phone is a tactile recess, press here and slide the battery cover down and off.

### Removing the Battery

The phone is provided with the battery installed. When you need to remove the battery, there is a small notch on each side to help with removal. These are at the top of the battery compartment, on the left and right, and you can remove the battery by simply lifting the battery out using one of these tabs.

### Inserting/Removing the SIM Card

The phone is provided with an Odin Mobile SIM card installed. However, if you need to remove or install a SIM card, the following are directions: the tray is located in the top left corner of the battery compartment and the SIM lies flat across the phone. The SIM tray is covered by a metal bridge which you will need to lift to insert the SIM. Without a SIM card inserted, the bridge should move left and right easily. Slide the bridge to the left and you can lift the bridge up to insert your SIM card. Remove the SIM card from its holder, orientate the SIM so that the metal contacts are facing downwards and the cut-off corner is at the top right. Place the SIM card into the SIM tray and lower the bridge over the SIM card. Slide the bridge to the right to lock the SIM in position.

To the right of the SIM card is a fitted micro-SD card which stores the voices for the phone. It uses a similar bridge locking mechanism to the SIM, however there should not be any need to remove the card as this will stop your phone from working properly.

## **Inserting/Replacing Batteries**

The battery will only fit into the compartment one way. Please do not force it as this may damage your phone. The battery has gold contacts on one of its edges, line these up with the three contacts in the bottom left of the battery compartment and insert the battery first onto the contacts then lay the battery flat into the compartment.

### **Fitting the Battery Cover**

Place the battery cover on to the back of the phone, leaving a small gap at the top and then slide the cover towards the top of the phone until it clicks into place.

## **Charging the Battery and Battery Level Status**

There are two ways to charge the battery: with the charging stand or through the phone itself.

The charger is supplied in two pieces: a USB plug and a USB cable. Insert the larger of the two ends into the USB plug socket and this is now your main charger.

To hear the battery level, go to the home screen (ODIN VI will say "ODIN is ready", type star, hash, zero, one, hash). In the alternative, go the home screen and press the repeat speech button on the right edge of the phone. This will cause the phone to speak your carrier, the signal strength and the battery level.

### **Desk Charging**

**WARNING:** be very careful when you insert the cable into the socket of the charging stand. If you use too much force and insert it with the wrong way up, you may damage the charging stand. Using the charging stand is by far the easiest way to charge your phone. Simply take the small plug on the end of the USB charging cable and insert gently into the USB socket on the back of the charging stand. There are faint tactile markings on the cable plug with a small arrow on one side. This should face downwards when inserting into the socket. We recommend you insert the cable and leave it attached to the stand.

Now that the charging stand is set-up to charge your phone, you simply need to place your phone into the charging stand. The phone should easily slide into the stand until the charging contacts at the bottom meet. When inserting the phone into the charging stand, the buttons should always be at the bottom facing outwards. If inserted correctly, the phone will speak "charger connected". In addition, in the top right hand

corner the battery graphic will be animated with bars adding to the battery. The screen will dim and turn off after 20 seconds. When you remove the phone from the charger, the ODIN VI will speak "charger removed." The ODIN VI will not speak "charger connected" or "charger removed" unless the phone is powered on.

If you insert the phone into the charging stand with the phone switched off, the screen will light up and briefly display ODIN on the screen followed by a graphic showing a battery filling up with yellow bars. The screen will dim and turn off after 20 seconds.

If the battery is low, the phone will announce that it is low and instruct you to place the phone in the charging stand so that it is recharged.

### **Direct Phone Charging**

**WARNING:** be very careful when inserting the cable into the socket. Make certain that you insert the cable with the correct side facing up. Too much force can damage the phone. We recommend that you use the charging stand for charging.

Midway along the left edge of the phone is a small plastic cover which can be lifted using a finger nail on its top corner. Underneath this is the same USB charging socket found on the back of the charging stand. There are faint tactile markings on the cable plug with a small arrow on one side. This should face upwards towards the screen when inserting into the socket.

## **Turning the Phone On and Off**

To turn the phone on, press and hold the round red End button until you hear an old fashioned ring letting you know that the phone is starting the activation process. After this ring, you can release the red End button. Approximately fifteen seconds after you hear the ring, ODIN VI will begin to speak. You can skip the introduction and head straight to the home screen by pressing the same End button.

When the phone is in the closed position, the keypad lock is automatically activated. You can unlock the keypad by pressing the square green call button followed quickly by the round red End button. Alternatively, simply slide open the phone to show the keypad. If the phone is in its closed position and the keypad is locked, the phone will not announce this.

To turn off the phone, ensure the keypad lock is not active and that you are at the home screen. Press the round red End button. ODIN VI will ask you if you would like to switch off your phone. Press the blue OK button to confirm or the round red End button to cancel.

The first time you turn on your phone, it will ask you to set the time and date. First you will need to enter the date. It is arranged in the format day, month and year. ODIN VI will read out the date to which it is currently set. Use the number keypad to type the current date. ODIN VI will repeat it back to you, and then press OK to move onto the month. Type the month and press OK, then type the year and press OK. Note that you must type the full year. For example, 2014. ODIN VI will then read back the full date you have just set then ask you to enter the time. Follow the same process to enter the time. Note that you can also adjust the time and date using the navigation keys, rather than the typing your entries with the keypad. You can adjust the time and date at any time.

# Making a Call

When at the home screen, you can make a call simply by typing in the number using the keypad and pressing the square green call button. Press the round red End button to delete any incorrect button presses. You do not need to wait for ODIN VI to read out each number. If you type faster than it speaks, however, it will not read out every number. Press the repeat speech button on the right edge of the phone at any time to hear the numbers you have typed. The number you are dialling will also be repeated once you press the call button.

To hang-up a call, simply press the round End button.

**Please note:** when you type numbers quickly into ODIN VI, it may not read every number, however it will have registered the number. After you have typed a number, you can check if it is correct by pressing the repeat speech button on the right edge of the phone.

# Handsfree / Speaker Phone

You can also use the ODIN VI as a speaker phone. When in a call you can turn the speaker phone on simply by pressing the square, green call button. To turn it off simply press the green call button again.

## **Call Log**

Your call log allows you to access your dialled calls, received calls and missed calls. Navigate to the Call Log from the home screen by pressing the OK button. Use the navigation arrows to select Call Log and press the OK button to confirm.

There are three submenus in Call Log. These are Dialed Calls, Received Calls and Missed Calls. You can view each submenu by using the navigation arrows to highlight the submenu you wish to view and press the OK button to confirm. Each submenu will

list the last 30 calls by name if they are in your contact list or by number if not. It will also detail the number of calls after the name or number is announced.

Use the navigation arrows to move through the list. Press the square green call button to call the entry or press the OK button to hear more details of that call. The phone number, call date and time will then be read out. Press the square green call button to dial or the round End button to go back to the list of calls.

You can save a number from the Call Log into your contact list by highlighting the number in the list and pressing the zero button. Then simply enter the name using the keypad and press OK to confirm. After you press OK, the details will be repeated. press OK again to save or end/cancel to go back.

You can delete a number in any of the Call Log submenus by highlighting the number or name you wish to delete and pressing the pound key.

#### **Contacts/Phone Book**

You can store numbers into the contacts area within the menu. From the home screen press OK then use the navigation arrows to move to Contacts and press the blue OK button.

If you do not have any saved contacts there will only be one option - Add Contact. When you have added some contacts, these will be listed alongside Add contact in a list.

## **Adding a Contact**

Enter contacts from the Contacts submenu by selecting Add Contact and pressing the blue OK button. You will now be asked to enter the contact name. Enter the name using the keypad. The number keypad uses the standard text entry method for number keypads. Simply press the relevant button a number of times quickly to enter the corresponding letter. Press the pound key to switch between capitals, lower case and numbers.

Number one has period, comma, dash, question mark, exclamation mark, apostrophe, at sign, colon, pound, dollar sign, forward slash, underscore and the number one. You must press and hold to enter number 1.

Number two has A, B, C and two. Number three has D, E, F and three. Number four has G, H, I and four. Number five has J, K, L and five. Number six has M, N, O and six. Number seven has P, Q, R, S and seven. Number eight has T, U, V and eight. Number nine has W, X, Y, Z and nine.

Star opens a list of special characters in a grid, use the pound and star buttons to scroll through them. You can also use the navigation arrows to move up or down in the grid.

Number zero has space and zero.

Pound switches between capitals, lower case and numbers.

Once you have entered the name, press the blue OK button to continue entering the contact details. You will then be asked to enter the contact number. Press OK again to save the contact. ODIN VI will then repeat the contact name and number. Press the blue OK button to confirm or the round red end/cancel button to go back and amend the details using the red cancel button to delete any errors.

New contacts will be automatically assigned to ringtone one. If you want to use a different ringtone for that contact you will need to go to menu/settings/ringtones then choose from the three ringtones using the navigation arrows to highlight the ringtone you want then press the blue OK button. You will then be asked to add, press OK to continue. You will then see a list of your contacts. Use the navigation arrows to highlight the contact you wish to select, then press OK to save.

You can also add a number to your contact list from the Call Log or Messages. When in a call log list highlight the number you wish to save in your contacts, and press the zero button. ODIN VI will then ask you to enter a name. Complete this step in the same way as adding a contact manually, then press OK. ODIN VI will then confirm your entry by reading the name and the number and asking whether you wish to save the contact. Press the OK button to save or the End button to cancel. To add a number from your messages, go to the Inbox in the Messages submenu and press OK. Highlight the number you wish to save to your contacts, and press zero. The remaining steps to add the number to your contacts are the same as from the Call Log.

## **Phoning a Contact**

To call a contact, either press the down navigation arrow at the home screen or press OK to enter the main menu and navigate down to contacts. When you enter your contact list your first contact will be read to you. Your contacts are listed alphabetically. Use the navigation arrows to highlight the contact you wish to call. To initiate the call, press the square call button. You will then be asked to confirm that you want to call the contact. Press OK to confirm or the round End button to go back.

**Note:** If you enter the contact list via the main menu, you will be able to add, delete or modify the contact list, as well as call from the list. If you enter the contact list from home screen by pressing the down arrow, you will be able to make calls from the contact list, and add to your contacts, but you will not be able to delete or modify your contacts.

### **Editing and Deleting a Contact**

To edit or delete a contact you will need to enter your contact list via the menu. To edit a contact, use the navigation arrows to highlight the specific contact you wish to edit or delete and press the OK button. There are two options: modify or delete. Press the OK button to confirm your selection. Modifying a contact is very similar to adding a contact, except that you will first need to delete the characters previously entered before typing what you wish to replace it with. Note, character deletions are not announced. You can, however, press the repeat speech button on the right edge of the phone to hear what is currently entered.

# **Text Messaging**

If your ODIN VI is on, and you receive a text message, the phone will beep and will announce that you have new messages. If you receive a message while the phone is off, it will beep and announce that you have new messages, after you turn on the phone.

To access the messaging submenu, press the up arrow key from the home screen. In the alternative, at the home screen press the blue OK button, use the navigation arrows to highlight Messages and press OK.

# Reading a Text Message - Inbox

You can access your received messages in two ways: First, you can press the up arrow at the home screen. The phone will then say Inbox. Press OK to select. The ODIN VI will now speak the most recent message in your inbox. In the alternative, press the OK button from the home screen to enter the main menu. Use the navigation arrows to scroll to Messages. Press OK to select. Highlight Inbox and press OK to select. The ODIN VI will now speak the most recent message in your inbox.

Messages are arranged in a list by date received. If the person who sent you the message is in your contacts, the phone will speak the sender's name. If not, the ODIN VI will speak the sender's phone number. Either way, the phone will also speak the date that the message was sent.

To listen to a message, use the navigation arrows to highlight the message you wish to read and press OK. The message will now be read aloud, including the precise time it was received. To have the phone repeat the message, press the repeat button on the edge of the phone. Press the round End button to go back to your list of messages or press the OK button to reply to the message, or the square Call button to make a phone call to the message sender.

# Sending a Text Message – Write Message

There are two methods to access the Write Message function. First, from the Home Screen you can press the blue OK button to enter the main menu. Using the navigation arrows scroll to Messages and press OK. Highlight Write Message using the navigation arrows and press the blue OK button. You will now see the first name of your contact list. Before writing your message you will need to choose to whom you wish to send the message. You can choose a contact from your phonebook or press the up navigation arrow once to enter a new number. After you have selected a contact, or entered a number, press the OK button to begin writing your message.

The second method to access the Write Message function is the following: from the Home Screen, press the up navigation arrow and use the navigation arrows to highlight Write Message. Press the OK button. You will now see the first name of your contact list. Before writing your message you will need to choose to whom you are sending the message. You can choose a contact from your phonebook or press up once to enter a new number. After you have selected a contact, or entered a number, press the OK button to begin writing your message.

To write a message you will need to use the number keypad which uses the standard text entry method for number keypads. Simply press the relevant button a number of times quickly to enter the corresponding letter. Press the pound key to switch between capitals, lower case and numbers.

Number one has commonly used punctuation: period, comma, dash, question mark, exclamation mark, apostrophe, at sign, colon, pound, dollar sign, forward slash, underscore, number one.

Number two has A, B, C and two. Number three has D, E, F and three. Number four has G, H, I and four. Number five has J, K, L and five. Number six has M, N, O and six. Number seven has P, Q, R, S and seven. Number eight has T, U, V and eight. Number nine has W, X, Y, Z and nine. Star opens a list of special characters in a grid, use the pound and star buttons to scroll through them. You can also use the navigation arrows to move up or down in the grid.

Number zero has space and zero.

Pound switches between capitals, lower case and numbers.

**Please note:** when you type numbers or letters quickly into ODIN VI, it may not audibly repeat every letter or number however it will have been registered and appear on screen. When you have typed your message, you can check if it is correct by pressing the repeat speech button on the right edge of the phone.

## **Deleting a Text Message**

To delete a text message, highlight the Inbox in your messaging submenu and press OK. The ODIN VI will take you to your list of received messages. Highlight the message you wish to delete and press pound. The phone will ask you whether you really want to delete this message. Press OK to confirm that you wish to delete the message. Otherwise, press the round End button. If you do not delete text messages, the ODIN VI will store a maximum of 100 messages (the exact number depends upon the size of the messages). When you reach the limit, messages will be deleted automatically, starting from the oldest message.

You can delete messages in your Outbox using the same methodology that you use to delete messages in your Inbox.

To delete all text messages in your Inbox at once, proceed to the Main Menu and enter star, pound, ten and pound.

## Adding a Contact from a Text Message

You can add a number to your contact list from your message inbox. When you are in your Message Inbox, highlight the number you wish to add to you contacts and press the zero button. ODIN VI will ask you to enter the name. Enter the name using the same methodology required to add a contact manually, then press the OK button. ODIN VI will then confirm your entry by reading the name and the number. Press the OK button to save or the End button to cancel.

## **Text Message Outbox - Also Know as Sent Messages**

This folder contains all your sent text messages. To delete a sent text message, highlight the Outbox in your messaging submenu and press OK. The ODIN VI will take you to your list of sent messages. Highlight the message you wish to delete and press pound. The phone will ask you whether you really want to delete this message. Press

OK to confirm that you wish to delete the message. Otherwise, press the round End button. If you do not delete text messages, the ODIN VI will store a maximum of 100 messages (the exact number depends upon the size of the messages). After you have reached this limit, these will be deleted automatically, starting from the oldest message.

To delete all text messages in your Outbox at once, proceed to the Main Menu and enter star pound eleven pound.

# **Settings**

In order to access the Settings from the home screen, press the OK button, and use the navigation arrows to highlight Settings and press OK. Use the navigation arrows to highlight the Settings item you wish to access and press OK.

#### **Date**

Enter the day, month and year by using the navigation arrows, scrolling up or down until you reach the day, month and year desired. In the alternative, use the keypad to enter the day, month or year. After you have entered the day, month or year, press the OK button. After you have entered the year and pressed OK, ODIN VI will read the date to which you have set the phone.

### **Time**

Enter the time using the navigation arrows, scrolling up or down until you reach the desired time. In the alternative, use the keypad to enter the hour or minutes. After you have entered the hour, and minutes, press OK. You will now be provided the option to select either AM or PM. Use the navigation arrows to chose AM or PM and press the OK button to confirm. ODIN VI will now read the time that you have set.

## Voice guide

Use the up or down navigation arrows to highlight male or female voice. Press OK to confirm. There will be a delay of approximately five seconds after which ODIN VI will confirm your selection. You will then return to the previous menu and hear "voice guide" in the chosen voice.

# Voice speed

Use the up or down navigation arrows to increase or decrease the speed of the speech and press OK to confirm. Adjust the speed between 85% and 120%. The speed can be increased or decreased by 1% at a time. Please allow ODIN VI to announce the percentage selected before you press the navigation button again because if the

buttons are pressed quickly, it will not announce the number until it has caught up and stops.

#### **Contrast**

Change how menus appear on the screen. They can appear either White on Black or Black on White. Use the navigation arrows to make a change and press the OK button to save.

# **Brightness**

There are five levels of screen brightness. Use the up and down navigation arrows to change the brightness and press the OK button to save.

**Tip:** if you do not use the screen, turn the brightness down to 1 to maximize battery life.

## Language

There are several languages from which you can choose. Use the navigation arrows to highlight the language and press the OK button to select. This will change the menu and voice guide to the selected language. Choose from English (a British voice), U.S. English (American voice), Flemish, Dutch, French, Spanish, Italian, German or Russian. Please allow for a 10 second delay for the language to change. Once a new language is selected ODIN VI will start speaking in that language.

### **S.O.S.**

For peace of mind, you can set up some emergency contact numbers which will automatically be called when you press any button for five seconds or more (apart from the round red end key). You can set up to three numbers under S.O.S. 1, S.O.S. 2 and S.O.S. 3. The phone will try to call each number in turn starting with S.O.S. 1 until one of the numbers is answered.

**Please note:** the S.O.S. call function will only work if you have a positive balance in your account. In an emergency, however, you will always be able to call the emergency services, whether or not you have a positive balance, using the usual 999 or 112 numbers.

## Ringtones

There is a choice of three different ringtones. Whenever you add a contact it will automatically use ringtone one. Use the navigation arrows to highlight a ringtone. After a few seconds it will begin playing the ringtone. When you have found the one you like, press the OK button to confirm. You will then be asked to add a contact from

your list to use this ringtone. In other words, to change all your contacts to ringtone 2, you need to repeat this for each contact.

#### **Vibrator**

To alert you that you have an incoming call, you can turn the vibrate function on so that you feel it vibrate when you receive a call. There are three choices: Always, Never and silent mode. Use the navigation arrows to highlight your choice and press the OK button to confirm. Select Always and the phone will vibrate and ring every time someone calls. Select Silent Mode and the phone will not ring, but will vibrate, when someone calls. Select Never and the phone will ring, but will not vibrate, when someone calls.

## **Talking Watch**

The Talking Watch announces the time whenever you slide open the phone. This feature is on by default. If you would like to turn it off, go to the main menu, highlight Settings and press OK. Next, highlight Talking Watch and press OK. ODIN VI will then speak On. Use the navigation keys to highlight Off and press OK. ODIN VI will then confirm that the Talking Watch is off.

## **Alarms**

You can set up to 30 alarms on your ODIN VI. This will allow you to set alarms for taking medication or waking up in the morning. To access alarms, press the OK button from the home screen. At the main menu use the navigation arrows to highlight Alarms and press OK. Select one of the 30 alarms using the navigation arrows and press OK. Initially, each alarm will be set to off. Each alarm has the following elements you can set:

**Date** - Enter the date using the navigation arrows or the keypad. Press OK to save your entry.

**Time** - enter the time in 24 hour format (change to AM/PM format once you have entered a time by using the up navigation arrow). Press OK to save.

**Ringtone** - Choose from a list of ringtones using the navigation arrows and press OK to save.

**Repeat** - Default is off. The alarm can be repeated once, daily and weekly. Use the navigation arrows to highlight your choice and press OK to confirm. To make the alarm sound daily, highlight and select weekly and turn each day of the week to On.

**Note:** you must choose one option or the alarm will remain set to off and the alarm will not sound.

**Reminder** - enter a reminder using the keypad. The reminder can be up to 16 characters long and will be read aloud when the alarm sounds. When the alarm sounds it will say "please remember" followed by the words you entered, such as "medication".

# In Phone Help

Help provides an overview of each main menu item. For example, it provides an overview on Messages and the Call Log. To access this overview, using the navigation keys highlight the item on which you want help and press OK to select. When you have heard enough, or it has finished providing the overview, press the red cancel button to exit back to the list of help items.

#### **Short Codes**

Below is a list of key sequences used to find certain phone information and to perform certain actions such as deleting all text messages. All of the sequences must be inputted at the home screen.

Battery level - star, pound, zero, one, pound
Phone signal strength - star, pound, zero, two, pound
Time and Date - star, hash, zero, three, hash
Network providers name - star, pound, zero, four, pound
IMEI Number - star, pound, zero, six, pound
Delete all Inbox messages - star, pound, ten, pound
Delete all Outbox messages - star, pound, eleven, pound

# **Technical specification**

Dimensions: 100mm x 52mm x 20mm

Weight: 100 grams

Battery: 3.7V 1000mAh Li-ion

Screen resolution: 176 x 220 - 2.2inch QCIF

Voices - Daniel and Serena

Three ring tones and vibration alert

Quad band GSM

Battery standby time up to 25 days

Talk time up to 5.5 hours

# **Terms and Conditions of sale**

If you have not purchased the ODIN VI directly from Odin Mobile, please contact your retailer for support. If you purchased the phone from ODIN VI, please call 855-217-9459.

This product is guaranteed from manufacturing defects for 12 months from the date of purchase.

FCC ID: ZT3GMTALTO2

**Updated January 2014**