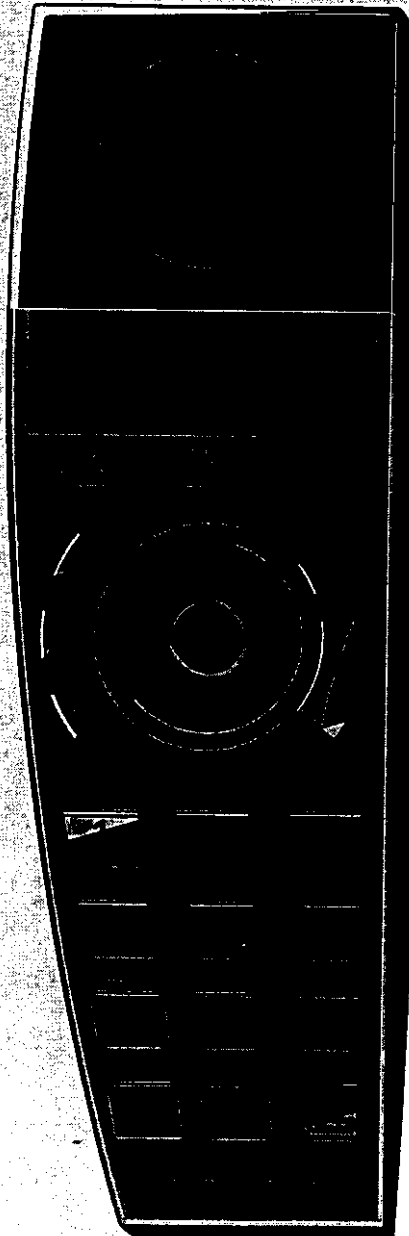


*BeoCom 6000 is a cordless phone. Take it with you around the house and in the garden. BeoCom 6000 consists of a handset and a base.*

*Place the handset in the base or in the small table or wall chargers. The table and wall chargers are available as accessories.*

*With several active handsets, BeoCom 6000 acts as your home telephone system. You can register up to 6 handsets to one base.*



---

**Speaker**

---

**Display**

*In the handset display, you will find information about the operation you are performing.*

---

**Wheel and OK (in the middle of the wheel)**

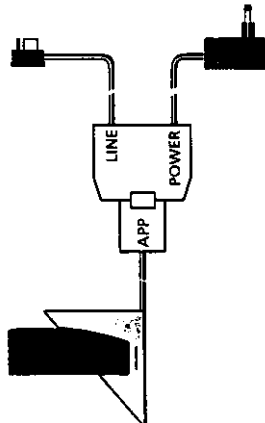
*Turn and display, e.g., names and numbers from the Phonebook, or select menu items – use OK to store and accept entries or information.*

---

**Microphone**

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## Connecting BeoCom 6000



- Connect the cords as shown in this illustration
- Connect the plug-in unit to the phone socket
- Connect the mains adaptor to the mains socket

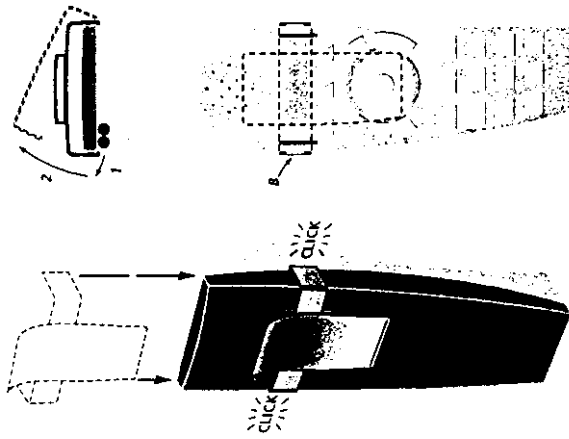
*Please note!*

If the mains adaptor is not plugged in, or if the power supply is cut off, BeoCom 6000 will not function.

## Attaching the clip

To attach the clip:

- Slide the two flaps down along the two grooves on the sides of the handset.
- When the clip is positioned correctly, approx. 4.5 cm from the top of the handset, it will click into place - Make sure the clip is firmly attached on both sides of the handset.



To remove the clip:

- Pull the left flap (B) out to the left with a flat object.
- When the left flap is clear of the groove, pull the clip back - be careful not to scratch the handset with the clip.

## Charging the handset

Place the handset in the base to charge the batteries. The first time you leave the handset in the base, it is automatically registered in the base\*.

- Charging is in process when...
- the handset is placed correctly
  - the base is connected to the mains
  - the base indicator light is green.

Charge the handset batteries for at least 20 minutes. To be fully charged, the handset must charge for 4 hours.

## Indicator light on base and handset

The two-colour indicator light (1) on the base lights up in green when the handset is switched on and the handset is charged correctly. If the indicator light is lit in red, charging is not possible! A possible explanation could be that the handset is not placed correctly. When the indicator flashes red, the base is ready for registration of handsets.

The red LED (2) flashes to indicate incoming calls, new Caller ID, if the line is busy or if the signal between the handset and the base is weak. The flashing of the handset indicator light can be deactivated! Please, refer to page 30 for more information.

## Preparing the handset for use

When you have charged the handset, the display will prompt you to name the handset and set the clock. These settings can be carried out via the telephone's menu system at a later date if you wish. Please refer to pages 26-27.

### Naming the handset

You can name the handset after the room in which it is placed, or after the person using it. If you do not wish to name the handset, press C. You can now set the clock.

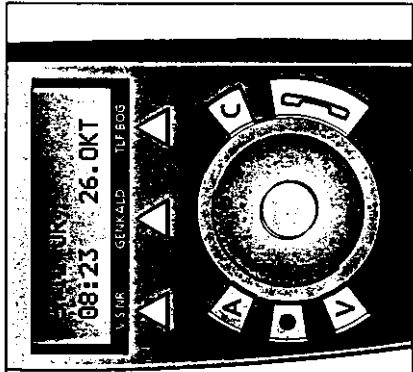
### Setting the clock

Set the clock via the handset. The setting is then transferred to the base.

### Name the handset...

- ENTER NAME ? is displayed
- Press OK to enter a name  
<8-./♦ ABCDEFGH>
- ENTER NAME: \_ is displayed
- Turn WHEEL to find the first letter  
The cursor is moved backwards or forwards
- Press OK to store and move to the next empty character space  
Finish 'writing' the name...
- Turn WHEEL until ♦ is displayed and STORE NAME appears
- Press OK to store the name  
LIVING ROOM  
STORED is displayed
- Set the clock...
- SET CLOCK?  
00:00 1.JAN is displayed
- Press OK to set the clock
- Turn WHEEL to set hours and minutes
- Press OK to store and move to the next space  
Complete the setting of the clock...
- Press OK to store clock and date  
SET YEAR  
1998 is displayed
- Turn WHEEL to set the year
- Press OK to store the year indication  
CLOCK STORED is displayed

**Using the handset**



The handset is automatically switched on when it is placed in the base. If the handset is switched off, you cannot make a call and the handset does not signal incoming calls.

With the handset wheel, it is possible to search quickly through the built-in Phonebook and the phone's menu system. Use the wheel to store, for example, numbers and names in the Phonebook. Volume regulation for both handset and a Bang & Olufsen audio/video system is also possible via the wheel.

**Switch off the handset...**

Press **5** and hold it down for about 4 seconds to switch off the handset

Press **5** and **MENU**

Press **5** to display **POWER OFF**  
**POWER OFF... is displayed**

**Switch on the handset...**

Press **5** to switch on the handset

Place the handset in the base...

**Delete an entry or cancel an operation...**

Press **C** to delete an entry

Press **C** and hold it for 2 seconds to cancel an operation

**Using the base**

In order for the base and the handset to be able to communicate, the handset must be registered in the base. Your first handset is, however, registered automatically when it is placed in the base.

**The base is...**

- The telephone's memory
- A radio transmitter and receiver between the handset and the telephone line
- Holder and charger

Up to 6 handsets are available for one base, and each handset can be registered to 4 bases. For extra handsets, you can buy chargers to place on a table or hang on the wall.

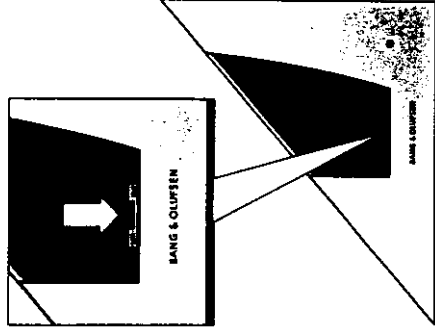
**Operating the base...**

If you have mislaid a handset, you can, via a base, page all the handsets which are registered to that specific base ; **PAGING** as well as time and date are then displayed in the handset.

**Page handsets...**

Press the button on the base...

Press **C** on the handset to terminate the call



The button on the base is also used for registering extra handsets.

## Overview of the handset keys

Keys	Function
CALLER ID	Displays the Caller ID list
DIAL	Displays the Redial list
PHONEBOOK	Displays the Phonebook, stores numbers in the Phonebook
WHEEL and OK (in the middle of the wheel)	Turn and display, e.g. names and numbers from the Phonebook, choose menu items – use OK to store and accept key sequences. During a call, use the WHEEL to turn the handset volume up or down
Correction or delete key	Correction or delete key
Press to make a call or to terminate a call	Press to make a call or to terminate a call
Adjust audio volume	Adjust audio volume
Access key to the functions represented by symbols above the keys on the keypad. Used for switching the handset on/off and locking and unlocking the keypad	Access key to the functions represented by symbols above the keys on the keypad. Used for switching the handset on/off and locking and unlocking the keypad
Adjust video volume	Adjust video volume
Numeric keys for entering phone numbers and menu entries	Numeric keys for entering phone numbers and menu entries
Used with e.g. switchboard functions or in connection with entering codes for Network services	Used with e.g. switchboard functions or in connection with entering codes for Network services
Call another handset in the house, 1 – 6 are available	Call another handset in the house, 1 – 6 are available
Call up the menu system	Call up the menu system
Disconnect and connect the handset microphone	Disconnect and connect the handset microphone
Pause key, e.g. for encoding numbers within a switchboard	Pause key, e.g. for encoding numbers within a switchboard
Used in connection with a switchboard	Used in connection with a switchboard
Access to internal Phonebook with internal handsets	Access to internal Phonebook with internal handsets
Calling all internal handsets	Calling all internal handsets

## Display overview

Depending on the handset state, the following read-outs are displayed when you press OK...



Husk at ændi displaybilledet

The display is illuminated when the handset is in use.

### Displayed message

### Explanation

BATTERY FLAT	The battery needs recharging
NO SIGNAL	The transmission signal between handset and base is lost
LINE BUSY	A telephone connected to the same line is being used.
5 CALLER ID	There are 5 Caller ID calls which you have not yet seen.
117 FREE ENTRIES	The number of free entries in the Phonebook
PERSONAL HANDSET	The handset is personal and has a personal Phonebook, which is stored and updated not by the base but by the handset itself

**to answer a call**

Press **1** to answer a call  
 Press **2** to terminate a call

Replace the handset in the base...

Interrupt a handset's ringing...

Press **3**

To answer a call, you must press **1** and the phone is now ready to receive the call.

If you prefer not to answer the call, you can interrupt the ringing. The indicator light on the handset will now flash until the person calling hangs up the phone.

*Please note!*

You can set the phone so that you can answer calls without pressing **1** when the handset is left in the base. Please, refer to page 31 for more information on Direct-answer.

**to make a call**

Press **0-9** to dial the number

The number appears in the display

Correct the number...

WHEEL to move the cursor to the number in question

Press **C** to delete

Press **1** to call

CALL TIME: 00:29

JOHN DOE is displayed

Press **2** to terminate the call

You make a call by dialling the phone number and then pressing **1**. This way you are able to correct the number with the **C** key if you have entered a wrong phone number.

During the call, call duration as well as name and number of the person called are displayed.

*Please note!*

It is also possible to press **1** first and then dial the phone number or use the WHEEL to call up via the Phonebook. Please refer to page 17 for further information.

**How to lock the handset keypad**

You can lock the handset keypad to avoid inadvertent key activation when you carry the handset in a pocket or a bag.

If you lock the handset keypad, you can still answer calls, but you have to unlock the keypad to make a call.

*Lock the handset keypad...*

Press **1** and hold it down for about 2 seconds to lock the keypad

or

Press **1** and **MENU**

Press **4** to display **KEYPAD LOCK** and lock the handset

**LOCKED-1: is displayed**

*Unlock the keypad...*

Press **1** to unlock

**UNLOCK? is displayed**

Press **OK** to unlock



### How to adjust handset volume and microphone

During a call, you can adjust the handset volume by turning the wheel.

Turn **WHEEL** to adjust the volume in the handset

### How to disconnect the handset microphone

You can also disconnect the microphone in the handset during a call.

Disconnect the *handset microphone*...

Press **b** to disconnect the microphone  
MICROPHONE OFF  
is displayed

Press **•** and **b** to connect the microphone again...

### How to adjust volume level on audio/video products

You can adjust the volume level on your Bang & Olufsen audio and video products directly from the handset. You choose which source, audio or video, you wish to adjust.

Adjust audio volume level...

Press **A** to adjust audio volume level  
Turn **WHEEL** to turn the volume up or down

When you turn the volume up or down, the display shows **VOLUME +/-**  
**AUDIO**

Adjust video volume level...

Press **V** to adjust video volume level  
Turn **WHEEL** to turn the volume up or down

When you turn up or down, the display shows **VOLUME +/-**  
**VIDEO**

Adjust volume on a link room product...

Press **•**  
Press **A** or **V** to adjust the volume on your audio or video link room product

Turn **WHEEL** to turn the volume up or down  
When you turn up or down, the display shows **VOLUME +/-**  
**LINK**

### How to store a phone number after a call

When a call has been terminated, you are prompted to store the phone number in the Phonebook. You can also store a name together with the number.

The name and number you have keyed in can either be stored via the WHEEL function, where  $\blacklozenge$  in the alphabet list in the display represents the ENTER NAME function. It is also possible to store by pressing the PHONEBOOK key.

When entering name and number, you can press C to delete the last number or letter. If you press C repeatedly and delete what you have keyed in, the following is displayed:

```
<&-./  $\blacklozenge$  ABCDEFGH>
ENTER NAME: _
```

If you choose to press C now, you will leave this function.

Press  $\blacklozenge$  to terminate a call  
Call duration and STORE ENTRY? is displayed

Press OK to store the number and to be able to enter a name  
<&-./  $\blacklozenge$  ABCDEFGH>

ENTER NAME: \_ is displayed  
Press WHEEL to find the first letter of the name

The cursor is moved forwards and backwards in the alphabet  
Press OK to store the letter displayed

Finish 'writing' the name...

Press WHEEL until  $\blacklozenge$  is displayed and STORE NAME appears

Press OK to store the name  
JOE SMITH  
STORED is displayed

Delete when entering...

Press C to delete the last letter or number

### How to call via the Phonebook

If you have stored names and numbers in the Phonebook, you can make name and number searches by turning the handset wheel and then make your call.

Depending on the direction in which you turn the WHEEL, you either search forward or backwards in the Phonebook. The numbers and names are registered alphabetically in the Phonebook.

Please note!

If you wish to change or add a service to the number, before you dial, then press OK. Even though the name disappears when you change the number, the name/number you have stored in the Phonebook is not changed.

Turn WHEEL to search through the Phonebook  
Press  $\blacklozenge$  to call

or

Press PHONEBOOK  
The Phonebook's index is displayed  
<ABCDEFGHIJKLMNO  
PQRSTUWXYZ000 >

Turn WHEEL until the first letter of the name in question or the first number is displayed

Press OK  
Name and phone number is displayed

Turn the WHEEL again to search for the name if necessary

Press  $\blacklozenge$  to call

To change a number before dialling...

Press OK

Press C to delete a number

Turn WHEEL to move the cursor back and forth in the number

Press 0 - 9

Press  $\blacklozenge$  to call

**How to use Redial**

Press **REDIAL**  
 Turn **WHEEL** until the Redial number in question is displayed  
 Press **]** to call

*Delete a number in the Redial list...*  
 Press **REDIAL**  
 Turn **WHEEL** to find the number you want to delete

Press **•** and **MENU** then  
 Press **3** to display **DELETE ENTRY**  
 In the display you see e.g. 1→JOE SMITH  
 DELETED?

Press **OK** to delete number/name  
 1→JOE SMITH  
 DELETED

The Redial function stores the last 24 external numbers you have dialled. Internal calls are not registered in the Redial list.  
 In addition to the number, the list shows the date and the time of the call. If you have entered a name for a certain number, this name is displayed instead of the number. You can display call duration by pressing **REDIAL** again.

The Redial list is common to all handsets, unless the handset is personal. Please, refer to page 39 for more information on common and personal handsets.

To safeguard the use of service functions, characters entered after **\*** and **#** are not registered in the Redial list.

*Please note!*  
 Phone numbers from the Redial list can be stored directly in the Phonebook. Please, refer to page 21.

**How to use Caller ID\***

BeoCom 6000 has a built-in Caller ID function. The number is displayed immediately before an incoming call starts ringing. If the number is stored in the Phonebook, and a name is assigned to the number, the name is displayed.

The latest 24 calls are stored in the Caller ID list. New calls are indicated by **\*** in the list. Press **CALLER ID** again to see the number of new calls registered.

The Caller ID list is common to all handsets, unless the handset is registered as a personal handset. Please, refer to page 39. Phone numbers from the Caller ID list can also be stored in the Phonebook. Please, refer to page 21.

*Please note!*  
 If Caller ID is not possible, the following information is displayed:  
 • **RESTRICTION** – in connection with calls from a restricted number  
 • **INTERNATIONAL** – in connection with international calls  
 • **NOT AVAILABLE** – if Caller ID is not available due to technical reasons.

In a transitional period, **NOT AVAILABLE** will be displayed also in connection with restricted and international calls.

Press **CALLER ID**  
 Turn **WHEEL** until the Caller ID call in question is displayed  
 Press **]** to call

*Delete a Caller ID call...*  
 Press **CALLER ID**  
 Turn **WHEEL** to find the name/number you wish to delete

Press **•** and **MENU**  
 Press **3** to display **DELETE ENTRY**  
 In the display you see e.g. 2→JOHN DOE  
 DELETED?

Press **OK** to delete  
 2→JOHN DOE  
 DELETED is displayed

\* Caller ID subscription is a prerequisite to this function.

### How to enter number and name in the Phonebook

In the Phonebook, you can store up to 200 phone numbers.\* The entered numbers and names are common to all handsets.

When you have made or receive a call, you are automatically prompted to store the number in the Phonebook, unless the number is already stored. Each number can consist of up to 48 digits, and each name of up to 16 characters.

If necessary, you can edit and delete in the Phonebook. However, as the Phonebook is controlled via the base, you cannot store, delete or change entries if the handset is out of range of base number 1, or not registered to base number 1.

If you want a handset to have a personal Phonebook instead of a common one, you can register the handset accordingly. Please, refer to page 39. The personal Phonebook is then stored in the handset and not in the base where the common Phonebook is stored.

*Please note!*  
The number of available entries in the Phonebook varies according to the length of the numbers you enter. You can also register name/number in the Phonebook via the STORE ENTRY menu. Please, refer to page 26!

Enter a number...  
Enter 0 - 9  
Press OK to store the number and to be able to enter a name  
Press OK  
<&-,./♦ ABCDEF GH>  
ENTER NAME: \_ is displayed

Enter a name...  
Turn WHEEL to find the first letter of the name  
Press OK to store the chosen letter  
'Write' the entire name...  
Turn WHEEL until ♦ is displayed and STORE NAME appears  
Press OK to store the name  
JOHN DOE  
STORED is displayed

### How to store Redial and Caller ID numbers

Phone numbers from the Redial and Caller ID lists can be stored and named in the Phonebook.

*Please note!*  
Numbers which appear as or with names are already stored in the Phonebook.

Press REDIAL or CALLER ID  
*The last number on the list is displayed*  
Turn WHEEL to display the desired number  
Press OK to proceed with naming  
Press OK to enter a name  
<&-,./♦ ABCDEF GH>  
ENTER NAME: \_ is displayed  
Turn WHEEL to find the first letter in the name  
Press OK to store and move to the next position  
'Write' the entire name...  
Turn WHEEL until ♦ is displayed and STORE NAME appears  
Press OK to store the name  
JOHN DOE  
STORED is displayed

## How to make changes in the Phonebook

If the handset is in standby, then...

Press **WHEEL** to find the name or number to be changed

Press **•** and **MENU**

Press **2** to display the EDIT ENTRY menu

Change the number and name...

Press **C** to delete a number

Press **WHEEL** to move the cursor back and forth in the number

Press **0 - 9** to enter numbers

Press **OK** to store the number and be able to change the name

<←- / →-▶ REORDER>

JOHN DOE\_ is displayed

Press **WHEEL** to choose letters

Press **OK** to store the chosen letter

Press **C** to delete letters

Change the changed name...

Press **WHEEL** until **♦** is displayed and

**STORE NAME** appears

Press **OK** to store the name

You can change numbers or names in the Phonebook. If the handset is in standby, turn the **WHEEL** and display the names in the Phonebook.

If the handset is being used, you can display the Phonebook by pressing **PHONEBOOK** and then search for the number or name you wish to change.

You can delete or change the number or the name backwards, deleting the last letter or number. When you are changing the number, you can, however, place the cursor arbitrarily, in the middle or in the beginning of the number.

*Please note!*

When you have displayed a number from the Phonebook, you can change the number by pressing **OK**. Press **OK** again to enter a new name for the changed entry. This entry is then registered as a new entry in the Phonebook.

## How to delete in the Phonebook

You can delete names and numbers stored in the Phonebook.

If the handset is in standby, turn the **WHEEL** and display the names in the Phonebook. If the handset is being used, you can display the Phonebook by pressing **PHONEBOOK** and then search for the number or name you wish to delete.

If the handset is in standby, then...

Turn **WHEEL** to find the name or number to be deleted

Press **•** and **MENU**

Press **3** to display the DELETE ENTRY menu

In the display, you see e.g.

JOHN DOE

DELETE?

Press **OK** to delete

In the display, you see e.g.

JOE SMITH

DELETED

## How to call another handset

Press ● to call a handset

Turn WHEEL to search through the internal Phonebook listing handsets

Handset number and name is displayed...

Press J to call the handset in question

call a specific handset directly...

Press ● to call a handset

Press 1, 2...6

If all handsets...

Press ● to call a handset

Press J to call all handsets

Terminate a call...

Press J

With several handsets registered with one base, you can make your own telephone system. The cordless handsets can be placed anywhere in the house, and they can all receive external calls from the telephone line. The handsets are numbered, 1-6, and may be given a name as well.

The telephone system allows 2 internal calls and 1 external call to take place at the same time, that is, with as many as 5 active handsets. Internal calls between handsets do not affect the external telephone line.

You can call a specific handset or all handsets simultaneously. If you call all handsets, the call is directed to the handset which first answers the call.

When you call a handset, the number and possibly the name of the handset, from which the call is made, are displayed.

*Please note!*

The handset ringing signal differs depending on whether a call is external or internal. A call to all handsets employ an equally different ringing signal.

## How to forward external calls

You can forward an external call to one specific handset or to all handsets in the house.

You can choose to talk to the person answering the internal handset, or you can forward the external call directly. When you press J, the external call is forwarded to the handset you called or to the handset which answers the internal call in the house.

If you forward the external call directly to all the other handsets in the house and nobody answers the call, you can retrieve the external call.

### About the three-party call...

With an on-going call and a handset or external call on hold, you can choose to set up a three-party call by connecting the call which is on hold.

When you start a conference, a short signal will inform everyone involved that the conference has started.

*Please note!*

A three-party call is only possible between 2 internal calls and 1 external call.

In the middle of an external call...

Press ● to call a handset

Press 1, 2...6

Forward the call...

Press J to terminate and forward the external call directly

Retrieve the call...

Press OK during the call

CHANGE CALL? is displayed

Press OK to change to the call on hold

Start a three-party call...

Press OK

Turn WHEEL to display THREE PARTY?

Press OK and the conference is started

Press J to leave the conference

**Operating the menu system**

- Press **UP** to go up the main menu...
  - Press **DOWN** to go down the main menu...
  - Press **LEFT** and **RIGHT** to move between menu items.
  - Press **OK** to select a menu item.
  - Press **ESC** to cancel an operation.
- The menu system allows you to enter, change or delete information in the telephone memory. You can also choose different special settings for your BeoCom 6000.
- On the following pages, you will find an overview of the main menu and the menus for setting the ringing signal, the handset, and the base, as well as special settings for the telephone.

**Menu overview**

Menu	Function
STORE ENTRY	Enter a new number/name into the Phonebook
EDIT ENTRY	Change an entry in the Phonebook
DELETE ENTRY	Delete name and number in the Phonebook, Redial list or Caller ID list
KEYPAD LOCK	Lock the handset keypad
POWER OFF	Switch off the handset
RINGER MENU <sup>1</sup>	Preset the ringing signal
HANDSET/BASE <sup>2</sup>	Settings for handset and base
SETUP MENU <sup>3</sup>	Special settings

**<sup>1</sup> Ringer menu**

Menu	Function
RINGER ON/OFF	Connect/disconnect ringing signal
RINGER LEVEL	Preset ringing signal volume
RINGER MELODY	Preset ringing signal melody

**<sup>2</sup> Handset/Base menu**

Menu	Function
HANDSET NAME	Name a handset
SELECT BASE	Choose a base for the handset
REGISTER BASE	Register a base to a handset
REMOVE BASE	Remove a base from a handset
REMOVE HANDSET COMMON	Remove a handset from the base
PERSONAL	Set up the handset with a common phonebook
AUTO REGISTER	Set up the handset with a personal phonebook
PIN CODE	Disconnect/connect automatic registration of 1st handset
	Enter a PIN code, used in connection with registration of handset with base

**<sup>3</sup> Setup menu**

Menu	Function
CLOCK	Set the clock and the date
BATTERY SIGNAL	Set period of time in which the battery alarm is to be deactivated
BLINKING	Disconnect/connect flashing of the handset indicator light
KEYPAD LOCKING	Set keypad lock to be locked automatically, locked all the time or unlocked
AUTO OFF-HOOK	Disconnect/connect Direct-answer, i.e. answering without pressing )
SWITCHBOARD	Enter an Exchange-access code and pause in connection with a switchboard

## How to set the ringing signal

You can set the ringing signal as you wish. When choosing volume and melody, you will hear a short sound test for each setting.

The ringing signal can have the following settings:

- The ringing signal can be ON or OFF, or TEMPORARY OFF. If you set the ringing signal to be temporarily off, it is switched off until you press **]** or switch on the handset.
- The volume of the ringing signal can be set to INCREASING, EXTRA LOW, LOW, MEDIUM or LOUD.
- There are 4 different melodies for the ringing signal. They can each play slowly or fast.

Press **•** and **MENU**

Press **6** to display RINGER MENU

Press **]** if the menu in question...

Press **WHEEL** until RINGER ON/OFF, RINGER LEVEL or RINGER MELODY is displayed

Press **OK** to display the menu

Press **WHEEL** to find the setting you want

Press **OK** to store it

## How to set the clock

You are automatically prompted to set the clock when you register the handset to the base. If you need to set the clock or the date any other time, you can set the clock or the date via the CLOCK menu.

Initially, you set hours and minutes, then you set the date. When you have stored these settings, you must set the year in order to store all settings.

Please note!

The year is not displayed in the regular handset clock display.

Press **•** and **MENU**

Press **\*** to select SETUP MENU

Turn **WHEEL** to find CLOCK

Press **OK** to display the menu

SET CLOCK

00:00 1. JAN is displayed

Turn **WHEEL** to adjust e.g. hours

Press **OK** to store the setting and move to the next space

Complete the setting of the clock...

Press **OK** to store the of the clock and the date

SET YEAR

1998 is displayed

Turn **WHEEL** to set the year

Press **OK** to store the year

CLOCK STORED is displayed



## How to switch off the Battery signal

You can set a period of time for which the battery alarm is to be deactivated, for example, from 11 o'clock at night to 7 o'clock in the morning.

- Press **\*** and **MENU**
- Press **\*** to select **SETUP MENU**
- Turn **WHEEL** to find **BATTERY SIGNAL**
- Press **OK** to display the menu
- Turn **WHEEL** to select the setting
- Press **OK** to store

The handset will then work out when the battery alarm is to be activated. The alarm is activated, before the preset deactivation of the battery signal takes place.

- Continue setting the time for the battery signal...
  - Press **OK** to store **BATTERY SIGNAL**
- SIGNAL STORED**  
23:00 ~ 07:00 is displayed

## How to set the indicator light signal

You choose whether or not the indicator light on the handset should flash.

- Press **\*** and **MENU**
- Press **\*** to select **SETUP MENU**
- Turn **WHEEL** to find **BLINKING**
- Press **OK** to display the menu
- Turn **WHEEL** to select **YES** or **NO**
- Press **OK**

If flashing of the handset indicator light is selected, the light will flash indicating an incoming call, new Caller ID calls, if the line is busy or if the transmission signal between the handset and the base is lost.

## How to set the handset keypad

Via the **KEYPAD LOCKING** menu, you can set the keypad lock to be permanently locked (**ON**) or unlocked (**OFF**) or to be locked automatically (**AUTO ON**).

- Press **\*** and **MENU**
- Press **\*** to select **SETUP MENU**
- Turn **WHEEL** to find **KEYPAD LOCKING**
- Press **OK** to display the menu
- Turn **WHEEL** to select keypad setting; select **ON**, **OFF** or **AUTO ON**...
- Press **OK** to store the setting for the keypad lock

If you set the lock to be locked automatically, you do not have to lock the keypad once you have made a call. The keypad is locked again automatically.

*Please note!*

If you set the lock to be locked automatically, and you wish to change this setting, you have to do so via the **KEYPAD LOCKING** menu. When you unlock the keypad, as described on page 13, by pressing **\*** and **OK**, the keypad will lock again automatically when you terminate the call.

## How to set Direct-answer

You can choose whether you want Direct-answer to be activated or not.

- Press **\*** and **MENU**
- Press **\*** to select **SETUP MENU**
- Turn **WHEEL** to find **AUTO OFF-HOOK**
- Press **OK** to display the menu
- Turn **WHEEL** to select **YES** or **NO**
- Press **OK** to store

If you activate this function, you can answer a call without pressing **J** when you lift the handset from the base or the charger. The handset must, though, be placed in the base or charger.

## How to use the telephone in connection with a switchboard

press ● and MENU  
 press \* to select SETUP MENU  
 turn WHEEL and find SWITCHBOARD

press OK to display the menu  
 turn WHEEL to select YES or NO  
 press OK  
 press 0 – 9 to enter the Exchange-  
 access code

press OK to store it  
 set a *switchboard pause*...

turn WHEEL to select switchboard  
 pause

press OK to store  
 the pause

If you are using your phone in connection with a switchboard, you can enter an Exchange-access code and a switchboard pause together with a phone number.

When the pause is entered with the Exchange-access code, the phone will insert the pause automatically for such a call and when you enter a new phone number. You can enter the following pause lengths: *Wait or 1, 2...12 seconds.*

### *Please note!*

In order to enter an Exchange-access code and a switchboard pause, the handset must be within reach of the base as the code and the pause are stored in the base.

## How to register a handset to a base

Press the button on the base and hold it for 2 seconds to open the base...

The indicator light on the base is flashing

Press **]** to register the handset

REGISTER BASE? is displayed

Press **OK** to register

SEARCH BASE

WAIT... is displayed

When the handset has located the base...

BASE 01/01

36-000077123456

Press **OK** to choose the displayed base

REGISTERING

WAIT... is displayed

ENTER PIN is displayed...

Press **0-9** to enter the PIN code

Press **OK**

REGISTERING

COMPLETED

is displayed once registration is completed...

In order to start using BeoCom 6000, the handset must be registered to the base.

Once the base is prepared to register a handset and its indicator light flashes in red, the base is ready for registration. The registration of handsets is possible for up to 5 minutes. The handset must also be prepared to search for an open base\*. If the handset is not already registered to a base, the handset will indicate NOT REGISTERED in the display.

When the indicator light on the base stops flashing, the handset is either registered or the base is closed for registration. If ENTER NAME? is displayed during registration, you can name the handset. When the Phonebook is updated, which will take up to 5 minutes, the handset is ready for use.

If a handset is already registered to a base, then use the menu HANDESET/BASE and choose the item REGISTER BASE to register the handset, then proceed to follow the instructions on this page. Please, refer to page 26 for more information about the menu system.

### PIN code and registration...

The base and the handset are preset with a common PIN code, '0000'. If you have changed the PIN code in the base, you have to enter the new PIN code in the handset. Please, refer to page 37 for more information on PIN codes.

### \* When several bases are available for registration...

When you have started the registration process, and the handset is searching for bases ready for registration, the display indicates the number of bases which have been located, e.g.:

BASE 01/03

36-000077123456

In the above example, 3 bases have been located but the display indicates base number 1 and its accompanying serial number.

### To select a base...

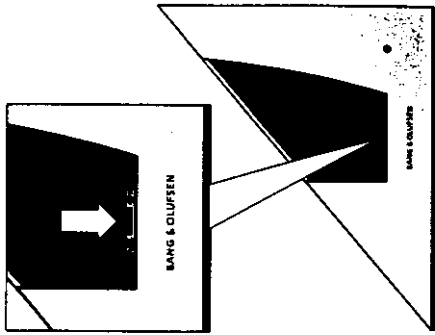
- Turn WHEEL to display the available bases and their serial numbers.
- Compare the displayed serial number for each base with the serial number that you find on the bottom of the base to which you wish to register your handset.
- Choose the appropriate base by pressing OK when the matching serial number is displayed.

The button on the base is used to make the base ready for registration.

Please note – when registering to another base...

If you wish to register your handset to another BeoCom 6000 base or any other compatible base, please follow the instructions on the previous page.

However, it will always be necessary to make the base in question ready for registration and if necessary enter its PIN code. Please, refer to the User's guide for the base in question.



## How to choose a base for a handset

If a handset is registered to several bases, you can choose which base to use via the SELECT BASE menu.

Press **•** and **MENU**  
Press 7 to display the **HANDSET/BASE** menu

Turn **WHEEL** to find **SELECT BASE**

Press **OK** to select a base

Turn **WHEEL** to search between possible bases

In the *display*, you see e.g.

**BASE** 01/03

36-00007123456

Press **OK** to select the base indicated in the display

The PIN code is a dedicated 4-digit identification code.

If you wish to change the 4-digit PIN code – '0000' – which has been preset in both the base and the handset, then display the **PIN CODE** menu and enter the old PIN code first and then the new code.

Press **•** and **MENU**  
Press 7 to display the **HANDSET/BASE** menu

Turn **WHEEL** to find **PIN CODE**

Press **OK** to be able to change the code

Press 0 – 9 to enter the old 4-digit code

Press **OK**

Enter the new code...

Press 0 – 9 to enter a new 4-digit code

Press **OK** to store the code

*Please note!*

If it is not possible to change the code, please contact your dealer for further information.

*Please note!*

The common Phonebook is only valid when a given handset uses its base number 1, i.e. the base to which the handset was registered as handset number 1.

## How to name a handset

If you have not named your handset when you registered it to the base, or you wish to change the handset name, then call up the HANDSET/BASE menu.

The handset name may contain up to 14 characters. When you have stored the name, the handset number is displayed along with the name.

- Press ● and MENU
- Press 7 to display the HANDSET/BASE menu
- Press OK to display HANDSET NAME
- Press <Left>-/◆ ABCDEFHJ>
- Press ENTER NAME: \_ is displayed
- Press WHEEL to find the first letter
- Press OK to store and move to the next space in the display
- Press Finish 'writing' the name...
- Press WHEEL until ◆ is displayed and STORE NAME appears
- Press OK to store the name
- In the display you see e.g. 3: LIVING ROOM STORED

## How to make a handset personal or common

The handset is initially set up as common with a common Phonebook which is updated by the base and shared with other possible handsets.

You can set your handset to be personal instead of common. The Phonebook of a personal handset is located in the handset and is not updated by the base. The personal Phonebook can contain as many as 200 phone numbers depending on the length of the numbers.

If you change your handset from personal to common, your personal Phonebook will be deleted and replaced by the common Phonebook if any such exists. If you have named your handset, this name is deleted too.

Therefore, you have to confirm the setting by pressing OK, when you see the following display:

HANDSET COMMON  
SURE?

If you do not wish to change to common handset after all, press C to reverse the setting. Updating the common Phonebook will then take up to 5 minutes.

## How to remove a handset from a base

It is possible to remove one or more handsets from a specific base.

Press **•** and **MENU**  
Press **7** to display the **HANDSET/BASE** menu

Display the **HANDSET/BASE** menu and select the menu for removing the handset.

Turn **WHEEL** to find **REMOVE HANDSET**  
Press **OK**

If the base is out of reach, you can remove a base from a handset instead.

*1st handset is displayed, e.g.*  
**1: WORKSHOP**

Turn **WHEEL** to choose which handset to remove

**\*Removing a base from a handset...**  
Display the **HANDSET/BASE** menu and select the menu for removing the base:

*For example,*  
**3: LIVING ROOM**  
Press **OK** to remove

- Call up the main menu by pressing **•** and **MENU**

*In the display you see*  
**HANDSET REMOVED**  
**3: LIVING ROOM**

- Then call up the **HANDSET/BASE** menu by pressing **7**

- Turn the **WHEEL** to find **REMOVE BASE**
- Press **OK** to call up the menu. In the display, it is shown how many bases are available as well as the serial number of the base chosen

- Turn **WHEEL** to select the base you wish to remove and press **OK**
- Press **OK** again to remove the base from the handset

### *Please note!*

If your handset is registered to several bases, and you remove **BASE 01**, which contains the common Phonebook, the handset automatically becomes personal instead of common. The Phonebook in the handset is now only present in the handset itself.



### Batteries



The battery indicator in the display shows, the amount of capacity or talk time left in the handset.

Symbols are available for the battery indicator:

- 100% charged
- 80% charged
- 60% charged
- 40% charged
- 20% charged
- Flat

There are two different reasons for the battery charging status to be displayed in the handset display:

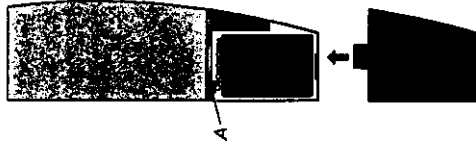
- 1 You can choose to display the battery charging status in the handset by pressing OK.
- 2 If the batteries need to be recharged, it is displayed automatically in the display and at the same time the handset warns you with a sound signal.

**Please note!**  
Batteries are not covered by the guarantee.

### Replacing the batteries

**Replacing the handset batteries:**

- Remove the battery cover; press the cover lightly and slide it off.
- Remove the batteries and pull out the battery plug.



**Inserting batteries:**

- Insert the battery plug (A) and place the batteries and the cords as shown to the right.
- Replace the battery cover, check that the tabs and the slots snap into place correctly at the top and bottom of the cover.

**Please note!**  
If the batteries in the handset are replaced with new batteries, then please follow the instructions accompanying the new batteries.



**Understanding the indications in the display**

Display	Explanation	Correction
PHONEBOOK EMPTY ***	You have not stored any numbers in the Phonebook.	Store numbers after calls or enter name and number, see page 16.
PHONEBOOK FULL ***	You have attempted to enter more than the max. number of entries in the Phonebook.	Delete names/numbers in the Phonebook. Please, refer to page 23.
PHONEBOOK BUSY **	The Phonebook is not ready, is engaged in updating activities possibly from another handset.	When 1st handset is registered, updating the Phonebook takes approx. 5 minutes
PHONEBOOK 1 BASE 1**	The Phonebook is contained in base 1.	Move within range of base 1 or select base 1. Please, refer to page 36.
PHONEBOOK SIGNAL *	It is not possible to get a signal from handset base number 1.	
CALLER ID EMPTY ***	The CALLER ID list is empty. You have not received any calls, or you do not subscribe to this service.	
REDIAL EMPTY ***	The Redial list is empty! You have not made any calls which can be redialled – internal calls are not stored.	
INTERNAL NO ** NO INTERNAL **	There is only one handset.	
3: NOT FOUND	You have called handset 3 which is not registered to the base.	
REGISTER BASE **** FULL ****	6 handsets are already registered to this base.	Remove a handset from the base, see page 40, or register the handset to another base, see page 34.
NOT REGISTERED 12:47 07.JUN	The handset is not registered to any base.	Register the handset, see page 34.
NO SIGNAL 13:09 07.JUN	The radio signal between base and handset is lost.	Move within signal range, see page 42.
REGISTERING ** ERROR **	Handset registration has not been completed – the base may be closed for registration (only open 5 min.) or the PIN code has not been entered correctly.	Register the handset again, see page 34.
LOCKED-1: 13:09 07.JUN	The keypad on handset 1 is locked.	Unlock the keypad, see page 13.
CLOCK STORED * ONLY IN HANDSET *	The clock is not transferred to the base because the handset is out of range.	Set the clock when the base is within range, see page 29.

TROUBLE SHOOTING

Problem	Cause	Action
It is indicated in the display that the Phonebook is FULL even though 200 entries have not been entered yet.	The numbers entered take up more than 12 characters or digits and as such use more than one space in the Phonebook.	Set the handset as personal, see page 39, or register the handset to base no 1, see page 34.
The Phonebook, Redial and Caller ID lists are not updated.	You are using a common handset not registered to base no 1 where the Phonebook and the other lists are contained.	Place the handset in the base or charger. The battery indicator is then updated.
The display indicating flat batteries does not change once the batteries have been replaced or recharged.	Disarray in a system with several handsets and bases involved where the wrong messages are displayed during registration of handsets.	Remove the handsets from the base, see page 40, and register them again one by one, see page 34.
The clock shows the wrong time.	The clock shows the wrong time.	Set the clock, see page 29.

FCC ID: D1PRED006000

Problem	Cause	Action
The handset is not functioning!	The handset batteries are flat.	Charge the batteries, see page 6; check that the batteries are inserted correctly, see page 45.
The ringing signal is not working!	The ringing signal is switched off.	Activate the ringing signal, see page 28.
The Redial is not working!	<ul style="list-style-type: none"> <li>Code for trunk line has not been entered in connection with switchboard</li> <li>Pause between 1st part of the telephone number and the 2nd part of the number has not been entered</li> <li>The Redial number has not been registered correctly</li> <li>You are using a common handset on a base other than base no 1.</li> <li>The Redial list is only registered in base no 1.</li> <li>Phone numbers with less than 3 digits are not stored in Redial.</li> </ul>	<p>Check that numbers are entered correctly, see the overview of key functions on page 10. Please, refer to page 32 for more information on switchboard.</p> <p>The Redial number cannot be corrected.</p>
Automatic registration is not working!	Handset or base has already been registered with another base or handset.	Register handset as explained on page 34.
The handset and the base often lose connection!	May be due to the base placement.	Place the base high and freestanding to ensure the connection between handset and base.

equipment complies with Part 68 of Federal Communications Commission rules for the United States.

Model is located on the underside of the unit containing the FCC registration number and the Ringer Equivalence Number (REN).

If you experience trouble with this phone equipment, please contact:

Ericsson of America  
1 Business Center Drive  
1st Prospect  
0056

REN is used to determine the quantity of devices which may be connected to the telephone line. Excessive RENs on the telephone line result in the devices not ringing in response to an incoming call. In most, not all areas, the sum of RENs should not exceed five (5.0). To be certain of number of devices that may be connected to a line, as determined by the local telephone company.

If trouble is experienced with this equipment BeoCom 6000, for repair or warranty information, please contact Ericsson of America, +1 847 3380. If the equipment is causing trouble on the telephone network, the telephone company may request that you disconnect the equipment until the problem is resolved.

For repair/warranty information. The telephone company may ask you to disconnect this equipment from the line network until the problem has been corrected.

This equipment cannot be used on public coin phone service provided by the telephone company. Connection to party line service is subject to state tariffs.

Your telephone company may discontinue your service if your equipment causes harm to the telephone network. They will notify you in advance of disconnection, if possible. During notification, you will be informed of your right to file a complaint to the FCC.

Occasionally, your telephone company may make changes in its facilities, equipment, operation, or procedures that could affect the operation of your equipment. If so, you will be given advance notice of the change to give you an opportunity to maintain uninterrupted service.

Any changes or modifications not expressly approved by the party responsible for compliance, could void the user's authority to operate this equipment.

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B E O C O M 6 0 0 0

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*The BeoCom 6000 extra handset, take it with you around the house and in your garden.*

*The handset can be placed in the base or in the small table and wall chargers.*

*Please, refer to the User's guide for the BeoCom 6000 handset and base for detailed information on how to operate the handset together with the base.*

*BeoCom 6000 handset, 2*  
*Charging the handset, 4*  
*Registering the handset, 6*  
*Preparing the handset for use, 8*  
*Technical data, 10*  
*Replacing batteries, 11*

2 > BeoCom 6000 handset

3

**Speaker**

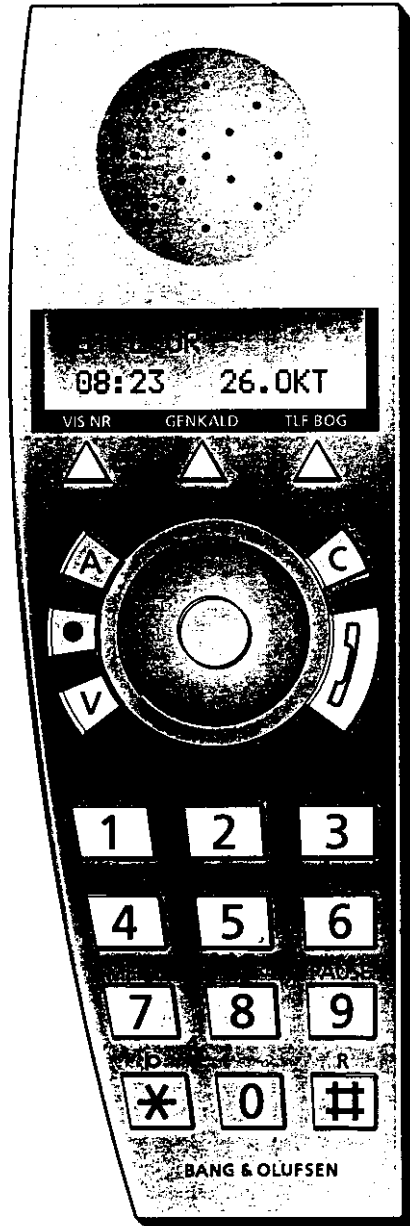
**Display**

*In the handset display you will find information about the operation you are performing.*

**Wheel and OK** (in the middle of the wheel)

*Turn and display, e.g., names and numbers from the Phonebook, or select menu items – use OK to store and accept data entered.*

**Microphone**





4 > BeoCom 6000 handset – charging

5

## Charging the handset

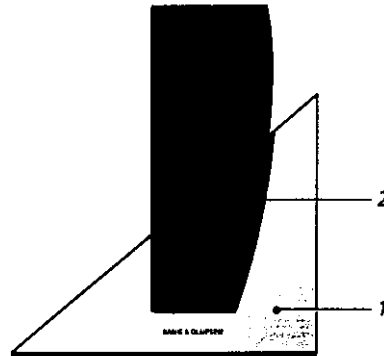
Place the handset in the base to charge the batteries.

The batteries are being charged when...

- the handset is placed correctly in the base
- the base is connected to the mains
- and the base indicator light is green.

Charge the handset batteries for at least 20 minutes. To be fully charged, the handset must charge for 4 hours.

The display will indicate when the batteries need recharging. When the batteries are almost flat, a sound signal from the handset will warn you.



### Indicator light on base and handset

**Base** – the two-colour indicator light (1) on the base lights up in green when the base is switched on and the handset is placed correctly. If the indicator light is *lit up* in red, charging is *not* possible! A possible explanation could be that the handset is not placed correctly. When the indicator *flashes* red, the base is ready for registration of handsets.

**Handset** – the red LED (2) flashes to indicate incoming calls, new Caller ID calls, if the line is busy or if the signal between the handset and the base is lost. The flashing of the handset Indicator light can be deactivated! Please, refer to the User's guide for the handset and the base for further instruction.



## Registering the handset

In order to start using BeoCom 6000, the handset must be registered to the base.

Once the base is prepared to register a handset and its indicator light flashes in red, the base is ready for registration. The handset is available for registration for up to 5 minutes. The handset must also be prepared to search for an open base. If the handset is not already registered to a base, the handset will indicate NOT REGISTERED in the display.

If ENTER NAME? is displayed during registration, you can name the handset. When the Phonebook is updated, which will take up to 5 minutes, the handset is ready for use.

If a handset is already registered to a base, then use the menu HANDSET/BASE and choose the item REGISTER BASE to register the handset. Please refer to the User's guide for the handset and base for further information about the menu system of BeoCom 6000 and about the registration of a handset.

### PIN code and registration...

The base and the handset are preset with a common PIN code, '0000'. If you have changed the PIN code in the base, you have to enter the new PIN code in the handset. Please, refer to User's guide for handset and base, page 37, for more information on PIN codes.

*Press the button on the base and hold it for 2 seconds to open the base...*

*The indicator light on the base flashes*

Press **]** to register the handset

REGISTER BASE *is displayed*

Press **OK** to register

SEARCH BASE

WAIT.../ *is displayed*

*When the handset has located the base, the display reads...*

BASE 01/01

36-000077123456

Press **OK** to choose the base displayed

REGISTERING

WAIT... *is displayed*

*If ENTER PIN is displayed...*

Press **0 – 9** to enter the PIN code

Press **OK**

REGISTERING

COMPLETED

*is displayed when the registration has been completed...*

### Preparing the handset for use

When you have charged the handset, you are prompted to name the handset and set the clock. These settings can also be made later on via the telephone menu system. Please, refer to the User's guide for the handset and base.

#### Naming the handset

Name e.g. the handset after the room in which it is placed, or name it after the person using it. If you do not wish to name the handset, press C. You can now set the clock.

#### Setting the clock

Set the clock via the handset. The clock is then automatically transferred to the base.

#### *Please note!*

If the clock has already been set for the base, the display SET CLOCK will not appear.

#### *Name the handset...*

ENTER NAME? *is displayed*

Press **OK** to enter a name

<@-./♦ ABCDEFGH>

ENTER NAME: \_ *is displayed*

Turn **WHEEL** to find the first letter  
*The cursor is moved back and forth*

Press **OK** to store and move to the next space in the display

Finish 'writing' the name...

Turn **WHEEL** until ♦ is chosen and STORE NAME appears

Press **OK** to store the name

*The display indicates, e.g.*

LIVING ROOM

STORED

#### *Set the clock...*

SET CLOCK?

00:00 1. JAN *is displayed*

Press **OK** to set the clock and date

Turn **WHEEL** to set the relevant hour

Press **OK** to store and move to the next adjustment

Complete the setting of the clock...

Press **OK** to store clock and date

SET YEAR

1998 *is displayed*

Press **WHEEL** to set the year

Press **OK** to store year

CLOCK STORED *is displayed*



10 TECHNICAL DATA

Talk time per charge	8 hours
Stand-by time per charge	80 hours
Charging time	4 hours
Range	<i>Inside:</i> up to 50 metres – depending on the surroundings
	<i>Outside:</i> up to 300 metres – depending on the surroundings
System	DECT/GAP

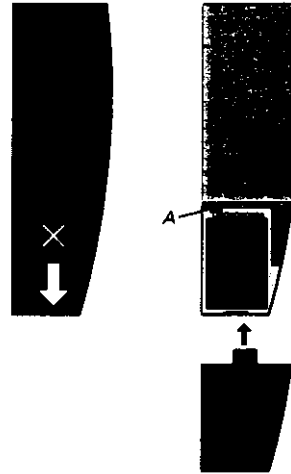
**Display**

Alpha numeric display with 2 lines each with 16 available characters. The light in the display is activated by operation and incoming calls – and is switched off after 20 seconds.

**Cleaning**

Use a soft, damp cloth with a few drops of mild detergent to clean the phone.

**Replacing batteries**



*How to remove the handset batteries:*

- Remove the battery cover; press the cover slightly and slide it off.
- Remove the batteries and pull out the battery plug.

*How to insert the handset batteries:*

- Insert the new battery plug (A) and place the batteries and cord as shown on the illustration above.
- Replace the battery cover, check that the tabs and the slots at the top and bottom of the cover snap into place.

*Please note!*

If the batteries in the handset are replaced with new batteries, please follow the instructions accompanying the new batteries.

