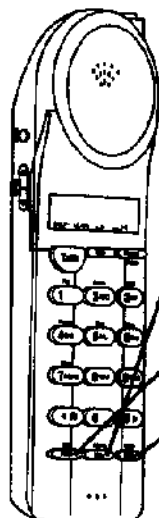



SETTINGS

Deleting Message Waiting Indication

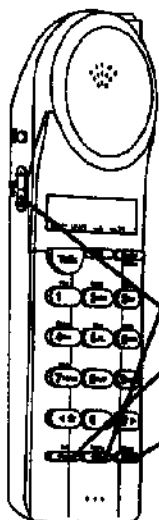
Clears any current message waiting indication. See page 50 for more information about message waiting.

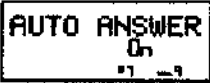


1. Press and hold the **Mute**/PROG key to enter the menu.
2. Press **6 MIO** to go to the message waiting programming option.

3. Press **FLASH**/EDIT to reset the message waiting indication. "DELETE" will begin flashing.
4. Press **MEM**/SAVE to delete the indication. A double beep will sound to confirm.
5. Continue with programming or press **Mute**/PROG to return to the idle screen.

Turning Auto Answer On or Off

Turn on and off the auto answer feature. When on, the phone will automatically answer an incoming call if the handset is in the base.

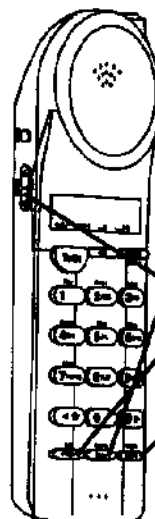



1. Press and hold the **Mute**/PROG key.
2. Press **7 FOND** to go to the auto answer programming option.

3. Press **FLASH**/EDIT to change the setting.
4. Use the **▲ ▼** key to toggle between On and Off.
5. When the setting you desire is displayed, press **MEM**/SAVE to save the setting. A double beep will sound to confirm the setting has been saved.
6. Continue with programming or press **Mute**/PROG to return to the idle screen.

SETTINGS

Disabling the Ring for Private Calls

Turns on and off the ring for all calls where the caller has blocked their caller ID.

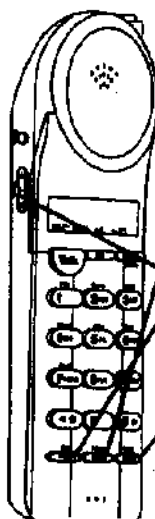



1. Press and hold the **Mute**/PROG key.
2. Press **8 TRV** to go to the private ring programming option.

3. Press **FLASH**/EDIT to change the setting.
4. Use the **▲ ▼** key to toggle between On and Off.
5. When the setting you desire is displayed, press **MEM**/SAVE to save the setting. A double beep will sound to confirm the setting has been saved.
6. Continue with programming or press **Mute**/PROG to return to the idle screen.

Note: The phone will ring once when "Off" unless First Ring is also set to "Off."

Disabling the Ring for Unavailable Calls

Turns on and off the ring for all calls where caller ID information is unavailable.



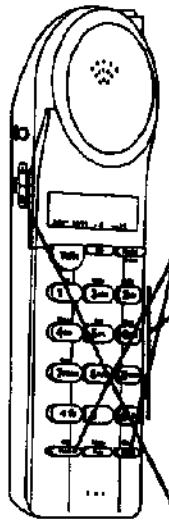
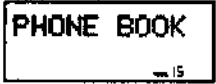

1. Press and hold the **Mute**/PROG key.
2. Press **9 UNVZ** to go to the unavailable ring programming option.

3. Press **FLASH**/EDIT to change the setting. "On" will begin flashing.
4. Use the **▲ ▼** key to toggle between On and Off.
5. When the setting you desire is displayed, press **MEM**/SAVE to save the setting. A double beep will sound to confirm the setting has been saved.
6. Continue with programming or press **Mute**/PROG to return to the idle screen.

Note: The phone will ring once when "Off" unless First Ring is also set to "Off."


SPEED DIALING

Storing Phone Numbers in the Handset

The PMP-3875 will store up to 20 speed dial numbers in the handset phone book, in the order that they are programmed. No duplicate numbers can be stored.

- 
- With the handset in the idle state, press **MEM**.

 - Press **FLASH**/EDIT to create a new phone book entry.

 - Enter the name you wish to store using the dial pad to enter the letters (up to 15 letters). See the following letter table for how to program the letters using the number pad. To add a space between words, push **1**.

Example: For JOHN SMITH dial this sequence:

5	666	44	66	1	7777	6	444	8	44
J	O	H	N	space	S	M	I	T	H
 - Press **▼**, and dial the number you wish to store (up to 16 digits). Press **REDIAL** to insert a dialing pause into the number.

 - Press **MEM**/SAVE when finished to store the number to memory.

Note: If there are no memory locations left in the speed dial directory the PMP-3875 will display "MEMORY FULL." To continue with memory programming, you must delete or edit existing speed dial numbers.

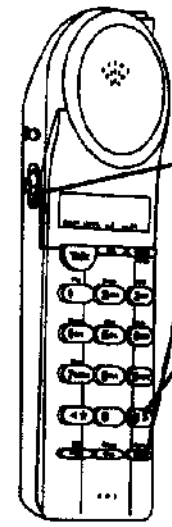
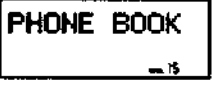


Note: If you mis-type entering the phone number, you can move through the number and edit it by pressing and holding the **←** and **→**. To delete a flashing character, press the **REDIAL**/DELETE key; to delete a flashing number, press and hold the **REDIAL**/DELETE key.

SPEED DIALING

Letter Table

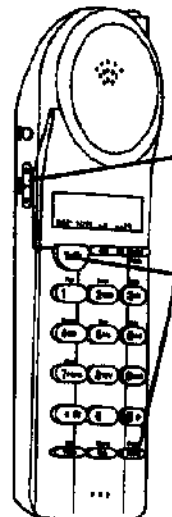



Key	1st Press	2nd Press	3rd Press	4th Press	5th Press	6th Press	7th Press	8th Press
1	Space	&	'	()	*	.	1
2	A	B	C	2	A	B	C	2
3	D	E	F	3	D	E	F	3
4	G	H	I	4	G	H	I	4
5	J	K	L	5	J	K	L	5
6	M	N	O	6	M	N	O	6
7	P	Q	R	7	P	Q	R	7
8	T	U	V	8	T	U	V	8
9	W	X	Y	Z	P	W	X	Y
0	0	0	0	0	0	0	0	0

Viewing the Handset Phone Book

- 
- Press **MEM** to enter the phone book.

 - Press **▲**/**▼** to locate the number you wish to view.

 - If the name or number is more than 11 characters, press the **←** and **→** button to view the rest of the display (as indicated by the arrows in the top line of the display).

 - Press **MEM** to exit the phone book, or let the phone book time out.

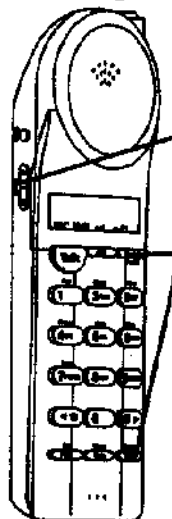



SPEED DIALING

Making Calls from the Handset Phone Book

- 
1. To make a call from the phone book, press **MEM**.

 2. Locate the number you wish to dial using **▲ ▼**.

 3. Push **MEM**. The display will show the directory name, and begin dialing the number.

 4. When you are finished with your call, press **MEM**, or place the handset back on the base.

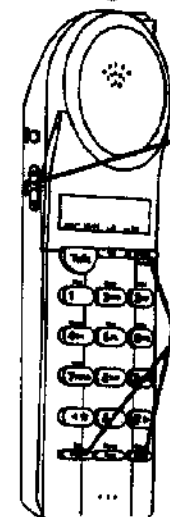
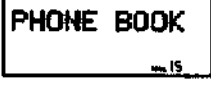

Note: Be sure to check that the line is not in use by another extension.

Deleting a Number Stored in the Handset

- 
1. Press **MEM**.

 2. Locate the number you wish to delete using **▲ ▼**.

 3. Press **REDIAL/DELETE**.

 4. Press **REDIAL/DELETE** to delete the phone book memory. The display will briefly show "ERASED" and return to the previous phone book entry.
 5. When you are finished press **MEM**.

SPEED DIALING

Editing a Number Stored in the Handset

- 
1. Press **MEM**.

 2. Locate the number you wish to edit using **▲ ▼**.

 3. Press **FLASH/EDIT**. Move the cursor to the section you wish to edit using the **▲ ▼**, **←**, and **→** keys. When moving through the number field, it will be necessary to press and hold the **←** and **→** keys for more than one second until the cursor moves, since just pressing them enters a * or # into the dialing sequence. Any dial pad key pressed will be inserted before the cursor.
 4. To delete a character, press the **REDIAL/DELETE** key. To delete a number, press and hold the **REDIAL/DELETE** key for more than one second until the number is deleted, since if the **REDIAL** key is just pressed, it inserts a pause in the dialing sequence.
 5. When you are finished, press **MEM/SAVE** to store the edited entry.

SPEED DIALING

Preferred (VIP) Calls

You can assign stored numbers as preferred calls. When an incoming call is matched to a stored number designated as "VIP," the phone will generate a special ringer sound after the first ring (caller ID information must be received first).

To mark a phone book entry as preferred:

1. Press **MEM**.
2. Press **▲** or **▼** to go the desired entry.
3. Press the **MEM**/PROG button once. The LCD will show the "VIP" icon.
4. Press **MEM** to exit the phone book.



JOHN SMITH
888-555-1212
8:02 12/25

Blocked (REJ) Calls

If you do not want to have the phone ring when a specific number calls, you can store that number in the phone book and assigned it as blocked. When an incoming call is matched to a stored number designated as "REJ," the phone will not ring after the first ring (caller ID information must be received first).

To mark a phone book entry as blocked:

1. Press **MEM**.
2. Press **▲** or **▼** to go the entry to be blocked.
3. Press the **MEM**/PROG button twice. The LCD will show the "REJ" icon.
4. Press **MEM** to exit the phone book.



JOHN SMITH
888-555-1212
8:02 12/25

Note: Priority and Blocked calls will only work if the incoming call's number exactly matches the one that is stored in memory. If you dial seven digits to call locally, make sure that your area code is set (see page 25-26). Also, if the area code is programmed, any number with that area code must be stored without the area code (as a seven digit number) in the speed dial memory.

CALLER ID

Caller ID allows the caller's name and phone number to be shown on the display before you answer the call. In order to use this feature you must first subscribe to Caller ID service with your telephone company.

When You Receive a Call

1. When the telephone rings, the caller's name and phone number appears on the display.
2. The new Caller ID record includes the name and number of the caller and the time and date the record is received. The New Call light will flash to indicate that you have a new Caller ID call stored in memory.

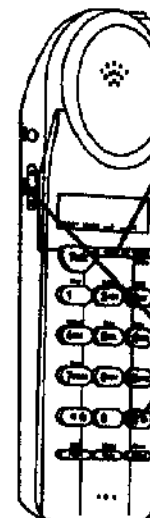


JOHN SMITH
555-555-1212
9:45 10/11 238 73

Note: When the Caller ID information is received, it is stored in memory so that this information can be recalled for later use. Up to 40 Caller ID calls can be stored.

Viewing the Caller ID List

This phone automatically stores the last 40 calls received. If a call is received from the same number more than once since the records were last viewed, no new entry is made, but the repeat call icon ("RPT") and the number of repeat calls is displayed.



1. With the handset idle press **CID**.
2. Any unviewed (new) calls will be displayed first. The most recent call will be displayed. The information on the call will be displayed with the name, number, date, and time that the call was received.
3. If the name or number is more than 11 characters, press the **←** and **→** button to view the rest of the display.
4. To scroll to the next call, press **▲** or **▼**. The **▲** will go through the calls from the last call received to the first. The **▼** will allow you to view the calls from the first call received to the last.
5. Press **CID** to finish.



JOHN SMITH
555-555-1212
9:45 10/11 238 73

CALLER ID

Caller ID Displays

JOHN SMITH
555-555-1212
9:45 12/11 238 3

Display shows name and number, time and date of the call.

888-555-1212
9:12 12/25 28 1

Display shows number-only service.

UNAVAILABLE
1:33 12/25 20

"UNAVAILABLE" will be displayed when Caller ID information is not available. This call was made from a telephone company that does not offer Caller ID services (including international calls).

PRIVATE
10:34 12/25 40

"PRIVATE" will be shown when a call is received from a blocked number. For privacy reasons, some states allow callers the option to prevent their telephone data from being displayed on the other party's Caller ID display.

ERROR
9:07 12/25 2 6

Display shows when the Caller ID information was received incorrectly or only part of the data was received.

Note: When an error is received, none of the data from this call is saved in memory.

MSG WAITING
8:02 12/25 0 39

Display shows when a voice mail message has been received and is stored by message waiting service provided by the phone company.

JOHN SMITH
888-555-1212
9:02 12/25

Display shows when the incoming call is a priority call.

NO CALLS
9:01 12/25 0 0

This is displayed when **CID** is pressed and there is no Caller ID data stored.

CALLER ID

Caller ID with Call Waiting Service

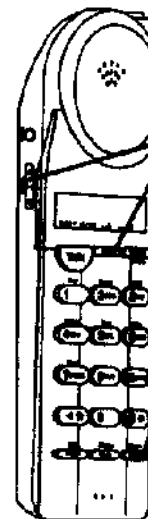
In order to use the "Call Waiting Caller ID" service you must subscribe to a telephone company that offers Caller ID service combined with "call waiting" service.

When a new call comes in while you are talking, you will hear a notification beep from the handset and the volume is momentarily muted. The new caller's name and phone number, if available, appears on the display. Once flash has been pressed, an "L2" in the lower right hand corner indicates the call waiting caller so you can keep track of who you are talking to.

JOHN SMITH
555-555-1212
02 13 L2

1. When you receive a "call waiting" call and you want to connect the call, press **FLASH**. The active call will be placed on hold and the new call will be active.
2. Press **FLASH** to alternate between calls.
3. Press **END** to end the call or place the handset back on the base.

Storing Caller ID Records



1. Press **CID**.

JOHN SMITH
555-555-1212
9:45 12/11 238 3

2. Use **▲ ▼** to scroll to the call record you wish to store into the phone book.

3. Press **MEM**/SAVE.

SAVED
9:16 12/25 10

5. If you wish to edit the newly stored number, edit it in the phone book (page 33, "Editing a Stored Number").
6. Press **CID** to exit the Caller ID log.

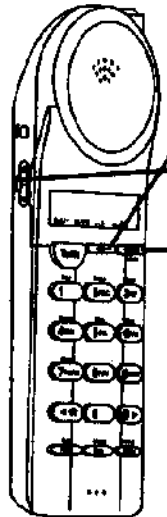
Note: When numbers are stored into the phone book, a "1" is inserted in front of the number. If you must dial a 10-digit number for local calls, you must edit the number to exclude that digit to dial out correctly.

CALLER ID

Deleting Caller ID Records

When viewing the Caller ID information you can delete a single call record or all the call records.

To Delete a Single Record



1. Press **CID**.

JOHN SMITH
555-555-1212
945 12/11 438 3

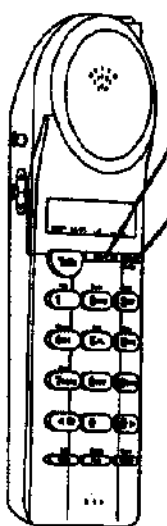
2. Use **▲ ▼** to scroll to the call record you wish to delete.

ERASE ITEM?
555-1212
1000 12/25 46

3. Press **REDIAL/DELETE**.

4. To delete the record press **REDIAL/DELETE**.
5. Press **CID** to exit the Caller ID log.

To Delete All Records



1. Press **CID**.

JOHN SMITH
555-555-1212
945 12/11 438 3

2. Press and hold **REDIAL/DELETE**. The display will show "ERASE ALL?"

ERASE ALL?
555-1212
1005 12/25 45

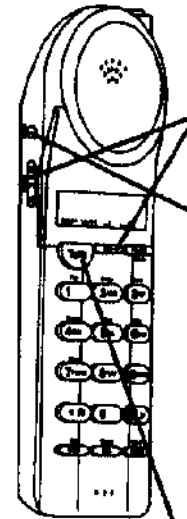
3. To delete all the Caller ID records press **REDIAL/DELETE**.

ERASE ALL
555-1212
1005 12/25 45

CALLER ID

Returning Caller ID Calls

You can return calls by using the Caller ID callback feature.



1. Press **CID**.

JOHN SMITH
555-555-1212
945 12/11 438 3

2. Use the **▲ ▼** to scroll to the call record you wish to call back.

JOHN SMITH
555-555-1212
945 12/11 438 3

3. If the number displayed is not correct (needing 7, 10, 11 digits), use the **Option** key to toggle the number to display the correct number of digits to be dialed.

Press **Option**

DIAL?
555-1212
802 12/25 438 3

Press **Option**

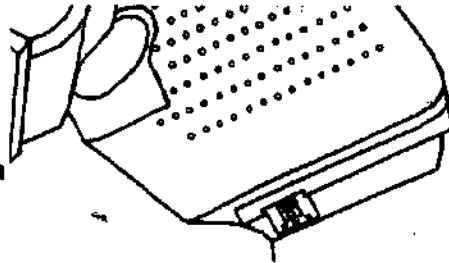
DIAL?
1555551212
802 12/25 438 3

4. Press **☎** to dial out the displayed number.
5. Press **CID** to cancel dialing.
6. To end the call, press **☎**, or place the handset back in the base.

ANSWERING SYSTEM SETUP

Setting the Ring Count

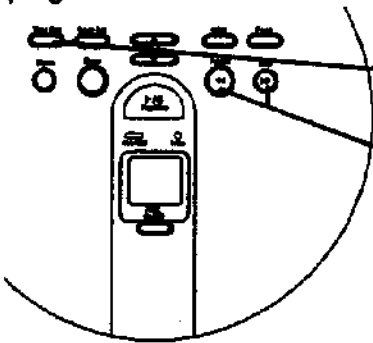
The ring count setting will prompt the PMP-3675 to pick up an incoming call with the answering machine after 3, 5, or TS (toll-saver 3/5) rings. There is a ringer switch on the side of the base; adjust this switch to the number of rings that you desire.
















If you set the switch to "3r," the answering machine will pick up after three rings. If you set the switch to "5r," the unit will pick up after five rings. Or, if you set it to "TS," the machine will pick up after five rings if there are no new messages or after three rings if there are. This enables you to hang up after the fourth ring when checking your messages remotely (which saves toll charges), since you know there are no new messages.

Setting the Date and Time

While in standby mode, press the /Time Set key and the currently programmed date and time is heard.




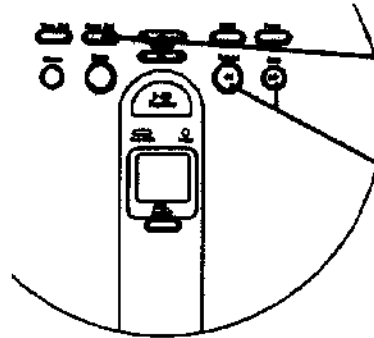
To program the date and time:

1. Press and hold /Time Set for three seconds until "Sunday" is heard.
2. Press the /Repeat or /Skip key to select the current day of the week.
3. Press /Time Set to store that information. "12" will be announced.
4. Press /Repeat or /Skip to select the current hour (1 through 12).
5. Press /Time Set. "00" will be announced. Press /Repeat or /Skip as many times necessary to set the current minutes (01 through 59).
6. Press /Time Set. "AM" will be announced. Press /Repeat or /Skip to select AM or PM.
7. Press /Time Set again. The information will be stored and the new date and time will be announced.




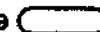






ANSWERING SYSTEM SETUP

Setting a Remote Access Code

The PMP-3675 allows you to set your own three-digit access code to retrieve messages or program the answering machine from a remote location. Pressing the /Code Set key while the phone is idle will play the current remote access code. The default code is "123."



To program the remote code:

1. Press and hold /Code Set for three seconds. "1" and "Press the skip or repeat button to set the first digit" is heard.
2. Push /Repeat or /Skip until the desired number is announced and displayed.
3. Push the /Code Set key to set. You will hear "2" and "Press the skip or repeat button to set the second digit."
4. Push the /Repeat or /Skip key to select the second digit. Push /Code Set to set.
5. After "Press the skip or repeat button to set the third digit" sounds, push the /Repeat or /Skip key to select the third digit. Push /Code Set to set.

A message should be heard stating the new remote access code (e.g. "remote code 111").

Note: Write down the remote code on the remote access card provided.


ANSWERING SYSTEM SETUP







Setting the Announce Mode

The PMP-3875 allows you to record two different outgoing messages. Both have default announcements, as shown below, that can be recorded over (changed).

ANNOUNCEMENT: "Please leave your message and we will return your call."

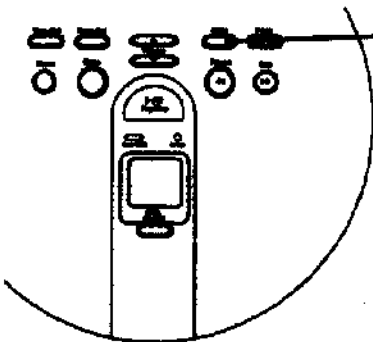
ANNOUNCE ONLY: "Sorry, mailbox is full. Please try again later."

Use the /ANS On/Off key to select between three answering modes: Answer On, Announce Only, or Answer Off. Typically the machine begins with answer on.




1. Press /ANS On/Off once. The answering machine is turned off. "Answer Off" is heard and the message counter is turned off. 
2. Press /ANS On/Off again to set the unit to announce only mode. The unit will say "Announce Only" and the current announce only outgoing message. The message counter will display "A." 
3. Pressing the /ANS On/Off key a third time turns the unit on. You will hear "Answer On." The message counter will display the current number of messages. 


Recording an Announcement

Depending on the above mode you are in, the answering machine will record over the relevant announcement.



To record a new announcement:

1. Press and hold the /OGM key. A beep is heard. While you continue to hold down the /OGM key, say the message you want recorded. You can record a greeting up to 30 seconds long.
2. When finished, release the /OGM key. The PMP-3875 will beep and play back your newly recorded message.

Note: To return to the default announcement (erasing the recorded announcement), after the message has begun playing, press and release the /OGM key. A double beep will be heard and the unit will return to the default outgoing announcement.

ANSWERING SYSTEM OPERATION








The PMP-3875 is a digital (no tapes required) answering machine with a 14-minute record time. The maximum record time for one message is one minute. To avoid unnecessary pauses due to hangups, and to save message capacity, your unit will automatically stop recording after seven seconds of silence.

Two-Digit Message Counter Display

When new calls are received, the PMP-3875 will count the calls and messages separately.

1. When new Caller IDs are saved in memory the new call counter in the handset display will increase by one.
2. When new messages are recorded the message counter on the base will increase by one.

The counter display also shows various information about the answering machine and the status of the commands given it:

 [2]	Message Counter	 [A]	Answer Only mode
 [58]	Recording length countdown	 [A]	Answer Off mode
 [PA]	Paused During Playback	 [FL]	Memory Full
 [EA]	Single message erased		

Answering Calls with Answer On

1. When there is an incoming call, after one ring the Caller ID name and number (if available) will be displayed on the handset and, after the requisite number of rings set by the ring select switch, the announcement will start.
2. After the announcement plays the PMP-3875 will beep indicating that the caller can record his/her message. The maximum length of the incoming message is two minutes.
3. The New Message light will blink continuously.
4. The message counter will increase by one with each new message received.

Note: If no Caller ID information was received, the call counter on the handset will not change.

Answering Calls In Announce Only Mode

1. When the telephone rings, the PMP-3875 will answer the telephone line depending on the number of rings selected.
2. The Caller ID name and number (if available) will be displayed and the announcement will start.
3. Ten seconds after the announcement plays, the phone will disconnect.
4. The New Call light will flash if Caller ID information was received.

Note: In Answer Only mode, no messages will be recorded.

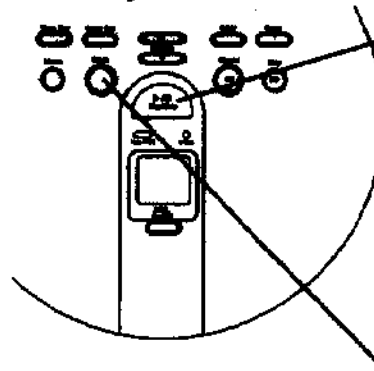
Answer Off


In this mode, the PMP-3875 is designed not to answer the phone. However, if you let the phone ring 10 times, the answering machine will switch to Answer On mode and allow new messages to be recorded, or a remote code to be entered.


1. The Caller ID name and number (if available) will display after the first ring.
2. After 10 rings, the PMP-3875 will turn on and pick up the telephone line.
3. The PMP-3875 is now in Answer On mode.

Playing Back New Messages

If there are new messages, the PMP-3875 will play new messages and memos only. If there are no new messages, all messages and memos are played in the order they were recorded in.

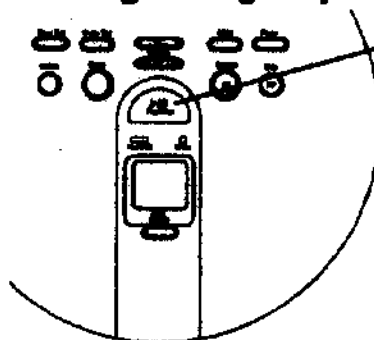




1. Press and release the  key to hear messages. You will hear the number of messages, and how many of them are new. If there are no messages, the PMP-3875 will announce "You have no messages."
2. At the beginning of each message, the message number and the day and time the message was received will be announced
3. After all messages have been played, the PMP-3875 announces "No more messages. Press and hold the Erase button to erase all messages."

Note: If there are old and new messages, the unit will play new messages only. Push  key to listen to previous played messages once new messages have been reviewed.

Note: The new call indicator on the LCD and the new call light will continue to flash until new Caller ID records have been reviewed.

Pausing During Playback



1. Press the  key during playback to suspend activity.
2. Press the  key again to resume activity.

Note: If still in pause mode after 1 minute, the PMP-3875 automatically returns to standby mode.

Reviewing Messages

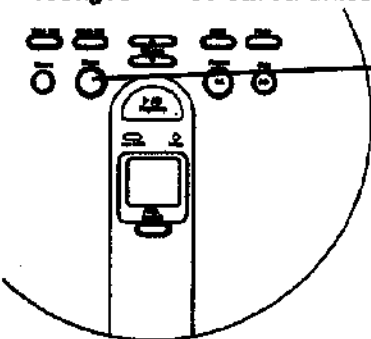
To repeat the currently playing message, press the /Repeat key once.

While a message is playing, push the /Repeat key twice to play the previous message.


During message playback, pushing the /Skip key will advance playback to the next message. The new message number will be announced and the message will begin playing.

Deleting Messages

Messages will be saved unless you delete them.



To delete a single message:

1. While a message is playing press /Erase. The PMP-3875 announces "Message erased."
2. The PMP-3875 will announce the next message number and play the next message or, if the message was the last one, announce "No more messages."

Memory Full


When the PMP-3875's memory is full, the message counter will display [FL].

When an incoming call is received, the PMP-3875 will play the Answer Only message. No incoming messages will be recorded. After a 10-second waiting period, the call will be disconnected.

Erase some or all messages to record new messages.

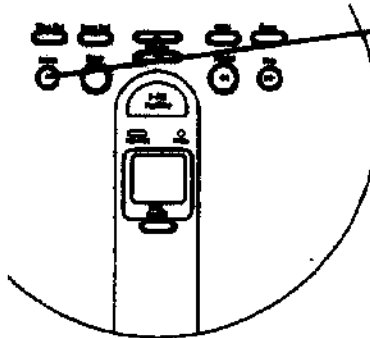
Note: When the memory is filled during a call, the call will be interrupted by a triple beep and the words "Mailbox is full." It will then be disconnected.




Call Interrupt

If the PMP-3875 answers the telephone before you do, you can automatically interrupt the answering machine by picking up any extension phone or by pressing  on your handset.

Recording a Memo

The PMP-3875 will allow you to record memo messages up to one minute long. The memo will be considered as a new message on the counter display.



1. To record a memo, press and hold the /Memo key. The PMP-3875 will beep and the display will begin a 60-second countdown.
2. While continuing to hold the /Memo, say your memo message. When you are finished with your memo, release the /Memo key.
3. The memo is stored as a new message and the new call light will flash.

Note: If the memory is full during recording, the unit will announce "Memory is full" and the memo recording is ended.

Remote Access

The PMP-3875 provides several remote functions. The PMP-3875 recognizes the remote function ONLY after the correct remote access code is received.

1. When the PMP-3875 answers, after the outgoing message has finished, press the three digit remote access code. If the correct code is entered, the answering machine will stop and a single beep will sound.
2. The PMP-3875 will announce the number of messages and how many of those messages are new, and then it will begin playing the remote access menu to help guide you to press the correct buttons.
3. Once the menu has begun playing, you can press the appropriate key to play back messages, listen to the voice prompt, skip backward, repeat messages, skip forward, record announcements, change announcements and/or delete messages. See "Remote Options" on page 47 for more details.

Note: If the remote code is not entered correctly within 6 digits, or before the time out period (10 seconds), the PMP-3875 will hang up.

ANSWERING SYSTEM OPERATION

Remote Access Options

After entering your remote access code correctly, reference the table below for the keys and their functions. Remote access functions similarly to operating the answering machine using the handset.


Note: The PMP-3875 includes a remote access card for easy remote operation.

Operation	Key	Announcement/Reaction
Enter Remote Code	XXX	"You have X messages, including Y new messages." "Press [] to play back messages. Press [] to erase all messages. Press [] to record a new announcement."
Playback messages	[]	"Press [] to erase the message, [] to repeat, [] to skip." Message playback begins.
Erase current message	[]	"Message erased."
Repeat current message	[]	The current message is repeated.
Stop message playback	[]	Message playback stops.
Skip to next message	[]	The current message stops playing and the next message is played.
After the last message is played		"No more messages." Press [] to return to the main menu."
Return to main menu	[]	"You have X messages." "Press [] to play back messages. Press [] to erase all messages. Press [] to record a new announcement."
Erase all messages	[]	"Press [] again to erase all messages."
Confirm all message erase	[]	"All messages erased. Press [] to return to the main menu."
Record a new greeting	[]	"Record announcement after the beep. Press [] to end recording."
End recording	[]	The new greeting is played back. "Press [] to return to the main menu."
No button is pressed after 10 seconds		"Goodbye." The call is disconnected.

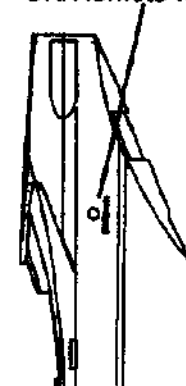
HANDSET ANSWERING SYSTEM OPERATION

Most of the answering machine functions can also be accessed from the handset.


CH/Remote key

With the handset idle, press the  CH/Remote key. The handset will go into Remote Mode. All the dial pad's secondary functions begin to operate. You are now able to access the answering machine remotely using the cordless handset.

Note: Remote Access functions and the handset Remote Mode functions are almost identical.



Handset Remote Operation

Operation	Key	Announcement/Reaction
Access unit remotely	 CH/Remote	"You have X messages, including Y new messages." "Press [] to play back messages. Press [] to erase all messages. Press [] to record a new announcement."
Playback messages	[] Play	"Press [] to erase the message, [] to repeat, [] to skip." Message playback begins.
Erase current message	[] Erase	"Message erased."
Repeat current message	[] Repeat	The current message is repeated.
Stop message playback	[] Stop	Message playback stops.
Skip to next message	[] Skip	The current message stops playing and the next message is played.
After the last message is played		"No more messages." Press [] to return to the main menu."
Return to main menu	[] Menu	"You have X messages." "Press [] to play back messages. Press [] to erase all messages. Press [] to record a new announcement."
Erase all messages	[] Erase	"Press [] again to erase all messages."

HANDSET ANSWERING SYSTEM (OPERATION)

Operation	Key	Announcement
Confirm all message erase	(2) Erase	"All messages erased. Press (7) to return to the main menu."
Record a new greeting	(3) OGM	"Record announcement after the beep. Press (5) to end recording."
End recording	(5) Stop	The new greeting is played back. "Press (7) to return to the main menu."
No button is pressed after 10 seconds		"Goodbye." The call is disconnected.

Note: Press **0** CH/Remote at any time you wish to exit the remote mode and return the handset to the idle state.

Screening Incoming Calls

The PMP-3875 allows you to listen to a caller leaving a message when you are away from the base through the handset. After the answering machine has picked up the call, press **0** CH/Remote to listen to the message being left.

CALL SCREEN

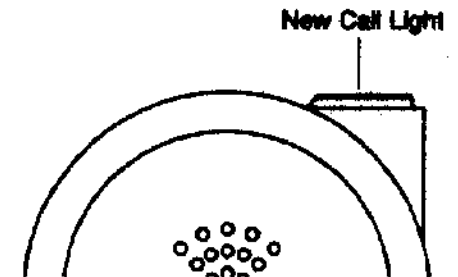
If you want to talk to the caller, press **3** to answer the call. The answering machine will stop recording and you may talk to the caller.

OTHER FEATURES

New Call Light

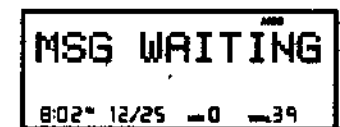
When you receive a Caller ID message, voice mail message, or when the phone is ringing, the New Call light will flash accordingly.

- For Caller ID, the New Call light will flash to indicate that you have a new Caller ID call stored in memory.
- When you have a voice message waiting the New Call light will flash at a slower rate.



Message Waiting

If you subscribe to voice mail from the telephone company and if there are voice messages that have been left in your voice mailbox, the display will show "MSG WAITING" (see note below).



Note: This function requires voice mail subscription from the local telephone company. Furthermore, the local phone company must provide a type of voice mail signaling called "FSK" (Frequency Shift Key). Not all telephone companies have the visual message waiting feature available. Please contact your local telephone company to check if this is available in your area.

Tip: If you wish to delete the "Message Waiting" message, delete it as described in the handset settings section "Deleting the Message Waiting Indication" (see page 27).

Using the Handset Finder (PAGE)

1. Press **0**/Page on the base. If the handset is in range, it will beep for 20 seconds.
2. Press any key on the handset to stop the page/find feature.



Out-of-Range Warning

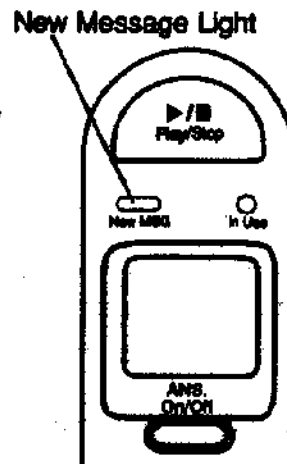
If you venture too far from the base, the handset will beep and the display will show "OUT OF RANGE." Reverse your direction to re-establish connection with the base or the call will be dropped. When the base detects that the handset has been out of range for 15 continuous seconds it will release the engaged line.

Channel Changing

If you are experiencing interference during a telephone call, press the **O** CH/Remote key. The PMP-3875 will scan up to 50 channels and select the clearest one to provide the best possible reception. If the current channel is the clearest one, the channel will remain the same.

New Message Light

When you receive a new Answering System Message or when the answering machine memory is full, the New Message light on the base will flash until the new messages are reviewed and/or the the memory is no longer full.



Your PMP-3875 telephone has been designed to give years of trouble-free service. It is a sensitive electronic instrument. To assure its longevity, please read the following maintenance instructions.

1. Keep the PMP-3875 away from heat as high temperatures can shorten the life of the electrical components and distort or melt its plastic parts.
2. The PMP-3875 should be kept free of dust and moisture. If it gets wet, wipe it dry immediately. Liquids can contain minerals that can corrode electronic circuits.
3. Handle your PMP-3875 gently and carefully. Dropping it can cause serious damage to circuitry, or the plastic case, which may result in malfunction.
4. Do not use any type of chemical or any abrasive powder to clean the cabinet. Use only mild detergents on a soft, damp cloth to clean the PMP-3875 telephone.
5. The PMP-3875 has built-in surge protection circuits that meet or exceed FCC requirements. However, an incident such as a lightning strike at or near the telephone lines, could cause serious damage.
6. If the PMP-3875 is installed in an area with frequent or severe electrical storms, it is suggested that the telephone be disconnected during these storms or that additional surge suppression equipment be added to the installation.
7. In the case of trouble with the telephone, do not attempt to repair the telephone yourself. It is the responsibility of users requiring service to report the need for service to our Service Department. They will make the necessary arrangements for repair or replacement.
8. If you should have any questions about the operation of your PMP-3875 telephone, please call our Service Department at 1-800-592-1336. Or you may contact TT Systems LLC for technical assistance via our Internet Web site: www.ttsystems.com or e-mail: tech@ttsystems.com.
9. Please register your product online at www.ttsystems.com/CustomerSupport/RegOnline.asp

BATTERY CAUTIONARY INSTRUCTIONS

BATTERIES: CAUTION

To reduce the risk of fire or injury to persons, read and follow these instructions:

- For the cordless handset, use only 3.6V 800mAh Nickel-Metal Hydride (Ni-MH), PM-36BAT cordless telephone battery pack (included).
- Do not dispose of the batteries in a fire. The cells may explode. Check with local codes for possible special disposal instructions.
- Do not open or mutilate the batteries. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
- Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets, and keys. The battery or conductor may overheat and cause burns.
- Do not attempt to rejuvenate the batteries identified for use with this product by heating them. Sudden release of the battery electrolyte may occur causing burns or irritation to eyes or skin.
- When inserting batteries into this product, the proper polarity or direction must be observed. Reverse insertion of batteries can cause charging, and that may result in leakage or explosion.
- Remove the batteries from this product if the product will not be used for a long period of time (several months or more) since during this time the battery could leak in the product.
- Do not store this product, or the batteries identified for use with this product, in high temperature areas. Batteries that are stored in a freezer or refrigerator for the purpose of extending shelf life should be protected from condensation during storage and defrosting.

Batteries should be stabilized at room temperature prior to use after cold storage.



The EPA certified RBRC® Battery Recycling Seal on the nickel-metalhydride (Ni-MH) battery indicates TT Systems LLC is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful life, when taken out of service in the United States or Canada. The RBRC® program provides a convenient alternative to placing used Ni-MH batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-8-BATTERY for information on Ni-MH battery recycling and disposal bans/restrictions in your area. TT Systems LLC's involvement in this program is part of our commitment to preserving our environment and conserving our natural resources.

TROUBLE SHOOTING

No dial tone/phone will not dial out.

- Check that the AC power adapter is plugged into a working AC power outlet.
- Check all telephone cord connections or try another wall jack.
- Do a basic reset of the phone: Disconnect the phone from the wall and remove the battery. Leave for 30 minutes and then re-install as instructed by the manual.

Can't hear the ring signal.

- Check the ringer volume controls; at the lowest level the ring may not be heard.

While on a call, you hear another call on the line or experience radio frequency interference.

- Switch channels to a clear channel.
- Check the wiring for bad connections.
- Do not use this phone within 20 feet of a working microwave. The microwave produces frequencies in this range which may cause interference. This interference is normal for all 2.4GHz phones and should not be considered a product defect.

The caller's name and/or phone number does not appear on the display.

- Make sure you have subscribed to Caller ID service from your local telephone company and that service has been activated.
- Caller ID service may not work when the phone is connected to a Private Branch Exchange (PBX).
- The caller has requested that their phone number be suppressed from Caller ID service, or caller ID service is not available in their area. "Private" or "Unavailable" will appear on the display.
- You answered the call before Caller ID data was displayed, which usually occurs after the first ring.

Cannot remotely access the answering system.

- Verify that the 3-digit remote access code has not been reset to the default code (press /Code Set to announce the current remote access code).
- Be sure to wait until after the outgoing message has begun playing before entering the remote access code.

Can't receive or make phone calls.

- Check if the phone is set to the correct type of service, either Tone or Pulse.

TT Systems One Year Limited Warranty within the United States

1. What does the limited warranty cover?

TT Systems LLC warrants that the PMP-3875 sold by TT Systems within the continental limits of the United States, Hawaii and Alaska are free from defects in materials and workmanship under normal use for one year. This warranty is only applicable to the original purchaser of the PMP-3875, when accompanied by a sales receipt stating the date of the purchase and the name of the company from which it was purchased. This warranty is in lieu of and excludes all other warranties, expressed or implied, including any implied warranty of merchantability or fitness, and of any other obligation on the part of TT Systems.

2. What will TT Systems do when I send in my unit?

At our discretion, repair or replace the PMP-3875.

3. How do I send my unit, in or out of warranty?

- Properly pack your unit. Include any cables and accessories that were originally provided with the product. We recommend using the original carton and packing materials.
- Include in the package a copy of the sales receipt or other evidence of date of original purchase (if the unit was purchased within the last year).
- Print your name, address and phone number, along with a description of the problem, and include this in the package.
- Include payment for any service or repair not covered by the warranty, as determined by TT Systems. Contact a customer service representative at 1-800-582-1336 or tech@ttsystems.com to find out what payment is necessary.
- Ship the unit via UPS insured or equivalent to:

**TT Systems LLC
4 Executive Plaza
Yonkers NY 10701**

- If you have not received your returned unit within 3-4 weeks, you may call 1-914-968-2100 regarding the status of your return.

4. What doesn't the warranty cover?

- Damage from misuse, neglect, or acts of nature (lightning, floods, power surges, etc.).
- Products that may have been repaired or altered by persons not expressly approved by TT Systems.
- Products purchased outside the USA.
- Products purchased more than 12 months from the current date.
- Products which are not accompanied by a valid proof of purchase.

5. The legal information:

- There is no informal dispute settlement mechanism available.
- This warranty gives you specific legal rights, and you may also have other rights, which vary from state to state.
- Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.
- TT Systems shall not be liable for any special or consequential damages or for loss or expense directly or indirectly arising from use of the products or in inability to use them either separately or in combination with other equipment or product accessories or from any other cause.
- TT Systems reserves the right to make changes in the design of the PMP-3875 and to make additions or improvements to the PMP-3875 without incurring any obligation to modify any PMP-3875 previously sold.

Useful Features and Terms

FSK (Private Branch Exchange) — A small, central, privately owned, switching telephone system where a digit (like "9") must be dialed first in order to access an outside line

Calendar/Clock — Visual display of date, day and time.

Caller ID — Enables users to view name and number of callers. Contact your local telephone company to subscribe to Caller ID Service.

Caller ID Log — Stores up to 80 Caller ID entries.

Call Timer — Allows timing of phone conversations.

Data/FAX Port — Allows connection of a PC or FAX machine directly into the phone versus a wall outlet.

Dial from Display — One-button dialing from the Caller ID log.

Display — The Liquid Crystal Display (LCD) shows clock and calendar, number dialed, low battery indicator, Caller ID information and call timer.

Flash — A signal sent by the phone to the local telephone company supporting services such as call waiting.

Message Waiting Indicator — A visual indicator that there are new messages in your voice mail box. Requires FSK signaling by phone company. Contact your local telephone company to subscribe to Voice Mail Service.

New Calls Indicator — A visual indicator that new calls have been received.

Redial — Performs single button dialing of last number dialed.

Ringer Level Control — Permits adjustment of the ringer volume level.

Speed Dialing — Allows programming of frequently dialed numbers so that they can be dialed with the two touch speed dial button (40 entries).

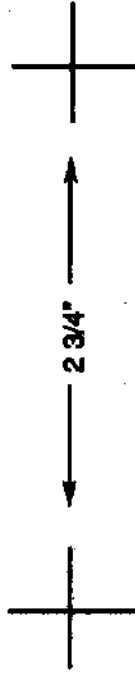
Tone/Pulse Option — Enables you to switch from pulse (rotary) to tone dialing

Volume Level Control — Permits volume adjustment of the handset and headset during a conversation.

FSK type Signaling — A signal used to turn on and off the message waiting indicator, can be sent by the telephone company with a ringing signal or without.

Place this template on the wall. The location of the screws is indicated by the centers of the crossed lines.

Fasten the screws leaving 3/16" of the screw extending from the wall.



Remove This Page to Mark Wall

Screws needed for wall mounting:



Expansion Anchor



#6 or #8 Pan Head Self Tapping Screw

(This is your mailing label)

From:

**TT SYSTEMS LLC
7 Odell Plaza
Yonkers, NY 10701**

To:

To order a replacement battery pack for the PMP-3878 cordless telephone, please mail this order form to the licensee for this product.

**TT SYSTEMS LLC
7 Odell Plaza
Yonkers, NY 10701**

Ni-Cd Battery Packs are \$14.95 each

Please enclose a check or money order made out to TT SYSTEM LLC for the respective amount. Shipping and handling is included in the price. Please ship order to:

Name: _____
 Company: _____
 Address: _____
 City: _____ State: _____ Zip: _____